

OPS2 Magazine Presents
Only Available With OPS2#73

FULL GUIDE

URBAN CHAOS

RIOT RESPONSE™

CRACKING HEADS AND KICKING ASS!
EVERY BOSS, MASK AND SECRET REVEALED!

PLUS

A-Z
OF ALL THE LATEST
CHEATS

PLUS

FULL PSP GUIDES

SPLINTER CELL
ESSENTIALS

COMPLETE WALKTHROUGH!

Hit
the road,
Jak

DAXTER

ORANGE OTTSEL'S SOLO
ADVENTURE CRACKED!





“ HERE ARE SOME THINGS I'D LIKE A FULL WALKTHROUGH FOR...

1. CHATTING UP GERMAN AU PAIRS.
2. COOKING THE PERFECT STEAK.
3. FOOLING A LIE DETECTOR MACHINE.

YOU WON'T FIND ANY OF THAT HERE, THOUGH. BECAUSE RATHER THAN DEVOTING OUR TIME TO LEARNING SELF-IMPROVING SKILLS, WE'VE MOSTLY SPENT THIS MONTH PLAYING GAMES. YEAH: AGAIN. OVER THE SUBSEQUENT PAGES YOU'LL FIND THE FRUITS OF OUR TIRELESS LABOURS IN THE FORM OF FULL GUIDES TO *URBAN CHAOS*, *SPLINTER CELL ESSENTIALS* AND *DAXTER*. WE'VE EVEN MANAGED TO CROWBAR IN A HOT BLAST OF NEW CHEAT CODES AT THE END, JUST TO CLEANSE YOUR PALATE. SO THE GOOD NEWS IS THAT, WITH OUR HELP, YOU NEVER NEED GET STUCK ON A GAME AGAIN AND CAN DEVOTE THE EXTRA SPARE TIME TO BECOMING A SUCCESSFUL LOTHARIO/MICHELIN-STARRED CHEF/MASTER CRIMINAL. US? WE'LL BE HERE. COMPLETING GAMES. FOR YOU.

THIS LOT DID THIS BOOK

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URBAN CHAOS: RIOT RESPONSE

HOW TO USE THIS GUIDE

The locations of secrets, gang masks and how to capture each boss alive is detailed at the end of each mission walkthrough. At the very end of the guide we also reveal how to crack the 'emergency situations' unlocked by keeping those bosses alive. Good luck!

LEVEL 1: HOPE STREET PRIMARY OBJECTIVE

■ Defend Hope Street police station from the Burner gang

SECONDARY OBJECTIVES

Follow Sgt Wolf and defend the exterior parking lot

You arrive with Sgt Wolf in the back of a police van and the doors open onto the parking lot with a battle in full swing. Follow Sgt Wolf and take out as many gang members as you can.

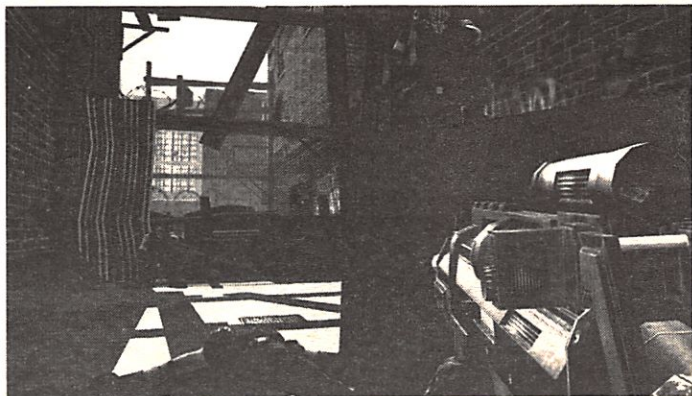
Follow Sgt Wolf and defend the lower motor pool

Wolf now takes you underneath the building for the next mission – watch out on the ramp down to the motor pool as two particularly troublesome gang members are throwing molotov cocktails right into your path.

The easiest way to avoid the homemade bombs is to take cover behind the pillar on your right and take them out through the small gap. Once they're down, there are two more guys on the balcony above.

Pick up a shield from the rack

Walk forward and grab a riot shield. Be ready as you exit the weapons room, because you'll be attacked by three gang members.



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Locate fireman Doug Johnson

You'll find Doug back up by the entrance to the lower motor pool.

Protect fireman Doug Johnson

The idea here is to keep Doug safe from the gang members climbing over the wall in front of you as Johnson's talking. It's not that tough a task.

Order the fireman to break open the door

Once the door's down, enter the building but don't tread in the flames! There's a gang member round the corner to your right – take him down.

Locate the other shut-off valve

Use your shield to get past the jets of flame coming from the pipes. There are two sets of these, and the valve you want is round the corner to the right of the second jet. A gang member attacks you as you approach the valve, though.

Locate the locker room

Tell Johnson to open the pink door

with flames creeping up from underneath. He leaves you here, so go through the next set of doors and out onto the balcony above the motor pool. There are two bad guys in here – one along the platform to your left and one on the other side of the room, on the opposite balcony.

Locate the administration wing

Fight through the locker room – shooting the fire extinguisher at the back smokes the place up, making it harder for the gang members to aim. Mind the truck that crashes through the wall as you're approaching the room's exit.

Locate the cell block and prevent Estevez from escaping

Past the locker room you'll find a set of stairs where a cop will take you to your first hostage situation. Estevez is the guy holding a gun to the policeman's head – use your shield to take him down and pop shots at him while he's reloading. You'll have to do this three times before he goes down.





LOCATION OF THE GANG MASKS

1. At the bottom of the stairs down to the motor pool.
2. In the weapons room with the shield.
3. In the shower room, to your right as you enter the locker room.
4. In the corner of the administration wing, just before you pick a fight the gang leader.
5. Behind the pillar in the room with the gang leader.

LOCATION OF BOSS, AND HOW TO CAPTURE HIM ALIVE

The gang leader is located in the central room of the police station, at the end of the corridor from the administration room.

Use your shield to get through the corridor, then shield-bash the gang members guarding the leader. He's in a round reception desk in the middle of the room, so you'll have to circle around to the entrance with your shield up, before zapping him with your stun gun.

LEVEL 2: WESTSIDE CANALS

PRIMARY OBJECTIVE

- Clear the Westside canals of all gang activity

SECONDARY OBJECTIVES

Locate the medical team

A T-Zero chopper drops you at the scene. Once you've talked to the cop that approaches you, a truck explodes nearby, creating a route down to the canal side. Drop down and shoot the lock off the gate, taking out the gang member that appears. At the top of the ramp, turn right and you'll see a cop car crash. Cross the bridge towards the burning ambulance, and shoot the gang members that climb over the top of it. Finally, speak with Teresa, the medic next to the ambulance.

Gain access to the warehouse

Take the route down to the canal behind Teresa. Take out the bad guys that appear and follow the path to the warehouse.

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Locate and rescue the captured medic

Walk up the ramp into the warehouse. You need to take out all the gang members on the lower floor and make your way up the stairs – watch out for the guy hiding behind the boxes. Walk across the gangway, take out the four or five gang members and the leader, too. You'll find the medic in the small room around the corner.

Locate the missing civilian

As you make your way out of the warehouse, a car crashes through the doors – take out the gang members that emerge and then head outside. You're in a small road and the missing civilian is being chased towards you past a big bin, where he collapses. Take out his pursuers and talk to him.

Use the medic to heal the civilian

Get in close to the civilian and you'll be given the option to order the medic to help him out. This takes

some time, and you have to defend the position while she works on him.

Locate the warehouse owner

The cop from the beginning of the level moves into your position to help you clear the area. Once this is done, the medic calls you over to tell you that the civilian's boss is trapped in the other warehouse. Several bad guys spill out from the building – once you've taken them out, get inside, follow the route through the broken chain link fence and then climb up the stairs. The gang members cut the power at this point, so use your torch and make your way round the upper corridor. Take out all the gang members and deal with the hostage situation as before – the hostage you rescue is the man you need.

Escort the warehouse owner as he reconnects the power

Lead the warehouse owner down the

stairs to the power switch, using your torch to find it in the dark. Order him to restore the power.

Return to the medic

The warehouse owner retreats to his office. Go back down the stairs and kill all the gang members who appear at the warehouse exit. Then make your way back to the medic.

LOCATION OF THE GANG MASKS

1. The first one is in an alley, just past the padlocked gate.
2. In the first warehouse, in the room at the top of the stairs.
3. At the far end of the alleyway to the right of the shutter door in the second warehouse.
4. In the basement power room in the second warehouse.
5. In the warehouse owner's office.

LOCATION OF BOSS, AND HOW TO CAPTURE HIM ALIVE

You'll find him on the upper floor of the warehouse, at the end of the corridor to the room the medic's being held in. To take him down, clear the warehouse and approach him slowly, using your shield. Get in close and tazer the fool to sleep.

LEVEL 3: WEBSTER STREET

PRIMARY OBJECTIVE

- Protect the fire crews in the Webster Street area

SECONDARY OBJECTIVES

Take out the alleyway defenders

Kill the two gang members on the walkway high up in the alleyway in front of you. The fireman will put out the fire blocking your path.

Locate the fireman trapped in the alley

Proceed down the alley and take out the gang members attacking the fireman who emerges from the building. Carry on down the alley, getting the fireman to remove all obstacles, and find fireman Steve.

Gain access to the main burning building

When the fireman is ready to go on, order him to put out the fire and then lift up the shutter door. Duck under the shutter and open it from the inside. Instruct the fireman to smash open the door inside – he'll give you a thermal breather before you go in.

Gain access to the roof

Use the fireman to remove debris and put out fires as you move through the building. Be aware that when he warns you he's opening a backdraft door, you need to use your shield to avoid taking damage from the flames. Carry on until you reach the roof, and then speak to the medic there.

Rescue all trapped civilians from the burning building

There are three civilians to rescue, and they each conveniently trigger a timer when you find them.

Civilian one

Make your way to the stairs, killing or arresting any enemies and instructing the fireman to smash any doors and put out any fires on the way. Go down the corridor and a gas jet will explode – use your shield to get past it and enter the room. Turn the valve to stop the jet and order the fireman to pick up the civilian. Return to the roof as

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quickly as possible. If you're lost, look for exit signs – which should lead you to the stairs – and then look for the red sign hanging from one, which is outside the corridor which leads to the roof.

Civilian two

Again, get to the staircase and go down one floor and right, through the door next to the blocked staircase. Go down the corridor and up the stairs at the end. Tell the fireman to pick up the civilian and head back to the roof.

Civilian three

This time, when you reach the stairs, go up and through the backdraft door. Then take a left and drop through the hole in the floor. Proceed into the next room and pick up the civilian. Drop down another hole, exit through the door and head down the corridor. Go up one flight of stairs and then out to the roof.

Defend the roof from attacking gang members

Just do exactly as it says: take out all the enemies attacking from an adjacent rooftop.

LOCATION OF THE GANG MASKS

1. In the alleyway where fireman Steve dies, at the top of the first ladder on the right.
2. At the end of the same alleyway, up the ladder which takes you to the roof of the building.
3. As you first enter the building, there's a mask behind the fire next to the stairs.
4. When looking for civilians in the burning building, go down the stairs and through the door on the right. When the gas jet explodes, use your

shield to get past it and go into the room – the mask is behind the door.

5. Again, when looking for civilians, go up the stairs and through the backdraft door. Go right, into the room with the big hole in the middle of the floor, and you'll find the mask on the unit to the right.

LOCATION OF BOSS, AND HOW TO CAPTURE HIM ALIVE

He's at the top of a flight of stairs in the burning building – just after you cross a walkway and you're heading to the roof. To get to the walkway, ask your fireman buddy to put out the fire and then smash it up.

While he's busy doing that, you can take down the five gang members waiting outside for you by shooting at them through the window. That way, when you come to take down the boss, it's one-on-one and you can just use the shield to sneak up and fry him senseless.

LEVEL 4: CITY HALL PRIMARY OBJECTIVE

■ Regain control of the City Hall area

SECONDARY OBJECTIVES

Locate and rescue the medic

Head into the square and take out the two molotov and two cleaver gang members attacking the medic by the central monument. Talk to her and she'll tell you to rescue two civilians.

Return first civilian to the ambulance

Head out of the square, over the road, and the first civilian is to the left of a burning car. Instruct the medic to heal the civilian, and protect her while she does so. Once she's done, lead them both back to the ambulance where you started the level.

Return second civilian to the ambulance

Head out across the square again and cross the road to the PPS building. Kill all the enemies lurking around the outside and then you're free to enter the building. You'll find the civilian in the back room, so instruct the medic to heal once again before leading them both back to the ambulance and to safety.

Gain access to the store roof

Follow the cop who approaches you to the store. After the van is hit by a rocket, enter the computer store and proceed up to the roof using the stairs and a ladder.

Rescue the hostage

Deal with the hostage situation the same way you did before.

Provide air support for the police on the ground

A helicopter arrives, so quickly jump in it and get behind the mini-gun. Spray away at the enemies on the ground and rooftops.

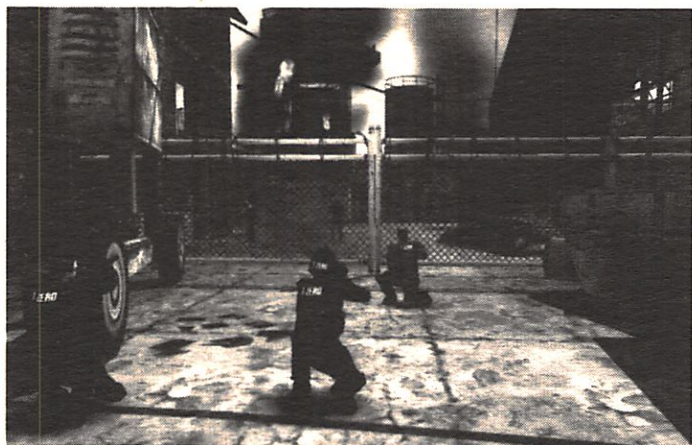
Enter the sewers via the crash site

Under heavy attack, the chopper drops you off before crashing. Use the fire escape to get you back down to the ground and pursue the enemy with the RPG into the sewers through the crash site.

Take the gang leader alive

On this level, the gang leader is your boss target. Start by taking out the gang members on the walkways as you enter the sewers. Carry on until you reach the bottom of a slope. From the top, the gang leader fires rockets





down at you in two or three-round bursts, so use your shield to prevent damage and move up the zig-zagging path – stopping for cover at the small room at the side if you need to.

As you reach the top he'll retreat to another room. Carry on advancing – using your shield for protective cover when you come under attack – and take out the final set of guards. Then the leader will throw the RPG down, so now's your chance to get in close and stun him – don't kill him!

LOCATION OF THE GANG MASKS

1. In the left corner as you're looking at the City Hall building.
2. In the computer shop on the ground floor.
3. On the rooftop where you get dropped off by the helicopter.
4. In the sewers, across the walkway to the right just before the gang leader fight.
5. In the final room with the gang leader, to the right of the old sofa.

LEVEL 5: EASTSIDE DOCKYARD

PRIMARY OBJECTIVE

- Secure the dockyard

SECONDARY OBJECTIVES

Accompany the fireman back to his crew

Speak to the fireman, and then take out all the gang members that attack you. Duck under the container and hit the switch to your left to raise it so that the fireman can follow you.

Proceed through the containers until you reach a building – get the fireman to open the shutter. Duck under the shutter and clear the building before heading upstairs to activate the switch next to the window to raise the container outside.

This opens up a route inside for the fireman, so use the Follow order to call him into the building, then instruct him to smash the green door upstairs. Head out over the container tops, taking down all gang members. When you see a medic, jump down off the containers and speak to her.

Protect the fire crew

Head around to the front of the warehouse and save the fireman being attacked by cleaver-wielding bad guys. He'll tell you about the firemen trapped inside the building.

Find and return casualties to the medic

Another search and rescue in a burning building...

Casualty one

Proceed into the warehouse and instruct the fireman to break down the rubble blocking the way. Pass through the backdraft door to the right and ask the fireman to break down the door on the right inside. Then head up the stairs and get the fireman to smash open the door at the top for you.

A bomb collapses part of the wall to the right – kill the gang members lurking inside. Go through the backdraft door and pick up the injured fireman before heading out to the medic.

Casualty two

Head back into the building and return to the location of the previous casualty. Proceed further into the building, where you'll find an injured civilian. Order the fireman to pick him up and head back outside to the medic. On the way, the floor collapses – drop down and wait for help.

Find a way into Pier 5 warehouse

The police arrive to back you up, but they're ambushed. Head out of the building and down the slope to the cop. Now help him to take out all the attacking gang members.

Escort the civilian to the crane control room

Proceed down the slope and go up the stairs that should now be on the right – a dock worker will come out of the portable toilet once the area's been cleared. Lead the civilian back up the slope and up the stairs to the left, where he'll open the doors to the crane control room.



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Storm Pier 5 warehouse

Activate the crane switch and it will then drop all of the objects it was carrying and make a bridge you can use – head over into the warehouse and secure the area.

LOCATION OF THE GANG MASKS

1. In the open container at the top of the ladder, just before you duck under the container where the fireman cannot follow.
2. Behind two small boxes on the route on top of the containers.
3. In the loft area at the top of the tall ladder, after the backdraft door.
4. Across the makeshift bridge once you've pressed the crane control, to the right behind the building.
5. In the final building, behind the crates at the bottom of the slope.

LOCATION OF BOSS, AND HOW TO CAPTURE HIM ALIVE

The boss here is in Pier 5 warehouse, so you can only reach him once the crane has dropped and the bridge is in place. The gang turn out the lights when you're inside – be careful if

you're using thermal, because it's hard to identify the gang leader that way. The best approach is either using your torch or using only non-lethal force when it comes to the storming of the warehouse.

SECRET WEAPON

When you first meet the medic, duck under the collapsed containers and go up the ladder to get a circular saw.

LEVEL 6: CITY METROLINE PRIMARY OBJECTIVE

■ Clear the subway station of all gang members

SECONDARY OBJECTIVES

Protect the train occupants from further attacks

Once you've spoken to Teresa, move from the back of the train to the front – killing the chainsaw-wielding gang member who drops from the ceiling. Speak with the train driver and then head back to Teresa. Another train pulls alongside, and you'll spend the next few minutes running between





Teresa and the driver, trying to keep them both alive. Make sure you take out the guy who stands on top of the other train – he's near the back and he'll kill Teresa every single time if you let him go.

Defend the medic and fire crew

The train crashes. When you regain consciousness, speak with the medic and then move to the stairwell entrance and take out all the gang members you find. You'll meet fireman Forrester, who heads up the stairs and puts out the fire blocking your way. Proceed along this route until you meet with a group of police.

Break through the Burner gang defences

The cops ask you to break through the gang's barricades, so cover Forrester while he does the honours and then move past it.

Reach the subway platforms

Make your way through the darkened pipe room using your thermal breather or torch. Get Forrester to

break open the locked door, then follow the cop on the other side into the generator room. Clear the room and then order Forrester to smash the barricade.

Carry on down the corridor until the doors ahead of you open – this triggers another hostage situation. This time though, one shot is enough to pitch the gang member backwards into the path of an oncoming train.

Locate and rescue the second subway worker

Work your way along the platform towards the stairs, taking down the group of gang members that climb down them towards you.

Head up the stairs and over to the other platform – use your torch to find the door at the end of the platform. Go through the door into the rooms beyond and you'll come to a pair of barrels which explode, shot by an unseen enemy. Move towards the barrels to trigger a second hostage scenario, this time with two stages. The hostage is the second subway worker, Chico.



Locate and clear the ticket office

Follow Chico back to the security shutters and he'll then kindly open them for you. Go through and take the right-hand corridor. This leads to a gang member holding a gun to a cop's head. Take him out quickly and the cop will join you. Head back to the shutters and take the other route up the stairs to the ticket office.

Again, the 'boss' objective is to capture the gang leader. Approach him slowly, taking out as many of the other gang members as possible – their machine guns make it difficult to move while using your shield, but be patient and pick them off one at a time, inching yourself closer to the leader at the top of the stairs so you can zap him unconscious.

LOCATION OF THE GANG MASKS

1. At the crash site, near the fireman.
2. In the green-flared alcove where the medic goes once you're finished at the crash site.
3. Placed in the dark pipe room in the area where the prophet emerges.
4. On top of the generator – you need to shut the power off to retrieve it.
5. Next to the switch that turns off the power in the second hostage scenario.

LEVEL 7: FRANK'S AUTO PARTS PRIMARY OBJECTIVE

■ Locate and rescue the kidnapped reporter and cameraman

SECONDARY OBJECTIVES

Save and protect fireman
Doug Johnson

Doug is pinned down in an alley, so take out his assailants and talk to him once he's safe.

Locate the medic and cop trapped behind the store

Protect Doug while he breaks through the grey double doors to Frank's Auto shop. Once inside, instruct him to open the doors to the right. Inside this room, Doug notices a security switch – use it to lower the store's security shutters to prevent other gang members from entering. Return to the first room and open the other doors, now on your right.

While you work your way through the building to the workshop, Teresa's voice comes over the radio calling for help. Instruct Doug to open the door and then wipe out the enemies that emerge – he puts out the fire while you head upstairs to deal with the gang leader. Then ask him to prop up the shutter that was hidden by the fire so you can meet Teresa outside.

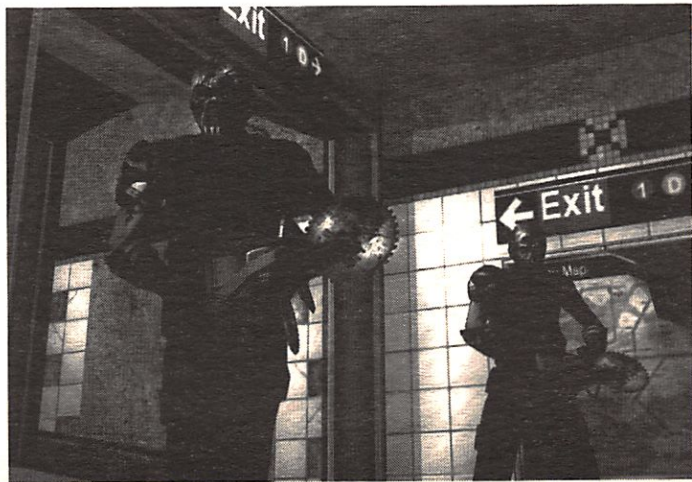
Accompany the medic to the wounded cops

Once you've met with Teresa, take out the gang members that rush down the alley towards you and then follow her to a burning car. Protect her while a group of gang members attack from the other end of the alley, then proceed when the fire goes head.

Take a left into a building and take out the gang members inside, then head through and meet up with a cop. Follow him down another alley, clearing it of gang members as you go. When it's clear, the cop will bang on a security shutter where the wounded cops are holed up.

Locate and then enter the Hendrix building

Climb the ladder in the room and then walk along the rafters to the neighbouring room. Drop down and head out to the street, killing gang members as you go. As you head out into the street, the entrance to the



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Hendrix building is to your right. Head up the stairs and enter the room on top. Loads of gang members attack, so use your shield and take them out.

You'll find a way to the balcony above the staircase you first climbed. A chainsaw-wielding gang member will cut through the door ahead of you – whack him and go through the door. You'll find a burning room with little floor left – inch across the rafters to the left side of the room, taking out the bad guys in the room ahead. Here you'll find the wounded cop, propped up against the wall. Continue out of this room, travel along the corridor taking out all enemies, and eventually enter the room with the journalist and cameraman inside.

Deal with the hostage situation – it only takes one shot, knocking the gang member into a bath, before the journalist takes over...

LOCATION OF THE GANG MASKS

1. In the shutter to the left of where you find Doug surrounded by gangs.
2. In the room behind the counter in Frank's Auto shop.

3. On the balcony at the top of the ladder in the wounded cop's lockup.

4. In the second set of air vents above the cop's lockup, accessible via the rafters.

5. In the Hendrix building in the first room ahead of you at the top of the stairs in the bathroom.

LOCATION OF BOSS, AND HOW TO CAPTURE HIM ALIVE

The gang leader is in Frank's Auto shop, in the room above the workshop. Use your shield up the stairs – you'll be attacked by three gang members at the top. As you turn into the room itself, be sure not to fire any rounds anywhere – it's full of gas canisters and barrels that could kill the boss accidentally.

Your best bet, rather than creeping along the shelving units with your shield up, is to lob a riot grenade into the room to knock him out.

LEVEL 8: GANG WAR PRIMARY OBJECTIVE

■ Rescue Wolf





SECONDARY OBJECTIVES

Protect the chopper from attack

Use the mini-gun in the helicopter to mow down waves of gang members as you fly around the building where Wolf's being held.

Locate the missing worker

The helicopter lands and you're joined by a cop, Daniels. Fight off the small waves of enemies that attack you from the building.

A chainsaw gang member will cut his way through the door which will give you access to the building. Inside you'll find a locked gate. Climb the ladder in front of the gate and crawl over the top, shooting the lock off from the other side. Then you'll need to clear the entire area in front of the elevators and make your way round to the left.

There's another locked door and ladder here – leave Daniels at the bottom again and climb up, edging your way along the ledge and into the crawlspace through the entrance with

a red glow. You're now above the room with the gang leader and the missing worker.

Let Daniels free the construction worker

Clear the room and shoot the lock off the door so Daniels can enter, then instruct him to uncuff the worker.

Locate the fuse box and get the worker to fix it

Head back towards the first padlocked gate. Just before you get there, there's a fuse box on the wall to the right. Instruct the worker to fix it.

Use the lifts to get to the roof area

Daniels and the worker leave and the medic comes to offer you some health. You then have to get in the lift to the immediate right of the fuse box and this takes you up a few floors. When it stops, clear the area and work your way around to the opposite lift, which will take you up some more floors of the building.

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Do the same thing again and then walk up the ramp, which leads to a ladder to the roof.

Find Wolf

On the roof you'll trigger another hostage situation, with Wolf being held at gunpoint. There are four stages here, and each hit you score while the gang member's reloading leads to him climbing a further flight of stairs.

At the highest level he destroys the staircase behind him, forcing you to find an alternative route around the scaffolding on the outside of the building and up a ladder. From that point on, it's just one shot to finish.

LOCATION OF THE GANG MASKS

1. Behind the two crates where the chopper lands.
2. In the crawlspace right above the gang leader.
3. Hidden in a box as you approach the third lift.
4. Behind some boxes after you climb the ladder near the medic.

5. On a crossbeam in the hostage scenario part of the level.

LOCATION OF BOSS, AND HOW TO CAPTURE HIM ALIVE

The boss is in the room beneath the crawlspace through the second padlocked door. You can drop in from several positions, but it's best to check every possible vantage point from up in the crawlspace.

We also recommend picking off as many henchmen as possible before dropping in to knock the main man out, just to make it easier for yourself.

LEVEL 9: ANGEL HEIGHTS

PRIMARY OBJECTIVE

- Secure Angel Heights

SECONDARY OBJECTIVES

Escort the medic to the injured police officer

Move along the corridor and speak with the medic, then go outside and take out the bad guy with a chaingun.

Disable the mini-gun

To get close to him you'll have to wait until he's reloading and charge for cover behind the skip on the central pathway. Take out the gang members giving him covering fire, then pop out and blow him away when you get the chance. Then take the path to the right as you look at the chaingun.

Clear the corridor and find the injured police officer in an alcove to the left. Instruct the medic to heal him.

Protect both the medic and the police officer

Kill all oncoming attackers, including a new stronger bad guy with a shield and magnum.

Escort the medic and the police officer back to the underpass

Take both your companions back outside into the courtyard. There's an explosion up ahead, and you're attacked from behind and in front.

Take everyone out and head back to the underpass.

Take a fireman into Block F to find the trapped civilian

Your buddy Doug Johnson returns to help you retrieve trapped people from a burning building. Take him back to where you rescued the cop, clear the corridor again and instruct Doug to break the door in that's straight ahead. Then proceed up the stairs all the way to the top floor and go through the door.

After the ceiling collapses, go through the backdraft door on the right. Tell Doug to smash the beams and go through the door in front of you. Open the door on your left to the empty room. Open the other door to go back out into the corridor. Next you need to head right and down the stairs, then through the door on the left and ask Doug to smash down the locked door. Open the first door that



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you see on your right and tell Doug to pick up the civilian inside.

Bring the civilian back to the medic
Lead Doug and the civilian back to the underpass.

Locate and rescue the hostage cop
Head back up to the courtyard and speak to the fireman on the left. Then head down into the parking lot and find the cop being held hostage on the lowest floor.

On the way back there are three valves which need activating so he can escape with you. Once back at the surface, you'll have to jump on the chaingun position and spray the courtyard clean with lead.

LOCATION OF THE GANG MASKS

1. In the alcove where the first magnum shield enemy appears.
2. In the room with the gang leader.
3. In the far right corner of the car park as you enter.
4. During the hostage situation in the

corner of the room with all the valves.
5. In the room past the mini-gun.

LOCATION OF BOSS, AND HOW TO CAPTURE HIM ALIVE

The boss is in the building on the right-hand side – the one you enter with fireman Johnson to rescue an injured civilian. The smoke and fire make it very difficult to pick out which of the gang members is the leader once inside, especially from behind your shield, so it's best to use only non-lethal grenades and a stun gun for this part of your mission.

LEVEL 10: MCMILLAN STREET

PRIMARY OBJECTIVE

- Find the most elusive of weapons – the one of mass destruction

SECONDARY OBJECTIVES

Gain access to the Sub Station

Jump out of the van and speak with the cop. Fireman Johnson will join your team, so head through the gap in





the chain-link fence to the right and instruct him to smash through the first barricade. Clear the building straight ahead and release the cop inside. Then come out of the building and head left towards the railway arches.

Clear the area and unblock the arch on the left, then proceed through the tunnel to the electrical power tower.

Disable power to the electrical tower
Instruct Johnson to smash the control panel on each of the five electrical generators – making sure that you give him cover while he does so. Once the power to the tower is finally switched off, you can use the ladder to climb the central tower and gain access to the sub station across a walkway.

Clear the exterior compound of enemies

Proceed through to the exterior compound. Wolf and his team meet you here, crashing through the gates. Clear the external compound and head through the gate in the fence to

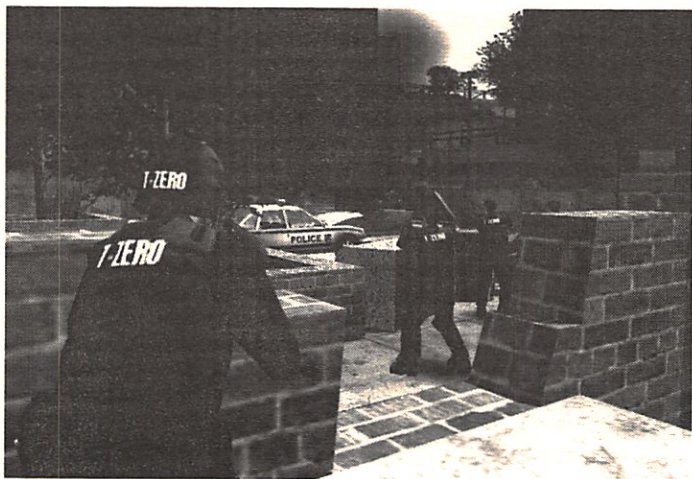
the left as you look to the building to wipe out the last gang members.

Head back to Wolf's van and get in – it'll take you through the gates into the sub station interior.

Disarm the WMD

When it stops moving, get out of the truck and go through the door near the front of it. Head upstairs and find a switch to open the large locked doors at the other end of the sub station. Proceed through these doors, clear the area and climb the ladder in front of you. Now activate the switch on your right at the top of the ladder – you'll find that this will open the doors in the final room.

There are two levels in here. Start by clearing the lower level first, then head up to the second, using the ladder on the left as you go in. Once you've cleared the control room, activate the switch to lower the WMD so Wolf can disarm it. Make your way down to Wolf – he gets taken hostage. Save him, then return to the WMD.



LOCATION OF THE GANG MASKS

1. Under the railway arch that's furthest to the right.
2. On top of the roof of the building where the cop is trapped at the start of the level – follow the roof around the corner.
3. Behind a pile of boxes to the right of the gate which the truck dramatically smashes through.
4. Behind some crates on your left-hand side as you approach the closed red door on the ground floor, having made it into the interior with Wolf.
5. In the final room with the WMD, up on the walkway past the control room against the wall behind a machine.

LOCATION OF BOSS, AND HOW TO CAPTURE HIM ALIVE

The gang leader is in the control room on the upper floor of the interior of the sub station. You'll have to totally clear the room before you can get close to him – use your shield and a ranged weapon to pick off the normal gang members, and riot grenades

when you can to take out the shield carriers. Once he's isolated he's not a problem – just move in, wait for a reload, and then stun him.

SECRET WEAPON

If you save the cop from the fire at the start of the level he'll join up with you and will also be kind enough to give you a grenade launcher.

There's loads of extra grenade launcher ammo up in the small building near the electrical power tower, and also in the room at the top of the stairs in the exterior compound. Don't be fooled by the end sequence that happens now – it's not over yet...

LEVEL 11: SAFE HOUSE PRIMARY OBJECTIVE

- Destroy the remaining burners

SECONDARY OBJECTIVES

Escape the safe house

Collect weapons from the cupboards and drawers, and take out the enemies that drop in through the

windows and arrive in the elevator. Proceed up the stairs and do away with the enemy breaking down the door, then go outside and up the ladder. Proceed down the slope and drop down the step.

Meet the police officers and enter the factory

Make your way round the corner and shoot the lock off the gate. Deal with the gang members then drop down onto the lower roof near the medic and cop. Speak to the cop and he'll give you your thermal breather. Then you need to fight your way across the rooftop and enter the meat factory through the roof window.

Secure the meat factory

Drop onto the boxes below the window and out into the steamy

corridors of the meat factory. Make your way down the walkway to the first of the two main processing rooms with animal carcasses hung from hooks, then along a corridor to the second one.

Save the hostage

At the end of this second room there's a hostage situation, which because of the mist has to be handled using thermal vision. Shoot the hostage taker three times and he'll fall onto a meat hook, and be processed by the machinery. You've now made it to the end of the game. Well done.

LOCATION OF THE GANG MASKS

1. In the safe house, in the corner behind the TV.
2. Near the large light in the small garden when you first go on the roof.



Urban Chaos

3. To your right by the wall just before you drop into the meat factory.
4. Inside one of the two boxes on the wall between the two doors, just before the truck in the meat factory.
5. Right behind you in the corner during the hostage situation.

There is no boss on this level.

EMERGENCY SITUATIONS

All the emergency situations see you racing against the clock to save a VIP from the Burner gang, before escaping in a chopper. These are concise directions on where to go – each route is essentially a straight line, with no deviations – with information about where the masks are in each level.

1. DOWNTOWN

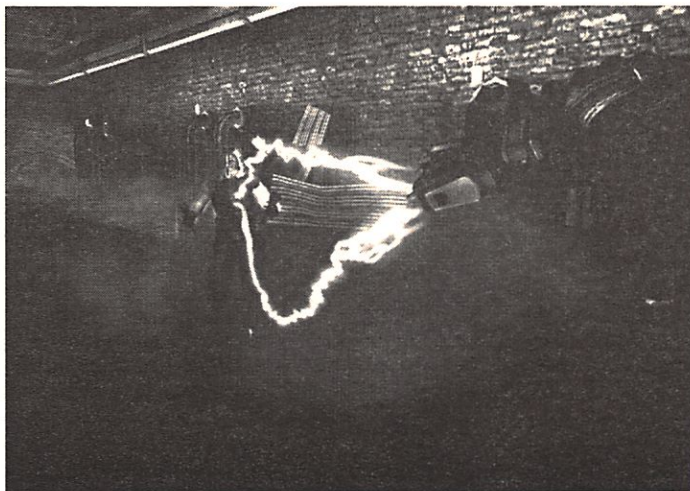
Fight your way along the road and turn right at the city square. Cross the square and turn left and keep going until you reach the café where the VIP

is being held. Head to the roof of the café and clear the area, then return with the VIP to the square where the helicopter is waiting.

MASK LOCATIONS

1. Turn back on yourself at the very start and find the small room on the right – the mask's in there.
2. Near the stairs that lead into the square, between a burnt car and the wall.
3. In the square, head to the right and enter the courthouse. The mask is near the middle of a cluster of three potted plants on the right.
4. As you're heading up the street towards the café where the VIP is held, there's a small alley with a walkway up the left. The mask is on the first stage of this walkway.
5. When you reach the top of the road heading for the café, turn left and follow the wall to find the mask.





2. SOUTH SIDE LOT

Fight through the first warehouse from top to bottom, then cross the river and enter the second warehouse through the storm drain. You'll now need to fight to the upper floor of the warehouse – the official is on the far side, opposite the ramp.

As you reach the official though, a fire erupts behind you. Press on, crossing the bridge back to warehouse one and head to the roof, where the chopper is waiting.

MASK LOCATIONS

1. Under the stairs that lead to the helicopter on the roof.
2. On the ground floor of warehouse one (the one you start on the top of), placed behind some room dividers.
3. In a room off to the right of the sewer tunnel.
4. In the same corridor as the VIP, next to a coil of wiring.
5. Behind the coil of wire to your right as you come off the conveyor belt.

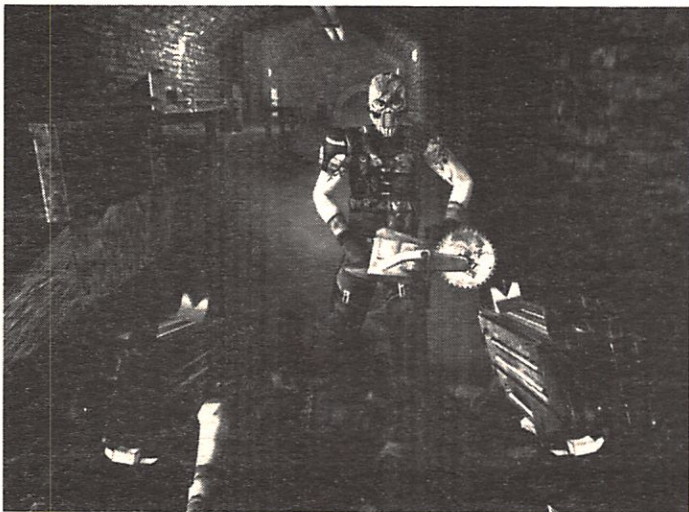
3. DOCKYARD

Work your way through the dockyards, passing through three of the warehouses, dealing with all the gang members you come across. Keep going until you find the VIP on the bridge between the third and fourth warehouses and secure the area.

To get to the chopper, move forwards through the fourth warehouse – arresting and killing all enemies – and your lift is waiting for you on the other side.

MASK LOCATIONS

1. To your right as you pass the two containers at the very start.
2. Instead of going to the first warehouse through the doorway to the right, carry on for a while and the mask is next to a bush on the left-hand dock wall.
3. In the second warehouse, just after you cross over from the first, the mask is next to some boxes on the walkway you're using.



4. In the open courtyard just before the third warehouse is a little ramp which leads to a raised area that continues round the corner – the mask is here.

5. As you're descending with the VIP, check under the stairs in the fourth warehouse and you'll find the last mask tucked away down here.

4. SEWERS

Enter and move through the sewers, through the large open area and down the other side. Follow the tunnels until you reach the lowest part of the sewers, where the official is being held. Then head along the tunnel that's attached to that room, dealing with any enemies that are foolish enough to walk into your path.

A chainsaw-wielding gang member cuts his way through a barricade allowing you a quick route back to the chopper. Once he's dead, head towards your escape route.

MASK LOCATIONS

1. From the start, walk along the storm overflow until you see a dumped sofa – the mask is on the other side of this.

2. Near a load of pipes, just after you've gone up the ramp into the open room.

3. In the lived-in area after you've gone down the ramp from the open room.

4. Next to a small ramp in the area where the VIP is held.

5. In an alcove used by a gang member on the route back to the helicopter.

5. THOMPSON STREET

Make your way along the route through the house, taking care of the gang on the way. The VIP is being held in a small room at the lowest part of the house, surrounded by various gang members. Once you've found him, carry on moving through the

house and you'll come out onto the fire escape on the side, where you can quickly make your way up to the waiting helicopter on the roof.

MASK LOCATIONS

1. On the roof where you start, to the right of the stairs heading down.
2. At the back of the side room you enter after leaving the first big room.
3. Just to the right after you drop down the hole.
4. The room just before the one where the official's held, next to a cabinet.
5. On the fire escape, near the end of the level, just before you go back to the house.

6. ANGEL HEIGHTS

Head down the stairs and through the long corridor leading out into the courtyard. From here, head up the stairs then down the ramp into the

first level of the underground car park. Keep going down and around until you reach the second level of the underground, now head out towards the back of the car park and up the little ramp into the piped corridor.

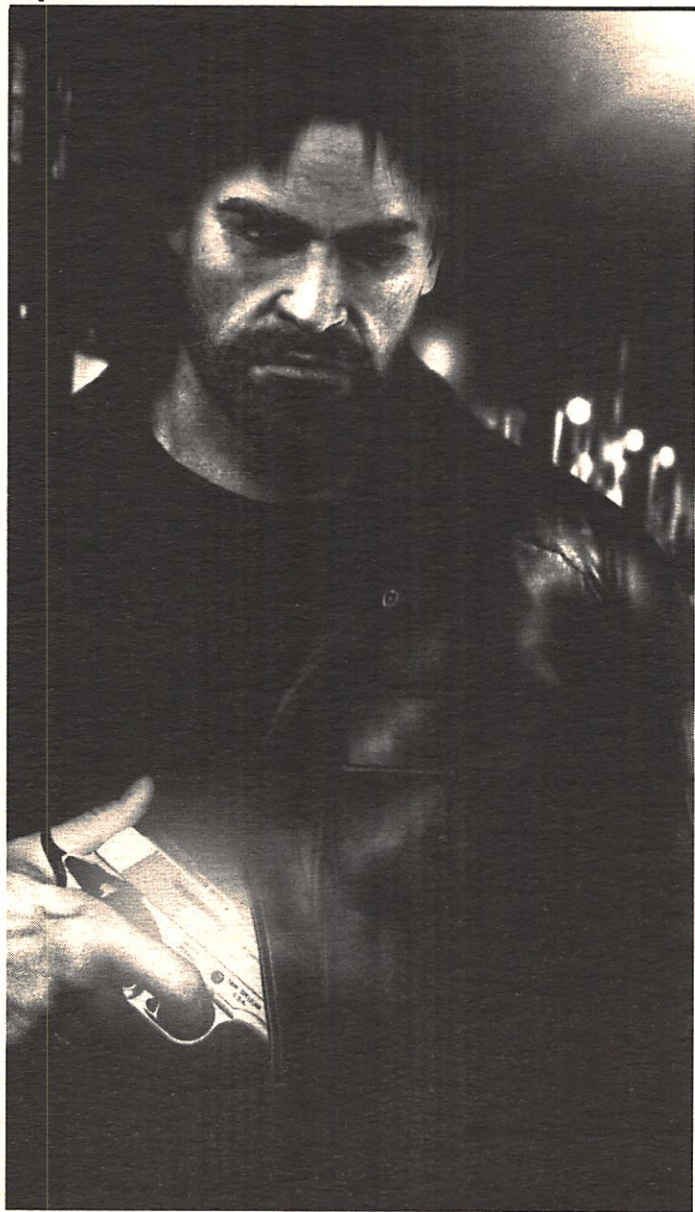
Follow the corridor around until you come to an area with lots of large water storage tanks. The official is here. Move on up the corridor together and take the stairs which will lead you outside next to the chopper.

MASK LOCATIONS

1. At the bottom of the first stairwell, on the right-hand side.
2. To your left as you come out into the first stairwell.
3. Next to a tree as you go up the stairs from the courtyard.
4. Behind a bin in the lower car park.
5. Behind the left-hand side of tanks in the area where the official's held. ■



Splinter Cell Essentials



SPLINTER CELL ESSENTIALS

PSP

MISSION POSSIBLE

Essentials showcases a handful of Sam Fisher's trickiest tactical engagements, so here's a full guide on how to sneak your way through the single-player campaign. And as a treat for *Splinter Cell* completists, you'll also find full walkthroughs for the three unlockable bonus missions after the main guide.

STAGE 1 – GRAVESIDE PRIMARY OBJECTIVE

- Find Sarah's Grave

START

Wait for the tutorial to finish playing and then head to the door in front of you. Just before you get to it, you will be asked to crouch. You will now be able to continue and open the door that's in front of you.

THE CATHEDRAL

Inside, you simply have to turn to your left and run toward the next door.

SAM'S DAUGHTER'S TOMB

Follow the path and look for a white grave. Walk in front of the tomb and the tutorial level is over.

STAGE 2 – COLOMBIA 1 PRIMARY OBJECTIVES

- Exit the US camp without being detected by the US soldiers
- Find the headquarters where Shetland is being held

US CAMP

Head north-west and sneak by the first tent by going through the bushes in front of it. Then shoot out the light on the rock near the second soldier



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and sneak toward the bridge. Stay on the left side of the bridge and slowly pass the third soldier to get to the switch that raises the gate. You can now continue into the next area.

ROAD TO THE ENEMY CAMP

Reach the end of that passage and get on top of the rock before climbing up the green vines that are now in front of you. Make your way to the next platform and climb the vines leading to the Colombian camp.

THE COLOMBIAN CAMP

Reaching the camp, head to the north-west house and sneak under its ramp to get past the two mercenaries. Now keep walking towards the road along the left side of the track.

THE BOOBY TRAP AREA

Keep following the road until you see a black line near two white poles. These are tripwires, and you can carefully move near them and disable them one by one, or simply bypass these traps without setting them off.

Sneak on the right side of the trail, passing another mercenary (who you can choose to interrogate) near a camp fire and take the zip line over to the next area.

ANOTHER CAMP

Once down the zip line, make your way to the next enemy camp and then head towards the north-west house. Next go under its ramp while the mercenaries look in a different direction. Quickly reach the exit and get past the rocks to head to part two.

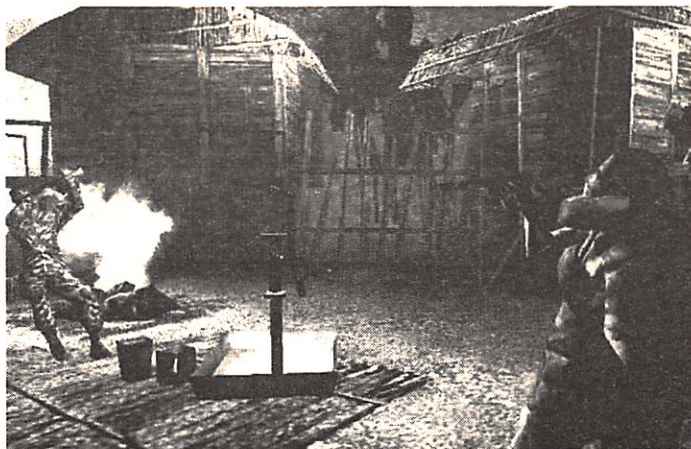
COLOMBIA 2 PRIMARY OBJECTIVES

- Escape your cell
- Find and free Shetland

PRISON CELL

Head straight forward and perform a half-split jump on the narrow wall, then jump again to get inside the air vent. Follow the vent until you reach the end of the passage then jump to grab the pipe on the ceiling and move towards the next room.





THE ENEMY BASE PT-1

As you move inside the room, drop Sam onto the mercenary near the desk and pick up the knife he drops. Break the lock of the exiting door and then you can either jump on the box to the right and open the trap on the floor and go all the way to the next area without any encounters, or knock out both mercenaries in the hallway.

Whichever way you choose, to get past the next area, climb on top of the box in the south-east corner, grab the pipe and follow it to the upper level – where a mercenary is patrolling – and get inside the first room you spot. Use the 'bash door' interaction on the next door your encounter and enter the ventilation system, which leads you to the next part of the stage.

COLOMBIA 3 PRIMARY OBJECTIVE

■ Find and free Shetland

THE ENEMY BASE PT-2

As you exit the ventilation shaft, climb the pipe on the left and manoeuvre

yourself over the enemy. Drop onto him and Sam will knock him out. Move out of the room and head west. Quickly KO the incoming mercenary and head towards the grilled fence.

Climb it and walk past the pipes on the other side, then go up the ladder and open the next door. Jump to grab the pipe near the ceiling then follow its path until you reach the inside of the cage. Now just climb down and flip the switch on the right and make your way to the door in the south-east.

THE ENEMY BASE PT-3

Follow the hallway and go up the stairs at the end to reach the room where a mercenary is sitting at his desk. Knock him out and then open the door to the cell block. Break the lock of the second cell you come across and then open it to talk with Shetland. He'll give you the code to the first cage you just passed. Go back there, enter the code 7802 and pick up your weapons. Eliminate the two mercenaries heading your way and go

Splinter Cell Essentials



back to the cell block where you'll be able to pass through the newly opened door. KO the mercenary sitting at his desk and reach the exit.

COLOMBIA 4 PRIMARY OBJECTIVE

- Get to the extraction point

ESCAPE PATH PT-1

Head north-west – defusing the three trip wires as you go – and then rappel down the wall into the next area. Eliminate both of the patrolling mercenaries guarding the area and head between the two houses up ahead. Watch out for the guard in one of these houses, as he'll spot you unless you sneak carefully. Push your back to the wall and go through the small gap between both buildings to reach the next area.

ESCAPE PATH PT-2

Quickly run to the nearest mercenary and KO him, then sneak along the right side of the track to KO the other

mercenary here. There's a zip line point at the side of the building, so shoot the mercenary sitting on the right-hand side and then take the zip line to reach the river.

Two more mercenaries will come out and hide near a rock, and the best way to get rid of them is to use a grenade. Take cover behind the boxes up ahead and throw your flash bang at the last mercenary before climbing the ledges. Keep going straight until you reach the exit.

STAGE 3 – OIL RIG 1 PRIMARY OBJECTIVES

- Infiltrate the oil refinery by the main pipeline
- Trail the mercenary technician

START OF THE MAP

At the beginning of the map you're standing on a platform. There is a ladder near you, so climb it to reach the middle of the map. Once you are on the upper level, there's only one possible path, so follow it until you

get blocked by an obstacle and then climb up onto the pipe above you. Once you're on the other side, you'll be blocked again, so you'll have to suspend yourself over the ledge and then circumvent the blockage.

ZIP LINE AND PIPE

If you turn right, you will see a zip line, which you should travel down. When Sam is sliding, there will be an explosion – don't worry, as this is scripted. When you reach the bottom of the zip, crouch and walk under the big red pipe. Turn to the right and you'll find an upright post, which you can climb to access the top of the red pipe. Walk along it, and you'll be able to drop inside.

OIL RIG 2

PRIMARY OBJECTIVE

- Access the oil rig

TRAP DOOR

At the beginning of the map there's a big fan and a ladder. Climb that ladder and open the trap door in front

of you, which leads you to a platform. Once you set foot on it, you'll see the technician getting out of a boat. Turn left and you'll come across another ladder which you should climb to reach the 'electric box'. Move Sam on top of this and jump to get a hold on the pipe above you.

FOOTBRIDGE

Move forward and you'll be above a footbridge with a patrolling guard. When he walks below you, drop onto him, knocking him out. To finish the map, go down the stairs and follow the technician.

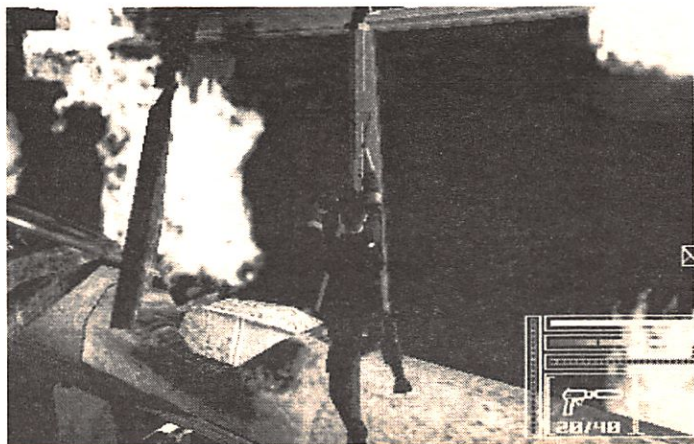
OIL RIG 3

PRIMARY OBJECTIVE

- Retrieve the briefcase

FOLLOW THE TECHNICIAN

At the start of this level you'll have to wait at least ten seconds for the technician to leave the area. Once he is a safe distance in front of you, knock out the first guard and start following the technician.



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After a couple of turns, the technician will start chatting with a guard. Wait until he moves away and then move slowly to where he was standing and turn to the left. There is a guard standing in the doorway, so knock him out to make sure he doesn't report your presence to anyone. Let the technician and his bodyguard walk back out.

CLIMB THROUGH THE WINDOW

Don't bother searching the room the technician has just left as there's nothing useful in there. Simply walk straight ahead and then take the first right and look to your left. There will be a red box there, which you should climb onto to. Now grab the post on the ceiling.

Bring your legs up and shimmy through the open window and into the room where the guard is shooting the computers. Silently drop between the two racks and follow the technician. There's a guard at the top of the stairs, so knock him out and continue on your way.

KILL THE TECHNICIAN

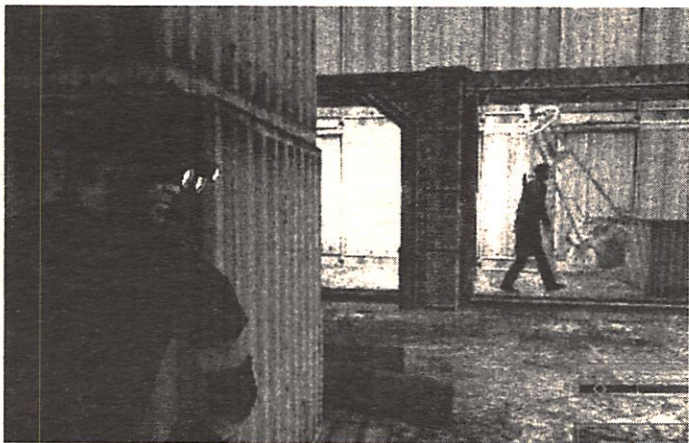
Walk straight forwards and take the first two rights. Once you find the stairs, walk down them and open the door directly in front of you. Quickly knock out the guard and follow the technician into the next room. There are two exits from here, but one is locked, so travel through the open door and turn right twice to find the technician crouching and hiding his head. Kill him and loot the briefcase. Exit the same way you came in.

STAGE 4 – YUGOSLAVIA 1 PRIMARY OBJECTIVES

- Plant five bombs on military metal crates
- Get to the extraction point

FIRST BOMB

Walk straight forward into the narrow passage and perform a half-split jump to get to the upper floor. Then keep moving straight until you reach the edge of the ship. Eliminate both guards (the one on the left side can be interrogated) and keep moving until





you come across a ladder. Climb up and go forward until you find a crate guarded by two enemies. Pass through unnoticed by keeping to the left. Push your back to the wall on the left (near the crate) and sneak in-between the two until you reach the spot where you can place the first explosive. Once you've set the bomb, get on top of the crate and jump left to reach the next level.

SECOND BOMB

Advance into the next area and you'll see a guard who can be knocked out or shot. Advance forward and then jump up again to reach a higher walkway – where you'll find two guards having a chat. Shoot the light on the lower left corner and sneak towards it, leading you to a passage next to the second crate. Lure the nearest guard into the passage by whistling, and shoot him in the darkness. Sneak inside the empty container and move to the left to place the bomb on the second crate. Make your way to the far right corner of the crate and open the door to the next area.

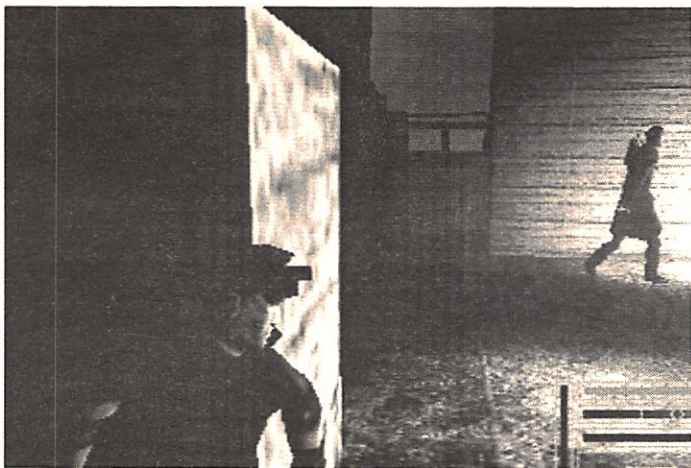
THIRD BOMB

As you enter the room, eliminate the guard heading to the west side door and turn off the lights, then move toward the crouching space on the far east corner. Reaching the intersection, you can either take the right path and take out the guard through the vent or take the left path, KO the guard below and make your way to the east and then eliminate the guard on the upper floor to find the third crate on the lower west of the room. Either way, after placing the bomb, move to the upper level and keep going forward until you reach the door leading to the next area.

FOURTH BOMB

As soon as you open the door, sneak to the left-hand side, where you can hide in the shadows. Take out the two guards with your rifle and place the bomb on the fourth crate in the north-west corner of the area. Now move to the north-east corner and follow the path until you come across a spotlight. Head right and pick up the grenades on top of the box. Head right again

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and push your back to the wall to travel through the narrow passage.

FIFTH BOMB

You'll now find yourself placed at a crossroads. Take the left path and quickly eliminate the two guards near the corner. Advance forwards with your heat vision on and you'll spot the last crate behind a grilled fence.

Climb over and plant the bomb before heading back to the crossroads. Take the right path and wait by the door until one of the guards appears. Kill him and wait for the other one to appear before taking him out, too. Move through the door, and carry straight on until you find yet another ledge. Move left along this walkway until you reach the edge. Jump down to finish the stage.

YUGOSLAVIA 2 PRIMARY OBJECTIVES

- Destroy the radar
- Destroy the SAM launcher or targeting computer, neutralise the operator

THE BUILDING

Enter the building and KO the guard walking round the first corner. Move to the room on the left and then flip the light switch before returning to the main hall and making your way up the stairs.

On the second floor, enter the room on the left side and shoot the two guards. Find the radar, shoot it and then go back in the main passage. A guard will come out of the door in front of you, so be ready to knife him. Walk through the open doorway, go up the stairs and then eliminate the other guard opening the door in front of you. In the next room there's a toilet cubicle. Climb into this room and zoom your rifle sights through the fan into the building across the road. Shoot the guard, and set the hostage free before exiting the cubicle and taking the south-west door out of the room.

There are two guards in the next room who need to be eliminated. Once you've done that, take the

ladder in the area's west corner and move into the room below. Crouch by the window and switch on your thermal vision. You'll see the sweet-spot on the missile, so shoot it and watch as it explodes. Climb back up the ladder and you'll find two more guards have rushed in, so shoot them and head outside, where you'll be able to rappel to the exit.

STAGE 5 – FACTORY 1 PRIMARY OBJECTIVES

- Find out where the deal is and spy on it
- Follow the buyers and laser mic their phone conversation

LOCKER ROOM

First switch off the light using the switch on the wall in front of you and wait for the factory worker to turn it back on. While he's doing this, grab him from behind and interrogate him.

Knock him out, switch the lights off again and use the door keypad to get access to the second room. In this area two NPCs are patrolling. You can neutralise them by standing in the

door frame and whistling to attract them closer – making it easier to kill them. Move into the next area and head for the pipe on the left side of the garage door. Climb it, enter the vent trap and follow it. A conversation between the NPCs will start when you get in front of the second vent trap, so wait until it's over before continuing.

FOUNDRY

Get out the vent, land on the metal cage just below and jump on the enemy when he's walking down the catwalk stairs to knock him out.

Sneak slowly along the catwalk while crouched and wait for the factory employee to get close enough to grab. Interrogate him and knock him out. Pull out your weapon and aim at the other NPC standing in front of the door on the other side of the room and neutralise him.

Cross the second catwalk and enter the door that the enemy was guarding. Follow the corridor, walk into the first room if you need health, and then continue through to the door at the end.



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CATWALK

As you enter this room, observe the enemies' patrolling patterns or simply whistle to attract them to you. Make sure you take them both down. Take the catwalk on your right, approach the factory employee, grab him and interrogate him. Knock him out and go through the door in front of you at the end of the catwalk. Enter the corridor and then take the stairs on your left.

FACTORY 2 PRIMARY OBJECTIVES

- Find out where the deal is and spy on it
- Follow the buyers and laser mic their phone conversation

PIPE ROOM

Go down the stairs, take the door on your left and enter the pipe room. Walk slowly, keeping to the right-hand side of the room and climb up the first pipe you see. Cross the room using that pipe. Once on the other side you can either drop on an NPC or

sneak past him without being seen. Go through the door on your left and you'll find yourself in the server area.

SERVER ROOM

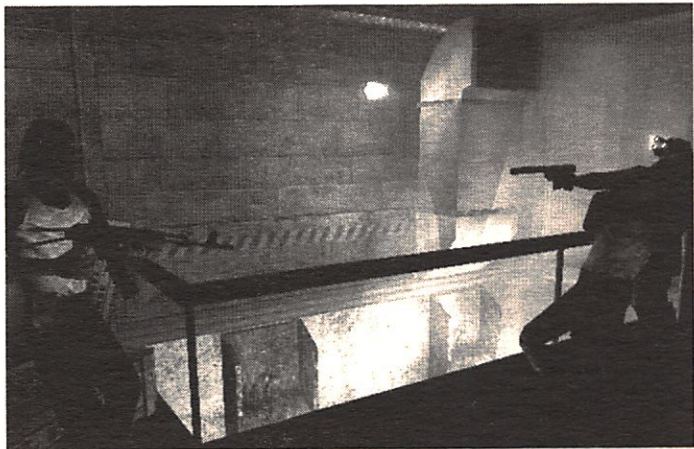
Before you take the staircase behind the door on your right, you must go to the left and access the server room. Pass the lunch room and sneak up behind the employee sitting on a chair. Grab him, interrogate him and knock him out.

Use the computer to watch the incoming NPC, then shoot him as he enters the room. Go back to where you started and take the staircase behind the last door on your right. Once up the stairs, take the door on your right and enter the reception area.

RECEPTION

Walk slowly along the wall with the lockers against it to get close to the guard. When he stops moving around, kill him. Equip yourself with the laser mic and enter the room facing the front desk. Look through the window





with your microphone and aim at the man wearing the suit. As soon as the laser mic stops receiving the conversation (you'll see the waveform under the crosshair disappear), switch your microphone for your weapon, move out of the door on your left and neutralise both NPCs quickly.

Now take the path on your left that leads to a truck parked up in the loading dock. Neutralise the man in this area and then bring his body with you to the entrance of the truck's cargo door.

STAGE 6 – PENTHOUSE 1 PRIMARY OBJECTIVE

■ Get to Zherkezhi's penthouse in the adjacent building

ALLEY

When you start the level, wait a few seconds to avoid alerting the NPC guarding the alley before you move. Turn to your left and climb on the ladder above the garbage bags on your right. You'll find some stairs, so walk up them and jump over the

fence on your left to get yourself onto the edge of the building. Follow it round until you reach a building with a smaller edge, which has a pipe that you can slide down.

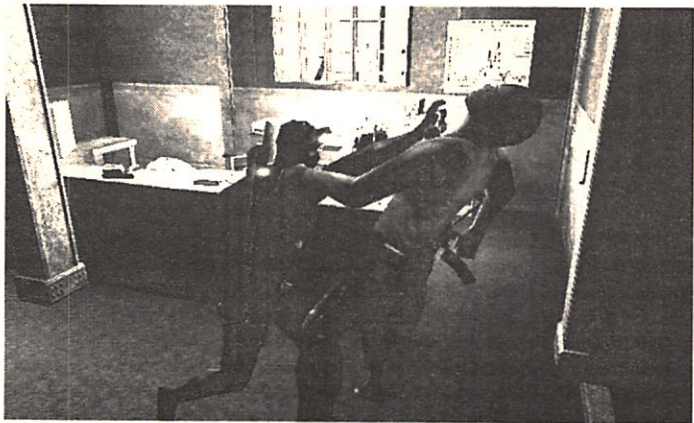
You'll now be on a rooftop with a patio door leading into the building. Crouch and head for the ladder on the opposite side of the area, which will lead you down into another alley. Walk slowly along the wall on your right – watching out for the guard – then stand on the corner and wait for the NPC in front of the truck to get inside the garage.

Once he's inside, grab the bottle in front of you, get back to your position and throw it in the opposite direction to distract the nearest enemies. While their backs are turned, run inside the garage, keeping to your right, and enter the door up the small set of stairs to get inside the building.

ELEVATOR AREA

As you enter this area, keep to your left until you see an enemy fixing the elevator's circuitry. Knock him out,

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enter the elevator and climb up the trap to its roof. Once you're there, starting climbing up the ladder and the elevator will catch you on your way up. When it stops, you have to get down the same trap you went in and use the elevator switch to open the door. You'll find yourself in a room with a patrolling guard, so knock him out before heading for the stairs that lead to the building's rooftop.

BUILDING'S ROOFTOP

In this area you must stay low and quiet. Pass through the two A/C modules on your right, then over the pipes on the left side. Once across, head straight to the ladder on the left side of the billboard, which is illuminated by a red light. Climb up this ladder and jump on the zip line attached to the billboard on your right. Once you're on the other side, slide down the pipe in front of you.

PENTHOUSE 2 PRIMARY OBJECTIVE

■ Access Zherkezhi's server to determine who Dvorak is

BALCONY

As you start the level, climb on the boxes stacked against the wall and jump on top of the incoming NPC. Take your pistol out and shoot at both lights on each side of the building entrance. Wait in the darkness and attract the guards inside by whistling. Grab them both by sneaking up on them from behind (one at the time) and interrogate them.

Enter the building and take the first route on your right. Follow it and you'll find a desk with a computer on it which you must use. Continue down the hallway, get into the elevator and go through the trap in its roof to gain access to Zherkezhi's apartments.

ZHERKEZHI'S APARTMENTS

Watch out for the infrared camera above the elevator exit – jam or disable it. Walk along the wall on your right until you get to Zherkezhi's living room, then attract the guard by whistling. Neutralise him, and take care of the other one who will be coming down the stairs. Walk along

the wall to get to the stairs, which will then give you access to the second floor.

On the second floor, take the door on your left, continue until you reach Zherkezhi's bedroom then enter the door between the two Asians scrolls. Keep to your left and walk slowly in front of the motion detector behind the door that leads to the panic room.

There's a guard in this room, so sneak up, neutralise him and then hack and use the computer. Go back to Zherkezhi's bedroom and take the door on your left – you'll get into the TV room, in which you'll find another door that gives access to a hallway leading to the apartment's greenhouse.

Shoot out the light and attract the greenhouse's NPCs by whistling. You can interrogate both enemies in this area, but once you've done that, head back to the elevator you used to gain entrance to the apartment. Travel past it to access the kitchen, switch the light on and wait for the first NPC to enter the room and interrogate him. Attract the second one by whistling

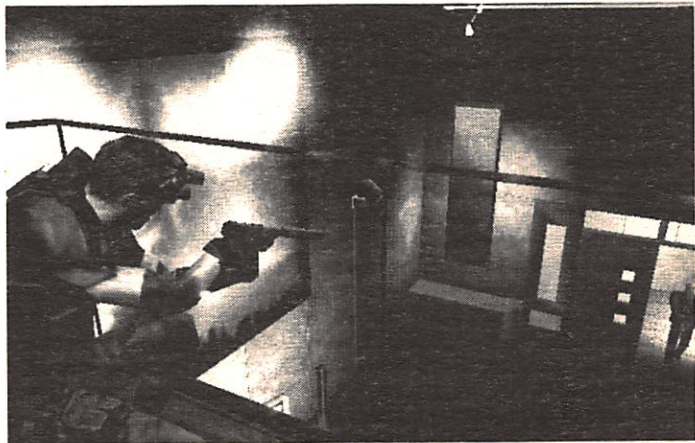
and then you can interrogate him, too. Once you're rid of these guards, disable the camera on the right side of the exit by using your e-beam and head to the other end of the balcony.

Drop onto the balcony below by jumping over the ramp, then take the door on your left under the stairs. Hack the keypad, get in the room, and immediately grab the NPC and interrogate him. Use the computer, go back outside and take the stairs that lead up to the server area.

SERVER AREA

As you enter this area, you'll see an enemy patrolling, so break the light and neutralise him. Follow this corridor to get to the entrance of the room where Dvorak is located.

Open the door then turn off the light switch on your right. Wait for a guard to come to switch it back on, and then grab him from behind. Neutralise him and attract the other guards by whistling to clear the room. Use the computer in the kitchen, then get in the next room by using the door



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next to it. When you enter this room you see the server in the left corner, so hack and use it. Once you've retrieved the information you need, go back to the balcony and wait by the stairs.

STAGE 7 – JAIL 1 PRIMARY OBJECTIVE

■ Find a way to infiltrate the terrorist organisation

SAM'S CELL

Take the lock pick and the hacking console from under the bed and wait for the doors to open. Once the doors are open, go to your right, enter the third cell and talk with a guy named Jamie. When you're finally through talking to him, he will give you a mission to kill someone in the shower block, and he'll hand you a knife to do the job.

Once you have the knife, step out of Jamie's cell and go to your left. Follow the corridor and it will lead you to a closed door – but it's not locked. Open the door and go to your right, bringing you to the showers.

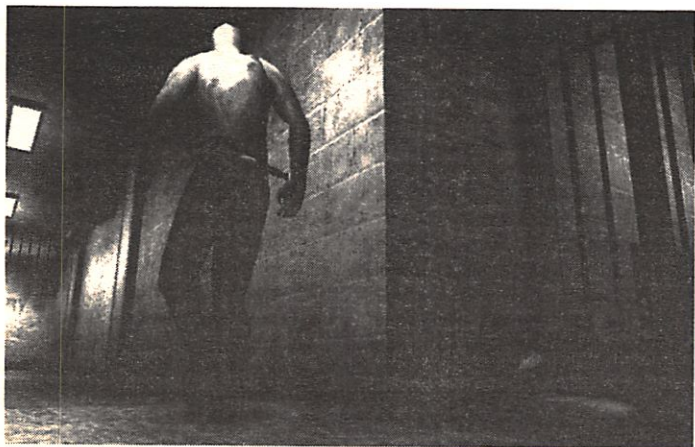
THE SHOWERS

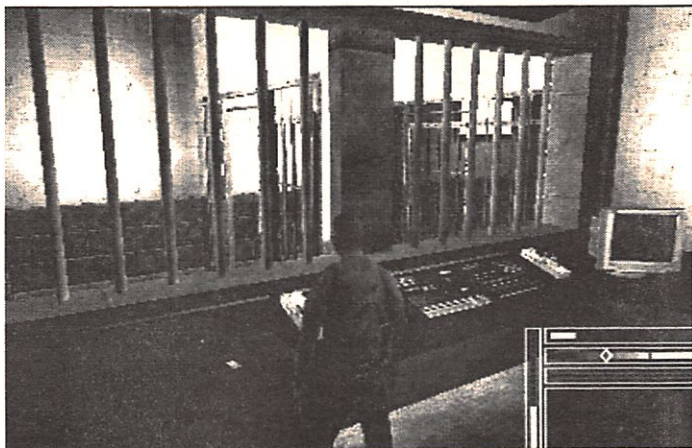
Once you're in this area, you have to kill the guy taking a shower, so either use your knife or choke him from behind. You can see that there's another person in the shower, but don't pay attention to him as he doesn't do anything. When the target is dead, go back to see Jamie.

JAMIE'S CELL

When you get back into Jamie's cell and start talking to him, there will be alarm and the cell's door will close. You'll be treated to a cinematic, but once this is over, you have to talk to Jamie again, and he will tell you that you're going to escape from the prison – obviously, as it would be a boring end to the game otherwise.

In order to get out of Jamie's cell, you have to use your hacking console on the door to unlock it. Once out of the cell, head to your right and you'll come across a locked door. Use your lockpick to get it open, then follow the corridor to the control room, avoiding the two guards you'll see on the way.





CONTROL ROOM

When Jamie starts talking to the guards, hack the keypad using your hacking console to enter the control room. Knocking out the two guards in here is easy. Sneak up behind the first one, grab him and take him to the corner of the room to finish him off.

Do the same to the second guard by passing between the chairs and getting behind him. Once the two guards have been taken out, activate the switch on the console, get out of the room and follow Jamie.

The last step of the map is a co-op scenario you have to complete in tandem with Jamie. Wait for his countdown before activating the switch, which will open the doors that lead to the end of the stage.

JAIL 2

PRIMARY OBJECTIVE

■ Escape from the prison

ENTERTAINMENT ROOM

When you start the map, you're in front of a room with a pool table and

Jamie is talking to you about how you are going to take out the two guards together. The easiest way to do this part is to let the guards finish their discussion and wait for the one on the right to get into the control room.

When it's done, go to your right and unlock the door with your lock pick or by breaking the lock using your knife. On the other side you will find yourself in a little storage room with a door leading to a room with the guard in it. When you enter this room, sneak up behind the guard sat sitting on the chair. Once you've knocked him out, Jamie will automatically take care of the other one for you. When the guards are down, you can activate the switch on the console to make the double door open.

CORRIDOR

When you get out of the control room you need to go and join Jamie. He tells you to go to the laundry room at the end of the corridor. When you do that, you'll see that two new guards have entered the room from the

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double door, but don't pay attention to them – just run to the laundry room. While you'll be running, you will hear the guards talking to the prisoner you've seen in the corridor, and then they'll come after you.

Once in the laundry area, Jamie will tell you how you can escape by using the lift in the back of the room. Follow him and activate the switch on the wall. Jamie will go up with the lift and then send it back down. But while you're waiting for the lift, the two guards will still be searching for you, so you can either stay hidden in the dark and try to knock them out, or just wait for the lift to come back down and run into it. The map ends once you're in the lift.

JAIL 3

PRIMARY OBJECTIVE

■ Escape from the prison

KITCHEN

When the map starts, you can hear a conversation on the intercom between

the guards. They're talking about you and telling each other that they are closing in on you. Jamie will explain the escape plan to you. When Jamie gets in front of the door, he's asked by the guards to stop. Then he steps next to the kart and the guards come out of hiding. When the second guard is out of the control room, Jamie will grab the guard on your left, leaving you to deal with the one on the right.

When the guards are neutralised, go into the control room to activate the switch that opens the door. You can now continue down the corridor to your left. There are two rooms along here that you can enter. The first one has a medkit in it if you need health and the second one leads to the room where Jamie's waiting for you. In this room, you'll have to unlock a door leading outside. You can use the lock pick or just break the lock. Open the door and get outside on the balcony.

CO-OP MOVE

When you're on the balcony, you'll

have to perform a short scale with Jamie. Once the co-op move is done, you'll find yourself on the roof of the jail, and Jamie will shoot a flare into the sky. After this cinematic Jamie hides, leaving you to deal with the two guards coming out of the door. You have to knock them out before they spot either you or Jamie, so be quick. Once they're dealt with, a chopper will conveniently arrive to pick you and Jamie up.

STAGE 8 – HQ PRIMARY OBJECTIVES

- Alter the audio file on Moss's laptop to protect your secret identity
- Get to the briefing room
- Kill Lambert to prove your loyalty

FRONT DESK

At the front desk, start by talking to the receptionist and then take the door on your right (facing the front desk) to access the warehouse. An NPC is patrolling this area so talk to him, then take the door on the right side of the lockers and access the hallway.

Head to the end and pick the lock of the glass door on your right to gain access to Moss's office.

MOSS'S OFFICE

Go behind Moss's desk then hack and use his laptop to replace Sam's voice samples. Once it's done, hide on the right side of the desk behind the filing cabinet. Wait for Moss to come in the office and pick up his laptop, then go back to the hallway. Now walk to the opposite end of the hallway and take the last door on your right – it's the bathroom. Talk to the NPC with urine troubles, then leave this room. Take the first door on your right as you get out of the bathroom to enter the briefing room.

BRIEFING ROOM

After the animation has played, wait for the NPCs to finish talking and then kill Lambert to end the mission.

STAGE 9 – NSA 1 PRIMARY OBJECTIVE

- Find a way inside William's office



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FIRST PART OF THE MAP

At the beginning of the map you're standing in an office. There is a vent above the desk. Get in it and use it to access the next room. Go through the open window and jump out onto the glass roof. Jump down again and open the door in front of you. Run straight forwards, turn right then left and you'll see another vent... get in it. Follow the only path offered until you drop into another room.

Once in there, use the pipe in front of you to access a big room containing three guards. Simply drop into the hole you can see here, get the radio and climb back to where you were when you got into that room. A door will open and a janitor will come into the room. Use this door to exit the area and knock out the patrolling guard in the next corridor. Turn left and then run straight forwards until you see a trap. Get in it.

Now head toward and turn into the left-hand vent. Follow the set path until you find you have access to the floor above you. Use the stairs and

access the next area, where you'll come across two doors. Use the left-hand one and knock out the two guards in the room it leads you to. From here you'll see an elevator, so enter it and use the ceiling trap to get on top.

NSA 2

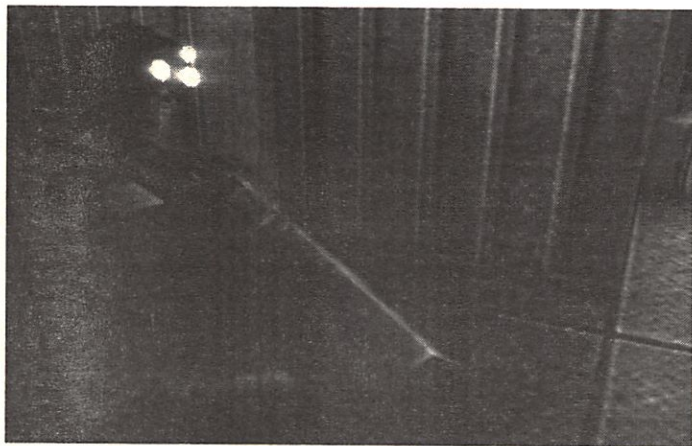
PRIMARY OBJECTIVE

■ Access the locked office

LAST STAND

Start off by going down the elevator shaft and, once you're at the bottom, quietly follow the two agents into the nearby room. When you pass the door, perform a 'back to the wall' move on the right wall and go past the desks until you reach a clear spot.

Make your way to the next door as the patrolling agent looks the other way, then move down this corridor and head into the room on the right. Wait for the agent in the next hallway to walk behind the corner and quickly open the room's second door. This will lead you into the next part of the





corridor safely. Keep sneaking along this corridor and ignore the room on the left with the agents sitting in it.

On the next section of the corner there will be a bathroom where you can use a medkit to top up some health. Come back into the corridor and perform a split jump in the hallway, and wait for the patrolling guard to walk beneath you. You can then safely walk down to the next checkpoint.

LAST MILES

Once you reach a circular-shaped room, go through either side and pass through the double doors. Head right and walk down the hallway until you hear three agents talking.

Perform a 'back to the wall' move and then press **⊗** while on the edge of that door to perform a SWAT roll to reach the other side unseen. Move quickly towards the door on your left

and climb the ladder to the roof. Then head south-east to a rappel wall spot and use it to get down into the previously locked room. Move towards the grey painting on the north-east wall to end the game. ■

BONUS MISSIONS

BONUS MISSION 1 TRAIN

PRIMARY OBJECTIVES

- Locate and question Norman Soth
- Access and tap Soth's laptop computer
- Laser mic Soth's phone call

INSIDE THE TRAIN

Climb inside the train and go through both doors at the end of the carriage to get into the second wagon. Sneak slowly toward the train employee's office and climb through the trapdoor

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in front of it. Get to the other end of the wagon using the pipe and then climb up through the trapdoor at the other end. Once inside, unlock the side doors by activating the switch next to the four blinking red lights – which will turn green once the switch is activated. Open the door and head left, past the sliding door, then open the door on your left to access the outside of the train.

CLIMB PAST THE WINDOWS

Shimmy along the edge of the train – making sure that the commuters don't spot you each time you pass a window. Once you get to the other end of the wagon, climb through the door and head into the passenger cabin carriage.

Before you move forward, make sure the conductor has finished his conversation with the civilian. Follow him and knock him out. Then you'll need to hide this body, because it'll be found by passing civilians. Now head back to Soth's cabin (number 18)

and chat to him. Your conversation will be interrupted by Soth's ally informing him of an incoming phone call. Wait for Soth to leave the cabin and then use his computer.

TRAIN'S BAR

After using Soth's laptop, wait until he moves out of earshot and then follow him to the train's bar. Hide behind the bar and laser mic his conversation on the phone with Sadono. Once it's done, wait until Soth and his friends leave the room and then walk slowly toward the NPC standing next to the phone and knock him out. Hide the body in the bar.

Move straight on and go through the door to the machinery room. Once in there, attract the NPC by whistling, then knock him out, or try to sneak to the ladder in the middle of the wagon without being seen. Climb up the ladder, which leads to the roof, open the trap and climb out. Once you're on the roof you'll see a helicopter with a rope hanging from

it, jump on it as soon as the window gives you that option.

BONUS MISSION 2 VILLAGE

PRIMARY OBJECTIVE

■ Rendezvous with Shetland to be briefed

FOREST

Head towards the rock and perform a split-jump to get on top of it. Once up there, use the zip line to get to the other side of the cliff. Walk along the rocks and follow the trail that leads to the cave entrance – which is guarded by two enemies. Walk slowly (while crouched) along the right wall of this area until you reach the rappel zone.

CAVE

Rappel down the cave wall until you reach a small rock platform. Then, from there, climb out onto the ladder-shaped wood structure on your left. Climb up it, move along its frame and drop down three times until you get to

another rappelling point. Before going any further, neutralise the NPC and his dog standing in the cavern entrance. Then you can rappel down the wall to the bottom of the cave and access the cavern.

CAVERN

Once you've reached the cavern's entrance, hide the body of the NPC that you've killed in a dark spot – an alarm will be triggered as you enter the next zone if you don't. When you walk into the cavern, shoot the lantern with your SC Pistol to create more darkness. After this you'll arrive at a dock where two NPCs are patrolling. Stick to the right, drop into the water and walk slowly under the dock until you get to the other side.

Be careful when you're climbing out of the water, because the guards will be patrolling the area and will easily spot you. Sneak into the next area and climb onto the piece of wood located on the first wall on your left. This leads you to a rock,



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which takes you to the next checkpoint.

VILLAGE 1 PRIMARY OBJECTIVES

- Rendezvous with Shetland to be briefed
- Plant explosives on Sadono's plane in the entrance of the Kundang Camp

FOREST

Follow the forest trail until you arrive to a rappel point where Shetland is crouched looking through his binoculars. Talk to him and you'll be briefed on the mission. Once the conversation is over, rappel down the cliff or grab the zip line to get to the village entrance.

VILLAGE

Head right by walking along the wooden fence and enter the tent on your left through the back door. Slowly approach the NPC from behind, grab him and kill him. Hide the body in a dark spot and continue towards the second tent, which is facing the one you first went in. Stay crouched while

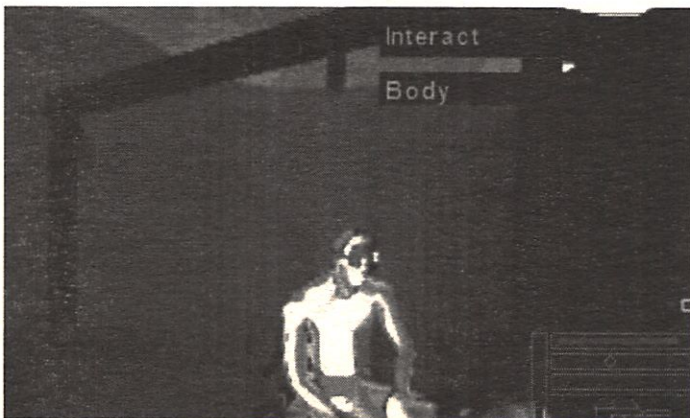
moving and hide behind the bushes on the right side of the tent. You can distract the NPC with the bottle that you'll find there, allowing you to sneak up on him or just shoot him quickly before he triggers an alarm. Hide the body and continue through the village until you reach two small wooden walls, which you need to crouch behind.

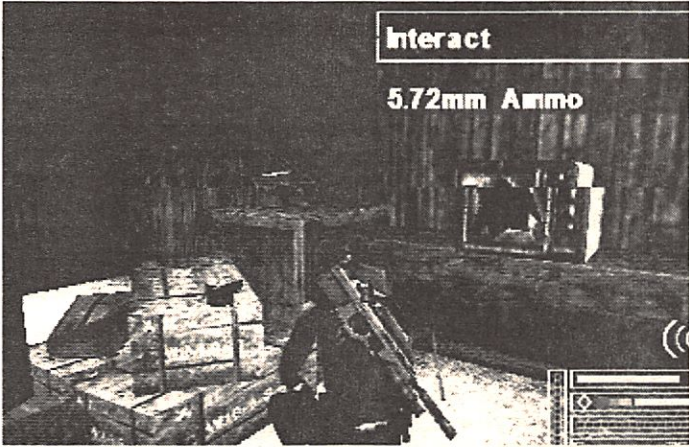
TRIP WIRE FIELD

You'll then witness two NPCs talking about a broken mine that should be fixed. After the conversation is over, watch the NPCs split and wait until one of them gets blown up by the broken mine.

As soon as his partner arrives to perform CPR on him, walk towards him and knock him out. The next area asks you to disable mines linked to trip wires, so in order to do this you have to use the same system you learnt from the trip wires in the first level – you can spot the mines easier by using your alternative vision modes.

After the first few mines you'll see a patrolling NPC in the distance. Take





Interact

5.72mm Ammo

care of him with your rifle before he triggers an alarm. Follow the path until you get to an old pickup truck that you have to climb on to get to the hangar area.

HANGAR

Once inside, climb on the pipe that's located on the hangar's wall and climb up to the balcony above you. Walk along the wall with the medkit on it and turn off the hangar lights using the fuse box switch. Continue to walk along the wall, pass the ladder and grab the pipe located above the door on your right.

Move towards the plane until you get above its left wing before dropping on it. While crouched, get down from the plane and set the explosive on its side below the pilot's window. Quickly hide behind the crates behind you and wait until an enemy comes through the door below the spotlight on the wall. Once he's in, you can sneak out the door without being detected (easiest way) or neutralise the NPCs

with shockers or bullets before you get out by the backdoor (hard way).

VILLAGE 2 PRIMARY OBJECTIVE

■ Infiltrate the village

At the beginning of the map, go through the door in front of you and knock out the two guards standing by the cabin. Walk into the area they were watching and activate the switch to your left to open the gate. Move forward and you'll see a sheet of wood leaning against the wall. Hide under it until the guard with the dog has turned his back to you. Exit cover and sneak quickly towards the tent area. Stay low and sneak behind the first tent on the right.

You will see two guards talking about dogs, and the ladder you need to get into the tower. Ignore the enemies, as they won't see you climb the tower ladder. Once you get to the top quickly knock out the guard before using the zip line to access the main village.

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VILLAGE 3 PRIMARY OBJECTIVES

- Trail Sadono to identify the location of his 'insurance' telephone call
- Record the entrance code to Sadono's house with your sticky cam

FOLLOWING SADONO

You're now standing between two buildings, and Lambert is talking to you. Wait until he's done and then move out, taking up a position next to the wall on your right – making sure you stay hidden in the shadows.

Sadono will talk to the guards and leave. One of the guards will follow him and the other will start patrolling. This guard will walk past you once, then return and head to the other side of his zone. When he starts heading away from you, wait until he gets near the fire before you run under the balcony Sadono disappeared into.

Head straight ahead until you're forced to turn left and you'll see

Sadono walking slowly away from you. He'll look back a few times, so don't leave yourself out in the open. Equip a sticky cam and shoot it above Sadono's head to listen to his conversation. Sadono is giving his new key code to enter his house (1492). Once he's gone, knock out the NPC guarding the door and go in. Be careful, because if he sees you, the mission is over.

FOLLOWING SADONO – PART 2

When you finally get into the house, turn left and head up the stairs. From there, turn right and jump out of the window. You'll once again see Sadono – relaxing this time. Wait until he gets up and follow him until he enters the next house. Wait ten seconds and then jump through the window into the house. If you go before this, and Sadono is still in the house, he'll spot you.

Next up, your target will head into a zone with two guards and will talk

to one of them. Once he's done, let Sadono leave the area before you make a move. The guard patrolling in front of you is the only threat. Wait until he turns his back on you and then run to the room Sadono went in.

You'll find him in front of the TV, and you'll have to wait for him to move before you can carry on. He'll start chatting to some guards, so wait until he's done and he will leave. Now run towards the ladder and climb down it to finish this part of the stage.

VILLAGE 4

PRIMARY OBJECTIVES

- Locate and speak to the pilot
- Keep following Sadono

FIND THE PILOT

You start this part of the level stood in the dark. Before doing anything, wait until the patrolling guard has walked past you, then move towards the hole in the fence and walk down the stairs.

From there you can see a guard to your left, so knock him out. Once he's down, run to the door on your right

and go up the stairs. There's an NPC in this room, so turn off the light and knock him out in the darkness before moving into the next room. There'll be a doorway to the left and to the right of the area you find yourself in. Take the left but be careful, as Sadono is in this room and will spot you at any time if you don't hide. Wait until he leaves and the other guard has walked in. Kill the two of them and talk to the pilot. He will head to the door and open it for you.

THE TRAINING GROUND

Immediately hide behind the wall when you emerge. Sadono will come back for a second look to make sure he's not being followed, and will then continue his journey. Follow him until you see two guards. One of them is complaining about the turret's sound and will deactivate it. Wait until they leave their spot and run to the pipe they were stood in front of. This is your way to the roof.

Once there, walk straight forward until you find a trapdoor and climb

the confidence my presence
gives our men. And the
anxiety it causes the West.

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down onto the pipe. Drop down, crouch and knock the guard unconscious. Move silently to the next room, where you'll find another NPC hitting a punchbag. Knock him out as well and follow the corridor to the end of the stage.

VILLAGE 5

PRIMARY OBJECTIVES

- Follow Sadono
- Access Sadono's computer
- Reach the extraction point

KEEP FOLLOWING SADONO

Jump through the window in front of you and you'll see two guards, one patrolling and one stood still next to a turret. Wait until the patrolling guard walks past, then run to the cabin opposite. Quickly open the door and crouch in the shadows.

There's another door opposite you. Make a run through this, and when you've turned right twice, you'll find yourself in the shadow between two stacks of boxes. There are two NPCs patrolling, and both need to be

knocked out or shot in order to get to the door of Sadono's hut. To gain access to the building, type in the code at the keypad (1492).

SADONO'S HQ

Once inside, stick to the wall and use the swat roll to follow Sadono. He's currently talking with some people about Pandora Tomorrow. Give him a little time and he will leave the room.

After Sadono's departed, you need to destroy all the cameras in the room by shooting them out. Now run to the computer, use it and run out of the room, as Sadono will return. Give him ten seconds and he will leave for good. Use the door he left the room by and follow the corridor around. There are three doors to walk through before you reach the rear exit to Sadono's HQ.

Draw your gun as you step outside the hut, as you'll have three guards to deal with. A sniper will shoot the middle one, but you'll have to take out the other two. When the guards are down, go to the chopper for extraction.





BONUS MISSION 3 TV STATION 1

PRIMARY OBJECTIVE

■ Infiltrate the TV Station to find Ingrid Karlthson

THE ROOF

You are standing on the roof of a building near the TV station. There's a woman in front of you, so talk to her. Once the discussion is over, jump down to the lower roof. There's an object you can use to rappel down the wall with.

From the lower roof, jump down into the street. You'll see two orange carts and hear two people talking. Turn right down the alleyway and you'll spot two civilians. Run past them and make sure they see you. They will call for help, which will bring the armed guards from the next area into the open. While they are yelling and running, find a dark spot to hide.

The enemies will start looking towards the place you were spotted, so you should be able to sneak past them into the next alleyway. Once there, turn left and climb up the

ladder onto the scaffold. Get to the top of this ladder and there's another one, so scale this and you should find yourself standing in front of a zip line. Use it to get beyond the fence, then pick the lock of the door in front of you.

TV STATION 2

PRIMARY OBJECTIVE

■ Infiltrate the TV station to find Ingrid Karlthson

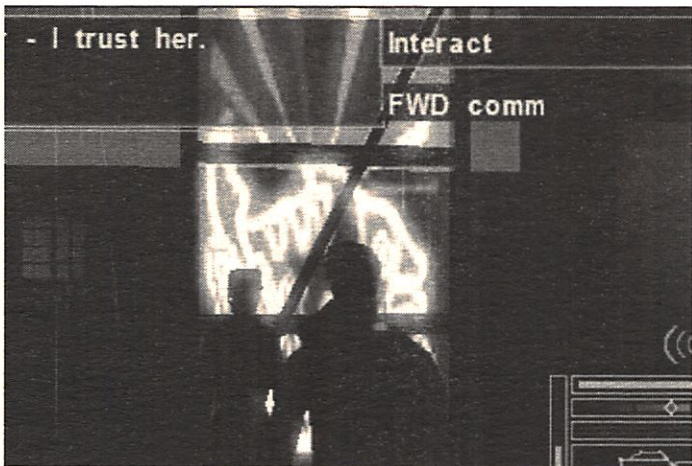
PARKING LOT

Leave the room you're in and quickly take out both enemies on your left before moving to the far west wall. Perform a 'back to the wall' move and go through the crack in the corner. Slowly walk past the wall mine on the small ledge, then take out the two mercenaries up ahead. Keep moving north and look down at the ground to find the entrance to the sewer area.

SEWERS

After climbing down the ladder, shoot out the nearest light and 'eBeam' the camera in the room ahead. Quickly move under it and KO the mercenary

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walking through the entrance. Now go to the end of that hallway and shoot the light inside the next room. Next, eBeam the camera before exiting the room and killing the other mercenary – who should be standing outside. Climb the ladder to the next area.

TV STATION 3 PRIMARY OBJECTIVES

■ Infiltrate the TV station to find Ingrid Karlthson

ROOFTOP MINEFIELD

Before you move, pull out your rifle and kill the sniper stood at the top of the spotlight then turn on your thermal vision to see where the mines are. Climb onto the fence in the middle of the area and move to the west while being careful *not* to fall on the mines.

Drop down and move to the north-west, where you'll be able to climb over a gap in the fence without any barbed wire. Head to the door in front of you, lock pick it, and sneak up behind the mercenary to KO him.

STATION LOBBY

Exit and quickly KO the guard on the west side of the door. Move to the north-west corner of the area, where a strip of light will illuminate the upper path you need to take. Jump towards that strip of light and you'll find yourself next to the TV building.

Perform a half-split jump to reach the roof of the lobby. Walk towards the glass skylights and shoot out the pane in front of the randomly placed pole. Start rappelling down and when you get halfway, pull out your gun and kill the mercenary behind the desk with a crafty headshot.

Head towards the elevator – keeping close to the left wall – and KO the mercenary who walks out of the first lift. Walk in, and then push the button to activate the lift.

TV STATION 4 PRIMARY OBJECTIVES

■ Rendezvous with Ingrid Karlthson
■ Trail Karlthson to the entrance to Sadono's stronghold

STATION

Come out of the lift and head left, through the door in the hallway. Continue forward with your weapon drawn, because a mercenary will appear at the far corner of the corridor. Before you reach the dead mercenary, perform a half-split jump between the last two piles of boxes to reach a ventilation shaft – which leads you to the next area's upper level. From there take down the two mercenaries roaming the area and head straight forward until you reach a door on the side. Shoot the light above the door to give you some cover, open it and then shoot the light in the middle of the hallway.

A mercenary will appear from the door on the left, so knock him out. Quickly hide the body and shoot the light on the right side of the hallway to give yourself cover. A mercenary will then appear through the right-hand door, and you should take him out immediately. Then enter the room on the right to meet up with Ingrid.

TRAILING INGRID

Follow Ingrid to the entrance of Sadono's stronghold – which is quite close to the elevator you came from. Let her start talking to the mercenary in the hallway and KO him from behind. Then deactivate the turret in the far hallway where Ingrid's heading.

Talk to Ingrid when she stops in front of the optical scanner and she will open the door to the next area. The next part is easier if you ignore Ingrid's advice, so take the right path and throw smoke grenades towards the end of the hallway. You'll then be able to approach and knock out both mercenaries at the same time. Then follow her to the end of the hall,

where she will use the optical scanner to open the door to the final part of the game.

TV STATION 5 PRIMARY OBJECTIVES

- Take Sadono alive
- Deliver him to Ingrid on the roof

BROADCASTING ROOM

From the start, whistle to lure the guard round the corner and shoot him or knock him out. Proceed along the corridor and either eBeam or shoot out the lights around the camera above the neon sign that says 'Studio'.

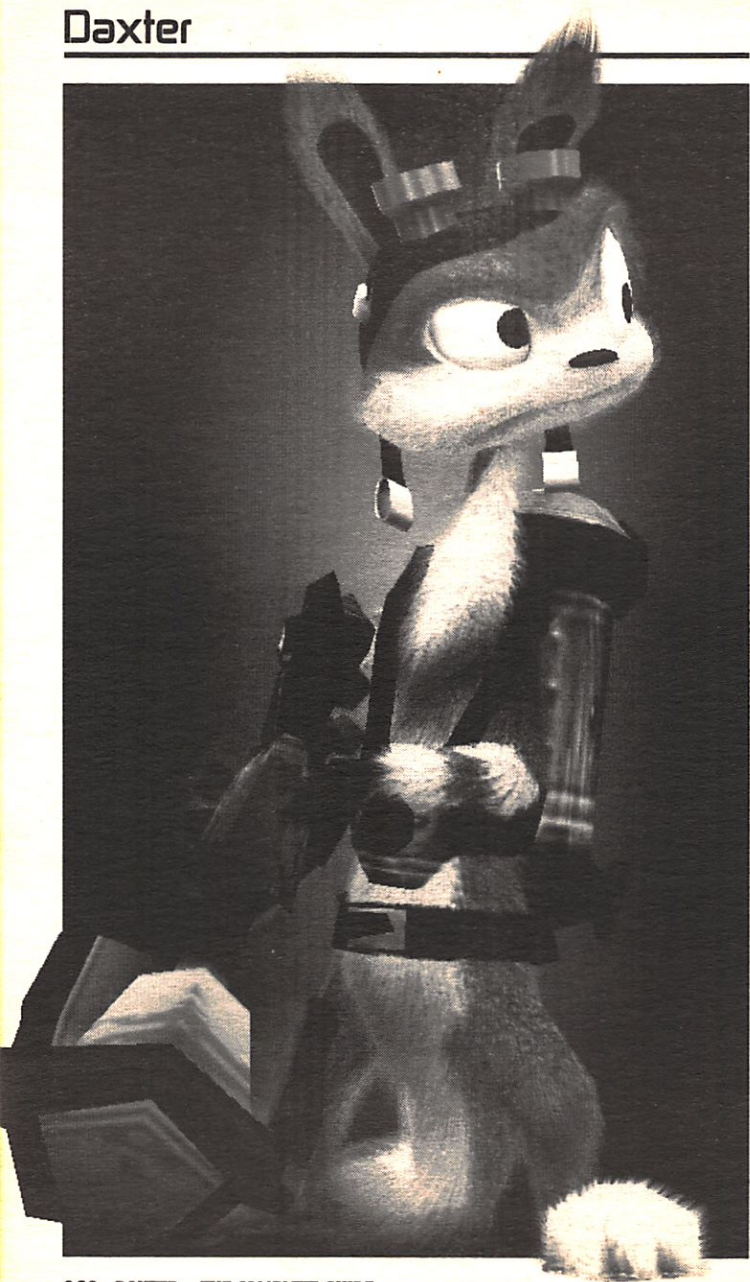
When you reach the room at the end of the corridor, head to the south-east corner, where you see a TV and a pole. Climb the pole to access the ventilation shaft, which leads into the filming area.

TAKING DOWN SADONO

Drop out of the vent and sneak up behind Sadono. When the spotlight moves, grab him and retreat to a safe/dark spot without turning your back on the two remaining mercenaries.

Stay behind the curtains that you came from, draw your pistol and wait for the mercenaries to find you. One of them will come round the corner and start searching through the darkness, so try and put him down with a particularly well-aimed headshot.

The other enemy will come from the same place shortly afterwards. After those two are down, bring Sadono to the retinal scanner and force him to use it. Go through the door and keep moving with him along the hallway until you reach the next scanner. Repeat the process, before moving towards the lovely Ingrid, who will take Sadono off your hands. ■



DAXTER

WELCOME!

With his buddy, Jak, locked up in Haven City's prison, loud-mouthed Ottsel, Daxter, has to make ends meet while he concocts a plan to spring his friend from chokey. Each level has certain objectives (collect a number of gold gems or kill a number of bugs etc) to complete them. There's also a specific number of gold gems and Precursor Orbs to find – these aren't essential to progress but unlock mini-games and bonuses (see page 65).

THE WESTSIDE HOTEL OBJECTIVE

- Collect 25 gold gems
(Maximum number of gold gems available: 39)
(Total number of Precursor Orbs available: 50)

After receiving your electro swat from Osmo leave the shop and follow the spotlights, to reach the hotel. Once inside the hotel talk to the concierge and find his key so you can use the lift at the end of the long corridor.

Aside from the bugs, which can be dealt with using the electroswat, there are also killer plants. Use **A** to sneak past these deadly flowers. From the elevator follow the path and cross over the bridge. After climbing up a small wall you will reach a pond. Jump across the water using the lily pads.

On the other side of the pond climb the wall by jumping back and forth to reach the top. Once on the higher level you will see two moving mechanical platforms. Make your way over these where you will reach a pipe in a wall. Slide down the pipe. On the



other side of the pipe is a rocky slope leading into a hotel corridor. Go straight ahead and under the gap in the door at the end to enter the bedroom. Use the bed as a trampoline to reach the ledge on the left. Crawl through the air vent.

On the other side of the vent you will find a banquet hall with a door at the far end. Head through the corridor and turn left in to a circular room. Several bugs will emerge from holes in the wall. Kill them all before taking the exit on the left.

Head through to another circular room where more bugs will come out from under the bed. Use the bed as a trampoline to reach the chandeliers. To the left of where you entered the room you will see a Precursor Orb in front of a vent. Collect the Orb and enter the vent. On the other side is another tunnel to slide down. This time there are obstacles that need jumping over or avoiding. At the

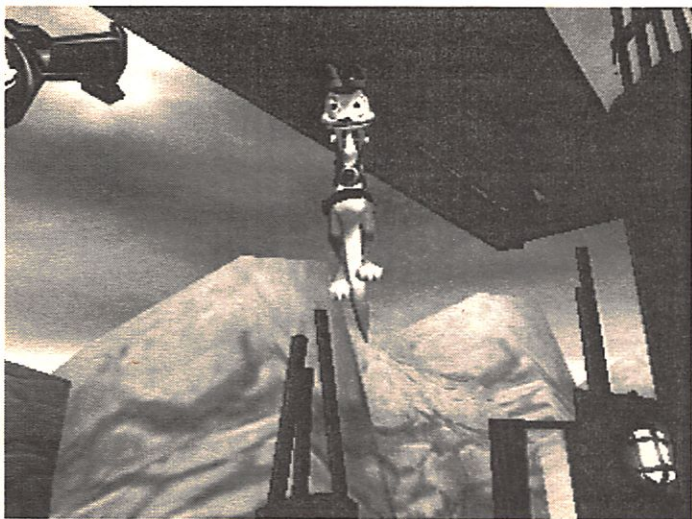
bottom of the slide you will find a lift that takes you back to the foyer. Talk to the Concierge again to complete the level and leave the hotel.

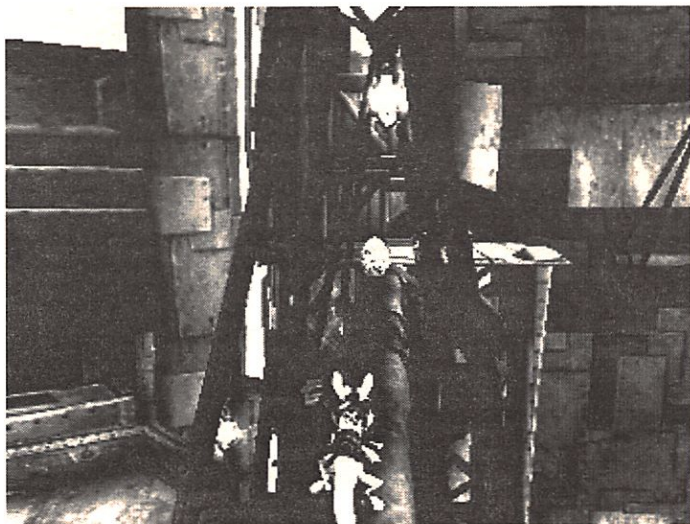
THE CONSTRUCTION SITE OBJECTIVE

- Collect all 25 gold gems (Maximum number of gold gems available: 25)
- (Total number of Precursor Orbs available: 40)

When you reach the street head right. You'll receive a message from Osmo telling you to head to a construction site. A spotlight will show you the way. Once through the door, head up the stairs. You can only go one way until you eventually reach a large yellow lift which takes you up to a thin platform with a zip line on the left. Swing down the line and head left to follow the ramp.

Jump to reach the next platform





and go left again to reach a trampoline that flings you up to the next level. On the left is a climbing wall (marked by ladder-like stripes). Scale this and head right to where you'll find a hanging platform and a swinging wrecking ball. Jump up to grab the hanging platform. Wait until the ball has just started to swing away before you make a dash across. Don't stop until you have got around the corner. Once past the ball you'll find a swinging platform to jump across leading, in turn, to a pipe to crawl through. Leaving the pipe triggers a cut-scene where you meet Taren, another exterminator. She gives Daxter his spray gun and tells him to clear the area of bugs.

Once all the bugs are gone Taren lowers a crane and hoist you to another three platforms. Each must be cleared before you can move on to the next. After the crane drops you off for the last time follow the platform

around and go through the vent at the end.

On the other side of the vent are some pipes. Daxter automatically crawls along the pipe but you need to jump between them carefully. Cross the next two platforms after the pipes and you'll come to an air vent to crawl through. On the other side turn left and climb up the wall. Use the trampoline to jump to the next platform, then cross the pipe. Follow the path until you find a zip line.

Unlike the last zip line, you'll now have to avoid obstacles by swinging left, right and lifting Daxter. At the end of the zip line you will find a big yellow lift. After using the lift, exit and find the climbable wall on your left. At the top of the wall you'll find another zip line section. At the end, there is a large door leading back to the street. Turn right and you'll see a spotlight indicating the shop. Head back and see Osmo and watch the cut-scene.



BREEZY VALLEY OBJECTIVE

■ Kill all bugs

(Maximum number of gold gems available: 0)

(Total number of Precursor Orbs available: 25)

This level has you riding Osmo's decrepit jetbike. There are three sections. In the first part you need to spray the insects, killing off the plants before a timer runs out. You can refuel the bike's spray tanks by running over green gas jets.

To find the bugs, look for purple flower beds with black smoke above them. If you have trouble locating them all then they will be highlighted when there's one minute left. Look towards the sky to find the spotlights picking them out.

For the second section, find the large flower lit up in the middle of the level. You will need to ram all of the

purple bugs on the plant to succeed. With all the bugs destroyed the Queen will come out. You need to ram her three times to finish her off. The best way to catch her out is to watch the landscape. When she is forced to turn, turn first and cut her off. Once the Queen is defeated return to the start to find the warp gate back to the shop for a cut-scene.

THE FIRST DREAM

When Daxter gets back to the shop he talks about getting some sleep. You now have to go to bed before you can continue. This unlocks the first of the mini-game challenges – a *Matrix*-style dream fight. (Subsequent mini-games are also triggered by getting Daxter to go to bed.) As 'Agents' attack Daxter, button prompts appear on the floor. Hit each symbol as it lights up and you'll defeat the Agent it represents. Completing the game unlocks a new fighting move.

Collecting the Precursor Orbs

scattered around the levels will open up extra dreams. Completing these dreams, and achieving high scores, unlocks the following bonuses.

■ **Matrix 1 mini-game:**

1 Precursor Orb.

■ **Braveheart mini-game:**

100 Precursor Orbs.

■ **Lord Of The Rings 1 mini-game:**

200 Precursor Orbs.

■ **Indiana Jones mini-game:**

300 Precursor Orbs (win gold to unlock Indiana's hat for Dexter to wear).

■ **Matrix 2 mini-game:**

400 Precursor Orbs.

■ **Lord of the Rings 2 mini-game:**

500 Precursor Orbs (win gold to unlock a pair of pants for Dexter).

**OTHER PRECURSOR
BONUSES INCLUDE:**

■ E3 2005 trailer: 600 Precursor Orbs.

■ Concept art: 700 Precursor Orbs.

■ Intro storyboard: 800 Precursor Orbs.

■ **Game in-construction:**

900 Precursor Orbs.

■ **Behind the scenes:**

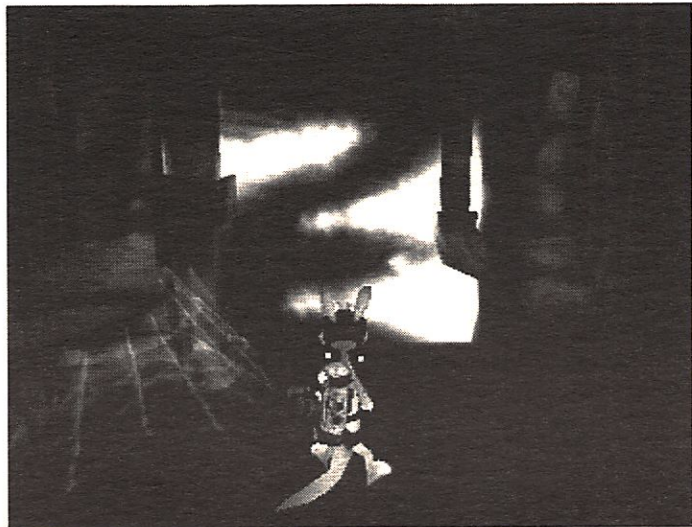
1,000 Precursor Orbs.

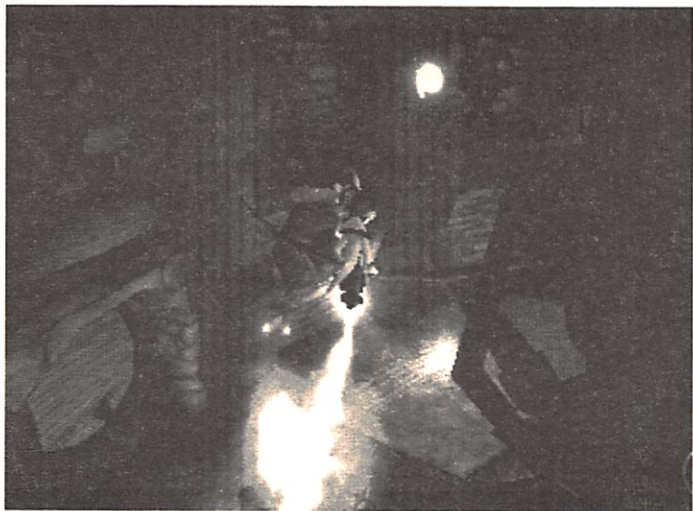
THE BAR OBJECTIVE

■ Reactivate the cellar machinery
(Maximum number of gold gems
available: 50)

(Total number of Precursor Orbs
available: 35)

After the dream go and talk to Osmo who tells you there's a job at the bar. You also now have a scooter to zip around on. Follow the cocktail symbol on the radar. Before you reach the bar you'll bump into Taren again who'll give you the pressure boost attachment for your spray gun. Activating the spray gun while jumping now lets you to fly for short periods by using the spray as a





jetpack. You can also fly further by collecting the gas pickups in mid air. Head into the marker at the bar to continue.

Use the door to the left of the bar to reach the cellar. Follow the path until you reach a cobweb blocking your way. Ignite the spray gun by shooting it at the flame to the left of the blocked door and burn away the cobwebs.

In the next room use the spray gun's jetpack ability to fly across to the alcove on the other side of the room. From here fly across the room to a second alcove. Make sure you hit the glowing green gas refill halfway or you won't be able to make it. Go down the tunnel you find on the left when you land.

Drop into the room at the end of the tunnel and use the flame to ignite the spray gun and blast away the cobwebs blocking the doorway. Through the door way you will find a

series of platforms you need to fly over. There are also flames to ignite your spray gun while flying, giving you a height boost.

Once you've squashed any bugs, you need to dash past the steam jets blocking the door and ignite your spray gun to blow away the cobwebs blocking your path. The easy way to clear the next section is just to double jump and fly over each hole you see in the floor.

Follow the passage along, over the narrow walkway and you'll drop down into a room containing some big bugs. Defeat them and burn away the cobwebs blocking your way to reveal a room with a large piece of machinery and a bug.

Go left through the steam jet where you will find a wall to climb with some insects on it. Get past the bugs and the two steam jets but stop when you reach the second passageway as the floor will collapse

under your feet. Jetpack over the gap and kill the insects on the other side. Around the corner you will have to fly through one set of steam jets and then jump over two more.

Next you'll need to ignite your spray gun and get the flame through more steam jets in order to burn away cobwebs. In the next room you will need to fly across an abyss making sure you hit the gas refill in the middle of the room to stay airborne.

After a smaller room with an easy jump there is another abyss to tackle, but this time the gas refills are arranged in an 'S' shape requiring some fancier flying to make it across. Kill the bugs that attack when you land and burn away the cobwebs to proceed. The next room contains two simple jumps, the last of which needs to be timed carefully to pass through some steam jets.

Next is a large circular room. Get on the lowest platform and use the flames to ignite your jetpack as you jump, boosting your height to reach the next level. Follow the flames around, from platform to platform, climbing the central structure until you reach the top. You'll find a tunnel.

Follow the tunnel through to a large chamber with another tunnel at the bottom. This final tunnel opens out into a large room with the cellar machinery at the end of it. To deactivate the machine you will have to activate each dial, by hitting the button it matches on the PSP as it turns red. A single mistake will restart the challenge. When you have switched the machine off, the liquid below you will drain away. Jump down into the room this reveals and take the door to the right of the machine above and climb up the

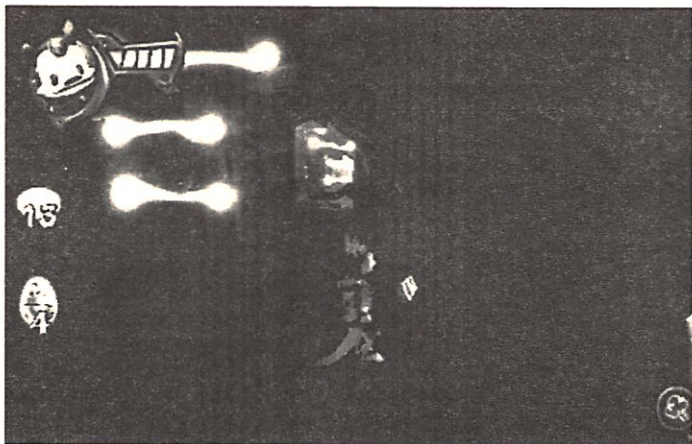
walls to reach the bar. Talk to the barmaid who tells you about some trouble at the subway and then leave the bar.

THE TRANSIT SYSTEM OBJECTIVE

■ Defeat the Hive Queen
(Maximum number of gold gems available: 28)
(Total number of Precursor Orbs available: 60)

Head into the transit system, crawl into the boarded-up corridor through the gap. Follow the corridor to the station platform, taking out the bugs along the way. Go down the ramp and follow the corridors until you see a train going past, and three bugs. Take out the creepy crawlies and fly over the track after the train has gone past. On the other side, crawl through the gap under the door into a room. Jump up to the zip line in the right of the room and ride it down until you land on a speeding train.

Avoid the electric traps as you move through the tunnel on the train's roof. When you finally move into an opening, a train will appear alongside to your left. Fly onto it. Stay on this train, avoiding the trap as before. When the tunnel opens out, ignore the distant train you see coming towards you on the right. Wait until the second train comes directly alongside you on the right-hand side. Fly onto this and head back the way you came and then jump onto the train heading your way on the left. (If you're ever unsure about the route to take when jumping from train to train then look at the lights above them. Green *usually* indicates safety.) This time, there will be traps to avoid by



moving left and right as well as by jumping over.

At the next opening, jump onto the train heading towards you on the right. When this train heads back the way you came you will see a stationary carriage on the left. Fly onto it and drop down from the carriage into the room below, ignore the door, climb up the boxes to your left and jump to a platform where you'll find an air vent to crawl through.

Once through the air vent drop into the room below. Kill any bugs and head to the door at the far end of the room to find a lift that will take you down to a lower level. Take out the insects and follow the corridor through to a large cylinder with an orange energy pulse rising up it at regular intervals.

As soon as the energy pulse has passed jump onto the cylinder and climb quickly. If you are fast enough you will find a space on the left which is insulated from the energy. Continue climbing left from safe spot to safe spot. Eventually you come to a section

that only goes up. This will take you to the top of the cylinder where there is a tunnel to your left.

Follow the tunnel until you reach an air vent. Follow this through to a gantry. Follow the gantry towards an air vent. The vent will open onto a balcony with a lift to the lower level. Take out any insects on the lower level and jump on to the zip line to the left of where you came down.

You will land on another train. Ignore the first train that approaches and ride the trap-filled tunnel until you come out the other side. Once out of the tunnel a train will approach on the left-hand side. You can jump on to this one or remain on the carriage you are already riding to reach the same destination. Either way you'll now have to face obstacles that you need to duck under as well as dodge and jump. Whatever train you rode on, it will eventually stop. Move forward where you will find a turning on the left to another tunnel system with two trains running past.

To get past the two trains without

being hit you will need to fly across when the train furthest away is just level with you. Take care to catch the gas refills or you won't make it across. Go through the door where you will find a jet bike. Jump on it to begin the next part of the level.

TRAIN CHASE

This is a simple race. Hit the white boost pads to speed up and avoid the obstacles to stay ahead of the train behind you. If you don't then you'll get run over. When you've lost the train, park the bike and get off. Turn around to go back the way you came and you'll see a tunnel to your left, marked by a glowing green line. Enter it and follow it through to the end.

THE HIVE QUEEN

OBJECTIVE

■ Defeat the Queen

(Maximum number of gold gems available: 0)

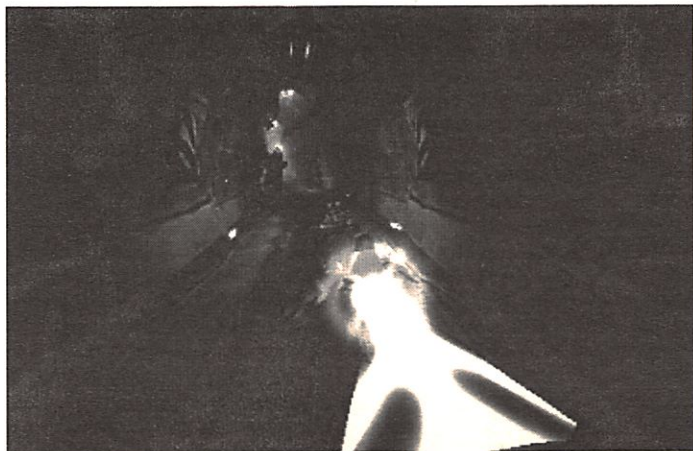
(Total number of Precursor Orbs available: 0)

At the end of the tunnel is a large circular chamber with a large purple bulb sticking out of the ground in the centre. Go up to the bulb and hit it. Shielding will cover it and it will spit out several eggs that hatch into bugs. Defeat them all and the shielding will drop allowing you to hit it again to repeat the process.

The next time you hit the bulb it will emerge from the ground and reveal itself to be the tail end of the massive, plasma-spitting Hive Queen. She has two basic attack patterns. Get too close and she'll hit you with her claws; too far away and she will shoot energy bolts at you.

To defeat her you need to spray her in the face. The easiest way to do this and avoid the attacks is to double jump and fly over her head as she starts shooting. When your trail gasses her, she will cover her face for a few seconds allowing you to get behind and attack her tail.

When you have done this a third time she'll start to jump at you. The



second she leaves the ground, jump up and fly behind her. Not only will you avoid the Queen but you'll also avoid the shock wave she generates when she lands. When she hits the ground she'll be stunned for a few seconds, again exposing her tail to a wallop. You will need to hit her three more times.

For the final stage you'll need to hit the creature's tail three more times. This time the attacks will be a mix of shooting or jumping. When you've killed her, rocks will fall, allowing you to reach a door and a lift that takes you back out to the streets.

THE STRIP MINE

OBJECTIVE

■ Collect eight Eco crystals
(Maximum number of gold gems available: 28)
(Total number of Precursor Orbs available: 60)

After receiving a call from Osmo jump on your scooter and follow the symbol

on the radar to reach the warp gate room. Go through the door and jump into the blue circle to reach the strip mine. Talk to the miner who tells you to get eight Eco crystals.

Go straight ahead into the large open area and head left. At the end of the passageway is your first Eco crystal. Head out of the tunnel and turn right under the large metal drum. In the next area you'll see another Eco crystal in the centre but take care approaching it as a load of worms will attack you. Deal with the worms and collect the crystal. Turn around and head back towards the large metal drum. On your left will be a wall you can climb, leading to the walkway above. Go up there and follow the walkway around, dealing with the hornets you encounter. At the end you'll find a switch. Hit it and the drum will start turning.

Head back to the start and as you come out from under the large metal drum turn left and climb the large





wall next to the passage where you found the first Eco crystal. At the top you will find the next Eco crystal and some worms.

The doors to the rotating drums will now be open. Take the door on the right. There will be three moving platforms that you will need to jump over to reach the exit where you will find a Eco crystal and a zip line back to the start.

Head straight back to the two drums and now take the one on the left. Continue forwards on the conveyer belt and duck under the large grinding teeth. As soon as you are past the teeth there will be a passage on your left. Jump towards it and fly the rest of the way. You will reach a hole in the ground. Fly towards the gas refill to stay airborne and use the flame to boost your height to reach the other side. Head right where you will find an Eco crystal. Retrace your steps, past the passage you came out, until you drop back down the next one of the rotating

drums. Head towards the opening on the right of the conveyer belt.

When you reach the opening, fly over the bottomless drop to the platform and turn right. You will see a gas refill floating in the distance. Fly towards it and catch it to stay airborne. When you land on the other side there will be an elevator that takes you down to a lower level.

The game now enters a side scrolling stage. Kill the insects you find and head right. Climb the wall and continue moving right. When you reach the next climbing wall use it to climb down to a lower platform and continue right. You will reach a circular climbing wall with three rotating, grinding teeth arms. Climb up and around, in-between the teeth, so you can jump to the platform above. You will reach another climbing wall and your next Eco crystal. After the crystal you will have to fly over a long abyss. Aim for the gas refills along the way to avoid falling to your doom and enter the lift you find on the other side.



There are several routes from the lift. The simplest way through is to double jump and fly to the island directly in the centre of the purple lake and then turn right until you see a crate and a conveyer belt. Fly towards them. When you land there will be a worm to deal with before you use the conveyer belt to reach an area with two bugs. After dealing with them turn left to collect the final Eco crystal and then go back to the area you just left. There are two lifts that take you back up to the rotating drums. Head back to the miner to complete the mission and then jump back through the blue warp ring to return to Haven City again.

BREEZY VALLEY 1

OBJECTIVE

■ Cure eight bugs, kill three Queens
(Maximum number of gold gems available: 28)

(Total number of Precursor Orbs available: 12)

This time there are eight infected bugs. You still need to spray them but they are now moving around. Keep an eye out for their distinctive yellow bodies and a small purple gas cloud that hangs over their backs. Once again, when time gets short any remaining bugs will be marked by a yellow spotlight.

When they are all treated you will have to deal with three Queens but you only have to hit each one once. Use the same tactic as before: watch the landscape to see when they have to turn and cut them off early to ram them. When all the Queens are dead, head back to the warp ring.

PRISON ZOOMER CHASE OBJECTIVE

- Don't lose the Zoomer
(Maximum number of gold gems available: 0)
(Total number of Precursor Orbs available: 0)

During a cut-scene Dexter will see Jak being transported in a prison zoomer. A chase ensues. The zoomer has two attacks. The first consists of dropping bombs, which you can avoid by hanging back. The other attack is to drop blue mines which you will need to steer around.

TANKER 1 OBJECTIVE

- Collect 30 gems
(Maximum number of gold gems available: 49)
(Total number of Precursor Orbs available: 60)

After a cut-scene you will be dropped off at a tanker. Jump or fly over the

swinging lifeboats as necessary until you reach a ledge with an air vent. Go through the vent. On the other side kill all the insects you can find in the area and then head back to the air vent. With your back to the vent there will be a hole to your right surrounded by railings. Stand where the railings stop and jump onto the red platform that comes towards you.

From the platform you can drop down and climb a wall to reach the next area, or you can fly straight if you can hit enough gas refills to stay airborne. Whichever route you take climb up the wall in the corner. To your right is another ledge. Jump across it quickly or it will collapse and wait for the red platform that is lowered down to meet you. When you get off the platform you will see a series of net platforms and thick ropes you can crawl across. Get across them and turn left to find a trampoline which flings you skywards towards the next area.

Climb the wall to get out of the



Daxter

room you land in and turn right to see another climbable wall with a barrel moving in front of it. At the top of the wall there a small pit ahead of you with a moving crate in the middle. Use the crate to reach the other side. Go around to the right where you will find another big trampoline that flings you down a chimney.

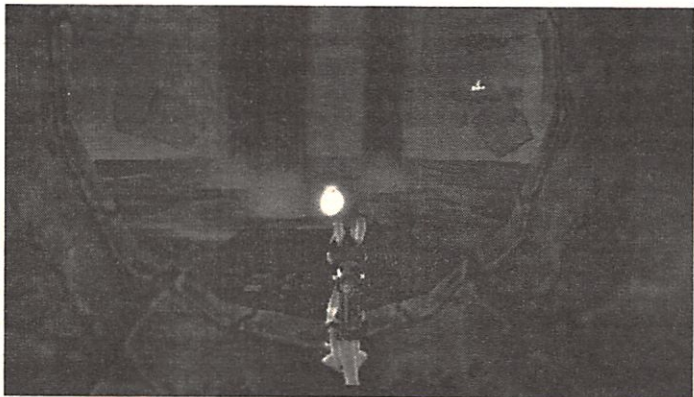
After you land, head down the corridor with the pistons. Run past the first set, jump the second and then crawl through the third and fourth. Kill any insects and climb the wall. Head through to the next room and run through the spoke of the large wheel in the middle. Now you will come to four platforms that rise and fall over the surface of some purple liquid. You will have plenty of time as the platforms move to jump between them without drowning, but if you need more time you can always use the spray gun to hover. There will be another large wheel to get through on the other side.

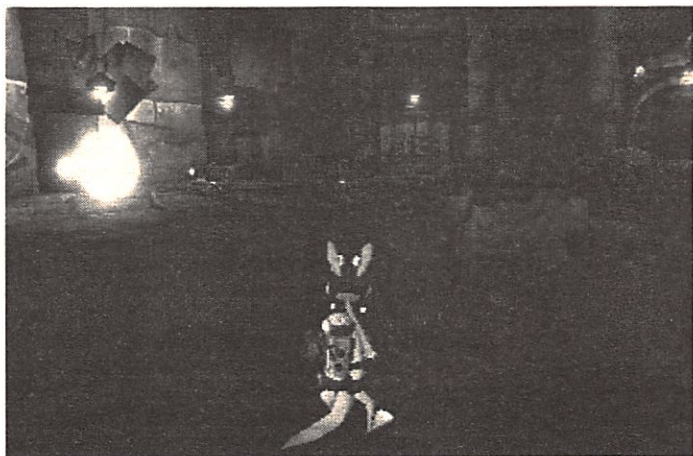
Continue to a revolving platform that carries around to the next corridor where you will find some insects and a few small gaps in the

floor to jump over. Next you will come to a larger hole. You will need to fly across, taking off and landing on collapsing platforms – so don't stand on them for too long.

Next you will come to insects near another large hole, this time with three collapsing platforms. You will also need to hit a mid-air gas refill to make it across. On the other side follow the corridor around to a climbable wall. At the top you will find a large wheel to get through and an insect. Once past this there is a series of pistons to dodge and two moving podiums over some water. Ignore the first podium and fly straight to the second one as it rises, and jump past the pistons to safety.

Next you will see a single platform moving towards and away from you. Wait until it you see it coming towards you before you fly to it. Follow the corridor around to a big white trampoline that catapults you to the next section of the ship. Here Daxter will pick up Tick, his very own sidekick. Once you have him, go to the lit up computer in the corner. Daxter will use Tick to open the exit door via





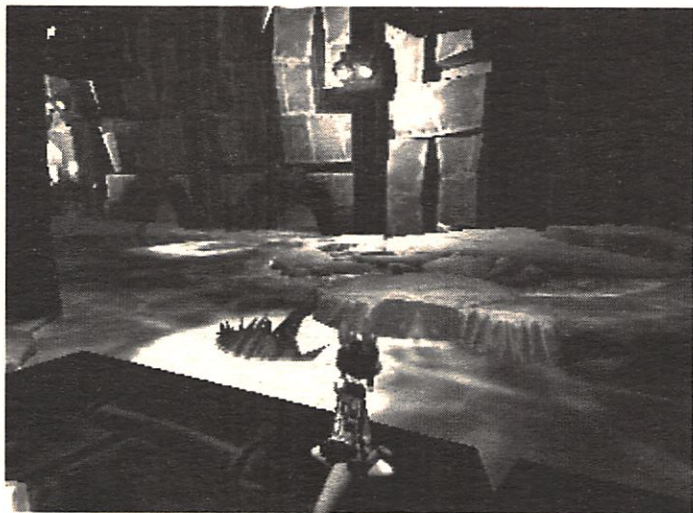
a short mini-game. Use the D-pad to move Tick near the face button symbols and then press the correct button once they light up on screen. You can't make any mistakes.

When you've opened the door using Tick, go through it and head towards your scooter to trigger a cut-scene where Daxter gets a flamethrower attachment from Taren. You can now use left and right on the D-pad to switch between normal mode and a flamethrower mode. Flying with the flamethrower mode equipped will also provide a height boost. At this point you can choose between The Cannery or The Distillery as your next mission. The Distillery is the closest.

THE DISTILLERY OBJECTIVE

■ Collect 40 gems
(Maximum number of gold gems available: 62)
(Total number of Precursor Orbs available: 60)

Follow your radar to the distillery and take the lift down to a room where a large group of bugs will attack you. Next, follow a corridor that is full of more bugs until you reach an orange section. Stop before you reach it as the floor will collapse. You will be able to fly to the first ledge no problem but in order to get over the fence blocking your way you will need to switch your spray gun to the flamethrower mode. This gives you the height boost needed to clear the fence. Clear the cobwebs blocking the door on the other side and take out the insects before crawling under the fence into another corridor. At the end fly to the suspended packing crate. Use the flamethrower for a height boost. Follow the crates around until you reach a cobwebbed doorway on the left. Clear the cobwebs and move through the corridor, dealing with creepy crawlies that attack until you reach another cobwebbed door on your right. Blast it and drop down into the area below. Hit the flashing switch to open the door.



You will find another corridor full of bugs. At the end of the corridor hit the flashing switch to start the overhead crates moving and use your flame boost to grab on the underside of the box. Hang on until the crate starts to enter a machine and drop off before you take any damage. Catch the box on the other side of the machine and ride it to a platform that leads off to the left.

At the end of the passage there is a door into a vat of wine. Enter it and start jumping and flying right. Not only will the vat start filling under you but the platforms collapse if you stay too long. Equip your flamethrower for the height boost, keep double jumping, flying and don't stop. At the top of the vat turn left and fly to the next ledge. Fight the bugs, hit the switch to open the door and head up the stairs.

Follow the orange corridor around to a green room. The next orange

corridor has a collapsing floor so get ready to jump and fly towards the climbable wall on the right in order to reach the other side. Follow the corridor past another hole you need to fly over and go up the stairs. Clear the cobwebs from the door and drop down into the circular room below where some bugs will attack. Follow the edge of the chamber around until you find a ledge that lets you reach the next door. Follow the passage to reach the lift and go back up to the city streets. Follow the radar to reach the Fish Cannery.

FISH CANNERY OBJECTIVE

- Collect 40 gems
(Maximum number of gold gems available: 60)
(Total number of Precursor Orbs available: 60)

Follow the corridor around, crawling

under the grinding teeth along the way. You'll come to a drop into a large room with a door on the left. Go through and hit the switch to the right of a panel on the floor. A large block of ice will rise from the panel. Fly using the flamethrower to get on top of the ice block and then jump up to a second ice block. Use the flamethrower to move the block out of your way. Enter the nearest cage on the left-hand side and then fly right as far as you can. The next nearest cage is behind some hanging fish so you will need to fly around them to reach it. From here you can fly to the doorway and out of the room. Follow the corridor around until you reach a lift that takes you into a control room, turn left and take the lift up to a hole. Jump through the hole.

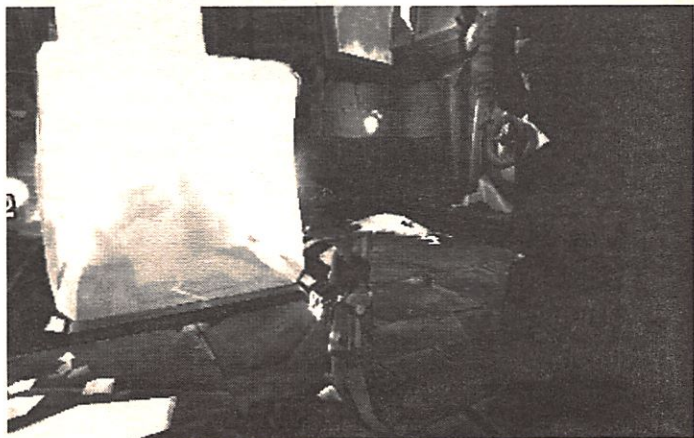
After a cut-scene where you meet the owner of the cannery, you will see an ice block in front of you. Use the flamethrower to move it and go through into a room where you will find an egg-laying pod. It looks like the Hive Queen's tail but will only

explode once you've hit it enough times. When the pod and the bugs are defeated go through the circular door and jump right from the ice block.

You will reach some water with orange fish patrolling in-between lumps of floating ice. If you jump when the fish are near they will leap up and eat you so wait until they are as far away as possible. Jump across the water and head left when you reach the other side.

You will come to a small strip of water. Hit the switch nearby to create an ice block on the other side. Jump over and use your flamethrower to move it forwards before jumping on the ice block to reach the next level. Crawl through the air vent where you'll find a room with two hives. Destroy them and go up the crates to the right of where you came in.

In front of you is a switch to make an ice block. To go left you will need to move the created ice block by shooting it with the flamethrower. Don't worry about melting it too much because it will reform when it reaches



the end of the passage. Use your flamethrower to reach the ledge and jump up. You will find a hive to destroy before flying over some water (avoiding the patrolling fish in the water) and reaching an ice platform. Fly over to some more ice where you will find another hive. Destroy it and fly over to the metal platform. You will need to hit the gas refill pickup to make the distance. Head into the lift.

When you come out of the lift go all the way round to your right and fly over some water to reach a circular tunnel. The way ahead is just in front of the lift where there are some moving ice blocks and patrolling fish. Get across the water and you'll find another lift – enter it.

Exit the lift and hit the switch to make an ice block. Move the block forward with the flamethrower and use it to reach the crate ahead before jumping right. When you land you will see two switches to create ice blocks. Hit them both and use the

flamethrower to move each one forwards as far as it will go. Use your flame boost to jump onto the block nearest the ledge you came up from and then fly over to the other ice block. The next jump is tricky. You will need to double jump towards the cage and use the flamethrower to fly over. Head straight towards it and you will just make it – Daxter only catches the edge with his finger tips. Climb up onto the cage, jump across to the ledge on the other side and take the lift up.

When you come out there will be a stretch of water with fish patrolling it. To your right a frozen fish runs along a rail. Melt it with your flamethrower and it will distract the fish in the water, allowing you to fly over to the other side. Take the lift to the left and when you come out follow the conveyer belts to the exit. Follow the radar to meet up with Ximon, Osmo's surfer dude son.





EMERALD FOREST OBJECTIVE

■ Kill the flying bugs

(Maximum number of gold gems available: 0)

(Total number of Precursor Orbs available: 50)

All you need to do is fly alongside the big, blue, flying bug and blow it up. Tap **R1** and Ximon will throw a bomb. You can only hit it when it's alongside. Although it takes several hits, take your time and don't lose it as the only way to fail is to let the bug get too far away. Once the bug is dead head back to the start and take the warp gate back to the city. Follow your radar back to the construction site.

THE CONSTRUCTION SITE 2 OBJECTIVE

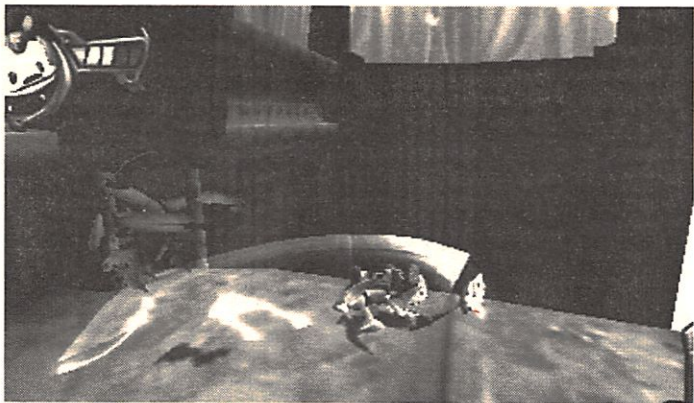
■ Find and destroy four termite mounds

(Maximum number of gold gems available: 27)

(Total number of Precursor Orbs available: 60)

When you reach the construction site take the corridor to the yellow lift. Come out of the lift and follow the platforms around until you reach a climbable wall. At the top of the wall you will find a short flying section where you must follow the gas refill pick ups to reach a platform with a door on the left. Go through this to reach an area full of suspended, revolving crates. To get across wait until a crate is approaching you before you fly towards it. On the other side you will find a wall to climb.

Follow the route around. You will have to fly between some platforms and trampoline jumps. After this you will reach a series of platforms on springs. You will need to heat each one up until it rotates to reach the next section and finally a trampoline. To the right of the trampoline is a wall to climb. Climb up and follow the platforms around to another trampoline and climbable wall. At the



top take the lift up to your first termite mound. A quick zap with the flamethrower and it's history.

After the termite mound, go forwards and up to the hanging crate. Jump onto the ledge and go left, up the climbable wall and along the monkey bars. You'll come to an air vent. Go through it and destroy the termite mound on the other side. Now head back towards the hanging crate. Stop when you reach the ledge immediately before the crate, and turn away from it. You will see some gas refills floating in the air leading to a distant, climbable wall. Fly along, following the refills until you reach the wall and then climb up it. At the top you will find another termite mound to destroy, before heading back to the crate. This time when you reach the crate go straight ahead and then left and left again until you reach the climbable wall. Climb up the wall and you'll be able to fly over to the last termite mound. Destroy it to activate the lift directly below you.

Take the lift up and follow the platforms, trampolines and climbable

walls until you come to a swinging crate. Jump up and fly towards the crate when it's moving towards you or you won't make it, and then fly to the next platform as it approaches. Carry on across some more platforms and climbable walls until you reach an air vent. Go through it to reach a zip line with no obstacles to avoid. Once outside, head to the warp room highlighted on your radar. Jump into the warp gate and make sure 'Strip Mine 2' is selected before continuing.

THE STRIP MINE 2 OBJECTIVE

- Find and destroy 30 hives
(Maximum number of gold gems available: 81)
(Total number of Precursor Orbs available: 70)

A cut-scene shows Taren presenting Daxter with an ultrasound attachment for the spray gun. It works like a grenade launcher and can be selected by moving left or right on the D-pad. Head over to the miner who tells you to destroy 30 hives to attract a Queen.

Now head right over the purple

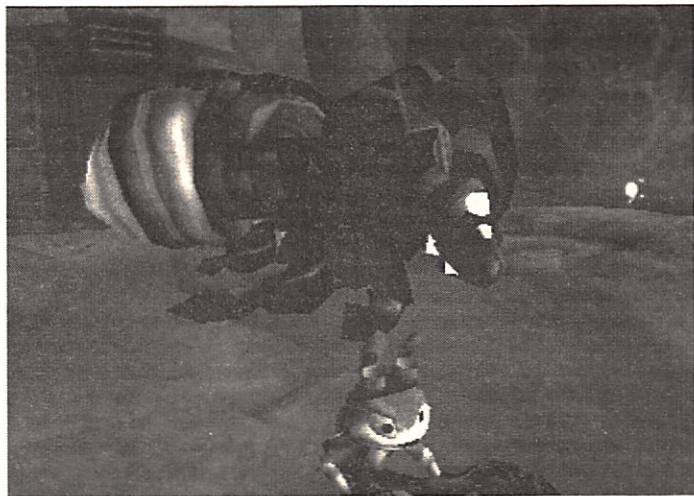
glop and then left up to the next level. From here you can fly over to the higher level where you will find a door blocked by rocky crystals. Blast the rocks with your ultrasound attachment to reveal the first hive. Destroy the hive and then blast open the next blocked doorway behind it. Follow the short corridor to a lift that takes you down.

When you come out of the lift there will be three hanging mine carts moving from side to side. Fly to the nearest one first and then to the cart that's *furthest* away, before doubling back to reach the middle cart. Carry on to the platform on the far side and then head right and right again. From this platform fly straight over to the next platform and then left to reach another blocked door. Blast it to continue. Keep blasting the fallen rocks until you reach a room with a hive to destroy.

Now leave the room via the conveyer belt, running the wrong way.

You'll need to jump or fly to move along it. When you see an alcove with a hive to your left, fly over and destroy it. Next, fly over to the opposite side of the chamber via the hanging crate and go through the door that opens. To your right is a wall that can be destroyed to reveal some Precursor Orbs. To your left are two more destructible walls that reveal a cave with several hives to destroy.

When you come out of the cave head back to the conveyor belt and continue to its end. Turn right and ride along the smaller conveyer belt and through the opening it leads to. Follow the corridor to a new conveyer belt and keep going until you see a ledge to your right. Fly over until you reach some more destructible walls and blast through to reach another room full of hives. Once all the hives are gone, go back to the conveyer belt and keep going straight ahead to reach another conveyer belt and on to the other side of the room to reach a



second alcove with a single hive in it.

Once that hive is destroyed jump back to the nearest conveyer belt and follow its direction into a cave containing another hive. Blast the hive and continue out of the cave where you'll find two mine cars to jump across leading to another destructible wall. Beyond that wall are two more. The wall on the right contains Precursor Orbs while the wall on the left contains another hive and a destructible wall leading out. Follow the corridor around till you reach a short conveyor belt where you'll need to take a short detour through an opening, fly over to another conveyer belt and then fly back through a second opening to rejoin the corridor just before a destructible wall. Blast your way through this and the two walls that follow, and then follow the corridor around, into the open and eventually to a large conveyor belt.

Head back to the start and turn left at the miner, towards the hanging cart. Turn right to reach the ledge that

enables you to jump up to the cart and across to the higher level. Go on, blasting your way through the destructible rooms to a chamber where you'll find the last hive. Mess it up good and then go back to the miner.

After talking to the miner the large grey door behind him will open leading to the Queen. Go through it, up the lift and follow the route through to a large open arena.

THE HIVE QUEEN 2 OBJECTIVE

■ Defeat the Queen

(Maximum number of gold gems available: 0)

(Total number of Precursor Orbs available: 0)

Head to the orange lump at the end of the area and hit it. It will lay eggs that hatch into various insects you will need to kill. Do this two more times and the next time you hit it the Queen will fly down to collect her 'tail'. There are three indentations around the





arena. The Queen will fly to one and stick her tail in it. Next she will spray plasma in a sweeping beam. Double jump just before this happens to fly over the beam and behind the Queen. Whack her tail and she will take off, now switch to the Ultrasound grenade launcher function on the spray gun and blast away at her while you can. Get ready to jump because after a few shots she'll thump the ground, unleashing a shockwave you can avoid by jumping or flying.

This attack pattern will repeat a second time before the Queen starts to land on the walls and release explosive, homing missile bugs. Shooting her in the head with a grenade shot will make her stop and fly to the centre of the arena where you can shoot her several times until she flies to the wall again. This time she will also lay eggs, releasing bugs as well as homing missiles. Again shoot her in the head to make her stop, and fly to the in the middle of the arena, exposing her tail. Shoot the tail again with the grenade launcher

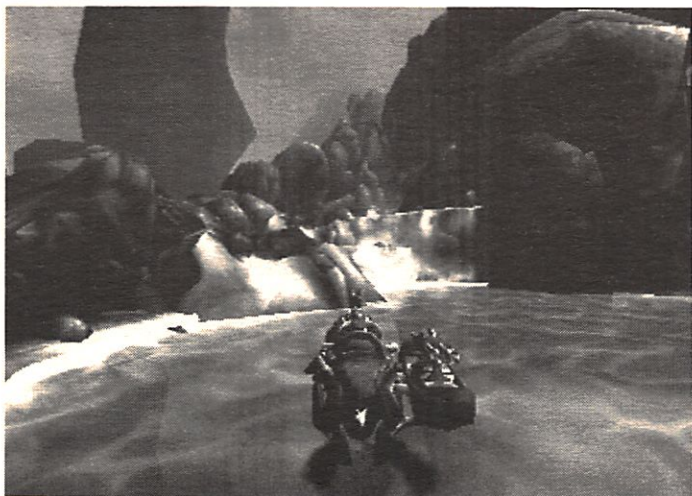
and this should defeat her.

Head towards the exit that appears when she's dead and you will find the miner and a warp gate. Warp back to the city but when you arrive, jump straight back into the warp gate and select the Lumber Mill level that has now appeared.

THE LUMBER MILL OBJECTIVE

■ Switch on the zappers to destroy seven egg-laying bugs
(Maximum number of gold gems available: 30)
(Total number of Precursor Orbs available: 70)

Talk to the lumberjack and then turn around to find the column to the left of the warp gate. You will see a line of gas refills. You must fly around, following the trail to reach first one platform and then another. From the second platform you can catch a zip line. Where you land there will be a switch to your left, stand on it to activate an insect-o-cuter style trap.



The fat egg-laying insect flying near by will slowly fly into the trap and be killed. Good.

Next, turn right and jump on top of the grey crate. From here head left towards the lethal looking circular saw. Go past the saw and follow the corridor around until you come out into the open. Continue straight ahead where you will see another Insect-o-cuter trap. Drop down and activate it to kill the egglayer.

With the bug dead, go right where you'll see a white, hollowed-out log with a saw cutting it in half. Go through the log and follow the route through to a room with another trap to activate. Once the bug is dead leave via the circular saw *opposite* where you came in. Follow this route through to a clearing where you'll find a trap with two bugs to fry.

With the bugs zapped, head back the way you came. As you are approaching two white crates you will see a hollowed-out tree facing you.

This is the path to take. When you come out of the tree trunk you will see some logs floating in the water, jump on to these and then make your way across the river by flying from lily pad to lily pad. When you see a large wooden gate to your right head towards it and drop down through the door.

On the other side you will see lines of logs drifting downstream. Jump on to one and then jump left to right across the logs to avoid the low branches as they pass by. When you reach the end, fly up to the platform where you will find another trap to activate. When the bug is dead get up on the white crate and zip line back to the wooden gate. Get ready halfway along the slide to jump to an adjacent line or you'll fall in the river when your first line runs out. Head back to the lily pads and continue right, down the river. Once you reach the wooden jetty things get tricky. You still need to follow the lily pads and logs over the

water but now there are extra hazards. These include fish that will eat you if you jump over them, brown lily pads that sink if you stand on them for too long and revolving barriers to get past.

Get through it all and you'll find the final trap. Fry that sucker and take the zip line back to the jetty. Keep going past the first trap that you triggered and head towards the brown wooden bridge. When you reach the gate the lumberjack will congratulate you and open the door allowing you leave via the log chute. Avoid the saws as you slide down you'll be back at the warp gate in no time.

EMERALD FOREST 2

OBJECTIVE

- Destroy the flying bug
(Maximum number of gold gems available: 0)
(Total number of Precursor Orbs available: 50)

Leave the warp room and follow your radar to hook up with Ximon again. Get on the flyer and take it out to the water. Ximon will drive this time leaving you to blast the flying bug with a gun, FPS style. Watch out for the explosive insects that home in on you. When the bug is dead, take the flyer back and return to the city. Follow your radar back to the Tanker.

THE TANKER 2

OBJECTIVE

- Investigate the tanker
(Maximum number of gold gems available: 35)
(Total number of Precursor Orbs available: 70)

Go straight across the first room and out of the door. You'll come to a corridor with no floor so you'll have to fly all the way around, making sure you catch the gas refills along the way. At the end, the corridor will lead to a lift. Take the lift up.



When the lift comes out you will be in a body of purple liquid. Ahead of you crates will be bobbing up and down. You will need to time your progress carefully so as not to be standing on a crate as it sinks. Usually, as long as you double jump and fly as the crate you are on sinks, the other one will come up in time for you to land on it. Follow the crates around to a large metal platform.

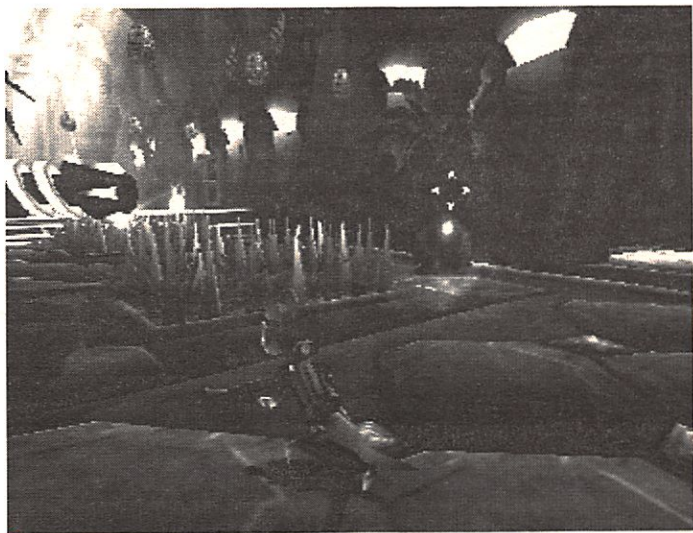
The next section involves more floating crates but this time the crates won't appear until you've landed on the one you can see. Follow the crates until you reach an air vent. Go down it.

When you come out go forwards and use the flamethrower on the stuck valve to reveal some crates in the distance, which you can fly over to. Now torch the second stuck valve to lower the water and reveal a big trampoline that flings you through the sky and down a big chimney.

When you land, jump onto the floating circular platform. It will move forwards forcing you to jump various obstacles along the way. If you jump at the last possible minute you will find it easier to land once you're past the blockage. On the other side you will find a hive to destroy and a wall to climb. At the top you will find a valve to blast with your flamethrower. When you do you will receive a message that the tanker is going to explode. You now have a time limit to escape. Jump on the zip line in front of you.

The next section is tricky. You have to avoid obstacles but you'll need to jump to different zip lines along the way. If you're having trouble then ignore the distracting Precursor Orbs and just pay attention to the route in front of you. When you land, ignore the hive and head straight for the trampoline behind it.





As soon as you land, jump up to the level above you and fly to the crate floating in the water. When you land the next one will appear and so on until you reach a metal platform. From the metal platform fly along, following the gas refills until you reach a platform with a valve on it. Torch the valve and the water will drain revealing a door behind you. Fly down to the door and run through the room towards the trap door at the back. Jump through the trap door to end the level.

THE BARON'S PALACE OBJECTIVE

- Escape the palace
(Maximum number of gold gems available: 55)
(Total number of Precursor Orbs available: 75)

Take care, certain bugs can now shoot electricity from their tails. Follow the

corridor around to a lift and take it to a garden with grass and two large plants. As soon as you move, alarms go off, the grass sprouts spikes and the plants turn into gun turrets.

Head past the guns, spikes and some laser fences to reach the back of the garden. Here you will find a large doorway behind a pillar. Go through the door and follow the path past more turrets and some insects until you reach an orange corridor. Follow the corridor, avoiding the laser fences that spring up. At the end of it a spike pit appears, forcing you right, past some more spikes and into a library protected by lasers fences.

To get past the first laser fence, go to the table with the vase on it and turn right to find a gap you can fly through. In the next room, climb on the table again and use the flame boost to fly through the gap in the laser fence. The next laser fence you can crawl under. In the following



room you will need to climb the circular table, double jump through the gap in the fence and immediately flame boost over the spikes and through the gap on the other side. The next fence after you land can be crawled under.

After the fences, fly over the spike pit to reach a circular room full of rotating lasers at floor level. Jump and fly past all the lasers to reach the door behind the central pillar. You will now be faced with two moving fences that you can just duck under as they lift up and a fence you can fly over from a standing start. After that there's one more moving fence to duck under and another to crawl under.

Next you will enter a long room with a table. Jump on the table and, using the flame boost, fly down the room and through the gap in the fence. The next fence you can crawl through. Continue to the round table and climb onto it. Double jump through the gap in the fence and then

immediately fly through the next gap. To avoid the spikes below you will have to hit the gas refill in the air to stay airborne and clear the third fence.

Follow the library's path until you reach the next fence. This can be cleared by flying from the large table. The next three fences can be cleared by flying from a standing start. After that you will find a single moving fence to duck under before another circular room with revolving lasers on the floor. After the lasers, the last few hazards in the library are simple to avoid, just low fences and spikes. Follow the route around to reach the Baron's vault.

In the Baron's vault turn left and climb up the crate. From here, fly to the platform on the wall to your left. Now wait for the nearest crate hanging from the ceiling to move towards you before flying to it. Repeat this for the next three crates. When you reach the fourth crate you will be able fly into the next section of the vault.

When you enter the second vault chamber you will see a single crate just ahead, to the left of two crates stacked on top of each other. Climb the first crate and then fly to the top of the two crates. From where you land you will see another double crate stack in front of you. Fly to it but this time when you land, turn around to find a stack of three containers behind you and fly to that and jump up to the box above you. To your right you will see a stack of boxes behind a moving crate, hanging from the ceiling. Time your flight to pass the moving crate and land on the distant crates. Now there will be some containers to your left and again you will need to avoid the moving obstacles to reach them. Your final destination is one last stack, behind another moving crate. When you land on this, a box will be dropped from a

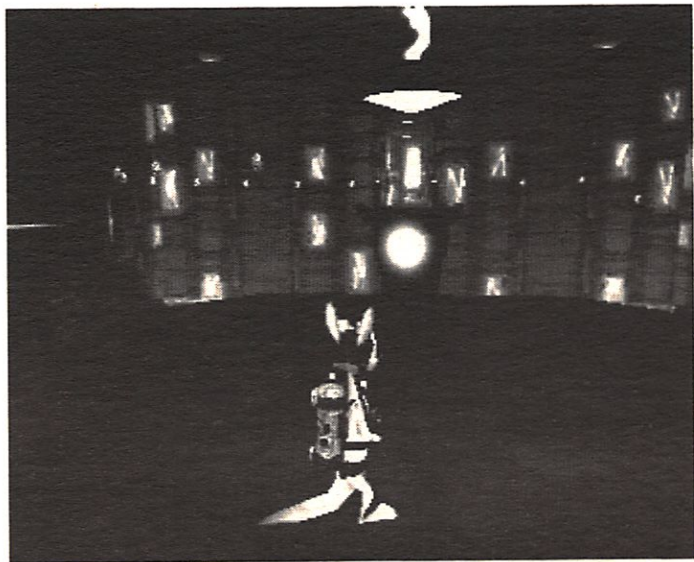
crane, breaking open a hole in the floor. Jump down it to continue.

After a short cut-scene follow the corridor around to a room where another cut-scene will start. When it's over continue following the corridor around until you reach a room full of boxes. Climb the boxes around the left-hand side of the room to reach the air vent in the far corner. Crawl into it, to trigger another cut-scene and end the level.

PRISON OBJECTIVE

- Escape the palace
(Maximum number of gold gems available: 54)
(Total number of Precursor Orbs available: 75)

Around the first corner you will find a guard. You can't harm him but as long



as you stick behind him he won't notice you. If any guard sees you then it's instant death. Once you are past the guard hop on the flyer to start the next section.

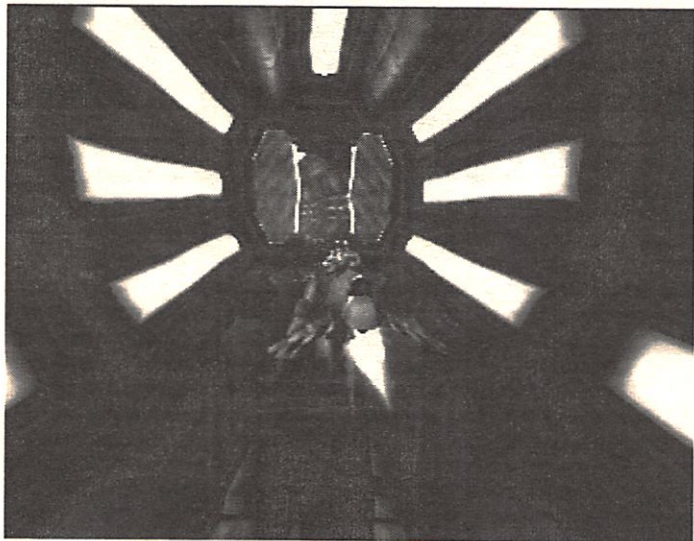
Once you are on the flyer the guard will give chase. This is identical to the Train Chase from the Transit System level. Hit the white boost pads to gain speed and avoid the obstacles to stay in front of the guard. When you have lost him, get off the bike and go through the door to the next section where you will see another guard. Run behind him and follow the passageway around to the left.

The passageway leads into a room with a single guard patrolling around a pillar. Wait until he has passed and enter the room. Collect the yellow key in front of the pillar and follow the guard. You can check out all of the cells but the one with the air vent under the bed is the forth on the

right, following the guard.

On the other side of the air vent is a small room filled with lightning bugs. Kill them and climb the wall directly opposite the air vent. This leads into a narrow passage that then drops into a small chamber with a lift. Take the lift up and turn left into a side scrolling section.

A guard is patrolling between two rooms. Wait until he comes out of the room nearest you and follow behind him until you reach the climbable wall. Wait at the top of the wall to get past the guard and take the lift up. Head right and after a gap that you'll need to fly over you will meet some insects rather than a guard. Kill them and continue to the lift. Take the lift up and go left again, over another drop, some insects and a wall to climb before you reach an air vent. Before you can leave the air vent you will see a guard's feet. Wait until he walks





right and follow him until you reach a wall you can climb. From here fly to the square passage on the right.

The next room contains three patrolling guards. Drop down behind the first one and follow him around to the right, watching out for the guard in the middle. At the back of the room you will find the key to open the cells. The cell you want to open is the second one you passed. Get in there and through the air vent under the bed.

The vent comes out into another side scrolling section. Go right and fly over to the first moving platform as it drops down. There are two more platforms to fly across before a small wall leading to some bugs and two short gaps to hop over. Next there will be another wall and beyond that a patrolling guard. Follow the guard until you reach the climbable wall and use that to get past him. Continue on to an air vent and go down it to trigger a cut-scene.

Come out of the air vent and

follow the passage. You will need to kill quite a few bugs and fly over some gaps to reach a climbable wall. After the wall there will be a short flight section where you need to hit the midair gas refills. You will land on another climbable wall near a guard. Wait until he has turned his back before climbing up and sneaking past. Turn left and fly across the water using the two platforms on the left-hand side and then a climbable wall to reach the ledge. From the ledge there will be a flying section where you have to collect the gas refills in order to stay airborne.

After the flying section you will enter a huge circular room with water below. Fly over to the thin protruding arm directly opposite and move to the other end. Flame boost but don't fly anywhere, there is a spring below you and the arm will turn 90 degrees as you heat it up. When it stops you can do it again to turn the arm 180 degrees in total and leave the



chamber through the passage directly opposite the one you came in through. Afterwards there is another flying section.

You will reach a huge chamber full of movable arms and sparking platforms. Fly to the first arm and head to the spring at the other end. Heat it to turn the arm 90 degrees and run to the platform it reaches. Turn right and run down the next arm to its spring. Heat it up twice so that it turns 180 degrees and run down it to the next platform. Turn right, up the arm and heat the spring once to swing the arm around 90 degrees to reach the last arm. Heat this one up twice to bring it around 180 degrees to reach the chamber's exit. Follow the corridor around to a room where a cut-scene plays.

After the cut-scene head over to the control panel by the window and play the most evil mini-game ever

made to open the door. The screen shows a cylinder in the centre. On the right-hand side face button symbols head towards the cylinder while at the same time D-pad direction appear on the left. Press a symbol on screen and it disappears with the aim being to prevent any hitting the cylinder. However, symbols appear from both sides at once and a single mistake ends the game. When the door is open go through it to trigger a cut-scene and the first part of the final boss battle.

FINAL BOSS OBJECTIVE

■ Defeat the final boss
(Maximum number of gold gems available: 0)
(Total number of Precursor Orbs available: 0)

You will be in a large grid of floating squares, suspended by electricity.

Keep moving from square to square as the final boss shoots energy bombs at you. When he comes down to recharge, shoot him with a grenade. Now, when he attacks he will also use lightning bolts that are harder to avoid. Repeat this three times and the grid will collapse.

You now have several blocks floating on water. Jump between them as the boss flings lightning bolts at you. After three or four attacks he will electrify all the blocks. Jump towards the line of gas refills that have appeared on the right and follow them as the platforms are destroyed. You will reach a small platform with a valve on it. Torch the valve to lower the water level and reveal a bunch of new platforms.

Fly over to the new platforms. Now when the boss attacks he will fling fireballs. After another three attacks fly across to another valve using the gas refills that appear on the left. Heat this valve up and fly down to the next set of platforms to trigger a cut-scene and the final battle.

You will be facing three white towers. The boss will fire an energy bolt at you and then recharge. When he recharges, shoot him with a grenade. The white tower he is on will collapse and freeze. Run, jump and fly across the frozen cylinders to reach the boss and burn his face with the flamethrower. You will reappear in front of the three towers minus the destroyed one. You will have to repeat the same process for each

remaining tower. With all the towers destroyed, watch the cut-scene and then run out of the door in front of you and take a right to get another cut-scene. You've completed Daxter. Congratulations! ■



CHEATS

BATTLEFIELD 2: MODERN COMBAT

While playing the game, hold **R2** and **L2** and then press **→, ↓, ↑, ←, ←** to unlock all weapons.

BLACK

To unlock the **M249** machine gun as your default weapon, enter the following code (including dashes) as a profile name:

FG6S-WFZG-7MDP-PZGT

If you've got it right, the game will immediately ask you to enter another name.

CALL OF DUTY 2: BIG RED ONE

Enter this code in the Chapter Select menu to unlock all levels: Hold **R1** and **L1** and then press **↑, ↑, ↓, ↓, ←, ←, →, →, ⊙, →, ⊙, →, ⊙**.

CHICKEN LITTLE

Select Extras at the main menu then Cheat Codes. Line up these symbols to unlock the effects:

Big feet:

Hat, glove, glove, hat.

Big hair:

Baseball, bat, bat, baseball.

Big head:

Hat, helmet, helmet, hat.

Invincibility:

Baseball, baseball, baseball, shirt.

Wear sunglasses:

Glove, glove, helmet, helmet.

Wear underwear:

Hat, hat, shirt, shirt.

CONFLICT: GLOBAL STORM

While on the main menu, press **R1, R1, L1, R1, ⊙, ⊙, ⊙, ⊙** to unlock a new and highly desirable cheat menu.

FIFA STREET 2

On the title menu hold **R1** and **△** and enter **←, ↑, ↑, →, ↓, ↓, ↓, ↓** to unlock everything.

FIGHT NIGHT ROUND 3

Go to the Create Champ mode, type in 'NEWVIEW' as a first name and hit enter before quitting out to the title screen. All the venues will now be unlocked.

GRAND THEFT AUTO: SAN ANDREAS

Enter these cheats while playing:

Get jetpack: **←, →, L1, L2, R1, L2, ↑, ↓, ←, →**.

Super punch (destroys everything):

L1, L2, L1, ↑, ↓, ↓, ↑, R1, L2, L2.

Full health, armour + \$250,000: **R1, R1,**

L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑.

GUITAR HERO

At the title (mode selection) screen enter the following codes using the guitar controller. A message will let you know if you're successful:

Give the crowd skull heads:

Orange, yellow, blue, blue, orange, yellow, blue, blue.

Give the crowd monkey heads:

Blue, orange, yellow, yellow, yellow, blue, orange.

Character plays an air guitar:

Orange, orange, blue,
yellow, orange.

Rock Meter stays permanently green:

Yellow, blue, orange, orange, blue, blue,
yellow, orange.

Play in an invisible venue:

Blue, yellow, orange, blue,
yellow, orange.

Unlock everything:

Yellow, orange, blue, blue, orange,
yellow, yellow.

ICE AGE 2: THE MELTDOWN

During gameplay, enter the following
code to snag yourself infinite pebbles:

↓, ↓, ←, ↑, ↑, →, ↑, ↓.

KING KONG

At the main menu, hold **□** and **△** and
press ↓, **○**, ↑, **⊕**, ↓, ↓, ↑, ↑ to
activate the cheats menu, where you can
then enter these codes:

Unlock all levels: **KKst0ry**

999 ammo: **KK 999 mun**

Unlock all bonuses: **KKmuseum**

God mode: **8wonder**

Start with a machine gun: **KKcapone**

Start with a revolver: **KKtigun**

Start with a shotgun: **KKshotgun**

Start with a sniper rifle: **KKsn1per**

Have infinite spears: **lance 1nf**

Get one-hit kills: **GrosBras**

LEGO STAR WARS

Select the following cheats using the
Extra Option menu:

For invincibility, enter **4PR28U** at
the Diner.

Unlock extra characters to use in Free
Play mode by entering the following
codes at the Diner:

Boba Fett: **LA811Y**

Mace Windu: **MS952L**

Princess Leia: **BEQ82H**

**MARC ECKO'S GETTING UP:
CONTENTS UNDER PRESSURE**

In the options menu, use these codes to
unlock the following (re-enter the codes
to switch them off):

Unlock all the levels:

IPULATOR

Unlock all the movies:

DEXTERCROWLEY

Unlock the gallery:

SIRULLY

Unlock all the skills:

DOGTAGS

Unlock your Black Book:

SHARDSOFGLOSS

Unlock all the characters:

STATEYOURNAME

Maximum health:

BABYLONTRUST

Maximum skills:

VANCEDALLISTER

Infinite health:

MARCUSECKOS

Infinite skills:

FLIPTHESCRYPT

Unlock the iPod:

GRANDMACELIA

Unlock all the legends:

NINESIX

Unlock all the Beat Down arenas:

WORKBITCH

**MIDNIGHT CLUB 3:
DUB EDITION REMIX**

Enter the following in 'Cheat Codes',
selected from the options menu:

Indestructible cars:

ontheroad

Unlock every location in arcade:

crosscountry

Unlock Atlanta and Detroit:

mode roadtrip

Cheats

NEED FOR SPEED MOST WANTED

On the Press Start screen, input:

↑, ↓, ↑, ↓, ←, →, ←, →

to unlock the Burger King challenge race.

←, →, ←, →, ↑, ↓, ↑, ↓

to unlock the Ford GT Castrol SYNTEC car.

↑, ↑, ↓, ↓, ←, →, ↑, ↓

to unlock an extra marker to use in the One Stop Shop backroom.

ONIMUSHA: DAWN OF DREAMS

From the main menu select 'Special' and enter the following codes to unlock new, *Street Fighter*-themed outfits:

Cammy outfit for Jubei:

⬇, ⬆, ⬆, R3, ←, ⬆, ⬆, ⬇, ⬆, ⬆.

Chun-Li outfit for Ohatsu:

⬆, ⬆, L3, ⬆, ←, →, →, ⬆, ⬆, ⬇.

Guile outfit for Roberto:

←, R3, →, ←, R3, ⬆, ⬆, ⬆, →, R3.

Ryu outfit for Soki:

⬆, ⬇, ⬆, ←, ⬆, ⬆, R3, →, ←, ⬆.

Ken outfit for Tenkai:

⬆, ⬆, ←, →, R3, ←, ⬆, ⬇, ⬇, ⬆.

OUTRUN 2006: COAST 2 COAST

Select a licence, edit it and type in **MILESANDMILES**. Hit 'done' and then 'quit' to receive 1,000,000 OutRun miles.

PRINCE OF PERSIA: THE TWO THRONES

Enter the following codes at the pause screen to unlock some useful new weapons:

Get a chainsaw:

↑, ↑, ↓, ↓, ←, →, ←, →, ⬇, ⬇, ⬇, ⬇.

Get a toy hammer:

←, ←, →, →, ⬇, ⬇, ⬇, ⬇, ↑, ↓.

Get a telephone:

→, ←, →, ←, ↓, ↓, ↑, ↑, ⬇, ⬇, ⬇, ⬇.

Get a swordfish:

↑, ↓, ↑, ↓, ←, →, ←, →, ⬇, ⬇, ⬇, ⬇.

SPLINTER CELL CHAOS THEORY

To get all the co-op missions, enter Solo or Co-op mode and hold **R1** + **R2** + **L1** + **L2** then press ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇.

STAR WARS: BATTLEFRONT II

During battle, hold **L2** and **R2** and input the following codes:

Alternate soldiers: ↓, ↓, ↓, ↓, ↑, ↑, ↓, ↓, ↓, ↓, ↓, ←, ↑, ↑, ↑, ←.

Alternate sounds: ↑, ↑, ↑, ←, ↑, ↓, ↑, ↑, ←, ↓, ↓, ↓, ←, ↑, ↓, ↓, ←, →.

Infinite ammo: ↑, ↓, ←, ↓, ↓, ←, ↓, ↓, ←, ↓, ↓, ↓, ←, →.

Invincibility: ↑, ↑, ↑, ←, ↓, ↓, ↓, ←, ↑, ↑, ↑, ←, →.

No HUD: ↑, ↑, ↑, ↑, ←, ↑, ↑, ↓, ←, ↓, ↑, ↑, ←, →.

THE GODFATHER

Pause the game and enter the following codes quickly. You'll hear a noise if you were successful.

⬇, ⬇, ⬇, ⬇, ⬇, L3 - Get \$5000

⬇, ←, ⬇, →, ⬇, R3 - Full ammo

←, ⬇, →, ⬇, →, L3 - Full health

TIGER WOODS PGA TOUR 06

Enter the following codes at the Password screen:

Tiger in old golf outfit: **THROWBACK**

Unlock all golfers: **WOOGLIN**

Unlock all courses: **ITSINTHEHOLE**

Unlock all clubs: **CLUB11**

Tiger in a hat: **GOLDENAGE**

PSP CHEATS

CRASH TAG TEAM RACING

Enter these codes at the main menu while holding **△** and **□**:

Chicken-headed people:

⊗, ○, ○, ○, ○.

Remove HUD:

⊗, ○, △, ○.

High-speed mode:

○, ○, △, △.

One hit KO:

⊗, ○, ○, ⊗.

GRAND THEFT AUTO: LIBERTY CITY STORIES

Enter these codes while playing:

Full health:

△, **□**, **⊗**, **△**, **□**, **○**, **△**, **□**.

Weapons (1):

↑, ○, ○, ↓, ←, ○, ○, →.

Weapons (2):

↑, ○, ○, ↓, ←, ○, ○, →.

Weapons (3):

↑, ⊗, ⊗, ↓, ←, ⊗, ⊗, →.

Clear Wanted Level:

△, **△**, **△**, **△**, **△**, **⊗**, **○**, **○**.

MX VS ATV UNLEASHED: ON THE EDGE

Enter the following codes in the Cheats option of the title menu:

TOOLAZY

Unlock Everything.

BROKEASAJOKE

Get 1,000,000 points to spend in the shop.

MINIMOTO

Unlock the 50cc bikes.

WARDROBE

Unlock all the gear.

LEADFOOT

Unlock every machine.

HUCKIT

Unlock all the freestyle tracks.

NEED FOR SPEED MOST WANTED

Enter !bacon as your profile name for a cool \$100,000.

Enter !get-set as your profile name to unlock all the cop cars in Tuner Takedown mode.

SPLINTER CELL ESSENTIALS

Input the following codes in the Bonus Missions option to unlock the hidden missions:

Hold **△** and press L+R together three times to unlock the Heroin Refinery Mission.

Hold **△** and press L+R together three times to unlock the Television Free Indonesia mission.

Hold **△** and press L+R 12 times to unlock the Paris-Nice mission.

STAR WARS: BATTLEFRONT II

Pause, and input ↑, ↑, ↑, ←, ↓, ↓, ↓, ←, ↑, ↑, ↑, ←, → for invulnerability. Pause the game and input ↑, ↓, ←, ↓, ↓, ←, ↓, ↓, ←, ↓, ↓, ↓, ←, → to make your ammo refill to the max every time you reload.

VIRTUA TENNIS

Enter these on the main menu, holding the left shoulder button:

All racquets and clothing:

→, ←, →, →, ↑, ↑, ↑.

Begin World Tour with \$1m:

↑, ↓, ←, ↓, △, △, △.

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