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PS3

BLAZING ANGELS SQUADRONS OF WWII

ALL CAMPAIGN MISSIONS AND PLANES

At the main menu, hold **△** + **□** and quickly press **△**, **△**, **△**, **△**(x2), **△**, **△**, **△**, **△** to unlock all campaign missions and planes.

INVINCIBILITY

Pause the game, then hold **△** and quickly press **△**, **△**(x2), **△**. Then, hold **△** and quickly press **△**, **△**(x2), **△**. Repeat the code to disable its effect.

INCREASED DAMAGE BY WEAPONS

Pause the game, then hold **△** and quickly press **△**(x2), **△**. Then, hold **△** and quickly press **△**(x2), **△**. Repeat the code to disable its effect.

ACE KILLER

Defeat all the other Aces to unlock Ace Killer.

ACE OF ACES

Get the highest score in all campaign missions to unlock Ace Of Aces.

ELDER SCROLLS IV: OBLIVION

DUPLICATE ITEMS

To duplicate your items in the PS3 version of Oblivion do the following:

- 1 Get two magic scrolls of the same type (the scrolls must NOT be stolen)
- 2 Click on the scroll twice.
- 3 Drop the item from your inventory that you want duped.
- 4 Exit inventory and collect your items.

NOTES:

- Certain weapons and armor won't work
- The health of the item must be 100 (Get it repaired to be safe)
- The charge on a magical item must be full

SNEAK MASTER GLITCH

You can easily get Master Sneak level to aid in your plundering and assassinating endeavours. To do this, simply find a door that doesn't take you to a loading screen when opening it (Fort Urusek has a perfect place for this). Simply go into sneak and walk against the door continuously. Your level will increase as long as you are not heard. This means that if you are below Journeyman and you sneak too fast you will be heard. All you'll have to do is sneak

off until you hear the fight music turn itself off, then sneak back over and continue with the trick.

It's possible to cheat further and use a paperclip or sticky tape to hold the stick forward so you don't have to sit there holding it yourself. When doing this it's wise to check back once every hour or half hour to press **△** when you get to each new Sneak level. Leave it overnight and by morning you should be a Master at Sneak. With this level of Sneak you can steal from enemies easily, as well as deliver a mighty 6x damage boost to your attacks. If enemies have high security, or another enemy sees you whacking away at an enemy, you stand a chance of getting caught, but if you keep sneaking or use an invisibility spell, you can sneak away and they'll lose track of you. High damage bow and arrow combinations are the best for this technique.

GHOST RECON ADVANCED WARFIGHTER 2

EXTRA ONLINE HEADGEAR

Have a game save for one/both of these game to unlock the corresponding head gear for online gameplay.

TOUCH OF DEATH (IN-GAME)

←, →, ↓, ↓, →, →, ←, ←

UNLOCKS DAREDEVIL (TEAM MENU)

←, ←, →, →, ↑, ↓, ↑, ↓, ←, ←

UNLOCKS THE SILVER SURFER (TEAM MENU)

↓, ←, ←, ↑, →, ↑, ↓, ↓, ←, ←

MOTORSTORM

To enter the code, simply hold down all the buttons as shown. As well as pushing the analog sticks down, you will also need to move the stick in the direction shown in the brackets below. You will here a noise if the cheat is done correctly.

BIG HEADS (ATVS AND BIKES)

Pause the game, then hold **△**+**△**+**△**+**△** and R3 (whilst pushing the analogue stick right) and L3 (whilst pushing the analogue stick left).

UNLOCK EVERYTHING

At main menu hold **△**+**△**+**△**+**△** and R3 (whilst pushing the analogue stick up) and L3 (whilst pushing the analogue stick down).

NBA 2K7

From the main menu, choose Features and then Codes. Enter the following:

ABA BALL

payrespect

DEFENSIVE AWARENESS

getstops

MAXIMUM DURABILITY FOR ONE GAME

ironman

OFFENSIVE AWARENESS

inthezone

UNLIMITED STAMINA FOR ONE GAME

noreset

ALL-STAR UNIFORMS

sytf6cii

BOBCATS SECONDARY UNIFORM

bcb8sta

JAZZ SECONDARY UNIFORM

zjb3lau

NETS SECONDARY UNIFORM

nrd4esj

WIZARDS SECONDARY UNIFORM

zw9idla

INTERNATIONAL ALL-STARS TEAM

tns9roi

NBA 2K TEAM

bestsim

SUPERSTAR TEAM

rt1spe

TOPPS 2K SPORTS ALL-STARS

topps2ksports

2007 ALL-STAR BALL

ply8mia

NBA STREET HOMECOURT

Go to the main menu and press **△**+**△** before you enter the codes. You'll need to re-enter the codes every time you turn the game on.

UNLOCK ALL COURTS

↑, →, ↓, ←

UNLOCK ALL TEAMS

←, →, ←, →

NEW YORK ALL-STARS

Defeat the New York Knicks in a GB Battle

OAKLAND ALL-STARS

Defeat the Golden State Warriors in a Trick Battle.

CHICAGO ALL-STARS

Beat the Chicago Bulls in a Back To Basics game

DETROIT ALL-STARS

Defeat the Detroit Pistons in a GB Battle.

JORDAN 9.5 TEAM

Win five Back To Basics games

BRAND JORDAN OUTFIT 4

Get 10 steals in a game

BRAND JORDAN OUTFIT 2

Get 10 blocks in a game

LOS ANGELES ALL-STARS

Defeat the Los Angeles Lakers in a Pick Up game

NEW JERSEY ALL-STARS

Defeat the New Jersey Nets in a Trick Battle

NEED FOR SPEED CARBON

Input all codes at title screen

INFINITE CREW CHARGE

↓, ↑, ↑, →, ←, ←, →, ⊙

INFINITE NITROUS

←, ↑, ←, ↓, ←, ↓, →, ⊙

INFINITE SPEEDBREAKER

↓, →, →, ←, →, ↑, ↓, ⊙

UNLOCK LOGO VINYLs

→, ↑, ↓, ↑, ↓, ←, →, ⊙

UNLOCK SPECIAL LOGO VINYLs

↑, ↑, ↓, ↓, ↓, ↓, ↑, ↑, ⊙

ASTON MARTIN DB9 (EXOTIC)

Defeat Wolf in Boss Battle mode

COLIN

Defeat Wolf or TFK

DODGE CHARGER R/T CLASSIC (MUSCLE)

Defeat the 21st Street Muscle Car Gang

JAGUAR XK 2007 (EXOTIC)

Clear all three Turf War races

MAZDA RX7 (TUNER)

Defeat Kenji in Boss Battle mode

NIKKI

Defeat all three beginning bosses

..50SX (TUNER)

Clear all three Checkpoint Challenges

SAMSON

Defeat Angie or 21st Street

YUMI

Defeat Kenji or Bushido

RESISTANCE: FALL OF MAN

SUPERHUMAN DIFFICULTY LEVEL

Beat the game on Hard

CONCEPT ART PACK 1

Get 10 skill points

CONCEPT ART PACK 2

Get 20 skill points

THE MIGHTY WRENCH (ALLIES GET A WRENCH)

Get 40 skill points

FLIP LEVELS

Get 70 skill points

CLANK BACKPACKS

Get 100 skill points

MP MECHANIC SKIN

Get 126 skill points

MOVIE PLAYER

Beat the game

MP SOLDIER SKIN

Beat the game on Superhuman

BLACK OPS SKIN

Beat the game on Superhuman

BLACK OPS SKIN WITH SKELETON HEAD

Beat the game on Superhuman with all Skill Points

CLOVEN SKIN

Register for myresistance.net, go to "Profile" and the online code is provided

MECHANIC SKIN

Gain all skill points in Campaign mode

UNLOCKABLE WEAPONS

The following guns will be unlocked as you play through the game a second time: Arc Charger, Backlash Grenade, L11-2 Dragon, Reaper and Splitter

RAINBOW SIX VEGAS

CHEAT CODESStart a game and press **△** during gameplay, then hold down **△** while entering all codes.**THIRD PERSON MODE**

⊙, ⊙, ⊙, L3, L3, ⊙, ⊙, ⊙, ⊙, R3, R3,

BIG HEAD MODE

⊙, ⊙, ⊙, ⊙, L3, ⊙, ⊙, ⊙, ⊙, R3

ONE HIT KILLS MODE

L3, R3, L3, R3, ⊙, ⊙, L3, R3, L3, R3, ⊙, ⊙

SUPER RAGDOLL MODE

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

SONIC THE HEDGEHOG

Open up the password screen in the options menu and enter the following:

BIG REALTOR SKATER

shescaremsr

CHRISTIAN HOSOI SKATER

hohohosoi

COLONEL AND SECURITY GUARD

militarymen

DAD AND SKATER JAM KID

strangefellows

JASON LEE

notmono

PHOTOGRAPHER AND CAMERAMAN

themedia

SKINNY AND REAL ESTATE AGENT

sellsellsell

NERD

wearelose

TRAVIS FROM +44

plus44

MOST DECKS

needaride

UNLOCK SPECIALS IN SKATE SHOP

yougotitall

VANS NO SKOOL GOTHIC SHOES

hatedandproud

INKBLOT DECK

birdhouse

FULL AIR STATS

drinakup

TOM CLANCY'S SPLINTER CELL DOUBLE AGENT

ALTERNATE ENDINGS

To unlock different endings, complete the required task during the final mission before the bomb is disarmed.

ENDING A (GOOD ENDING)

Have NSA trust above 33% and save at least two of the three targets.

ENDING B (NORMAL ENDING)

Have NSA trust below 33% and save all three of the targets OR save only one target and have NSA trust above 33%.

ENDING C (BAD ENDING)

Destroy all three targets OR destroy two targets and have NSA trust below 33%.

BONUS EQUIPMENT

Complete the special objectives in single player mode to unlock new equipment.

EMP GRENADE

Complete secondary objectives in Iceland assignment.

EMP GRENADE ATTACHMENT

Complete secondary objectives in Cozumel assignment.

A
B
C
D
E
F
G
H
I
J
K
L
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Q
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X
Y
Z

EXPLOSIVE STICKY CAMERA ATTACHMENT

Complete secondary objectives in Iceland assignment.

FRAG GRENADE ATTACHMENT

Complete primary objectives in JBA HQ 3.

GAS GRENADE

Complete primary objectives in JBA HQ 1.

HACKING DEVICE SOFTWARE UPGRADE

Complete secondary objectives in Shanghai assignment.

Sonic Grenade Attachment

Complete primary objectives in JBA HQ 2.

TONY HAWK'S PROJECT 8

Open up the password screen in the options menu and enter the following:

Big Realtor skater

shescaresme

Christian Hosoi skater

hohohosoi

Colonel and Security guard

militarymen

Dad and Skater Jam kid

strangefellows

Jason Lee

notmono

Photographer and Cameraman

themedia

Skinny and Real Estate Agent

sellsellsell

Nerd

wearelosers

Travis from +44

plus44

Most decks

needaride

Unlock specials in skate shop

yougotitall

Vans No Skool Gothic shoes

hatedandproud

Inkblot deck

birdhouse

Full Air stats

drinkup

PS2

24: THE GAME

CHEAT MODE

While "Options" is highlighted at the main menu, hold **(L1) + (L2) + (R1) + (R2)** to display the "Security Clearance" screen, with a password entry prompt for the "Invulnerable", "Infinite ammo", "All missions", and "All bonuses" options. Hold **(X)** and press D-pad **(←)** or **(→)** to change one of the characters in the desired password. Release **(X)** to input that character. Press **(→)** to highlight the next character and repeat until the password is filled. Press **(O)** to accept the password. If you entered the code correctly, the text will turn orange. Press **(A)** to exit the password entry screen.

INVULNERABLE

Enter "BAUER066" as a code. Then, select the "Load" option and choose a previously saved file to continue the game.

INFINITE AMMO

Enter "ALMEIDA062" as a code. Then, select the "Load" option and choose a previously saved file to continue the game.

ALL MISSIONS

Enter "DESSLER072" as a code. Then, select the "Previously on 24" option, then the "Missions" option. Select a file, highlight "Missions", then press **(O)** to select any mission.

ALL BONUSES

Enter "PALMER054" as a code. Then, select the "Previously on 24" option, then the "Missions" option. Select a file, highlight "Missions", then press **(O)** to select the bonuses.

50 CENT: BULLETPROOF

INVINCIBILITY

Pause the game, select 'Options', then choose 'Cheats'. Enter 'ny'sfinesty0' as a code. Note: You will still die if you fall from a high place.

STRONGER WEAPONS

Pause the game, select 'Options', then choose 'Cheats'. Enter 'the hub is broken' as a code to enable Mike mode.

ALWAYS PERFECT SHOT

Pause the game, select 'Options', then choose 'Cheats'. Enter '#1stunna' as a code for all your shots to be in slow motion straight to the head.

EMPTY N' CLIPS COUNTER KILL

Pause the game, select 'Options', then choose 'Cheats'. Enter 'workout' as a code.

ACTION 26

Pause the game, select 'Options', then choose 'Cheats'. Enter 'orangejuice' as a code.

SO SEDUCTIVE SONG

Pause the game, select 'Options', then choose 'Cheats'. Enter 'killal1' as a code to unlock the So Seductive song

MY BUDDY VIDEO

Pause the game, select 'Options', then choose 'Cheats'. Enter 'sayhellotomylittle friend' as a code to unlock the My Buddy video.

TONY YAYO SO SEDUCTIVE VIDEO

Pause the game, select 'Options', then choose 'Cheats'. Enter 'yayoshome' as a code to unlock the Tony Yayo So Seductive video.

EXTRA MONEY

Grab your opponent and interrogate him until he drops a credit card or his wallet. Then, execute him and choose to steal. He will either give you a credit card or wallet, depending on what you got the first time. Normally when you kill an enemy and steal from them, you will only get either a wallet or a credit card, and not both. Additionally, get a close range head shot to get \$5,000 or more in credit cards or money, jewellery, and armour.

ARMOUR

When you take out an enemy out, steal from them. Most of the time they will drop some used armour.

SAVING MONEY

Save your money. If you do, it will pay off in the later missions when all the better weapons become available. Money is also needed to get better special moves (where popcorn is in the theatre) and the meds from doc when needed. It is recommended that you buy all ten painkiller bottles.

APE ESCAPE 3

Press **(L1) + (L2) + (R1) + (R2)** at the title screen menu to enter the Secret Password screen.

DARK MASTER ON THE LOOSE!

blackout

MOVIE 28 AND 2 CINEMA FILES WITH MESARU GEAR CAST

2snakes

SHIMMY ON THE LOOSE!

2ndman

UNLOCK BLUE PIPOTRON

coolblue

UNLOCK MONKEY IMPERSONATING SPIKE

krops

UNLOCK RED PIPOTRON

redmon

UNLOCK SAL-1000 MONKEY

grobyc

UNLOCK SAL-3000 MONKEY

SAL300

UNLOCK YELLOW PIPOTRON

yellowy

AREA 51

GREY ALIEN IN MULTI-PLAYER MODE

Successfully complete campaign mode on the hard difficulty setting to unlock Grey Alien in multi-player mode.

SECRET TAPES

Find and scan all five databank items in a level to unlock the secret for that level. The final secret of the game is unlocked when all prior secrets have been found.

HARD MODE

Successfully complete campaign mode on the medium difficulty setting to unlock the hard difficulty setting.

ARCADE CABINET

In the earlier stages of the game, there are a few cabinets of the original Area 51 arcade game. If you melee attack the arcade machines you will usually get a life syringe.

ATV QUAD POWER RACING 2

ENTER THE FOLLOWING AS YOUR NAME TO UNLOCK SOME GOODIES:

Everything unlocked ... **GOLD DUST**
 Riders **BUBBA**
 Vehicles **GENERALLEE**
 Tracks **ROADKILL**
 Tricks **FIDDLERSELBOW**
 Champ **REDROOSTER**
 Challenges **DOUBLEBARREL**
 Max Stats **GINGHAM**

BACKYARD WRESTLING: DON'T TRY THIS AT HOME

ALL WRESTLERS AND ARENAS

Enter story mode and put in

DEATHGAMER as a user name.

Different Music

Press **1** and **2** to change the music when wrestling.

UNLOCKABLES

Madman Pondo

Beat the game with any character

Tom Dub

Beat the game with Madman Pondo

Jamie Madrox

Beat the game with Sabu

Clowning Around Video

Finish the last stage list at the TV studio

JCW Boys Video

Complete the list on the mall stage

Everything

Hold down **1** and press **X**, **△**, **○**, **□**, **△**, **○** in the main menu.

BALDUR'S GATE: DARK ALLIANCE

UNLOCK CHEAT MENU

During play, press **1** + **1** + **←** + **△** then press **▶**. If the cheat has worked then a Cheat menu will be unlocked that features 'Invincibility' and 'Level Warp' options.

SUPER CHARACTER

During play, press **1** + **1** + **←** + **△** then press **R3** (press the **right analog stick** inwards.) Your character will now have increased to level 20 and have access to all feats. They will also have level one feats on all class-dependent feats and have a gold stash of 75,000.

PLAY AS DRIZZT

At the main menu, hold **1** + **1** and press **X** + **△**. If the cheat has worked then this hidden character will become available.

UNLOCKABLE EXTRAS

Beat the game on any difficulty level to unlock the Gauntlet level. Complete this to unlock the Extreme difficulty setting and then complete the game on that to unlock Drizzt as playable.

BATMAN BEGINS

Unlockable: All movies and interviews
How to Unlock: Beat the game once

Unlockable: Everything in the Gallery of Fear
How to Unlock: Beat the game once

Unlockable: Three alternate Batsuits
How to Unlock: Beat the game once

Unlockable: Two bonus Batmobile missions
How to Unlock: Beat the game once

Poison Gas Cheat

You can get through any gas-filled room without taking damage by simply rolling through it.

BLADE II

MAIN MENU CHEATS

The following codes are entered on the Main Menu before starting a game. If the code has worked a message appears in the top-left corner of the screen.

CHEAT: LEVEL SELECT

Code: (Hold **1** and press) **↓**, **↑**, **←**, **→**, **△**, **○**, **□**, **△**, **○**

CHEAT: ALL WEAPONS

Code: (Hold **1** and press) **△**, **○**, **↓**, **←**, **○**, **○**, **△**

CHEAT: DAYWALKER DIFFICULTY

Code: (Hold **1** and press) **←**, **○**, **↑**, **↓**, **○**, **○**, **△**

IN-GAME CHEATS

The following codes must be entered during an actual game. Simply pause the action to input them.

CHEAT: UNLIMITED HEALTH

Code: (Hold **1** and press) **△**, **○**, **△**, **○**, **△**, **○**, **△**, **○**

CHEAT: UNLIMITED RAGE

Code: (Hold **1** and press) **←**, **↓**, **←**, **↓**, **→**, **↑**, **→**, **↑**

CHEAT: UNLIMITED AMMO

Code: (Hold **1** and press) **←**, **○**, **→**, **○**, **↑**, **△**, **↓**, **△**

CHEAT: ESCORTED NPCs ARE INVINCIBLE

Code: (Hold **1** and press) **○**, **○**, **△**, **○**, **○**, **○**, **△**, **○**

BLOODRAYNE

Enter the following codes at the Cheat menu. A message appears to confirm correct code entry. Once entered, the cheat options must be activated in the Pause menu.

Cheat: Unlock God Mode

Code: **TRIASSASSINDONTDIE**

Cheat: Unlock Time Factor

Code: **NAKEDNASTYDISHWASHERDANCE**

Cheat: Unlock Restore Health

Code: **LAMEYANKEEDONTFEED**

Cheat: Unlock Fill Bloodlust

Code: **ANGRYXXXINSANEHOOKER**

Cheat: Unlock Secret Louisiana Level

Code: **BRIMSTONEINTHEBAYOU**

Cheat: Unlock Enemy Freeze

Code: **DONTFARTONOSCAR**

Cheat: Unlock Show Weapons

Code: **SHOWMEMYWEAPONS**

Cheat: Unlock Gratuitous Dismemberment

Code: **INSANEGIBSMODEGOOD**

Cheat: Unlock Juggy Mode

Code: **JUGGYDANCESQUAD**

Level Select Enter **ONTHELEVEL** at the Cheat menu. A message appears to confirm correct code entry. Return to the Main menu and highlight 'New'. Hold **1**

and press **▶** to bring up the level select menu. Note: The secret Louisiana level can be accessed by selecting 'LA_HILL'.

BURNOUT 2

Cheat mode Unlock any cheat and the Cheat mode will turn up at the options screen.

Invulnerability Complete every Grand Prix Championship with gold medals to unlock the Invulnerability option at the Cheat mode menu.

Runaway Complete Crash mode with all gold medals on all 15 tracks to unlock the Runaway option at the Cheat mode menu.

Face Off Win every face off in the first championship.

Custom Championship Win gold medals in every race and win everything in the first championship to unlock the Custom Championship. Now you can have a crack at unlocking six more cars.

1997 Eclipse and 2001 Focus SVT Complete the Custom championship twice with the best score.

Custom Compact car Win the Custom Series Qualifier.

Custom Coupe car Get all gold medals at the Split Second Grand Prix.

Custom Muscle car Win Pursuit 6.

Custom Pickup truck Win Pursuit 5.

Custom Roadster Get all gold medals at Point Of Impact Grand Prix.

Custom Sport car Get all gold medals at Speed Streak Grand Prix.

Custom SUV Win Pursuit 4.

Classic 1970 car Win Pursuit 2 by destroying the classic '70s car with the police car.

Drivers Ed car Complete Driving 101 with all gold medals.

Oval Racer Beat the Oval Racer with Face Off 2.

Police car Win Pursuit 1 by destroying criminal's car.

Gangster car Win Pursuit 3.

Hot Rod car Win Face Off 1.

Japanese Muscle car Win Face Off 3.

Super Car: Win Face Off 4.

Two-player pursuit mode Complete Pursuit 3.

Quick start Hold **⊗** at the countdown. Then tap **⊕** and smoke should come out of your tires. Keep hold of **⊗** until a second before Go appears. let go and press again right away for a speed boost..

BURNOUT 3: TAKEDOWN

Unlockables

Unlockable **How to Unlock**
Oval Racer Special Get all Signature Takedowns

Assassin Compact Car Get 15 Takedowns
Assassin Coupe Car Get 60 Takedowns
Assassin Muscle Car ... Get 30 Takedowns
Assassin Sports Car Get 100 Takedowns
Assassin Super Car Get 150 Takedowns
Classic Hotrod Get a Gold Medal in each Special Event

Custom Compact Car . . . 10,000 Burnout Points

Custom Coupe Car..... 50,000 Burnout Points

Custom Coupe Ult..... Gold on all Crash Junctions

Custom Muscle Car 25,000 Burnout Points

Custom Sports Car..... 100,000 Burnout Points

Custom Super Car..... 200,000 Burnout Points

Compact DX Car Get 4 Gold Medals
Coupe DX Car..... Get 18 Gold Medals

Muscle DX Car..... Get 10 Gold Medals

Sports DX Car..... Get 25 Gold Medals

CARS

ENTER THE FOLLOWING AS CODES

ALL TRACKS AND MINI-GAMES

IF900HP

ALL RACES

MATTL66

ALL CARS

YAYCARS

ALL PAINT JOBS

R4MONE

ALL MOVIES

WATCHIT

ALL CONCEPT ART

CONC3PT

SUPER FAST START

IMSPEED

INFINITE BOOST

VROOOOM

MATERS SPEEDY CIRCUIT AND MATERS COUNTDOWN CLEANUP

TRGTEXC

DRIVE ON FIRE
TORCHED

RACE AS #33 RACE CAR
DUN33LI

RACE AS BOOST
CHEATER
RACE AS DJ
MUSIC8R

RACE AS FILLMORE
PEACEOT

RACE AS FLETCHER
RACEKAR

RACE AS LIZZIE
OLDY2D0

RACE AS LUIGI
CASEDEL

RACE AS MIA AND TIA
MCQNL94

RACE AS MONSTER TRUCK #1
MONAR02

RACE AS MONSTER TRUCK #2
GOOGLER

RACE AS SARGE
BOOTCMP

RACE AS TRACTOR
FRANKSB

RACE AS WOODY THE WAGON
PIXARFY

AVOID GETTING LOST

If you get lost in the desert, follow Mater or any other car without bumping into them and they will take you back to Radiator Springs.

CHAOS LEGION

Level Y D  f  at the end-of-level-nine boss* to get the Map Selector. You can only go to stages you've already completed.

New Enemies in Old Levels Defeat the end-of-level-ten boss to get Change Appearance.

Arcia Complete the game.
Hard Mode Complete the game.

Super Mode Finish Hard Mode.

THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE

WARDROBE

CHEAT MODE

At the title screen when the "Press The Start Button" text is displayed, press **X**, then hold **□ + □** and press **↓, ↓, →, ↑** to enable cheat mode. If you entered the code correctly, the "Press The Start Button" text will turn green. The following codes can now be entered. If entered correctly the message 'Cheat Activated' will appear.

LEVEL SELECT

At the Wardrobe level selection screen, hold **□** and press **↑, ↑, →, →, ↑, ↓, ↓**. Repeat the code to disable its effect.

LEVEL SKIP

While playing the game, hold **□** and press **↓, ↓, ↓, ↓, →, ↓, →, ↑**.

ALL BONUS LEVELS

While the Bonus drawer is highlighted, hold **□** and press **↓, ↓, →, →, ↓, ↓, ↑**. Repeat the code to disable its effect.

INVINCIBILITY

While playing the game, hold **□** and press **↓, ↑, ↓, →, →**. Repeat the code to disable its effect.

RESTORE PEVENISIE CHILDREN'S HEALTH

While playing the game, hold **□** and press **↓, ←, ←, →**.

FULL COMBO METER

While playing the game, hold **□** and press **↑, ↑, →, ↑**.

ALL ABILITIES IN INVENTORY

While playing the game, hold **□** and press **↓, ←, →, ←, ↑**. Repeat the code to disable its effect.

10,000 EXTRA COINS

While playing the game, hold **□** and press **↓, ←, →, ↓, ↓**.

CHEAT MODE

At the title screen when the 'Press The Start Button' text is displayed, press **q**, then hold **□ + □** and press **↓, ↓, →, ↑** to enable cheat mode. If you entered the code correctly, the 'Press The Start Button' text will turn green. The following codes can now be entered. If entered correctly the message 'Cheat Activated' will appear.

LEVEL SELECT

At the Wardrobe level selection screen, hold **□** and press **↑, ↑, →, →, ↑, ↓, ↓**. Repeat the code to disable its effect.

LEVEL SKIP

While playing the game, hold **□** and press **↓, ←, ↓, ↓, ↓, →, ↓, →, ↑**.

ALL BONUS LEVELS

While the Bonus drawer is highlighted, hold **□** and press **↓, ↓, →, →, ↓, ↓, ↑, ↑**. Repeat the code to disable its effect.

INVINCIBILITY

While playing the game, hold **□** and press **↓, ↑, ↓, ↓, →, →**. Repeat the code to

disable its effect.

RESTORE PEVENISIE CHILDREN'S HEALTH

While playing the game, hold **□** and press **↓, ←, ←, →**.

FULL COMBO METER

While playing the game, hold **□** and press **↑, ↑, →, ↑**.

ALL ABILITIES IN INVENTORY

While playing the game, hold **□** and press **↓, ←, →, ←, ↑**. Repeat the code to disable its effect.

10,000 EXTRA COINS

While playing the game, hold **□** and press **↓, ←, →, ↓, ↓**.

CRASH BANDICOOT: WRATH OF CORTEX

Extra lives After you have defeated the Boss in level hub four and earned the bazooka, return to the Arctic Antics level and shoot the three woolly mammoths to get a plethora of extra lives. Failing that, if you can't be bothered to wait for the bazooka, you can use the double jump power that you earn from defeating the second boss to jump on the heads of the mammoths – you'll be awarded an extra life for each mammoth you jump on.

Super Belly Flop power After acquiring the Red Gem, go to the Bonzat Bonsat level and ride the Red Gem platform. At the end you will find an extra gem and the super belly flop power, which should come in handy.

Easy Time Trial On the Wizards and Lizards level, hit the clock at the start to activate the time trial, then press **□**. You should now warp straight to the end of the level and earn yourself a Platinum relic.

To get the colored gems You will have to get past a significant chunk of the following levels without dying (if you do die then you'll have to quit out back to the warp room and re-enter the level). If you manage this you'll come to a skull and crossbones platform which will take you to an alternate path through the level and, providing you survive the new route, the colored gem:

RedCrash And Burn
GreenWizards And Lizards
BlueArctic Antics
YellowGold Rush
PurpleThe Gauntlet

CRASH TAG TEAM RACING

PLAY AS CRUNCH BANDICOOT

Give Crunch Bandicoot 2,500 Coins at

Midway to unlock him.

PLAY AS N. GIN

Give N. Gin the Green Plutonium at Midway to unlock him.

PLAY AS NINA CORTEX

Give Nina Cortex the keys at Midway to unlock her.

PLAY AS PASADENA OPOSSUM

Give Pasadena Opossum one Power Crystal at Midway to unlock him.

PLAY AS VON CLUTCH

Give Von Clutch one Power Crystal at Midway to unlock him.

BABY CRASH COSTUME

Collect all the Die-O-Ramas to unlock the Baby Crash costume.

CRAZY TAXI

Picking up rides Always stop as close as possible to each customer. If they have to run, you have less time to drop them off, and they yell at you. If you know where the passenger is heading, try to face in that direction when you stop, preferably with a Crazy Drift. If you are not sure, hedge your bets and stop halfway between the two directions. Both courses are complete circuits, so the best way to play is to continuously complete laps. On the arcade track, this means you must go through town, along the freeway, to downtown, to the bus terminal and round to the university again. It makes sense then to try to pick up fares that won't have you backtracking.

The color of money All potential customers have their own color code corresponding to the distance they want to go and the potential earnings you can make from picking them up. Look out for the Green customers; they travel the farthest and pay the most, while Reds go the shortest and pay the least. For maximum earnings your customer priority should be: Green, Lime, Yellow, Orange, Red. Some customers change color. For example, at the bus terminal some will switch from Red to Yellow. Again, use the color codes to pick up the ones that want to travel the furthest.

Tip Tips Every time you pull off a Crazy Hit trick, a tip is added to your fare. Crazy Hits then link into combos until you have a front-end collision with another vehicle when they reset. Good places to rack up the tips are following the cable car going down the hill and on the freeway. Your tips are doubled if you drive on the wrong side of the road. When you drop your ride off they will give you a tip based on your remaining time.

Each hidden customer on the Arcade track should net you \$2,500-\$4,000. Here's how to find them:

At the beginning of the game Instead of driving forward, hit reverse. Pick up the woman directly behind you and she will

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pay you for a ride to the bottom of the hill.

At the hotel/crown area Look between the two buildings near the intersection. You should be able to see a tennis player, who wants to go to the tennis court.

Past The Levi's Store You should see a multi-story parking garage. Drive up the ramp, hug the left side, and pick up the old lady on the rooftop. She wants to go all the way to the police station.

On the beach Just offshore, there are three customers waiting patiently for a cab. Under the waves.

Downtown Take the ramp on the right side of the theater on the middle street. Jump over to the rooftop, and **□-□-□-□** pick up a punk.

Unlock crazy bike On the Character Select screen, hold **□ + □**, then release **□**, then **□**. Hold **□ + □** again and then release them together. Finally, press **⊗** and you should hear a bicycle bell. Now when you start the game, your character will be riding around on a bike instead of driving a taxi. The passengers jump in the back.

Unlock expert mode On the main menu, press and hold **□ + □ + ▶**. Keep them held down until the Character Select screen appears and then press **⊗** to start a game. When the game starts, you will see 'Expert' in the bottom left-hand corner and there will be no destination or arrow indicators showing.

Unlock Another Day On the Character Select screen, press **□** and then release it. Then hold **□** and press **⊗**. When the game starts, you will see 'Another Day' in the bottom left-hand corner and the layout will be mixed up.

Alternate display Start a game in Arcade or Original mode, then hold down **□ + □** on controller two. Keeping them held, press **⊙** to switch to an in-car view, or **Ⓐ** to switch to a rather confusing pan-cam.

DAVE MIRRA FREESTYLE BMX 2

Unlock all bikes

At the main menu, press **↑, ←, ↓, →, ↓, ↓, ↓, ↓, ←, ⊙**.

Unlock Amish Boy in Free Play and ProQuest

At the main menu, press **↑, ←, ↓, →, →, ←, ↓, ↑, ←, ⊙**.

Unlock Mike Dias in Free Play and ProQuest

At the main menu, press **↑, ←, ↓, →, →, ←, ↑, ↓, ↑, →, ⊙**.

UNLOCK OUTFITS AND FMV

Enter these codes on the main menu:

Costume: Colin Mackay's Competition outfit

Code: **↑, ↓, →, ↓, ↑, →, →, ↑, ⊙**

Costume: Colin Mackay's FMV

Code: **←, ←, →, →, ↓, ↓, →, ↑, ⊙**

Costume: Dave Mirra's Competition outfit

Code: **↑, ↓, ↑, ↓, →, ←, ↑, ↑, ⊙**

Costume: Dave Mirra's FMV

Code: **→, ↑, ↑, →, ←, ↑, ↑, ⊙**

Costume: Joey Garcia's Competition outfit

Code: **↑, ↓, ↑, ←, ↓, →, ↓, →, ⊙**

Costume: Joey Garcia's FMV

Code: **←, ←, ↑, ↑, ↓, →, ↓, ⊙**

Costume: Kenan Harkin's Competition outfit

Code: **↑, ↓, ←, ↓, ←, ↑, ↓, ↑, ⊙**

Costume: Kenan Harkin's FMV

Code: **←, ←, ←, ←, →, →, ↓, ↓, ⊙**

Costume: Leigh Ramsdell's Competition outfit

Code: **↑, ↓, ↓, ←, ↓, ↓, ↓, ←, ⊙**

Costume: Leigh Ramsdell's FMV

Code: **←, ←, ↓, ↓, ←, →, ↓, ←, ⊙**

Costume: Luc-E's Competition outfit

Code: **↑, ↓, ←, ↓, ←, →, ←, ←, ⊙**

Costume: Luc-E's FMV

Code: **←, ←, →, →, ↓, ↓, →, ↑, ⊙**

Costume: Mike Laird's Competition outfit

Code: **↑, ↑, ↓, ↓, ←, →, →, ←, ⊙**

Costume: Mike Laird's FMV

Code: **←, ←, →, ↑, ↑, →, ↑, →, ⊙**

Costume: Ryan Nyquist's Competition Outfit

Code: **↑, ↓, ↓, ←, ↓, ↑, ↑, ↓, ⊙**

Costume: Ryan Nyquist's FMV

Code: **←, ←, ↓, →, ↓, →, ↑, ↓, ⊙**

Costume: Scott Wirch's Competition outfit

Code: **↑, ↓, →, ↓, ↑, →, →, ↑, ⊙**

Costume: Scott Wirch's FMV

Code: **←, ←, →, ↑, ↑, ↑, ←, →, ⊙**

Costume: Tim Mirra's Competition outfit

Code: **↑, ↓, →, ←, ←, ↑, ↓, ↑, ⊙**

Costume: Tim Mirra's FMV

Code: **←, ←, →, →, ↑, ↓, ←, ↓, ↑, ⊙**

Costume: Todd Lyons' Competition outfit

Code: **↑, ↓, ↓, ↓, →, ↑, ←, ←, ↓, ⊙**

Costume: Todd Lyons' FMV

Code: **←, ←, ↓, ↑, ↑, →, ←, ↓, ⊙**

Costume: Troy McMurray's Competition outfit

Code: **↑, ↓, ←, ↓, →, ←, ↑, ←, ⊙**

Costume: Troy McMurray's FMV

Code: **←, ←, ←, ↓, ↑, →, ↑, ←, ⊙**

Costume: Zack Shaw's Competition outfit

Code: **↑, ↓, ←, →, ↓, ↓, →, ↓, ⊙**

Costume: Zack Shaw's FMV

Code: **←, ←, ←, →, ←, ↓, →, ↓, ⊙**

THE DA VINCI CODE

CODES

Go to codes at the options menu then type in any of the following.

ALL BONUSES UNLOCKED

Et In Arcadia Ego

ALL VISUAL DATABASE ENTRIES UNLOCKED

Apocrypha

DOUBLE HEALTH

Sacred Feminine

GOD MODE(INFINITE HEALTH)

Vitruvian Man

LEVEL SELECT

Clos Luce 1519

ONE HIT FIST KILL

Phillips Exeter

ONE HIT WEAPON KILL

Royal Holloway

DDRMAX

UNLOCKABLES

Do it Right Remix Beat Adrenaline Oni course.

The Shining Polaris Beat Club Trax Oni course.

Dynamite Rave Remix Beat Lesson Oni course.

Jam & Marmalade Beat Variety Oni course.

Celebrate Fail a song on game mode.

Gentle Stress Fail an Oni course.

Love This Feelin' Pass 5 songs
Rhythm and Police K.O.G G3 Mix Pass 10 songs

Get Me In Your Sight Pass 15 songs

So In Love Pass 20 songs

Look To The Sky Pass 25 songs

Healing Vision Pass 30 songs

Let the Beat Hit Em Pass 35 songs

Kind Lady Pass 40 songs

I'm For Real Pass 45 songs

Secret Rendezvous Pass 50 songs

Sana Morette Ne Ente Pass 55 songs

true... (Trance Sunrise Mix) Pass 60 songs

Dynamite Rave Pass 65 songs

Abyss Pass 70 songs

Holic Pass 75 songs

Gambol Pass 80 songs

Jam & Marmalade Pass 85 songs

My Summer Love Pass 90 songs

Electro Tuned Pass 95 songs

MA 300 Pass 100 songs

Candy Pass 200 songs

Paranoia Max (Dirty Mix) Beat 3 songs on Double Mode.

DEAD OR ALIVE 2

Ayane

Partner: Ein (Hayate)
Move: M Tensho
Combo: →, →, △+⊕, ⊗

Bass

Partner: Ayane
Move: ↓ Platoon DDT
Combo: →, →, △+⊕, ⊗

Hayate

Partner: Ayane
Move: Kagura
Combo: →, →, △+⊕, ⊗

Gen Fu

Partner: Ayane
Move: Yougeki
Combo: →, →, △+⊕, ⊗

Helena

Partner: Gen Fu
Move: Sokanbu
Combo: →, →, △+⊕, ⊗

Jann Lee

Partner: Lei Fang
Move: Double Dragon
Combo: →, →, △+⊕, ⊗

Kasumi

Partner: Ryu Hayabusa
Move: Oborofutae
Combo: →, →, △+⊕, ⊗

Lei Fang

Partner: Jann Lee
Move: Tengyo
Combo: →, →, △+⊕, ⊗

Leon

Partner: Bass
Move: Guillotine Napalm

Combo: →, →, △+⊕, ⊗

Tina

Partner: Bass
Move: 2⊗ Arm Strong Buster
Combo: →, →, △+⊕, ⊗

Zack

Partner: Leon
Move: Mad Shaking
Combo: →, →, △+⊕, ⊗

DEAD TO RIGHTS

Press and hold ⊕ + ⊕ + ⊕ + ⊕ at the Main Menu and enter any of the following codes:

Unlock: Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
Code: ↓, ←, ↓, △, ↓

Unlock: 10,000 Bullets Mode (Unlimited Weapon Ammunition)
Code: ↑, ←, ↓, →, ⊗

Unlock: Boomstick Mode (Unlimited Shotgun Ammo)
Code: →, ⊗, ⊗, ⊗, ⊗

Unlock: Chow Yun Jack Mode (Always start with double guns)
Code: △, ⊗, ↑, ↑, ↑

Unlock: Time To Play (All disarms)
Code: ⊗, ⊗, ⊗, ⊗, →

Unlock: One Shot Kills
Code: △, ⊗, ⊗, ⊗, ←

Unlock: Sharpshooter Mode (All Headshot Kills)
Code: ⊗, ⊗, ⊗, ↓, →

Unlock: Bang Bang
Code: ⊗, △, ⊗, ⊗, →

Unlock: Wussy Mode (Less accurate enemies)
Code: ⊗, ←, △, ↑, ↓

Unlock: Precursor (Targeting off)
Code: ↑, ↑, ↓, ↓, ↑

Unlock: Hard Boiled Mode (More accurate enemies)
Code: △, ⊗, ←, ←, ⊗

Unlock: Super Cop Mode (Harder difficulty)
Code: ⊗, △, ←, ↑, →
Unlock: Wolf! (Shadow has unlimited stamina)
Code: ⊗, ⊗, △, ⊗, ↓

Unlock: Gimme Some Sugar, Baby (Unlimited adrenaline)
Code: ←, →, ←, ⊗, ⊗

Unlock: Bulletproof Mode (Unlimited armor)
Code: ↑, ↑, ↑, ⊗, ↓

Unlock: Up Close And Personal Mode (Human shields have unlimited

health)

Code: ⊗, △, ⊗, △, ⊗

Unlock: Your Skills Are Extra-Ordinary (Melee attack damage increases)
Code: ⊗, ⊗, ↑, ↑, ⊗

Unlock: Fight Club (Enemies are disarmed)
Code: →, ⊗, ←, ⊗, △

Unlock: Jack Off (Invisible Jack)
Code: △, △, ↑, ↑, △

DEF JAM: FIGHT FOR NEW YORK

EA's latest brawler might look like a simple button-masher, but there's actually a fair amount of strategy to mastering its unique mix of martial arts and pro wrestling – not to mention maxing out your character for supreme crowd appeal.

Creating a better brawler

Start by putting development points into your toughness, health, and speed. Until you learn the ropes (or, in this game's case, almost utter lack thereof) you need to be able to take a beating – or at least avoid one. Building your character's agility and resilience early on will help you out when it comes down to those within-a-hair's-width-of-a-KO situations.

Build to suit

If you're a street fighter, it's your upper attacks that you'll want to focus on improving; kickboxers, on the other hand, benefit more from lower body power. Build up your attacks equally if you're a submission expert, wrestler, or martial artist.

Mix and match

You can go through the entire game using only one fighting style, but it's not as fun. We like playing as combination wrestler-martial artists (for cool high-flying and strength finishes) and street fighter / submission fighters, for the ultimate tough guy feeling.

They're there for a reason

Environmental sticky-points (speakers, pillars, etc.) should be exploited to their fullest. Slamming your opponent into them won't necessarily do massive damage, but it will build your Blazin' meter up very quickly. On the other hand, weapons are excellent for damaging and finishing your rivals. It's important to know when to use them; get used to judging the reach of longer weapons (pool cues, mops) so you can time your swings just right. Bottles can be much harder to use on standing opponents, but they're really good to use once you knocked someone down.

Dress to impress

It's tempting to stick with one look for your character once you've gotten them "just right," but, just like in real life, people aren't going to think much of you if you wear the

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same clothes all of the time. Pay attention to Sidekick messages from the jewelry shop in particular; the bigger the bling, the better. If you can afford it, buy it, and get it in platinum, if possible. Wear as much as possible. It really does help get you "over" with the crowd - and speeds up your Blazin' meter in the process.

Find a "Training Partner"

It can be really tough (make that next to impossible) to master DJFFNY's counter/reversal mechanics while fighting in the story mode. That's where a good-natured friend can come in very handy. Spend some time playing single matches against one-another and purposely calling out the type of move you're doing (attack or grapple) so you can both get the timing of block + opponent's direction (for countering attacks or you own counter-attack (for thwarting grapple attempts) down. Just be warned: your friend will be a very challenging rival from that point on!

COMBAT-SPECIFIC TIPS

There are no rules...

Forget about "no blows below the belt" - always get up from being knocked down by hitting kick or punch. Use a kick to put some distance between your opponent and yourself, or a punch to momentarily stun him by getting in a "low blow."

The best defense is... none?

While the game does enable you to counter opponent's attacks and grapples, more often than not, it's best to take the offensive. String together multi punch / kick combos to knock opponents down, then grapple them just as they get to their feet. Just remember that they're not dummies - just like you should be doing, they'll likely attack while rising, so push towards them + block to counter, and leave them wide-open for a grapple.

Between you and a hard place

One incredibly useful (some would say shifty, but we're playing to win, right?) tactic is to pin your opponent into a corner or one side of the venue you're fighting in. Then, instead of performing normal throws or grapples, Irish Whip them into the wall / pillar when you grab them. They'll stick, and you can then grab them again to smash them into the environment. This is especially useful in ring-out rules matches, or when smashing their rides, or when you need to send Crow out of his high-rise window. Even keeping your opponent near the crowd is beneficial, since they'll crack a bottle over his head every now-and-again.

Character and venue unlock codes!

- Arii ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Bounty Club... ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Briggs..... ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Carla..... ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Chukklez ⓐ, ⓑ, ⓓ, ⓒ, ⓔ
- Club Luda..... ⓐ, ⓑ, ⓓ, ⓒ, ⓔ
- Cruz..... ⓐ, ⓑ, ⓓ, ⓒ, ⓔ
- D-Mob ⓐ, ⓑ, ⓓ, ⓒ, ⓔ
- DMX ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Ludacris ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Method Man... ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Redman..... ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Scarface..... ⓐ, ⓑ, ⓓ, ⓔ, ⓕ

Steel ⓧ, ⓐ, ⓑ, ⓒ, ⓓ

Skill Point Passwords:

- NEWJACK** 100 reward points
- THESOURCE** 100 reward points
- CROOKLYN** 100 reward points
- DUCKETS** 100 reward points
- GETSTUFF** 100 reward points

Song Passwords:

- LOYALTY** Afterhours by Nyne
- MILITAIN** Anything Goes by CNN
- BIGBOI** Bust by Outkast
- CHOPPER** Chopshop by Baxter
- CHOCOCITY** Comp by Comp
- AKIRA** Dragon House by Chiang
- PLATINUMB** Get it Now by Bless
- GHOSTSHELL** Koto by Chiang
- GONBETRUBL** Lil' Bro by Ricbybyche
- KIRKJONES** Man Up by Sticky Fingaz
- RESPECT** Move by Public Enemy
- POWER** Original Gangster by Ice T
- ULTRAMAG** Poppa Large by Ultramagnetic MCs
- SIEZE** Sieze the day by Bless
- CARTAGENA** Take a look at my life by Fat Joe
- PUMP** Walk with Me by Joe Budden

DEF JAM VENDETTA

Select Battle Mode and choose any type of match. Enter a User ID at the 'User Setups' Menu and then hold **ⓧ** + **ⓐ** + **ⓑ** + **ⓒ** at the character selection screen before quickly entering one of the following codes to unlock the corresponding character.

- Unlock: Arii**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Unlock: Briggs (alternate costume #1)**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Unlock: Briggs (alternate costume #2)**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Unlock: Carla**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Unlock: Chukklez**
Code: ⓐ, ⓑ, ⓓ, ⓒ, ⓔ
- Unlock: Cruz**
Code: ⓐ, ⓑ, ⓓ, ⓒ, ⓔ
- Unlock: D-Mob**
Code: ⓐ, ⓑ, ⓓ, ⓒ, ⓔ
- Unlock: D-Mob (alternate costume)**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Dan G**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Unlock: Deebo**
Code: ⓐ, ⓑ, ⓓ, ⓒ, ⓔ
- Unlock: Deja**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: DM**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ

- Unlock: Drake**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ, ⓖ
- Unlock: Drake (alternate costume)**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ
- Unlock: Funkmaster Flex**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Headache**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: House**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Iceberg**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Ludacris**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Manny (alternate costume)**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Masa**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Method Man**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Moses**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: NORE**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Nyne**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Omar**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Opa**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Peewee**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ, ⓔ
- Unlock: Peewee (alternate costume)**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ, ⓔ
- Unlock: Penny**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ, ⓔ
- Unlock: Pockets**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Proof (alternate costume)**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ, ⓔ
- Unlock: Razor**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ, ⓖ
- Unlock: Razor (alternate costume)**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ, ⓖ
- Unlock: Redman**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ
- Unlock: Ruffneck**
Code: ⓧ, ⓐ, ⓑ, ⓒ, ⓓ, ⓔ
- Unlock: Ruffneck (alternate costume)**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ, ⓖ
- Unlock: Scarface**
Code: ⓐ, ⓑ, ⓓ, ⓔ, ⓕ, ⓖ

Unlock: Sketch
Code: (A), (A), (O), (O), (X)

Unlock: Snowman
Code: (A), (A), (X), (X), (X), (O)

Unlock: Spider (alternate costume)
Code: (O), (A), (X), (O), (O)

Unlock: Steel
Code: (X), (A), (O), (O), (A)

Unlock: T'ai
Code: (O), (O), (O), (X), (O)

Unlock: Zaheer
Code: (A), (A), (O), (X), (X)

DESTROY ALL HUMANS!

Effect: Unlimited Ammo
Code: Left, Circle, R2, Right, R1, Square

Effect: Max Alert Meter
Code: Right, Square, R2, R1, Right, R2

Effect: Invulnerability
Code: Square, Circle, Left, Left, Circle, Square

Effect: Unlimited Mind Power
Code: R1, R2, Circle, Right, R2, Circle

Effect: Increases DNA
Code: R1, R1, R2, R2, Left, Right, Left, Right, R2, R1
 (must be entered onboard the Mothership)

Effect: More Upgrades
Code: Square, Circle, Left, Left, Circle, Square
 (must be entered onboard the Mothership)

Effect: Resets Alert Meter
Code: R2, Right, R2, R1, Square, Right

UNLOCKABLES

B-Movie Theater

Unlockable: Furon Down!
How to Unlock: Complete Furon Down!

Unlockable: Outro Movie
How to Unlock: Complete Attack of the 50ft President

Unlockable: Plan 9 from Outer Space
How to Unlock: Complete Teenage Zombies from Outer Space

Unlockable: Teenagers from Outer Space
How to Unlock: Complete Attack of the 50ft President

FURON PROPAGANDA UNLOCKABLES

Unlockable: Developer Darwinism: Evolution of the game
How to Unlock: Complete Attack of the 50ft president

Unlockable: E3 Booth Footage
How to Unlock: Complete Attack of the 50ft president

Unlockable: Goofy screenshots and voiceovers
How to Unlock: Complete Attack of the 50ft president

FURONGAMI UNLOCKABLES

Unlockable: Art of the Furon
How to Unlock: Collect all Probes in Santa Modesta

Unlockable: Blue Book: Saucer Blueprints
How to Unlock: Collect all Probes in Rockwell

Unlockable: Evolution of an Alien
How to Unlock: Collect all Probes in Turnipseed Farm

Unlockable: Face of the Enemy
How to Unlock: Collect all Probes in Area-42

Unlockable: Pathetic Humans!
How to Unlock: Collect all Probes in Union Town

Unlockable: The Concept Barnyard
How to Unlock: Collect all Probes in Capitol City

DEVIL MAY CRY 2

Level select Complete game with both characters and you can chose your level.
Play as Trish Complete the game with Dante on Hard mode to unlock Trish from Devil May Cry.

Bloody Palace Complete the game with both characters to unlock the Bloody Palace.

Dante/Lucia Must Die mode Complete the game with either Dante or Lucia on Hard to unlock Dante/ Lucia Must Die mode for the respective character.

Dante's bonus costume Complete the game with Dante to unlock Dante's bonus costume.

Lucia's first bonus costume Complete the game with Lucia to unlock Lucia's first bonus costume.

Lucia's second bonus costume Complete the game with Lucia on Hard mode to unlock Lucia's second bonus costume.

Dante and Lucia's Diesel Costume Play the First Mission and Save. Restart your game and at the Press Start Button screen, Press **L3, R3** (X), (X), (X), (X), **L3, R3**. If entered correctly, you'll hear a sound. Now select Load Game and you'll be able to pick the Diesel Costume for

whichever character you did the code for by pressing (X) or (O) on the load screen. (For those looking for the third shoulder button, **L3** and **R3** refer to the press function on the sticks.)

DEVIL MAY CRY 3

UNLOCK EVERY MODE, COSTUME, AND BONUS

At the Main Menu, hold **L1+L2+R1+R2** and rotate the left analog stick clockwise until you hear a voice say "Devil May Cry."

DIE HARD VENDETTA

Enter these on the main menu. A message will confirm the code.

Cheat: Invulnerability
Code: (O), (X), (O), (X), (O), (O), (O), (X)

Cheat: Infinite ammo
Code: (X), (X), (X), (X), (O), (X)

Cheat: Flame on
Code: (O), (A), (O), (O), (A), (O)

Cheat: Metallic textures
Code: (O), (A), (O), (O), (A), (O)

Cheat: Mega heads
Code: (X), (X), (X), (O), (X)

Cheat: Small heads
Code: (O), (O), (X), (O)

Cheat: Pin heads
Code: (O), (O), (A), (O), (O), (A)

Cheat: Exploding fists
Code: (X), (X), (A), (O), (O), (X), (X)

Cheat: Hot fists
Code: (O), (O), (O), (O), (A), (O), (O)

Cheat: I Got The Power!
Code: (X), (O), (X), (O), (X), (O)

Cheat: Hero mode
Code: (O)+(A) with a full special meter

DISNEY'S EXTREME SKATE ADVENTURE

Effect	Cheat Code
All Skaters	entourage
Created Skater Items...	trendytrickster
Level Select.....	ambassador

DRAGON BALL Z: BUDOKAI 2

UNLOCKABLES**ANDROID #18**

Beat Krillin's Differences in Experience Stage.

ANDROIDS #16 AND #17

Beat Android #18's 16's Agitation Stage.

BABIDI

Beat Vegeta's Evil Discovered Stage.

BARDOCK(SP)

Complete the 2 Bardock Levels in Goku's story.

BROLY

Beat the map where you fight Broly in Goku's story.

BUU (GOOD)

Beat Gotenks' Super Buu Has Emerged! Stage.

CELL (COMPLETE)

Beat Cell's Complete Body: Successful! Stage.

CELL (SECOND FORM)

Beat Dr Gero's 18, Activate Stage.

CELL JR.

Beat Cell (Second Form)'s Cell Jr. Stage.

COOLER

Beat Frieza's A Battle of Blood Relations Stage.

DABURA

Beat Buu's The Gate to the Other World Stage.

DENDE

Beat Piccolo's Cooler's Armored Squad Stage.

DR. GERO

Beat Gohan's Ambition Stage.

FRIEZA

Beat Goku's Enraged Warriors Stage.

GINYU

Beat Vegeta's Battle of Namek Stage.

GOHAN (TEEN)

Beat Kid Gohan's Golden Warrior Stage.

GOKU (SUPER SAIYAN)

Beat Goku's Showdown: Core/Cooler Stage.

HERCULE

Beat Buu's Best Friend Stage.

INFINITE DRAGON POWER

Beat every mode.

MAJIN VAGETA

Have SSJ Vegeta and Babadi on the same team.

MAXIMUM MODE

Beat one round of Z Battle.

MAXIMUM MODE(HARD)

Complete Maximum Mode (Novice).

MAXIMUM MODE(MANIA)

Complete Maximum Mode (Hard).

MECHA FRIEZA

Beat Frieza's Time in the Other World Stage.

MECHA FRIEZA(DP3)

Complete Last Level of Frieza's story.

METAL COOLER

Beat Cooler's Big Gette Star Stage.

SHENRON

Beat Ginyu's That Hurts, Shenron! Stage.

SUPER BUU

Beat Buu's Best Friend Stage.

SUPER SAIYAN 2 GOHAN(DP6)

Complete Last Level of Gohan's story.

SUPER SAIYAN 3 GOTENKS(DP7)

Complete Last Level of Gotenks' story.

TIEN AND YAMCHA

Beat Krillin's Revived! The Ginyu Force Stage.

TRUNKS (SUPER SAIYAN)

Beat Trunks' Time Machine Stage.

VEGETA (EVIL)

Beat all three ranks in Maximum Mode

VEGETA (SUPER SAIYAN)

Beat Vegeta's Vegeta vs Android 18 Stage.

ZARBON AND DODORIA

Beat Frieza's Frieza's Irritation Stage.

UNLOCKABLE CHARACTERS**DRAGON WORLD**

Character.....How to get them

YamchaBeat Nappa with Tien

Nappa..... Beat Nappa with Vegeta

Raditz Beat Raditz with Goku

Recoome.....Beat Recoome with Goku

Ginyu...Beat Ginyu on Namek with Vegeta

Frieza.....Beat Frieza with Goku

Vegeta . Beat Vegeta with Goku on Namek

Android 20.....Beat Android 20 with Goku

Android 18.... Beat Android 18 with Krillen

Android 17... Beat Android 17 with Piccolo

Android 16.....Beat Android 16 with Goku

Cell Beat Cell with Goku

Supreme Kai Beat Supreme Kai with Goku

Saiyaman

..... Beat Cell with Adult Gohan the first

time you see him

Hercule..... Beat Fat Buu with Saiyaman

Videl..... Beat Super Buu

(with Gohan absorberd) with Hercule

Teen Gohan..... Beat Cell on Supreme

Kai's planet with Adult Gohan

Future Trunks

..... Beat Vegeta on Namek with Kid Trunks

BABIDI'S SHIP

Character.....How to get them

Dabura.....Get over 100 Kill.

Majin Buu.....Get over 1200 Kill.

Super Buu.....Get over 2400 Kill.

Kid Buu.....Get over 3600 Kill.

DRAGONBALL Z: BUDOKAI TENKAICHI

CHARACTER PASSWORDS

Use the following passwords to unlock maxed characters. The Password section is in Dueling mode under "COM vs. COM". Enter one of the following passwords to unlock a Password Character:

ANDROID #16

AEJWCd \$aqSVf r&U+
f+ Rpdmw\$ ydxwGE LVzc?s

ANDROID #17

&i#Ukc nNbas\$ ldlS!
&rNm!O XXrogS fxEZw

ANDROID #18

PqBR'T aJzQvf &IVyaZ
WpXwag #NAUci %dXGa%

BARDOCK

fQe+Fb D!%zPP #AelGE
KJYE#t javVcs yFoWl\$

BROLY

vq&Eu? TJNnqR NPAtIW
bliZhZ gv%oJm nkJYHe

CAPTAIN GINYU

x!tHwa DRoDYW yeYt#P
#eRoDw ft(sMm kvzck#

CELL JUNIOR

cZ(*&M um!SVG cuSAFE
\$JSclt %wBP?s rEThoP

CELL

ZyMVH) HJ%eN lctwc
BfKjKg RjZztc Zw(lwr

COOLER

?eRPcX lUz!J TlLdiQ
szlSmh &NSnlU inXoHf

DABURA

oaFbTl %PRnlZ FqhPXK
Ff#M#i obeTSc otlecv

FRIEZA

pGzwmO iQiTt\$ J@VdNq
FnTgmR yWKGz% JfbM#-

GOGETA

VdGleL XP&cnn c&?JNL
C%SF#y *NGoQk bOTykc

GOHAN

-TJYoV vUKY\$# -K*Jcm
b'NG@- oU)PYl xtjd(N

GOTEN

c+qpqY !lBEoN kaEybl
*#SrDg +Xltj' \$EYUJN

GOTENKS

#!%BEp RG\$siY QllkJS
%Nlavad NI@&'u FtNnOI

GREAT SAIYAMAN

?mm-aj uJcJeN sOsPBq
gAbF#c NqmVzG lioBRd

HERCULE

*HF(cY kU!Khz bN*L%E
xgzWi\$ Ika%gO FPRG)R

KID BUU

gMWFJE LhaDRv j?CXiK
G!KaFw yc%edn P%z(Xf

KID GOHAN

vYESHE nVLXs\$ Rqlqz
sYt*#P %&nkJ? RyqNzH

KID TRUNKS

zMNpru lpaNCN &k\$Jj%
ZO&LU! #SWGwo lYRgff

KRILLIN

OYPIT& \$%yfCg c(VOQk
\$QLS(w &YQWcq RJ&C?f

MAJIN BUU

p@Df%M e%zxYr XK@rya
mJoeYf MpSgMk IgkU?R

NAPPA

#mZwHf tpeMal CyzQoE
xmzXJf yWyVFE *\$xoHp

PICCOLO

*u(RXy U\$zkbh gM\$VFi
hN#CAR ahJcXX OAKcDN

RADITZ

GK*Wp? RpjcSo cHZ?gl
TxIY! OIt(N wvyYI

RECOOE

\$SDe*A tgOk% % %JtqQ
JfGKo LJ)%XJ WUoRCN

SAIBAMEN

-)x&RI np!lKW YolvoV
lyTPcn SGYpz@ WNRm@+

SUPER BUU

nIxrSJ YWadlv !HYHod
VmX)KJh JI+vis \$NIDDOJ

SUPER SAIYAN 4 GOGETA

+fEnF &tyU?G dt)lRA
OnaaU\$ eXpOiy Dw-NVC

SUPER SAIYAN 4 VEGETA

nqxHwo n#@QL HoYyL?
U\$J%HX XpVmaa bJLRZ-

TEEN GOHAN

psRQ*D Z-GdJj #ckp%)
jq#M#m p#zGC\$ hy%#sU

TIEN

qjwZ&B T?Mtxd D\$aNiY
\$gcjHg J--Vrt *p(GJl

TRUNKS

k?T&&\$ IUHoCR %c%op&
#iZwP)CI-T) @ITDKQ

VEGETA

aufhvJ VymhC gEuLT#
*Kjc! KfKITs aQ&KQ\$

VEGITO

JYNYAN st%(W# Ynls#A
KN%fuv oDZ--a)NRIxJ

VIDEL

hFsEI- v!NXbN RtrHNm
lsetHN gN&%ya DoyfDR

YAMCHA

a*ghDf ION!hm Qs+lhE
?wc&\$p #d#jr" lp&Tty

DRAGON QUEST 8

MEDAL REWARDS

Unlockable	How to Unlock
Dangerous Bustier	99 Mini Medals
Fishnet Stockings	28 Mini Medals
Flail of Destruction	110 Mini Medals
Gold Nugget.....	52 Mini Medals
Metal King Helmet	90 Mini Medals
Meteorite Bracer	60 Mini Medals
Miracle Sword.....	68 Mini Medals
Orichalcum.....	83 Mini Medals
Posh Waistcoat.....	36 Mini Medals
Sacred Armor.....	75 Mini Medals
Staff of Divine Wrath.....	45 Mini Medals

MONSTER ARENA PRIZES

Unlockable	How to Unlock
"Bardiche of Binding"	Reach Rank B
"Bunny Suit"	Reach Rank F
"Dragon Robe"	Reach Rank S
"Hero Spear"	Reach Rank A
"Mighty Armet"	Reach Rank D
"Ring of Clarity"	Reach Rank E
"Saint's Ashes"	Reach Rank C
"Strength Ring"	Reach Rank G
Call Team Ability For Hero.....	Reach Rank E
Hero Statue.....	Reach Rank S
No Entry Fees	Reach Rank S
Option To Fight	
Against Your Team	Reach Rank F
Second Monster Team	Reach Rank B
Three Additional	
Reserve Monster Slots	Reach Rank D
Three Additional	
Reserve Monster Slots	Reach Rank G
Unlock Rank S	Reach Rank A

DRIV3R

These codes are entered at the main menu. You'll hear a sound effect if you entered them correctly.

All Weapons
1 2 3 4 5 6 7 8 9 0

Immunity
1 2 3 4 5 6 7 8 9 0

Invincibility (Not Effect In Story Mode)
1 2 3 4 5 6 7 8 9 0

Unlimited Ammo
1 2 3 4 5 6 7 8 9 0

Unlock all Missions
1 2 3 4 5 6 7 8 9 0

Unlock all Vehicles
1 2 3 4 5 6 7 8 9 0

HIDDEN CARS

Get these cars by finding the garages

they're hidden in in Take A Ride mode!

Car: Velocity Turbo
Garage Location: MIAMI: You'll find this ride in the alleyway on the southern side of Tico's construction lot.

Car: Volkswagen Van
Garage Location: MIAMI: Head to the point where two roads in a circle appear on your map. Now drive up the hill and then down the ramp at the top. The van is located behind a garage door to your right.

Car: Ford GT-40
Garage Location: NICE: Drive to the last house on the short, dead-end road located near the side of the middle bridge.

Car: Fork Lift
Garage Location: NICE: Drive to the "finger" shaped portion of the map and look for a road that's not visible on the map. The garage will be at the end of this short dirt road.

Car: Hot Rod
Garage Location: NICE: It's located in a garage located outside the fire station near the end of the runway at the airport.

Car: Racer GT
Garage Location: ISTANBUL: Go It's inside a red create on the industrial docks.

Car: Roadster
Garage Location: ISTANBUL: It's at the impound lot inside the garage on the premises.

Car: Speedster
Garage Location: ISTANBUL: Look for it at the southern section train yard. The building it's in is behind a crate.

E@TRA MODES

Mode: 18 Wheeler Havoc
Location/Description: First, take out the 10 Timmy Vercellis in Miami, then head to the Miami armory to earn the "18 Wheeler Havoc" option.

Mode: Fugitive Mode
Location/Description: First, take out the 10 Timmy Vercellis in Miami, then head to the Miami armory to earn the "Fugitive Mode" option. In this mode, all pedestrians are carrying weapons.

Mode: Infinite Mass
Location/Description: First, take out the 10 Timmy Vercellis in Miami, then head to the Miami armory to earn the "Infinite Mass" option. Now, you won't take damage or slow down when you crash!

DRIVER: PARALLEL LINES

CHEAT MODE
 Pause the game and select the "Settings" option. Then, select the "Cheats" option and enter one of the following codes to

A
B
C
D
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G
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J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

unlock the corresponding cheat option, which can then be toggled on or off:

INVINCIBILITY

Enter "IRONMAN" as a code.

INDESTRUCTIBLE CARS

Enter "ROLLBAR" as a code.

ALL VEHICLES

Enter "CARSHOW" as a code.

FREE GARAGE

Enter "TOOLEDUP" as a code.

INFINITE NITRO

Enter "ZOOMZOOM" as a code.

ALL WEAPONS IN ERA

Enter "GUNRANGE" as a code.

INFINITE AMMO

Enter "GUNBELT" as a code.

WEAK COP CARS

Enter "KEYSTONE" as a code.

ENTER THE MATRIX

Enter Hacking mode and go to the **TOOLS** directory and type **CHEAT** then a code from below:

All Weapons and Firepower.....**0034AFFF**
 Low gravity.....**BB013FFF**
 Bonus Test Level.....**13D2C77F**
 Enemies don't see you.....**0034AFFF**
 Multiplayer.....**D5C55D1E**
 Silent mode.....**FFF020A**
 Taxi Driving.....**D5C55D1E**
 Turbo mode.....**7F4DF451**
 Enemies don't hear you.....**FFFFFFF1**
 Faster flight.....**7867F443**
 Infinite Ammunition.....**1DDF2566**
 Infinite Health.....**4516DF45**
 Double your speed.....**FF00001A**
 Infinite Focus.....**69E5D9E4**
 Fast Focus restore.....**FFF0020A**

HACKING ENGINE TOOLS In Hacking engine (which is accessed from the title screen), there are a number of directories and tools that can be useful (such as spawning a weapon within The Matrix.):

Command: **CLS**
 Directory: A:\SYSTEM
 Result: Clear the screen of text

Command: **DIR**
 Directory: A:\SYSTEM
 Result: List files and folders

Command: **ECHO**
 Directory: A:\SYSTEM
 Result: Display indicated text

Command: **E@IT**
 Directory: A:\SYSTEM
 Result: Exit Hacking engine

Command: **HELP** [command]
 Directory: A:\SYSTEM
 Result: Extended help for a command

Command: **LOGIN**

Directory: A:\SYSTEM
 Result: Change drives

Command: **READ**
 Directory: A:\SYSTEM
 Result: Read *.txt files

Command: **REBOOT**
 Directory: A:\SYSTEM
 Result: Reboot system, remove unlocked commands

Command: **CHEAT** [code]
 Directory: A:\TOOLS
 Result: Cheat code entry command

Command: **VIBRATION** [1-100]
 Directory: A:\TOOLS
 Result: Test vibration feature

Command: **BEEP** [1-8]
 Directory: A:\TOOLS
 Result: Test beeps

Command: **DECODE** [code]
 Directory: B:\TOOLS
 Result: Decode hint

Command: **DROP JX TRR10**
 Directory: B:\TOOLS
 Result: Weapon drop at Drainage Canal

Command: **DROP PNSRZ10**
 Directory: B:\TOOLS
 Result: Weapon drop at North Concourse

Command: **DROP RKHMS10**
 Directory: B:\TOOLS
 Result: Weapon drop at Airport Tunnel

Command: **DROP JDZMT10**
 Directory: B:\TOOLS
 Result: Weapon drop at 2nd Floor West (Chateau)

Command: **DROP ZKHBD10**
 Directory: B:\TOOLS
 Result: Weapon drop at Courtyard (Chateau)

Command: **DROP RHFTQ10**
 Directory: B:\TOOLS
 Result: Weapon drop at Skyscraper

Command: **DROP ZSZQH10**
 Directory: B:\TOOLS
 Result: Weapon drop at Warehouse (Chinatown)

Command: **DROP JDHQL10**
 Directory: B:\TOOLS
 Result: Weapon drop at Transformer Field (power plant)

Command: **DROP B1AXXF2**
 Directory: B:\TOOLS
 Result: Weapon drop at 2nd Floor PO Boxes

Command: **PLAY**
 Directory: B:\TOOLS
 Result: Play *.frm files

Command: **TRACEKILL**
 Directory: B:\TOOLS

Result: Kills traces

Command: **VIEW**
 Directory: B:\TOOLS
 Result: View *.img files

Command: **VIRTUAL**
 Directory: B:\TOOLS
 Result: Access virtual drive

Morpheus message In the Hacking engine, instead of using **GUEST**, log in as **FREEMIND** or **COWBOYCURTIS** to hear a message from Morpheus.

EYE TOY: PLAY

All Games

Input ↑, ↓, ←, →, ⏪, ⏩, ⏴, ⏵ at game selection.

Extra Tracks In Boogie Down

Get the high score in the game to unlock extra songs to boogie to.

Easy wins

Cover the camera's lens with your hand.

Easily beat Wishi-Washi on Hard Mode

Walk left and right in hard mode to wash more windows and a high score.

FAHRENHEIT

CHEAT MODE

Enter "J8OL14FD" as a case-sensitive name to unlock all levels and sequences.

BONUS POINTS

Complete the game, then watch all of the end credits to be rewarded with 200 bonus points. Watch the end credits again under the chapters menu to get another 200 bonus points. Then repeat watching to suck up the points.

ALTERNATE ENDINGS

Deplete Lucas' sanity bar in the restaurant when the game starts. He will then be committed into an insane asylum. In the "Lost Love" level, keep drinking the alcohol under the counter in the kitchen, without taking the medication. After the meter is depleted, Lucas will commit suicide by jumping off the balcony. In the "Confession" level, get your meter as low as possible. While talking with Marcus, select the "Sick" and "Break Off" options and Lucas will turn himself in to the police. Deplete Carla's sanity meter and she will resign from the NYPD. Deplete Tyler's sanity meter. Tyler and Sam leave New York and go to Florida. Lucas being questioned. If you are stuck at the point where Lucas is being questioned and does not have enough mental health, intentionally do it wrong a few times and you should be successful.

FATAL FRAME

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N
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V
W
X
Y
Z

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, →, →, ☒

Mine Tunnel

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, →, ↓, ☒

Junkyard 1

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, →, ←, ☒

Junkyard 2

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, →, ⊙, ☒

Junkyard 3

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, →, ⊙, ☒

Market

⊙, ↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ↓, ↑, ☒

4 Wing

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ↓, →, ☒

6 Wing

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ↓, ↓, ☒

Temple Courtyard

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ↓, ←, ☒

Inner Temple

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ↓, ⊙, ☒

Bogads Swamp

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ←, ↑, ☒

Other Codes

Health

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, ☒

Invincibility

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ☒

Unlock All Extras

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ☒

Full Charge

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ←, ☒

Extra Five Lives

↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ↓, ☒

GAUNTLET: DARK LEGACY

To make these cheats work, enter the code of your choice as the player name. You can only use one cheat at a time:

\$10,000 Gold each level..... **1000K**

Nine potions and

keys each level **ALLFUL**

Invincible character..... **INVULN**

Invisible character..... **0000N**

Floating character..... **1ANGLI**

Big character..... **DELTA 1**

Three-Way Shot character..... **MENAGE**

Turbo character..... **PURPLE**

Extra Speedy character..... **⊙SPEED**

⊙-Ray character..... **PEEKIN**

Supershot character..... **SSHOTS**

Rapid-fire character..... **QCKSHOT**

Each code below triggers a new costume for the corresponding character. As above, you enter them in place of a player name:

Dwarf
Jester
Knight

NUD069, ICE600
STX222, PNK666, KJH105
CSS222, STG333, RIZ721,
ARV984, SJB694, BAT900,
DIB626, KAO292, TAK118
AYA555, CEL721, TWN300
MTN200, RAT333, CAS400
DES700, GARM00, GARM99,
SUM224, SKY100

Valkyrie
Warrior
Wizard

If you enter an 'x' instead of a player name, the PS2 will step in and give your character a name of its own. Beware – the selection is limited to Larry, Chuck, or Chip.

GHOSTHUNTER

Enter these codes while playing – you don't need to pause the game.

Increase damage

Hold **Right** and **L3** for 5 seconds, then press ⊙ without releasing **R+L3**

Lazarus never dies

Hold **Right** and **L3** for 5 seconds, press ⊙ without releasing **R+L3**

GRADIUS V

Enter these codes after pausing the game to receive full power-ups!

Effect: 1 Speed Up, Missile, Double Shot, 4 Options, and Force Field

Code: Up, up, down, down, left, right, left, right, ⊙, ⊙

Effect: 1 Speed Up, Missile, Laser, 4 Options, and Force Field

Code: Up, up, down, down, left, right, left, right, ⊙, ⊙

GITAROO MAN

Unlock Master Mode Complete Story mode to unlock Master mode

Unlocking 'collection' items In the collection menu, to get each character/item you must complete the stage. You will unlock one item/character, and a grade A will unlock two (the first is the one passing the stage).

THE GODFATHER

GET \$5,000

⊙, ⊙, ⊙, ⊙, ⊙

FULL AMMO

⊙, ←, ⊙, →, ⊙

FULL HEALTH

←, ⊙, →, ⊙, →

ALL MOVIES

At the main menu or while the game is paused, press ⊙, ⊙, ⊙, ⊙, ⊙, to unlock all movies.

MOVIES

Successfully complete the indicated mission or collect the indicated number of film reels to unlock the corresponding movie:

REGARDING SOLLOZZO

"The Alley" mission

MR. BONASERA

"The Enforcer" mission

MEETING WITH SOLLOZZO

"A Grave Situation" mission

SICILIAN SIGN

"Sleeping With The Fishes" mission

FIVE SHOTS

"The Don Is Dead" mission

SONNY AND TOM DISAGREE

"Intensive Care" mission

SONNY AND TOM ARGUE AGAIN

"Fireworks" mission

MR. WOLTZ

"Death To The Traitor " mission

TRIGGER TOO TIGHT

"Horseplay" mission

MATTRESSES MONTAGE

"A Recipe For Revenge" mission

WHERE'S MICHAEL?

"Now it's Personal" mission

SPOILED GUINEA BRAT

"The Silent Witness" mission

CARLO LEARNS A LESSON

"Sonny's War" mission

ARE YOU READY TO DO ME THIS FAVOR?

"Change Of Plans" mission

THE DON'S DEMISE

"Order To Kill" mission

CARLO GOES FOR A RIDE

"It's Only Business" mission

THE BAPTISM

"Baptism By Fire" mission

JOHNNY FONTANE

Collect 10 film reels

DON SENDS LUCA ON AN ERRAND

Collect 20 film reels

LUCA'S DEMISE

Collect 30 film reels

THE DON IS DEAD

Collect 40 film reels

WHACK PAULIE

Collect 55 film reels

GOOD MORNING MR. WOLTZ

Collect 70 film reels

SONNY AT THE TOLLBOOTH

Collect 85 film reels

SORRY SALLY

Collect 100 film reels

INFINITE MONEY AND RESPECT

Successfully complete the first mission,

then save the game and quit before answering the phone downstairs. Reload your saved game to get \$500 and 500 Respect points again from the previous mission. Save the game, quit, then reload again as many times as desired to get \$500 and 500 Respect points each time.

NO HEAT WHEN STEALING CARS

Reach the "Underboss" rank to have no heat when stealing a parked car.

GOD OF WAR

UNLOCKABLE EXTRAS

Extra: A Secret Revealed

How To Unlock It: Beat the game on Spartan Mode

Extra: Alternate costumes for Kratos

How To Unlock It: Beat The Challenge of The Gods

Extra: Birth of the Beast

How To Unlock It: Beat the game once on any difficulty setting

Extra: Challenge of the Gods

How To Unlock It: Beat the game once on any difficulty setting

Extra: Character Graveyard

How To Unlock It: Beat the game once on any difficulty setting

Extra: Credits

How To Unlock It: Beat the game once on any difficulty setting

Extra: Deleted Levels

How To Unlock It: Beat the game once on any difficulty setting

Extra: God Mode

How To Unlock It: Beat the game once on any difficulty setting

Extra: Heroic Possibilities

How To Unlock It: Beat the game once on any difficulty setting

Extra: In-Game Movies

How To Unlock It: Beat the game once on any difficulty setting

Extra: Monsters of Myth

How To Unlock It: Beat the game once on any difficulty setting

Extra: Secret Message 1

How To Unlock It: Beat the game on God Mode

Extra: The Fate Of The Titan

How To Unlock It: Beat the game on Spartan Mode

Extra: Visions of Ancient Greece

How To Unlock It: Beat the game once on any difficulty setting

Secret Message 2 Destroy both statues in Kratos's throne room in Mount Olympus (it takes a long time) to get a screen with the numbers to an 800 line. Call it for a special message from Kratos and director David Jaffe!

GRAN TURISMO 4

UNLOCKABLE COURSES, CARS, AND MORE

Arcade Tracks Play through a certain number of days in the main mode to unlock the arcade courses below.

Unlockable: Apricot Hill Raceway
Play for this many days: 169

Unlockable: Autumn Ring
Play for this many days: 281

Unlockable: Cathedral Rocks Trail I
Play for this many days: 239

Unlockable: Chamonix
Play for this many days: 309

Unlockable: Circuit de la Sarthe 1
Play for this many days: 267

Unlockable: Circuit de la Sarthe 2 (Unchicaned)
Play for this many days: 351

Unlockable: Costa di Amalfi
Play for this many days: 253

Unlockable: Cote d Azur
Play for this many days: 83

Unlockable: Deep Forest Raceway
Play for this many days: 15

Unlockable: Fuji Speedway 2005 F
Play for this many days: 323

Unlockable: Fuji Speedway 2005 GT
Play for this many days: 141

Unlockable: Fuji Speedway 80s
Play for this many days: 43

Unlockable: George V Paris
Play for this many days: 225

Unlockable: Grand Valley Speedway
Play for this many days: 99

Unlockable: Hong Kong
Play for this many days: 113

Unlockable: Ice Arena
Play for this many days: 155

Unlockable: Infineon Raceway Stock Car Course
Play for this many days: 309

Unlockable: Opera Paris
Play for this many days: 29

Unlockable: Special Stage Route 5
Play for this many days: 57

Unlockable: Suzuka Circuit
Play for this many days: 71

Unlockable: Suzuka Circuit West Course
Play for this many days: 127

Unlockable: Tahiti Maze
Play for this many days: 197

Unlockable: Tsukuba Circuit Wet
Play for this many days: 337

Unlockable: Twin Ring Motegi Road Course
Play for this many days: 211

Unlockable: Twin Ring Motegi Road Course East Short
Play for this many days: 85

SHELBY CARS

Unlockable: CHEVROLET Camaro IROC-Z Concept '88
Go to this Hall / Dealership: Camaro Meeting (Chevrolet Dealership)

Unlockable: CHEVROLET Camaro LM Race Car '01
Go to this Hall / Dealership: Stars and Stripes (American Hall)

Unlockable: CHEVROLET Chevelle SS 454 '70
Go to this Hall / Dealership: American Muscle Car Championship (American Hall)

Unlockable: CHEVROLET Corvette Convertible (C1) '54
Go to this Hall / Dealership: American Championship (American Hall)

Unlockable: CHEVROLET Corvette Stingray Coupe (C2) '63
Go to this Hall / Dealership: Corvette Festival (Chevrolet Dealership)

Unlockable: PLYMOUTH Super Bird '70
Go to this Hall / Dealership: Classic Muscle Car Championship (American Hall)

Unlockable: SHELBY Mustang G.T.350R '65
Go to this Hall / Dealership: Shelby Cobra Cup (Shelby Dealership)

SHOWROOM UNLOCKABLES

Unlockable: Acura HSC '04
How to Unlock: Win Type R Meeting at Honda in the Japanese Showroom

Unlockable: Alfa Romeo Giulia Sprint GTA 1600 '65
How to Unlock: Win GTA Cup at Alfa Romeo in the Italian showroom

Unlockable: Alpine A110 1600S '73
How to Unlock: Win Renault Alpine Cup at Alpine in the French Showroom

Unlockable: Aston Martin DB9 Coupe '03 (Super Gold - Special Color)

How to Unlock: Win Aston Martin Carnival at Aston Martin in the British showroom

Unlockable: Audi Le Mans quattro '03
How to Unlock: Win Tourist Trophy at Audi in the German showroom

Unlockable: Audi Pikes Peak quattro '03
How to Unlock: Win A3 Cup at Audi in the German showroom

Unlockable: BMW 2002 Turbo '73
How to Unlock: Win 1 Series Trophy at BMW in the German Showroom

Unlockable: BMW M3 GTR '03
How to Unlock: Win Club "M" at BMW in the German Showroom

Unlockable: Chevrolet Camaro IROC-Z Concept '88
How to Unlock: Win Camaro Meeting at Chevrolet in the American Showroom

Unlockable: Chevrolet Corvette Z06 (C2) Race Car '63
How to Unlock: Win Vette! Vette! Vette! at Chevrolet in the American Showroom

Unlockable: Citroen 2CV Type A '54 (Peche - Special Color)
How to Unlock: Win 2HP - 2CV Classics at Citroen the in the French Showroom

Unlockable: Clio Renault Sport Trophy V6 24V Race Car '00
How to Unlock: Win Clio Trophy at Renault in the French Showroom

Unlockable: Daihatsu Midget '63
How to Unlock: Win Midget II Race at Daihatsu in the Japanese Showroom

Unlockable: Daihatsu STORIA X4 '00 (Special Color - Emerald Green Metallic)
How to Unlock: Win Copen Race at Daihatsu in the Japanese Showroom

Unlockable: Dodge VIPER GTSR Concept '00
How to Unlock: Win Crossfire Trophy at Chrysler in the American Showroom

Unlockable: Honda HSC (Honda Sports Concept) '03
How to Unlock: Win Type R Meeting at Honda in the Japanese Showroom

Unlockable: Honda MUGEN MOTUL CIVIC Si Race Car '87
How to Unlock: Win Civic Race at Honda in the Japanese Showroom

Unlockable: Hyundai Clix '01
How to Unlock: Win Hyundai Sports Festival at Hyundai in the Korean Showroom

Unlockable: Isuzu 117 Coupe '68 (Special Color - Maple Orange)
How to Unlock: Win Isuzu Sports Classics at Isuzu in the Japanese Showroom.

Unlockable: Lotus Elan S1 '62
How to Unlock: Win Lotus Classics at

Lotus in the British showroom

Unlockable: Lotus Elise Type 72 '01
How to Unlock: Win Elise Trophy at Lotus in the British showroom

Unlockable: Mazda 110S (L10A) '67
How to Unlock: Win Club "RE" at Mazda in the Japanese Showroom

Unlockable: Mazda MX-Crossport '05
How to Unlock: Win NR-A Roadster Cup at Mazda in the Japanese Showroom

Unlockable: Mazda RX-8 Concept LM Race Car '01
How to Unlock: Win NR-A RX-8 Cup at Mazda in the Japanese Showroom

Unlockable: Mercedes-Benz CLK Touring Car '00
How to Unlock: Win Legends of the Silver Arrow at Mercedes-Benz in the German Showroom

Unlockable: Mercedes-Benz 300 SL Coupe '54
How to Unlock: Win SL Challenge at Mercedes-Benz in the German Showroom

Unlockable: MGF '97 (Yellow- Special Color)
How to Unlock: Win the MG festival at MG in the British showroom

Unlockable: Mitsubishi Lancer 1600 GSR Rally Car '74
How to Unlock: Win Evolution Meeting at Mitsubishi in the Japanese Showroom

Unlockable: Mitsubishi i '03
How to Unlock: Win Mirage Cup at Mitsubishi in the Japanese Showroom
Unlockable: NIKE One 2022

How to Unlock: Win Saleen S7 Club at Saleen in the American Showroom

Unlockable: NISMO GT-R LM Road Going Version '95
How to Unlock: Win Race of the Red "R" Emblem at Nissan in the Japanese Showroom

Unlockable: Nissan 240ZG (HS30) '71
How to Unlock: Win Club "Z" at Nissan in the Japanese Showroom

Unlockable: Nissan mm-R Cup Car '01
How to Unlock: Win March Brothers at Nissan in the Japanese Showroom

Unlockable: Opel Calibra Touring Car '94
How to Unlock: Win Speedster Trophy at Opel in the German showroom

Unlockable: Peugeot 205 Turbo 16 Rally Car e85
How to Unlock: Win 206 Cup at Peugeot in the French showroom

Unlockable: Renault AVANTIME '02 (Special Color - Jaune)
How to Unlock: Win Megane Cup at Renault in the French Showroom

Unlockable: Shelby Mustang G.T. 350R '65
How to Unlock: Win Shelby Cobra Cup

at Shelby in the American Showroom

Unlockable: SILEIGHTY '98
How to Unlock: Win Silvia Sisters at Nissan in the Japanese Showroom

Unlockable: Subaru IMPREZA Super Touring Car '01
How to Unlock: Win Stars of Pleiades at Subaru in the Japanese Showroom

Unlockable: Subaru SUBARU 360 '58 (WR Blue Mica - Special Color)
How to Unlock: Win Subaru 360 Race at Subaru in the Japanese Showroom

Unlockable: Suzuki CONCEPT-S2 '03
How to Unlock: Win Suzuki K-Car Cup at Suzuki in the Japanese Showroom

Unlockable: Suzuki GSX-R/4 '01
How to Unlock: Win Suzuki Concepts at Suzuki in the Japanese Showroom

Unlockable: Toyota ALTEZZA Touring Car '01
How to Unlock: Win Altezza Race at Toyota in the Japanese Showroom

Unlockable: Toyota Vitz RS Turbo '02 (Special Color - Orange Metallic)
How to Unlock: Win Vitz Race at Toyota in the Japanese Showroom

Unlockable: TVR Cerbera Speed 12 '00 (Chameleon - Special Color)
How to Unlock: Win Black Pool Racers at TVR in the British showroom

Unlockable: Volkswagen Beetle 1100 Standard (Type-11) '49
How to Unlock: Win Beetle Cup at Volkswagen in the German Showroom

Unlockable: Volkswagen Golf I GTI '76
How to Unlock: Win GTI Cup at Volkswagen in the German Showroom

Unlockable: Volkswagen Karmann Ghia Coupe (Type-1) '68
How to Unlock: Win Lupo Cup at Volkswagen in the German Showroom

AMERICAN HALL UNLOCKABLE CARS

Car: CHEVROLET Camaro LM Race Car '01
How to Unlock: Win Stars and Stripes

Car: CHEVROLET Chevelle SS 454 '70
How to Unlock: Win American Muscle Car Championship

Car: CHEVROLET Corvette Convertible (C1) '54
How to Unlock: Win American Championship

Car: PLYMOUTH Super Bird '70
How to Unlock: Win Classic Muscle Car Championship

BEGINNER HALL UNLOCKABLE CARS

Car: AUTOBIANCHI A112 Abarth '79

How to Unlock: Win the Sunday Cup

Car: CHEVROLET Silverado SST Concept '02

How to Unlock: Win the Sport Truck Race

Car: CHRYSLER Prowler '02

How to Unlock: Win the Spider & Roadster

Car: GINETTA G4 '64

How to Unlock: Win the Light Weight K Cup

Car: LOTUS Esprit Turbo HC '87

How to Unlock: Win the MR Challenge

Car: MAZDA 6 Concept '01

How to Unlock: Win the FF Challenge (U.S Version)

Car: MAZDA Atenza Concept '01

How to Unlock: Win the FF Challenge

Car: NISSAN SKYLINE 2000GT-B '67

How to Unlock: Win the FR Challenge

Car: TOYOTA Motor Triathlon Race Car '04

How to Unlock: Win the 4WD Challenge

ENDURANCE HALL UNLOCKABLE CARS

Car: AUDI Abt Audi TT-R Touring Car '02

How to Unlock: Win Nurburgring 4 Hours Endurance

Car: AUDI R8 '01

How to Unlock: Win Sarthe Circuit 24 Hours I

Car: Auto Union V16 Type C Streamline

How to Unlock: Win Grand Valley Speedway 300Km

Car: BENTLEY Speed 8 Race Car '03

How to Unlock: Win Sarthe Circuit 24 Hours II

Car: Chaparral 2D Race Car ('67)

How to Unlock: Win Nurburgring 4 Hours Endurance

Car: DODGE Charger Super Bee 426 Hemi '71

How to Unlock: Win New York 200 Miles

Car: FORD GT LM Edition '02

How to Unlock: Win Infineon World Sport Car Trophy

Car: FORD GT40 Race Car '69

How to Unlock: Win Laguna Seca 200 Miles

Car: HONDA NSX-R LM Edition Race Car '02

How to Unlock: Win Super Speedway 150 Miles

Car: HONDA NSX-R LM Edition Road Car '02

How to Unlock: Win Motegi 8 Hours

Endurance

Car: LISTER Storm V12 Race Car '99

How to Unlock: Win Suzuka 1000km

Car: MAZDA RX-7 LM Race Car '01

How to Unlock: Win Roadster 4 Hours Endurance

Car: MITSUBISHI FTO Super Touring Car '97

How to Unlock: Win Tokyo R246 300km

Car: NISSAN R92CP Race Car '92

How to Unlock: Win Fuji 1000km

Car: NISSAN SKYLINE GT-R Race Car (CALSONIC) '93

How to Unlock: Win Tsukuba 9 Hours Endurance

Car: POLYPHONY Formula Gran Turismo '04

How to Unlock: Win Nurburgring 24 Hours Endurance

Car: TOYOYTA 88C-V Race Car (MINOLTA) '89

How to Unlock: Win El Captain 200 Miles

EUROPEAN HALL UNLOCKABLE CARS

Car: LOTUS Europa Special '71

How to Unlock: Win British Light Weight Car Race

Car: MERCEDES-BENZ AMG CLK-GTR Race Car '98

How to Unlock: Win German Touring Car Championship

Car: ALFA ROMEO 155 2.5 V6 TI Race Car '93

How to Unlock: Win Italian Festival

Car: ALFA ROMEO Giulia Sprint Speciale '63

How to Unlock: Win 1000 Miles

Car: BMW M3 GTR Race Car '01

How to Unlock: Win Schwarzwald League A

Car: CITROEN 2CV Type-A '54

How to Unlock: Win French Championship

Car: JAGUAR E-Type Coupe '61

How to Unlock: Win British GT Cup

Car: JAGUAR XJ220 LM Edition '01

How to Unlock: Win European Championship

Car: MERCEDES-BENZ AMG 190E 2.5

16V Evolution II (DTM) '92

How to Unlock: Win Schwarzwald League B

Car: MERCEDES-BENZ Benz Patent Motor Wagen '1886

How to Unlock: Win European Classic Car Championship

Car: VOLVO 240 GLT Estate '88

How to Unlock: Win European Hot Hatch Car Championship

EXTREME HALL UNLOCKABLE CARS

Car: BMW MacLaren F1 GTR Race Car '97

How to Unlock: Win Gran Turismo All Stars

Car: FORD GT '05

How to Unlock: Win Premium Sports Lounge

Car: Mercedes Sauber C 9 Race Car '89

How to Unlock: Win Formula GT World (US version)

Car: NISSAN GRAN TURISMO SKYLINE GT-R (PaceCar) '01

How to Unlock: Win Real Circuit Tours

Car: NISSAN GT-R Concept LM Race Car '02

How to Unlock: Win Dream Car Championship

Car: OPERA PERFORMANCE S2000 '04

How to Unlock: Win Polyphony Digital Cup

Car: POLYPHONY Formula Gran Turismo '04

How to Unlock: Win Formula GT World (Japanese version)

Car: VOLKSWAGEN W12 Nardo Concept '01

How to Unlock: Win Like The Wind

HARD SPECIAL CONDITION HALL UNLOCKABLE CARS

Car: FORD GT Concept '02

How to Unlock: Win Tsukuba Circuit

Car: FORD RS200 Rally Car '85

How to Unlock: Win Rally d' Capri

Car: LANCIA Delta S4 Rally Car '85

How to Unlock: Win Rally d' Umbria

Car: LANCIA STRATOS Rally Car '77

How to Unlock: Win Chamoni

Car: MITSUBISHI PAJERO Evolution Rally

How to Unlock: Win Cathedral Rocks (Trail II)

Car: MITSUBISHI PAJERO Rally Raid Car '85

How to Unlock: Win Tahiti

Car: MITSUBISHI STRAION 4WD Rally Car '84

How to Unlock: Win Grand Canyon

Car: NISSAN BLUEBIRD 1600SSS Rally Car (510) '69

How to Unlock: Win Ice Arena

Car: NISSAN SILVIA 240RS Rally Car '85

How to Unlock: Win Swiss Alps

Car: PEUGEOT 205 Turbo 16 Evolution 2 Rally Car '86

How to Unlock: Win George Paris

Car: SUZUKI ESCUDO Dirt Trial Car '98

How to Unlock: Win Cathedral Rocks (Trail I)

JAPANESE HALL UNLOCKABLE CARS

Car: HONDA LIFE STEP VAN '72
How to Unlock: Win Japanese Compact Car Cup

Car: MITSUBISHI HSR-II Concept '89
How to Unlock: Win Japanese '80's Festival

Car: NISMO 400R (R33) '96
How to Unlock: Win Japanese '90's Challenge

Car: NISSAN Fairlady Z Concept LM Race Car '02
How to Unlock: Win Japanese Championship

Car: NISSAN MOTUL PITWORK Z (JGTC) '04
How to Unlock: Win Japanese GT Championship

Car: NISSAN SKYLINE Hard Top 2000GT-R (KPGC10) '70
How to Unlock: Win Japanese '70's Classic

LICENSE CENTRE UNLOCKABLE CARS

Car: NISMO 270R '94 (S14)
How to Unlock: Complete International A License

Car: Acura DN-X '02
How to Unlock: A License - All Silver or better (US Version)

Car: DOME ZERO '78
How to Unlock: Get All Gold in International A License

Car: FORD Model T Tourer '15
How to Unlock: Get All Golds in Super License

Car: HONDA DUALNOTE '01
How to Unlock: Get All Silver in Domestic A License (Japanese Version)

Car: HONDA S500 '63
How to Unlock: Get All Golds in Domestic B License

Car: JENSEN HEALEY Interceptor Mk.III '74
How to Unlock: Get All Gold in International B License

Car: MAZDA KUSABI '03
How to Unlock: Get All Silver in Domestic B License

Car: MAZDA RX-8 Concept (Type-II) '04
How to Unlock: Get All Silver in International B License

Car: MERCURY Cougar XR-7 '67
How to Unlock: Complete Super License

Car: NIKE One 2022
How to Unlock: Complete International B License

Car: NISSAN GT-R Concept '01
How to Unlock: Get All Silver in International A License

Car: NISSAN SKYLINE GT-R '01
How to Unlock: Get All Golds in Domestic A License

Car: PONTIAC Solstice Coupe Concept '02
How to Unlock: Get All Silver in Super License

Car: PONTIAC Sunfire GXP Concept '02
How to Unlock: Complete Domestic A License

Car: VOLKSWAGEN Lupo 1.4 '02
How to Unlock: Complete Domestic B License

MISSION HALL UNLOCKABLE CARS

Car: DMC DeLorean S2 '04
How to Unlock: Complete Missions 1-10

Car: JAY LENO Tank Car '03
How to Unlock: Complete Missions 11-20

Car: NISSAN R89C Race Car '89
How to Unlock: Complete Missions 30-34

Car: PAGANI Zonda Race Car '01
How to Unlock: Complete Missions 21-24

Car: TOYOTA 7 Race Car '70
How to Unlock: Complete Missions 25-29

NORMAL SPECIAL CONDITION HALL UNLOCKABLE CARS

Car: FORD Escort Rally Car '98
How to Unlock: Win Tahiti

Car: LANCIA Delta HF Integrale Rally Car '92
How to Unlock: Win Rally d' Umbria

Car: MAZDA 6 Touring Car '02
How to Unlock: Win Tsukuba Circuit (U.S Version)

Car: MAZDA Atenza Touring Car '02
How to Unlock: Win Tsukuba Circuit

Car: MITSUBISHI CZ-3 Tarmac Rally Car '02
How to Unlock: Win Grand Canyon

Car: MITSUBISHI Lancer Evolution IV Rally Car '97
How to Unlock: Win Ice Arena

Car: RENAULT 5 Maxi Turbo Rally Car '85
How to Unlock: Win George Paris

Car: SUBARU IMPREZA Rally Car '01
How to Unlock: Win Chamoni

Car: SUBARU IMPREZA Rally Car '99
How to Unlock: Win Cathedral Rocks (Trail I)

Car: SUBARU IMPREZA Rally Car Prototype '01
How to Unlock: Win Rally d' Capri

Car: TOYOTA CELICA GT-FOUR Rally Car (ST185) '95
How to Unlock: Win Cathedral Rocks (Trail II)

Car: TOYOTA CELICA GT-FOUR Rally Car (ST205) '95

How to Unlock: Win Swiss Alps
PROFESSIONAL HALL UNLOCKABLE CARS

Car: MERCEDES-BENZ Daimler Motor Carriage '1886
How to Unlock: Win World Classic Car Series

Car: NISSAN OPTION Stream Z '04
How to Unlock: Win Tuning Car Grand Prix

Car: CIZETA V16T '94
How to Unlock: Win Supercar Festival

Car: FORD GT LM Edition Spec-II '04
How to Unlock: Win Gran Turismo World Championship

Car: HONDA NSX-R Concept '01
How to Unlock: Win Race of NA Sports

Car: HONDA S800 RSC Race Car '68
How to Unlock: Win World Compact Car Race

Car: MAZDA BP FALKEN RX-7 (D1GP) '03
How to Unlock: Win Race of Turbo Sports

Car: MAZDA Mazdaspeed 6 '05
How to Unlock: Win Clubman Cup (U.S Version)

Car: MAZDA Mazdaspeed Atenza '05
How to Unlock: Win Clubman Cup

Car: RUF CTR Yellow Bird '87
How to Unlock: Win Boxer Spirit

EASY SPECIAL CONDITION HALL UNLOCKABLE CARS

Car: ALPINE A310 1600VE '73
How to Unlock: Win George Paris
Car: CADILLAC CIEN '02
How to Unlock: Win Rally d' Umbria

Car: FORD RS200 '84
How to Unlock: Win Grand Canyon

Car: HYUNDAI HCD6 '01
How to Unlock: Win Cathedral Rocks (Trail II)

Car: INFINITI FX45 Concept '02
How to Unlock: Win Chamoni

Car: LAND ROVER Range Stormer Concept '04
How to Unlock: Win Cathedral Rocks (Trail I)

Car: MAZDA RX-8 Concept (Type-I) '01
How to Unlock: Win Tsukuba Circuit

Car: MITSUBISHI CZ-3 Tarmac '01

How to Unlock: Win Swiss Alps

Car: RENAULT 5 Turbo '80

How to Unlock: Win Tahiti

Car: TOYOTA RSC '01

How to Unlock: Win Ice Arena

Car: TOYOTA RSC Rally Raid Car '02

How to Unlock: Win Rally d' Capri

MISCELLANEOUS UNLOCKABLE CARS

Car: Audi Nuotari Quattro '03

How to Unlock: Complete 25% of the game

Car: Autobianchi A112 Abarth '79

How to Unlock: Get all gold in all the races for the Sunday Cup

Car: Fairlady Z Concept LM Race Car

How to Unlock: Win all the Z races in the Nissan manufacture challenges

Car: Jaguar XJ-R9 Race Car

How to Unlock: Complete 50% of the game

Car: Mini Marcos GT '70

How to Unlock: Get gold in Mini Mini Sports Meeting

Car: NISMO Skyline GT-R LM Road Going Version

How to Unlock: Win the Race of the Red Emblem

Car: Polyphony Formula Gran Turismo '04 (Black Version)

How to Unlock: Complete 100% of Gran Turismo Mode

Car: Triumph Spitfire 1500 '74

(Special Color: Maroon Metallic)

How to Unlock: Win the Spitfire Cup at the Triumph dealer

GRAND THEFT AUTO 3

Evading the law When your Felony Meter is low, simply find a remote location, such as your hideout, and hang out until police interest in your activities has waned. If your Felony Meter is high, you need to find the Police Bribes (badges) that are scattered throughout the city – or get your car respayed.

Keep fit When on foot, you can flee the scene of a crime by running. Keep running whenever possible – over time you'll gradually get fitter and be able to run for longer without having to slow down.

Drive-bys Master this technique early. All you have to do is select your Uzi weapon before entering a car, then hold **[R]** or **[B]** (depending on which side you want to shoot) and press **[C]** to let it rip.

The drugs do work During the game,

you'll stumble across pick-ups that look like pills. By taking these, your strength is massively enhanced, allowing you to punch or kick an opponent some 20 feet in the air. While under the influence of these pills, time is also slowed down.

Top secrets Take time out from your busy mission schedule and explore the beating heart of the city – you can obtain all kinds of cool extras.

Bonus buggy When you complete all of the Mafia missions, you'll unlock the buggy that Joey was seen working on in his garage. To get it, go to the parking lot where the mission phone is located in Portland between the hours of 19:00 to 24:00 and it'll be sitting there waiting for you.

By picking up the hidden packages dotted around the city, you'll unlock weapons that will always be available outside your hideout. Here is the list of weapons and the number of packages needed to unlock them:

- 10 Pistol
- 20 Uzi
- 30 Grenades
- 40 Shotgun
- 50 Armor
- 60 Molotov cocktail
- 70 AK-47
- 80 Sniper Rifle
- 90 M16 or Flame-thrower
- 100 Rocket Launcher

The fastest car Go to the Capital Autos shop in Portland and ram the big window on the front of the store. Now walk inside to find the fastest car in the game, which is ready and waiting to be stolen. Save it to your garage for use later on.

RC missions Near Toni's place in Portland is an alley with a 'Toyz' van parked in it. Get into the van and you'll embark on a fun mini-game in which you must destroy Mafia cars using bomb-carrying RC cars.

Tanked up If you've been naughty, then the army will be called in to take you out. Lose as many of the infantry as you can and then steal the tank. You can then save it to your garage (although it only fits inside your Stauton Island lock-up) and use it in the harder missions later on in the game. The tank can withstand a huge amount of damage and comes equipped with an infinite amount of grenade rounds.

Hidden flame-thrower From your Portland hideout, drive to the end of the road on your left and then turn around and drive onto the grass under the monorail tracks. On the left section of grass is a concrete ramp, so use this to jump onto the monorail tracks. Continue to drive along these and you'll eventually come to a glowing object on your right – the flame-thrower. Park on the ledge beneath it and then jump onto your car to grab it. Now save the game to keep this deadly device at hand.

MORE MISSIONS

Taxi missions As Liberty City is crawling with taxis, it's fairly likely that you'll steal one at some point. However, rather than just being another mode of transport, a whole host of extra missions become available by pressing the **right analog stick** inwards. The aim of the taxi missions is to ferry as many fares around the city as possible. Passengers show up on your radar as green dots and they're easily distinguishable on the streets by the large blue arrows above their heads. Stop next to them and they'll get into your cab. Then simply take them wherever they want to go for cold hard cash.

Rewards Aside from extra money on the side, completing 100 fares successfully unlocks a new, fast taxi called the Borgnine in the Harwood area.

Ambulance missions Somewhat harder to find than taxis are ambulances, but when you do, steal without delay and a bunch of extra sub-missions become available by pressing the **right analog stick** inwards. As with the taxi missions, you must scout around looking for patients to ferry to the hospital. They appear on the map as green dots and are easily distinguishable by the blue arrows above their heads. Once you've collected a patient, drive carefully (do it roughly and they'll die) to the hospital and drop them off.

Rewards: When you save 50 patients, some health power-ups are added to your hideout. Save 100 patients, though, and you earn yourself an adrenaline pill. Best of all, if you complete ambulance level 16, infinite Run Power is yours for the taking, so you never need to pause for breath on foot again.

Fire engine missions If you see a fire engine, hijack it and then press the **right analog stick** inwards. When the missions begin, you have a limited amount of time to find a burning vehicle and extinguish the flames. These vehicles are easily traceable from the radar. To douse the flames, use **[C]**. Press the **left analog stick** inwards to activate your siren.

Rewards: For each consecutive fire you successfully extinguish, you earn double the money. Also, when you put out 30 fires in each of the districts (that's 90 in all), you unlock the flame-thrower weapon, which is then added to your hideout.

Vigilante missions Once inside a police car, FBI car, Enforcer, or Rhino (tank), press the **right analog stick** inwards to begin the Vigilante missions. Within a time limit, your goal is to find criminals and execute them. As they're driving around, you have to chase them and ram them off the road, or get out of your vehicle and shoot theirs to smithereens. If they get out of their car, you can simply mow them down.

Rewards: After killing 40 criminals in each of the three districts (that's 120 in total), two police bribes will be added to each of your hideouts.

Emergency vehicle crane missions

At some point, you'll receive a pager

Harbor and get on top of the warehouse then shoot all of the Colombians, to clear a safe path.

Last Requests Head towards Luigi's club in the Red Light District. After being paged, head to the dock by Callahan Point instead of going to Luigi's. Grab the boat to the dock on Staunton Island north of the Callahan Bridge.

ASUKA'S MISSIONS - PART 1

Sayonara Salvatore Head for Luigi's in the Red Light District on Portland within two or three game hours, stay far enough away so you don't get spotted. Eliminate Salvatore before he gets back to his club.

Under Surveillance Kill everyone at Belleville Park, Bedford Point and Torrington in under six and a half minutes. Make sure you've got a fast car, a big gun and have practiced the route a few times.

Paparazzi Purge Nick the police boat at the dock north of Asuka's condo. Use its weapons to destroy the other boat.

Payday for Ray Get to the payphone in Torrington, then the payphone on the western side Belleville Park, then the one at Liberty Campus. Next head for the payphone on the southern side of Belleville Park all within three and a half minutes! Now head for the toilet inside Belleville Park

TwoFaced Tanner Head for Kenji's casino in Torrington, avoid cops and do as much damage to the car as you can. Kill him once he gets out of his car - try running him over!

KENJI'S MISSIONS

KanbuBust Out Steal a police car and plant a bomb on it at 8Ball's shop in Newport. Take it to the police station in Torrington. Head to the back of the police station, arm the bomb and leg it. Pick up the Yakuza Kenbu, grab a new car and get it re-sprayed at the Pay 'n' Spray in Newport ASAP. Take Kenbu to the dojo in Bedford Point.

Grand Theft Auto Nab the Stinger in a parking lot in Bedford Point, the Cheetah in the hospital parking garage in Rockford and the Infernus in the parking lot by the stadium in Aspatia. Deliver them to the garage behind the parking garage in Newport. Don't let them get damaged and do it all in under six minutes.

Deal Steal Steal a Yardie Lodo in Newport and pick up your contact at Liberty Campus. Drive to the car park of the hospital in Rockford. Kill everyone and destroy their vehicles. Pick up the briefcase and return to the casino in Torrington.

Shima Get the briefcase in front of the building in Torrington and head for Bedford Point to get another briefcase. Get to the building by the fire station near Belleville

Park, then to Hepburn Heights on Portland Island. Kill everyone there and grab the briefcase. Head back to Kenji's casino in Torrington on Staunton Island.

Smack Down Kill at least eight of the targets scattered across the island. Not all appear at once, they come and go. So keep an eye on the map and take out the nearest ones first.

RAY'S MISSIONS

Silence the Sneak Head to the witness protection house behind the parking garage in Newport. Lob a grenade into the open window. Take out the target before he gets away. Make sure you have a quick firing gun and a fast car handy.

Arms Shortage Head for Phil's place in Rockford, eliminate everyone there, but protect Phil!

Evidence Dash Smash into the truck to make it drop the evidence, pick up all six pieces of evidence as they are dropped out of the truck, careful not to lose it! Exit your car and destroy it however you want.

Gone Fishing Steal the police boat docked at the dock just south of the Callahan Bridge on Portland Island. Head for the lighthouse on the other side of Portland Island, by Portland Harbor. Kill the target, avoiding the explosives he drops.

Marked Man Escort Ray to Francis International Airport in Shoreside Vale in under three minutes. You can't use the bridge, so tunnel or drive through the subway. Head for Ray's lockup in Bedford Point on Staunton Island - the bridge will now be open!

Plaster Blaster Find the ambulance and ram it. He'll exit after a while so waste him by a hit 'n' run or a drive-by.

DONALD LOVE'S MISSIONS

Liberator Get a Cartel Cruiser from Fort Staunton. Enter the compound where the old Asian gentleman is being held in Aspatia. Kill all Colombians and look inside all garages for your friend. There's another Colombian inside, waste him. Take him back to Donald Love's building in Bedford Point.

WakaGashira Wipeout Get a Cartel Cruiser from Fort Staunton. Drive it to the top level of the parking garage in Newport. Kill your target and get out of Newport and exit the Cartel Cruiser.

A Drop in the Ocean Steal the boat at the dock south of the Callahan Bridge, wait for two minutes as the plane gets into range. Pick up all the six packages it drops before anyone else does. Remember where they land in case you don't nail it the first time. Head to the Pay 'n' Spray in Newport before going to Donald Love.

Grand Theft Aero Head to the Francis International Airport in Shoreside Vale. Kill all targets in the hanger. Grab the plane and get to the van outside of the hanger.

Now head to the construction site in Fort Staunton on Staunton Island. Get to the lift, then get back to Donald Love in Bedford Point.

Escort Service Guard the Securicar so it gets to Pike Creek in Shoreside Vale safely.

Decoy Follow the vehicle in Pike Creek in Shoreside Vale and get into it. Lead the cops away from the warehouse for three minutes, make sure you don't exit the vehicle.

ASUKA'S MISSIONS - PART 2

Bait Get to Shoreside Vale and make the targets in Cedar Grove, Cochrane Dam and Pike Creek to follow you into the trap in Pike Creek. Make sure everyone's dead from the trap.

Espresso2Go Destroy all nine SPANK stands - you have eight minutes.

On Portland Island there are two: one is across from the Portland Harbor and one across from Salvatore's club in Saint Mark's.

There are five on Staunton Island: one is by the parking garage in Newport, one inside Belleville Park, one behind the church in Bedford Point, another one in Bedford Point a block south of the one by the church and one in the southwest corner of Torrington. There are two on Shoreside Vale: one is by the subway station at the entrance to the Francis International Airport and the other is in front of the hospital in Pike Creek.

S.A.M. Take the boat at the dock on the western edge of Bedford Point, (get the rocket launcher on the dock) to the marker buoy by the runway on Shoreside Vale. Wait for about three minutes for the plane to come and shoot it with a rocket. Grab eight pieces of cargo and head back to the construction site, taking a detour to a Pay 'n' Spray.

CATALINA'S MISSIONS

The Exchange Make sure you've got at least \$500,000 to start this mission. Follow the helicopter until it lands on the dam. Head past all the enemies and get onto the roof. Kill all the Colombians on the roof rescue the hostage. Grab the rocket launcher and shoot down the helicopter when it gets close. You'll have six minutes to shoot down the helicopter after it takes off.

EL BURRO'S MISSIONS

Turismo Nick a fast car and head to the starting line near the Callahan Bridge. Pass all of the checkpoints and finish in 1st. Try to knock your opponents away and into oncoming traffic.

I Scream, You Scream Pick up the briefcase in Harwood steal an ice-cream van. Park it outside the warehouse at the Atlantic Quays. Exit and detonate the bomb.

Trial By Fire Grab the flamethrower at the edge of Chinatown. Burn 25 Triads in two

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and a half minutes.

Big 'N' Veiny Steal the van parked outside of the Hepburn Heights. Follow the trail of magazines to Portland Harbor, kill the guy standing by the other van and head to the back of (X)(X)(X) Magazines in the Red Light District.

KING COURTNEY'S MISSIONS

BlingBling Scramble Head to the starting line on the north side of the Aspatria Stadium. Pass through over 15 checkpoints more than your opponents.

Uzi Rider Head to the Hepburn Heights on Portland Island and kill at least ten Diablo members. Get to the area across the street from the parking garage in Newport on Staunton Island.

GangCar RoundUp Nick a Mafia Sentinel, Yakuza Stinger and Diablo Stallion and drop each one off at the garage in an alley in Newport on Staunton Island. Don't damage the cars too much.

Kingdom Come Get to the vehicle in the car park in Bedford Point in under one minute and a half. Avoid the suicide bombers and destroy their vans as they come at you!

DICE'S MISSIONS

Uzi Money Destroy 20 Purple Nines in two minutes, however, only Uzi drive-by kills count, so stock up on ammo beforehand.

Toyminator Head into the RC Toyz van behind your hideout in Wichita Gardens. Eliminate the three armored cars around Shoreside Vale using no more than four RC cars. Get used to the controls on the RC mini missions and you should be fine.

Rigged to Blow Get in the car behind your hideout in Wichita Gardens. Drive it to the garage in Saint Mark's on Portland Island. Minimize damage on the car and do all of this within six minutes. Take the car back to the parking lot behind your hideout in Wichita Gardens.

Bullion Run Grab a car, head to Pike Creek, where the cargo is. Pick up 20 pieces and take it to the garage in Pike Creek. Make regular drop-offs at the garage, as the cargo weighs your car down and raises your wanted level.

Rumble Pick up Dice's brother in front of your hideout in Wichita Gardens, grab a baseball bat. Get to the end of the dirt path in Wichita Gardens/ Cedar Grove. Kill all of the targets using the bat. Try to get them in groups for maximum damage, don't forget to hit them when they're on the ground too.

GRAND THEFT AUTO: LIBERTY CITY STORIES

CHEATS WARNING

Think before you save! If you have enabled cheats such as the Pedestrian Riot one as it might be impossible to deactivate once saved. Enter these codes during the game.

WEAPON SET 1

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WEAPON SET 2

↑, ⊕, ⊕, ⊕, ↓, ←, ⊕, ⊕, →

WEAPON SET 3

↑, ⊗, ⊗, ⊗, ↓, ←, ⊗, ⊗, →

AGGRESSIVE DRIVERS

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ALL GREEN LIGHTS

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ALL VEHICLES CHROME PLATED

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BLACK CARS

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BOBBLE HEAD WORLD

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CARS DRIVE ON WATER

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CHANGE BIKE TYRE SIZE

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CLEAR WEATHER

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COMMIT SUICIDE

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DESTROY ALL CARS

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DISPLAY GAME CREDITS

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FASTER CLOCK

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FASTER GAMEPLAY

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FOGGY WEATHER

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FULL ARMOUR (BLUE BAR)

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FULL HEALTH (RED BAR)

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HAVE GIRLS FOLLOW YOU

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MONEY CHEAT (\$250,000)

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OVERCAST WEATHER

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PEDS ATTACK YOU

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PEDESTRIANS HAVE WEAPONS

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RAINY WEATHER

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RAISE MEDIA ATTENTION

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RAISE WANTED LEVEL

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RANDOM PED OUTFIT

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LOWER GAMEPLAY

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SPAWN RHINO

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SPAWN TRASHMASTER

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SUNNY WEATHER

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UPSIDE DOWN GAMEPLAY

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UPSIDE UP GAMEPLAY

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HIDDEN PACKAGE REWARDS

GENERATE ARMOUR AT ALL SAFE HOUSES

030 Packages

GENERATE A FLAMETHROWER AT ALL SAFE HOUSES

080 Packages

GENERATE A M4 AT ALL SAFE HOUSES

060 Packages

GENERATE A MP5 AT ALL SAFE HOUSES

040 Packages

GENERATE A PYTHON AT ALL SAFE HOUSES

050 Packages

GENERATE A ROCKET LAUNCHER AT ALL SAFE HOUSES

090 Packages

GENERATE A SHOTGUN AT ALL SAFE HOUSES

020 Packages

GENERATE A SNIPER RIFLE AT ALL SAFE HOUSES

070 Packages

GIVES YOU \$50,000

100 Packages

PISTOL AT SAFE HOUSE

010 Packages

MISSION UNLOCKABLES

ANTONIO OUTFIT

Complete the mission "Making Toni"

'KING' JUMPSUIT COSTUME

Finish all story mode missions

150 MAX ARMOR POINTS

Complete Level 12 In Vigilante Missions

AVENGING ANGEL'S OUTFIT

Complete the Frighteners mission

BICKLE '76

Drop off 100 Passengers in the Taxi

BULLET PROOF PCJ 600

Take Waynes Bike in Biker Heat Mission.

CHAUFFER'S OUTFIT

Complete the Rollercoaster Ride mission

COX MASCOT OUTFIT

Beat SlashTV twice

DRAGON JUMP SUIT

Complete the mission "Crazy '69"

EXTRA 25 MAX HEALTH POINTS

Complete Level 10 in Noodle Delivery Missions at Noodle Punk in Portland

EXTRA 25 MAX HEALTH POINTS

Complete Level 10 in Pizza Delivery Missions at Joe's Pizza in Staunton Island

FIREPROOF TONI

Complete Level 12 In Firefighter Missions

Generate \$4000 at Capital Autos

Beat Level 6 of Car Salesman

GENERATE 4X THE CASH FOR CARS IN THE SCRAP-YARD

Complete the Scrap-yard motorcycle challenge

GENERATE A BOAT SPEEDER AT PORTLAND FERRY DOCKS

Beat the game 100%

GENERATE CASH FROM "HOGS & COGS"

Sell 40 motorcycles in Belleville Park, Staunton Island

GET \$10000

Complete all 26 unique jumps

GETTING BUSTED WON'T COST MONEY

Completing Avenging Angels missions in Staunton Island

GOODFELLA OUTFIT

Complete the mission "Overdose of Trouble".

HELLENBACH GT

Beat level four of the car salesman sidequest

HERO COSTUME

Beat Level 15 of the Avenging Angels

missions in Shoreside Vale

INFINITE AMMO

Beat the game 100%

INFINITE SPRINT

Beat Ambulance Missions Level 12

LEONE'S OUTFIT

Drive to your house at the start of the game and walk into the clothes icon

M60 MACHINE GUN

Beat all rampages.

MICRO SMG ABLE TO BE PURCHASED AT AMMU-NATION

Complete the Don in 60 seconds mission

MULTIPLAYER SKINS

Complete the "Driving Mr Leone" mission.

OVERALLS OUTFIT

Complete the The Portland Chainsaw Masquerade mission

PCJ

Complete Love Media

RHINO TANK IN FT. STAUNTON

Complete the game 100%

SUPER ANGEL BIKE (BULLETPROOF) GENERATED AT PORTLAND SAFE-HOUSE

Completing Avenging Angels missions in Portland

SUPER LAND STALKER (BULLETPROOF) GENERATED AT SHORESIDE VALE SAFE-HOUSE

Completing Tourism missions

SWEATS OUTFIT

Complete the mission "A Walk In The Park".

TUXEDO OUTFIT

Complete the mission "A Date with Death".

UNDERWEAR COSTUME

Complete 1 Unique Jump

UPGRADED SANCHEZ

Complete all ten courses in the "Bump & Grinds" at the dirt bike course in Portland

V8 GHOST

Complete Love Media

VEHICLES TAKE DOUBLE DAMAGE

Complete the game 100%

100% COMPLETE

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

WALKTHROUGH

THE MISSIONS PORTLAND

Incredibly easy. Just drive safely and you'll

pass first time.

VINCENZO - SLACKER

Just like the first mission - drive casually to get you and your passenger to your destination.

VINCENZO - DEALING REVENGE

Still very simple, as all you have to do is beat up the dealers. There's a meat cleaver you can pick up on your way through Chinatown if you want to use it. Other than that, make sure you keep hammering the punch button - especially when the dealers go down.

VINCENZO - SNUFF

This introduces Toni to JD O'Toole and opens up his mission thread. First buy a gun - buy a couple of pistols if you want the reassurance of plenty of ammo - then go to the construction site. The first two targets have their backs to you, so they shouldn't be a problem. Next go through the red tunnel but slow up before you exit so you can lock on to the guy in the distance - now cap him. The next guy is immediately to your left as you come out of the tunnel, so move quickly to face him before shooting.

All that's left is the main hood - he's shown on the radar. Approach slowly so you can lock on to him from as far away as possible and rapidly press the trigger. You might have lost some health here, so pick up the Heart you'll find on the blue walkway to your right as you leave the construction site. Now head to the Pay 'N' Spray.

VINCENZO - SMASH AND GRAB

You'll need a four-seater car for this, which you'll find down the side of Vincenzo's office. Take it to the garage and be patient when picking up Vinny's goons - make sure you've got them all. Now get out of there quickly. Reverse straight away, because if you go too close to the petrol pump it may cause an explosion. Check the map to find the quickest way to the Pay 'N' Spray then drive quickly, but sensibly - this is not the time to try a jump and end up turning the car over.

VINCENZO - HOT WHEELS

This is another police chase, so use what you've learnt about getting to and using the Pay 'N' Spray to lose the heat.

JD O'TOOLE - BONE VOYEUR!

NB: Change out of your Leone suit in your safe house before starting this mission. This is an odd mission. To find the girls, just circle an area about three blocks around JD's club - and do it slowly to make sure you can spot them. Then, to kill the pimp, wait until he's sprinting away and run him over.

JD O'TOOLE - DON IN 60 SECONDS

Another police chase - so get to the Pay 'N' Spray - but rather than trying a U-turn when starting off, drive the way you're facing, take a first right then do a circuit of the block to get some distance between you and the cops. Then use the Pay 'N' Spray.

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JD O'TOOLE – A VOLATILE SITUATION

Before starting this mission, it's important that you go and buy a SMG from the Ammu-Nation so you can shoot from bikes.

Here you have to defend a casino from Sindacco attacks. The best way to do this is to intercept the attacks as early as possible, so get a motorbike, check the map to see where the enemy car is, then go for it. If the cars still make it to the building, take them out on foot – paying close attention to anyone kneeling, as they're the guys who are planting the bombs. The last attack is a bomb in a van. Don't try and take it out, just wait until it's parked outside and hang around it so you can dive in as soon as the driver hops out. Now you have to get it as far away as you can from the casino – drive it in the direction it's facing – as straight as you can – watching the distance display. As soon as the van's distance bar is full, get out quickly and hammer that q button to sprint to safety.

JD O'TOOLE – BLOW 'UP' DOLLS

Here you have to deliver a car bomb, so first go to Eight Ball's garage and get one fixed to your chosen ride. Next, drive very carefully to the target – you're in no rush. There's nothing very subtle to the next bit. Ignore the guards, park, arm the bomb and then sprint away. Detonate the bomb by pressing fire when armed with the remote control. The key to this is ignoring the guards – just sprint. You might get hit, but you'll only die if you stand and fight.

MA CIPRIANI – SNAPPY DRESSER

Here you must tail a pervert around town. It's dull, but easy if you use a bike, as they're quick to gain ground but do back off whenever the warning that you're too close appears on screen. When taking the pictures, use the zoom so you don't have to get too close, but don't look for perfection. Just make sure that you get him and the girls in the frame together.

MA CIPRIANI – GREASE SUCHO

This is a street race, which shouldn't be too testing if you remember the following rules:

Look at the arrows in the markers so you know which way to turn next. Keep one eye on the next marker on the radar so you can anticipate the turns that are coming. Don't get too involved in mashing up the other cars – you can out-pace them, so don't get involved in a brawl. Do the race at night and there will be less traffic. The second part of this mission is whacking Sucho. Chase his car and crash into him. This will shock him into getting out and going on foot, so get out of your car and shoot him.

MA CIPRIANI – DEAD MEAT

This time you have to kill Casa in a meat factory with a cleaver. He'll run around all the time, so the trick is to give him space and he'll try to hide by crouching down. When he does this, approach him from behind and be as brutal as you can with the cleaver.

Next it's another police chase, so get to that Pay 'N' Spray as quickly as you can.

MA CIPRIANI – NO SON OF MINE

A tough mission, as you've got to see off a series of hitmen. The best thing to do is arm yourself with the shotgun, since, if you aim right, it's a one-shot kill. The key thing here is to be decisive when the gunmen arrive and don't let them get settled as you'll just be out-numbered. Start taking them out as they're trying to get out of their car, then retreat for the next wave. Also, don't get all the health too early. Save it for when your health drops below half.

SALVATORE – THE OFFER

After the union boss has refused the meeting, her thugs will turn on you and you must escape. The trick here is to not make your way through the docks, as you'll pass dockers armed with Molotov cocktails. Instead, as soon as you get control of Toni, sprint the way he's facing then follow the edge of the dock till you see some large containers. Run left on the sea side of these and head for the grassy bit of Portland Beach. Turn and shoot at your nearest pursuer if you want to get more space between them and you.

SALVATORE – HO SELECTA!

A taxiing mission. Pick up six hookers and take them to the docks within a time limit. Use the four-door Sentinel at Salvatore's house for this one. This means you've two lots of three to take over, rather than having to make three runs. When looking for girls, constantly refer to the map so you can find the nearest. If they're 'occupied', just run the clients over with the car. Lovely. Oh, and be careful when dropping them off that you don't run them over when leaving.

SALVATORE – FRIGHTENERS

Chase down the union chiefs. If you're in a car, just ram them. If you're on a bike, shoot the car until the chiefs get out. Make sure you get to them quickly, just in case they're armed. If they've stopped at lights, drag them out of the car before they can pull away.

SALVATORE – ROLLERCOASTER RIDE

Make your way down to the radio station, and if you approach from the back (east), you should be able to take out the chauffeur from behind with a melee attack. Then get into the limousine. Now you must scare the union chief. Driving fast works really well for this, so does doing jumps and sharp handbrake turns. Crashing into things works as well, but you don't want to wreck your car and end up killing both you and your passenger. Once you've done this, crash through the picket line to deliver her to the ferry port.

MARIA – SHOP 'TIL YOU STROP

Here you have to take Maria on a 'shopping' spree. She will visit two shops, the first one won't be a problem as you only get a one-star Wanted level. The second run is tough, as you get a three-star Wanted level and the shopkeeper

shoots out your tyres. Make sure the car is pointing north when you park, then when escaping, take the first right, then your first left – what you're looking for is a Police Bribe that's up a raised alleyway by some boxes. Get this to ease some of the pressure, then go for the Pay 'N' Spray before taking Maria back home.

MARIA – TAKEN FOR A RIDE

Maria gets kidnapped by her Sindacco drug dealers, so you must ram them until they stop, then shoot them. To make this easier, arm yourself before you enter your car and make sure you park in the same direction they're facing so you get a quick getaway.

MARIA – BOOBY PRIZE

This is bike race, so good luck. Our tip here is to avoid using the u brake, as it's easy to lose control – squeeze r instead. Also this is raced over two laps, so pay attention on the first lap to the layout of the course – it's fairly straightforward, though. Lastly, stay on the right-hand side of the road when going through the markers as they can often conceal your view. Be warned: if you try to take out the opponents' tyres with a gun, they'll just ride away.

MARIA – BIKER HEAT

This is a seriously tough mission. You have to confront Maria's boyfriend, who then departs sharpish on a bike. Ignore his mates and just concentrate on getting a bike and getting out of the pedestrianised bit of Chinatown – watching out for the bollards. Now chase the biker across town. He's inclined to take shortcuts which you can take yourself. Or you could try and anticipate the exit of the shortcut and stick to the main road. If you can keep up and shoot him off his bike, then great. If not, wait until he does a full circuit and goes on foot in Chinatown. Lock on to him with your most powerful gun and take him down.

MARIA – OVERDOSE OF TROUBLE

Here you have to take Maria to get some zap – but instead it turns into a chase across town with a load of bikers on your tail. Make sure you choose a fast car, though – we did this mission in a taxi. Then it's just a case of driving quickly, and straight to every location. Keep checking the map when necessary, though. One of the trips you have to make is to Hepburn Heights which can only be accessed from the right-hand side (as you travel north) of the building. If your car is really getting beaten up, then a trip to the Pay 'N' Spray will definitely help.

SALVATORE – CONTRA-BANNED

Pick up muscle at St Mark's Bistro, the casino and by the garage. Now before you park in the yellow marker at the docks, get out of the car and pick up the body armour that's next to it and arm yourself with your best gun. As soon as everything kicks off, concentrate on shooting the drug dealers – not your own men or the cops. The drugs dealers have pink arrows over them. Do this by keeping calm and flicking

through your targets. Then get in the drug dealer's car and go to the Pay 'N' Spray – quickly. There's a Police Bribe on the north side of the dock warehouse, so it's worth reversing to get that, or do a quick lap of the warehouse.

JD O'TOOLE – SALVATORE'S SALVATION

Salvatore has been kidnapped. Tail the kidnapper and then get ready for action. The only way you can save Salvatore is to get in the car he's trapped inside when the Sindaccos leave it, just before putting it in the crusher. So forget about trapping or shooting the Sindacco car, just get yourself to the scrap yard quick. Don't bash the car, as you'll be driving it soon and you need it in good condition. Then, as soon as the kidnappers leave the car, get in and drive away as quickly as possible. Don't get involved in a fight, just get in the car and go.

JD O'TOOLE – THE GUNS OF LEONE

Here you have to protect Salvatore as he goes on a rampage. You're told to do this by sniper rifle from a near roof. If you fancy your sharp shooting then go ahead but remember to change position to get the best angle.

We recommend ditching the sniper rifle, taking the Adrenalin Pill to the left on the roof, jumping off the roof and taking out the Sindaccos at street level. The pattern of attack goes like this: when standing on the roof facing the street, three show up in the street to the right and two from the alleyway straight ahead. Then some more turn up in vans to the left of the street at the junction. At this junction, two come from the right, then more from behind. Take out the two cops to end the mission. Always try to stay in front of Salvatore in order to draw the fire.

JD O'TOOLE – CALM BEFORE THE STORM

Here you have to tail a chopper. Forget about looking up at it, just look at the icon on the on-screen map. A bike is the best choice of vehicle to do this in. First stop is Hepburn Heights, followed by a helipad in Chinatown. Now it's time to shoot, so get armed. Go up and activate the cut-scene then start capping the Triads. Make sure you take out the Triad in the far right corner, as he has a sniper rifle. You can use this to take out the other Triads blocking your exit. Other useful items include the Adrenaline Pill. Also try to target the Triad vans – they use them as cover, but get them to explode and you can take out the gang very quickly.

JD O'TOOLE – THE MADE MAN

As anyone who has seen Goodfellas knows, this was never going to go well. On route to the ceremony, take out the Sindacco hit men. Do this by keeping your distance and taking them out with the sniper rifle. Then after JD gets 'made', drop off your passenger as quick as you can and speed for the river near Vinny's office. Here, race along the jetty keeping plenty of jety on your left, so that when

you press and hold w to exit the car you'll roll to safety and not in the drink.

VINCENZO – THE PORTLAND CHAINSAW MASSACRE

This is a very hard mission, unless you're armed with the right equipment, but fortunately you can find it on the way to the mission. Vinny wants to meet you in a nearby freighter. Once in the freighter, take your first right before going down to the hull to pick up a magnum, then on your way down the flights of stairs look for some body armour. Now you're ready. Vinny's men will now rush you with chainsaws. Don't wait until they run on-screen, just look at the mini map and keep on shooting and re-aiming. Don't hesitate, as if they get near you, you'll lose health very quickly indeed. When you can, readjust your position by sprinting to a point where you have time to turn and shoot guys coming from the rear. Once the chainsaw thugs are all dead, take a breath and some health and prepare yourself for the SMG assault. Providing you've got enough health and ammo remaining, this shouldn't be a problem, though.

SALVATORE – SINDACCO SABOTAGE

A very tough mission, as this one's an all-out gun fight.

Make sure you get yourself the body armour.

If you're taking a beating, there's body armour a block down from JD's to pick up and health under the blue walkway opposite the Pay 'N' Spray. Use a shotgun, as it's a reliable one-shot kill. Don't rely on your AI help – they are rubbish. They'll put down the odd Sindacco – just by chance – but we recommend taking the responsibility out of their hands. Keep repositioning and looking to where the next wave of attacks is coming from and make sure you don't get surrounded.

SALVATORE – THE TROUBLE WITH TRIADS

Here you have to save a load of money from a burning building. The trick here is to prioritise. Your main problem is being shot by Triads, so give yourself time to move around by clearing a path with the SMG. Next it's the fire. It's hot and it hurts, so pick your way through the ruins carefully. And then there's the money. It's indicated green on the radar – just be thorough when you're picking it up.

When escaping, take the car as the Triads will chase you in their vans so you'll need the protection. Be careful though, as it will likely be very damaged. Be prepared to swap cars on your way back to Salvatore to prevent an untimely explosion.

SALVATORE – DRIVING MR LEONE

Here you have to escape the island. First go to the ferry port to pick up a three-star Wanted level. Now going to the Pay 'N' Spray will only put the police off your scent for a short while, but it's worth going to repair damage and give you some thinking time. Plot your way to Callaghan bridge carefully, remembering that the access onto it is further towards the centre of town than you might think. Then, when

you're on the bridge, remember that the Americans drive on the right and put your foot down.

STAUNTON ISLAND

SALVATORE – A WALK IN THE PARK

This is a very hard mission, as you have to assassinate the heavily guarded Mayor and retrieve his mobile phone. If you have a sniper rifle it is possible to take him out from distance. Take the first entrance on the right side of the park as you come at it from the phone. Go up onto the grassy knoll and cap him as he comes over the bridge. Or you can keep your weapons away, wait until he gets close and then go all-out, guns blazing.

If you've rumbled he'll escape in his car, but it's not over if he does. Attack his car by ramming it and doing drive-bys and eventually you'll take him down. Once you've got the mobile phone, stay vigilant, as the Mayor's bodyguards will still be after you.

SALVATORE – MAKING TONI

Nothing much to do here – just enjoy yourself.

DONALD LOVE – THE MORGUE PARTY CANDIDATE

All you have to do is steal a hearse. Sounds easy but it isn't. Don't waste time, as the further up town you get, the nearer you'll be to the Pay 'N' Spray. You'll be glad for this as you'll get a three-star Wanted rating once you get behind the wheel. To make the driver get out, keep on ramming the hearse, but before you get behind the wheel, remove any obstacles that will prevent a quick getaway. Plot your way to the paint shop, remembering to take the same alley that you use for your safe house, and the Pay 'N' Spray is up the ramp. Good luck.

DONALD LOVE – STEERING THE VOTE

To claim five markers quickly, just concentrate on the five nearest. Keep circling them and reclaiming them whenever O'Donovan's men take them over. Once you've done that, do drive-bys on the vans to get them out of the way. They detonate very easily.

DONALD LOVE – CAM-PAIN

There are three clusters of campaigners to take out – the first is on a rooftop helipad and the other two are easy to find. To make this mission even easier, go to Ammu-Nation and stock up on decent weapons and body armour. As body armour is now available to buy, get some after every mission before you save. The AK-47 is expensive, but what else do you want money for? And it really kicks ass, too. As the campaigners stand in groups, a couple of well-placed grenades can really help.

DONALD LOVE – FRIGGIN' THE RIGGIN'

The key to this mission is preparation. Make sure you have full body armour, a lot of SMG ammo and a bike

you're comfortable with. First get the flamethrower from Fully Cocked then go to the print works. Don't approach the place armed with the flamethrower, though. Use a regular gun to first clear the place of gangsters and start methodically torching the palettes. Be patient and make sure that they are fully alight. As more hoods come to take you out, keep switching to your normal gun to take them out effectively and quickly. Once you've destroyed the print works you must go after two vans. So get on the bike you came on and chase, shooting at them with e when you're directly behind. Don't waste any time, as you'll fail the mission if they get too far away.

DONALD LOVE – LOVE AND BULLETS

This is easy if you've treated yourself to an AK-47. Use the AK to take out the hitmen on the roof and down the alley, then switch to the sniper rifle to take out the three on the bridge. It's not over though, as just when you get back in the limo, a truck with another hitman on the back hurls in. You can try to outrun it, but the limo has already taken such a battering it's going to take some amazing driving. What we did was got out of the limo, shoot the gunman on the back of the truck and then jacked the truck to force the driver out so that we could cap him.

DONALD LOVE – COUNTERFEIT COUNT

This is simple if you do it quickly. You have to intercept three exchanges that follow this pattern: The van stops and then a guy gets out of a station wagon and into the van.

Then the same guy gets out of the van and starts to go back to the station wagon – it's at this point that you should shoot the guy and pick up the parcel. Get a quick bike, remain armed and keep up.

SALVATORE – CAUGHT IN THE ACT

This is an on-rails – or rather on-boat – shooter that should be familiar to anyone who has played Vice City. Here are some general tips:

Be careful not to shoot your own boat – sounds obvious, but it can happen. When being pursued by boats, aim for the gunmen if you can – it's them who are doing the damage, not the actual boats.

Try to hit the red barrels when approaching the jetties, but only from a decent distance away. You don't want to get caught up in the blast.

Again, aim for the gunmen when the helicopter first appears. They're doing the shooting.

MCAFFREY – SAYONARA SINDACCOS

This is a shooting mission that starts you off on foot, which is quite easy as you're given an assault rifle. This gives you a far greater range, so keep your distance. Next it turns into an on-rails shooter. Remember to focus on who is doing the damage – it's the gunmen. Shooting the cars and choppers is a great way of blowing up multiple targets, but don't ignore the guys

shooting at you – they go down quicker than a whole car.

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Here you have to lure the Forellis into a Yardie trap. To do this you must nick a bike. Make sure you have armour so you can take a few hits on your run and then, once you've got your ride, check your route to the ambush. Next go as fast as possible – don't worry about the pursuers keeping up, they will – and use the brake to slow for corners.

Once you get the two gangs together, jog to one side of the firelight and then shoot the Forellis.

MCAFFREY – CRAZY '69'

Daft mission. You must kill 20 gangsters with only a samurai sword. Trouble is, there's a time limit, so don't waste a second. Run up the hill in front of you and get yourself to the park. Don't work methodically, as the gangsters will soon overrun you. Just head to the biggest cluster of targets and get slicing. The trick to a clean kill is timing. Be sure to look out for Bribes and Health if you find yourself beginning to get into trouble.

MCAFFREY – NIGHT OF THE LIVID DREADS

Here you must help the Yardies out. There's no real secret to success in this mission, but here are few pointers:

Use the assault rifle, as it's good close up and great from a long distance away.

Look for the body armour on the left in the long alley where the bike hurls itself at you.

Always watch the radar to see where the threat is coming from.

SALVATORE – SEARCH AND RESCUE

A very, very hard mission. The first bit is easy – get the limo and park it in the marker by the alley in which Sal is trapped. Now instead of going straight down the alley, enter from the other side. Go right round the block. Then if you can, creep up to the edge and toss a couple of grenades round the corner to hopefully take the front two guys out. Then get yourself on the grass on the other side of the road, opposite the alley. From here you should be out of range of the goons' rifles, but they should be in range of your sniper rifle. If so, clear the whole alley. Then go to the passage where Sal is stuck and kill the two guys here.

Now the challenge is to get Sal and yourself out. Two goons rush in, so take them out. The problem now is that the rest of the gang just stand and wait. Use this to your advantage. Hug one wall of the alley entrance so you can avoid being hit from that direction, then edge near the edge of the entrance, constantly hitting the auto-aim so you can lock on and hit your target at the earliest point. Continue doing that, alternating each side, and you should be able to squeeze yourself out. Once in the limousine, get rid of your two-star Wanted level by taking the Bribe in

the alley opposite where you parked your ride earlier.

SALVATORE – TAKING THE PEACE

A very strange mission. You take control of Paul Sindacco's car as he drives to a peace meeting with the Forellis. Press q to do this and you get a strange, green first-person view – you can use this to mow down all the Forellis. They're not expecting this, so make sure your first sweep is a devastating one. Turn at the end of the pathway and make a sweep of the area by the pillars. Ram the cars to make the occupants get out.

Be methodical and it shouldn't take too much effort, as you don't have to hit the targets at too much of a pace.

SALVATORE – SHOOT THE MESSENGER

This is a boat mission and there are three ways for you to shoot the messenger:

Get a rocket launcher, press w to come off the boat controls, and hit the boat when it first passes.

Do a drive/sail-by, but be careful that you don't approach directly from behind, as the on-board gunner will destroy your boat before you get level. Take a very wide berth before you finally draw alongside.

Or track the boat, wait until the messenger docks and shoot him when he's on foot.

MCAFFREY – MUNITIONS DUMP

You've time to splash out before you start this mission, so go and get yourself a rocket launcher. You won't regret it. In fact, you'll need it to take out the two huge ammunition trucks. From the start point, arm the rocket launcher, get on the Sanchez and go after the truck that's going south. Try to use your speed to get in front of the truck. This will give you the space to get yourself composed for the rocket attack.

Once one truck is down, get back on the bike. This should be quick enough to keep you from the armed support – get in front of the second truck and let fly with the rockets. It's messy, but very effective.

CHURCH – LC CONFIDENTIAL

The first part of this mission is against the clock, so don't hang around. Use a quick bike to get to the bridge and collect the FED car. To get away with the car cleanly, you have to do some smart reversing. Get in the car but don't touch the analogue stick, just reverse straight back until you hit the lamp post, then swing it round the large van by steering to the right. Switch off the alarm for your own sanity by pressing 2 on the D-pad and then race down to pick up the informant. He will get wise and run out, so chase him and shoot – pick up the report and sprint/drive out there quick. This mission is all about pace.

CHURCH – THE PASSION OF THE HEIST

The sniper rifle is the key to this mission. Drive up to where the trade is being

made but don't go straight in, as there's too much firepower. Go into the park on the left and then set yourself up with the sniper rifle. Use o and the analogue stick for precise aiming and go directly for the guy with the briefcase. Guards will run at you once he's shot, so switch to an assault rifle to take them out. Then use the sniper rifle to take the helicopter down – it's very effective. Once all the jewel thieves are dead, rush in to collect the briefcase.

Now you have to worry about a three-star Wanted level, so don't faff around looking for a car – sprint. Once you've got some time, get into a car and go to the Pay 'N' Spray.

CHURCH – KARMAGEDDON

This is loads of fun – you've just got to go around smashing up traffic, so make sure you head downtown to find lots of it. You get points for the following:

Cars rolled
Cars destroyed (big points)
360 spins
180 spins
Riders dismantled
Pedestrians splattered

Remember not to roll the fire truck. Hold r and use the analogue stick to correct yourself. Don't worry if the police get involved, as it all adds to the fun. Just keep your speed high and keep smashing. Then the best way to get rid of the fire truck is to roll it into the sea.

CHURCH – FALSE IDOLS

You're told to go and buy a rocket launcher at the start of this mission, but as it's a race against time, it's worth buying one before you start – providing you've got the money, naturally.

You have to prevent three celebrities getting to the radio station in the southwest corner of the island. The ones coming from the north and east are relatively easy, as they're in cars. Intercept their paths, get ahead of them and blow them up.

The one coming from the west is harder, as this celebrity is in a helicopter. Track the chopper's path, get right underneath it and then speed slightly ahead to set yourself up for the rocket attack. Once you have it in your sights, be liberal with the shots to make sure it goes down.

DONALD LOVE – LOVE ON THE ROCKS

To save Donald's reputation you must nick a van with evidence from an enemy stronghold. We chose to do this slowly and with the sniper rifle. First take down the guards by the blockade and then enter very slowly. The idea is to gradually edge forward, scan the area and take out the guards before they can get in range to hurt you.

The only time you have to retreat is when you see a car hurtling forward. When this happens, retreat to the street side of the blockade and take it out with the sniper rifle.

Then get back into the stronghold and move the car that's blocking the entrance. Continue edging forward and clearing

until you can take out the last few guards with an assault rifle. Then drive the van to safety.

SHORESIDE VALE

First job is to find your safe house and save, so you've got a base. And you'll be pleased to know there's some armour you can pick up down the side the neighbouring house.

SALVATORE – ROUGH JUSTICE

Get the lawyer's suit by following the icon. Also take note where the Pay 'N' Spray is. Then collect the hoods in a four-seater car and attack the cars highlighted. There's no real trick to doing this – just don't rely on your AI help as they are useless. A shotgun is a good choice for fighting up-close.

SALVATORE – DEAD RECKONING

This is actually really easy if you have a rocket launcher. Track Paulie Sindacco's boat on the shore, get slightly ahead of it and prepare to fire. Even if you don't have a rocket launcher a decent assault rifle will cause a lot of damage.

SALVATORE – SHOGUN SHOWDOWN

This mission takes you back to Staunton Island. You must get access to the Yakuza compound. To do this safely, stand a decent distance away, directly opposite the gates and use the sniper rifle to shoot the guard. A car will be sent out followed by all the Yakuza – in one big line. Hold your ground and use an assault rifle to take out the rest.

Run inside the compound to discover a tank. Get in it and make your way to 8 Ball's car bomb shop which is right next to the Pay 'N' Spray. Pay for a bomb, arm it – get a safe distance away and detonate.

DONALD LOVE – PANLANTIC LAND GRAB

For this mission you have to kill Avery Carrington. Shame. But you can't do it by blowing up his car and he's got two heavily armed vehicles guarding him.

This is how we did it. First get ahead of the convoy on the bridge to Staunton Island. Then turn and attack the first car. As soon as you do, Avery will leave the convoy and make a run for it, so get back in your car. The best way to separate Avery from his car is to ram it against the concrete central reservation giving you chance to jack his car. Once he's on foot you can run him over or shoot him. Then collect the plans.

DONALD LOVE – STOP THE PRESS

It's back over to Staunton Island. Here you have to first beat up Ned Burner, then kill him. He'll try to protect himself by driving off on a scooter. Try to keep up with him on the back lanes and then catch up and shoot on the straights. Push the analogue stick slightly forward so Toni creates a more aerodynamic shape, in order to get that extra speed.

DONALD LOVE – MORGUE PARTY RESURRECTION

In this mission you must retrieve Ned Burns' and Avery Carrington's bodies. Ick. Go for Burns first which is by the church

on Staunton Island. When you enter the hearse you'll get a two-star Wanted level so you'll NEED a Bribe. You'll find one if you drive in the direction the hearse is facing to the end of the road. It's in a cluster of trees on the right. Take Burns to the hangar in the Airport.

Avery Carrington's body is in an ambulance by the hospital in Shoreside Vale. This is much easier to get, but don't waste any time, as you have precious little of it to spare.

DONALD LOVE – NO MONEY, MO' PROBLEMS

Go and see 8 Ball and hope you've got enough money. You'll need at least \$20,000.

DONALD LOVE – BRINGING THE HOUSE DOWN

Once you've got the van from 8 Ball you have to enter the Liberty City tunnel system. The nearest entrance is to the right of the bridge that takes you to Staunton so head there. Unfortunately the Forellis are on to you and your van can only take so much damage – so plot your journey and drive straight and fast. The cars will follow you into the tunnel where they'll probably drive so aggressively they'll blow up. Once you're on your own – take your time through the various obstacles. There are witnesses to cap, so get out and shoot them to make sure they don't get away. After planting the first bomb the mission becomes timed. Don't panic, it should be more than enough, just remember – don't try and turn in the tunnels as it will cause unnecessary damage. If the marker is behind you, reverse into it. Once the two other bombs have been set, run to the exit and use the Forelli car to burst out of the gates.

STAUNTON ISLAND

TOSHICO – MORE DEADLY THAN THE MALE

It's another munitions raid which is possible to do without losing any life – providing you use your sniper rifle. Start by taking out the first guard at the top of the winding road, then switch to an assault rifle and make your way down. Then at the first turning, switch back to the sniper rifle and clear the jetty area. All the Yakuza are clearly marked with big arrows on their heads so you've no excuse in missing them.

Snipe the Yakuza in the boats as well – both the gunmen and the driver. Once you've done all this from distance you can stroll up (look for the rocket launcher) and take the boat with the blue arrow over it. Other Yakuza boats show up but if you keep in a straight line you should have enough momentum to get past them safely. Watch the steering on the boat though, it's really sluggish.

TOSHICO – CASH CLASH

To complete this mission you'll need some serious hardware as you need to blow up three armoured vans. You should have picked up a rocket launcher in the last

Toshiko mission. If you didn't, go and buy one pronto. Usually we would recommend you intercept the convoy early, but if you do the vehicles split up, making it much harder to track each one down. What we suggest you do is create a road block near the destination – just park some cars across the road. Then when the convoy nears, let rip with the rockets. Direct hits and damage from the exploding cars should be enough to take them out.

TOSHICO – A DATE WITH DEATH

You have to take Toshiko to the opera, but you really don't have very long at all to do this, so follow the instructions and drive very carefully. On the way out of the performance you have to fight off a load of gangsters. The first wave is easy as they have melee weapons. Now it's a chase in the cars. Fortunately what the limo lacks in speed it makes up for in durability, so take the bumps and keep going, choosing the quickest path possible. At the start of the drive back it's worth driving off in the direction you're parked, rather than trying a dangerous reversing move.

TOSHICO – CASH IN KAZUKI'S CHIPS

You have to assassinate Kazuki, so go to his place – arm yourself with the shotgun at first as the fighting is at close quarters. When he takes off in the chopper take one of the Yakuza's Stingers to get to the casino. This will outrun the Yakuza's cars. At the casino, don't hang around. Arm yourself with your best weapon and blast a path to the roof. If you're running low on health – sprint to the yellow marker, to set off the cutscene.

Now you must face off against Kazuki who's coming at you with a samurai sword, which is deadly. Unfortunately, whatever weapon you had armed before the cut-scene, it's now a pistol, so instead of shooting – run! Get down the stairs and go to the walkway opposite. Kazuki won't follow so now you can shoot him from relative safety.

SHORESIDE VALE

DONALD LOVE – LOVE ON THE RUN

Here you have to protect Donald from an army of Colombians. Sounds scary but is actually quite easy. When leaving his house make sure you're armed with an assault rifle. First, focus your shot on the actual gunman, but when you've got some breathing space target the gang's cars. The explosive chain reaction this will cause should take out some of the Colombians, plus the burning wrecks create a blockade so your remaining assailants can't get too close to you.

Then drive to the airport. It's quite simple as long as you have a half decent car. The Pay 'N' Spray is handily placed along the route if you want to get the cops off your back.

SALVATORE – THE SHORESIDE REDEMPTION

This is an escort mission with you in a police car protecting Sal's prison van. Get the police car round the back of the station and then for the first part of the

mission just follow slowly behind the van. As soon as the first police car gets blown up the mission changes. Your role here is to keep close to the rear of the van for two reasons: To protect it from being rammed into oblivion and so you can quickly nip in front of the van and take out the roadblocks that'll appear.

When taking out the roadblocks try to run over the guys with the guns – they do a lot of damage. The police car is very durable so really get involved, but not to the extent that you leave the back of the prison van to have a crash match with an attacking car.

PORTLAND

SALVATORE - THE SICILIAN GAMBIT

This mission is a bit of an epic, which is fitting as it's the last one. There are several stages to it:

1. RACE TO THE MAYOR'S OFFICE

Use Salvatore's Sentinel parked by his house and it will be quick enough to outrun the Sicilians. Remember to double check where the Callaghan bridge starts and when crossing it, use the right-hand lane.

2. MAYOR'S OFFICE

Sal takes care of himself, so quickly despatch the Sicilians on the stairs and then wait to take Sal to the Pier. Once there, stay armed and pump the auto-aim to spot potential threats.

3. BOAT CHASE

This is an on-rails/boats shooting section that's loads of fun. Hold down fire permanently, as the mounted mini-gun can take it. Instead of aiming at the gunmen, this time aim at the actual boats. The gun is so powerful they'll explode in seconds.

4. STORMING THE LIGHTHOUSE

Be very careful here as the guards are all heavily armed and are awkwardly positioned. On the whole, moving up gradually and using the auto-aim will work, but if the guards are crouching behind cover you'll have to think differently. Either rush them and use a shotgun to put them down or toss a few grenades their way.

5. HELICOPTER BATTLE

You're not in one – you're just shooting at one. By now you will have picked up an assault rifle and plenty of ammo, so trust the auto-aim to lock onto the chopper and keep firing – it's as simple as that. Just watch out for the change of angle of attack by the chopper and make good use of the spare body armour. Once the Sicilian threat has been taken out you're now allowed to enjoy the cut-scenes – a bliss montage of organised crime and how to get away with it. It also neatly sets the scene for when GTA next visits Liberty City, in GTA 3. And that my dear friends is Liberty City Stories rinsed!

GRAND THEFT AUTO: SAN

ANDREAS

Increase your cash and stats, and get a Hydra and Rhino delivered to your home

Beat the game

Have infinite ammo

Beat the game with 100% completion

CHEAT CODES

Enter these in-game without pausing

Effect: \$250,000, full health and armor

Code: **Ⓜ, Ⓜ, Ⓜ, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑**

Effect: Aggressive Traffic

Code: **Ⓜ, ⊙, Ⓜ, Ⓜ, ← Ⓜ, Ⓜ, Ⓜ, Ⓜ**

Effect: All taxis get nitro and jump when you press **L3**

Code: **↑, ⊗, Ⓜ, ⊗, Ⓜ, ⊗, ⊙, Ⓜ, →**

Effect: Traffic lights are always green

Code: **→, Ⓜ, Ⓜ, ↑, Ⓜ, Ⓜ, ←, Ⓜ, Ⓜ, Ⓜ, Ⓜ**

Effect: All vehicles except motorcycles become invisible

Code: **Ⓜ, Ⓜ, Ⓜ, Ⓜ, ⊙, Ⓜ, Ⓜ**

Effect: Any vehicle you drive becomes invulnerable, and any vehicle yours touches will explode

Code: **Ⓜ, Ⓜ, Ⓜ, ↑, ↓, ↑, ↓, Ⓜ, Ⓜ, Ⓜ**

Effect: Any vehicle can blow ↑ tanks like the tank

Code: **Ⓜ, Ⓜ, Ⓜ, ↑, ↓, ↑, ↓, Ⓜ, Ⓜ, Ⓜ**

Effect: Black traffic

Code: **Ⓜ, Ⓜ, ↑, Ⓜ, ←, ⊗, Ⓜ, Ⓜ, ←, ⊙**

Effect: Cars float away like balloons when struck

Code: **Ⓜ, Ⓜ, ↓, ↓, ←, ↓, ←, ←, Ⓜ, ⊗**

Effect: Cars fly

Code: **Ⓜ, ↓, Ⓜ, ↑, Ⓜ, ⊙, ↑, ⊗, ←**

Effect: Cars drive on water

Code: **→, Ⓜ, ⊙, Ⓜ, Ⓜ, ⊙, Ⓜ, Ⓜ**

Effect: Civilians become fast food workers and clowns, CJ is a clown, cars are pizza scooters, BF Injections, HotKnives, Tugs, Quads, etc.

Code: **Ⓜ, Ⓜ, Ⓜ, ⊙, ⊙, ⊙, ⊙, ↓, ⊙**

Effect: Commit suicide

Code: **→, Ⓜ, ↓, Ⓜ, ←, ←, Ⓜ, Ⓜ, Ⓜ, Ⓜ**

Effect: Destroy cars

Code: **Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, Ⓜ, ⊙, Ⓜ, ⊙, Ⓜ, Ⓜ**

Effect: Everyone becomes bikini babes, all cars become beach cars, CJ wears shorts and sandals

Code: **↑, ↑, ↓, ↓, ⊙, ⊙, Ⓜ, Ⓜ, ⊙, ↓**

Effect: Faster cars

Code: **→, Ⓜ, ↑, Ⓜ, Ⓜ, ←, Ⓜ, Ⓜ**

Code: **□, □**

Effect: Speed ↑ time

Code: **○, ○, □, ○, □, □, ○, ○, □, ○, □, ○, ○, ○**

Code: **△, ○, △**

Effect: Fast gameplay

Code: **○, ↑, →, ↓, □, □, ○**

Effect: Flying boats

Code: **□, ○, ↑, □, ↑, □, →, ↑, ○, △**

Effect: Fog

Code: **□, ⊗, □, □, □, □, □, □, ⊗**

Effect: Weapon aiming while driving

Code: **↑, ↑, square, □, →, x, □, ↓, □, circle**

Effect: Gang members are everywhere, but citizens and cops still exist

Code: **←, →, →, Reft, ⊗, ↓, ↑, ○, →**

Effect: Speed ↑ cars

Code: **↑, □, □, ↑, Tight, ↑, ⊗, □, ⊗, □**

Effect: Swim without drowning

Code: **↓, ←, □, ↓, ↓, □, ↓, □, ↓**

Effect: Jetpack

Code: **←, →, □, □, □, □, ↑, ↓, ←, →**

Effect: Jump 10 times higher than normal

Code: **↑, ↑, △, △, ↑, ↑, ←, →, ○, □, □**

Effect: Jump 100 feet in the air on the bike

Code: **△, ○, ○, ○, ○, ○, ○, □, □, □, □, □**

Effect: Lower your wanted level

Code: **□, □, ○, □, ↑, ↓, ↑, ↓, ↑, ↓**

Effect: Max Fat

Code: **△, ↑, ↑, ←, →, ○, ○, ↓**

Effect: Max muscle

Code: **△, ↑, ↑, ←, →, ○, ○, ←**

Effect: Morning

Code: **□, ⊗, □, □, □, □, □, ○**

Effect: Night

Code: **□, ⊗, □, □, □, □, □, △**

Effect: No citizens or cops, only gang members

Code: **□, ↑, □, □, ←, □, □, □, →, ↓**

Effect: No muscle or fat

Code: **△, ↑, ↑, ←, →, ○, ○, →**

Effect: No pedestrians and little traffic

Code: **⊗, ↓, ↑, □, ↓, △, □, ○, ←**

Effect: Noon

Code: **□, ⊗, □, □, □, □, □, ↓**

Effect: Orange Sky

Code: **←, ←, □, □, →, ○, ○, □, □, ⊗**

Effect: Overcast

Code: **□, ⊗, □, □, □, □, □, ○**

Effect: Pedestrians attack (can't be

turned off)

Code: **↓, ↑, ↑, ↑, ⊗, □, □, □, □**

Effect: Pedestrians riot (can't be turned off)

Code: **↓, ←, ↑, ←, ⊗, □, □, □, □**

Effect: Pedestrians have weapons

Code: **□, □, ⊗, △, ⊗, △, ↑, ↓**

Effect: Perfect vehicle handling

Code: **△, □, □, ←, □, □, □, □**

Effect: Pink traffic

Code: **○, □, ↓, □, ←, ⊗, □, □, →, ○**

Effect: Raise wanted level

Code: **□, □, ○, □, →, ←, →, ←, →, ←**

Effect: Respect ↑graded

Code: **□, □, □, ⊗, ←, ↓, →, ↑**

Effect: Sand Storm

Code: **↑, ↓, □, □, □, □, □, □, □, □**

Effect: CJ gets skinny

Code: **△, ↑, ↑, ←, →, ○, ○, →**

Effect: Slower gameplay

Code: **△, ↑, →, ↓, ○, □, □**

Effect: Release a monster

Code: **→, ↑, □, □, □, ↓, △, △, ⊗, ○, □, □**

Effect: Spawn a parachute

Code: **←, →, □, □, □, □, □, ↑, ↓, →, □**

Effect: Spawn a Ranger

Code: **↑, →, →, □, →, ↑, ○, □**

Effect: Spawn a Rhino

Code: **○, ○, □, □, ○, ○, □, □, □, □, □, □, △, ○, △**

Effect: Spawn a Stretch

Code: **□, ↑, □, ←, ←, □, □, ○, →**

Effect: Spawn Bloodring Banger

Code: **↓, □, ○, □, □, ⊗, □, □, ←, ←**

Effect: Spawn Caddy

Code: **○, □, ↑, □, □, ⊗, □, □, ○, ⊗**

Effect: Spawn Dozer

Code: **□, □, □, →, → ↑, ↑, ⊗, □, ←**

Effect: Spawn Hotring Racer #1

Code: **□, circle, □, →, □, □, ⊗ (2), ○, □**

Effect: Spawn Hotring Racer #2

Code: **□, □, ○, →, □, □, →, ↑, circle, □**

Effect: Spawn Rancher

Code: **↑, →, →, □, →, ↑, ○, □**

Effect: Spawn Hydra

Code: **△, △, ○, ⊗, □, □, ↓, ↑**

Effect: Spawns Quadbike

Code: **←, ←, ↓, ↓, ↑, ↑, ○, ○, △, □, □**

Effect: Spawns Vortex

Code: **△, △, □, ○, ⊗, □, □, ↓, ↓**

Effect: Storm

Code: **□, ⊗, □, □, □, □, □, ○**

Effect: Spawns Stuntplane

Code: **○, ↑, □, □, ↓, □, □, □, ←, ←, ⊗, △**

Effect: CJ gets a S↑ter Punch

Code: **↑, ←, ⊗, △, □, ○, ○, ○, □**

Effect: All vehicles become countryside vehicles

Code: **□, □, □, □, □, □, □, ↓, ←, ↑**

Effect: Unlock Romero

Code: **↓, □, ↓, □, □, ←, □, □, ←, →**

Effect: Unlock Trashmaster

Code: **○, □, ○, □, ←, ←, □, □, ○, →**

Effect: Weapons 1

Code: **□, □, □, □, ←, ↓, →, ↑, ←, ↓, →, ↑**

Effect: Weapons 2

Code: **□, □, □, ←, ↓, →, ↑, ←, ↓, ↓, ←**

Effect: Weapons 3

Code: **□, □, □, □, ←, ↓, →, ↑, ←, ↓, ↓, ↓**

DATING CAR UNLOCKS

Get your relationship to 50% with any of the girls you date and they'll give you the keys to their cars.

Unlockable: Bandito

How to Unlock: Date Helena

Unlockable: Club

How to Unlock: Date Millie

Unlockable: Green hustler

How to Unlock: Date Denise

Unlockable: Monster Truck

How to Unlock: Date Michelle

Unlockable: Ranger

How to Unlock: Date Barbara

Unlockable: Romero

How to Unlock: Date Katie

COLLECTIBLES

Unlockable: Increase Luck

How to Unlock: Find all 50 Horseshoes in Las Venturas

Unlockable: Increase Lung capacity and Sex Appeal

How to Unlock: Find all 50 Oysters

Unlockable: SMG, Combat shotgun, M4, and Satchel Charges delivered to Four

the safe side, stop by the nearby Ammu-Nation first and pick up an Ingram Mac 10. When you get to the mall, head up the escalators to meet your contact. Sadly, the deal is interrupted by a bunch of cops and robbers. He heads right for a bike around the corner, so if you so desired you could destroy it before meeting him, cutting off his escape route. If you decide to chase him down, ignore the other bike placed temptingly in your path and carjack something a bit sturdier – at this stage, bikes are too difficult to control, and you want to just stomp him. Knock him off then just reverse over him or pull up alongside and blast him with the Ingram, then pick up the guidance chips and burn rubber back to the Marina for your \$500 reward.

GUARDIAN ANGELS

Once again going to the Marina, you are told there's a nice bit of hardware secreted away in a parking garage, and it's got your name on it. When you get there, you'll find both the Ruger Assault Rifle and – yes! – Lance. Next stop is the back alley where a deal is taking place, and you and Lance take point. Several cars full of Cubans will arrive, so let rip with the Ruger. Don't forget that it's **▲** to aim, not **□**, and run down the steps to make life easier, and to be closer to the biker. After killing all the Cubans, without letting either Martino Diaz or Lance die, two guys on Sanchez bikes nip in and steal the money. Diaz kills one of them, but the other escapes, so run up and get the bloody bike and give chase. You have to be quick, though. If you let him get through the initial alleyways, you'll fail. Keep up with him, firing with whatever Uzi-equivalent weapon you've got, until you kill him. Pick up the suitcase and return it to Diaz for his undying gratitude and \$1000.

THE CHASE

You've got a new boss in the form of Diaz – follow the D on your map to Starfish Island, and his palatial estate. Someone's screwing him out of 3%, and it's up to you to find out where the cash is stashed. Follow the pink marker, pilfering Diaz's Infernus if the whim takes you, until you reach the thief's apartment block. Check his window when prompted, then run after him to the roof. It's a good idea to scout this route out before activating the last checkpoint, to make sure you know where all the ramps and planks are, but it's entirely optional. There's a puny Faggio scooter waiting for you at the end, and sadly you can't park a fast car here in advance, because when you get back to this spot it will have disappeared. Basically he runs across the rooftops, stopping to detonate some barrels about three quarters of the way along (tread carefully to avoid being set on fire), then he jumps off the end, gets in his BF Injection and you need to chase him all the way to a big house in Prawn Island. Stay far enough back so that you're out of range of his Rifle, but don't lose track of him. All you have to do is wait until he runs inside to pick up your \$1000. Another job successfully completed and another very happy boss.

PHNOM PENH '86

Despite the confusing name, the mission is pretty straightforward and a hell of a lot of fun. Lance flies a chopper, you hang out of the side and Machine Gun gangsters around their sunny villas. You'll take on little groups of them, one at a time, and neither Ammo nor the copter's health should run out. Once you've cleared enough of them out, you'll have to run in on foot and take out half a dozen hoodlums – not a challenge with that beast of a gun. Run to the roof, pick up the cash, and you'll be airlifted out and given \$2000. You'll also get a call from the Colonel asking for your help, and a storm warning stating that the bridges to the mainland are now open.

FATEST BOAT

Diaz wants you to go to the newly opened mainland and steal a powerboat for him. It's a simple mission, complicated only by the fact that the boatyard is crawling with hoodlums. On the way there, check out a little building opposite the docked ship for some Body Armor. The best way to deal with these punks is to drive straight in, running one or two of them down, then diving out and running into the building in the middle. There are three workers in there, but killing them increases your wanted rating, so it's your call. Activate the switch by walking up to the pink thingy, which lowers the boat into the water, and activates more hoodlums that run in toward you. Now that you've got a Machine Gun you can just hold down **○** and take them all down. Get in the boat, and head straight for the marker – it's very close, and the wanted rating you have when you reach it will disappear. A pretty easy \$4000.

SUPPLY & DEMAND

Great mission, this one. Again it's from Diaz, and again it involves that powerboat. First you need to race four other boats to a yacht to make a deal. Instead of following the others around to the right of the island, which leads into a series of tricky, tight turns, head around to the left and cut back in. After you get to the yacht, Lance takes over the controls and you have to defend your boat from the others who are now chasing you. Destroy first the boats behind you, then the helicopter above, then the gunmen on the jetty, and lastly one more boat ahead of you to complete Diaz's last mission and get a whopping \$10000.

SIR, YES SIR!

Back to Colonel Cortez in the Marina, now, and he wants yet another favor. Tsk. Excitingly, though, it's to 'acquire' a tank. A tank that's part of a military convoy who will kick your butt if you look at them a bit funny. Clearly, lateral thinking is required here. You can't just run up and get in the tank, because the game tells you you have to lure the occupants out first. Parking a car in front of the convoy doesn't work, because a soldier just drives it out of the way and, as you can imagine, trying to outgun them is foolhardy. You have to distract the soldiers, and the best way to do that is to run some of them over, then run away. Stay clear of the tank, and

take the soldiers out carefully, because they pack a solid punch. Comandearing one of the Patriots can only help, but the ultimate goal is to get right up close to the Rhino tank unmolested, target and kill the soldiers on and get in it, then get in and drive off. An automatic self-destruct sequence is initiated, but the lockup you're aiming at is only a couple of streets away, so you've got plenty of time to play around with your new toy. Drive it into the garage, get out, and \$2000 is yours.

DEATH ROW

Paul is your new employer, and he's got a doozy for ya. Diaz has kidnapped Lance, and is torturing him at the junkyard. Time is of the essence in this mission, so you'll need a fast car – an Infernus or a Cheetah. We also recommend picking up Body Armor from the Ammu-Nation at the south end of the island. When you leave the Malibu, take the road left, and keep going until you get to a right-angle left turn. This will take you over the bridge almost all the way there, and it doesn't matter if you take some damage on the way – in fact it's preferable. You'll face a barricade at the junkyard gate, and if your car is spewing smoke when they start firing, there's a good chance it'll catch fire and you can roll out of the way with **▲** as it plows into their cars, causing mass destruction. This is difficult to engineer, however. A more sure-fire method is to pull in at the left-hand side road just before the barricade, and snipe the cars they're hiding behind until they explode. The Shotgun is recommended for the junkyard itself – it targets the nearest threat with **▲** and one shot will guarantee a kill. Run towards the yellow marker, tapping **□** to re-target goons, until you reach Lance. He's in the shack at the end with three guards, so don't shoot him. All that remains is to activate his cutscene, run around to the left, get in the Sentinel and speed along to the hospital – trying not to get rammed off the road by Diaz's men. The hardest mission yet, and no reward.

RUB OUT

Ricardo Diaz killed Lance's brother, then kidnapped Lance himself and tortured him. Time for some payback. You may have noticed that, after the last mission, Diaz's mansion appeared again as a mission point. This time, you won't be doing his dirty work, you'll be cleaning up. After kitting yourselves out with some new toys, it's a pretty simple matter to work your way around the front then side of the mansion, through the maze to the interior, and on to the final showdown by his office. Move slowly through the mission, using **▲** to make sure you see what's coming up ahead. The Machine Gun you have is very accurate, but there's a risk of running out of Ammo. Diaz himself is an easy target – you can get him long range with the Ingram, just press **▲** and hold down **○**.

SHAKEDOWN

Simply walk forward to start this, the first mission of your official bid to take over the city. It seems simple in theory – within a five-minute timespan, drive to the mall and smash the windows of five stores, convincing them of the necessity

of your protection. Getting to the mall isn't a problem, and takes roughly a minute and a half, but once inside there are a hell of a lot of windows to smash on two different levels, and it can be disorienting. The more you smash, the more likely it is that you'll attract the attention of a cop, and risk getting busted. Cunningly, one of the stores here has a change of clothing for you, which will shake them off your tail if they get too meddlesome. It's not foolproof, though. If you've got a particularly high wanted rating and there are multiple cops right on you, they'll see you change your clothes and won't be fooled. Any weapon will do to destroy the windows, but make sure you get them all. Now you've completed these missions, you need to do some assassinations, run some errands for folk who call you up and buy 60% of the property assets to open up the final missions.

ASSASSINATION ONE:

Roadkill After the Jury Fury mission the phone will ring. It tells you to head to the phone by the Washington Beach Mall, so do so. Answer the ringing pay phone: you're required to kill pizza delivery man Carl Pearson before he can complete his 50 deliveries. Follow the yellow dot on the map. The counter runs down quickly, but he's only riding a scooter. The easiest way is to simply ram him off his bike and then run him over a few times.

ASSASSINATION TWO:

Waste The Wife After Mall Shootout, get to the ringing phone in Vice Point. You're asked to take out someone's wife and make it look like a car accident. Your first step is to steal a powerful car – if you want it to be on even terms with your target, steal a Comet. Park it on the blip on the radar and wait for the cutscene. Follow her car and ram it as hard as you can. Her Comet will take about eight hits, and you'll spend much of the collisions spinning out, so keep a check on her direction so you can right the car and head after her. You'll be told when the car is about to explode, so then back off, wait for the bang and then collect the reward.

ASSASSINATION THREE:

Autocide This mission requires you to wipe out a gang planning on hitting a local bank. Luckily they're currently going about their own business about town, ripe for you to take them out. Stock up on Armor, Health and Rockets beforehand. You only have ten minutes, so take the weapons provided and hop in a fast car. Follow the yellow blip to the first target. He's on the billboard and quite easy to hit with the Sniper Rifle. One shot to the head will do. Follow the blip to the next guy. Park the car right over the entrance way to the place he's guarding and fire out of the car at his van. You'll do loads of damage. If he gets away, get your car in front of him and waste his van with a Rocket. As soon as it's totalled he'll escape, but there's no way he can survive if you run him down. Follow

the blip to the next unfortunate. You need to be quick with this pair, so a good way to start is to snipe the tyres of the waiting truck so their escape is slowed. One gets out so run straight over him and use the drive-by mode to take out the truck. The next one is relatively simple. Get to the blip and snipe him on his boat. Nothing tricky about that. Make sure you're in a very fast car for the last target. He's spinning about the place on a PCG motorbike, so you need to keep up. Follow the blip to him and side swipe him off his bike. Running him down will complete the challenge.

ASSASSINATION FOUR:

Check Out At The Check In Answer the ringing phone in Escobar International Airport. Collect the Sniper Rifle nearby and follow from a distance the woman on the balcony. You must kill the man that she talks to and collect the suitcase he drops. The easy part is sniping him. Wait until the conversation is over and he heads for the escalator. Pop him at the bottom and run and retrieve the briefcase. Nab a fast car, although it can make the mission a whole lot easier if you've got a helicopter waiting outside. If you're in a car, make the journey to the East highway as it stretches as far as the drop off point. Make sure you're in the fastest car possible as you'll be attacked from all sides by police and criminals. If you fly, land the chopper on the roof and jump off.

ASSASSINATION FIVE:

Loose ends You have to get to the ringing phone near the cherry popper company. There's some merchandise on top of the company roof, but you have several henchmen to get past to reach it. Make sure you're equipped with Armor, full Health, a Sniper Rifle and a Shotgun. Head into the compound with the Shotgun and auto aim on the thugs. The point here is to take any snipers out

Avery Carrington Missions After completing the Riot mission, you can accept missions from Avery Carrington. His icon is an 'A' on the map, in the construction yard.

Four Iron Avery wants you take care of some 'dirt' on the golf course. No guns allowed, so his bodyguards won't meddle. First you have to pick up some golf clothes, so follow the clothes blip to get decked out. Now follow the blip to the golf course. When you walk through the doors all your guns will be stowed there. Your clubs, knives, etc, won't. Follow the yellow blip on the radar to reach the target. As soon as you're spotted, the guards will attack you, so get in a cart and run them over and pursue the target and his cart. Ram him then pull him out and start whacking away. If he runs, put your weapon away and catch up with him, then take the weapon out again and continue the assault. Now get the hell out of there.

Demolition Man Avery wants you to demolish a building for him. The large, almost-built one near the bridge. Head to the Topfun van by following the blip. You have to pick up bombs in the mini helicopter and transport them around the office block. There are four drop off points and four bombs. Start from the top and work your way down. You'll find the time gets progressively easier that way. If the security guards cause you any trouble, tilt the chopper down and aim for them. Full throttle will see them getting mashed up by the blades. Follow the arrows on screen. An upwards pointing arrow means the target is above you, a downwards pointing arrow means the target is below you and a dot means you're on the same level. Soft, gentle movements are the best way to control it.

Two Bit Hit Avery wants you to start a gang war between the Cubans and the Haitians. You have to infiltrate a gang funeral. First follow the clothes blip on the radar to get toggled up in Cuban gang colors. Head to the funeral, marked by another map blip. When you get to the funeral you'll be spotted instantly and bullets will start flying, so make sure you're wearing Armor, have full Health and a strong car. The boss is pointed out with an arrow, so simply drive through the funeral straight over him. If he does manage to flee, you have to pursue. Watch out for the explosive caskets dropped from the hearse, so keep to the sides. Run him off the road and pull him from the car. Once he's dead, the mission is over.

HAITIAN MISSIONS

Juju Scramble You're drugged into helping Auntie Poulet with her little problem. You have to collect the three packages dotted about the local area. Now make sure you've got a full complement of Health and Armor for this one, and keep a Shotgun and Uzi handy for when things get tricky. A fast car is also essential. Drive to the first blip on the map. It's on a roof top. As soon as the package is collected your wanted level rises to two stars and you're pursued by a SWAT team. Don't fight them, just run as fast as you can to the car and head directly to the next blip. A 60-second countdown will have started, but there should be plenty of time to get there. The next collection point adds more to your wanted level, so be quick. Use the buildings to give you cover from the pursuing cars by drawing them in and then turning away at the last second. It's not a good idea to fight your way through the police, so simply swap cars when yours gets too beaten up, and don't stop for a moment. The last collection point really ups the ante, with five wanted stars. Head for the HQ, and only stop when your car's on fire. A top tip is to abandon any flaming car in the midst of a police onslaught, that way the explosion will take them out as well.

Bombs Away This time Auntie wants you to sort out the Cubans in their boats. You have to bomb them with a remote control plane. The best way to start the mission off

is to aim for the middle boat of the three. If you can, kamikaze it and wipe it out. The explosion will take all three boats out. If you miss, then you have to drop bombs. Swoop down in front of the boats. The moment they disappear off the bottom of the screen, drop a bomb. It'll land and explode. A few swoops past should see the fleeing Cubans dusted. You now have to sort out the car-based crowd. Again, try and dive bomb the car with the plane, or drop the bombs in front of it. A tip on flying the plane: be gentle, as it's very likely to spin out of control if you yank it left and right too hard. Treat it like a lady!

Dirty Lickin's Auntie has a sneaky plan to take out plenty of Cubans. She hands you a Sniper Rifle and tells you to keep hidden as you cap a load of them. Leave the shack and go towards the pink arrow on the map. It shows you the vantage point you must use. Under the stairs leading up there is an adrenaline pill, so pop it and the world slows down to a snail's pace. Reach the vantage point and use the Sniper Rifle. Aim for the guys with the arrows over their heads, protecting any Haitians surrounded by them. When you've killed enough, the Cuban reinforcements will arrive. If you have any Rockets, switch to them and take out the vans before they cause any trouble, just make sure no Haitians are nearby when you do so. Top tip: you only need one of the Haitian's alive, so wiping out everyone bar one with a Rocket Launcher is a viable solution.

CUBAN MISSIONS

Stunt Boat Challenge You have to prove yourself to the Cubans by piloting their boat around a few obstacles and checkpoints. Cornering is quite simple. Ease around the gentle ones and accelerate hard into the tighter ones. Make sure you hit the jumps head on and at speed.

Cannon Fodder The Cubans want you to be the wheel man for a bunch of their bloodthirsty brothers. First run out and grab a large car, big enough for a gang, then return to the ganglord's café. Now make sure you're tooled up with a heavy explosive weapon, like the Rocket Launcher, and a Sniper Rifle or PSG. Watch out for the Haitians attacking. When you get to the attack point, marked by a blip on the map, you have to get through the barricade, so simply aim down with the Rocket Launcher and destroy the nest of Haitians. Run in with a Shotgun and clear any survivors. The sniper should be taken out with the PSG or the Sniper Rifle. Run forward with the Shotgun again, or even throw a Grenade in. When you get through to the car park, hop right in the van and drive back to the café.

Naval Engagement The Cubans want you to intercept a drugs assignment on the water, so get your ass to the water and the pink blip on the map. Make sure you've got maximum Armor and Health and that you're tooled up with a selection of weapons. The Rocket Launcher helps, so

aim for the boats and sink them, then hit the pier with the guys on it. Three Rockets is all that's needed. Get back on land and use the Shotgun to auto-target the next set of bad guys. If needed, use the Sniper Rifle to take out the one on the roof. Now the trouble really begins. As soon as you collect all the briefcases, the cops pop in and you've got a four star wanted level. You must get to a car, so a good way of doing it is getting to a car before you collect the cases. Leave it out the back and use that to escape when required. Follow the blip back to the café to end the mission.

Trojan Voodoo This mission is only available after completing the Haitian missions. The Cubans want to infiltrate a Haitian drug factory, so your first duty is to drive around and find the Haitian gang car called the Voodoo. The easiest way to do this is to head straight back to Auntie Poulet's shack: there's a Voodoo outside. Now follow the blip to the cars, then into the factory. You have to plant three bombs in the factory, but before you do, wipe out as many Haitians as you can. It makes running through the factory much easier. There are three areas to plant the bombs, and the countdown starts when you plant the first. Do the last area first, then the one directly underneath. Run to the one near the door then straight out and to the gate area you entered by. Once there, head right and right again to the stairs, then straight up the stairs and across the roof. Never stop and you should get away to a safe distance. The bombs will go off and the mission is over.

LOVE JUICE MISSIONS

Love Juice The rock band want the ingredients of a special cocktail and it's up to you to find it. Grab a fast bike – the PCJ is the one to go for. Get to the pink blip and honk the horn. The dealer will come out and take your money without handing over the merchandise. Sort him out. The good thing about following on a motorcycle is you can fire ahead of you, so hold back a little and fire away. One or two direct hits is enough to drop him off his bike. Collect the money and the phone'll ring requesting some 'company' for the band. Drive to the blip to pick up the hooker. You've got to high tail it back to the band as they're on stage soon, so weave in and out of the traffic and go as fast as possible. If you're still on the PCJ, push forward slightly to lower wind resistance and improve your speed.

Psycho Killer Love Fist are being stalked by a weird character. Get in the limo and drive to the pink blip on the map. Here's where it gets tricky. One of the fans will kill a security guard then get in a car and drive off. You have to follow him and ram him with the limo. He's a neat driver, so the best way to get him is to not follow too close, and use the moments he collides with other cars as your hit points. Use the left and right look buttons when he gets out of sight as he

doesn't appear on the radar. Ram him and follow him far enough and he'll get out the car. Now it's simply a matter of gunning him down or running him down. The choice is yours.

Publicity Tour Love Fist are still terrified of the psycho stalker, so they enlist you to drive them around to their gig. Unfortunately when you get in the car you realize there's a bomb attached. If you slow down too much it'll explode. It takes the band a while to defuse the bomb, so drive to the left and head for the first island. You can follow the main road to where your first safe house was at the bottom of Ocean Drive. This should give the band enough time to defuse the bomb, and to make things easier, there aren't any real obstructions in your way, so you won't slow down. After the drama's over, deliver the band to the concert.

BIKER MISSIONS

Alloy Wheels Of Steel Follow the spade icon on the map to the biker bar. You have to convince the bikers you're worthy of their company, so a race is set up. Grab one of the bikes parked outside and line yourself up about 20 feet back from the start line. We're gonna cheat, so simply blast your way through the pink start grid and fire at the other racers before you get there. The race will start and you'll already have a healthy lead because of the speedy run-up you took. The trick during the race is to blast along the straights at full whack, but slow down as you get to the corners and handbrake-turn into them. One trick that works is pushing forward on the bike so you duck and lower wind resistance. Hunch over your bike on the initial straight and you're sorted. You can ram the other racers, but don't attempt to attack them in any other way or the race is over. You can also cheat in an even more dastardly way. When you're hunting for a bike, head down to the industrial area at the south end of the city and grab a huge truck and park it in front of the two riders on the right when they're on the start line. Steal the third one's bike and drive off. The truck will block their way and leave you free and clear.

Messing With The Man You have two minutes to fill up your chaos meter to maximum. Why? The bikers want to show the world they're not to be messed with. First you want to stock up on Rockets and Grenades or Molotov Cocktails. Make sure you're wearing Armor and have full Health as well. There's no real mission here, you simply have to kill as many people, blow up as many cars and cause as much trouble as possible. There's a simple trick that'll give you an ultra-easy chance to win this one. Blow one car up and fire at it continually. The chaos meter will rise even though the car is already beaten up. Neat!

Hog Tied Big Mitch (the biker leader) has had his bike stolen. Get to the Ammu-Nation that's hiding the bike and steal a PCJ 600 bike. Now head down the road

nearest the store. See the stairs facing the store, you use them to jump on to the roof. First snipe the guards on the roof, then take a long run up to pick up speed. You should manage to land and stop on the roof quite easily. Leave the roof via the two sets of stairs and kill anyone who attacks you. Take the bike and drive it back up the sets of stairs you entered the area from. Jump off the roof on the bike and drive to the bar to complete the mission.

PHIL'S PLACE

Gun Runner Phil wants you to stop some mobile gun dealers. There are four trucks. Ram and drive by the front of them, and grab the weapons that fall off.

Boomshine Saigon

This is so much fun. Phil blows his arm off. Sadly you inhale some of his boomshine, which makes driving to the hospital with him a lot more hazardous. The best method is to take it easy. Phil's got enough life in him to get there and then some, so gunning the van will make it extra hard to control. Be prepared to leave the hospital as soon as you get there. Phil doesn't want a normal hospital, he wants an army one. Again, take it easy. You have time to spare.

Property Missions

The Print Works

Cost \$70000.

Spilling The Beans After purchasing the old print works and having a chat with the old fella about money, get in the cab and head to the Malibu. The guy there will mention the docks, so head to the blip on the radar. The boat where the shipping master is located is heavily guarded, so take it slow and steady. Auto-aim with **▲** as you walk through the ship. A Shotgun is the best weapon to use. Get the information and your wanted level increases. If you need Health, there's some under the gangway, so nab it and drive back to the printworks.

Hit The Courier You need some aimable weapons, the PSG and Sniper Rifle are perfect, and a fast car. Also make sure you're maxed out in Armor and Health. You have to take out the courier with the counterfeit plates then steal the plates. Head to the pink blip on the radar. The yellow one is the position of the courier. The first thing you need to do is take out the sniper and the car tires. Either the PSG or the Sniper Rifle are great for this. Carry on firing into the swathes of bodyguards until the courier sets down. With the tires popped, her vehicle will be much slower so ram it until it explodes. She'll escape, but if you're in a car she's no match for you. Grab the plates from her body then speed back to the printers.

The Boatyard

Cost: \$10000.

Checkpoint Charlie Not really a mission, but once you purchase the

boatyard you get to race the boats around the docks collecting the packages. Choose the boat on the left. Then when you start, try not to turn too hard in the boats or you'll lose control. The most important thing to do is line up with the ramps after you've gone around the little shack. Don't accelerate too hard or you'll overshoot the checkpoints. Now keep pumping and letting go of the accelerator to keep an even keel and generally treat your boat with respect.

Porn Empire

Cost: \$60000.

Recruitment drive Buying the porn empire costs a hefty whack of money, but the rewards are interesting and fun. Your first mission is to grab some lovely ladies for the business. Follow the first blip to Candy Suxxx. When her pimp drives up, try and shoot some of his tires. Ignore his thugs and give chase. Keep ramming and shooting his car until it explodes, then return to Candy. Drive to the next blip on the map to collect Mercedes, another performer. She's in the pizza place. From there you only have to deliver them to the studio to finish the mission.

Fly Away You've got a movie to advertise, and the only way is to take to the skies and drop the fliers. Follow the blip on the map to the back of the studios and there's a Skimmer waiting – it's a seaplane. Take to the skies. The best way to do this is to start at the very north point, above the dirtbike track, and work your way down and back in a huge loop. As soon as you activate the first checkpoint the next one is made clear. Follow that to the next point until you loop around from the airport over the docks. Follow the highway back up and the mission is over. Top Tip: Don't zig-zag with the plane. Take it easy and slow and follow as natural a loop as you possibly can.

Martha's Mugshot You have to tail Candy to her Congressman boyfriend's hotel and snap the pair in an intimate rendezvous. The thing to remember here is to ignore the advice on screen. Our method is much easier and safer. Once Candy leaves the studio head to the back and get in the chopper. It's a very handy machine and you shouldn't have any trouble controlling it. Follow Candy's limo to the hotel. Instead of running into the hotel, land the chopper on the front awning of the hotel. This gives you the opportunity to take a pic without the risk of being shot. Snap them three times then fly back to the studio.

G-Spotlight This is a fun but infuriating mission. You have to make several insane jumps in order to access a spotlight on a roof. The spotlight will be used to project a picture of Candy's ample breasts to advertise the movie. Nab the security guard's bike and follow the blip to the first jump. The best advice throughout all the jumps is to start early in the afternoon and to get as far a run-up as possible. Never take one when it feels like you're

under-powering towards it. Completing this mission completes the Porn Studio asset.

Kaufmann Cabs

Cost: \$40000.

Kaufmann Cab's VIP Your first duty is to pick the VIP up from Starfish Island, so hop in a cab and get motoring there. You only have a minute. Follow the blip and keep the horn when you're in the marker. Another cabbie shows up and steals the fare, so you have to make him pay. He drives straight, so ram him as much as possible. Keep it up and the fare will hop cabs into yours. You now have to get him to the airport with the attention of the other cabbie on you. Make sure you use lots of shortcuts – the area is full of them. You should lose him. Then it's plain driving all the way to the Airport.

Friendly Rivalry You have to destroy three rival cabs that are patrolling the city. There are two things that make this easy. The first is you don't need to use a cab if you don't want to. As soon as you see a better car just hijack it. The second is that as soon as the violence begins the other cabbies will drive towards you. No dodging here. You can use this to your advantage. Park your car across the front of theirs and drive-by shoot their engines.

Cabageddon Mercedes wants you to pay her a visit, but unfortunately the rival cab firm are still on your tail. Follow the blip to the docks and sound the horn in the purple area. Mercedes won't show, but the entire staff of the rival cabs will. Drive into the b-ball marked garage in the corner of the area. You have two choices – either the car will get rigged with a bomb and you can escape and detonate it, or the car will be protected by all the other cabs trying to grind it. When the timer runs out the head cab will turn up. Stay on foot and run behind the concrete pillars. Use either a Sniper Rifle, PSG or Rocket Launcher to take him out.

The Malibu

Cost \$120,000

No Escape You have a safe to bust into, but first you have to break the safe breaker out of jail. Follow the map to the yellow blip. Park a fast car outside the police station. Inside the police station, head left into the locker room and collect the uniform. Now follow the high blip to the keycard then the lower blip to the basement where the cells are. Let Cam out and protect him. A Shotgun is good as it's instant death for anyone in your way. Get to the car and drive as fast as possible to the blip to get the car resprayed. The route there has a few small alleys, so use these to your advantage. Once the car is sprayed the wanted level will drop and you're free to deliver Cam to his home.

The Shootist This one can be easy if you're calm. Get to the blip on the map and go through the back of the Ammu-Nation to talk to Phil. He'll challenge you to a shooting contest. In the first round

the easiest way to beat him is to line up a shot where all three are in a straight line. Constant firing over that area will take them out. The second round is even easier. Smooth movement of the stick as long as you don't move it diagonally, will yield results. The third section is more about luck, but if you're good enough you should have the score wrapped up by the time you get here.

The Driver The hardest mission in the game, unless you follow our lead. Meet the driver outside the Malibu. You have to beat him in a race for him to join you. The race is a large loop through the streets of Vice City, but you're in a fairly crappy car and his is speedy. Add the police chasing the pair of you and you're in for a sticky ride. So cheat. Before you accept the mission park a Comet or Cheetah near the Police Station. Just at the bridge, not far from where you start. When you do start, ram and drive-by shoot him until you get to this point then switch into the fast car. From here it's just a case of taking him on even terms. Both of these cars corner brilliantly so keep tight and fast and you should win out.

The Job The gang's all set, so tool up and wheel out. Get in the taxi and follow the blip to the bank across town. Enter the bank and be calm. Head upstairs and don't shoot until the security guards show up. Head to the second floor and the vault. Leave Cam there and search for the manager, who's cowering in a room on the first floor. He'll follow without the need for violence. Once the vault's sorted out head to the lobby where the SWAT team are about to make an appearance. Use the Magnum – it's a speedy one-shot kill. Auto-aim every SWAT guy and kill them. You'll have no trouble. Head outside and watch your getaway driver be mown down. Again, auto-target the SWAT guys nearest the taxi and hop in. Reverse to the road and follow the blip to the nearest Pay 'n' Spray. Once you're covered, drive to the blip and finish.

Cherry Popper's Ice Cream
Cost: \$20,000

You have to deliver 50 'ice creams' in a row. Drive around areas where there are plenty of pedestrians. Stop, and people with arrows over their heads will turn up. Deliver about three at a time before moving to another area or the police will get you. Once you've delivered 50, go back to Cherry Popper's, get out of the van and the mission will be complete.

Pole Position Club
Cost: \$30,000

This is a bit tedious. Go into the backroom and get a private dance from a Pole Position lady. Once \$600 has been cleared from your funds, stop the dancing and the club will be yours.

Sunshine Autos
Cost \$20,000

Car Lists Go to the bottom of the garage and you'll see a list of cars posted by the door. Bring the cars on the list to that

garage for cash. Complete the first list and Sunshine Autos will be yours. Complete every list and you'll earn you extra money and a car in the showroom.

CAR LIST 1:

Landstalker

There's always one by the dirt bike track in Downtown. Find it behind the building where you completed the G-Spotlight Mission.

Idaho

Look behind the Moist Palms Hotel in the parking lot. Or search around Little Havana or Little Haiti.

Esperanto

A rare car that can sometimes be found in Little Havana.

Stallion

Outside the hospital in Little Havana. Or in Prawn Island.

Rancher

Drive around Downtown in a Landstalker and one should pop up.

Blista Compact

Washington Beach, Ocean Beach.

CAR LIST 2:

Sabre

Northpoint Mall

Virgo

Look around the Vice Point Hospital.

Sentinel

It's inside the Sunshine Autos showroom.

Stretch

Get one from the Vercetti Estate.

Washington

Go behind the Pizza Place in downtown, drive down the alleyway and you'll find an FBI Washinton. Drive this around and a normal Washington will pop up.

Admiral

Western-most house on Starfish Island.

CAR LIST 3:

Cheetah

Parked in front of Colonel Cortez's boat.

Infernus

By the Vercetti Estate.

Banshee

West of the house in the middle of Starfish Island.

Phoenix

The northern house on Starfish Island.

Comet

In front of Leaf Links.

Stinger

The house in the middle of Starfish Island.

CAR LIST 4:

Voodoo

In front of Auntie Poulet's house in Little Haiti.

Cuban Hermes

Little Havana.

Caddy

Hidden in a bush near the Lighthouse.

Baggage Handler

Behind the main terminal at Escobar International Airport.

Pizza Boy

Behind most of the Pizza stores.

Mr Whoopee

Buy the Cherry Popper's Ice Cream Factory and drive one to the showroom.

Final Missions

Once you own 60% of all the assets in the game, generally including The Malibu and the Print Works, you'll get a call to go back to your mansion. Now you can try the final missions.

FINAL MISSIONS

Cap The Collector

When you arrive at the print works the old geezer has been roughed up. Sonny Forelli is responsible, and he's come to collect on the profit. All the properties you've garnered are at risk from his tax collectors. On the map the red blip represents the property at risk. Head to the boathouse to get a head start and take out the thugs on bikes. They're easy enough, you just have to ram them. Pick up the nearby Rocket Launcher to help you. You're basically now chasing the red blip all over town. The collectors are tough, but the Rocket Launcher will soon have them begging for mercy.

Keep Your Friends Close

Head to your mansion on Starfish Island for the final mission. The mob are coming and they're not happy with your antics thus far. The easiest way to complete this mission is with a rocket launcher. Grab one from the pool in the pink building on the road to the airport. Then save and go back to get another one (you need eight rockets) You have to protect the safe, shooting 15 or so goons who attack. Make sure you have full Health and Body Armor and stand in your office shooting them with the Shotgun. Then when Lance appears move out of the room and shoot him once with the shotgun (he'll run into the hall). Then shoot the two people to the right and stand by the right-hand door, turn around and gun down two more who are behind you. Shoot Lance in the hall and the other dude. Then move around the corner and shoot Lance again before shooting him when he runs up the stairs. Now go down the stairs to the basement to collect more Ammo, Health and Body Armor. Go up the stairs shooting down gangsters on the way. Before you get on the roof, arm the rocket launcher. Then when you get there hit Lance with

two rockets and he'll die. Now head back to your office and when Sonny shows up, go to the top of the stairs armed with your rocket launcher and fire at the window just above the door (aim lower and they'll just sail through the door and miss). It'll take three explosions for him to die. And that's it. Game over.

GUITAR HERO

Effect: Crowd has Monkey Heads

Code: Blue, Orange, Yellow, Yellow, Yellow, Blue, Orange

Effect: Crowd has Skull Heads

Code: Orange, Yellow, Blue, Blue, Orange, Yellow, Blue, Blue

Effect: Player uses Air Guitar

Code: Orange, Orange, Blue, Yellow, Orange

Effect: Unlock All

Code: Yellow, Orange, Blue, Blue, Orange, Yellow, Yellow

Effect: Unlocks Hero Guitar

Code: Blue, Orange, Yellow, Blue, Blue

Effect: Venue Disappears

Code: Blue, Yellow, Orange, Blue, Yellow, Orange

GUN

Unlockable **How to Unlock**

.69 Ferguson Rifle.....Defeat Hollister
Apache ShirtComplete all Hunting
Missions

Cavalry Sword.....Defeat Reed
Dual Peacemakers...Defeat Hoodoo Brown
Silver Spurs.....Complete all Pony
Express Missions

HALF-LIFE

Plunge right into this full-blooded shoot-'em-up with these game-expanding cheat codes. Simply enter them all on the Cheat screen:

Invincibility

←, ⊕, ↑, ⊕, →, ⊕, ↓, ⊕

Unlimited ammo

↓, ⊕, ←, ⊕, ↓, ⊕, ←, ⊕

Slow motion

→, ⊕, ↑, ⊕, →, ⊕, ↑, ⊕

Invisibility

←, ⊕, →, ⊕, ←, ⊕, →, ⊕

Alien mode

↑, ⊕, ↑, ⊕, ↑, ⊕, ↑, ⊕

Low gravity

↑, ⊕, ↓, ⊕, ↑, ⊕, ↓, ⊕

HARRY POTTER AND THE CHAMBER OF

SECRETS

LOST AND FOUND

Go through the Gryffindor door and look for a message board. Read it and you'll find a list of student's lost items. Here's where you'll find them:

Potions Kit Bag

Greenhouses – follow the trail to the end.

Gryffindor Merit Badge

Leave the common room, go straight, and turn to your right. Go through the door.

Telescope

Go to the first floor and straight through the door.

Neville's Toad

Go to the greenhouses and follow the trail. You need to use Flipendo to knock it out and pick it up.

Measuring Scales

Go to Hagrid's hut. Head around to the garden on the the left side of his house.

Wizard's Hat

Walk up to the library door, then turn to your left and go through the door that's facing you. Then turn right and go through another door.

Dragon Hide Gloves

Outside the Broom Flying lessons field, by the lake.

Gaddding with Ghouls

Go to the sixth floor, turn right, and go through the door.

Holidays with Hags

Go to the library, turn to your right, and it's straight ahead.

Lee Jordan's Giant Tarantula

Go to the library and look for the Wiggeweld Potion filler. He should be near it.

Nimbus 2000 Broomstick On the second day, go to Quidditch practice. Complete training with a B or better.

Unlimited Bertie Botts Every Flavor Beans

Go to the Second Floor Charms and Library area just off the main staircase. Once you're in there, head for the second door on your left, then take the first door on your right. Look out for three boxes and bash them with a blast of Flipendo. Ten beans will leap out of each box and if you leave the room and go back in, the boxes will be back in shape. Hit them again and more beans will pop out. Repeat to get as many as you need.

Bertie Botts Bean Bags (100 Bean capacity)

Go to the third floor and look out for a chest covered in ectoplasm behind a tapestry. Use Scissors and then use Skurge on the chest by the Defense against the Black Arts classroom.

Bertie Botts Bean Bags (200 Bean

capacity)

Grab every item for the students hanging around Hogwarts. Once you've done all the jobs for them, the final student will hand you a key to the confiscated items room. You'll find the bag and six Wizard cards in there.

Deduct points from Slytherin

When Hermione changes you into Goyle, go out at night and get spotted by a Prefect. He thinks you are Goyle and will deduct five points from Slytherin. You can repeat this trick a few times.

Ghoul book

Go through the tunnel with two star bushes that's close to Ms Hooch's flying field. Fly to the left and look for the ledge which has the book on it.

Holidays With Hags book

Go to the door to the Whomping Willow and leap on your broom. Fly in a straight line from the door and stay low to the ground. The book is in a corner next to the wall.

Hogwarts: A History book

Climb on the book shelves, hit the flying books twice and leap onto the next shelf where you can grab the book.

The 24 Famous Witches and Wizards Cards:

1. Make the Puffeskin eat bushes at the Burrows.
2. Get a score of 800 or more points when you're de-gnoming The Burrows.
3. When trying to find Ginny, don't follow Ron. Instead keep going until you have to knock down a tree. Go past the tree and head left. Then, sort the crates into the correct locations and the card is yours.
4. On the second Ford Anglia section (when you can replenish your health), go through a tunnel on the right and get the card.
5. Inside the bookshelf under the portrait where Colin tries to take a picture of you.
6. In the library behind a secret bookshelf.
7. From Fred and George (for 50 beans).
8. From Fred and George (for 50 beans).
9. From Fred and George (for 50 beans).
10. From Fred and George (for 50 beans).
11. From Fred and George (for 50 beans).
12. Beat the Hufflepuff dueling champion.
13. Beat the Ravenclaw dueling champion.
14. Inside a strange-colored wall just before you reach the Front Hall.
15. In the Gryffindor common room after you've won all the Herbology and Defense Against The Dark Arts cups.
16. Get 800 points or more when de-gnoming Hagrid's garden.
17. Inside a bookshelf near Moaning Myrtle's bathroom.
18. Inside a bookshelf in the Knights room.
19. A bookshelf on the left side of the stairs near the Defense Against The Dark Arts class.
20. Get an A grade in the private lesson

with Lockhart.

- 21.** In the Dark Forest.
22. On the bookshelf near Lockhart's office.
23. On the bookshelf near the Gryffindor common room.
24. Beat the Slytherin Dueling champion.

HARRY POTTER AND THE GOBLET OF FIRE

Maximizing Wingardium Leviosa

To maximize Wingardium Leviosa after you get three shields, take the big block you find on the second level of the Forbidden Forest everywhere with you on the level. You will eventually maximize the spell. This can also work with almost any other spell.

REFILL HARRY'S ENERGY

If you get a character/friendship card, stand by Ron or Hermione if you are Harry to refill your energy. You can stand by both of them to refill it faster.

FASTER DRAGON CHASE TASK

Hold **△** on the first task of the Triwizard Tournament (Dragon Chase) to go faster than normal.

SHIELD

When you need the shield to the right of the starting place, use Wingardium Leviosa on the stone block and take it to the original starting place. Go to the right and place it. Note: The block must be under the shield or it will not work.

CARPE RETRACTUM

When you are an advanced spell caster and are pressing the Analog-stick in the desired direction, wiggle it around that point and your Carpe Retractum spell will be faster at pulling. The best place to try this is the Prefect's Bathroom.

EASY BEANS IN PREFECT'S BATHROOM

There are many beans in this level. Almost all statues have around twelve beans in them. This is the best level to raise your bean count to buy cards. To complete the entire level you will need to know the Herbiviscus spell first. Note: Use Ron because his cards are very expensive and cost more than the others.

DEFEATING VOLDEMORT

First, Jinx all Voldemort's skeletons. He will cast Avbrva Cadabra and you must move the energy ball over the skeletons. He will then pick up the grim reaper statue and make it float around. Dodge it and on about the third time it is thrown at you, it will get stuck in the ground. Move the energy ball over it, and it will lose a wing. Do this two more times and you will win.

COLLECTOR CARD BONUSES

Successfully complete the indicated card set to unlock the corresponding bonus:
 20 House Points: Successfully complete

the "Beasts" card set.

20 House Points: Successfully complete the "Vampires" card set.

20 House Points: Successfully complete the "Giants" card set.

20 House Points: Successfully complete the "Goblins" card set.

Extra Endurance for Harry: Successfully complete the "Quidditch" card set.

Extra Endurance for Harry: Successfully complete the "Wizards" card set.

Extra Endurance for Hermione: Successfully complete the "Witches" card set.

Extra Endurance for Hermione: Successfully complete the "Hags" card set.

Extra Endurance for Ron: Successfully complete the "Dragons" card set.

Extra Endurance for Ron: Successfully complete the "Classical Beasts" card set.

JAMES BOND 007: AGENT UNDER FIRE

You'll need to complete certain levels under certain conditions to get these extras:

Golden CH-6

Complete Precious Cargo level with Gold rank.

Golden accuracy

Complete Bad Diplomacy level with Gold rank.

Golden clip

Complete Cold Reception level with Gold rank.

Golden grenade

Complete Night Of The Jackal level with Gold rank.

Golden bullet

Complete Poseidon level with Gold rank.

Golden armor

Complete Forbidden Depths level with Gold rank.

Unlimited Golden Gun ammo

Complete Evil Summit level with Gold rank.

Unlimited car missiles

Complete Dangerous Pursuit level with Gold rank.

Lotus Esprit

Complete Streets Of Bucharest with a Gold rank.

Regenerate armor

Complete Mediterranean level with Gold rank.

Rapid fire

Complete Fire And Water level with Gold rank.

Unlock interesting new character skins,

plus other assorted extras, in multiplayer mode by proving equal to the following tasks:

Stealth Bond skin

Complete Dangerous Pursuit with Platinum rank and all 007 icons.

Guard skin

Complete Cold Reception with Platinum rank and all 007 icons.

Alpine Guard skin

Complete Streets Of Bucharest with Platinum rank and all 007 icons.

Cyclops Oil Guard skin

Complete Poseidon level with Platinum rank and all 007 icons.

Poseidon Guard skin

Complete Mediterranean Crisis with Platinum rank and all 007 icons.

Carrier Guard skin

Complete Evil Summit with Platinum rank and all 007 icons.

Golden Gun

Complete Precious Cargo with Platinum rank and all 007 icons.

Rocket Manor level

Complete Trouble In Paradise with Platinum rank and all 007 icons.

Calypso gun

Complete Fire And Water level with Platinum rank and all 007 icons.

Full arsenal

Complete Forbidden Depths level with Platinum rank and all 007 icons.

Gravity boots

Complete Bad Diplomacy level with Platinum rank and all 007 icons.

Viper gun

Complete Night Of The Jackal level with Platinum rank and all 007 icons.

Shoot in silence

During play, press **△** at any time.

Infinite health

At the main menu, hold **△** + **△** and press **↑**, **↓**, **○**, **○**, **↓**, **↓**, **↓**, **←**, **←**. Then begin a game as normal and once into a level press **△** to pause the action. Hold **↓** + **△** + **△** and press **○**, **○**, **△**, **○**, **△**, **○**, **○**.

Infinite rocket launchers

At the main menu, hold **△** + **△** + **△** + **△** and press **↑**, **↓**, **←**, **→**, **○**, **○**, **○**. Then begin a game as normal and once into a level press **△** to pause the action followed by **○**, **○**, **△**, **○**, **↑**, **○**, **↓**, **←**.

All weapons

Press **△** to pause the action at any time, hold **△** + **△** and press **○**, **○**, **○**, **↑**, **↓**, **○**, **→**, **↑**, **↓**, **○**. If the code has worked then you'll be rewarded with all weapons on every level.

Aero spell

LEGACY OF KAIN: BLOOD OMEN 2

Cheat death Press **□, □, □, □, ⊙, ⊙, △** at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armor, which should help out.

Draw weapon During your Jump attack, hold **□** and then select 'Berserk'. Release **□** then hold **□**. Kain should draw his weapon and hit them with it.

LEGACY OF KAIN: DEFIANCE

Pause the game and enter any of the following cheats.

Invincibility

↑, ↓, →, ↓, □, □, ↓, △, ⊙

Max Stats

←, →, ←, →, □, □, ⊙, △, ↓

All Power-ups

←, ←, ↑, ↑, □, □, ⊙, ↓, △

All Combos

→, ↓, ↑, ↓, ↓, □, ⊙, ⊙, ↓

Infinite Reaver Charge

↓, ↓, ↑, ←, □, □, ↓, △, ⊙

Unlock Dark Chronicles

□, ↓, □, □, →, □, △, ↓, ⊙

Unlock Bonuses

□, ↓, □, □, ←, □, ↓, □, △

Cartoon Kain

↑, ↓, ↑, ↓, □, □, ↓, ⊙, △

Wireframe Mode

□, ↓, □, ↑, □, □, □, ↓, △

Remove Textures

□, ↓, □, →, □, ↑, △, □, ↓

MAFIA

Race mode Complete all the missions in story mode to unlock Race mode.

Extra free ride mode cars Break into a car during story mode to unlock it in Free Ride mode.

Car selection in free ride mode When you start Free Ride mode, you'll have a reddish gate directly behind you. Drive forwards into the street, then reverse back to where you started. A car selection screen will appear, and you can select any unlocked car.

Easy money Kill the men in the black suits with the black hats and earn \$500 for each. Go into the country and speed in a fast car. Blow up cars for \$100 each. Drive taxis.

Lose cops quickly Go to a railway station, elevated railway station, or trolley. Get in and wait until your wanted level goes down.

Take out the snipers in 'You Lucky Bastard'

When you enter the dock, get a truck and drive to the other entrance to the harbor. Nearby, there's a house and a man. Kill him. He has a US rifle, which you can use to shoot the round fuel containers near the crane towers. The snipers won't shoot you, and you get to see a good fireworks display.

Thomson gun in 'You Lucky Bastard'

When you have to take Pauly to kill Segerio Morello and escape, instead of running, get out of the car and kill all of your enemies. Search their bodies. One has a Thomson 1928 which is useful at the harbor.

MAT HOFFMAN'S PRO BMX 2

Here's some cheats enabling you to unlock and ride through the city streets, and gain access to the character videos. Enter all the following codes at the Press Start screen:

All music tracks

□, ←, ←, →, →, →, ⊙, ⊙

Unlock all levels for everything (except Road Trip)

⊙, →, →, △, ↓, ⊙

Unlock Boston (in Road Trip)

⊙, ↑, ↓, ↓, ↑, ⊙

Unlock Chicago (in Road Trip)

⊙, ↑, △, ↑, △, ⊙

Unlock Las Vegas (in Road Trip)

⊙, □, ←, □, →, ⊙

Unlock L.A. (in Road Trip)

⊙, ←, △, △, ←, ⊙

Unlock New Orleans (in Road Trip)

⊙, ↓, →, ↑, ←, ⊙

Unlock Portland (in Road Trip)

⊙, ⊙, ⊙, △, △, ⊙

All Cory Nastazio videos

□, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

All Joe Kowalski videos

□, ↑, ⊙, △, ↓, ⊙

All Kevin Robinson videos

□, ⊙, △, ↓, ↑, ⊙

All Mat Hoffman videos

□, ←, ⊙, ←, ⊙, ←, ⊙

All Mike Escamilla videos

□, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

All Nate Wessel videos

□, ↓, △, ⊙, ⊙, ↓, △, ⊙, ⊙

All Ruben Alcantara videos

□, ←, →, ←, →, ←, →, ⊙

All Rick Thorne videos

□, □, →, □, ←, ⊙

All Seth Kimbrough videos

□, ↑, ↑, ⊙, ⊙, ⊙, ⊙

MAX PAYNE

Invincibility Press **□** to pause the game and then press **□, □, □, □, □, □, □, □, □, □**. Note: this code may have to be re-entered after an auto save.

Level select Complete Subway A1, then return to the main menu and press **↑, ↓, ←, →, ↑, ←, ↓, ⊙**

All weapons Press **□** to pause and then press **□, □, □, □, △, ⊙, ⊙, ⊙**

Eight additional pain-killer pills Press **□** to pause and then press **□, □, □, □, △, ⊙, ⊙, ⊙**

MAX PAYNE 2: THE FALL OF MAX PAYNE

EXTRA DIFFICULTY MODES

Complete the game once to unlock the Hard Boiled (enemies always set to their toughest level) and Dead On Arrival (enemies are always set to their toughest level and a limited number of saves per level) difficulty settings.

UNLOCK MINIGAMES

Complete the game once to unlock the New York Minute and Dead Man Walking mini-games.

ALTERNATE ENDING

Complete the game on Dead On Arrival difficulty.

MEDAL OF HONOR: EUROPEAN ASSAULT

CHEAT CODES

Code: **□, □, □, □, △, △**

Effect: Disable Shellshock

Code: **□, □, □, ↑, △, ○**
Effect: Full Adrenaline Meter

Code: **○, ↓, ○, ↑, ○, ○**
Effect: Hide HUD

Code: **↓, □, □, □, ↑, ○**
Effect: Kill Nemesis

Code: **↑, ⊗, □, □, ↑, ○**
Effect: Pick up OSS Document

Code: **⊗, △, ○, →, △, ○**
Effect: Player Suicide

Code: **□, □, ○, □, □, □**
Effect: Unlimited Ammo

MEDAL OF HONOR: FRONTLINE

Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will flash green. Now go to the Bonus section and toggle the cheats on or off.

Mohton Torpedo **TPDOMOHTON**
 Silver Bullet **WHATYOUGET**
 Bullet Shield **BULLETZAP**
 Perfectionist **URTHEMAN**
 Invisible Enemy **WHEREHU**
 Achilles Head **GLASSJAW**
 Rubber Grenades **BOING**
 Men With Hats **HABRDASHR**
 Get Gold Star **MONKEY**
 Snipe-O-Rama **LONGSHOT**

Master code Go to the 'Passwords' screen in Options and enter **DAWOIKS**. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Extras' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press **△** and you'll be able to view several behind-the-scenes shorts.

MEDAL OF HONOR: RISING SUN

Effect **Password**
 Achilles Head mode **MANDARIN**
 Always Sniper mode **PUFFER**
 Bullet Shield mode **TANG**
 Invisible Soldiers mode **TRIGGER**
 Perfectionist mode **HOGFISH**
 Rubber Grenades mode **DAMSEL**
 All Replay Items **GARIBALDI**
 Makes Everyone's Arms Huge
SPINEFOOT
 Men With Hats **SEAHORSE**
 Silver Bullet Mode **TILEFISH**
 Unlimited Ammunition **GOBY**

Unlocks All Missions.....**BUTTERFLY**

UNLOCKABLE SKIN LOCATIONS

Navy engineer

Mission 1, in the barber shop, across the bathroom.

Gunnie Lauton

Mission 3, second floor of the building with the locked iron gate.

Quad native

Mission 4, in the huge building before the ammo depot.

Lt Harrison

Mission 5, in the POW camp, in the biggest hut.

Colonel Kandler

Mission 6, in the room after the kitchen in the hotel.

Flying Tiger Pilot

Mission 7, in the prison area. One of the side rooms on your right. The skeleton key is required.

Chindit

Mission 8. Once you have met up with the Chindits, you'll find it in the first cave.

Commander Shima

Mission 9. This last skin can be found in the strategy room (after being held captive).

MEGAMAN X6

Unlock X's Ultimate Armor At the main menu, press **←, ←, ←, →**. If you entered the code correctly, you will hear a sound and X will begin the game with the Ultimate Armor.

Dark Revived Hunter At the main menu, press **□, □, □, □**. If you entered it correctly, you'll hear a sound. Now start a new game and find Revived Hunter. He'll now be in his Dark form.

MERCENARIES

Quick ammo restock

Simply jump into a turreted vehicle, hop out, and you'll receive bonus ammunition

Find a specific number of blueprints to unlock these cool hidden bonuses

1 = All C4 Crate Drop
 5 = Sniper Rifle Drop
 10 = Stringer Supply Drop
 15 = Anti Tank Supply Drop
 20 = Play as Mafia Heavy Soldier
 30 = Play as NK Elite Soldier
 40 = Prototype Supply Drop
 50 = Play As NK Number Card (Spades)
 60 = \$100,000
 70 = \$100,000
 80 = \$250,000
 90 = \$250,000

100 = \$500,000
 110 = Play as Han Solo

Enter these codes at the PDA screen

Get everything from the Merchant of Menace

↓, ↓, ↓, ↓, ↑, ←, →, →

Play as Indiana Jones

←, ←, →, →, ↑, ↑, ↓, ↓

METAL GEAR SOLID 2: SUBSTANCE

Unlock: Photograph Mode

How: Complete Bomb Disposal, Hold Up, and Eliminate Modes

Unlock: Casting theater option

How: Complete Sons Of Liberty on any difficulty

Unlock: Ninja Raiden

How: Complete 50% of the VR missions as Raiden

Unlock: Raiden ⊗

How: Complete 100% of the VRmissions as Raiden and Ninja Raiden

Unlock: Pliskin

How: Complete 50% of the VR missions as Snake

Unlock: Tuxedo Snake

How: Complete 100% of the VR missions as Pliskin

Unlock: Original Snake

How: Complete 100% of the VR missions as Snake, Pliskin, Tuxedo Snake, Raiden, Ninja Raiden, and Raiden X.

Alternate ending sequence

Successfully complete a Snake Tale to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.

METAL GEAR SOLID 3: SNAKE EATER

BOSS TIPS

The Pain

Dive under water to avoid his attacks. Use incendiary grenades to light him up and do lots of damage. When he "clones" himself, listen for which speaker his voice is coming from and shoot at the bee clone that's on that side of the screen and you'll hit him.

Ocelot

Shoot the hornet nests above Ocelot to stir the insects up and distract your opponent making him easier to hit.

The Fear

Use your thermal vision; it makes The Fear much easier to spot as he jumps from tree to tree!

The End

The End will only appear in the spots indicated when you bring up your map during this boss fight. Use the directional microphone to hear him mumbling, then stalk in that direction. If he runs from you, turn on your thermal goggles to track his footprints.

The Fury

Set up claymore mines to give this boss a nasty surprise. Shooting him from a distance with the sniper rifle is also an effective strategy.

The Sorrow

Keep walking towards him, avoiding his psychic blasts. Eventually, you will touch him and "die." At this point, hold **△** to bring up your item inventory and use the pill to recover from death.

Volgin

Run to dodge his bullets, step clear of his punches, then use CQC to throw him to the ground. Shoot him with the shotgun while he's down to deal mega damage. Lay flat on the ground when he shoots bullets 360. He's also vulnerable to the powerful shotgun blasts when "recharging" at the transformer panel.

Shagohod (Final Form)

Keep shooting the treaded behemoth in its drill-like treads with the rocket launcher to make it stop, then run (or ride) around its back and shoot it in the rear of its turret. Reload tip: Quickly hit **△** after each rocket launcher shot to auto-reload without the wait. Throw chaff grenades when Shagohod launches missiles in order to evade them.

The Boss

Slither through the grass like a snake wearing your snow camo and face paint. Keep your anti-personnel detector on so you hear a beeping as you close in on her. Stalk crawl up from behind, quickly stand, then CQC throw her to the ground to deal hefty damage.

Boss Camouflage

Animals..... Beat Ocelot using tranquilizer darts
Cold War Beat Volgen using tranquilizer darts
Fire Beat The Fury using tranquilizer darts
Hornet Stripe... Beat The Pain using tranquilizer darts
Moss..... Beat The End using tranquilizer darts and holding him up three times
Snake Beat The Boss using tranquilizer darts
Spider..... Beat The Fear using

tranquilizer darts

FACE PAINT AND CAMO LOCATIONS

Camo	Location
Chocolate Chip..	Bolshaya Pass South
Fly.....	In a bathroom stall on the second floor of the Granin research facility
Ga-Ko.....	Chyornyj Prud, underwater in northeast
Grenade	Downloadable via the game's online mode
Maintenance ..	In a locker in the locker room at the
Uniform	Groznyj Grad weapons lab
Mummy	Downloadable via the game's online mode
Rain Drop	Dremuchij North, under the rope bridge on the far side
Santa Claus.....	Downloadable via the game's online mode
Sneaking Suit..	In the same locker room, in a locker with a red stripe
Snow	Peschera Cave, on the right branch before the Pain
Spirit.....	Make it all the way down The Sorrow's river
Splitter.....	Bolshaya Pass South
Water.....	Bolshaya Pass Base

Facepaint	Location
Desert.....	Ponizovje Warehouse
Infinity.....	Beat the game with "Foxhound" rank
Kabuki	at the bottom of the waterfall pool
Monkey Mask ...	Clear every level in Snake vs. Monkeys
Oyama.....	Graniny Gorky Lab Exterior in the air duct
Snow	Bolshaya Pass Base, in the fox hole on the left side of the middle building
Water.....	At the beginning of Ponizovje South after defeating The Fear
Zombie	Behind the building in Rassvet during Operation Snake Eater

OTHER TRICKS

Kill The End Early

Immediately after the cutscene at the docks (at the end of the mangrove river), zoom in with your sniper rifle and kill the soldier pushing The End's wheelchair. Not shoot The End and he'll explode. You'll encounter GRU soldiers in the forest where you would have battled him later on.

Get Stealth Camouflage

Find and shoot all 64 "squeaky frogs" scattered throughout the game

Get Banana Camouflage

Get the top time in every Snake vs. Monkey mission

Play "Snake's Nightmare"

Save right after Snake is captured in Groznyj Grad, quit out, then load the save

MIDNIGHT CLUB

Cars from Smuggler's Run Save a game of Smuggler's Run (also an Angel Studios game) to a PS2 memory card and use the same card with *Midnight Club*. By doing this you will unlock the Dune Buggy. A message will confirm that the trick has worked.

Manhattan police Complete Manhattan level ten in Head-2-Head mode.

London police Complete London level ten in Head-2-Head mode.

All Cruseros Complete Manhattan levels one, four and seven in Head-2-Head mode.

All Jones Complete Manhattan levels two, five and eight in Head-2-Head mode.

All Piranha Complete Manhattan levels three and six in Head-2-Head mode.

All PTs Win the first, fourth and seventh Head-2-Head races.

All Medicums Win the third, sixth and ninth Head-2-Head races.

All Ascents Win the second, fifth and eighth Head-2-Head races.

London's bonus cars Win the 11th, 12th, 13th, 14th and 15th Waypoint races in London in Arcade mode to unlock the Alpha, Double Decker Bus, Black Taxi, and Crown Mail Truck.

Manhattan's bonus cars Win the 11th, 12th, 13th, 14th, and 15th Waypoint races in New York in Arcade mode to unlock the Beta, Bus, Ice Cream Truck, Meter Maid, and Fiorenza II.

Type-S Enter Career mode, defeat all the hookmen in New York, fly to London then defeat all three hookmen there. When you finally defeat the world champ, the Type-S will be unlocked and rolled into your Arcade garage.

MIDNIGHT CLUB 2

To enter any of the following codes, select Cheat Codes from the Options Mode menu. Note: Codes are case sensitive – press **△** to toggle between upper- and lower-case text.

CODE	EFFECT
rimbuk	Unlocks everything in Arcade mode (all cities, vehicles, nitrous, weapons, no damage)
theCollector	Unlocks all vehicles in Arcade mode and all available vehicles in Career mode (i.e. not the cop cars or the SLF450x)
pennyThug	Unlocks all cities and

- vehicles in Arcade mode
- Globetrotter**.... Unlocks all Cities in Arcade mode
- immortal**..... Unlocks weapons (fired with **L3** and **R3**), no damage and unlimited nitrous in Arcade mode
- savethekids**..... Unlocks weapons (fired with **L3** and **R3**) in Arcade mode
- gladiator**..... Unlocks no damage in Arcade mode
- carcrobatics**.... Enhances 'In-Air' control

Change difficulty Enter any of the following codes to change the difficulty of the game. 0 is the easiest setting and 9 is the toughest.

- howhardcanitbe0**
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8
howhardcanitbe9

Unlock LA Cop car Win all the Los Angeles circuit races in Arcade mode. The LA cop car cannot be used in Career mode.

Unlock Paris Cop car Win all the Paris circuit races in Arcade mode. The Paris cop car cannot be used in Career mode.

Unlock Tokyo Cop car Win all the Tokyo circuit races in Arcade mode. The Tokyo cop car cannot be used in Career mode.

Unlock SLF450x Win all the circuit races in LA, Paris and Tokyo in Arcade mode. The SLF450x cannot be used in Career mode.

MIDNIGHT CLUB 3: DUB EDITION

CHEAT CODES

- | Effect | Code |
|--|---------------------------|
| Special move: Zone | allin |
| Special move: Agro | dfens |
| Yellow smiley..... | gettheadj |
| Pumpkin Heads | gettheadk |
| Bunny ears | gettheadl |
| Snowman head | gettheadm |
| Skull head | gettheadn |
| Chrome body | haveyouseenthisboy |
| Adds \$1 to Career money | kubmir |
| No damage | ontheroad |
| Subtracts \$1 from Career money | rimbuk |
| Special move: Roar | Rjnr |
| Unlock all cities | roadtrip |
| Flaming head | trythisathome |
| All cities unlocked in arcade mode | crosscountry |
| Increase car mass in arcade mode | hyperagro |
| Special move: Roar | R04r |

NEED FOR SPEED UNDERGROUND 2

START WITH MORE NITRO

Hold down on the handbrake button at the starting line and floor it — you'll pull a 360 burnout and get 400 points for it. You can pull this off three times!

UNLOCK PERFORMANCE UPGRADES (LEVEL 1):

0, 0, 0, 0, ←, ←, →, ↑ at the Start menu

UNLOCK PERFORMANCE UPGRADES (LEVEL 2):

0, 0, 0, 0, ←, →, ↑, ↓ at the Start menu

UNLOCK VISUAL UPGRADES (LEVEL 1):

0, 0, ↑, ↓, 0, 0, ↑, ↓ at the Start menu

UNLOCK VISUAL UPGRADES (LEVEL 2):

0, 0, ↑, ↓, 0, ↑, ↑, ↓ at the Start menu

CHEAT MODE

When "Press Start" appears at the title screen, press L2, R2, L1, R1, Up, Down, Right, Left to unlock all bonuses. If you entered the code correctly, you will hear a sound.

STARTING BONUS

When "Press Start" appears at the title screen, press Left, Left, Right, Square, Square, Right, L1, R1 to start career mode with an extra \$1,000 and get the Mazda RX-8 and Nissan Skyline in quick race mode. If you entered the code correctly, you will hear a sound. Note: This code has no effect if you have already started a career.

EXTRA MONEY

When "Press Start" appears at the title screen, press Up, Up, Up, Left, R1, R1, R1, Down. You will start career mode with an extra \$200. If you entered the code correctly, you will hear a sound. Note: This code has no effect if you have already started a career.

LEVEL 1 PERFORMANCE PARTS

When "Press Start" appears at the title screen, press L1, R1, L1, R1, Left, Left, Right, Up to unlock the Level 1 Performance Parts. If you entered the code correctly, you will hear a sound.

LEVEL 1 VISUAL PARTS

When "Press Start" appears at the title screen, press R1, R1, Up, Down, L1, L1, Up, Down to unlock the Level 1 Visual Parts. If you entered the code correctly, you will hear a sound.

LEVEL 2 PERFORMANCE PARTS

When "Press Start" appears at the

title screen, press R1, R1, L1, R1, Left, Right, Up, Down to unlock the Level 2 Performance Parts. If you entered the code correctly, you will hear a sound.

LEVEL 2 VISUAL PARTS

When "Press Start" appears at the title screen, press L1, R1, Up, Down, L1, Up, Up, Down to unlock the Level 2 Visual Parts. If you entered the code correctly, you will hear a sound.

ALL CIRCUIT TRACKS

When "Press Start" appears at the title screen, press Down, R1, R1, R2, R2, R2, Square to unlock all circuit tracks. If you entered the code correctly, you will hear a sound.

D3 GTO

When "Press Start" appears at the title screen, press Up, Down, Right, Up, Left, Down, Right, Right to unlock the D3 GTO. If you entered the code correctly, you will hear a sound.

HUMMER H2 CAPONE

When "Press Start" appears at the title screen, press Up, Left, Up, Up, Down, Left, Down, Left to unlock the Hummer H2 Capone. If you entered the code correctly, you will hear a sound.

NAVIGATOR CHINGY

When "Press Start" appears at the title screen, press Up, Right, Up, Up, Down, Right, Down, Right to unlock the Navigator Chingy. If you entered the code correctly, you will hear a sound.

NISSAN SKYLINE

When "Press Start" appears at the title screen, press Down, Down, L1, L2, L1, L2, L1, Down to unlock the Nissan Skyline. If you entered the code correctly, you will hear a sound.

SHINESTREET LEXUS IS300

When "Press Start" appears at the title screen, press Up, Down, Left, Up, Left, Up, Right, Left to unlock the ShineStreet Lexus IS300. If you entered the code correctly, you will hear a sound.

BEST BUY VINYL

When "Press Start" appears at the title screen, press Up, Down, Up, Down, Down, Up, Right, Left to unlock the Best Buy vinyl. If you entered the code correctly, you will hear a sound. Go to "Quick Race" and press L1 or R1 until "Sponsor Cars" appears in the top right corner of the car selection screen.

BURGER KING VINYL

When "Press Start" appears at the title screen, press Up, Up, Up, Down, Up, Up, Left to unlock the Burger King vinyl. If you entered the code correctly, you will hear a sound. Go to "Quick Race" and press L1 or R1 until "Sponsor Cars" appears in the top right corner of the car selection screen.

ORIGINAL NEED FOR SPEED: UNDERGROUND DRIFT RACES

Win all Street X races to unlock the drift races from the original Need For Speed:

Underground.

NEED FOR SPEED: HOT PURSUIT 2

Enter any of the following codes at the Main Menu. Note: these cars cannot be saved.

Aston Martin V12 Vanquish
 Ⓢ, →, Ⓢ, →, ⓐ, ←, ⓐ, ←

BMW Z8
 Ⓢ, →, Ⓢ, →, Ⓢ, ⓐ, Ⓢ, ⓐ

Chevrolet Corvette Z06
 ←, Ⓢ, ←, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

Ferrari 360 Spider
 Ⓢ, Ⓢ, Ⓢ, Ⓢ, ⓐ, Ⓢ, ⓐ, Ⓢ

Ferrari F50
 Ⓢ, ⓐ, Ⓢ, ⓐ, →, Ⓢ, →, Ⓢ

Ferrari F550
 Ⓢ, Ⓢ, Ⓢ, Ⓢ, →, Ⓢ, →, Ⓢ

Ford Pursuit Mustang Cobra R
 ←, Ⓢ, ←, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

Ford TS50
 →, ←, →, ←, Ⓢ, Ⓢ, Ⓢ, Ⓢ

HSV Coupe GTS
 Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, ⓐ, Ⓢ, ⓐ

Lamborghini Diablo 6.0 VT
 →, Ⓢ, →, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

Lotus Elise
 ⓐ, Ⓢ, ⓐ, Ⓢ, ←, Ⓢ, ←, Ⓢ

McLaren F1
 ⓐ, Ⓢ, ⓐ, Ⓢ, Ⓢ, Ⓢ, ←, Ⓢ, →

McLaren F1 LM
 Ⓢ, Ⓢ, Ⓢ, Ⓢ, ⓐ, →, ⓐ, →

Mercedes CLK GTR
 Ⓢ, Ⓢ, Ⓢ, Ⓢ, ←, ⓐ, ←, ⓐ

Porsche Carrera GT
 ←, →, ←, →, Ⓢ, Ⓢ, Ⓢ, Ⓢ

PETER JACKSON'S KING KONG

At the main menu, hold Ⓢ + Ⓢ then press: ↓, Ⓢ, ↑, Ⓢ, ↓, ↓, ↑, ↑ to unlock the Cheat option where you can enter these codes:

Code	Effect
KKst0ry	All Levels
KK999mun	Ammo 999
KKmuseum	Bonus Complete
Swonder	God Mode
KKcapone	Have Machine Gun

KKtigon..... Have revolver
KKsh0tgun..... Have Shotgun
KKsn1per..... Have Sniper Rifle
lance1nf..... Infinite Spears
GrosBras..... One Hit Kills

PIRATES OF THE CARIBBEAN: THE LEGEND OF JACK SPARROW

Heal two characters with one power-up. At any time when both Jack and Will or Elizabeth are injured, find a health chest. Open it with one person. Instead of moving that same character, switch and walk a bit off so that the other character moves with you. Have the person you are controlling move back to the chest and get the power-up. Switch back and both characters will be fully healed.

EASY MONEY

First, upgrade all available moves to make killing enemies easier. Then, kill as many enemies as possible. Repeat the level, then kill them again.

DEFEATING BLACKSMOKE JAMES

Attack Blacksmoke James with Square(2). When he attacks, block with R1. When he hides in the smoke, pick up a barrel on one side and on your way to the other look for bullets or bombs coming out of the smoke. This is where he will be. Then, throw the powder kegs at that location and pick up the one on the side you are going to. Repeat this until he is defeated.

DEFEATING JACOBY

Use Jack's Grog Bombs and throw them on the platform.

DEFEATING PENTEL

There are lines around Pentel that hold up a chandelier over his head. Cut those ropes and the chandelier will fall on top of him. This is much faster than throwing objects at him.

PRINCE OF PERSIA: THE SANDS OF TIME

ORIGINAL PRINCE OF PERSIA * * * *

Get to 33% complete and after obtaining the second sword, break the wall that leads to a downstairs. Head through the cavern below and crank the switch in the next room. Turn it the opposite direction it's facing. You'll hear a gate open. Now smash through the wall in the same direction. You'll be able to play the original *Prince of Persia* from the main menu.

ORIGINAL PRINCE OF PERSIA CODES

Enter these in the unlocked *Prince of Persia* password screen:

Level..... **Code**
 2 **KIEJSC**

3 **VNNNPC**
 4 **IYVPTC**
 5 **RWSWWC**
 6 **GONWUC**
 7 **DEFNUC**
 8 **SVZMSC**
 9 **SBJRPC**
 10 **MZFYSC**
 11 **BRAYQC**
 12 **UUGTPC**
 Final Battle ... **LRARUC**

PRINCE OF PERSIA: THE TWO THRONES

BONUS SWORDS

Enter these codes on the Pause screen.

Effect: Secondary weapon becomes a chainsaw

Code: ↑, ↑, ↓, ↓, ←, →, ←, →, Ⓢ, Ⓢ, Ⓢ

Effect: Baby Toy Hammer

Code: ←, ←, →, →, Ⓢ, Ⓢ, Ⓢ, Ⓢ, ↑, ↓

Effect: Telephone of Sorrow

Code: At the pause menu press ←, →, ←, →, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

Effect: Swordfish

Code: ↑, ↓, ↑, ↓, ←, →, ←, →, Ⓢ, Ⓢ, Ⓢ and Ⓢ

PRINCE OF PERSIA: WARRIOR WITHIN

Hidden Weapons

Find these blades to make playing as the Prince even more fun.

Glowing Sword

Using a weapon that can smash walls, break through the wall at the bottom of the switch-activated trap door in the Mystic Caves to find this unbreakable blade on a weapons rack.

Hockey Stick

Use the Scorpion Sword to break through the wall near the Life Upgrade in the Throne and the Mask stage of the game.

Pink Flamingo

This wacky weapon is located in the Present setting Garden Hall. Perform the platforming feats presented to you, then, at the end of your run, you'll notice a breakable wall. If you have a weapon that can smash it, you'll find your prize waiting on a weapon rack behind it.

Rayman Glove

When running from the Dahaka in the

Catacombs, take a left at the fork in the path the second or third time through to uncover a hidden weapons rack. Smash it in order to get the Rayman Glove.

Teddy Bear

This weapon restores your life when you use it. It's found in the Mechanical Pit (Present). Go through the fireplace room where you fought the brute, head down the path to the water pit, then use a wall-breaking weapon to smash through where the light's streaming in from. Break the weapon rack to get your teddy!

PRISONER OF WAR

Codes Enter these as case-sensitive passwords:

Effect	Code
All levels unlocked	ger1eng5
No levels unlocked	defaultm
All daily events	alltimes
All core events	coretimes
No core events except current	farleymydog
First person view	Boston
Overhead view	Foxy
Unlimited money or rocks	Dino
Unknown code #1	Dt
Unknown code #2	Togsavecan0
Change guard size	Muffin
Change guard awareness	Quincy
Cannot be shot	Defiance

PRO EVOLUTION SOCCER 5

You can't just dribble around, ping-ponging blind passes and relying on the **LB** shuffle – to master PES5, you'll need to master the following key skills:

POSSESSION

It's more important than ever to keep hold of the ball, so – like real football – always be looking for the easy pass, play in the direction you're facing and take your time. It's important to line up a player's body shape, or he'll badly skew the pass (take special care when playing the ball across the back four with a sideways pass) particularly with lesser skilled teams like Sunderland.

PASSING

It's possible to control the weight of a simple cross pass by holding the button longer – so take special care not to over-hit passes in defence, or when playing balls towards the touchlines. Cross-field, longer depression, **○** passes are a great way to open up play if things get congested – but check the radar before you play the ball.

TACKLING

Unlike PES4, you can't just hold **○** and 'hoover' yourself towards the ball carrier – it'll result in a mistimed foul – so 'jockey'

with the man and try to anticipate which way he'll turn, then step in with a firm press of **○**.

SLIDING TACKLES

These are a lot more powerful in PES5, since player's physical dimensions are exaggerated, so use them sparingly to win speculative midfield battles, prevent crosses, or use precision timed diagonal slide tackles to prevent runners down the flanks. Never slide tackle from behind, or like life, it's an instant red.

SLIDE TACKLE FROM BEHIND

Well, to be honest, if you're one-nil up with five minutes to go, and the other player breaks through on goal (say, from a corner) leaving your opponent with more attackers than you've got defenders, it might be worth nipping the attack in the bud 'prematurely'. I.e. Take him down at any cost before he gets past the centre circle. It's better to take a cheap yellow card in the middle of the park, than risk getting sent off with a last ditch sliding tackle.

THROW IT!

Possession is crucial so don't just punt huge goal kicks up field with **○** or **○**, but use the **○** button to throw the ball directly to a spare man – PES5's new over arm throws mean keepers can launch a ball to the half-way line with greater accuracy than a kick.

SHOOTING

It's all about body shape and timing, so line yourself up carefully, and don't shoot when your player is off balance, tussling with an opponent or turning with his back to goal. It's relative, of course, so strong players like Adriano can hold a defender at bay and still squeeze out a powerful shot, while poachers like Crespo are great at nicking the ball into the net during a goalmouth scramble, or while turning sharply – look at the player's stats and Ability Stars in the Formation menu for clues. As a rule, try to hit the ball as you run onto it for extra momentum, or slide the ball with gentle taps of **○** into the corners. You can hold **LB** while shooting to make your player perform more accurate side foot shots.

SHOOT FROM DEEP!

It's much easier to score from distance in PES5 thanks to the new Middle Shooting ability given to players like Ballack, Scholes and Lampard. If you get the chance to hit a loose ball at the edge of the box, don't hesitate – especially useful if the ball bobbles loose from a corner, or is blocked by the last defender. As a general rule, shoot every time you get a decent opportunity, as the keeper's are much more likely to fumble the ball than in PES4, while clear cut chances are rare. You hardly ever get one-on-one with the keeper in PES5.

FORMATIONS

Experiment with formations to suit your player's strengths and your style of play. A great all purpose formation is a 4-4-2 Diamond (use the A4 setting for a compact

shape, C2 for width), ideal when using attacking full backs like Ashley Cole, twinned with the classic big man/little man front partnership (Shearer/Owen). GM's favourite, however, is an adapted 3-4-3 (A1), with three powerful mobile centre backs who are comfortable with ball (Puyol, Nesta, Maldini, Stam), an all action, preferably tall DMF (Vieira, Tudor, Ballack, Gerrard), two lightning quick wide strikers who can cut in and put a ball away (Shevchenko, Henry, Duff, Robben, Ronaldo), a tricky OMF who can dribble and play killer through balls (Ronaldo, Kaka, Rosicky, Vicente, Rooney) and a strong forward who can hold play up and unsettle defences (Adriano, Ronaldo, Gilardino, Ibrahimovich). From the Formation screen Team Settings list, choose Auto Defence, and in the Quick Setting list choose Counter Attack then look to hit teams on the break down the flanks.

TRICKS

The **LB** shuffle move (**LB** + double tap D-pad at 90 degrees to direction of movement) is much less powerful than PES4, and can be performed with a simple D-pad double tap (without **LB**). The only new moves are the flick-flak (the ball is flicked one way, then the other, with the same foot) which can only be performed by super stars like Ronaldo, Cisse and Ibrahimovich by tapping **LB** quickly, and the new drag back (hold **LB**, do a double tap D-pad shuffle, then pull away from the way you're facing) which snaps the ball back quickly, buying space for a pass where none was previously available. It's also worth paying more attention to the direction you're pressing, and which sprint key (**LB** or **RB**), as you receive the ball, since crafty players like Del Piero can swivel on a sixpence in one movement to fool a defender (e.g. holding **LB** and pushing left when receiving a through ball from the right to left). It's a unique animation thing, and the reverse applies for workhorse players like Gattuso, who are better off taking their time.

CYNICAL COMMON SENSE

One-nil up with five minutes to play? Follow the example of UK PES5 champion Oz Idris and play the ball carefully along the back four, inviting the opposition in, before playing a safe ball to the flanks and knocking the ball back again. It's cynical stuff, but if your opponent can't get the ball, they – obviously – can't score. As a general rule, try to avoid long balls, always play the ball to feet and jink and swerve with **LB** on the edge of your opponent's box to keep possession and 'buy' cheap free kicks. This, and ultra dribbling skills, is what won Oz the recent UK PES championship. He also avoids wild shots from range (which may change in PES5) and uses the Formations to negate his opponent's strengths.

HOW TO SCORE FROM FREE KICKS

There are five buttons that affect the flight/power/curve of a free kick. Holding **LB** while shooting will slow the ball down and produce a lobbed shot (useful for players

with high curving stats like Beckham). Holding **□** will speed the shot up (ideal for powerful kickers like Carlos). The D-pad will affect the flight of a ball before, and after, it's kicked – hold up for a fast and low curve shot, hold down for a slow and high curve shot. Once the shot is in mid-air you can alter its course using the D-pad, or by holding **□** in conjunction with **△**, or better **ⓧ**, for maximum curve.

HOW GROWTH PLAYERS WORK

To win the Master League, you need to buy the right players and develop their skills. There are seven growth types, handily outlined below. To see what growth type a player is, look at their development curve, or tap right on the D-pad on the screen where it tells you how likely the players are to sign (represented by stars).

LONG TERM GROWTH

These players take ages to train, as they grow at a slow but continual rate. On the bright side, they'll be sensational well into their 30s – a big plus.

OTHER EXAMPLES: ZIDANE (OMF), CAFU (WB), ALAN SMITH (CF).

MIDDLE TO GROWTH

These are players who have minor collapses, before resurrecting themselves as a new type of player (think of Giggs as pace merchant to wily support striker).

OTHER EXAMPLES: DIDA (GK), BELLETTI (SB).

DURABLE

These players tend to grow at 25+, but their bloom lasts a bit longer. These players will stay strong until late in their careers – a sound investment.

OTHER EXAMPLES: KAHN (GK), NESTA (CB), PUYOL (CB), J ZANETTI (WB).

MIDDLE GROWTH

This is the normal growth speed, and players tend to grow quite rapidly for a season or two before dropping off. In order to avoid this, they need to play more regularly and score 7.0+ each match, plus win lots of awards. You could also try loaning him out. These players may be more expensive, but are a sound investment.

OTHER EXAMPLES: CECH (GK), ASHLEY COLE (SB), FERDINAND (CB), HEITINGA (CB), CICINHO (WB), FABREGAS (CMF), RIISE (SMF).

COME BACK KIDS

These players tend to fade at age 23 before coming back at about 26 – so put them on loan until they regain their form. These players will also gain Experience points quickly.

OTHER EXAMPLES: PIRLO (OMF), MUTU (CF).

SHORT TERM DURABLE

Similar to Short Term Growth players, but tend to maintain their stats a season or two longer, making them a sounder investment.

OTHER EXAMPLES: BUFFON (GK), LANDREAU (GK), REYES (ST), GILARDINO (CF).

SHORT TERM GROWTH

These are players who bloom quickly, like Rooney, but deteriorate after a few years. They gain a lot of Experience points every match, so it might be wise to use them as substitutes.

OTHER EXAMPLES: KOLO TOURE (CB), JOE COLE (OMF)

Easy PES points

Start an international league and select only two teams to enter the league. You will only have to play two games and will earn match winning points and 1,500 PES points each time you win the league.

AKKA

There are several players whose can use the Akka. To do the Akka, press **□**, **□**, **□** or **□**, **□**, **□**. Some of the players who can use the Akka are Ronaldinho, Ronaldo, C. Ronaldo, and Zlatan Ibrahimovic.

METAL GEAR REFERENCE

Go to edit team and select 'PES UTD'. Scroll to the bottom of the players list and there should be a player by the name of 'Metal Gear'.

RATCHET & CLANK

After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

Big head for Ratchet Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

Big head mode for Clank Press Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

Big head mode for enemies Press Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

Big head mode for NPCs Press Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike.

Temporary invincibility whenever health is full Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue Ball is collected.

Mirrored levels Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2), Double Jump, Flip Right (x2), Double Jump, Full Second Crouch.

Trippy contrails Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

RATCHET & CLANK: GOING COMMANDO

Paint Jobs Get skill points and visit Slim's to get 'em:

Paint job **How to get it**
Clowner.....25 skill points
Dark Nebula.....15 skill points
Insomniac Special.....29 skill points
Lunar Eclipse.....25 skill points
Neutron Star.....19 skill points
Paint Jobs.....3 skill points
Plaidtastic.....29 skill points
Prepster.....29 skill points
Scoop Nose.....18 skill points
Silent Strike.....15 skill points
Solar Wind.....15 skill points
Space storm.....10 skill points
Split Nose.....29 skill points
Star Traveller.....19 skill points
Super Paint Jobs.....10 skill points
Supernova.....10 skill points
Warp Streak.....10 skill points

UNLOCKABLES

Unlockable **How to get it**
Beach Boy.....30 Skill Points
Big Head Clank.....10 Skill Points
Big Head Ratchet.....5 skill points
Clown Suit.....20 Skill Points
Big headed enemies.....25 Skill Points
Mirrored Levels.....12 Skill Points
NPCs have big heads.....15 Skill Points
Ratchet in a Rux skin.....7 skill points

Clank's Day at Insomnia

Get all weapons, mods, and skill points
Endorsement Deal.....Get all weapons
First-Person Mod.....Beat final boss

Paintings

Get all weapons and all mods
Random Staff Menu.....Beat the game
Sheep Invaders.....Get all weapons
Space-ish Wars.....Beat the game

Unlock Snow skin

Beat all 60 levels of the 'Impossible Challenge' in the Arena in the Megacorp Games.

Free Weapons

If you've got a completed game save of the original Ratchet & Clank on your memory card you'll get the 5 returning weapons for free.

RATCHET & CLANK: UP YOUR ARSENAL

Unlock Mega Weapons

Beat the game and play challenge mode.

Unlock RY3NO

Beat the game and play challenge mode.

Unlock a Double-bladed Laser Sword

ⓧ, ⓧ, ⓧ, ⓧ, Up, Down, Left, Left

Unlock Sly 2 demo

Hold **(O) + (O) + (O) + (O)** at the title screen.

Unlock original Ratchet

have a Ratchet & Clank 1 save on your memory card and use the weapons vendor on The Phoenix.

RATCHET GLADIATOR

Play as Mr. Sunshine in multi-player mode
Enter Multi-player mode and create a profile. Make an account on insomniacgames.com with the same name as your profile. Go online with the game, log on to the web site, select the 'Edit Profile' option, then hold p and press **←**, **↓**, **→**, **←**, **↓**, **↑**, **←** to unlock the Mr. Sunshine skin in Multi-player mode.

Play as Vernon in Multi-player mode
Enter Multiplayer mode and create a profile. Make an account on insomniacgames.com with the same name as your profile. Go online with the game, log on to the web site, select the 'Edit Profile' option, then hold p and press **←**, **→**, **↓**, **←**, **↓**, **↑**, **←** to unlock the Vernon skin in Multi-player mode.

COMPLETION BONUSES

Successfully complete the game and start Challenge mode to unlock the 'Character Epilogues' and 'Credits' options at the 'Media' menu.

EXTERMINATOR MODE

Successfully complete the game to unlock Exterminator mode.

NINJA RATCHET

Collect all Exterminator cards to unlock Ninja Ratchet.

RAYMAN 3: HOODLUM HAVOC

Mini games to Unlock Here is a list of minigames and how many points from collected jewels that you'll need in order to play them.

Rayman 2-D Madness 1000 game points.

Racket Jump 3000 game points.

Crush 4000 game points.

Razzof Circus 6000 game points.

RAYMAN ARENA

All characters

Enter **PUPPETS** as a name, then press **(O) + (O) + (O)** to enter. A sound will confirm correct entry.

All levels

Enter **ALLRAYMANN** as a name, then press **(O) + (O) + (O)** to enter. A sound will confirm correct entry.

All Battle Levels

Enter **ALLFISH** as a name, then press **(O) + (O) + (O)** to enter. A sound will confirm correct entry.

All race levels

Enter **ALLTRIBES** as a name, then press **(O) + (O) + (O)** to enter. A sound will confirm correct entry.

All skins

Enter **CARNIVAL** as a name, then press **(O) + (O) + (O)** to enter. A sound will confirm correct entry.

RAYMAN REVOLUTION

New maps

Go to the Options menu in the first map and select the Raymanian language from Voices. Before you validate the choice, keep **(O)** and **(O)** pressed and enter the following code: **(O, O, O, O, O, O, O)** whereupon a new menu will appear with three multiplayer bonus maps on it.

Other cheats

In any other map, go to the Sound menu, select the Mute option (again, don't validate it). Keep **(O)** and **(O)** pressed and repeat the code from above (that is **(O, O, O, O, O, O, O)**). A new Cheat menu will be your reward.

Cheat for Baby Soccer bonus map

During a match repeat the now-familiar code sequence and you'll find that the players' names appear on the baby globox.

RED DEAD REVOLVER

EXCELLENT RATING BONUSES

Bonus: Big Oaf" Whitney

How to unlock: Complete the "Bounty Hunter" level with an excellent rating

Bonus: "Pig" Josh

How to unlock: Complete the "Carnival Life" level with an excellent rating

Bonus: "Smiley" Fawler

How to unlock: Complete the "The Mine" level with an excellent rating

Bonus: Bad Bessie

How to unlock: Complete the "Rogue Valley" level with an excellent rating

Bonus: Breech Loader

How to unlock: Complete the "Freak Show" level with an excellent rating

Bonus: Broken Creek Level

How to unlock: Complete the "Bull's Eye" level with an excellent rating

Bonus: Colonel Daren

How to unlock: Complete the "Fort Diego" level with an excellent rating

Bonus: Focus (Dead-Eye) max-up

How to unlock: Complete the "Bear Mountain" level with an excellent rating

Bonus: Focus (Dead-Eye) max-up

How to unlock: Complete the "Sunset Canyon" level with an excellent rating

Bonus: Freak Show Level

How to unlock: Complete the "Ugly Streetfight" level with an excellent rating

Bonus: Gabriel Navarro

How to unlock: Complete the "Hell Pass" level with an excellent rating

Bonus: General Diego

How to unlock: Complete the "Devils & Angels" level with an excellent rating

Bonus: Governor Griffon

How to unlock: Complete the "Fall From Grace" level with an excellent rating

Bonus: Health max-up

How to unlock: Complete the "The Traitor" level with an excellent rating

Bonus: Holstein Hal

How to unlock: Complete the "Range War" level with an excellent rating

Bonus: Jason Cornet

How to unlock: Complete the "The Siege" level with an excellent rating

Bonus: Mr. Black

How to unlock: Complete the "Cemetery" level with an excellent rating

Bonus: Mr. Kelley

How to unlock: Complete the "Battle Finale" level with an excellent rating

Bonus: Rico Pedrosa

How to unlock: Complete the "Railroaded" level with an excellent rating

Bonus: Sam

How to unlock: Complete the "Saloon Fight" level with an excellent rating

GOOD RATING BONUSES

Bonus: "Bloody" Tom

How to unlock: Complete the "Bounty Hunter" level with a good rating

Bonus: "Ugly" Chris

How to unlock: Complete the "Ugly Streetfight level with a good rating

Bonus: Buffalo

How to unlock: Complete the "Hell Pass" level with a good rating

Bonus: Cooper

How to unlock: Complete the "Rogue Valley" level with a good rating

Bonus: Dan

How to unlock: Complete the "Saloon Fight" level with a good rating

Bonus: Focus (Dead-eye) max-up

How to unlock: Complete the "Carnival Life" level with a good rating

Bonus: Focus (Dead-eye) max-up

How to unlock: Complete the "Battle Finale" level with a good rating

Bonus: Ghost Town level

How to unlock: Complete the "Cemetery" level with a good rating

Bonus: Health max-up

How to unlock: Complete the "Fort Diego" level with a good rating

Bonus: Health max-up

How to unlock: Complete the "Freak Show" level with a good rating

Bonus: Mansion Grounds level

How to unlock: Complete the "The Siege" level with a good rating

Bonus: Old Pistol

How to unlock: Complete the "Bull's Eye" level with a good rating

Bonus: Owl Rifle

How to unlock: Complete the "Railroaded" level with a good rating

Bonus: Shadow Wolf

How to unlock: Complete the "Bear Mountain" level with a good rating

Bonus: The Bridge level

How to unlock: Complete the "The Traitor" level with a good rating

Bonus: The Mine level

How to unlock: Complete the "The Mine" level with a good rating

Bonus: The Ranch Level

How to unlock: Complete the "Devils & Angels" level with a good rating

Bonus: The Ranch level

How to unlock: Complete the "Range War" level with a good rating

Bonus: Twin revolvers

How to unlock: Complete the "Sunset Canyon" level with a good rating

Bonus: Weapon- Scorpion Launcher

How to unlock: Complete the "Fall From Grace" level with a good rating

BOUNTY HUNTER MISSION BONUSES

Bonus: Bite The Bullet (Cheat)

How to unlock: Complete the "Fort Diego" level bounty hunter mission

Bonus: Curly Shaw (Character)

How to unlock: Complete the "Bounty Hunter" level bounty hunter mission

Bonus: Dig Fowler (Character)

How to unlock: Complete the "Ghost Town" level bounty hunter mission

Bonus: Falling Star (Character)

How to unlock: Complete the "Bull's Eye" level bounty hunter mission

Bonus: Fidget (Character)

How to unlock: Complete the "Carnival Life" level bounty hunter mission

Bonus: Golden Gun (Cheat)

How to unlock: Complete the "The Siege" level bounty hunter mission

Bonus: Grizzly (Character)

How to unlock: Complete the "Bear Mountain" level bounty hunter mission

Bonus: Infinite Dead-Eye (Cheat)

How to unlock: Complete the "Battle Finale" level bounty hunter mission

Bonus: Invincibility (Cheat)

How to unlock: Complete the "Fall From Grace" level bounty hunter mission

Bonus: Natalie (Character)

How to unlock: Complete the "Saloon Fight" level bounty hunter mission

Bonus: Natalie (Character)

How to unlock: Complete the "The Traitor" level bounty hunter mission

Bonus: No Distortion (Cheat)

How to unlock: Complete the "End of the Line" level bounty hunter mission

Bonus: No HUD (Cheat)

How to unlock: Complete the "Stagecoach" level bounty hunter mission

Bonus: Professor Perry (Character)

How to unlock: Complete the "Freak Show" level bounty hunter mission

Bonus: Sad Stars (Cheat)

How to unlock: Complete the "The Mine" level bounty hunter mission

Bonus: Sheriff Bartlett (Character)

How to unlock: Complete the "Railroaded" level bounty hunter mission

Bonus: Sissy Fess (Character)

How to unlock: Complete the "Rogue Valley" level bounty hunter mission

Bonus: Smitty (Character)

How to unlock: Complete the "Range War" level bounty hunter mission

Bonus: Sunset Canyon (Level)

How to unlock: Complete the "Sunset Canyon" level bounty hunter mission

RED FACTION

Sniping spot Access the secret roof area in the Lobby Multiplier Map. Go up to the second level of the area and pick up the Rocket Launcher. Arm it and aim for the corner of the wall where the skylight begins (see following). Fire a couple of times to smash a hole into the ceiling and the wall, and continue launching rockets until you create a small alcove from where you'll be

able to jump up onto the roof. Once you are up there, you'll find a Fusion Rocket Launcher and a Rail Driver. This is a good vantage point for some sneaky sniper action.

100% accuracy Hold **↑** on the D-pad while you shoot to get perfect shots.

RED FACTION II

Enter the codes at the 'Cheats' screen in the main Options Menu.

Unlock all cheats

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Unlock all options

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Level select

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Super health

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Unlimited ammo

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Unlimited grenades

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Rapid rails

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Bouncy grenades

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Gibby explosions

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Gibby bullets

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Instagib ammunition

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Director's cut

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Walking dead

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Wacky deaths

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

Rain of fire

Ⓜ, Ⓝ, Ⓛ, Ⓢ, Ⓟ, Ⓡ, Ⓢ, Ⓣ

REIGN OF FIRE

Level select

At the Main Menu, press **↑, ←, Ⓜ, Ⓝ, ←, ←, Ⓜ, ↓, ↑, Ⓜ** to instantly access any level in the game.

In-game cheats

Enter any of the following codes at any time during gameplay:

Level skip

Ⓜ, Ⓝ, ←, ↓, →, Ⓜ, →, ↑, Ⓜ

Invincibility

Ⓜ, Ⓝ, →, ←, Ⓜ, ↑, ↓, ↓, →, Ⓜ, Ⓜ

Extra damage

Ⓜ, Ⓝ, →, ↑, →, Ⓜ, Ⓜ, →

Burn everything

Ⓜ, Ⓝ, ←, ↓, Ⓜ, Ⓜ

Goat mode

Ⓜ, →, ←, ←, Ⓜ, Ⓜ, →, ↑

RESIDENT EVIL 4

UNLOCKABLE EXTRAS**Unlockable:** Alternate Title Screen**How to Unlock:** Complete the main game once.**Unlockable:** Ashley's knight armor outfit**How to Unlock:** Beat Separate Ways**Unlockable:** Chicago Typewriter (Main Game)**How to Unlock:** Beat Separate Ways**Unlockable:** Chicago Typewriter (Separate Ways)**How to Unlock:** Beat Assignment Ada**Unlockable:** Handcannon**How to Unlock:** Have each mercenary get a five star rating on all of the stages**Unlockable:** Infinite Rocket Launcher**How to Unlock:** Beat the game once**Unlockable:** Leon's gangster outfit**How to Unlock:** Beat Separate Ways**Unlockable:** Matilda**How to Unlock:** Beat the game once**Unlockable:** Mercenaries**How to Unlock:** Beat the main game once**Unlockable:** Movie Browser**How to Unlock:** Beat the game**Unlockable:** P.R.L 412**How to Unlock:** Beat Professional Mode**Unlockable:** Professional Difficulty**How to Unlock:** Beat the main game once**Unlockable:** Separate Ways (Ada's Bonus Game)**How to Unlock:** Beat the main game once**Unlockable:** Special clothes for Leon, Ada, and Ashley**How to Unlock:** Beat the main game

RESIDENT EVIL CODE: VERONICA X

Beating any *Resident Evil* game once is far from completing it – there are always so many additional hidden extras. Here are some sinister secrets:

Battle mode Successfully complete the main adventure under any difficulty setting. After the credits have rolled, the game will automatically save, leaving a brand-new Battle option on the main menu.

First-person perspective By successfully completing the game under the Easy or Normal difficulty setting, you'll be able to play through the game again in first-person.

Steve Burnside in Battle mode You can unlock Steve by putting in a good performance as Chris. A more sure-fire way of unlocking him is to get the Gold Lugar replica pistol from the basement office on disc two. The drawer sequence to access it is: red, green, blue, bottom.

Albert Wesker in Battle mode Unlock evil Albert by performing well with Steve Burnside. Alternatively, take Wesker's sunglasses from the floor of the incubation lab when playing the main game as Chris.

Alternate Claire in Battle mode

Unlock an extra version of the main heroine in Battle mode simply by performing well as her standard self.

Alternate Chris in Battle mode Claire's brother also has an alter-ego armed only with a knife. To unlock him, simply complete the Battle mode as Wesker.

Linear launcher Obtain an A ranking with Steve Burnside, Chris Redfield, Albert Wesker and both versions of Claire in Battle mode to unlock the linear launcher. This staggering weapon will appear in your inventory the next time you enter Battle mode.

Saving ammo There's no alternative – you'll just have to kill zombies with your combat knife. The best technique to use is to aim your attack at the creature's head and when timed right you'll knock it down. Now thrust your blade into its torso when it's on the ground to finish it off.

Bat abatement program A cunning trick is to use your lighter. Keep this out whenever bats are about, and they won't come near you. This works for both Claire and Chris.

RESIDENT EVIL: DEAD AIM

Unlock Fongling Complete the game with any rank and start a new game with your completed game data. You are given the option to play as Fongling. However, playing as Fongling makes no difference to the gameplay.

RESIDENT EVIL: SURVIVOR 2

There are plenty of extra modes, weapons and characters to unlock, but you'll have to complete the game under certain conditions first. Here's how to do it...

Unlock the Secret Report Collect all the messages on each level to unlock the Secret Report.

Unlock Vs Roach mode Successfully complete the first mission in Dungeon mode.

Unlock the Panzerfaust EX

Successfully complete the game in Vs Roach mode to unlock the Panzerfaust EX in Vs Roach Mode with unlimited ammunition.

Unlock Chris Redfield Successfully complete Inferno mission six to unlock Chris Redfield with a Linear Launcher with unlimited ammunition in Dungeon mode.

Unlock Rodrigo Successfully complete all the missions in Dungeon mode to unlock Rodrigo with only a combat knife in Dungeon mode.

Better partner Complete the game to raise your partner level to four in Arcade mode. Complete the game a second time to raise your partner level to eight in Arcade mode.

RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

Here is a guide to the power-ups you can get and how many point you'll need. You get points for finding secrets and completing missions.

Health Enhancement Points needed

100 Health up to 125.....	5 Points
125 Health up to 150.....	10 Points
150 Health up to 175.....	20 Points
175 Health up to 200.....	40 Points

Armor**Points needed**

100 Armor up to 125.....	5 Points
125 Armor Up to 150.....	10 Points
150 Armor Up to 175.....	20 Points
175 Armor Up to 200.....	40 Points

Ammo**Points needed**

100% Ammo Up to 110%.....	5 Points
110% Ammo Up to 120%.....	10 Points
120% Ammo Up to 130%.....	20 Points
130% Ammo Up to 140%.....	40 Points
Wine Bottle (Multiple).....	10 Points
3 Flak Patches Multiple.....	10 Points
Full Armor Multiple.....	10 Points
Full Health Multiple.....	10 Points

REZ

There's a whole host of extra modes, areas, views, and skins to unlock in this somewhat unconventional shoot-'em-up from Sega. Here's what you can obtain by completing the virus-infested levels under certain conditions. Complete the following modes or accumulate a certain number of hour's play to unlock the following new areas:

Unlock Area 5 Obtain a 100% ranking in areas one through to four.

Unlock The Lost Area Successfully complete Area 5 or accumulate a total of five hours worth of play.

Unlock Trancemission Obtain first-place ranking in the Lost Area.

Bonus Score Attack areas and Beams By successfully completing various areas in the default game, you'll unlock them in Score Attack mode. Also, six different beam types can be unlocked by completing any combination of areas in Score Attack mode. A new beam type is unlocked every five times this is done, so complete them 30 times to unlock every bonus beam.

OBTAIN THE FOLLOWING RANKINGS IN THE CORRESPONDING AREA TO UNLOCK NEW CAMERA ANGLES:

Unlock Near view Achieve first-place ranking in two of the Score Attack areas.

Unlock Far view Achieve first-place ranking in three of the Score Attack areas.

Unlock Dynamic view Achieve first-place ranking in four of the Score Attack areas.

Unlock First-Person view Achieve first-place ranking in five of the Score Attack areas.

UNLOCK NEW SKINS BY ADHERING TO THE FOLLOWING IN-GAME CONDITIONS:

Zero Form and Second Form player skins Obtain a 100% ranking in any area or accumulate a total of 5 hours play.

Third Form player skin Obtain a 100% ranking in any 2 areas or accumulate a total of 6 hours play.

Fourth Form player skin Obtain a 100% ranking in any 3 areas or accumulate a total of 7 hours play.

Fifth Form player skin Obtain a 100% ranking in any 4 areas or accumulate a total of 8 hours play.

Final Form player Skin Obtain a 100% ranking in any 5 areas or accumulate a total of 9 hours play.

Morolian player skin Obtain a 100% ranking in all of the areas or accumulate a total of 10 hours play.

Complete the following modes (obtaining good rankings) to unlock extra cool modes in the game:

Boss Rush mode Obtain a 95% ranking in Areas 1 through to 5.

Immortality mode Successfully complete the Direct Assault: Trance option in the Beyond mode menu.

Over Drive Infinity mode Obtain first place rank in Boss Rush mode.

RIDGE RACER V

On-screen display When you're tearing up the tarmac in third-person perspective, press and hold **□** to bring up on-screen information that includes the amount of pressure being exerted on the various controller buttons.

Control the introduction sequence While watching the intro sequence you can cycle through three visual effects as follows. Press **□** once for black and white, twice for a sepia tint, and three times to add a blurring effect that will make jagged edges (and most discernable shapes for that matter) disappear. Cycle back to your favorite by pressing **□**.

Extra modes If your driving style means only leaving the inside lane to stop at a Burger King, you might as well forget about these. If, however, you've got gasoline running through your veins, *Ridge V* has hidden joys:

Duel mode Get the best lap and overall times in Standard, Time Attack and GP modes.

Fifties Super Drift Caddy Finish in first place in the Denver Spectra race in Duel mode to unlock this candy-pink Cadillac.

Devil Drift Finish in first place in the Rivelta Crinale race in Duel mode to gain access to the Devil Drift.

VW Beetle Yours if you get first place in the Solort Rumeur race.

99 Lap mode Get the top score in each race of the Time Attack GP in Extra Mode, finishing in first place.

McLaren F1 clone Win the Kamata Angelus race. Once unlocked, this and the other cars mentioned will be available in Free Run, Time Attack, and Duel modes.

Pac-Man mode Clock up 3,000 kilometers in total distance raced.

ROBOTECH: BATTLECRY

Codes By going to the Main Menu screen, holding **□ + □** and pressing **←, ↑, ↓, ⊗, →, ⊙, ▸**, a keyboard screen will appear in which you can enter various cheat codes.

Invincibility..... **SUPERMECH**
 Unlock all levels **WEWILLWIN**
 Unlock all paint schemes..... **MISSMACROSS**
 Unlock all models and awards..... **WHEREISMA**⊙
 All multiplayer levels **MULTIMAYHEM**
 Refresh gunpod ammo faster **.....**
SPACEFOLD
 Refresh missiles faster..... **MARSBASE**
 Refresh all weapons faster..... **MIRIYA**

One-hit kills **BACKSTABBER**
 One-hit kills in sniper mode..... **SNIPER**
 Play upside down **FLIPSIDE**
 Disable codes **CLEAR**

ROCKY

Hold **□** and enter these codes at the Main Menu.

Double punch damage
→, ↓, ←, ↑, ←, □

Double speed boxing
↓, ←, ↓, ↑, →, □

All default boxers and arenas
→, ↓, ↑, ←, ↑, □

All default boxers, arenas, and Rocky Statue
→, →, →, ←, →, □

All default boxers, arenas, Rocky Statue, and Mickey
↑, ↓, ↓, ←, ←, □

Full stats in Tournament and Exhibition modes
←, ↑, ↑, ↓, ↓, →, □

Full stats in Movie mode
→, ↓, ↓, ↑, ←, □
 Win fight in Movie mode*
→, →, ←, ←, ↑, □

* Press **□ + □** during a fight in Movie Mode to automatically win.

SAVAGE SKIES

Enter these codes at the Main Menu:

All creatures
←, →, ←, ←, →, ⊗

All multiplayer levels
←, →, ←, ←, →, ←, →, ⊗

Pause during the game and enter these:

Invincibility
←, ←, →, →, ↑, ↑, ↑, ↑, ⊗, ↑, ⊗

All objectives complete
←, ←, →, →, ↓, ↓, ↓, ↑, ↓, ↓, ⊗

Get Crystal
←, ←, →, →, ←, ↑, →, ↓, ←, ⊗, ⊗

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Special dates Change your PlayStation2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

Extra Options menu). Die twice to unlock a Beginner fighting difficulty setting.
Semi-naked Douglas Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press ↑, ↓, ←, →, ←, →, ○, ⊗. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and his pants!

Special Weapon locations Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are:

Flamethrower When playing you must kill most enemies by shooting rather than fighting. If you don't receive this weapon upon first completion of the game, you will receive it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

Beam Saber When playing you must kill more enemies by fighting rather than shooting. If you don't receive this weapon upon first completion of the game, you will receive it when completing the game a second time. Once unlocked you can find the beam saber at the end of the hallway where the bookstore key was located.

Gold & Silver Pipes To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

Heather Beam Kill at least 333 enemies to unlock this weapon. Once unlocked it will automatically be equipped when Heather isn't holding another weapon.

Infinite Ammo Sub-Machine Gun Unlock this by defeating the final boss with a melee weapon (like the katana). To find the infinite ammo sub-machine gun, go left after escaping through the toilet window at the start.

SILENT HILL 4: THE ROOM

BRAND NEW FEAR MODE Successfully complete the game on any difficulty setting. Save the game after the credits complete to unlock the "Brand New Fear" option.

ONE WEAPON MODE Successfully complete the game with a rank of 10 big stars to unlock One Weapon mode.

FULL WEAPONS/APARTMENT REPLENISH MODE Achieve a 10 star ranking in One Weapon mode to unlock Full Weapons/Apartment Replenish mode. This mode has the following features: At the start of the game,

upon entering the subway system you will see that each and every weapon is laid out in front of you. You can grab every one of them. Also, whenever you return to your apartment, you will find six boxes of bullets in the laundry room as well as ten Health Drinks in your refrigerator.

CHAINSAW Start a game in "Brand New Fear" mode. After entering the Forest World for the first time go to Jasper's car. Search near by for a cut tree trunk. Look next to it to find the chainsaw.

SUBMACHINE GUN Successfully complete the game with a rank of at least 9 big stars. Start a game in "Brand New Fear" mode and look in Room 202 in the Apartment World to find a submachine gun for Eileen.

ALTERNATE EILEEN COSTUME Start a game in "Brand New Fear" mode. Continue until the "Outside of Room 302" part of the game. Enter Room 303 and search it for Eileen's nurse costume. Collect it and complete the game. When you start a new game, you can now have Eileen dressed as a nurse.

ALTERNATE CYNTHIA COSTUME Unlock all four endings and Eileen's alternate costume on a single game save. Start a new game and select Eileen's nurse costume. Cynthia will wear her alternate costume.

CONTROL LOADING SCREEN Sometimes when the scene changes or you go through a door, a black screen will appear with a ghost or a red/gray circle. Use the Right Analog-stick to move the ghost, and circle around or zoom in on them.

KNOCK ON WINDOW When looking outside, press X and you may knock on the window. This trick has no use.

CALL RESTAURANT When you look out your window, you can see the phone number of a restaurant. You can use the phone to call that number for fun.

SIMPSONS, THE: HIT AND RUN

Cheats To get these going, head to the main menu, go into the option screen, hold ⊕ and ⊞ and bash in the codes. You'll hear a horn if entered properly.

- Unlock all reward cars..... ⊗, ○, ⊗, ○
- Show tree..... ○, ⊗, ○, ⊗
- Red brick..... ○, ○, ⊗, ⊗
- Show speedometer..... ⊗, ⊗, ○, ○
- Play credits..... ⊗, ○, ○, ⊗
- One tap traffic death..... ⊗, ⊗, ○, ○ (Cars blow up when you ram them)
- Fast vehicles..... ○, ○, ○, ○
- Unlock all cameras..... ○, ○, ○, ⊗

- Jumping cars..... ○, ○, ○, ⊗ (Hit the horn to jump)
- High acceleration..... ⊗, ⊗, ⊗, ⊗
- Trippy..... ⊗, ○, ⊗, ○
- Invincible car..... ⊗, ⊗, ⊗, ⊗

Bonus Itchy & Scratchy cartoon Collect every hidden card in the game. Then go to Lisa's level and head to the Comic Book Guy's shop. Buy the ticket for the movie, go into the theater and watch your new cartoon. What a riot!

SIMPSONS, THE: ROAD RAGE

Go to the Options menu, hold down the ⊕ and ⊞ buttons and then press any of the following button sequences for the desired effect. A sound confirms correct code entry.

- | Cheat | Code |
|--|------------|
| Extra money..... | ○, ○, ○, ○ |
| More camera views..... | ⊗, ⊗, ⊗, ⊗ |
| Night time..... | ⊗, ⊗, ⊗, ⊗ |
| Flat characters..... | ○, ○, ○, ○ |
| Show collision lines..... | ⊗, ⊗, ⊗, ⊗ |
| No map..... | ○, ⊗, ⊗, ○ |
| Drive red soapbox car..... | ⊗, ⊗, ○, ○ |
| Drive as Smithers in Mr Burns' car... ⊗, ⊗, ○, ○ | |
| Drive nuclear bus..... | ⊗, ⊗, ○, ⊗ |
| Stop time'..... | ○, ⊗, ○, ⊗ |
| Slow motion..... | ⊗, ○, ⊗, ⊗ |
| Halloween mode..... | ⊗, ⊗, ○, ⊗ |
| New Year's Day mode..... | ⊗, ⊗, ○, ⊗ |
| Thanksgiving mode..... | ⊗, ⊗, ○, ○ |
| Christmas mode..... | ⊗, ⊗, ○, ⊗ |

* Press ▶ to start, stop and reset the in-game timer.

SIMPSONS, THE SKATEBOARDING

Hold down ⊕ + ⊞ + ⊕ + ⊞ and enter the following codes at the character select screen for the desired effect.

- All boards..... ⊗, ⊗, ○, ○
- Level select..... ⊗, ⊗, ○, ○
- Get \$99.00..... ⊗, ⊗, ○, ○
- All skaters..... ○, ⊗, ○, ○
- Fuzzy skaters..... ⊗, ⊗, ⊗, ⊗
- Big head Homer..... ○, ⊗, ⊗, ○
- Underwear Homer..... ⊗, ⊗, ⊗, ○
- Big head Bart..... ⊗, ⊗, ⊗, ⊗
- Gangsta Bart..... ○, ⊗, ⊗, ⊗
- Demon Marge..... ⊗, ○, ⊗, ○
- Big head Lisa..... ○, ⊗, ⊗, ○
- Gangsta Lisa..... ○, ⊗, ○, ⊗
- Big head Nelson..... ⊗, ⊗, ⊗, ⊗
- Ballerina Nelson..... ○, ⊗, ⊗, ○
- Sunglasses Otto..... ○, ⊗, ○, ⊗
- Big head Frink..... ○, ⊗, ⊗, ○
- Groovy Frink..... ⊗, ⊗, ⊗, ⊗
- Business suit Krusty..... ○, ⊗, ⊗, ⊗
- Big head Wiggum..... ⊗, ⊗, ⊗, ⊗
- Main eater Wiggum..... ⊗, ○, ○, ⊗

THE SIMS 2

CHEAT TROPHY

While playing a game, press **Ⓜ, Ⓜ, ↑, ⊗, Ⓜ**. The Cheat Trophy (actually a Plumb Bob Trophy which resembles a metal post) will now appear on the lots and the following codes can be enabled:

9,999 SIMOLEONS

Enable the "Cheat Trophy" code, then press **Ⓜ, Ⓜ, Ⓜ, →, ←** while playing a game. Select the Cheat Trophy, then Interaction/Location: Give Simoleons.

ALL LOCATIONS

Enable the "Cheat Trophy" code, then press **Ⓜ, Ⓜ, ←, ⊙, ↑, ⊙** while playing a game. Select the Cheat Trophy, then Interaction/Location: Unlock/Unlock All Locations.

ALL OBJECTS

Enable the "Cheat Trophy" code, then press **Ⓜ, ⊙, ↓, ←, ↑** while playing a game.

ALL RECIPES

Enable the "Cheat Trophy" code, then press **Ⓜ, ⊙, ↑, ↓, →, ⊗** while playing a game.

ALL FASHIONS

Enable the "Cheat Trophy" code, then press **Ⓜ, Ⓜ, ↓, →, ⊙** while playing a game.

FULL MOTIVES

Enable the "Cheat Trophy" code, then press **↑, ⊙, ↑, →, Ⓜ** while playing a game. Select the Cheat Trophy to access the option to fill all motives.

SET SKILL LEVEL

Enable the "Cheat Trophy" code, then press **Ⓜ, ⊙, ⊙, Ⓜ, ←** while playing a game. Select the Cheat Trophy, then Interaction/Location: Change Skill - [name]/Change to [number].

ADVANCE TIME BY 6 HOURS

Enable the "Cheat Trophy" code, then press **Ⓜ, ⊙, Ⓜ, ↑, ↓** while playing a game. Select the Cheat Trophy, then Interaction/Location: Advance 6 Hours. Note: Using this code when someone is at work or away may cause problems with them coming back.

HORN AUDIO

Enable the "Cheat Trophy" code, then press **Ⓜ, Ⓜ, Ⓜ, Ⓜ, ⊙** while playing a game.

DEVELOPMENT TEAM PICTURE

At the title screen, press **→, ↓, →, ↓, →**. If you entered the code correctly, you will hear a Sim voice.

EXTRA CLOTHES

Get your Sim's relationships to 100 with everyone. Each time you raise another relationship to 100, you will unlock a new article of clothing.

EXTRA LOCATIONS

Alien Crash Site: Fulfill all of your aspirations and make friends with Jonas. This will unlock The Bio-Dome.

Cliffside Retreat: Fulfill all of Isabella's Wants and make her happy. Note: It may be difficult and take some time to get her to make a sandwich.

HMS Amore: Fulfill all of Betty's Wants until she is Platinum. She will then tell you where the next location is. One of her wants will be to marry Captain Nelson.

Jugen House: Fulfill all of Toothless Joe's aspirations until your Sim gets ÒVisit New LocationÓ as one of their aspirations. Then, go back to Tranquillity Falls and your aspiration will change to 'Help Chantal'. To do this, just keep fulfilling her wants until she is Platinum (a job in Art). This will unlock the Alien Crash Site.

Orbit Room: Become friends with Red S, then serve him some food. Then, move back to Sunset Canyon and make Red S and Helga fall in love and get married. Red S will now live there, and you can control him. Do whatever is needed to get Red S in a Platinum mood. He will tell you how to get to Tranquillity Falls.

Rockwall Acres: Follow the instructions given to unlock this area.

Shoreline Trails: Buy a Foosball Table. When a Want that is described as 'Beat Torin at Football' appears, wait for Torin to play, then click the 'Challenge' option and defeat him.

Sunset Canyon: Bring Helga, Billy, and Sheila back to life, build a kitchen, clean up the mess, build a bathroom, and give them beds to sleep in. They will then tell you the next location.

TRANQUILLITY FALLS: FULFILL ALL OF LARRY AND CHANTAL'S WANTS TO PUT THEM IN A PLATINUM MOOD. AFTER BOTH ARE IN A PLATINUM MOOD THEY WILL TELL YOU WHERE JUGEN HOUSE'S IS LOCATED, AND IT WILL BE UNLOCKED.

FOOD LOCATIONS

- Dangleberries can be harvested in the Sproutch Couch.
- Other fruits are harvested on a Froot Tree.
- Golden eggs can be received from Chicken Checkers game.
- Fish can be harvested from the Manilla 1000 Aquarium
- Some vegetables can be harvested from the GenoLife Garden Hutch.

HUNGER SATISFACTION

The more expensive refrigerators carry more foods. They also add a bonus amount of hunger satisfaction. The more cooking skill you have, the higher the hunger satisfaction. Additionally, hunger is the one need that if left unmet can kill your Sim. To quickly fulfill your Sim's hunger

even with low cooking skills, make a meal using Beef, Pork, Lamb, and Potatoes.

If you are low on money and do not have enough to eat, sell your refrigerator, stove, etc. and buy a Fruit Punch Barrel. It will satisfy your hunger about 98%. You can just go to 'Drink From Tap' and it will do the rest.

APHRODISIAC EFFECT MEAL

Ostrich and Passion Fruit; or Carrot, Lime, Pork, and Passion Fruit. Most things made with Ostrich or Passion Fruit will have the aphrodisiac effect, (though some have a very negative effect (black hearts) that will lower your Sim's mood.

ENERGY BOOST EFFECT MEAL

Dangleberry, Yogurt, Strawberries, and Cherries; or Ostrich, Eel, Strawberries, and Mangosteen (expensive but works the best). Sandwiches that boost energy (also is a love dish) are Ostrich, Pork, Strawberry, Wheat Bread.

SICK MEAL

Any meal made with Llama, no matter what the effect, any Sim that eats it will vomit.

If you cannot afford beds for everyone in the house, buy the !!!Espresso. it.supremo!!!!, which costs 450 Simoleons. Make and drink Espresso until a Sim's Energy meter is full. A Sim will not need to sleep throughout the game if this is done.

FINDING BURIED TREASURE

A Sim can only use the Metal Detector in Direct Control mode. It is possible to find money, Dangleberries, monkey idols, and bottle caps.

AVOID BEING FIRED

If you miss your ride to work on your second day of missing work, before it says you have been fired, quickly find another job by looking in the newspaper or the Internet. Once you have avoided the call to get fired, you can change back to your previous job without being demoted and getting deducted skill points.

FORCED FRIENDS

If you need friends, get a Hot Rock Hot Tub, or move to Tranquillity Falls where they already have one. Invite over who you want to be your friends and get them in the hot tub. Then, put objects around it so they cannot get out. Leave them in there long enough and they will become your friends. Note: Get out before your hunger goes all the way down or else you will die.

GETTING MARRIED

Get your Friendship level up to 80 or 90. If the background is very red and blurry, select 'Be on' the socialize menu and go to a bed. Select 'Relax', then choose the bed again. Select 'Woo hoo' once, then press e to get out of the bed. Select 'Socialize' and if you are in love, select 'Propose' and hope that the other Sim says yes.

SOCOM: US NAVY

ADMIRAL MODE

Successfully complete the Single-player mode on the Captain difficulty setting to unlock the Admiral difficulty setting.

CAPTAIN MODE

Successfully complete the Single-player mode on the Commander difficulty setting to unlock the Captain difficulty setting.

BONUS MULTIPLAYER CHARACTERS

Successfully complete the following areas on the indicated difficulty setting to unlock the corresponding characters for multi-player games:

AL-KAMLI SARWAT (NORTH AFRICA TERRORIST)

Successfully complete North Africa on any difficulty setting.

KILLJOY (NORTH AFRICA SEAL)

Successfully complete all training missions.

SEAL JUNGLE GHILLIE SUIT (NORTH AFRICA)

Successfully complete North Africa on the Commander, Captain, or Admiral difficulty setting.

TERRORIST JUNGLE GHILLIE SUIT (NORTH AFRICA)

Successfully complete North Africa on the Commander, Captain, or Admiral difficulty setting.

SEAL WINTER GHILLIE SUIT (POLAND)

Successfully complete Poland on the Commander, Captain, or Admiral difficulty setting.

TERRORIST WINTER GHILLIE SUIT (POLAND)

Successfully complete Poland on the Commander, Captain, or Admiral difficulty setting.

CHOPPER (SOUTH ASIA SEAL)

Successfully complete South Asia on any difficulty setting.

HARI RAMAN (SOUTH ASIA TERRORIST)

Successfully complete South Asia on the Captain or Admiral difficulty setting.

SEAL DESERT GHILLIE SUIT (SOUTH ASIA)

Successfully complete South Asia on the Commander, Captain, or Admiral difficulty setting.

TERRORIST DESERT GHILLIE SUIT (SOUTH ASIA)

Successfully complete South Asia on the Commander, Captain, or Admiral difficulty setting.

UNLOCK COLDKILL AND DR BASIA MIRONOVA

Complete SOCOM 3 Fireteam Bravo on the PSP on any difficulty setting and link to SOCOM 3: U.S. Navy SEALs to unlock the COLDKILL (Poland SEAL) and Dr Basia Mironova (Poland terrorist) characters.

Accumulate at least 24 hours of online gameplay time to unlock the Scarecrow character skin.

BONUS WEAPONS

Successfully complete the Single-player mode on the indicated difficulty setting to unlock extra weapons in single-player and training:

IW-80 A2

Any difficulty.

STG 77

Any difficulty.

GROM WEAPONS

Captain difficulty.

SBS WEAPONS:

Commander difficulty.

SEAL WEAPONS

Ensign difficulty.

TERRORIST WEAPONS

Lieutenant difficulty.

BONUS ITEMS

Successfully complete the Single-player mode on the indicated difficulty setting to unlock the corresponding item:

FRONT GRIP

Captain difficulty.

MEDIUM SCOPE

Captain difficulty.

CONNECTION BONUSES

Link to a PSP with SOCOM 3 Fireteam Bravo and complete the indicated task to unlock the corresponding bonus:

AL-KAMIL SARWAT (NORTH AFRICA TERRORIST)

Successfully complete North Africa.

CHOPPER (SOUTH ASIA SEAL)

Successfully complete South Asia.

DR BASIA MIRONOVA (POLAND TERRORIST)

Successfully complete Poland.

FRONT GRIP

Successfully complete South Asia.

IW-80 A2

Successfully complete the Poland.

MEDIUM SCOPE

Successfully complete South Asia.

STG-77

Successfully complete Poland.

SONIC HEROES**Two-player team battle**

Collect 20 emblems in the story or challenge modes.

Two-player special stage

Collect 40 emblems in the story or challenge modes.

Two-player ring race

Collect 60 emblems in the story or challenge modes.

Two-player bobsled race

Collect 80 emblems in the story or challenge modes.

Two-player quick race

Collect 100 emblems in the story or challenge modes.

Two-player expert race

Collect 120 emblems in the story or challenge modes.

Team Chaotix's cinema

Complete story mode with Team Chaotix.

Team Dark's cinema

Complete story mode with Team Dark.

Team Rose's cinema

Complete story mode with Team Rose.

Team Sonic's cinema

Complete story mode with Team Sonic.

Team Chaotix theme

Complete story mode with Team Chaotix.

This Machine theme

Complete story mode with Team Dark.

Follow Me theme

Complete story mode with Team Rose.

We Can theme

Complete story mode with Team Sonic.

SONIC RIDERS**NEW EXTREME GEAR**

Completing Certain stories and missions will unlock new extreme gear for use in certain play modes.

BLUE STAR II

Complete Hero Story

CHAOS EMERALD

Complete all missions with all gold ranks

DARKNESS

Complete Hero Story

EGG RIDER

Complete Babylon Story

HANG ON

Complete all missions

MAGIC CARPET

Complete Babylon Story

OPA OPA

Complete all missions

SMILE

Complete Hero Story

SUPER HANG ON

Complete all missions

TEMPTATION

Complete Hero Story

THE CRAZY

Complete all missions

UNLOCK CHARACTERS**AIAI**

Beat all Jet, Wave and Storm missions

CREAM THE RABBIT

Beat Hero Story Mode

E-10000G

Play the game for at least 20 hours

E-10000R

Play the game for at least 50 hours

EGGMAN

Beat Babylon Rouges Story

NIGHTS

Beat all Jet, Wave and Storm missions

ROUGE THE BAT

Beat Hero Story Mode

SHADOW THE HEDGEHOG

Beat Hero Story Mode

SUPER SONIC

Collect all Gold Emblems in Mission Mode

ULALA

Beat all Jet, Wave and Storm missions

SOUL CALIBUR 2**UNLOCKABLES**

Here is a list of what you can unlock by doing what:

Extra VS Team Battle

Beat Extra Team Battle mode.

Opening (Arcade)

Play Extra Time Attack mode on the Extreme setting four times.

Opening (Home)

Play Extra Survival mode on the No Recovery setting four times.

Extra Arcade mode

Beat Arcade mode with any character.

Extra VS mode

Beat Extra Arcade with any character.

Extra Survival mode

Beat Survival mode with minimum 10 wins.

Extra Practice mode

Beat Weapon master mode with any character.

Demo Theater/Character profiles

Beat Arcade/Extra Arcade with any character.

Alternate Opening Screen

Beat every mission available in Weapon Master mode, including the secondary missions unlocked after completion.

Charade

Beat the first stage in chapter three.

Cervantes

Beat him in Weapon Master mode.

Sophitia

Beat her in a match in Weapon Master mode.

Sueng Mina

Beat her in Weapon Master mode.

Charade

Beat him in Weapon Master mode.

Sophitia

Beat the final stage in Chapter four.

Weapon Master Opening movie

Beat the 3rd mission on Chapter 10.

Yoshimitsu

Beat the final stage in Chapter two.

Time Attack (Alternative)

Beat Chapter four, every mission the second time through in Weapon Master mode

Time Attack (Extreme)

Beat Mission 1 of the Extra Chapter in Weapon Master mode.

SOUL CALIBUR III**UNLOCKABLE CHARACTERS****Character: Abelia**

How to Unlock: Clear Chronicle 18 in Chronicles of the Sword or play 1050 battles

Character: Abyss

How to Unlock: Defeat him after Yoshimitsu, Olcadan, Rock, Sophitia, Lizardman, and Cervantes are unlocked or play 725 battles

Character: Amy

How to Unlock: Beat Beloved on Easy or play 1200 battles

Character: Arthur

How to Unlock: Defeat him in Tales of Souls or play 550 battles

Character: Aurelia

How to Unlock: Clear Chronicle 12 in Chronicles of the Sword or play 900 battles

Character: Cervantes

How to Unlock: Defeat him in Tales of Souls or play 625 battles

Character: Chester

How to Unlock: Clear Chronicles 19 in Chronicles of the Sword or play 950 battles

Character: Demuth

How to Unlock: Clear Chronicle 10 in Chronicles of the Sword or play 850 battles

Character: Giradot

How to Unlock: Clear Chronicle 15 in Chronicles of the Sword or play 800 battles

Character: Greed

How to Unlock: Defeat him in Tales of Souls or play 500 battles

Character: Hualin

How to Unlock: Defeat him in Tales of Souls or play 750 battles

Character: Hwang

How to Unlock: Defeat him in Tales of Souls or play 600 battles

Character: Li Long

How to Unlock: Defeat him in Tales of Souls or play 1150 battles

Character: Lizardman

How to Unlock: Defeat him in Tales of Souls or play 675 battles

Character: Luna

How to Unlock: Beat Chronicle 11 in Chronicles of the Sword or play 650 battles

Character: Lynette

How to Unlock: Defeat her in Tales of Souls or play 1100 battles

Character: Miser

How to Unlock: Defeat him in Tales of Souls or play 450 battles

Character: Olcadan

How to Unlock: Defeat him in Tales of Souls or play 575 battles

Character: Revenant

How to Unlock: Defeat Revenant in Tales of Souls, or when 1200 battles have been played

Character: Rock

How to Unlock: Defeat him in Tales of Souls or play 475 battles

Character: Sophitia

How to Unlock: Defeat her in Tales of Souls or play 525 battles

Character: Strife

How to Unlock: Clear Chronicle 20 in Chronicle of the Sword or play 1000 battles

Character: Valeria

How to Unlock: Defeat her in Tales of Souls or play 700 battles

Character: Yoshimitsu

How to Unlock: Defeat him in Tales of Souls or play 425 battles

SPLINTER CELL: CHAOS THEORY**ALL MISSIONS**

At the main menu, hold **(L) + (R) + (X) + (Y)** and press **(A) (A) (A) (A) (A) (A) (A) (A) (A) (A)** to unlock all co-op missions. If you entered the code correctly, you will hear a sound. Note: The same code also works for regular missions. After signing into your

profile, hold **□ + ○ + △ + ×** and press **○ ○ ○ ○ ○ ○**, **○ ○ ○ ○ ○ ○** on the menu screen to unlock all missions.

ELITE MODE

Successfully to complete the game to unlock Elite mode, which starts the game with only the knife and unloaded guns.

MOVIE TRAILER

Successfully complete the Lighthouse mission in solo mode to unlock a movie trailer.

SNEAKING

If you move around with your gun drawn, the noise meter will not move. This is very useful when sneaking up on someone quickly.

100% RATING

In order to get a 100% rating on any mission, you must complete the level with the following statistics. It is unknown at this time if there is a reward for getting a 100% rating on every mission.

- Enemies killed:0
- Civilians killed:.....0
- Bodies found:.....0
- Times identified as intruder:.....0
- Alarms sounded:.....0

SPYHUNTER 2

Enter these codes when the game is paused. Repeat to disable.

Infinite Ammo **□, □, □, □, □, □, □, □, □, □**

Invincibility **□, □, □, □, □, □, □, □, □, □**

SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any hard-to-find gems on any level by holding down **L3** and **R3**. Sparks will then subtly point to the missing treasure. All you have to do is follow.

SSX TRICKY

Hold **□ + ○** and enter these codes at the title screen. After inputting the code, release **□ + ○** to hear a sound confirming entry:

Master code
×, ○, →, ○, ○, ↓, △, ○, ←, ○, ×, ↑

Full Stat points
△, △, →, △, △, ↓, ×, ×, ←, ×, ×, ↑

Mallora board
×, ×, →, ○, ○, ↓, △, △, ←, ○, ○, ↑

(Choose Elise, start a track – she'll have the board and a blue outfit)

Sticky boards
○, ○, →, △, △, ↓, ○, ○, ←, ×, ×, ↑

Mix Master Mike
×, ×, →, ×, ×, ↓, ×, ×, ←, ×, ×, ↑

(Choose any boarder at the Character Select screen and they will be replaced by *SSX Tricky's* DJ Mix Master Mike on the course)

In World Circuit mode, enter **RECOR** as a name and choose any boarder at the Character Select screen. Whoever you chose will then be replaced by the mysterious Rectorator when you start the course.

STAR WARS BATTLEFRONT

SELECT ANY PLANET

Enter this code on the planet selection screen in the single player game: **○, ○, ○, ○**

STAR WARS BATTLEFRONT II

Effect: Alternate soldiers
Code: **↓, ↓, ↓, ↑, ↑, ↓, ↓, ↓, ↓, ↓, ↓, ↑, ↑, ↑, ↑, ←, →**

Effect: Alternate Sounds
Code: **↑, ↑, ↑, ↑, ↑, ↓, ↑, ↑, ↑, ↓, ↓, ↓, ↑, ↑, ↑, ↓, ↓, ↓, ←, →**

Effect: Funny comic book captions appear when you attack a Rebel as a Wampa
Code: **↑, ↓, ←, ↓, ←, →**

Effect: Infinite Ammo
Code: **↑, ↓, ←, ↓, ↓, ↓, ←, ↓, ↓, ↓, ↓, ↓, ←, →**

Effect: Invincibility
Code: **↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓, ←, ↑, ↑, ↑, ←, →**

Effect: No HUD
Code: **↑, ↑, ↑, ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓, ↑, ↑, ←, →**

STAR WARS: BOUNTY HUNTER

- | | |
|-----------------|-----------------------|
| Unlock | Code |
| Chapter 1 | SEEHOWTHEYRUN |
| Chapter 2 | CITYPLANET |
| Chapter 3 | LOCKDOWN |
| Chapter 4 | DUGSOPLenty |
| Chapter 5 | BANTHAPOODOO |
| Chapter 6 | MANDALORIANWAY |
| Mission 1 | BEAST PIT |

- | | |
|------------------|-----------------------|
| Mission 2..... | GIMMEMYJETPACK |
| Mission 3..... | CONVEYORAMA |
| Mission 4..... | BIGCITYNIGHTS |
| Mission 5..... | IEATNERFMEAT |
| Mission 6..... | VOTE4TREL |
| Mission 7..... | LOCKUP |
| Mission 8..... | WHAT A RIOT |
| Mission 9..... | SHAFTED |
| Mission 10..... | BIGMOSQUITOS |
| Mission 11..... | ONEDEADDUG |
| Mission 12..... | WISHIHADMYSHIP |
| Mission 13..... | MOSGAMOS |
| Mission 14..... | TUSKENS R US |
| Mission 15..... | BIG BAD DRAGON |
| Mission 16..... | MONTROSSIBAD |
| Mission 17..... | VOSAIBADDER |
| Mission 18..... | JANGOISBADDEST |
| Concept Art..... | R ARTISTS ROCK |
| WOTC Cards..... | GO FISH |

STARSKY & HUTCH

Unlock all code
Enter **VADKRAM** as your licence plate number. Reload the profile.

Enter the following during a game. They last for 30 seconds only! L3 is when you push the Left analog stick in.

- | | |
|---------------------|-----------------------------------|
| Effect | Code |
| Big Heads | △, ○, ×, ○, ○, ○, ×, ○, △ |
| Low Rider..... | ↑, ↑, ↓, ↓, ×, ○, △, ○ |
| Trike Cam..... | ↑, ↑, ←, ←, □, □, □, □ |
| Invisible Car | ↑, ↓, ↓, ←, ↓, ←, →, ← |
| Funny Cars..... | ↑, ○, ↓, △, ←, ○, →, ○ |
| Monster Truck... | □, □, ←, →, L3, L3, L3, L3 |
| Weird Camera ... | □, □, □, □, ←, ←, ↑, ↑ |

TEKKEN 4

It takes more than button-bashing to leave your opponent crumpled:

Fight as Panda Highlight Kuma (see table below for how to unlock Kuma) at the character selection screen and press **○**.

Play as Eddy Gordo Successfully complete the game in Story mode with Christie Monteiro, then highlight Christie and press **△** at the Character selection screen.

Play as Miharu Successfully complete the game in Story mode with Ling Xiaoyu, then highlight Ling Xiaoyu and press **○** at the Character selection screen.

Play as Ling Xiaoyu in school uniform Successfully complete the game in Story mode with Ling Xiaoyu, then highlight Ling Xiaoyu and press **△** at the Character selection screen.

Fight as Violet Lee Highlight Lee at the character selection screen and press **○**.

Unlocking all Characters Successfully complete Story Mode with the following fighters to unlock the corresponding

characters for use in any mode.

Complete with	Unlocks
Hwoarang.....	Jin Kazama
Christie.....	Eddy
Xiaoyou.....	Kuma/Panda
Yoshimitsu.....	Bryan Fury
Bryan.....	Violet Lee
Violet LeE.....	Combot
Kazuya.....	Nina
Nina.....	Lei
Law/Paul/Marduk.....	Heihachi

Unlock Dojo Stage

Successfully complete Tekken Force Mode with any character.

Unlock Theater Mode

Successfully complete the Story Mode with any character.

TEKKEN 5

UNLOCKABLE CHARACTERS

Character: Anna Williams

How to Unlock: Beat the game's Story Mode twice

Character: Baek

How to Unlock: Beat the game's Story Mode three times

Character: Bruce Irvin

How to Unlock: Beat the game's Story Mode four times

Character: Devil Jin

How to Unlock: Complete the Devil Within game or fight in 200 matches

Character: Eddy Gordo

How to Unlock: Eddy is an extra outfit you buy for Christie

Character: Ganryu

How to Unlock: Beat Story or Time Attack mode seven times with a different character

Character: Heihachi

How to Unlock: Beat Story or Time Attack mode nine times with a different character

Character: Kuma

How to Unlock: Beat Story or Time Attack mode six times with a different character

Character: Mokujin

How to Unlock: Beat Story or Time Attack mode eight times with a different character

Character: Roger Jr.

How to Unlock: Beat Story or Time Attack mode once with any character

Character: Wang Jinrei

How to Unlock: Beat Story or Time Attack mode five times with a different character

UNLOCKABLE STAGE

Unlockable: Final Stage 2

How to Unlock: Play 200 matches in

Arcade Mode or beat the Devil Within game

TENCHU: WRATH OF HEAVEN

Recover health To replenish a portion of your health bar at any time during play, simply press **Start** to pause the action and press **↑**, **↓**, **→**, **←**, **○**, **○**, **○**.

Toggle special abilities Press **Start** to pause the game at any time, then hold **○** + **○** and press **↑**, **↓**, **→**, **←**. Release **○** + **○** and press **○**, **○**, **○**, **○**.

Increase score Press **Start** to pause the game then hold **○** + **○** and press **→**, **←**, **←** on controller two to add 100 points to your score.

Display score and time Press **Start** to pause the game at any time, then press **→**, **→**, **←**, **←** on controller two to activate the cheat.

All characters Press **○**, **○**, **○**, **○**, **→**, **←**, **L3**, **R3** at the title screen.

All story mode missions Press **○**, **○**, **○**, **→**, **○**, **L3**, **R3** at the mission select screen.

All multiplayer mode missions Press **○**, **○**, **○**, **→**, **○**, **L3**, **R3** at the mission select screen.

All mission Layouts Press **R3**, **L3**, **○**, **○**, **○** at the mission select screen.

Bonus rikimaru stage Press **○**, **↑**, **○**, **↓**, **○**, **→**, **○**, **←** at the title screen.

Hidden level Press **↑**, **↓**, **→**, **←**, **○**, **○**, **○** at the title screen.

Unlock all items Hold **○** + **○** and press **↑**, **○**, **○**, **←**, **○**, **○**, **↓**, **○**, **○**, **→**, **○**, **○** at the item select screen.

Increase items Hold **○** + **○** and press **○**, **○**, **○**, **↑**, **←**, **↓**, **→** at the item select screen.

Unlimited item capacity Hold **○** + **○** + **○** and press **○**, **○**, **○**, **↑**, **←**, **↓**, **→**, **○**, **↑**, **→**, **↓**, **←** at the item select screen.

Funny dialogue Hold **○** + **○** and press **↓**, **○**, **↑**, **○**, **→**, **○**, **←**, **○** at the opening screen with the *Tenchu* logo. Select 'Options', then 'Audio', then 'Language' to access the 'B-Side' option to play the game with witty dialogue.

THE THING

Unlimited Flares Ignite one, but don't throw it. When the flare is about to extinguish, highlight another object and go back to the flare.

Survival Tips Don't use blood tests

on team members – use the test kits to prove that you are not The Thing to keep them loyal.

TIGER WOODS PGA TOUR 2006

ALL COURSES

Enter "ITSINTHEHOLE" as a case-sensitive code to unlock all courses.

ALL GOLFERS

Enter "WOOLIN" as a case-sensitive code to unlock all golfers.

ALL CLUBS FOR PURCHASE

Enter "CLUB11" as a case-sensitive code to unlock all clubs for purchase.

INFINITE MONEY

Enter "ALLOFITSFREE" as a case-sensitive code.

PSP EXTRAS MENU

Enter "pspevolew" as a password to unlock unique Pro Shop items.

TIGER WOODS WITH A HAT

Enter "GOLDENAGE" as a case-sensitive code to unlock Tiger Woods with a hat.

TIGER WOODS WITH OLD STRIPED PANTS

Enter "TECHNICOLOR" as a case-sensitive code to unlock Tiger Woods with old striped pants.

TIGER WOODS WITH OLD GOLF OUTFIT

Enter "THROWBACK" as a case-sensitive code to unlock Tiger Woods with an old golf outfit.

TIGER WOODS WITH ALTERNATE OLD GOLF OUTFIT

Enter "OLDSKOOL" as a case-sensitive code to unlock Tiger Woods with an alternate old golf outfit.

PLAY AS JACK NICKLAUS

Enter "GOLDENBEAR" as a case-sensitive code to unlock Jack Nicklaus.

PLAY AS ARNOLD PALMER

Enter "ARNIESARMY" as a case-sensitive code to unlock Arnold Palmer.

PLAY AS BEN HOGAN

Enter "THEHAWK" as a case-sensitive code to unlock Ben Hogan.

PLAY AS OLD TOM MORRIS

Enter "FEATHERIE" as a case-sensitive code to unlock Old Tom Morris.

PLAY AS TOMMY BLACK

Enter "IDONTHAVEAPROBLEM" as a case-sensitive code to unlock Tommy Black.

PLAY AS ROSE CARPENTER

Enter "CRIMSONROSE" as a case-sensitive code to unlock Rose Carpenter.

PLAY AS M. CHINO

Enter "MOCHATIME" as a case-sensitive code to unlock M. Chino.

PLAY AS L. DANIELS

Enter "RUSHBETA" as a case-sensitive code to unlock L. Daniels.

PLAY AS J. DINKERBACH

Enter "DOUBLEDOWN" as a case-sensitive code to unlock J. Dinkerbach.

PLAY AS HAL DUF

Enter "GOPHER" as a case-sensitive code to unlock Hal Duf.

PLAY AS A. EICHELBERG

Enter "ROIDRAGE" as a case-sensitive code to unlock A. Eichelberg.

PLAY AS N. HOPKINS

Enter "BIGHEAD" as a case-sensitive code to unlock N. Hopkins.

PLAY AS J. HOZZLE

Enter "HOFFMAN" as a case-sensitive code to unlock J. Hozzle.

PLAY AS R. IRONS

Enter "VARSITY" as a case-sensitive code to unlock R. Irons.

PLAY AS E. JOHNSON

Enter "WHOISTHISGUY" as a case-sensitive code to unlock E. Johnson.

PLAY AS R. KUMAR

Enter "BAYSIDE" as a case-sensitive code to unlock R. Kumar.

PLAY AS M. LEBLANC

Enter "NORTON" as a case-sensitive code to unlock M. Leblanc.

PLAY AS C. MCGINNIS

Enter "HIGHHOOK" as a case-sensitive code to unlock C. McGinnis.

PLAY AS SUZZIE MCINTYRE

Enter "OUTTAMYWAY" as a case-sensitive code to unlock Suzzie McIntyre.

PLAY AS R. MONTAGUE

Enter "LAZ" as a case-sensitive code to unlock R. Montague.

PLAY AS COLIN MONTGOMERY

Enter "THEREALMONTY" as a case-sensitive code to unlock Colin Montgomery.

PLAY AS C. MONTOYA

Enter "THREENAMES" as a case-sensitive code to unlock C. Montoya.

PLAY AS M. MURRAY

Enter "DIPPINIT" as a case-sensitive code to unlock M. Murray.

PLAY AS SUZZANE MCINTYRE

Enter "SUZZIEMCQ" as a case-sensitive code to unlock Suzzane McIntyre.

PLAY AS W. ROUNDER

Enter "POCKETPAIR" as a case-sensitive code to unlock W. Rounder.

PLAY AS T. SHORTKNOCKER

Enter "WANTSMORE" as a case-sensitive code to unlock T. Shortknocker.

PLAY AS DR. SMYTH

Enter "VERYSNEAKY" as a case-sensitive code to unlock Dr. Smyth.

PLAY AS A. TOWNSEND

Enter "BELLEOFTHEBALL" as a case-sensitive code to unlock A. Townsend.

PLAY AS T. UNDERWOOD

Enter "FIVEPOUNDS" as a case-sensitive code to unlock T. Underwood.

PLAY AS D. WHELLER

Enter "THECADDY" as a case-sensitive code to unlock D. Wheller.

PLAY AS S. WHITFIELD

Enter "KNOWITALL" as a case-sensitive code to unlock S. Whitfield.

ADIDAS ITEMS

Enter "THREESTRIPE" as a case-sensitive code to unlock the Adidas items.

UNDER ARMOUR ITEMS

Enter "PROTECTHISHOUSE" as a case-sensitive code to unlock the Under Armour items.

TIME CRISIS 2

Here's how to get more stuff:

Unlock Crisis mission

Complete Story mode.

Unlock Mirror mode

Complete Story mode without using continue.

Unlock Music Test

Complete Crisis Mission (this will also unlock Final Mission 2).

Extra Quick And Crash mini-games

Get a top-five score in any of the existing mini-games.

Infinite ammo

Successfully complete Story mode three times.

Infinite credits

Intentionally die in Story mode and the next time it is played your number of credits (continues) will be increased by one. Once you've obtained a total of nine credits, the game will go into Free Play mode and your credits will be infinite. Also, once the Free Play mode has been unlocked, your number of lives can be increased to nine.

Wide ammo

Successfully complete Story mode four times.

Shoot Away 2 extra mode

Get a high score in *Shoot Away 2* Retro mode.

TIME CRISIS 3

Here's how to get all kinds of extra stuff.

Unlock Music Player

Complete all missions in Crisis Mission mode to unlock the Music Player in Options.

Unlock Rescue Mission

Finish the game on any difficulty.

9 Lives In Arcade Mode

Play Arcade Mode and use all your continues until you unlock 9 lives.

9 Lives In Rescue Mission Mode

Play Rescue Mission Mode and use all your continues until you unlock 9 lives.

Infinite Handgun Ammo in Arcade Mode

Clear Arcade Story Mode with an accuracy of 75% or higher.

Infinite Handgun Ammo in Rescue Mission

Clear Rescue Mission Story Mode with an accuracy of 75% or higher.

Infinite Sub-Weapon Ammo in Arcade Mode

Complete Arcade Story Mode within 30 minutes

Infinite Sub-Weapon Ammo in Rescue Mission

Complete Rescue Mission Story Mode within 25 minutes.

Trial Stages 2 and 3 unlocked in Arcade Mode

To unlock them, simply get to the stages. For example, getting to Stage 3 unlocks Trial Stage 3.

Trial Stages 1-14 unlocked for Rescue Mission

Same method as above (arcade mode).

Unlock Bonus Options for Arcade Mode

Reach first place in Arcade Mode (1,200,000 points).

Unlock Bonus Options for Rescue Mission

Reach first place in Rescue Mission (1,600,000 points).

Unlock Crisis Mission mode

Finish Rescue Mission mode on any difficulty.

Unlock Free Play (Arcade Mode)

Play on Arcade mode and use all your continues. Keep playing for a very long time. Eventually, you'll get Free Play mode.

Unlock Free Play (Rescue Mission mode)

Same as above (arcade mode).

Change Title Screen

Beat Rescue Mission Mode.

Continue Increase

Keep using your continues. After game over, you'll see a message that says your continues have increased.

TIMESPLITTERS**2****STORY MODE BONUSES**

Complete each of Story mode's levels on at least the medium difficulty setting.

Level	Unlocks
Wild West	The Colonel
Notre Dame	Jacques de la Morte
Aztec Ruins	Stone Golem
Chicago	Big Tony
Atom Smasher	Khallos
Siberia Dam	Hybrid Mutant
NeoTokyo	Sadako
Planet X	Ozor Mox
Robot Factory	Machinist
Space Station	Reaper Splitter

Completion Bonuses

Complete Story mode on the various difficulty settings to unlock bonus features.

Difficulty	Unlocks
Easy	Cardboard Characters (cheat), Street (multi-map)
Normal	Big Heads (cheat), All Characters Cloaked (cheat), Compound (multi-map)
Hard	Unlimited Ammo (cheat), Site (multimap)

Arcade League Bonuses

Earn Gold in each of the leagues to unlock bonus features.

AMATEUR LEAGUE**Beginners Series**

Adios Amigos!: Hector Babosal, Lean Molly
Casualty: Dr. Peabody, Crypt Zombie
Top Shot: Hangar (level), Sgt. Shock, Elimination (mode)

Mode Madness

Chastity Chased: Regeneration (mode)
Shrinking from the Cold: Private Sand, Sgt. Slate, Shrink (mode)
Scrap Metal: Scrapyard (level), Chassisbot

It's A Blast

Night Shift: Sentrybot, Leech (mode)
Spoils of War: Meezor Mox, Thief (mode)
Demolition Derby: Male Trooper, Female Trooper, Robot Factory (level), Vampire (mode)

Too Hot to Handle

Monkey Immolation: Crispin, Flame Tag (mode)
Disco Inferno: Louie Big Nose, Lt. Wild
Burns Department: Undead Priest, Nightclub (level), Virus (mode)

Team Series A

Club Soda: Slick Tommy, Jimmy Needles

Station Stand: Lt. Shade, Zones (mode)

Men in Gray: Accountant, Lawyer, Assault (mode)

HONORARY LEAGUE**Maximus**

Cold Corpse Caper: Cyber Fairy, Gargoye
Killer Queen: Leo Krupps
R109 Beta: Ufopia (level), Gladiator (mode), Roman hat, Lt. Chill (Platinum)

Elimination Series

Baking For The Taking: Chinese Chef, Gingerbread Man (Platinum)
Brace Yourself: Braces, Trooper Brown
Starship Whoopers: Chinese (level), Monkey Assist (mode), Trooper Black

Burns 'n' Bangs

Chinese Burns: Calamari, Chef hat (Platinum)
Snow Business: Snowman, Trooper Grey
Rocket Man: Venus Starr, Capt. Sand

Outnumbered, But Never Outpunned!

Someone Has Got To Play...: Duckman
Drake, Capt. Night
Time to Split: Barby Gimp, Scourge Splitter
Can't Handle This: Chasm, Hatchet Sal, Handyman

Team Series B

Hack A Hacker: Krayola, Milkbaby
Rice Cracker Rush: Riot Officer, The Master
Superfly Lady: Capt. Pain

ELITE LEAGUE**One Shot Thrills**

Babes in the Woods: Jo-Beth Casey
Double Bill: Beetleman, The Impersonator
Nikki Jinki Brick: Nikki, Jinki

Duel Meaning

If I'm Ugly-You Smell!: Mikey Twoguns, Jared Slim (Platinum)
Golem Guru: Fat Characters (cheat), Kypriss (Platinum)
Golden Thighs: High Priest, Aztec Warrior (Platinum)

Frantic Series

Hangar's Hat's Off!: Henchman, Dark Henchman
Can't Please Everyone...: Maiden, Changeling
Big Top Blowout: Mr. Giggles, Stumpy

Team Series C

Bags Of Fun: Ringmistress, Big Hands (cheat), Slow Motion Deaths (cheat)
They're Not Pets!: Baby Drone, Bear
Nice Threads: Small Heads (cheat), Compound (level), R-One-Oh-Seven

Sincerest Form Of Flattery

Aztec The Dino Hunter: Dinosaur
Half Death: DroneSplitter
Dead Fraction: Jebediah Crump

CHALLENGE MODE BONUSES (earn gold to unlock bonus features)**Glass Smash**

Pane In The Neck: Rotating Heads (cheat)
Bricking It: Brick (weapon)
Stain Removal: Hunchback

Behad The Undead

Fight Off The Living Dead: Sewer Zombie
Sergio's Last Stand: Sergio
Day Of The Dammed: Feeder Zombie

Infiltration

Silent, But Deadly: Viking hat
Trouble At The Docks: Pirate hat
Escape From NeoTokyo: Big Ears hat

Banana Chomp

Gone Bananas: Private Coal
Monkey Business: Private Poorly
Playing With Fire: Wood Golem

Cut-Out Shoot-out

Take 'em Down: Ample Sally
Fall Out: Marco the Snitch
Pick Yer Piece: Sgt. Rock

TimeSplitters "Story" Classic

Badass Busspass Impasse: Badass Cyborg
But Where Did The Batteries Go?: R One-Oh-Seven (Platinum)
Hit Me Baby One Morgue Time: Cropolite (Gold)

Monkeying Around

Simian Shooter: Insect Mutant
Monkey Mayhem: Lola Varuska, Mischief (Platinum)

Dam Bursters: Robofish, Circus (level)

Note: Complete all the challenges with at least a bronze ranking to unlock the Paintball cheat.

TOM CLANCY'S RAINBOW SIX 3

Unlock All Missions For Custom Mission Mode

Ⓜ, Ⓝ, Ⓟ, Ⓠ, Ⓡ, Ⓢ, Left, →, ⊕, ⊙

TOM CLANCY'S SPLINTER CELL**KEYPAD CODES****Mission 1: Police Station**

Keypad 1: 091772

Keypad 2: 5929

Mission 4: CIA HQ

Keypad 1: 7687

Keypad 2: 110598

Keypad 3: 2019

Keypad 4: 110700

Keypad 5: 0614

Mission 5: Kalinatek

Keypad 1: 97531

Keypad 2: 33575

Keypad 3: 1250

Mission 8: Chinese Embassy, Part 2

Keypad 1: 1436

Keypad 2: 9753

Keypad 3: 1456

Keypad 4: 1834

Keypad 5: 7921

Mission 9: Presidential Palace

Keypad 1: 2126
Keypad 2: 70021
Keypad 3: 66768

TOMB RAIDER: THE ANGEL OF DARKNESS

Level Skip

Press Pause, hold **□**, **△**, **↓** and **△** at the same time. Then, very quickly press **○**, **□**, **△**, **○**, **→** and **↓**.

View credits

Pause the game then hold **□**+**△**+**○**+**△**+**○** to unlock the See Credits option.

Handstand

Hang from a ledge, then press and hold **□** and push the left stick up to perform Lara's classic handstand. Another way to perform a handstand: When hanging from a ledge, press and hold **□** + **△** + **□** + **△**.

Old Moves

All the directional controls mentioned (eg. **↑** and 'away') are inputted on the analog stick, not the D-Pad.

Somersault

Face a ledge, press **△** then **↑**.

Back-flip

Walk backwards to a ledge then hold **□** + **○** while pressing 'away'

Swan Dive

Hold **□** + **↑** and press **○**.

Infinite Air

When underwater, save the game then load. The oxygen gauge will now be full.

Unlimited money and items:

Go to any area that you can exit and re-enter easily that contains money or items. If you exit and re-enter, the items will re-appear.

TOMB RAIDER LEGEND

CHEAT MODE

Successfully complete the indicated task to unlock the corresponding cheat. When a task has been completed, a message with the code will appear. Cheats cannot be enabled until they are first unlocked in this manner.

BULLETPROOF LARA

Successfully complete England with a time less than 27:00 in Time Trial mode. While playing the game, hold **□** and press **○**, **□**, **△**, **○**, **△**. If you entered the code correctly, you will hear a sound.

DRAW ENEMY HEALTH

Successfully complete Bolivia with a time less than 12:30 in Time Trial mode. While playing the game, hold **□** and press **○**, **○**, **○**, **□**, **△**. If you entered the code correctly, you will hear a sound.

INFINITE ASSAULT RIFLE AMMUNITION

Successfully complete Japan with a time less than 12:15 in Time Trial mode. While playing the game, hold **□** and press **○**, **○**, **□**, **△**, **△**. If you entered the code correctly, you will hear a sound.

INFINITE SHOTGUN AMMUNITION

Successfully complete Ghana with a time less than 20:00 in Time Trial mode. While playing the game, hold **□** and press **○**, **○**, **□**, **△**, **○**. If you entered the code correctly, you will hear a sound.

INFINITE SMG AMMUNITION

Successfully complete Peru with a time less than 21:30 in Time Trial mode. While playing the game, hold **□** and press **○**, **△**, **□**, **○**, **○**. If you entered the code correctly, you will hear a sound.

INFINITE GRENADE LAUNCHER AMMUNITION

Successfully complete Kazakhstan with a time less than 27:10 in Time Trial mode. While playing the game, hold **□** and press **□**, **△**, **□**, **○**, **□**, **○**. If you entered the code correctly, you will hear a sound.

ONE SHOT KILL

Successfully complete Bolivia Redux with a time less than 4:15 in Time Trial mode. While playing the game, hold **□** and press **○**, **○**, **△**, **○**, **□**, **○**. If you entered the code correctly, you will hear a sound.

WIELD EXCALIBUR

Successfully complete Nepal with a time less than 13:40 in Time Trial mode. While playing the game, hold **□** and press **△**, **○**, **□**, **△**, **□**. If you entered the code correctly, you will hear a sound.

WIELD SOUL REAVER

Successfully complete the game and all time trials. While playing the game, hold **□** and press **○**, **□**, **○**, **□**, **○**, **○**. If you entered the code correctly, you will hear a sound.

NO TEXTURES

Successfully complete the game. While playing the game, hold **□** and press **□**, **○**, **○**, **△**, **□**. If you entered the code correctly, you will hear a sound.

PISTOL UPGRADES

Collect the indicated number of Bronze and Silver rewards to unlock the corresponding pistol upgrade:
Increased magazine capacity:
.....25% Bronze and Silver
Increased accuracy:
.....50% Bronze and Silver
Increased damage:
.....75% Bronze and Silver

LOCATION CONCEPTS

Collect all Bronze rewards in the indicated level to unlock the corresponding location concept:

Bolivia: 100% Bronze in Bolivia
England: 100% Bronze in England
Ghana: 100% Bronze in Ghana
Japan: 100% Bronze in Japan
Kazakhstan: . 100% Bronze in Kazakhstan
Nepal: 100% Bronze in Nepal
Peru: 100% Bronze in Peru
Special:100% Bronze in Croft Manor

CHARACTER PROFILES

Collect the indicated number of Bronze rewards to unlock the corresponding character profile:

Alister Fletcher: 90% Bronze
Amanda Evert: 70% Bronze
Anaya Imanu: 30% Bronze
James W. Rutland: 50% Bronze
Lara Croft: 10% Bronze
Shogo Takamoto: 40% Bronze
Toru Nishiruma: 40% Bronze
Unknown Entity: 100% Bronze
Winston Smith: 80% Bronze
Zip: 20% Bronze

ALTERNATIVE COSTUMES

Successfully complete the indicated task to unlock the corresponding alternate costume:

Amanda (ritual): Successfully complete the Ghana Time Trial.
Amanda (winter): Successfully complete the Kazakhstan Time Trial.

BIKER

Successfully complete England: King Arthur's Tomb.

BIKER (NO JACKET)

Collect all Silver and Gold rewards in England.

BIKER (RED JACKET)

Collect all Silver rewards in England.

BIKINI

Successfully complete the game, all Time Trials, and collect all Bronze, Silver, and Gold rewards in all levels, including Croft Manor.

BIKINI (WHITE)

Successfully complete the game and all Time Trials.

CATSUIT

Collect all Gold rewards in Japan.

CLASSIC (GRAY)

Collect all Gold rewards in Ghana.

CLASSIC

Collect all Gold rewards in Peru.

EVENING DRESS (RED)

Collect all Silver rewards in Japan.

EVENING DRESS (RIPPED)

Successfully complete Japan: Meeting With Takamoto.

GOTH

Successfully complete the England Time Trial.

GOth (LACE SHIRT)

Successfully complete the Japan Time Trial.

LEGEND (BLACK)

Collect all Silver rewards in Croft Manor.

LEGEND (BLUE)

Collect all Silver rewards in Peru.

LEGEND (PINK)

Collect all Silver rewards in Ghana.

LEGEND (UNION JACK)

Collect all Silver rewards in Bolivia.

SNOWSUIT

Collect all Gold rewards in Nepal.

SPECIAL FORCES (URBAN)

Collect all Gold rewards in England.

SPECIAL FORCES

Collect all Gold rewards in Kazakhstan.

SPORT (GREEN)

Successfully complete the Bolivia Time Trial.

SUIT (CREAM)

Collect all Silver and Gold rewards in Croft Manor.

WINTER (NO COAT)

Successfully complete Kazakhstan: Project Carbonek.

WINTER (NO COAT, PINK)

Successfully complete the Peru Time Trial.

WINTER (NO COAT, ORANGE)

Collect all Silver rewards in Kazakhstan.

WINTER (PINK)

Successfully complete the Nepal Time Trial.

WINTER (ORANGE)

Collect all Silver rewards in Nepal.

WINTER

Successfully complete Kazakhstan: Project Carbonek.

HARDEST BITS WALKTHROUGH**TOMB RAIDING BASICS
PLATFORMING**

When you jump back or sideways from walls, lean Lara in the direction you want to go and Lara will look that way, giving you a clear indication about the direction she is about to take.

When jumping from poles it's tricky to find the right direction to dismount. Move the camera with the right analogue so it's directly behind Lara.

If you don't grasp a ledge cleanly, you have to correct your position. Do this quickly or Lara will lose her grip and fall.

SHOOTING

Different guns have different ranges so use an assault rifle rather than a shotgun to lock on to targets early. If you haven't got

a weapon for long distance shooting, get into range quickly.

Keep moving. Thanks to the lock-on targeting Lara can still bounce around and shoot accurately, so use her slides and jumps to make sure she's a difficult target to hit.

If you're struggling, get up close. Some guards have shields which deflect bullets, but aren't much use against Lara's kick. Getting up tight also allows you to use some of her special attacking moves.

GRAPPLING

Using the grapple is fairly straightforward, but if you find Lara is targeting the wrong object you have to reposition the camera so the target is directly ahead. You can only grapple while swinging as Lara has to be off the ground first.

BIKE RIDING

These sections are fun and easy once you've realised that you shouldn't get distracted by the other bikers. Just hold down the target and shoot buttons and then just focus on steering and picking up health.

USE THE BLOCKS

They're not just useful for propping against sides to climb higher, they're invaluable for getting past booby traps. Often just grabbing them and pushing them in front of you as a shield when attacking should do the trick.

BOLIVIA SEE-SAW PUZZLE

About half an hour into the first mission you'll find a large chamber that has three switches that need holding down, with three cages. One cage is on the same level as the switches, the other two are down below - here's how you get them up.

Go down on to the lower section - be careful of the tiger you'll find there - and go round to the large stone see-saw. First things first, you have to push the cage out from underneath this so that it's now usable.

Place the cage on the end of the see-saw that's nearest to the higher level. You don't have to spend ages getting it fully on and positioned perfectly, only slightly balanced on the edge will probably do.

Move Lara back on to the higher level and get her to jump up and down on the raised end of the platform, propelling the cage from the other end of the see-saw on to the higher level. Repeat with the other cage.

Place the cages on the three switches to open the gate which can be reached by climbing the chain on the left and then working your way along the ledges. Before you go through the gate, go round the other side of the room to find a secret.

PERU - BOULDER PUZZLE

Here there are three switches surrounding a statue. Lara must push three boulders

onto the switches. The first is on the ground, one is on a huge mechanism to the right and other is on a small ledge, just behind Lara to the left. They're not too difficult to position, it's just about doing the leg work.

The first ball can be found to the left of the statue as you walk in. Press o to start moving it and then place it on the switch directly behind the statue. This will raise the statue from the ground and activate a cut scene.

Then run back towards the entrance to the tomb and look up to the left to see another boulder on a small ledge. Use the grapple hook to pull the ledge down, get the boulder and place it on the right-hand switch to activate the mechanism.

Clamber up the right-hand statue by climbing the ladder on the right. Then jump onto the statue face and vault up two ledges, then jump back onto the ladder. Once up, push the boulder from the top. Descend, then roll it onto the last switch.

Use the ladders to access the gate you have now opened. Now watch the cutscene and to get down use the right hand mechanism as you leave the tomb. Watch out, you now have company so equip your best weapon.

JAPAN TAKE OUT TAKAMOTO

This is the first Boss Battle and, unsurprisingly, it is relatively easy to complete - as long as you've made sure you've picked up enough health packs and ammo from the fallen guards to keep you going.

Don't hang around on the bottom level as Takamoto will use it to his advantage. Use the poles behind the statues to clamber up to his level.

Whatever you do, keep moving round the platform at all times and keep jumping around to avoid his attacks. Trust the auto-aim to do the damage. His attacks can either be hurdled or ducked under - so keep moving around.

If you have a long range weapon, keep your distance and just empty the clip while rolling from side to side. The only danger here is Lara might fall back into the centre so stay close to the walls to avoid this happening.

If you only have pistols or the shotgun, don't get caught in the middle ground. Get right in his face and use Lara's agility and ability to shoot while jumping to finish him off.

LEVEL FOUR - WEST AFRICA

You need to get water for the wheel...

You can use the statue (that you used to get the water flowing) to get onto the right hand platform. Use the poles on the wheel to rotate to the far side then swing off to reach the rope then swing to the ledge.

Use the grapple hook to pull the metal platform over, hop on then grapple again to pull yourself over to the far side. Remain on the platform and jump to the rope.

Reposition on the rope then use it to swing on to the bars of the non-moving wheel. Swing onto the next bar and then onto the ladder.

Go up the broken stairs to access the weighted blocks, then leap on that to get to the ladder. Reach the checkpoint then dive into the water. Climb up the raft, then use the two metal grappling points to pull Lara to the far side of the chamber.

Jump backwards onto the blocks and wait for the other to rise onto the high platform. Swing to the next platform then the ledges to reach the end of the room. There's a switch there to stand on.

The switch unlocks the mechanism for the water supply. Wait till the platform has stopped rotating then use it to access the far side platform. Put a block on a switch and go back.

Stand on the switch till the lock is fully open. Get onto the middle platform and use the grapple hook to open the water mechanism. Then make your move for the middle platform.

WEST AFRICA - TEARING RUTLAND A NEW ONE

The boss battle here is with smarmy Rutland. To begin with, it seems like an impossible fight to win until you know what you're doing.

Rutland is so tough because he uses the four platforms to magically restore his health. So your job is to get Lara to tear them down.

Firstly you need to use the shooting function to target the red crystals underneath the platforms to reveal a metal surface.

Attach the grapple hook to this. Do this, then use o to pull the platform down. Don't try to hit Rutland and pull down the other three.

Keep Lara moving as Rutland uses grenade to attack which deplete health. Once all the platforms are down just shoot him till he's dead.

KAZAKHSTAN - GETTING THE POWER FOR PULSE GUN

To the get pulse gun going first clamber to the top of the generator. Once there go through the security door and follow the tracks to the power room.

Move the core till it is opposite the broken ladder. Jump from the top of the core onto the ladder then make your way round to the room.

Continue round the room to the control room and pull the lever. The return down to the core and grapple onto it to move it

along the tracks.

Follow the core down the tracks. Use your grapple to swing the conductors out the way, then time you runs underneath.

Now use the power gun to draw the metal platform toward the gap with the left trigger. Fire bolts at it to get it into place with the right.

KAZAKHSTAN - CLAIMING THE SWORD FRAGMENT

This section of Legend is almost like a boss battle but, to make things more difficult, you can't actually defeat the demon. Instead you have to keep him at bay while you try to retrieve the sword fragment from the centre of the room. Preserving your health here is vital.

Your first job is to hit the four switches on the sides of the room. Keep moving between each one and look out for the red smoke as this where the demon will eventually appear.

Once the switches are all flicked, go into the centre of the room and get in the seat of the pulse gun. Here you have to force the four spherical conductors into the electricity and have them all in place at the same time.

Use the right trigger to send out pulses of energy to five the conductors forward, then move swiftly onto the next. The demon might swipe you out of the seat, but concentrate on the conductors and keep half an eye on your health.

Once all four conductors are in at the same time, you have to get get out of the gun seat quickly, then use the grapple to pull the fragment from just above. Keep avoiding the demon until the task is complete and you can get out of there.

ENGLAND - LAMPS AND BELL BIT PUZZLE

Once you've come down the waterfall, swim to the far side of the pool of water and get on dry land. Once you've shaken yourself dry, there's some platforming to be done to access the building from the roof. You have to use the grapple hook first to reposition both the lamps by swinging them 90 degrees.

Then go up the wall on the right-hand side, then down the slope and jump onto the first lamp. It should swing round allow you to jump and grapple to the next lamp.

Now you should be on the other side of the building. Here you must make your way to the roof - do so by using the chains and ledges then descend into the building via the rope. Timing is everything here so be careful.

Once you get inside, you need to use the Bedwyr tomb fragment and drag it to the pillar. Stand on the fragment to get to the top of the pillar. Make sure its in position first so you get to the top easily. Then you have to go back to the floor.

Use the grapple on to get the chandelier swinging towards the ball. Then jump onto the pillar, then onto the rope of the bell's counter weight to raise the bell and if everything works out the chandelier should swing into the bell and ring it.

ENGLAND - BIG FISH BOSS BATTLE

Once you've solved the bell puzzle you'll leave the tomb to find a lovely fishy surprise and, once again, shooting it has no effect whatsoever. To defeat it you have to shoot accurately and use the grapple hook effectively.

Lock on and start firing one of the four hollow pillars set in the water. They should start to vibrate and create a noise. You should see the vibration as well, so you'll know you're doing it correctly.

Once the fish appears, stop shooting and use the grapple on the lever on the serrated lever. This will drop a spiked cage on the fish's head.

This process has to be repeated four times to defeat the fish, the back two pillars can be accessed by going to the end of the broken bridge. Lock on to the pillars as early as possible.

Press the lever once, then wait to see if it has connected, then press o to reel it in.

BOLIVA REDUX - AMANDA DEMON

This is the final boss battle and a bit anti-climatic as the Amanda Demon is easy to defeat, especially as Lara now has Excalibur.

You should have lots of health so get stuck in and attack the demon relentlessly. The sword works like any other gun - just lock on and fire.

Keep close up so the demon can't use the stones to hide from your shots. Eventually it will go down, so be patient and attack relentlessly.

Keeping in close allows you to get to the beast quickly when it falls down - hit the attack button to inflict more damage.

Keep the intensity of your attacks up once it's down by attacking about four times, and you should have defeated the boss.

TONY HAWK'S AMERICAN WASTELAND

PASSWORDS

Enter these passwords exactly as they appear, including upper/lower-case letters.

PasswordEffect
2wheels! Perfect manual balance
grindXpert Perfect grind balance
hitcharide Perfect skitch balance
sirius-DJ Unlocks Jason Ellis
the_condor Unlock Mat Hoffman

TONY HAWK'S PRO SKATER 3

Go to the Options menu, select Cheats and enter these as codes:

Master Code

backdoor (lower case)

(This doesn't unlock any of the hidden characters or bonus levels)

All cheats and characters unlocked

YOHOMIES (upper case)

Level Select

roadtrip (lower case)

Unlock All FMV

Peepshow (case sensitive)

Mini Hawks On the Create-A-Skater screen, enter your name as either **Riley Hawk** or **Spencer Hawk** and the stats for Tony's rugrats appear.

On the Create-A-Skater screen, enter your name as below for the corresponding Neversoft developer's stats:

Aaron Skillman - Alan Flores - Chris Glenn

Andrew Rausch - Andy Nelson - Chris Ward

Brian Jennings - Captain Jennings -

Johnny Ow

Chad Findley - Darren Thorne - Dave Stohl

Chris Rausch - Gary Jesdanun - Mark Scott

Connor Jewett - James Rausch - Kevin Mulhall

Dave Cowling - Jeremy Anderson - Matthew Day

Edwin Fong - Henry Ji - Jason Uyeda

Joel Jewett - Junki Saita - Lisa Davies

Mick West - Mike Ward - Nicole Willick

Noel Hines - Paul Robinson - Nolan Nelson

Pete Day - Rachael Day - Ralph D'Amato

Ryan McMahon - Sandy Jewett - Scott Pease

Some more to unlock as you progress:

Xs Completed **Effect**

1 Unlock Darth Maul

2 Unlock Wolverine

3 Unlock Warehouse level

4 Unlock Officer Dick

5 Unlock Private Carrera

6 Unlock Burnside level

7 Unlock Ollie

8 Unlock Kelly Slater

9 Unlock Roswell level

10 Unlock Demoness

11 Snowboard mode

12 Always Special mode

13 Perfect Rail Balance mode

14 Super Stats mode

15 Giant mode

16 Slowmo mode

17 Perfect Manual Balance mode

18 Tiny mode

19 Moon Physics mode

20 Expert mode

21 First-person mode

TONY HAWK'S PRO SKATER 4

Cheat mode

Go to the Options menu, then select cheats. Bash in **watch_me_xplode** as a code to unlock all cheats. If you entered the code correctly, you'll hear the sound of money being collected.

Play as Daisy

Go to the Options menu, then select cheats. Bash in **doasuper** as a code. If you entered it correctly, you'll hear the sound of money being collected.

Special meter always full

Go to the Options menu, then select cheats. Bash in **doasuper** as a code. If you entered it correctly, you'll hear the sound of money being collected.

Perfect balance for rails

Go to the Options menu, then select cheats. Bash in **sbsts** as a code. If you entered it correctly, you'll hear the sound of money being collected.

Perfect balance for manuals

Go to the Options menu, then select cheats. Bash in **mullenpower** as a code. If you entered it correctly, you'll hear the sound of money being collected.

Matrix mode

Go to the Options menu, then select cheats. Bash in **NOSPOON** as a code. If you entered it correctly, you'll hear the sound of money being collected.

Play as Mike Valley, Jango Fett, and Eddie

Go to the Options menu, then select cheats. Bash in **HOMIELIST** as a code. If you entered it correctly, you'll hear the sound of money being collected.

Jango Fett Special

Once you have managed to activate the special, press ←, → and ⊕ to activate Jango Fett's jetpack to soar into the sky and rack up points (if used in conjunction with the Matrix mode).

Play as Daisy

Spend \$9,000 at the store.

Play as Eddie

Spend \$9,000 at the store.

Play as Jango Fett

Spend \$9,000 at the store.

Play as Mike Valley

Spend \$9,000 at the store.

Carnival level

Spend \$15,000 at the store.

Chicago level

Spend \$15,000 at the store.

Big Head mode

Spend \$1,000 at the store.

Cool Specials mode

Spend \$1,000 at the store.

Disco mode

Spend \$1,000 at the store.

Flame mode

Spend \$1,000 at the store.

Gorilla mode

Spend \$1,000 at the store.

Hoverboard mode

Spend \$1,000 at the store.

Invisible mode

Spend \$1,000 at the store.

Kid mode

Spend \$1,000 at the store.

Sim mode

Spend \$1,000 at the store.

Slow motion mode

Spend \$1,000 at the store.

Super Blood mode

Spend \$1,000 at the store.

Clown's hair

Spend \$250 at the store.

Clown's head

Spend \$300 at the store.

Clown's pants

Spend \$250 at the store.

Clown's shoes

Spend \$150 at the store.

Eraser hair

Spend \$250 at the store.

Heart boxers

Spend \$150 at the store.

Kenny's head

Spend \$400 at the store.

Kilt

Spend \$150 at the store.

King glasses

Spend \$100 at the store.

Metal head

Spend \$300 at the store.

Officer Dick's head

Spend \$400 at the store.

Officer Dick's shirt

Spend \$250 at the store.

Ollie's coat

Spend \$250 at the store.

Ollie's head

Spend \$400 at the store.

Ollie's pants

Spend \$250 at the store.

Paper bag

Spend \$300 at the store.

Smiley boxers

Spend \$150 at the store.

Homies Skatin' 1 FMV sequence

Spend \$800 at the store.

Homies Skatin' 2 FMV sequence

Spend \$800 at the store.

Kona Old School FMV sequence

Spend \$800 at the store.

Outtakes FMV sequence

Spend \$800 at the store.

Pro Bails 1 FMV sequence

Successfully complete CAS Pro Challenge.

Pro Bails 2 FMV sequence

Spend \$800 at the store.

Pro Skater FMV sequence

Successfully complete the Pro Challenge.

Special moves All of the following moves

are performed when your character's special meter is flashing yellow:

BOB BURNQUIST:

BS One Foot Smith Press ↑, ↓, ⊕.

Samba Flip Press ←, →, ⊙.

Sit Down Air Press ←, ↓, ⊙.

KAREEM CAMPBELL:

B-Ballin Slide Press ←, →, ⊕.

Double Blunt Slide Press ↓, ↑, ⊕.

Kickflip Backflip Press ←, ↓, ⊙.

RUNE GLIFBERG:

Backfoot Flip Nosegrab Press →, ↑, ⊙.

BS Crail Slide Press →, ↓, ⊕.

Kickflip Kickflip Press ←, ↓, ⊙.

STEVE CABALLERO:

Daffy Grind Press ↑, ↓, ⊕.

FS 540 Press ←, ↓, ⊙.

Kickflip Superman Press →, ↑, ⊙.

TONY HAWK:

Barrel Roll Press ←, ↓, ⊙.

Froggy Grind Press ←, ↓, ⊕.

The 900 Press →, ↓, ⊙. b

TONY HAWK'S UNDERGROUND

CHEAT CODES

Go to options, then Cheat Codes and stick in a code from below:

Code	What it does
getitup Moon gravity
noforce Moon physics
keepitsteady Perfect Manuals
letitslide Perfect rail balance
digivid All Thug Movies

UNLOCKABLES

Always Special Complete 129/129 Goals.

Cool Specials Complete 129/129 Goals.

Flame (While Grinding) Complete 129/129 Goals.

Kid Mode Complete 129/129 Goals.

Moon Gravity Complete 129/129 Goals.

Perfect Manual Complete 129/129 Goals.

Perfect Rail Complete 129/129 Goals.

Perfect Skitch Complete 129/129 Goals.

Rollerskates Complete 129/129 Goals.

Alternative Ending Complete Story Mode Twice.

Gene Simmons Complete Story Mode on Normal difficulty.

Hotter Than Hell Beat Story Mode on any skill level.

Iron Man Complete Beginners' Story Mode

Level: THPS2 Hangar Find old skool icon on Moscow map

Movie: Always Hard Find nine secret tapes

Movie: Bails 1 Find three secret tapes

Movie: Bails 2 Find six secret tapes

Movie: KISS Concert Activate K-I-S-S letters in Hotter than Hell

Pedestrians Find every GAP in the game

School 2 Get the red icon in the back 1/4 pipe section of the train station in NJ.

THUD Complete story mode on SICK

Create-a-Deck Mode Beat 'Slamma Jamma' on Story Mode

TRUE CRIME: NEW YORK CITY

Enter these codes while holding **Ⓜ** + **Ⓜ** on the map screen:

Code: ⊙, ⊕, ⊙, ⊕

Effect: All Music

Code: ⊗, ⊗, ⊕, ⊗, ⊗ and ⊗

Effect: Double Damage

Code: ⊕, ⊕, ⊕, ⊕, ⊕ and ⊕

Effect: Get a Million Dollars

Code: ⊕, ⊗, ⊕, ⊗, ⊕ and ⊕

Effect: Super Cop

Code: ⊙, ⊕, ⊗, ⊗, ⊕ and ⊙

Effect: Ultra Easy Mode

Code: ⊙, ⊕, ⊗, ⊕, ⊕ and ⊕

Effect: Unlimited Ammo

Code: ⊙, ⊕, ⊗, ⊕, ⊗ and ⊙

Effect: Unlimited Endurance

Code: ⊕, ⊗, ⊗, ⊕, ⊕ and ⊕

Effect: Unlock Redman Gone Wild Mini-Game

Code: ⊕, ⊗, ⊕, and ⊕

Effect: Unlocks Puma Outfit at Puma Store

TRANSWORLD SURF

Enter any of the following codes at any time during play. A sound will confirm correct code entry.

Master code

Ⓜ, ↑, ↑, ↓, ↓, ←, ←, →, →, ↑, ←, ↓, →, ↑, ↑, Ⓜ

Full special

Ⓜ, ↑, ↓, ←, →, ↓, ↑

Perfect balance

Ⓜ, ↑, ↓, ←, →, →, ←

Objectives completed

Ⓜ, ↑, ←, Ⓜ, ↑, ←, Ⓜ

Invisible surfer

Ⓜ, ↑, ↓, ↓, ↓, ←, ↑

Invisible surfboard

Ⓜ, ↑, ↓, ←, →, ←, ↓

Surf on shark

Ⓜ, ↑, ↓, ←, →, ↓, ↓

Green surf

Ⓜ, ↑, ↓, ←, →, ↑, ←

Paddle faster

Ⓜ, ↑, ↓, ←, →, ↓, ↓

Easy floating

Ⓜ, ↑, ↓, ↓, ←, →, →, ←

Disable HUD

Ⓜ, ↑, ↓, ←, →, ↑, →

Change view

Ⓜ, →, ←, ↓, ↑, Ⓜ

Alternate color

Ⓜ, ↑, ↓, ←, →, ↓, ←

Disco lights

↑, ↓, ←, →, ↓, →

Disable codes

Ⓜ, Ⓜ, Ⓜ, Ⓜ

Secret Surf Spot Every level has a secret surf spot. Find the reef girl – she usually hangs out around the shoreline

of each level. At Hossegor, she is next to the wall in between some pylons.

TRUE CRIME: STREETS OF L.A.

We've put together a fantastic (and fantastically long) *True Crime* game guide. It's got pretty much every detail you could want. Since the guide is system-neutral (it's equally useful no matter what console you're on), we decided to save a little space and refer our PS2-owning readers to the *True Crime* entry in the GameCUBE section. Enjoy!

Transformation While creating a license plate, enter any one of the following codes to change Nick Kang into the listed character. Once the code is entered, then highlight OKAY and press **(X)+(X)+(X)**.

Code	Character
HAWG	Biker
JASS	Smoking Donkey
PHAM	Butcher
M1K3	Commando
BRUZ	Boxer
BOOB	Punk girl
MNKY	Punk boy
TFAN	Gangster
TATS	Tattooed lady
J1MM	Corpse
PIMP	Pimp
P1MP	Another pimp
FATT	Police officer
SWAT	S.W.A.T. team member
BOOZ	Street Bum
HARA	Asian worker
MRFU	Asian gambler
FUZZ	Johnson
B1G1	Female boss
ROSA	Partner
HURT_M3	Lingerie-clad partner

Unlockables Enter any one of the following codes when paused:

Code
Unlocked
←, →, ←, →, ⊗
Driving Upgrades
↑, ↓, ↑, ↓, ⊗

Gunplay Skills
↓, ↓, ↓, ⊗
Bigger Car (enter while in car)
⊗, ⊗, ⊗, ⊗
Nick's Current Location

TY THE TASMANIAN TIGER

Infinite Health
On the main menu, press **(X), (X), (X), (X), (X), (X), (X), (X), (X), (X)**.

Show all items
During gameplay, press **(X), (X), (X), (X), (X), (X), (X), (X), (X), (X)**.

Unlock the Technorangs
During gameplay, press **(X), (X), (X), (X), (X), (X), (X), (X), (X), (X)**.

Unlock the gallery
During gameplay, press **(X), (X), (X), (X), (X), (X), (X), (X), (X), (X)**.

Unlock Aqurang, Elemental Rangas, Dive and Swim
During gameplay, press **(X), (X), (X), (X), (X), (X), (X), (X), (X), (X)**.
Unlock An Extra Level
Beat the game and collect all Opals, Eggs, and Cogs to unlock a bonus level and second ending to the game.

WIPEOUT FUSION

Select 'Extras' at the main menu and then go to the Cheats menu. Enter any of the following codes for the desired effect:

Unlimited weapons
△, ⊗, ⊗, ⊗, ⊗
Unlimited shields
△, △, ⊗, ⊗, ⊗
Retro ships
⊗, ⊗, △, ⊗, ⊗
Animal ships
△, ⊗, ⊗, △, ⊗
Fast ships
⊗, ⊗, ⊗, ⊗, △
Features unlocked
⊗, △, ⊗, △, ⊗
Mini ships
⊗, ⊗, ⊗, ⊗, ⊗

WORMS 4: MAYHEM

There are several Easter Eggs to collect in various levels, each will be rewarded with 1000 coins once the level is completed in Story Mode.

CARPET CAPERS
Find a tower with an enemy called Egg on it. Parachute down to the bottom of that tower where there is a hole. Collect the jewels to get an Easter Egg.

DESTRUCT AND SERVE
Destroy the silver-colored sports car completely to get an Easter Egg. Or walk up to the car that looks like the DeLorean from the Back To The Future movies. It should fly off, leaving a flame trail behind. If this does not work, shoot it and it will do the jump to 88 mph. You will receive 1,000 coins at the end of the level.

ESCAPE FROM TREE REX
Jet pack to the crate with bazooka x2 in it, then shoot into Rex's mouth to get an Easter Egg.

NICE TO SIEGE YOU

Jump up on the cliff where the professor is located. Jump off the back, then walk around to find a cave where you find an Easter Egg.

TIN CAN ALLEY
Shoot the toilet behind you to the left.

X-MEN: THE OFFICIAL GAME
Wanted by: George Hudson, via email

ICEMAN DANGER ROOM MISSIONS
At the Cerebro Files menu, press **→, →, ←, ←, ↓, ↑, ↓, ↑, ⊗**.

NIGHTCRAWLER DANGER ROOM MISSIONS
At the Cerebro Files menu, press **↑, ↑, ↓, ↓, ←, →, ←, →, ⊗**.

WOLVERINE DANGER ROOM MISSIONS
At the Cerebro Files menu, press **↓, ↓, ↑, ↑, →, ←, →, ←, ⊗**.

DANGER ROOM MISSIONS
Successfully complete an Act with a character to unlock one of their Danger Room mission. Successfully complete all three Acts with a character to unlock all three of their bonus Danger Room missions.

BONUS COSTUMES
Collect all Weapon X files with a character to unlock their street costume. Collect all Sentinel Techs with a character to unlock their comic costume.

WWE SMACKDOWN! VS. RAW 2006

WWE LEGENDS

Legend: "The Million Dollar Man" Ted DiBiase
How to Unlock: Win the Challenge Mode WWE Superstar trophy

Legend: Andre The Giant
How to Unlock: Purchase in the WWE Shop for \$ 28,000

Legend: Bret "Hit Man" Hart
How to Unlock: Purchase in the WWE Shop for \$ 28,000

Legend: "British Bulldog" Davey Boy Smith
How to Unlock: Purchase in the WWE Shop for \$ 28,000

Legend: "Hollywood" Hogan
How to Unlock: Win the SmackDown! Season trophy

Legend: Hulk Hogan 80's
How to Unlock: Win the RAW Season trophy

Legend: Jake "The Snake" Robert
How to Unlock: Purchase this in the PSP

version of SmackDown! vs. Raw 06 and transfer it using a USB cable

Legend: Jimmy Hart

How to Unlock: Win the Tough Enough Trophy

Legend: Junkyard Dog

How to Unlock: Purchase in the WWE Shop for \$ 28,000

Legend: Mankind

Purchase in the WWE Shop for \$ 28,000

ARENAS

Unlockable: ECW One Night Stand

How to Unlock: Beat second set of Challenges in Challenge Mode

Unlockable: Wrestlemania 21

How to Unlock: Beat first set of Challenges in Challenge Mode

Unlockable: Wrestlemania 9 Arena

How to Unlock: Complete the Superstar Challenges

WHAT'S NEW?

Wrestling's changed a bit in SmackDown! vs Raw 2006 – here's how to use the new moves to your advantage

THE STAREDOWN

This time, there's a chance to choose your pre-fight tactics before you get down to business in the ring. We always go for the Staredown option – it's like a quickdraw contest that the computer always loses, giving you a valuable chance to get some early kicks in to get ahead of your opponent.

MOMENTUM

This has changed slightly, thanks to the blending of clean and dirty match tactics with the main momentum bar. Keep your moves varied, and stay on the offensive. If your opponent starts building momentum, put a stop to it by keeping him on the floor with a submission move or some well-timed stamps.

FIGHTING CLEAN

This is the trickier option, because most 'clean' tactics are a bit risky. Best is the new high-risk combo – Power Irish Whip your opponent out of the ring by holding down **△** and **⊙**, then dive out of the ring with a plancha by running towards the ropes then tapping **△** then **⊙** quickly.

FINISHERS

Generally speaking, it's best to hit them straight away, when they're at their most effective. The only times to store them are when your opponent's out of the ring – because otherwise you won't be able to follow up with a pin – or in a Survival match where you want to keep your finisher in check until it's down to two of you.

MATCHES MADE IN HELL

How to tackle SmackDown!'s new scraps and come out on top...

BURIED ALIVE

These are likely to be the lengthiest matches simply because it's so difficult to keep your opponent in their coffin to finish them off.

In the early going, go crazy with all the weapons you can find – if you get there first, yank the useful spade out of the ground and use it with either the grapple or strike buttons to do some serious damage.

Then Power Irish Whip (hold **△** + **⊙**) your opponent towards the coffin and grapple him once he's slumped against the side. Once the indicator comes up, mash all the symbol buttons on the joystick, preferable with the side of a biro.

Once he's in, all you have to do is close the lid. The computer won't usually reverse this, but if you're on the receiving end tap the button when the blue ball's about halfway down the bar to get the timing right. Rest in peace indeed.

FULFIL YOUR FANTASY

Bra 'n' Panties is so 2005, don't you know – now it's all about nurse's uniforms. There are three ways to win, these days...

PILLOW FIGHTING

This is the easiest way of building up your fantasy bar and dishing out damage – they're really heavy pillows, see? – although the pillows seem to fall off the chairs almost at random. For top damage, use the grapple button rather than strike.

STRIPPING

This works exactly like it does in other games – just pull down and press **⊙** at any time to start yanking at the other diva's clothes. Just getting all her clothes off won't fill your bar – so you'll need to do some damage on your opponent first.

SPANKING

To do this, Irish whip the other Diva into the bed, then grapple her while she's slumped over it. The first spank's easy, the second two get more difficult – but if you're any good at golf games, you'll nail all three.

STAMINA

Regaining stamina is where it's at this year. It's better to keep your stamina up from the start than have to recover when you're really knackered, so after you hit a couple of big moves and leave your opponent on the floor, hold **⊙** rather than wasting your energy by stomping on them. It's also not a good idea to run around the ring too much, because this really tires you out. If you get desperate, just repeatedly do a boring, lengthy submission move while your opponent's on the ground.

FIGHTING DIRTY

This is the easy option – if you're in a career, it's much better to have a 'dirty' wrestler because No DQ matches let you build up your bar really quickly by hitting your opponent with (legal) weapons. Other good tactics include: ripping the padding off all four turnbuckles, holding on for the maximum four seconds whenever your opponent reaches the ropes in a

submission hold, and doing the 'hangman' – quickly slide out of the ring, then press **⊙** as your opponent approaches the ropes to twang his neck across them. You can get away with minor things like hitting the ref once or twice, but it's a much easier way to get disqualified this year.

AND THE REST...

These matches have been around since SmackDown! Know Your Role on the PSOne – but there are still new tactics to be found...

LADDER MATCHES

You can now set up more than one ladder at once. The best tactic is still to set up the ladder, throw your opponent out of the ring or into the turnbuckle, then climb and hammer the button to grab that belt. TLC matches are pretty much the same, but you're allowed to hit people with chairs first.

TABLE MATCHES

Still the quickest matches to win. Just grab a table, use **⊙** to thump it into your opponent's gut and force them to roll onto it, then climb up and smash them through with another tap of **⊙**. You can set it up in the corner and throw them through that way, but frankly, why bother?

FIRST BLOOD MATCHES

Basically, you'll want to focus all your moves on the head here – going for chairshots is risky, but it's also the quickest way of finishing things off. For a real advantage, go into Create-a-Wrestler mode and check which of your moves are marked 'Blood'. Once your opponent's head is in the red, any of these moves will win you the match. It's worth bearing in mind that certain moves can redden up your opponent – like headlocks – without actually putting them at any risk of bleeding. So it's best to use these at the start of the match, not towards the end.

ELIMINATION CHAMBER

The key to victory here is not doing anything silly. Don't climb on top of the chambers, don't stand in the centre of the ring, and don't get too involved in the action until all six wrestlers are taking part. If you want to get a headstart, stand on the apron and keep taunting the other wrestlers to keep your bar up. It's also worth remembering that the exterior of the ring is at the same level as the apron, so you can bounce people off the outside of the ropes and into the sides of the cage, if you're feeling a bit flashy – we usually are.

HELL IN A CELL

Basically, the best way to win here is climb to the top of the cell and wait for the computer to do something stupid – which it will, given the opportunity. It'll usually fling itself off the cage, which is good for instant yellow body damage. Whatever you do, don't jump off after them – you'll never hit.

STEEL CAGE

These are almost impossible to win unless your opponent's knackered. The best way

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

to do this is to Power Irish Whip them into the sides of the cage, then grapple them when they're caught in the ropes – this should grate their face against the mesh.

TAKING IT OUTSIDE

You've got to watch your back if you take the fighting onto the streets. Here's the main things to look out for if you're not in the squared circle...

BACKSTAGE

Most of the action takes place around the buffet table. Grapple an opponent against it to shove their face into the food or squirt fizzy drinks into their face. If there's a stage hand walking past, you can either steal his pop, or slam him on top of your opponent. Which seems a bit unfair, but there you go...

PARKING LOT

As with real life, the most exciting fights often start in the carpark. You can Irish whip an opponent into any of the cars, and they all have different effects – one lets you slam an opponent onto the bonnet, another into the hood and so on. By far the best option, though, is slamming them into the truck at the back – this opens it up to reveal a tyre iron that you can use to remodel their skull. Yikes.

BAR BRAWL

Sadly, there's no option to smash beer bottles over a man's head here, but there's still plenty of damage you can do in this surprisingly quiet bar. You can throw opponents into the bar, into the basketball machine (though the positioning's incredibly tricky) or into the jukebox, but by far the best option is slamming them into the pool table. From there, simply grapple them to smash a pool cue across their back... ooh.

CREATE-A-WRESTLER

SmackDown! is famous for having the best Create-a-Character system you've ever seen anywhere in the world, ever. It can be a bit bewildering for the novice creator, though, which is why we've put together a guide to show you how it works. We can also show you how to create some of the biggest names missing from the roster.

1. PICKING A NAME

The 'announcer call' system's been improved, so you can pick common names as well as nicknames – if you've created Matt Hardy, select his announcer call as 'Matthew'. But if you've created an obscure bloke like Viscera, on the other hand, you'll have to go with a more general description, like 'The Monster', which is just as impressive.

2. GETTING THE LOOK

Clothes are easy – the secret to a really spot-on recreation of, say, Jimmy 'superfly' Snuka is getting his face right. Pick one of the seven basic face shapes, then tweak it by widening the jaw or nose, or giving it more depth. You really need a pic to work from, but it's well worth the effort when you see your creation stride into the ring.

3. USING LAYERS

There are a huge array of accessories to start with, but it's possible to make even more if you mix them up. For instance, if you want big long sleeves like Jeff Hardy's, combine gloves, wristbands and elbow pads. If you want facepaint like Heidenreich's new Legion Of Doom look, you'll need to combine some skull paint with a nice set of horns.

4. PICKING YOUR MOVES

Each of these comes with a lengthy description of what they do. You'll want at least one move that can make an opponent bleed. It's also best to pick a selection of moves that target a specific body part.

5. USING WHAT'S ALREADY THERE

New SmackDown! lets you clone a lot of things from existing wrestlers, so be creative. If you're creating your own Charlie Haas, it's worth simply copying Shelton Benjamin's moveset. If you're making the Ultimate Warrior, you can nick some of Batista's moves but you'll need to get a bit more creative with the finishers.

MAKING A MAN

We show you how to build the WWE's newest and best wrasslers...

MATT HARDY

CRUISERWEIGHT

FACE TYPE:6
HAIR:81
FACIAL HAIR:6
HEIGHT:6'
GLOVES:5
WRISTBANDS:2
PANTS:3
FIGHTING STYLE:Luchador, Grappler

JUVENTUD

CRUISERWEIGHT

FACE TYPE:2
HAIR:32
HEAD ACCESSORIES:	
OTHER:27
JACKET:13 (35,55,21)
BODY: Accessories: 24
FLAG:24
TIGHTS:1 (white)
BOOTS:1 (black)
FIGHTING STYLE:Luchador, Technical

VISCERA

SUPER HEAVYWEIGHT

HAIR:13 (89, 50, 69)
FACE SKIN:7
EYES:16
BODY SKIN:(96, 50, 23)
LIPS:(97,54, 20)
FIGHTING STYLE:Brawler, Grappler

JOHNNY NITRO - MNM

HEAVYWEIGHT

HAIR:33
HEAD ACCESSORIES:
GLASSES:10
HEAD ACCESSORIES:
OTHER:2,3, 4
COAT:6
PANTS:4 (41,22,42)

OR TRY THIS LOT...

Don't fancy making a big, musclebound man? Try making some guest stars from other games like Resi and Devil May Cry instead.

KRATOS (FROM GOD OF WAR)

HAIR:91
BODY SKIN:7
FACE PAINT:10
MAKE UP:2
GOATEE:11
WRIST BANDS:20
PANTS:1

KRAUSER (FROM RESI 4)

HAT:18
GLOVES:10
TORSO: Clothes 93
FACE PAINT:14
PANTS:19 Pattern 12

DANTE (FROM DEVIL MAY CRY)

HAIR:7
COAT:5
GLOVES:1
PANTS:62
SHOES:3

PSP

BURNOUT LEGENDS

Unlockable	How to Unlock
Assassin compact	Awarded at 15 takedowns
Assassin muscle	Awarded at 30 takedowns
Classic legend	Awarded for gold in big sure shore legend face-off
Compact collector	Awarded for gold in (random) Silver Lake eliminator
Compact cop	Awarded for bronze in Silver Lake or Airport 1 & 2 pursuit
Cop Racer	Get Gold in all Pursuit events
Dominator compact	Awarded at 10,000 Burnout points
Dominator muscle	Awarded at 25,000 Burnout points
Fire Truck	Get Gold on all Crash events
Gangster Boss	Get Gold in all Race events
Gangster legend	Awarded for gold in Palm Bay legend face-off
Legend compact	Awarded for gold in Interstate Loop legend face-off
Legend j-muscle	Awarded for gold in Airport 1 & 2 legend face-off
Muscle collector	Awarded for gold in Harbor (random) Town eliminator

Muscle cop

Awarded for bronze in Harbor Town or Sunrise Valley pursuit

Tuned compact

Awarded for 5 gold medals

Tuned muscle

Awarded for 20 gold medals

GTA: LIBERTY CITY STORIES

Enter these codes while playing the game

Effect: Aggressive Drivers

Code: **Ⓢ, Ⓢ, →, ⓧ, ⓧ, ←, Ⓢ, Ⓢ**

Effect: All Green Lights

Code: **Ⓢ, Ⓢ, →, Ⓢ, Ⓢ, ←, ⓧ, ⓧ**

Effect: All Vehicles Chrome Plated

Code: **Ⓢ, →, ←, ↓, ↓, →, →, Ⓢ**

Effect: Black Cars

Code: **Ⓢ, Ⓢ, →, Ⓢ, Ⓢ, ←, Ⓢ, Ⓢ**

Effect: Bobble Head World

Code: **↓, ↓, ↓, Ⓢ, Ⓢ, ⓧ, ←, →**

Effect: Cars Drive On Water

Code: **Ⓢ, ⓧ, ↓, Ⓢ, ⓧ, ↑, ←, ←**

Effect: Change Bike Tire Size

Code: **Ⓢ, →, ⓧ, ↑, →, ⓧ, ←, Ⓢ**

Effect: Clear Weather

Code: **↑, ↓, Ⓢ, Ⓢ, ↑, ↓, Ⓢ, ←, →**

Effect: Commit Suicide

Code: **←, ↓, ←, →, ⓧ, Ⓢ, ↑, Ⓢ**

Effect: Destroy All Cars

Code: **←, ←, ←, ←, ←, →, ⓧ, Ⓢ**

Effect: Display Game Credits

Code: **←, →, ←, →, ↑, ↓, ←, →**

Effect: Faster Clock

Code: **←, ←, ←, ←, ←, →, Ⓢ, ⓧ**

Effect: Faster Gameplay

Code: **→, →, ←, →, →, ←, ↓, ⓧ**

Effect: Foggy Weather

Code: **↑, ↓, Ⓢ, Ⓢ, ↑, ↓, ⓧ, ←, →**

Effect: Full Armor (Blue Bar)

Code: **←, →, Ⓢ, Ⓢ, ←, →, ⓧ, ←, →**

Effect: Full Health (Righted Bar)

Code: **←, →, ⓧ, ←, →, Ⓢ, ←, →**

Effect: Have People Follow You

Code: **↓, ↓, ↓, Ⓢ, Ⓢ, Ⓢ, ←, →**

Effect: Money Cheat (\$250,000)

Code: **←, →, Ⓢ, ←, →, Ⓢ, ←, →**

Effect: Never Wanted

Code: **←, ←, Ⓢ, →, →, ⓧ, Ⓢ, Ⓢ**

Effect: Overcast Weather

Code: **↑, ↓, ⓧ, ↑, ↓, Ⓢ, ←, →**

Effect: Pedestrians Attack You

Code: **←, ←, →, ←, ←, →, ↑, Ⓢ**

Effect: Pedestrians Have Weapons

Code: **→, →, ←, →, →, ←, →, Ⓢ**

Effect: Pedestrians Riot

Code: **←, ←, →, ←, ←, →, ←, Ⓢ**

Effect: Perfect Traction

Code: **←, ↑, ←, →, Ⓢ, Ⓢ, ↓, ⓧ**

Effect: Rainy Weather

Code: **↑, ↓, Ⓢ, ↑, ↓, Ⓢ, ←, →**

Effect: Raise Media Attention

Code: **←, ↑, →, →, Ⓢ, Ⓢ, ↓, ⓧ**

Effect: Raise Wanted Level

Code: **←, →, Ⓢ, ←, →, Ⓢ, ←, →**

Effect: Random Pedestrian Outfit

Code: **←, ←, ←, ←, ←, →, Ⓢ, Ⓢ**

Effect: Slower Gameplay

Code: **→, Ⓢ, ⓧ, →, Ⓢ, Ⓢ, ←, →**

Effect: Spawn Rhino

Code: **←, ←, ←, ←, ←, →, Ⓢ, Ⓢ**

Effect: Spawn Trashmaster

Code: **Ⓢ, Ⓢ, ↓, Ⓢ, Ⓢ, ↑, ←, ←**

Effect: Sunny Weather

Code: **←, ←, Ⓢ, →, →, Ⓢ, Ⓢ, ⓧ**

Effect: Upside Down Gameplay

Code: **↓, ↓, ↓, ⓧ, ⓧ, Ⓢ, Ⓢ, →, ←**

Effect: Upside Up

Code: **Ⓢ, Ⓢ, Ⓢ, ↑, ↑, →, ←, →**

Effect: Weapon set 1

Code: **↑, Ⓢ, Ⓢ, ↓, ←, Ⓢ, Ⓢ, →**

Effect: Weapon set 2

Code: **↑, Ⓢ, Ⓢ, ↓, ←, Ⓢ, Ⓢ, →**

Effect: Weapon set 3

Code: **↑, ⓧ, ⓧ, ↓, ←, ⓧ, ⓧ, →**

Effect: White Cars

Code: **ⓧ, ⓧ, →, Ⓢ, Ⓢ, ←, Ⓢ, Ⓢ**

MULTIPLAYER CODE

Effect: All cars and pedestrians unlocked for all three islands in multiplayer

Code: **↑, ↑, ↑, Ⓢ, Ⓢ, Ⓢ, ←, →**

MONSTER HUNTER FREEDOM

TRAINING SCHOOL

To unlock the training school, you have to unlock the Lvl 2 missions from the town sage and complete the mission 'The Great Jungle Kut-Ku'. This will unlock a training school for you to fight against the kut-ku with limited weapons, armour and items.

PURSUIT FORCE

CHEAT MODE

At the main menu, select "Options", then choose the "Cheats" option and enter one of the following codes to activate the corresponding cheat function:

DOUBLE DAMAGE

Enter "Double Damage" as a code.

LASER SIGHTS ON GUN

Enter "Laser Law" as a code.

BIG WHEELS

Enter "Big Wheels" as a code.

NO CIVILIAN TRAFFIC

Enter "Open Road" as a code.

LOCO ROCO

GUIDE TO FINEST 12 OF THE HARDEST MUI MUIS

WORLD ONE - LEVEL ONE

A fairly simple start to finding the Mui Muis. At the start of the level turn left and leap onto the flowers to find the hidden fruit.

Head down, scooping all the Locos, remembering to bash into the platform and the spinner for more.

Now you can drop through the gap and onto the flowers where you'll need to collect four more.

When you have all 18, roll to the left and leap up to go through the wall to unlock the Mui Mui.

WORLD THREE - LEVEL ONE REQUIRES SOME DEFT BLOB-MANIPULATION...

After being blasted skywards by the air stream you will hit an eye-shaped block with a flower on it.

Work your squishy blob-thing around it until you can land on top.

Now leap over to the left, towards the wall, and find the secret room.

Roll onto the jelly and use it to launch you upwards to the right and here you will find the Mui Mui.

WORLD THREE - LEVEL SIX A BIT LIKE THOSE CONVEYOR BELTS AT AIRPORTS, BUT CUTER.

Towards the end of this level, after splitting up and reforming, you hit this long conveyor belt.

Halfway along is this gap in the roof, which you'll need to jump into.

Use lots of little tiny leaps to move along the belt until you can jump inside.

Now time your roll under the spikes to reach the Mui Mui.

WORLD THREE - LEVEL SEVEN

DIVIDE AND CONQUER!

As you near the end of the level, leap onto this tiny block to reach the ledge above.

Now slam yourself against the wall to crack it and head inside.

Now break into LocoRocos and jump into the stream while also tilting the screen to the left...

You'll get to your goal and one of your little chaps will collect the Mui Mui.

**WORLD FOUR - LEVEL ONE
THIS'LL TEST YOUR LOCOROCO
SKILLS TO THE LIMIT.**

Tricky, this. First you need to get on the other side of the beach ball.

Shunt it into the hole and leap over, or split up and slide underneath, to reform under the ball.

Push the ball left, to the wall. Split and slide under, reform into three or so big blobs and start jumping.

This will eventually work the ball into the gap and open the way to the Mui Mui for you.

**WORLD FIVE - LEVEL ONE
IT'S A JUMPING MASTERCLASS...**

You better be nifty with the triggers as this Mui Mui demands deft control.

From the start of the level roll to the right until you go underneath this tilting platform.

Leap up onto it from the right hand side and roll left, quickly jumping up onto the next ledge.

From here keep leaping upwards, from flower to ledge until you reach the top and the Mui Mui.

**WORLD FIVE - LEVEL ONE
MISERABLE BLOBS UNITE!**

You need to find the miserable looking blob and use him to launch you into the air.

To hit the platform above you need to tilt to the right just as soon as he starts to fire you skywards.

Once you land here, there are a string of platforms above you. These lead via a spinning flower to the Mui Mui. He'll be jolly happy to see you.

**WORLD FIVE - LEVEL ONE
MAXIMUM FLOWER POWER!**

Towards the end of the level you're pulled along in a stream of bubbles, to an owl. Of course.

Leap over him and bounce onto the platform on your right.

From here you'll be able to see a string of ledges that leap upwards to a set of flowers.

Use small movements to stop the flowers swaying as you leap up to reach the hardest Mui Mui.

**WORLD FIVE - LEVEL FIVE
SLINGSHOT MADNESS.**

When you roll past the sleeping moon, you'll find a catapult - but don't use it.

Roll off the end into the darkness below. A stream of bubbles will lift you into another catapult.

Use this one to fire you straight into a third catapult - but this one is aimed at 45 degrees.

Launch yourself off here and the Mui Mui will be right under your flabby nose.

**WORLD FIVE - LEVEL EIGHT
DANCING ON THE CEILING! ALMOST.**

Wobble along the corridor and climb out of the spider-juce pool to see this slab of bone.

Leap through the bone-slab and jump onto the sticky ceiling above. Roll up close to the spicke...

Drop onto the tooth-shaped platform below. Make a small jump to the right to reach the next ledge.

Once you've landed safely, jump back onto the sticky ceiling and roll along to collect the Mui Mui.

IDLE SEQUENCES

While playing the game, split all of the Rocos apart in a safe place (or at a place where they will not fall). After awhile they will start to play with each other, "dogpile" the person singing the chorus, or line up in a line and count to the number of Rocos you have in Japanese.

LUMINES**UNLOCKABLE PLAYER AVATARS**

Avatar	How to Unlock
Character 23Get 50 deletes in Time Attack 60
Character 24Get 150 deletes in Time Attack 180
Character 25Get 250 deletes in Time Attack 300
Character 38Get 500 deletes in Time Attack 600
Character 39Beat level 1 in VS. CPU
Character 40Beat level 2 in VS. CPU
Character 41Beat level 3 in VS. CPU
Character 42Beat level 4 in VS. CPU
Character 43Beat level 5 in VS. CPU
Character 44Beat level 6 in VS. CPU
Character 45Beat level 7 in VS. CPU
Character 46Beat level 8 in VS. CPU
Character 47Beat level 9 in VS. CPU
Character 48Beat level 10 in VS. CPU

**STAR WARS
BATTLEFRONT II**

Pause the game to enter these codes in single player mode

Effect: Infinite Ammo

Code: ↑, ↓, ↑, ↓, ↓, ←, ↓, ↓, ←, ↓, ↓, ↓, ↓, ←, →

Effect: Invincibility

Code: ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓, ↑, ↑, ↑, ↑, ←, →

Effect: Low-res Soldiers (single player only)

Code: ↓, ↓, ↓, ↓, ↑, ↑, ←, ↓, ↓, ↓, ↓, ↓, ←, ↑, ↑, ↑, ←

Effect: No HUD (single or multi-player)

Code: ↑, ↑, ↑, ↑, ↑, ←, ↑, ↑, ↓, ↓, ↓, ↓, ↑, ↑, ←, →

Effect: Party-Time Jedi/Wampa Hit Effects (single player only)

Code: ↑, ↓, ↓, ←, ↓, ←, →

Effect: Slow-mo sounds (single player only)

Code: ↑, ↑, ↑, ↑, ↑, ↓, ↑, ↑, ↑, ↓, ↓, ↓, ↓, ←, ↑, ↓, ↓, ←, →

**SYPHON FILTER:
DARK MIRROR****AMMO EXPERTISE**

Expert: Around 250 Headshots; Elite: around 500 Headshots

ARMOR EXPERTISE

Expert and Elite badges are earned by finding Flak Jackets.

EXPLOSIVE EXPERTISE

Expert: Around 200 Exp. kills(MGL, SMAW or M67) Elite: 500 Exp. kills

FIELD MEDIC

Expert and Elite: Just keep on Healing

GADGET EXPERTISE

Expert and Elite: Get Kills with Taser, Laser Mines, Claymores

HAND-TO-HAND

Expert: Around 30 Melee kills; Elite: Around 50 Melee Kills

ONE HANDED SKILL

Expert: Around 250 Single Handed Guns(pistols) Elite: Around 500 Single Handed Guns

TRIAGE

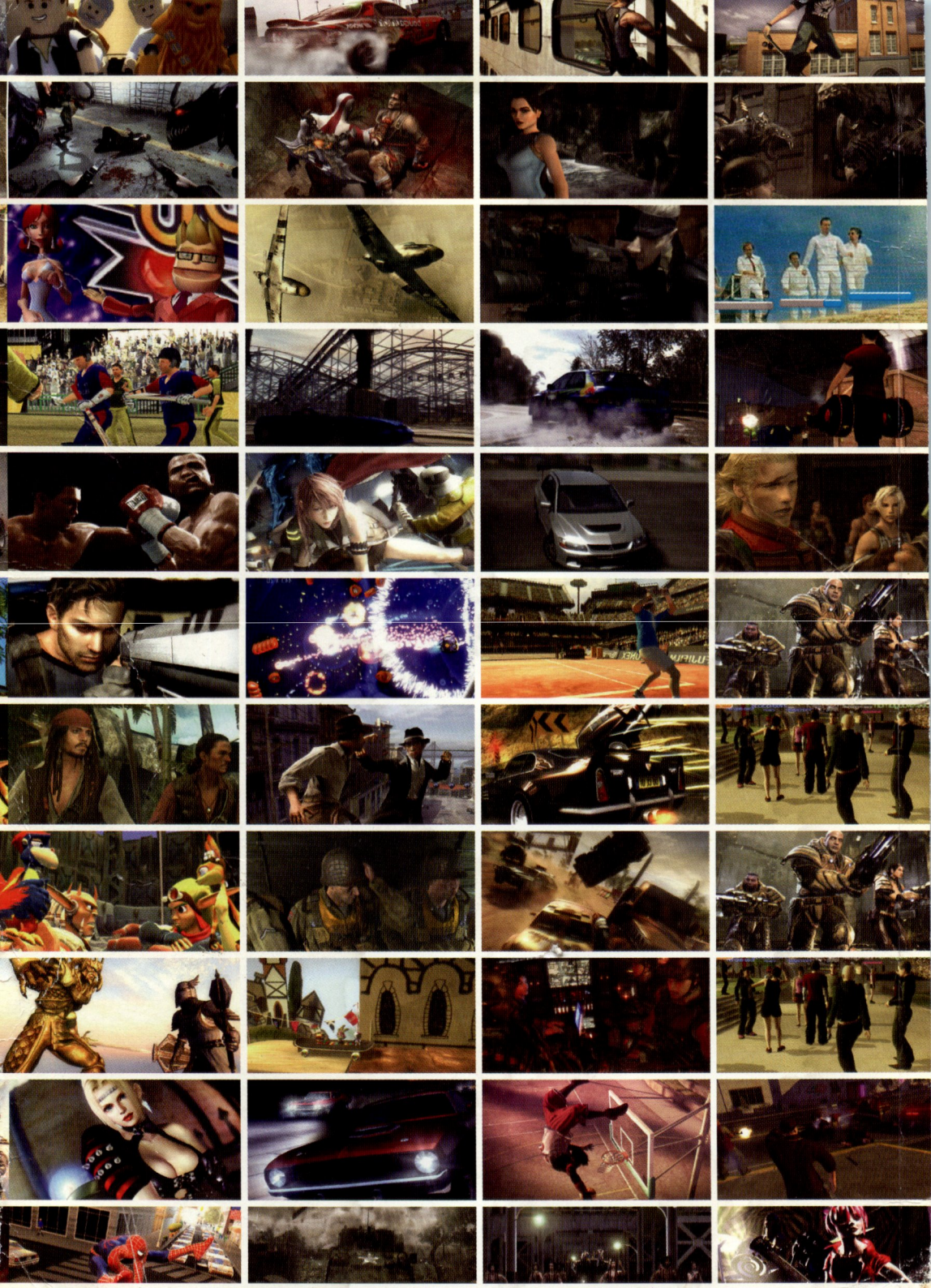
Expert: Around 100 Revives; Elite: Around 200; You must keep reviving as well


TRAINING REWARDS

From the main menu select single player. Then select training mode. Then chose the training level you wish to try.

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