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F-Zero: GP Legend
Golden Sun
Golden Sun 2
Harry Potter & P.of Azkaban*
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Harvest Moon: F.of M.Town
Leg. of Zelda: Link to Past
Lord of the Rings: R.of King
Mario Advance
Mario Advance 3: Yoshi's I.
Mario Advance 4
Pokemon Ruby
Pokemon Sapphire
Ripping Friends
Road Rash Jailbreak
Sims: Bustin' Out
Sonic Advance
Sonic Advance 2
Sonic Battle
Splinter Cell
Spyro: Season of Flame
Spyro: Season of Ice
Tony Hawk's Pro Skater 4
Yu-Gi-Oh! Dung.Dice Mons.
Yu-Gi-Oh! Sacred Cards
Yu-Gi-Oh! World C.Tour.'04
Yu-Gi-Oh! World Wide Ed.
Zelda: A Link to the Past
Plus Many More...

GAMEBOY COLOR

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Dragonball Z Leg.S.Warriors
Final Fantasy 3
Flintstones
Gex 3 Deep Cover Gecko
Harry Potter & Phil.'s Stone
Mario Bros DX
Mario Land 2
Planet of the Apes
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Trading Card
Pokemon Yellow
Power Rangers: Time Force
Tomb Raider
Yu-Gi-Oh!: Dark Duel Story
Zelda: Links Awakening DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Plus Many More...

NINTENDO64

All Star Baseball 2000
Diddy Kong Racing
Goldeneye
Pokemon Stadium
Pokemon Stadium 2
Rush 2049
Star Wars: Rogue Squadron
Turok: Dinosaur Hunter
Worms Armageddon
Zelda: Ocarina of Time
Plus Many More...

DREAMCAST

Crazy Taxi
Freestyle Scooter
Resident Evil: Code Veronica
Sonic Adventure
Tomb Raider 4: Last Rev.
Plus Many More...

PC

Age of Empires
Age of Empires 2
Age of Empires 2: Conquer.
Age of Mythology
Age of Mythology: Titans
Alpha Centauri
American Conq.: Fight Back
American Conquest
Armed and Dangerous
Black Hawk Down
Broken Sword 3: S. Dragon
Call of Duty
Champ. Manager '01/'02
Champ. Manager '03/'04
Chrome
Civilization 3
Com. & Conq.: Red Alert 2
Com. & Conq.: Renegade
Com. & Conq.: Tiberian Sun
Commandos 2
Commandos 3
Commandos B. Enemy Lines
Conflict: Desert Storm
Delta Force: B. Hawk Down
Deus Ex: Invisible War
Empire Earth
Empires: Dawn of M.World
Euro 2004
Far Cry
Gangland
Ghost Recon
Grand Prix 4
Grand Theft Auto 3
Grand Theft Auto: London
Grand Theft Auto: Vice City
Ground Control 2*
Harry Potter & Ch.of Secrets
Homeworld 2
Judge Dredd:Dredd v Death
Lego Rock Raiders
Lord of the Realms 3*
Medal of Honor: All. Assault
Medal of Honor: Br'through
Medieval: Total War
Operation Flashpoint
Painkiller
Perfect Ace 2*
Pirates of the Caribbean
Prisoner of War
Quake IV*
Robot Wars: Extr.Destruction
Rollercoaster Tycoon
Rollercoaster Tycoon 2
Sacred
Silent Hunter
Sim City 2000
Sim City 3000
Sim City 4
Sims
Sims: Deluxe
Sims: Makin' Magic
Sims: Superstar
Singles: Flirt Up Your Life
Soldier of Fortune 2
Soldiers of Anarchy
Splinter Cell
Splinter Cell 2: P.Tomorrow
Star Trek: Dominion Wars
Star Trek: Elite Force
Star Trek: Hidden Evil
Star Wars: Clone Campaign
Star Wars: Galactic Battlegr.
Star Wars: Knights Old Rep.
Starships Unlimited
Stronghold
Stronghold: Crusader
Temple of Elemental Evil
The Great Escape
Theme Hospital
Three Kingdoms
Tiberian Sun: Firestorm
Tomb Raider 2
Tomb Raider 3
Tomb Raider 5: Chronicles
Tomb Raider: Angel of Dark.
Total Club Manager 2003
Total Club Manager 2004
Tron 2.0
Vietcong
Warcraft 3: Reign of Chaos
X2: The Threat
Plus Many More...

PS ONE

Alex Ferguson P.Manager'01
Alex Ferguson P.Manager'02
Alien Resurrection
Alone in the Dark 4
Alundra 2
Army Men: Land Sea & Air
Beyblade
Blade
Broken Sword
Broken Sword 2
C-12 Final Resistance
Chase the Express
Com. & Conq.: Red Alert
Com. & Conq.: Retaliation
Command & Conquer
Crash Bash
Crusaders of Might & Magic
Dancing Stage Party Edition
Delta Force: Urban Warfare
Die Hard Trilogy
Digimon World
Digimon World 3
Dino Crisis
Disney's Treasure Planet
Dracula Resurrection
Dracula The Last Sanctuary
Dragonball Z: Final Bout
Driver
Driver 2
Duke Nukem: Time to Kill
Duke Nukem:Land of Babes
Fear Effect
Fear Effect: Retro Helix
FIFA 2003
Final Fantasy 7
Final Fantasy 8
Gran Turismo 2
Grand Theft Auto 2
Harry Potter & Ch.of Secrets
Harry Potter & Phil.'s Stone
Hidden & Dangerous
Hogs of War
In Cold Blood
Italian Job
James Bond: T.W.I.N.E.
Jedi Power Battles
LMA Manager 2001
LMA Manager 2002
Lost World
Martian Gothic
MediEvil
MediEvil 2
Metal Gear Solid
Necronomicon
Parasite Eve 2
Premier Manager 2000
Rainbow 6
Rayman
Resident Evil
Resident Evil 3: Nemesis
Scooby Doo: Cyber Chase
Shadowman
Silent Hill
Smackdown 2
Soul Reaver
Spiderman 2
Spyro 2: Ripto's Rage
Spyro 3: Year of the Dragon
Spyro the Dragon
Star Wars: Phantom Menace
Star Wars:Jedi Power Battles
Syphon Filter
Syphon Filter 2
Syphon Filter 3
Tekken 3
Test Drive 4
The Italian Job
The World is Not Enough
Theme Park World
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4: Last Revel.
Tomb Raider 5: Chronicles
Tony Hawk's Pro Skater 3
Treasure Planet
Vagrant Story
WCW Mayhem
X-Files
Yu-Gi-Oh! Forbidden M..

GAMECUBE

Ace Golf
ATV Quad Racing 2
BloodRayne
Bond 007: E. or Nothing
Buffy 2: Chaos Bleeds
Conflict: Desert Storm 2
Die Hard: Vendetta
Enter the Matrix
Eternal Darkness
FIFA 2004
Final Fantasy C. Chronicles
Fire Blade
Goddess Reborn
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Harvest Moon 2: Wond. Life
Hitman 2: Silent Assassin
Hulk
Incredible Hulk
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Luigi's Mansion
Mario Kart: Double Dash
Mario Sunshine
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Network Tran.
Metal Gear Solid: T. Snakes
Metroid Prime
Minority Report
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Need for Speed Undergr'nd
PGA Tour 2004
Phantasy Star Online
Pokemon Colosseum
Rayman 3
Rebel Strike, R. Squadron 3
Res. Evil: Code Veronica X
Resident Evil
Resident Evil Zero
Rogue Leader
Rogue Ops
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Sphinx & Cursed Mummy
Spiderman The Movie
Splinter Cell
SSX 3
Star Wars: Bounty Hunter
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball 2
Super Smash Bros Melee
Tak and the Power of Juju
Tarzan Freeride
Teenage Mut. Ninja Turtles
The Hulk
The Italian Job: L.A. Heist
The L. of Zelda: Majora's M.
The Simpsons: Hit & Run
The Sims: Bustin Out
The Suffering
The Urbz*
Thirteen
Tiger Woods Golf 2004
Time Splitters 2
Toadstool Tour
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
True Crime: Streets of LA
Turok, Evolution
Viewtiful Joe
WWE Wrestlemania X8
WWE Wrestlemania XIX
X-Men: Next Dimension
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Wind Waker
Plus Many more...

X-BOX

A = 0 1
Alias
Aliens vs Predator:Extinction
Amped 1 & 2
Armed and Dangerous
Arx Fatalis
Azurik: Rise of Perthia
B = 0 2
Bad Boys 2
Baldur's Gate Dark All. 1&2
Beyond Good and Evil
Big Mutha Truckers
Blackstone: Magic & Steel
Blade 2
Blinx: The Time Sweeper
BMX XXX
Broken Sword 3: S. Dragon
Brute Force
Buffy 2: Chaos Bleeds
Buffy The Vampire Slayer
C = 0 3
Call of the King, Haven
Champ. Manager '01& '02
Chaos Bleeds
Chase: Hollywood Stunt Dr.
Colin McRae Rally 3 & 4
Conflict: Desert Storm 1 & 2
Counterstrike
D = 0 4
Dark Tomorrow, Batman
Dead Man's Hand
Dead or Alive Volleyball
Dead to Rights
Deus Ex: Invisible War
Dino Crisis 3
Dredd vs Death
Driver 3*
Dungeon & Dragons:Heroes
Dynasty Warriors 4
E = 0 5
Elder Scrolls: Morrowind
Enclave
England Int. Football
Enter The Matrix
Euro 2004
Evil Dead: Fist. of Boomstick
F = 0 6
F1 2002
Fallout:Brotherhood of Steel
Fellowship of the Ring
FIFA 2003 & 2004
FIFA World Cup 2002
Fight Night 2004
Freedom Fighters
Freestyle Metal X
Full Spectrum Warrior*
Furious Karting
Futurama
G = 0 7
Genma Onimusha
Ghost Recon
Ghost Recon:Island Thunder
Gladiator: S. of Vengeance
Gladius
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: V. City
Gun Metal
H = 0 8
Halo
Harry Potter: Quidditch Cup
Hitman 2: Silent Assassin
Hitman 3: Contracts
House of the Dead 3
Hulk
I = 0 9
Indiana Jones: Emp.'s Tomb
J = 1 0
James Bond 007: Nightfire
James Bond: E. or Nothing
Jet Set Radio Future
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 1 1
Kill.switch
L = 1 2
Legacy of Kain: Defiance
Links 2004
LMA Manager 2003 & 2004
M = 1 3
Mace Griffin: Bounty Hunter
Mafia
Magic Gathering Battlegr'nd
Manhunt
Max Payne 1 & 2
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Midnight Club 2
Mission Impossible:O.Surma
Mortal Kombat: Deadly All.
Moto GP2: U.R.T.
MTX Mototrax
MX Unleashed
N = 1 4
NBA Live 2004
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
Night Caster
Nightfire
Ninja Gaiden
O = 1 5
Oddworld Munch's Oddysee
Operation Flashpoint*
Otogi: Myth of Demons
P = 1 6
Panzer Dragoon Orta
Phantom Crash
Pirates of the Caribbean
Pitfall: The Lost Expedition
Prince of Persia: S. of Time
Project Gotham Racing 1&2
Project Zero
Q = 1 7
Quidditch World Cup
R = 1 8
Racing Evoluzione
Rallisport Challenge
Rayman 3
Reign Of Fire
Return to Castle Wolfenstein
Roadkill
Robin Hood: Def. of Crown
Robot Wars: Extr.Destruction
Rogue Ops
Rollercoaster Tycoon
Rolling
S = 1 9
Sea Blade
Secret W. Over Normandy
Sega GT 2002
Sega Soccer Slam
Serious Sam
Shenmue 2
Silent Hill 2: Inner Fears
Sims
Sims: Bustin' Out
Slam Tennis
Smashing Drive
Soldier of Fortune 2
Sonic Heroes
Soul Calibur 2
Spawn: Armageddon
Speed Kings
Sphinx & Cursed Mummy
Spiderman The Movie
Splinter Cell 1 & 2
SSX 3
Star Trek: Shattered Gal.
Star Wars: Clone Wars
Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
Star Wars: Jedi Starfighter
St.Wars: Knights Old Rep.
Starsky & Hutch
Steel Battalion
Superman: Man Of Steel
SWAT: Global Strike Team
T = 2 0
Tao Feng: Fist of Lotus
Teenage Mut. Ninja Turtles
Tenchu: Ret. From Darkness
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Awakening - Unreal 2
The Fellowship of the Ring
The Great Escape
The Hobbit
The Italian Job: L.A. Heist
The Return of the King
The Simpsons: Hit & Run
The Suffering
The Thing
The Two Towers
Tiger Woods Golf 03 & 04
Time Splitters 2
TOCA Race Driver
ToeJam & Earl 3
Tom Clancy's Rainbow Six 3
Tony Hawk's 3, 4 & Under.
Top Spin
Total Club Manager 2004
Transworld Snowboarding
True Crime: Streets of LA
Turok, Evolution
U = 2 1
UEFA Euro 2004
Unreal 2 & Champ. Ed.
V = 2 2
Van Helsing
Voodoo Vince
V-Rally 3
W = 2 3
World Champ. Snooker '03
World Championship Rugby
Worms 3D
Wrath Unleashed
WWE Raw 2: Ruthless Aggr.
X = 2 4
XIII (Thirteen)
Y = 2 5
Yager
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- DRIV3R*
- Harry Potter: P. of Azkaban*
- Onimusha: Blade Warriors
- Red Dead Revolver*
- Risk: Global Domination
- Shrek 2*
- Spinter Cell 2: P. Tomorrow
- X-Files Resist or Serve

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PLAYSTATION 2

A = 01
Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Activision Anthology
Aero Elite: Comb. Academy
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson P.Manager'02
Alex Ferguson's P. Manager
Alias
Aliens vs Predator:Extinction
All Star Baseball 2002
All-Star Pro. Wrestling 2
Alone in the Dark 4
Alter Echo
American Pro Trucker
Amplitude
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista

B = 02
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG SSX Snowboarding
Bionicle
Blade 2
BloodRayne
Bloody Roar 4
BMX XXX
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 03
Castlevania: L.of Innocence
Cat in the Hat
Celebrity Deathmatch
Champions of Norrath
Chaos Bleeds
Chaos Legion
Circus Maximus
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Corvette
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Crimson Sea 2
Cy Girls

D = 04
Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dark Legacy
Dave Mirra Freestyle BMX 2
David Beckham Soccer
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Deadly Skies 3
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disaster Report
Disney's Dinosaur
Disney's Kingdom Hearts
Distant Thunder
Dot Hack
Downhill Domination
Dr Seuss' The Cat in the Hat
Dr. Muto
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
Dredd vs Death
Driver 3*
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 05
Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S, Driving
Emperor's Tomb
End Game
England Int. Football
Enter the Matrix
Episode 1: Star Fighter
Escape from Monkey Island
ESPN Inter. Track & Field
ESPN NFL Football
Euro 2004
Everblue 2
Evergrace
Everquest Online Adventure
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Evolution Skateboarding
Evolution Snocross
Extermination
Extreme G Racing Associat.
Extreme G3
Extreme Racer
Eye Toy: Groove
Eye Toy: Play

F = 06
F1 2002
Fallout:Brotherhood of Steel
Fatal Frame 2: Cr. Butterfly
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fight Night 2004
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter FD 18
Fisherman's Challenge
Forbidden Siren
Formula 1 2001
Formula 1 2002
Freedom Fighters
Freestyle BMX 2
Freestyle Metal X
Frogger's Adv.: The Rescue
Frontline, Medal of Honor
Futurama

G = 07
G1 Jockey
Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Ghost Recon: Jungle Storm
Giants: Citizen Kabuto
Gitaroo Man
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo 4*
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave

H = 08
Hack (Dot)
Harry Potter & Ch.of Secrets
Harry Potter & P.of Azkaban*
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption*
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hot Shots Golf 3
Hot Wheels: Velocity X
Hulk
Hunter: Reckoning Wayward

I = 09
In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
I-Ninja
Inter. Superstar Soccer 2
International Football
Iron Storm*

J = 10
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jet Li's Rise to Honor
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 11
Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knight Rider
Knockout Kings 2002
Kya: Dark Lineage

L = 12
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legends of Wrestling 3*
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers

M = 13
Mace Griffin: Bounty Hunter
Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Minority Report
Mission Impossible:O.Surma
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP 2
Moto GP 3
MTX Mototrax
Mummy Returns
Music 3000
MX Unleashed

N = 14
NASCAR Thunder 2002
Naval Ops:Warship Gunner
NBA Ballers
NBA Jam 2004
NBA Street Volume 2
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL Street
NHL 2003
NHL 2004
Nightfire
Nightshade
No One Lives Forever

O = 15
Off Road Fury
Off Road Wide Open
Oni
Onimusha 3: Demon Siege
Onimusha Blade Warriors
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
007: Everything or Nothing
Op. Genesis, Jurassic Park
Operation Winback
Operative, N.O.L.F.

P = 16
Pac-Man World 2
Paris-Dakar Rally 2
Pitfall Harry
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2

Q = 17
Quidditch World Cup

R = 18
Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Red Dead Revolver*
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return of the King
Return to Castle Wolfenstein
Riding Spirits
Rise to Honor
Roadkill
Robot Wars
Rocky
Rogue Ops
Rom. of Three Kingdoms 8
RTX Red Rock
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell

S = 19
S'bob S'pants: Bikini Bottom
Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Seven Samurai 20XX
Shadow Hearts
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spiderman The Movie
Splinter Cell
Splinter Cell 2: P. Tomorrow
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Suffering
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.*

T = 20
Tak and the Power of Juju
Tarzan Freeride
TD Overdrive
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Tennis 2K2
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Bouncer
The Fast and the Furious*
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Legend of Black Kat
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Simpsons: Skateboard.
The Sims
The Sims: Bustin Out
The Suffering
The Thing
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
This is Football 2004
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
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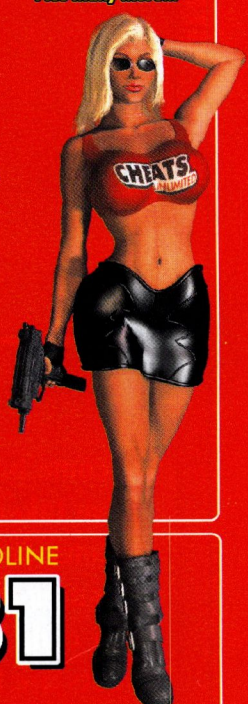
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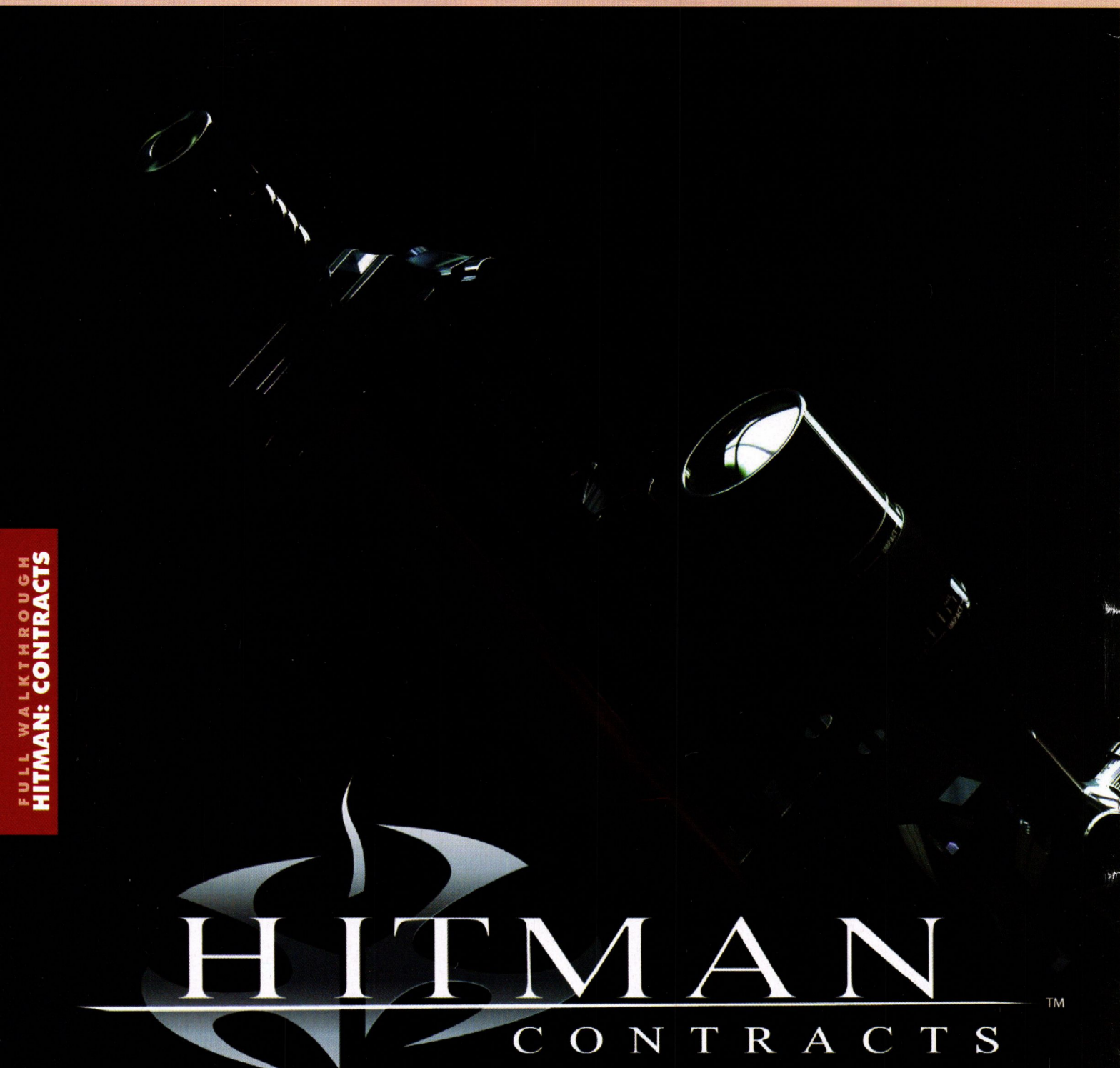
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Welcome back agent 47. We understand that you've taken some time off, landscaped a few Zen gardens, surrounded yourself with the simple pleasures of nature and reached out to find your inner child, but there's work to be done. The streets are looking pretty mean and dirty again, and we think you're the right man to clean them up. In place of a brush and some Jif lemon, we're giving you a sniper rifle, twin ballers and a selection of gruesome death bringing tools both noisy and silent as the grave.

This, your third adventure, will be darker, more dangerous and undoubtedly bloodier than anything you've experienced previously, which is why we're going to give you some assistance to ease you back into your work.

So put your favourite suit on, make sure you've got a clean pair of underwear in case of an accident, and get ready for your first assignment. 47 is back in business, and it's time to go to work.



MISSION 1. ASYLUM AFTERMATH

Picking up from where the original game left off (which you'll know if you played the PC original), 47 is stood over the body of his creator and father, whom, in a loving and affectionate way, has just had his neck snapped by our shiny headed wonder (must be Fathers Day). You goal in this mission is to simply escape the asylum, and get out of a whole heap of trouble with the law. Pick up the car key from your Dad's body, and then leave the room.

You'll be in the basement of the asylum. There's nothing to do here really except make your way to the exit. Have a look at the map and walk through the corridors taking in the sights and picking up any weapons (such as CZ2000 pistols) from the dead assassin clones.



Once you get to the lift, take it to the first floor. Now quickly take the door behind you to the cells (look at the map, there's an info sign north of your position). Run to the cell with the info sign and change into the patient clothes. With these on, you'll be able to wander around and the SWAT officers won't bother you (unless you try to leave that is). Make sure you don't take out any weapons, or you'll be worm food.

Now, either take the lift or go up the stairs to the second floor. Look at the map for the room with an Info symbol in it. Head there, and you'll find another car key. This isn't too useful, but outside the room you'll see a dead SWAT officer. After making sure nobody is around, grab his uniform and shotgun. Now, with your new funky riot suit, you've not only got excellent protection, but you can monitor the police communications and can – more importantly – walk right out of the building.



Head for the front doors on the first floor and walk past the SWAT team covering the door, and then past the other officer patrolling the reception area. Don't linger or you'll be recognised. Once outside, take a left and you'll see a black car with a lone officer patrolling it. Wait until he goes around the other side of the car and then select the escape option when you stand next to it. 47 will get in and make a quick getaway. Job done and zero body count. You should also get a Silent Assassin rating and dual CZ2000s.

MISSION 2. THE MEAT KING'S PARTY

Your mission here is to find out what's happened to a kidnapped girl and to assassinate the Meat King, Campbell Sturrdock (who looks and sounds remarkably like Fat Bastard from the Austin Powers movies). You also have to assassinate his lawyer, Andrei Puscus. Luckily for 47, the Meat King is throwing a party at his meat plant, a party of a very different kind...

As soon as you begin, cap the unconscious butcher in the head with your silenced Silverballer (or he'll eventually wake up and alert the guards). Take his clothes and drop all your weapons except the meat hook and razor wire. Now, walk to the factory entrance and you'll be searched. As you're dressed as a butcher, the guard will ignore the meat hook (and the razor wire is undetectable anyway).

Enter the building and go up the stairs ahead of you. Go up to the top floor and you'll see an info sign not far away from you on the map. Head over there and you'll find out that the kidnapped girl has come to a grizzly end. Grab one of her severed arms (lovely) and get ready to kill Campbell's brother with your meat hook.

Once he's dead, head down to the main floor and look for the locker room (it has an info sign in it and is next to the two exit points). Wait here for a while and eventually a red shirt wearing opium waiter will arrive. When the coast is clear, kill him and grab his clothes. Now, head to the bar (the place with tons of people and a flashing info sign). Once at the bar, grab the opium pipe and head to the booth were the lawyer is (he'll be marked as

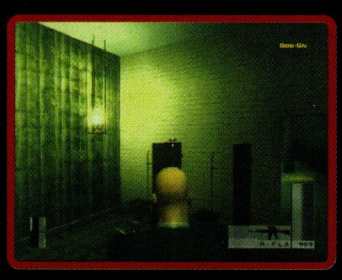


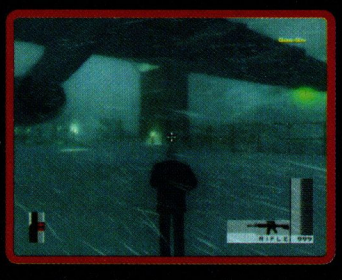
a red target on the map). Walk in and place the opium pipe next to him. Let him toke away at it and eventually he'll fall asleep, which is your chance to cap him.
Search him and you'll find a silenced Silverballer – grab it and shoot him in the head. Quickly put away the gun and leave the room. Return to the locker room and put on the butcher's clothes you left before. Now, go into the kitchen (a couple of doors down, with the ever useful info icon). You need to wait for the waiter to arrive (he also has an info icon showing his position), if he's not there, you could always go looking for him. Once you find him, and no one else is around, take him out (a kitchen knife works well) and hide the body. Retrieve the chicken plate from him and find a quiet spot. Now, drop all your weapons again, except the silenced Silverballer, and also drop the chicken. Now, stand next to the chicken and equip the Silverballer. You'll have the option of shoving the gun inside the chicken. Do this and head to the bar area again.
Go through the bar and find the dance floor (tons of people on the map). Head up the stairs nearby and the guard will search you. He'll find nothing so head to the right, through the door. You'll see Campbell lying on his bed with a couple of bondage girls. As you approach, the girls should walk off. Notice the red light on the wall next to the red drapes, push this, and it will close all of the curtains around the room, giving you and fatty some privacy.
Walk out of Campbell's sight and retrieve the gun from the chicken, then give him his food and while he's chomping away, place a bullet in his ample face. Nobody should be aware of the situation, so you can simply stroll out of the party and to the exit at the loading dock near the locker rooms (marked on the map).



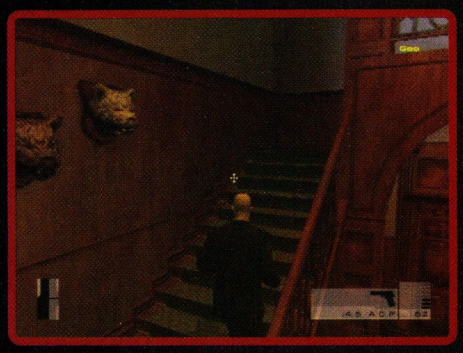
MISSION 3. THE BJARKHOV BOMB

Your mission here is to assassinate two individuals and to destroy a dirty bomb manufacturing lab. The two guys you need to cap are Faban Fuchs and Commander Bjarkhov. We'll deal with Fuchs first. Stay at your starting point behind that large wooden wheel-thing and wait until a hooded worker enters the plane and grabs a crate of groceries. Quickly take him out and hide his body at your start point. Now, change into his clothes and grab a crate of groceries yourself.
Now, take a look at the map. You have to contact a snitch who's in the mess hall (which is also where you'll find Fuchs). So, head towards the mess hall and enter. Go into the kitchen and drop the groceries. Now, talk to the bearded geezer; he's your contact. He'll give you some important info, and then he'll wander off on his duties.
Grab the laxative from the table in the kitchen and go over to the soup and poison it. Now, head for the north east door and wait in the toilets (you dodgy guy you). Eventually, Fuchs will eat some of the soup and will develop a bad case of the squits. Wait for him to take to the throne and then put him out of his misery.
Now we'll tackle the submarine bomb factory. Leave the mess hall and proceed back towards the plane and carry on until you get to the tunnel (in the south west corner of the area). Hop onto the train cart and start it up, this will take you to the other side of the tunnel. On leaving the tunnel, head towards the warehouse (the large building in the north west of the map). Enter and immediately go right into the first booth. You'll find a radiation suit, so take it and put it on.
Now, head to the submarine and enter it. Walk past the other suited up scientists and you'll find a box with some bombs on top of it. Take all three bombs and leave the sub. On exiting the sub, turn left and go down the ladder (wait for the guard to leave first). Run around the sub, planting the bombs on the correct points (see the map, they're marked with info points). Once all are planted, go back up the ladder and wait for the patrolling guard. When he arrives, kill him and change into his uniform.
We're going to kill Commander Bjarkhov now, and a radiation suit isn't standard issue on his ship. With your new gear (don't forget the AK the guard was carrying), head to the ship (check the map). Enter it, and go up to the second deck, don't worry about the locked door, you'll use this later. Exit onto the deck, walk past the guards and continue to the first door on the left. Enter it and quickly kill Bjarkhov with your silenced Silverballer. Once he's dead, grab the gun and stash it and also grab the key.
Now, exit his room via the door to the left of his desk. You'll eventually come to the locked door, which you can open now. Before you leave however, grab the bomb remote from your inventory and use it. The sub will head skywards, and your mission will be accomplished. You still have to escape however (also note that you cannot blow the bomb from the exit point, as part way through the rail tunnel, the bombs go out of range). Now, calmly walk through the rail tunnel and return to the cargo plane. Head to the ladder at the front and 47 will be flying high out of stir.





MISSION 4. BELDINGFORD MANOR







It's a visit to good ol' Blighty for 47 in this mission. Your assignment involves assassinating Lord Winston Beldingford and his son, Alistair, as they have been accused of kidnapping another noble's son, Giles Northcott. The Beldingfords are holding a party at their mansion and have a full hunting party as their guests. Time to join the Soiree.

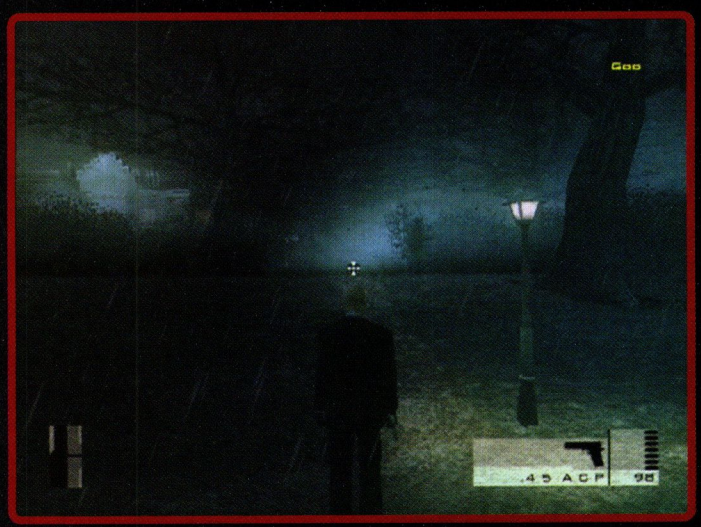
We'll free Giles Northcott first, so from your starting point, carefully single out one of the patrolling guards, kill him and take his uniform and shotgun. Now, head across the manor ground to the stables. Keep an eye out for pens of guard dogs; if you get too close, they'll detect you and alert the guards. Once at the stables, we need to take care of the stable boy, as Giles is locked in one of the stables and we need to make sure the coast is clear. So, head to the hallway in the middle of the stables and enter the room with no guards inside (check the map, it's the one next to a room with three guards). Inside you'll find some weed killer. Pick it up and go to the back of the stables. You'll find a vat of water here. Wait for the stable boy to leave and use the weed killer on the water. This unfortunately kills all of the horses, but it silences them, and makes the stable boy go find a dark corner to cry in. With him out of the way, you need to get the stable key, which is in the guard room. You need to distract the guards, so exit the rear of the stable and you'll see a power box on the wall. Flick the switch and it will cut off the TV signal in the guard room. Quickly run into the adjacent room (where you found the weed killer) and wait for the guards to leave and go outside. Now, run into the guard room and grab the key from the box on the wall next to the table. Once you have it, go to the stable with the white person symbol on the map. Unlock the door and you'll free Giles – look at him run!

Now for the father and son combo killfest. Make your way to the garden maze on the other side of the mansion and head for the info symbol. Here you'll find a trap door that leads to the basement. Open it and drop down before following the hallway to the door. Check the map and wait for the right time to silently kill the patrolling guard. Once he's dead, hide his body back in the tunnel and take his clothes and gun. This is the uniform of an indoor guard, so you'll be able to walk around the mansion unhindered.

Enter the mansion and go up to the second floor and enter the bedroom with the flashing info symbol (it also has a ladder symbol). Grab the cyanide from the table and make a beeline for the south eastern spiral staircase. Go all the way down and you'll eventually enter the other half of the basement. Use the cyanide on the whiskey barrel and leave. Eventually, Alistair will order a whiskey and the butler will bring him his spiked surprise and he'll soon bite the big one – now for Pops.

This is a little more straightforward. Go back to the first floor and go to the kitchen (the room with two guards sat in chairs). There's a room with an info symbol flashing to the west of the kitchen; go there and turn off the boiler. A woman will jump out of the shower as the water runs cold and will head to the boiler to turn it back on again. With her out of the bathroom (on the second floor marked with an info sign), quickly head there and use the secret door behind the mirror.

Head to the end of the hallway and check the map to see if Lord Beldingford is asleep in bed (he'll be just north of you). If so, enter the room and sneak up to the end of the bed. Grab the pillow and use it to suffocate the good Lord. Drop the pillow and locate the secret door in the bookcase in the large room. Go through here and climb the ladder, then go to the north east spiral staircase and go down it. You should be able to exit into a bedroom that contains a sleeping hunting party member. Sneak up to his clothes and change into them; grab his shotgun while you're at it. Now head back into the stairway and go to the first floor and exit the manor via the south entrance. Walk around the mansion to the east, thus avoiding most of the guards and the dogs. Keep going and then head for your boat at the starting point. Another hit in the bag.



MISSION 5. RENDEZVOUS IN ROTTERDAM

It seems as though Rotterdam is a popular place for crime these days, and 47 once again returns to the rain soaked streets of this dark city. This time, your mission is to assassinate the leader of a biker gang dabbling in international crime – Rutdert Van Leuyen. You also have to track down and kill Klaas Teller, a private detective who was hired to retrieve some compromising photos of your current client. He's disappeared, which means he's either failed, or turned to the other side. Either way, he's gotta be killed and the photos recovered. So, let's get to it.

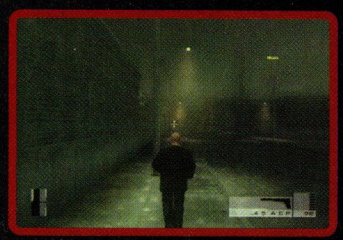
Exit your hideout and wait for the guys near the truck to enter the warehouse. Keep tabs on the map, and when they've gone, and one of them has sat down, enter the factory stealthily. Go through the door directly ahead of you and then go upstairs. In the room marked with an info sign, sneak toward the clothes on the ground and take them. The owner won't mind, he's with a laydee at the moment. With your disguise you can now exit into the main courtyard and head for the main building.

Slowly and carefully proceed towards the main building and make sure you keep your distance from the bikers. Get too close and you'll be spotted and your cover will be blown. Once in the main building, keep your eyes peeled for a wandering info mark on the map. This is a pinstripe-suited geezer who has the photos in question on him. After a while, he'll go to the bathroom at the top right of the 1st floor. Wait here for him and when you get the chance, kill him. Grab the photos and take his clothes. Also, drop all of your guns; you're going to be searched soon.

With the suit on, you're pretty safe from detection, so head to the large room in the middle and towards the doors leading to the stairs. Let the beefcake on the door search you, and then go up to the second floor. The flashing info symbol to the bottom right is Van Leuyen's office. Head there (when he's not in there) but don't go into his office yet. Go into the small room to the left and locate the room leading off from the toilet. Wait around for a while and, yep, you guessed it, you'll get the chance to kill your mark while he's answering nature's call (what is with 47 and all these toilet kills?). Grab the gold Desert Eagle from him for safe keeping.

With Van Leuyen dead, it's time to find Klaas Teller. Head back to the stairs and go down to the basement. Be careful here, as there are no suits allowed down in these here parts, and you'll be shot on sight. So, sneak into the large middle room and take out both guys on the firing range silently. Grab a change of clothes and head to the top right room. Here you'll find a kitchen knife, grab it and head to Klaas' location (you'll have seen a cut scene showing that he's not at all comfy). Enter the room when the coast is clear and put Klaas out of his suffering with the knife.

Okay, your job's done, so all you have to do is get out of there. Exit via the lower right door and go across the courtyard and back into the factory. Retrace your earlier steps back to the street and make for the exit point.





MISSION 6. DEADLY CARGO

We're staying in Rotterdam for a while longer, only this time we're gonna take in some salty sea air. Your mission here is to assassinate Boris Ivanovich Deruzhka, an arms dealer who's in the process of buying a nuke from the biker gang you just roughed up. As we're focusing on the normal difficulty level here, we don't really have to worry about the bomb, so we'll concentrate on capping Boris instead.

Ignore the strip bar (if you want to disarm the bomb, you'll need to get some help in here) and proceed to the docks. The Police have sealed the area off, so you can't enter as you are. Check the map, and you'll see a power generator to the south. Go to it and use it to cut the TV signal. Take a few steps back and wait for the lone bobby to check it out. As he does, sneak up behind him and strangle him. Take his clothes and head through the docks to the north.

You'll eventually come to a shack with an info symbol in it. Enter the shack and change into the dock worker clothes. Drop all you guns, save the silenced Silverballer. Instead, place this in the tool box and pick it up. Now, making sure there are no Police around (you'll be shot at if you're seen as anything other than a cop), head toward the boat, taking cover behind the shipping containers. Let the guard check you over. He won't find anything. Now head north to the manhole marked on the map. Go down this and follow the tunnel around. Climb up into the middle warehouse and go into the small room to your right.

One of Boris' men will patrol through here, and you need his clothes to be able to get onto the ship. Kill him with your silenced Silverballer and grab his duds and rifle. Now, head for the ship. Once on board, walk to the bridge and enter. Check your map to see where Boris is and wait for the right time (when he's alone). When you see your opportunity, waste him (again, with your silenced pistol) and then get off the ship.

Don't take too much time on the ship as after a certain amount of time, SWAT teams will raid it, and you don't want to be around when they do. Once you're off the ship, head back to the shack where your Police uniform is and change back into it. Drop the rifle, and head back to the start point. Done.



MISSION 7. TRADITIONS OF THE TRADE

If you've played the first Hitman game on PC, this mission should seem oddly familiar. Your assignment here is to eliminate the Fuchs brothers, Franz and Fritz, as well as retrieving a chemical bomb they intended to use at a political event. The event is taking place in a hotel and security is very, very tight – this is a tough one.

Okay, completing this mission is quite complicated, so here goes. Grab the conference ID from the unfortunate geezer lying next to you and proceed to the hotel. On arrival, the guard will check and accept your ID. However, passing through the metal detectors will trigger the alarm, and your weapons will be taken away, including your funky briefcase containing a sniper rifle – oh well. Enter the main hall and go to the reception on the right. Talk to the receptionist to get the room key for the guy you put to sleep down the street and to find out which room Franz is in (202). The first thing to do here, is to grab hold of a police uniform, as it will make the mission much easier as you can walk around the hotel, and through metal detectors while carrying weapons. So, head to the doors leading to the 1st floor right wing.

You'll see that the wing is locked. No worries though, just make sure the coast is clear and pick the lock. Now, go through this wing until you get to room 108. Inside is a cop having a shower. Pick the door lock and, making sure he's still in the shower, (not stood in the doorway), enter the room and take his clothes (and gun if you like).

Exit and then go up to the second floor where Franz is staying. Wait around for a while and you should eventually come across a bellboy hovering outside the rooms. Wait for him to go into a room and then take his master key from the door. Check the map and head for the room directly next to Franz's (north of it). Enter and go out onto the balcony. Wait for the bodyguard to go back into the room and jump across to the other balcony. Wait for the guard to have his back turned, enter the room and kill him with your fibre wire. Grab the silenced pistol from the desk and sneak into the bathroom to kill Franz with a headshot. First man down.

Go back to the table and grab the key, do not disturb sign, and note. Check the map to make sure no cops are around (or anyone else for that matter), and open the door to the hallway. Pop a cap into the guard's head and drag him into the room. Now, place the do not disturb sign on the outside of the door. This will make sure the bellboy doesn't discover your redecorating. You'll also see a







bomb case in the room, leave this here for now.

Franz is dead, but Fritz is still at large, and so is the bomb. Head over to the west wing second floor, and when you get to the hallway with the florist and clothes shop, go up the stairs to the east and take a left. There's a door at the end of the hall on the left that leads out onto the roof above the pool. Go out of it. Sneak around the roof and you'll come to two open windows – there's a guard inside, so be careful. When his back is turned, jump in through the window and nail him with a headshot using the silenced pistol.

Grab the poison from the table and also kill the guard in the next room (silently, when his back's turned). The bomb is in the locked room with the info symbol, but you don't have the key yet. We'll come back later. Exit via the window, and go back across the roof. To send Fritz on his merry way, we're going to poison him, but first we need a change of clothes. So, head back to Franz's room and grab one of his deceased guards suits and drop all of your guns. Make your way to the bar.

Once there, talk to the barman and he'll wander off to the ever present toilets. When the policeman is turned away from the bar, quickly sneak into the door behind it. Use the poison on the whiskey and carefully sneak back out. Now all you need to do is wait a while for Fritz to come and get a drink. When he does, the barman will serve him a whisky and he'll eventually keel over.

Wait for some of the commotion to die down and then swoop in and grab the x-ray room key. Now, head back to Franz's room and grab the briefcase. Once you have it, go to the roof. Don't worry about the case setting off alarms, it won't. Climb through the window and enter the x-ray room with the key. Inside you'll find the chemical bomb. Shove this in the case and go back across the roof. Now all you need to do is calmly walk out of the hotel and down the road to the exit. Good work!

MISSION 8. SLAYING A DRAGON

After the complication that was the last mission, this assassination comes as a bit of light relief. This is another mission lifted and remixed from the first Hitman, and in it you have to assassinate a negotiator for the Red Dragon Triads, while leaving the Blue Lotus envoy alive and well. If all goes to plan, this will trigger a turf war between the groups, making a future hit on the Red Dragon head, Lee Hong much easier.

This is going to be a classic Hitman job, so from the start, make your way to the building with the ladder going up the side.

When you get there you'll see a Blue Lotus guarding the ladder. Go down the alleyway to the right and wait for him to patrol down it. When he turns his back, cap him in the back of the head and hide his body down the alley.

Climb up the ladder and get out your sniper rifle. Aim through the neon signs and look through the trees to find the Red Dragon negotiator. He's wearing a red robe and a red hat. Make sure you have a clear shot and hit him. If you do things right, you'll get a clear headshot and he'll be out for the count.

After this is done, and depending on who saw the hit, you'll either have it easy, and can stroll out of there, or you may end up with a chopper after you. You can try to shoot the gunner in the chopper, but it may be worth trying the hit again, so you can get a better rating and walk away unscathed.

Once you reach the exit, that's yer lot. See, told you this was a simple one.



MISSION 9. THE WANG FOU INCIDENT

Now you've stirred it with the Red Dragons, it's time to shake things up with the Blue Lotus side of things. In an attempt to make things good between the two organisations again, the Blue Lotus leader is sending another envoy, and a party of thugs to a Red Dragon restaurant in order to make peace and explain the previous assassination. Your mission is to kill every Blue Lotus member in the area, thus making the Blue Lotus leader think that the Red Dragons want war.

Secretly hidden away in this mission is a way to quickly and easily kill all but two of the Blue Lotus members, as long as you're quick and very careful. Have a look at the map and find the ladder on the side of the restaurant. Head there, and go up it.

Very carefully use your silenced pistol to kill the guy on the balcony. Once he's dead, pick the lock of the first door on your right and drag the cadaver in there.

Inside the room you'll find a bomb and a remote.

Grab both and head back down to street level. Go to the alleyway in the middle of the central block. You'll find the Blue Lotus limo driver taking a whiz. Sneak up on him and kill him. Grab his clothes and ditch his corpse down into the sewer in case someone should find him. Now, walk to the limo and plant the bomb.

Go grab your normal clothes again if you like, and then run to the alley just down the road from the two Blue Lotus guards at the northeast of the map. Get the bomb remote ready and wait for the Blue Lotus (well, most of 'em) to leave. The limo will head down the road (don't worry about the escape message), and wait until the limo is near the two guards at the side of the road. When it gets into range, blast it. Boom! All but two of them are dead. Not bad!

For the last two, it's simply a case of sneak, sneak and sneak. Head into the back of the restaurant (down the alley you should be standing in) and go through the kitchen. You'll see on the map that the two Blue Lotus members are in the small circular room next to a larger square room full of guards. Don't worry, the large room is darkened, so you can actually sneak around and kill the guards in your way.

Kill the guard in front of the door leading off from the hallway and slowly move around the north of the room to the other side. Using your silenced gun, kill the guard in the door and drag him away. If another guard comes running (which is most likely), kill him too and drag him from sight, then sneak into the circular room behind the Blue Lotus members and kill both with headshots.

There you go, all taken out. Now leave the restaurant the way you came in and get to the exit point.



MISSION 10. THE SEAFOOD MASSACRE

It's time to put the last nail in the coffin of peace between the triads. In a bid to stop an all out war, the Chief of Police is meeting with the triads in order to prevent any confrontations. So, your job is to kill the Red Dragon negotiator, Blue Lotus envoy and the Chief of Police. After you do this, you also need to frame the Red Dragon Triad so you can finally have a chance at nailing Lee Hong.

The meeting is taking place at a local seafood restaurant, and due to the Police intervention, security is tighter that a duck's rear end. Unless you think carefully here, you'll be in the next batch of chow mein.

First on your list is the Red Dragon Negotiator. He's not arrived yet, but will do soon. After dropping your briefcase (you're not going to need it really), quickly make your way to the northern most centre alley (with a manhole marked on the map). Wait around here and the Red Dragon will eventually go down the alley for a leak (come on 47, you have to stop this, now!). Make sure no one is around and shoot the envoy in the head. Do it right and you'll hide the body too as he'll fall into the sewer, two goals with one shot!

Climb down and recover the Red Dragon amulet and change into his clothes. If you check the map, you'll see another manhole in the Restaurant's backyard. Head here, climb down and grab the rat poison. Now, head to the alleyway next to the taxi situated to the west of the restaurant (marked with an info symbol). Shoot the taxi a couple of times and the alarm will go off. That will cause the guards stood next to the Restaurant's basement to leave. Sneak past them and go down the stairs to the basement. Pick the lock, jump inside and head over to the junction box on the wall to shut off the gas supply. This will cause the chef to leave the kitchen and come down to the basement.

When he does, knock him out with your syringe and either grab his clothes, or use the ones in the next room. The chef will wake up eventually, so don't dally around now. Leave the basement and go around the back of the restaurant to the kitchen. The guards will ignore you as you're apparently the chef. Enter the kitchen using the chef's key, sneak up to the drinks tray on the table (making sure the waiter doesn't see you) and poison the drinks with the rat poison. Then take the tray and place it on the ledge behind the waiter (while still sneaking).

Once the tray is in position, press the bell and hide behind the door. The waiter will now take the drink up to the Blue Lotus envoy and Chief of Police and after drinking some of your new fangled cocktail, they'll buy the farm. Now, leave the kitchen the way you came in and return to the basement.

Change back into the Red Dragon outfit and head to the front doors of the restaurant. You'll be searched, but don't worry, the guard will simply confiscate your weapons. Go inside, head upstairs and place the Red Dragon Amulet on the table. Now your job's done, simply walk back to your car. Mission complete.



MISSION 11. THE LEE HONG ASSASSINATION

Like the last few missions, this is another that's been lifted from the original Hitman, and is another long and complex one, so thanks for your patience.

You've finally got the chance to take out Red Dragon leader Lee Hong at his fortress base (the restaurant where you killed the Blue Lotus crowd before). As well as taking out Hong, you also have to recover the Jade Dragon, a holy statue revered by the Triads.

From the start, head directly to the restaurant and enter it. Take the door on the left of the large round room and go talk to the bartender. He'll inform you of his bowel problems (again?!) and will also give you an invitation to Hong's brothel and tell you about a new girl called Mei Ling.

Go back to the large round room and walk up to the red doors. The guard will see your invitation and will proceed to escort you to the brothel, which is in a building across the street linked by a bridge. Follow him and when you arrive at the brothel, talk to the mistress (holding a fan). She'll take you to Mei Ling who will then take you to a private room. Once inside she'll ask for your help in escaping the compound. In exchange, she'll give you the code to the safe that stores the Jade Dragon. She'll also tell you that a CIA agent is being held captive in the basement, and that he knows where the Jade Dragon is. So, to help her escape, leave via the opposite door you came in (the mistress is waiting outside the other) and walk around the balcony until you reach a gap. Jump over this, then turn 'round and wait for Mei Ling to jump so you can catch her.

Carefully move around the balcony and sneak past the guards across the bridge. Go through the double doors and sneak up behind the lone guard and strangle him. Drag him to a







hidey-hole and grab his clothes. This will make moving around the restaurant much easier. Go down the large ramp and head for the back of the building. Once you get Mei Ling out of the rear gates, she'll give you the code. Now for the CIA agent.

Go back to the room with the large ramp and kill the lone, robed guard patrolling the area. Hide his body and grab his clothes. Now head down to the basement and follow the corridors around until you get to the double doors with two guards standing in front of them. Don't go through the doors, but instead take the door to the right. Inside you'll find tons of ammo and weapons, but ignore these and look at the east wall. You'll see a door hidden behind some cloth. Go through this and you'll enter a secret tunnel (it's not marked on the map).

Go through this tunnel and you'll eventually end up north of the holding cells where the agent is. Sneak through to the isolated corridor with the lone guard in and take him out silently. Now enter the agent's cell and free him (if you've played Hitman 2 you'll recognise this guy, he's the one you rescued from the basement in the Russian base). He'll eventually tell you where the Jade Dragon is. This is different each time, so make a note of it. He'll now run off on his merry way.

Now you need to grab the statue. As this changes, you'll need to make your own way there. Just keep in mind that you'll be best changing into the black guard suit in the restaurant, while the basement and mansion areas need the robed guard attire. As long as you get to the right safe, all should be well. Get the wrong one, and an alarm will sound. Also, don't miss the poison on top of the safe where you get the statue. You're going to need it.

Once you've got the Jade Dragon, it's time to take out Hong. But first, we're going to eliminate his massive bodyguard, Zun. Go back to the entrance of the basement, and you'll find some chef's clothes on the floor. Change into them and head to the kitchen. The head chef will tell you to take the soup to Hong, who's since arrived at the restaurant for dinner, along with his bodyguard. Use the poison on the soup and carry it through to the small red circular dining room. After the conversation between Hong and Zun, serve the soup. Zun will taste the soup for Hong, and will shortly keel over, Hong will escape back to his mansion. Don't stay and fight though, instead run back to the good ol' basement and change into some guard robes.

Head to the mansion via the same secret tunnel you used before. Keep going past the cells, shoot the lone guard and sneak past the two guards into the elevator. Once in the mansion, head for the stairs in the northwest and go up, sneaking past any guards with their backs turned. Check the map, and you'll see Hong hiding behind a wall. Enter the room and sneak up behind him, capping him with a couple of silenced shots. Be careful though; if he sees you, his sword is poisoned and can kill you very quickly.

Now, go back down the stairs, and down the other stairs leading to the basement. Through the double doors you'll find a speedboat. Walk up to this to leave the mission area. Good work 47.



MISSION 12. HUNTER AND HUNTED

This is it, the final mission, and one that bears a striking resemblance to the closing scene of the Jean Reno film, Leon. You've recovered from the bullet wound finally, thanks to the doctor who came to help you, but you've still got one more target to take down – Police Inspector Albert Fornier. Unfortunately, it seems the entire Parisian police force knows your location, so you're going to have your work cut out for you.

When you first start this mission, it's easy to lapse into homicidal maniac mode and blast your way out of the hotel, and to be honest, 47 is more than capable of taking on the whole force, but we'll try to do things a little stealthily instead. From the start, don't bother with your briefcase, you won't need it. Instead, run out of your room, down the hall and steal into the first room on the left. Jump out of the window to the roof opposite. Go to the south of the roof and jump back into the hotel. Once in the room, you'll be next to the section of the hallway that contains the power box for the lights. Sneak out of the room, and shut off the box. Once the lights are out, very quickly go down the elevator shaft. Exit here and follow the corridor around until you see a lone Police guard. Sneak up behind him, kill him and then drag him into the room (you'll have to pick the lock). Grab his uniform, and with your newfound identity, leave the hotel via the front doors. As long as you keep your distance from any guards, you should be ok.

Check the map and locate your target. He's hiding behind a SWAT van next to an alleyway. Head for this alleyway and sneak toward the end, but don't go all the way to the road. Once you've got a clear shot of Fornier's head, take it. Now, don't even think, just run like hell to the nearest exit point. And that, as they say, is that. Another of 47's adventures complete, and as you'll see from the end sequence, we can expect another instalment very soon indeed...

For now, why not go back and try a higher difficulty level and see if you can beat it again!







THE SUFFERING

Welcome to Carnate Island, where being on Death Row has a whole new sinister meaning. There's something evil in this maximum-security prison, and it isn't the inmates. The game will take you on a dark, twisted, violent and at times outright disturbing journey through physical attack and mental torture, and we can't be there to hold your hand. What we can do is give you the means to get through the game from start to finish as easily as possible. Note that there are three separate endings to the game, which vary according to how you play it, and we've detailed the requirements for each at the end of the guide. This walkthrough leaves out a good bit of exploration, several collectible items and a host of scary flashbacks – it's just a straight run through the game and, if anything, leans towards the neutral ending rather than the good or bad. Sit back, turn off the lights, and get ready to tear up the Island or be torn apart yourself...



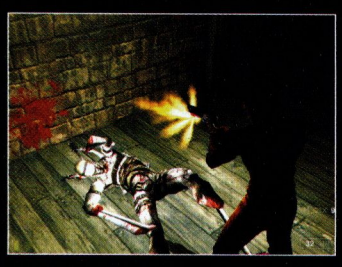
CHAPTER ONE - THE WORST PLACE ON EARTH

To drop you into the action and give a clue as to where things will go from here, this is your (pretty scary) tutorial level. Don't be afraid to explore a little here, if only to get used to all the controls while there are no scary monsters around – you won't get the chance later on!

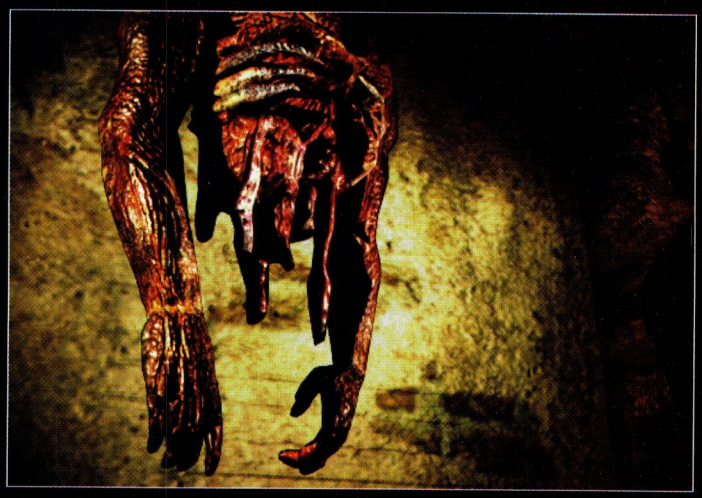
As soon as you can leave your cell, head out into the corridor and a cutscene will play, leaving a new hole where one of the cell doors used to be. Go inside and collect the Shiv, your first weapon in the game. Have an amble around here and look in every cell you can to gather a few more Xombium bottles and other items, then head into the control room and grab the map and some torch batteries, before hitting the switch to open the door and progress.

Just as you start to fear death from your first encounter with a Slayer, help arrives in the form of one of the Correction Officers (CO). The CO will ask you to get hold of a flashlight. Head past him and right, into a room with more batteries and a flashlight. Follow the CO downstairs for a few more Slayer fights, but don't be alarmed when he bites the dust – you can't prevent it this time and you get to steal his pistol!

Use your Shiv to smash your way through the barred door, and make your way through to the reception area. First puzzle coming up, as you'll need to shift one of the statues into the open doorway before hitting the switch in the control room, jamming the electrics to keep the door open permanently. Next, simply shift the statue back out of your way and head on through to the gas chamber. Be sure to stay as far away from the poisonous gas as possible, using the gun to dispel any Slayers. Head through the broken glass (which one creature jumps through) as soon as you can. Pick up any items in the room and then head downstairs.







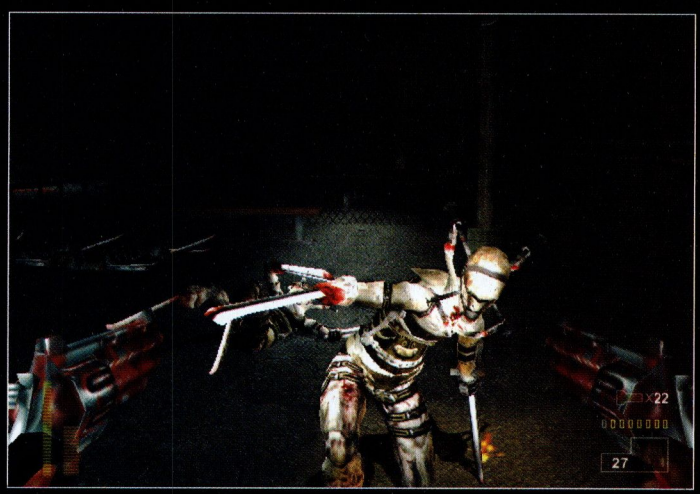
CHAPTER TWO - DESCENDING

After the disturbing, but fairly straightforward first level, The Suffering continues to show you the survival techniques needed on Carnate Island, via a relatively short level. Head into the basement for a lengthy cutscene with Killjoy, who explains all about your 'inner beast' (sounds a bit dirty to us). Shedloads of Slayers start filling the room as soon as the cutscene ends, and you'll need to dispatch a few until your Insanity Meter fills, then hit △ to transform into your savage beast alter ego. Kill the Slayers as quickly as possible in your new beast form – taking too long could prove hazardous to your health!

Once you've finished them off, a door will open for you to leave the basement area. Go through the door and keep going until you reach a room that has a bunch of dangling wires. Head right into the electricity room, where you'll find a switch that blows open a bonus area filled with collectible goodness. Find the set of lockers you can climb onto to progress, and get ready to meet the Marksmen (be afraid when they turn their backs!). Keep circling them with the handy strafe move and you'll soon have filled them with enough lead to drop them permanently.

Now, work your way through the Wood Shop into the next room – brace yourself for more Slayers and Marksmen – before going through the hole in the wall and flipping the lever to open a secret passage. This not only leads to a ladder that ends the level, but also to your new best friend – the Tommy Gun. Sweet!





CHAPTER THREE – SLUMBER OF THE DEAD



If you thought the last chapter was short and sweet, you'll love this one, but be prepared for a fight before you can move on. Start by heading to the operation room and checking out the monitor. Your good friend Killjoy is back with another cinematic reprise, and the room will only unlock once he's had his say. Exiting the room, you'll meet another inmate – follow him and help him take care of the Slayers and Marksmen you'll face, before exiting the area through the hole in the fence and facing a fresh fight with more of the same. When there's nothing left but corpses, climb the ladder to leap over the fence, and enter the building to complete the chapter.

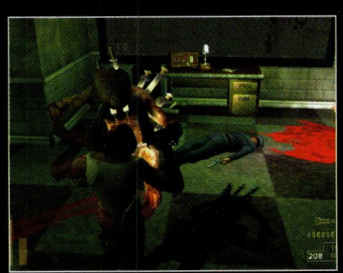
CHAPTER FOUR – ABBOT PRISON BLUES

Ready for a serious scrap? You'd better be. Go into the break room and grab what you can, then head out of the door opposite. Carry on until you reach a prison cell, and prepare to meet a new foe – the Mainliner. Note that there are several of these beasts in the area, and you're going to want to make sure you've taken care of them all before trying to progress. Go to the control room, open the doors and head into the shower room – this isn't going to be easy. You have a fellow inmate to help you out, but you're going to have to take care of a dozen successive Mainliners before you get a little rest! Shoot the fire extinguisher to take care of the fire blocking the control room, then just keep moving through the building killing any Slayers you encounter along the way. Go outside (where you'll find more Slayers and Mainliners), then head right through the destroyed gate and waste the three aggressive inmates as soon as you spot them.

Clamber into the tool shed in the yard, which will give you access to the control room for some more supplies. Head back along the catwalk until you reach the library. You'll have another huge scrap with a big bunch of Mainliners, but it should be a little easier this time, purely because you have a little more room to move around in and evade their attacks. Head for the office on the other side of the library, and continue on until you reach the prisoners strung up by their ankles and a cutscene kicks in. Welcome to your first Boss fight!

Move to the wall beside the control room, where you should be just out of reach of the gun turret, and able to take a clean shot at all the guards coming at you. With the guards dropped, it's just a case of patience and timing, throwing flash bangs to blind Hargrave during the pause in his shooting, before firing off some lead. Keep repeating this, and he'll eventually leave the turret and come after you, making it easier to take him out for good. Quickly head into the control room, take your place at the turret and point it outside to take care of the swarm of Mainliners about to drop in for a quick "hello".

Open the gate and head out towards the loading dock. The doors are busted, so clamber onto the dumpster and into the second floor of the building, heading through the door, along the corridor and eventually reaching a door with a welcoming EXIT sign on it to finish the chapter. And relax!







CHAPTER FIVE – NO MORE PRISONS

After the complexities of the last chapter, this one should be a piece of cake – if you like violent, hard as nails fights that is...

Mosey on down the catwalk and through the gate opening, where there are two dead bodies (an ominous sign if ever there was one!). Walk through the fence and into the yards, heading as quickly and determinedly as you can to the turret close to one of the walls. Once you've got hold of the turret, it's a simple case of laying waste to everything that moves until it stops moving. Next, head through the fence to... you guessed it, kick Slayer and Mainliner ass. Once you've seen to them, head into the building to finish the short but bloody chapter.

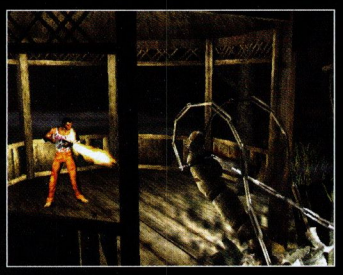


CHAPTER SIX – I CAN SLEEP WHEN I'M DEAD

A little less sinister than the Bon Jovi song of the same name, but this chapter will still make you crave sleep like nothing else! Start by grabbing what you can from the control room, before hitting the switch to open the doors and proceeding through the building. It's another fairly linear set up, not dissimilar to the one in which you first encountered the Mainliners, so just keep it steady and explore where you can if you feel brave enough, but expect a few frights if you do. Make your way through to the cafeteria, where your path is blocked by fire.

Drag one of the drinks machines over the drain in the middle of the room, then head into the room opposite your point of entrance to find a valve to shoot, which will flood the room and take care of the fire. You'll also find a shotgun and some other items in the valve room – make sure you collect them before moving on. When the sprinklers start, get ready for a fight with a few Mainliners. However, these Mainliners won't follow you out of the room, so you can just cheat here and escape if you want.

Head into the control room, open up the next set of doors, and then head through them and to the right. Keep going until you reach some stairs leading upwards and into a hallway. Continue through the hallway until you reach a hole in the ground leading to some sort of cavern. Work your way through the cavern, leaping onto a few ledges until it takes you back into a new part of the building, which should be another series of cell blocks. Make your way through to the second floor, and you'll eventually find a bunk bed you can climb onto to reach a hole in the ceiling. That's another chapter completed – you're being so brave!





CHAPTER SEVEN – EVERYTHING BEAUTIFUL IS GONE

Make your way to the guard tower, but be aware that the room inside is filled with poisonous gas, so if you do decide to go in and collect the items inside, it's going to have to be quicker than a Super Market Sweep trolley dash or you'll die trying. Jump from the control tower to the adjacent building and make your way inside. You'll meet another CO – following him will lead you out onto a catwalk overlooking the baseball field. Slayers will keep spawning until you get the CO to safety and there's a fairly easy way to do that thanks to the floodlights available, which will torch the Slayers for you.

Once all the floodlights are on, the Slayers will stop coming. A huge fire will block your path, but you simply need to push the crate you can see into the hole just before the fire. This will drop into a room with gas tanks and the resulting blast will open a new hole with a handy ladder leading down. Before you go down the ladder, activate the floodlight and point it on the field above the fire pit (where second base would be). Head down the ladder and onto the field, and run like the wind into the floodlit area, because that should help you take out the horde of Slayers and Marksmen that are about to attack you.

Once you've sorted them out, head towards the nearby radio control room, go up the ladder, jump across to the next building and head inside. You'll meet another CO and his fate will directly affect the ending you obtain, so keep him alive at all costs if you want the good ending or pop a cap in his face for the bad one!





CHAPTER EIGHT – DARKEST NIGHT, ETERNAL BLIGHT

Possibly one of the shortest chapters in the game this one, but don't be fooled into thinking it's an easy one!

As soon as you start, a group of enemies will attack in force, so you might want to think about changing into your beast form to take care of them all or else risk being overwhelmed and dying at their hands. Once they're all dead, check out the area for a bunch of Xombium and ammo etc, then climb the ladder and leave through the hole in the side of the tower. Make your way through the strangely quiet graveyard (Buffy would be bored silly in this place) and then follow the path to the right. You'll soon encounter a new form of enemy – the Burrower.

The best way to defeat these little buggers is to equip your shotgun, and let them come towards you, leaping out of the way and blasting them to kingdom come at the last possible second. Once you've defeated your first Burrower, simply follow the path ahead and the chapter ends abruptly as soon as you pass the hole in the fence.





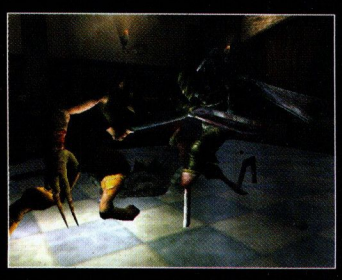
CHAPTER NINE – OBLIVION REGAINED

More a continuation of the last short chapter, this one starts you off just where the last ended so quickly. Make your way down the path ahead, killing any Slayers and Burrowers until you reach a cave. Kill the Mainliners you'll face, then destroy the boxes by the small pond to reveal a detonator. Plunging the detonator will open up a path for you, and you need to clamber over the rock formations and up the ladder to proceed. Be sure to pick up the TNT scattered around here, you're going to need it soon! Continue onwards until you find yourself in a tight passageway fighting Slayers and Marksmen. Because of the shortage of space, this is all a bit tricky. You should see some dormant explosives littered around the passage and you can use your TNT to set them off. This should help you dispatch the many enemies coming at you, but be careful not to blow yourself up in the process.

Once out of the cave, head right, up the stairs and through the hole in the fence. You'll encounter three COs fending off Slayers. Give them a hand by using the crane controls at the top of the chasm to drop a boulder over the opening where the Slayers are coming from. Climb over the boulder, into a new cave, plunging the detonator to reveal your path out of there. There are no enemies in the cave (thankfully), but as soon as you get outside, you'll be facing Burrowers and Marksmen, which could be a tricky fight. Once you've cleared the area, look for the tool shed to stock up on a bunch of items.

Before continuing, you'll then be asked to save an inmates life – another choice affecting the ending you receive. Use the cranes to clear and help you cross the chasm, and then take care of the water tower with another crane to extinguish the huge fire and complete the chapter.





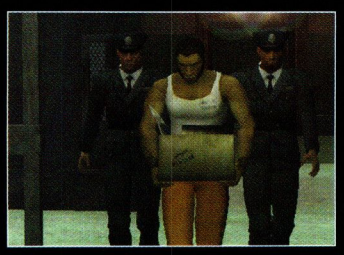
CHAPTER TEN – YOU'VE MISTAKEN ME FOR SOMEONE ELSE

Another short chapter that moves you along with the story – how you get through it is up to you. Your best bet is to keep steadfastly to the path before you, not veering off for any reason. You can either fight all the enemies along the way or just keep running to save ammo and health! Following the path will eventually lead you to the Asylum (oh good!) but the main doors are locked. Look for some debris covering a door to the side and destroy it. Then move the crate aside and head on into the loony bin to end this chapter. Told you it was short!

CHAPTER ELEVEN – HATE THE SIN, NOT THE SINNER

This one's a much longer chapter than the last, and you'll need to make efficient use of both ammo and flashlight batteries on your travels, or you're going to find yourself caught short in a very bad place. Fight off the first set off enemies and you'll get another speech from Killjoy. When he's done talking, it may seem like you're trapped in the room, but if you locate and shoot the projector, a door will unlock allowing you to leave. Head upstairs and into the large bedroom, ignoring the unpleasant CO and going through the door just next to him. Killjoy will then block the door you need to go through to progress. Now, there are basically three projectors that you need to destroy before the blocked door can be opened. You can destroy them in any order, the following is just one way of doing it.

Head upstairs (via the door the projectors are aimed at) and you'll see a hatch in the ceiling that's out of reach. Behind one of the doors near the hatch is a cage that you can pull out and climb onto to enter the ceiling hatch. Flip the lever that operates the machine in the observatory and Killjoy will appear. Take care of him and the few other enemies that appear, then destroy the first projector. There's another projector blocking your progress that can't be destroyed, but you can move it so that it no longer functions properly, allowing you to proceed.





Head back to the room with the blocked door and instead of going upstairs, this time take the door below the stairs, head left, and left again. You'll enter a room that holds the second projector that needs destroying. On your way back to the room with the blocked door, take a left and you should reach the door to the basement, where another projector is waiting to be destroyed, along with a few Mainliners. Search the shelves to find an axe and a cage, and use the axe to destroy the debris to allow you to shift the cage out of its resting place. You'll then be able to collapse the shelves behind it, revealing the final projector you must destroy. Open the door the projector was blocking to turn on the generator.

Head back upstairs to the foyer, then go right, into the theatre room for another fight. Go back to the foyer and the previously blocked door should now open, sparking a cutscene and a fight with Killjoy. Ignore the Slayers as best you can, because Killjoy will keep reviving them whilst he's alive. Destroy the fuse box by the entrance, then head for the rest of the projectors, shooting the rope suspending the cage to take out the final one. With all the projectors destroyed, Killjoy disappears. Flip the switch to lower the mechanism and stand underneath until you glow blue, then use your newfound rebirth powers to take care of the monster strapped to the window. Finally, leap through the resulting hole to end this lengthy chapter. Phew!



CHAPTER TWELVE – A LONELY PLACE TO DIE

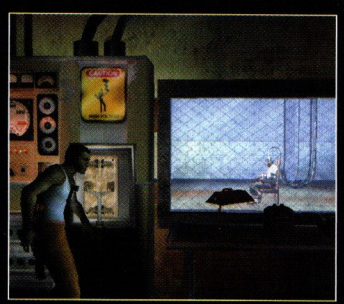
Not such a long chapter now, but one that's still fraught with danger in all the wrong places! Head towards the courtyard with the giant statue, then enter the tall-sided maze, following the child into the centre and stocking up from the gazebo. Head back to the courtyard, watching out for Burrowers along the way, and go through the gate and forwards. Keep going forwards, fighting any Burrowers and Slayers along the way. Ignore the person you hear scrapping with Slayers and head up the hill instead, to avoid the huge fire blocking your path. After more scraps along this path, you'll eventually reach a broken bridge, with a truck to the right of it. Use the handy carjack on the truck, and then push it from behind to send it plunging into the creek to form a handy makeshift bridge.

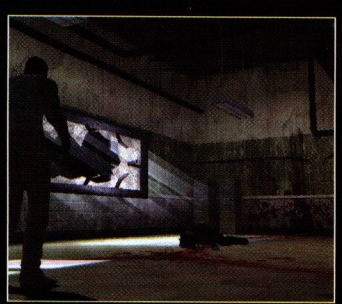
You can explore the creek if you wish, but it just contains more monsters than it does useful items, so it's a journey for the brave or the stupid! The rest of you should climb over the truck and out the other side to finish the chapter.

CHAPTER THIRTEEN – DANCING AT THE DAWN OF THE APOCALYPSE

Head straight forwards until you run into Clem, the inmate who archives all the monster details. Help him take care of the new enemy, the Festers. Note that these are immune to standard bullets, but will feel the pain of Molotov Cocktails, TNT or your axe. Beware of the rats that spew out of their corpses too, they're tricky little buggers with a nasty bite! You'll need to fight off a few Festers, then a few more Burrowers, before following Clem down across the beach and over to his raft.

Because the Festers keep on coming, Clem can't use his raft to cross the water, so you'll need to find a way to stop them. Head left into the shipwreck, fighting off the Festers inside and heading upstairs. You'll see two barrels suspended over the water where the Festers are coming from. Shoot the shelf holding the barrels, and then toss some TNT at them to clear the spawning Festers and allow Clem to use his raft. Then, head to the deck of the ship and along to the massive sewage tunnels on the cliffs to finish the chapter.







CHAPTER FOURTEEN – SURFACING

Getting a flavour for the short but intense chapters? Good job, because this is another one, where the annoyingly tight confines of the environment could cause you no end of problems if you're not careful – or quick!

After speaking to Horace and opening the gate, run like hell, ignoring the plagues of rats trying to eat you. Go left, right, right again, then left and up the ladder. Kill the Fester and two other enemies, then keep going until you reach a room with three crank handles and a massive set of cell doors. You only need to turn the first and the last cranks to open the doors and head on through. Go up the stairs and along the corridor to another room with Slayers in cages – ignore them, they won't hurt you. Flip the switch, head through the gate, and keep fighting your way through until you end up back in the same location you saw way back in Chapter 2, where you first encountered the Marksmen. Horace will open the gate that was previously locked for you, and you just need to wander through it to finish the chapter – assuming you're still alive and well at this point!

CHAPTER FIFTEEN – AN EYE FOR AN EYE MAKES THE WHOLE WORLD BLIND

OK, being the kind soul you are, it's time to help out Horace in return for his assistance earlier. Head into the electric chair room, and shoot out all the boxes around the room, before flipping the switch to stop Horace's electrocution. The door behind him is blocked, so you'll need to backtrack a little and head for the gas chamber, to go through the door there. Go for the stairs, fighting off whatever comes your way while you're at it.

You should now be back in the first level you played, but this time things are a little different. Head back to your cell and talk to the images of each of your dead family (how cheery) before grabbing the note from Killjoy that appears. As soon as you grab Killjoy's note, enemies will start to flood into the room and you'll need to fight through them, into another room, finish them off, leave the room and leave the chapter through the hole in the wall to your right.



CHAPTER SEVENTEEN – DEATH BE NOT PROUD

This one calls for some serious rock and roll carnage later, and it's not a long level, so brace yourselves!

Jump onto the roof of the building just outside your starting point and check out the bus and Marksmen in the distance. Fight off the Slayers and Marksmen, then shoot out the block that holds the bus in place, sending it crashing through the gate and allowing you to pass. Head through the gate and keep on the road heading left. You'll soon meet Hermes killing off some inmates trying to escape. As soon as the cutscene ends, head right and jump up to the partially hidden trail. Keep following it to the right until you see a solitary turret in a big open space.

As soon as you man the turret, tons of Marksmen will start circling you, but just keep your cool, blasting away at all comers until the chaos and carnage ends. Then follow the path round to exit the chapter.

CHAPTER EIGHTEEN – SINGLE BULLET THEORY

Fed up of the short chapters? Want something a little meatier? This is the one for you then. Just be careful to use your ammo efficiently or you'll end up in a bad way very quickly.

Run into the cave in front of you and follow the path inside. You'll come up against a couple of Festers, but you'll get a little help in dispersing them. Be swift because your 'helper' will then continue lobbing TNT and kill you if you don't get out of there! Climb the ledges to get up to a higher point and follow the path through the tunnel and outside. Fight off the enemies that greet you upon your arrival from the cave, working your way right and under the stone bridge. Find the ledge that'll allow you to cross the bridge, and make it so.

Once across the bridge, you'll encounter another cavern and should work through it by heading left, then right. You'll eventually find a building full of goodies to stock up on, including in the block-aded control room (use your Shiv or axe). Enter the hangar and head down until you see a turret near one of the garage doors. As soon as you engage with the turret, shoot the explosive crates under the stairs and prepare for what seems like an endless stream of Marksmen and Mainliners attacking you. When you've mowed them all down, follow the hole you've made through to yet another cavern.

Working your way through the cavern, you'll emerge to participate in another fight with some Marksmen. After finishing them off, head towards a new tunnel, and you'll find a ladder inside in some water. Climbing the ladder takes you into the basement of the Lighthouse.

You now get to fight Hermes, but it shouldn't be too tough a fight if you've managed to get this far! Quickly turn off the gas by shutting off the four valves in the room. Then you need to open the vents by shooting the supporting rope, debris and shifting the crate to uncover all four of them. When Hermes is by the vent near the incinerator, turn the crank there to blast steam at him and force him inside. Then shut the steam off and close the incinerator door to kill him. When he's no longer a problem for you, climb the ladder to enter the main floor of the lighthouse and end the chapter. The end is near...

CHAPTER SIXTEEN – WHO WANTS TO DENY FOREVER?

As soon as the chapter begins, you'll meet some CO's fighting for their lives against some Festers. Lob in some explosives or Molotov Cocktails to help them out, then head through the hole in the building and out into one of the recre-ation yards. Fight your way through the yard and into the radio building, before picking up all the notes left on the table inside.

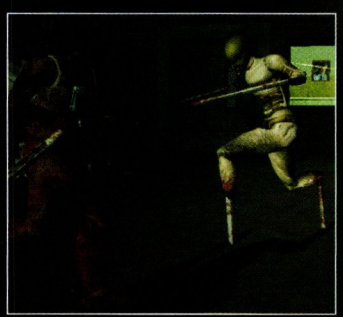
There's another door close to where you came in, which leads to another recreation area. Here you'll see a CO murdered almost instantly upon your arrival. He was trying to man a turret and you need to succeed where he failed, remembering to lob in a few TNT explosives to take care of the Festers before you start laying into the Slayers with the turret. Once you've cleared the area, head through the hole in the wall to finish another short chapter in the story. Not long to go now, kids!

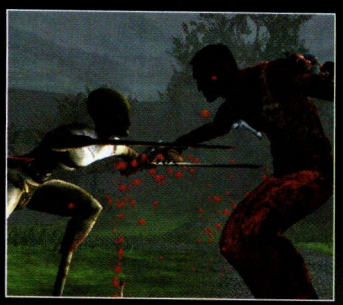
CHAPTER NINETEEN – AND A CHILD SHALL LEAD THEM

OK, not far to go now, but if you thought the game was tough before, it's about to get a whole lot worse...

Head out of the lighthouse, and you'll meet a new and deadly enemy – the Inferna. Thankfully, Ernesto, the CO from the beginning of the game shows up, and gives you a welcome hand in killing the new foe. Whatever you do, DON'T LET ERNESTO DIE! He's extremely useful for this and the final chapter. Follow your friend to the graveyard, where you'll both need to fight more Inferna, then head to the generator, fighting Burrowers and Slayers as you do so. When you eventually get to the generator, there's no way of getting inside. So, go to the building next to the generator, and turn the floodlight onto the gate where all the Slayers are spawning. This will ignite a fire and provide an opening for you to the generator area. Head back down and help Ernesto finish off the remainder of the Slayers, go into the generator area and switch it on.

Follow Ernesto to the witch-burning site, and fight another few Inferna, before heading off into the caves where you'll meet a few more – is he hunting them or something? You'll meet a few fellow inmates by the caves – help them out, before heading back to Lighthouse. Make your way up to the top of the Lighthouse and shoot out the blades trapped in the crank mechanism. Turn the crank to spark up the Lighthouse light and make your way down to the docks. Horace will make a reappearance to lead you through to the docks, bless him, which ends the penultimate chapter.





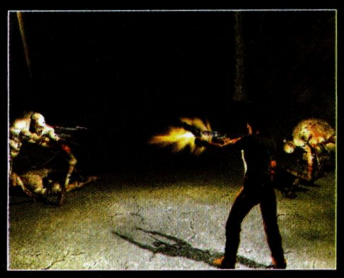
CHAPTER TWENTY – LAST BREATH BEFORE DYING

This is it, the last chapter: can you escape Carnate Island? You're going to have to be bloody good if you want to, that's for sure.

Follow Ernesto down the path and fight off the Inferna, then keep moving with him. On your path towards the cave, you'll be swamped with tormenting Burrowers, Slayers and Marksmen - we suggest ignoring them to conserve ammo, just run like hell and only kill what really gets in your way.

When you enter the tunnel, prepare for more Inferna, as you work your way through to what at first appears to be a dead end. Climb the scaffolding, and then jump across to hop over the fence. Drop down to the pipes, and shoot the explosives crate, which will break the pipes. Get the nearby crate and drag it over the vent in the floor, flooding the tunnel and extinguishing the fire. Head out of the tunnel and defend yourself against yet more Inferna, before Hermes shows up and helps you reach the docks. As soon as you're across the ravine, kill any Marksmen that appear, and keep on running. You'll be facing a massive number







of enemies, but you should be able to see them off with Ernesto's help – or you could play safe and KEEP RUNNING!

You'll soon see the town on Carnate Island laid out below you, but it's now on fire, and as if on cue, more Inferna show up. Ernesto will stick around here fighting them for you, while you make your way down to the docks – you have bigger fish to fry (sorry!)

As you reach the docks, old Killjoy returns, and you'll have to have an almighty scrap against yourself. The first fight is a toughie, but not impossible. First take out the Mainliners surrounding him to stop their projectile attacks, and then keep your distance while you finish off the nasty Torque beast. When he's down, an evil human Torque will appear with some Slayers. Human Torque can't be killed with TNT or bullets, because you will take the damage you inflict. Instead, use your insanity meter to transform and then rip him and the Slayers to shreds.

Finally, you'll have one more fight, which won't finish in a hurry. Use the crane to lower the energy beam, and charge up with your rebirth power as you did in the Asylum. Keep firing off the powerful beams and avoid his attacks by ducking behind the nearby crates. Repeat the process until he drops for good, then watch the cutscenes that make up the end of the game. Nice one, you survived! But which ending did you achieve? Check out our Multiple Endings section to see how you could have changed the outcome...



MULTIPLE ENDINGS

The Suffering is a pretty twisted game, as you must by now be aware. But it's not all death and gore, and there are several incidents throughout the game that provide you with a moral choice. Take the time to help out where you can and your ending will be different to that of someone who chose to kill everything in sight. Here's what you should or shouldn't do in order to achieve one of the three different endings, as well as a brief description of each ending for those who simply can't face going through the whole nightmare again!

GOOD ENDING

The flashback shows your family being murdered by someone else (wait a minute, we thought this was the GOOD ending!). The killers tell you that someone wanted your family dead, but they didn't want you dead too. A boat arrives for you to make your escape from the island, and you're told that you'll be receiving a retrial for the murders. Aww...

To get this ending, you need to keep everyone alive that you're able to, and avoid taking your frustrations out on anyone silly enough to shoot at you (like the less friendly inmates and COs you encounter). Don't shoot the Slayers in the cages, don't electrocute or gas the guys at the start of the game, and help out the inmates by the caves with Ernesto. Be good to all and the ending of the game will be good to you.

NEUTRAL ENDING

Torque accidentally kills his wife (whoops!) and his young son kills his little brother and then himself (cheerful stuff, eh?). When the rescue boat arrives, Torque knocks out the driver and speeds off into the unknown.

To get this ending, you need to sit on the fence, occasionally dangling your legs over either side. By letting people fend for themselves, ignoring pleas for help, and looking out for number one, you're on the right track for this ending. It'll help if you occasionally make a stand and save a few people, before killing a few others. The fine balance between ignorance and compassion is what you need to achieve.

BAD ENDING

Torque kills his wife and kids – brutally. When the rescue boat arrives, he kills the driver, and then scampers off back into the island undergrowth in his monster alter-ego form.

To get this ending, you need to be as cruel and violent a bad-ass criminal as everyone suspects Torque to be. Help no one, kill everything, and show no remorse. Friendly face? Put a bullet in it. Inmate in need of help? Let him suffer. The fewer morals you have, the more chance you have of getting this ending. We hope you're proud!

The Cheat Boutique

The one-stop shop for all your cheating needs

Men's Fashion

The Suffering

Hold L1, R1 and ⊗, then press the following button combinations:

All items and weapons (not Gonzo Gun)
⇩, ⇧, ⇩, ⇦, ⇨, ⇦, R2, ⇧, ⇦, ⇩, ⇨, ⇧, ⇨, ⇩, ⇦, R2, ⇩, ⇩, ⇩, R2, R2

Gonzo Gun
⇦, R2, R2, R2, ⇨, ⇦, ⇨, ⇦, ⇧, R2, R2, R2, ⇩, ⇧, ⇩, ⇧, R2

Shotgun and full ammo
⇦, ⇦, ⇦, ⇩, ⇩, ⇩

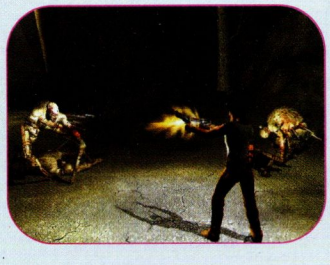
Grenades
⇨, ⇨, ⇨, ⇦, ⇦, ⇦, R2

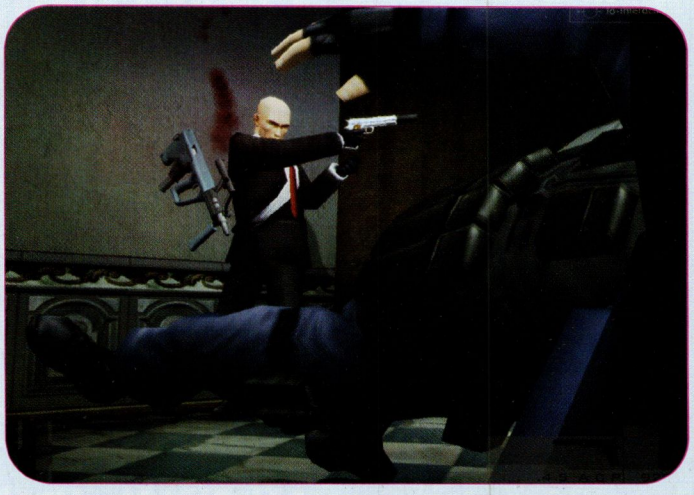
Molotov cocktails
⇩, ⇩, ⇩, ⇧, ⇧, ⇧, R2

Refill ammo
⇨, ⇨, ⇩, ⇧, ⇦, ⇨, ⇦, ⇦, R2

Full health
⇩, ⇩, ⇩, R2, ⇧, ⇧, ⇩, ⇧, R2

Full Xombium bottle
⇨, ⇨, ⇧, ⇧, R2, ⇦, ⇨, R2, ⇨, ⇧, ⇨, R2





Overcome insanity
⇨, ⇨, ⇨, R2, ⇦, ⇦, ⇨, ⇦, R2

Increase negative karma
⇦, ⇦, ⇩, ⇧, R2

Appear clean
⇩, ⇧, ⇨, ⇦

Appear covered in blood
⇧, ⇩, ⇦, ⇨

Black and white projector screen
⇧, R2, ⇦, R2, ⇩, R2, ⇨, R2. Press pause to turn it off again

Commit suicide
⇩, ⇩, ⇩, ⇩, R2

Hitman: Contracts

Unlock all levels
At the main menu, press ⊗, △, ○, ⇦, ⇧, ⇨, L2, R2

Level skip and obtain secret weapon
During play, press R2, L2, ⇧, ⇩, ⊗, L3, ○, ⊗, ○, ⊗

Rainbow Six 3

Stage select
From the Main Menu, press START, L1, R2, L2, R1, ⇦, ⇨, □, ○

If input correctly, you should be able to play any map in custom mission mode and use any difficulty level for all practice missions

Castlevania

Unlock crazy mode
Complete the game once and save, then start a new game on a different slot, and enter your character name as @CRAZY. The game will be harder than normal

Unlock Joachim's game
Complete the game once and save, then start a new game on a different slot, and enter your character name as @JOACHIM. The game will play differently and you won't have access to weapons, armour or health items!

Unlock pumpkin game
Complete the game once and save, then start a new game on a different slot, and enter your character name as @PUMPKIN. You will start the game with all skills, increased stats and the Vampire Killer.



Manhunt

Note that these cheats will not work until you have completed all levels with at least a 3 star rating, so you're going to have to be damn good at killing to get access to these cool codes!

At the title screen press the following combinations:

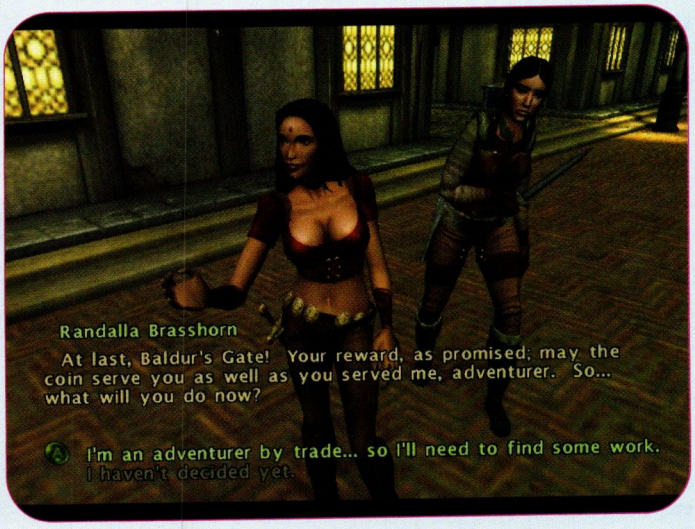
Regenerate
R2, ⇨, ○, R2, L2, ⇩, ○, ⇦

Fully equipped
R1, R2, L1, L2, ⇩, ⇧, ⇦, ⇧

Super punch
L1, △, △, △, ○, ○, ○, R1

Runner
R2, R2, L1, R2, ⇦, ⇨, ⇦, ⇨





Def Jam Vendetta

Unlock new characters
On the selection screen for any non-Story Mode character, hold L1, R1, L2, R2 and press:

Arii ..... ⊗, □, △, ○, □
Carla ..... ⊗, □, ⊗, ⊗, ⊗
Chukklez ..... □, □, △, ⊗, ○
Cruz ..... ○, △, ⊗, ⊗, ○
D-Mob ..... □, △, ○, ⊗, ○
Dan G ..... ⊗, ○, ⊗, ○, □
Deebo ..... ○, ○, ⊗, ⊗, △
Deja ..... ○, □, ○, ○, ⊗
DMX ..... ○, ⊗, ○, △, □
Drake ..... △, □, ○, ⊗, ⊗
Funkmaster Flex ..... ○, △, ○, ○, □
Headache ..... △, △, △, □, ○
House ..... △, ⊗, △, ○, ⊗
Iceberg ..... □, △, ○, □, ○
Ludacris ..... ○, ○, ○, □, △
Masa ..... ⊗, ○, △, □, □
Method Man ..... □, ○, ⊗, △, ○
Moses ..... △, △, □, □, ⊗
N.CIRCLE.R.E. ..... ○, □, △, ⊗, ○
Nyne ..... □, ○, ⊗, ⊗, △
Omar ..... ○, ○, □, △, △
Opal ..... ○, ○, □, □, △
Peewee ..... ⊗, ⊗, □, △, □
Penny ..... ⊗, ⊗, ⊗, △, ○
Pockets ..... △, □, ○, □, ⊗
Razor ..... △, □, △, ○, ⊗
Redman ..... ○, ○, △, □, ⊗
Ruffneck ..... ⊗, □, ⊗, △, ○
Scarface ..... ○, □, ⊗, △, □
Sketch ..... △, △, ○, □, ⊗
Snowman ..... △, △, ⊗, ⊗, ○
Steel ..... ⊗, △, ○, ○, △
T'ai ..... ○, ○, □, ⊗, ○
Zaheer ..... △, △, □, ⊗, ⊗

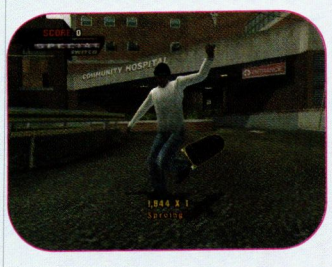
T.H.U.G.

Open all videos
Enter gidvid in the cheat codes menu

Perfect manuals
Enter keepitsteady in the cheat codes menu

Perfect rail balance
Enter letitslide in the cheat codes menu

Perfect skitching
Enter rearrider in the cheat codes menu



Downhill Domination

Unlock everything
Pause the game and hold L1, R1. Then press ○, ⊗, ○. Release all buttons and press □. Now Press R1 and △ together, all bonuses will be unlocked.



Fancy Dress Terminator 3: Rise of the Machines

Enter the following codes in the cheats menu

Invincibility
□, □, ⊗, △, ⊗, ○, ⊗, ○

Unlimited ammo
⊗, △, △, △, ⊗, ○, ⊗, □



Unlock all levels
□, □, □, ○, ○, ○, △, △

Baldur's Gate 2: Dark Alliance

Cheat Menu: Invulnerability and Level skip
Hold L1, R1, △, □, ○, ⊗, Press Start.

Level up
Hold L1, R1, △, □, ○, ⊗, Press L2



Lord Of The Rings: The Return of the King

Unlock secret characters
Complete the game once, or use this set of codes. Pause the game, hold L1, L2, R1, R2 and press:

Unlock Faramir
⊗, ⊗, △, △

Unlock Frodo
△, ○, ○, ○

Unlock Merry
⊗, ⇩, ⇩, ⊗



All yorbels
⇧, △, ⇦, □, ⇨, ○, ⇩, ⇧

Unlock everything
⇦, ⇨, □, □, ○, ○, ⇦, ⇨

Pitfall: The lost Expedition

At the title screen, hold L1+R1, press:

Play as Nicole
⇦, ⇧, ⇩, ⇧, ○, ⇧, ⇧

Bottomless canteen
⇦, □, ○, ⇩, □, ⊗, □, ○

Hyper punch mode
⇦, ⇨, ○, ⇧, ○, ⇨, ⇦

Unlock original Pitfall
○, ○, ⇦, ⇨, ○, □, ⊗, ⇧, ○

Kya: Dark Lineage

Refill health
Pause the game and press: L1, R2, L2, R1, ⇧, ⇦, □, ⇨, ○, START

Shrink jamgut
pause the game and press: R2, R2, ○, R2, L2, L2, ⇦, L2, △

Unlock bonus material
At the main menu, press: △, ⇧, ○, ⇨, ⇩, ⇩, □, ⇦.
Repeat the combination to unlock more items.



Disney's Extreme Skate Adventure

Enter the following codes in the cheats menu.

Unlock all characters
friendsofbob

Unlock all stages
extremepassport

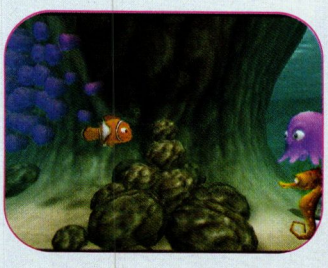
Unlock all items
sweetthreats

Unlock Lion King video
savannah

Unlock Tarzan video
nugget

Unlock Toy Story video
marin

Infinite special meter
supercharger



Finding Nemo

Enter these codes on the title screen.

Stage select
△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, △, ○, △, △

God mode
△, □, □, ○, ○, ○, △, △, □, □, □, ○, ○, ○, ○, □, △, ○, ○, ○, □, ○, □, ○, ○, △, ○, □, ○, ○, ○, △

Play secret level
△, □, ○, ○, □, △, □, ○, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, ○, □, △

Sports & Hobbies Fight Night 2004

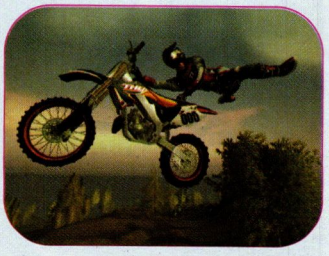
Select 'My Corner' from the main menu, and enter the following:

Big head mode
⇦, ⇨, ⇦, ⇨, ⇦, ⇨, ⇦



Unlock all arenas
⇦, ⇦, ⇦, ⇨, ⇨, ⇨, ⇦, ⇨, ⇨

Unlock Big Tigger
Go to 'My Corner' and select Record Books. Check the Most Wins - Boxer screen and press ⇧, ⇧



MX Unleashed

Go to options, select Cheat Codes and enter the following codes for free goodness - unleashed!

50cc bikes
SQUIRRELDOG

500cc bikes
BIGDOGS

A.I. bowling
WRECKINGBALL

Bonuses unlocked
CLAPPEDOUT

Expert A.I.
OBTGOFAST

Freestyle tracks
BUSTBIG

National tracks
ECONATION

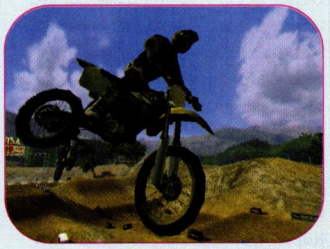
Pro physics
SWAPPIN

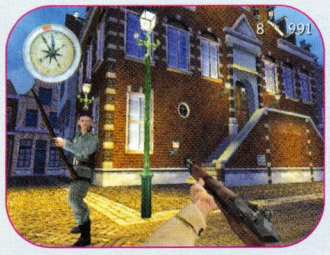
Supercross tracks
STUPERCROSS

All machines
MINIGAMES

MTX Mototrax

Extremely fast bikes
In the Options Menu, enter JIH345





Bargain Bin

Medal of Honor: Frontline

Unlimited ammo
For uunlimited ammunition without reloading, pause the game and press ○, L2, □, L1, Select, R2, △, Select.

Invincibility!
Pause the game, press □, L1, ○, R1, △, L2, Select and R2. Death is no longer an option.

One hit kills
Enter **WHATYOUGET** at the Enigma Machine and a single shot will kill all enemies.

Instant Gold Medals
Enter **MONKEY** at the Enigma Machine and you'll receive a Gold Medal on the mission you last played.

Tomb Raider: Angel of Darkness

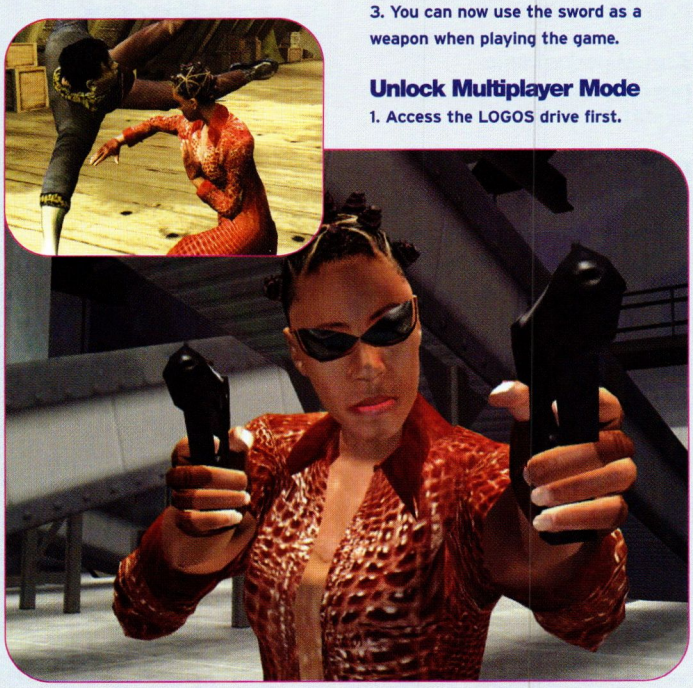
Level cheat
Pause the game and hold L1 + R2 + ⇩ + △ for several seconds. Release the buttons and QUICKLY press ○, ⇧, □, △, ⇨, ⇩. If the cheat doesn't work first time, just try again - but press the buttons faster! We've tested the cheat and it definitely works, so don't write in!

After entering the code you can either skip the current level or jump to another level. Note that the Level Select option does not refer to the levels by their correct names. They're not even listed in the order they appear in the game (for example, the last level is actually Prague6). Fear not though - this handy table reveals all:

Paris1	Parisian Backstreets
Paris1A	Derelict Apartment Block
Paris1B	Margot Carvierís Apartment
Paris1C	Industrial Roof Tops
Paris2_1	Parisian Ghetto
Paris2_2	Parisian Ghetto
Paris2_3	Parisian Ghetto
Paris2B	The Serpent Rouge
Paris2C	Rennes' Pawnshop
Paris2D	Willowtree Herbalist
Paris2E	St. Aicardís Church
Paris2F	Cafe Metro
Paris2G	St. Aicardís Graveyard
Paris2H	Bouchard's Hideout
Paris3	Louvre Storm Drains
Paris4	Lourve Galleries
Paris4A	Galleries Under Siege
Paris5	Tomb of Ancients
Paris5A	The Archaeological Dig
Paris6	Von Croy's Apartment
Prague1	The Monstrum Crimescene
Prague2	The Strahov Fortress
Prague3	The Bio-Research Facility
Prague3A	The Aquatic Research Area
Prague4	The Sanatorium
Prague4A	Maximum Containment Area
Prague5	The Vault of Trophies
Prague5A	Boaz Returns
Prague6	Eckhardt's Lab
Prague6A	The Lost Domain
Paris5_1	The Hall of Seasons
Paris5_2	Neptune's Hall
Paris5_3	Wrath of the Beast
Paris5_4	Sanctuary of Flame
Paris5_5	The Breath of Hades

Enter the Matrix

Cheat codes
To activate the following cheats, first select Hacking from the main menu and choose to load a saved game. Then type in the codes using the virtual keyboard. To turn off the cheat simply enter it again.



Unlimited ammo	CHEAT 1DDF2556
Unlimited focus	CHEAT 69E5D9E4
Unlimited health	CHEAT 7F4DF451
Max firepower	CHEAT 0034AFFF
Invisible mode	CHEAT FFFFFFF1
Bonus test level	CHEAT 13D2C77F
Multiplayer mode	CHEAT D5C55D1E
Faster Logos speed	CHEAT 7867F443

Access the B drive
1. Type in the **LOGIN** command.
2. Enter GUEST as the password.

Access the V drive
1. Access the B drive first.
2. Enter **DIR B:\TOOLS**.
3. Solve the binary puzzle by entering **11111**. Now use the clues to work out the code. Remember, the code is binary so it's made up of ones and zeros.
4. Type in **VIRTUAL**.
5. Enter **FROZENFISH** as the password.
6. Solve the Japanese puzzle. Arrange the pieces in the correct order to obtain the 'Red' solution. If you get the 'Blue' solution, quickly type **TRACEKILL** and try again.

Access the RAM drive
1. Access the V drive first
2. Enter **ROOTSEARCH**.
3. Enter **PORTKEY 942**.
4. Press the Return key when Trinity asks you questions.
5. Type in **CRACK 8RAM**.

Access the LOGOS drive
1. Access the RAM drive first.
2. Enter **HANDSHAKE**.

Unlock the sword weapon
1. Access the RAM drive first.
2. Enter **TRAINING RAM:\PROG\SWORD.DSK**.
3. You can now use the sword as a weapon when playing the game.

Unlock Multiplayer Mode
1. Access the LOGOS drive first.
2. Enter **EMP** and listen to the message from Neo.
3. Plus in a second controller and Multiplayer mode can be selected from the Select Level screen.

Easy hacking
If you want to unlock everything immediatley, first go to the Command list and press L1 and R1 simultaneously. The following message will appear: "All files unlocked. Remember to remove this feature from the final version!". Nice one Atari. Among other things, you can now unlock the sword weapon by entering **TRAINING RAM:\PROG\SWORD.DSK**.



Midnight Club II

To enter these cheats, scroll left or right to the Options menu and go down to Option: Controller. Now scroll left once to Option: Cheat Codes.

Unlock everything
Enter **rimbuk** to unlock all cities, all racers, all races and all vehicles. This cheat only works in Arcade mode.

Unlock all vehicles
Enter **theCollector** to unlock all vehicles. This cheat only works in Arcade mode. Note that this code is case sensitive.

Unlock all cities
Enter **pennyThug** to unlock all cities. This cheat only works in Arcade mode. Note that this code is case sensitive.

Armoured vehicles
Enter **savethekids** to equip all vehicles with machines guns and rockets. Press L3 to fire the machine gun and press R3 to launch rockets. This cheat only works in Arcade mode.

Indestuctible vehicles
Enter **gladiator** and your vehicle will never take damage again. This cheat only works in Arcade mode.

Unlimited Nitrous
Enter **greenLantern** to have unlimited Nitrous boosts. This cheat only works in

Unlock Pippin
△, ○, □, ⇩

Unlock Cast Interviews
⊗, □, ⊗, ⇧

Battlestar Galactica

Unlock Starbuck and Apollo as wingmen
In the Extras menu, enter ⇩, ⇩, ⇦, ⇩, ⇩, ⇧, ⇨, ⇨

Unlockable movie clips
In the extras menu, the following combinations will unlock different footage from the mini-series:

⇦, ⇧, ⇦, ⇦, ⇩, ⇦, ⇧, ⇩

⇧, ⇧, ⇩, ⇩, ⇨, ⇧, ⇨, ⇩

⇨, ⇨, ⇩, ⇩, ⇦, ⇦, ⇧, ⇧

⇩, ⇩, ⇩, ⇩, ⇦, ⇦, ⇦, ⇦

⇧, ⇧, ⇧, ⇩, ⇩, ⇩, ⇦, ⇨

⇧, ⇦, ⇧, ⇨, ⇧, ⇦, ⇧, ⇨

⇨, ⇨, ⇨, ⇨, ⇩, ⇩, ⇦, ⇦

⇨, ⇨, ⇧, ⇧, ⇦, ⇦, ⇧, ⇧



The Hulk

Enter the following cheats at the code terminals found throughout the game.

Invincibility
GMMSKIN

Double health for Hulk
HLTHDSE

Double health for enemies
BRNGITN

Half enemies' HP
MMMYHLP

Regenerator
FLSHWND

High score reset
NMBTHIH



Level select
TRUBLVR

Unlimited continues
GRNCHTR

Full rage meter
ANGMNGT

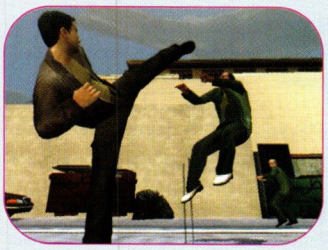
All puzzles solved
BRCESTN

Play as grey Hulk
JANITOR

One punch kills
FSTOFRY

Prince of Persia: The Sands of Time

Unlock original POP room
Start a new game, and while still on the balcony, hold L3 and press ⊗, □, △, ○, △, ⊗, □, ○



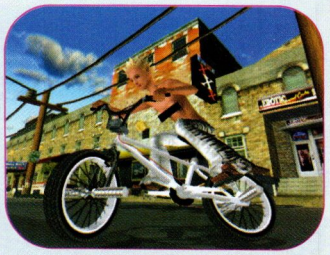
Birthday Suits True Crime: Streets of L.A.

When creating your number plate, enter the following whilst holding L1 and R1

Play as Rosie in her smalls
HURT_M3

Play as donkey gimp
JASS





BMX XXX

Enter CHAMPAGNEROOM in the cheats menu for some raunchy FMV



The Simpsons: Hit and Run

Go to the Kwik-E-Mart and purchase a costume showing Homer in nothing but his tiny white briefs.

Silent Hill 3

Douglas wearing y-fronts
Complete the game once, then highlight New Game (Extra) and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ○, ⊗. Select difficulty level and start the game to see Douglas in nothing but his smalls throughout the game!



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Arcade mode. Note that this code is case sensitive.

Very easy difficulty level
Enter **howhardcanitbe0** and you'll thrash the opposition every time. This cheat works in Arcade and Career mode.

Very hard difficulty level
Enter **howhardcanitbe9** for an increased challenge. This cheat works in both Arcade and Career mode.

Sims, The

Unlock everything
Hold L1 + L2 + R1 + R2 at the main menu and enter MIDAS to unlock all objects, all skins and all two-player games.

Free objects
Hold L1 + L2 + R1 + R2 at the main menu and enter FREEALL to make all objects cost nothing. You must have enough cash to potentially purchase them though and any objects you buy will have no resale value.

Party Motel two-player game
Hold L1 + L2 + R1 + R2 at the main menu and enter PARTY M to unlock this secret two-player game.

First person view
Hold L1 + L2 + R1 + R2 at the main menu and enter FISH EYE to unlock the first person view, then press ○ during play to select the view.



Grand Theft Auto: Vice City

GENERAL CODES

All weapons cheat 1
Unlock the main weapons in the games by entering R1, R2, L1, R2, ⇦, ⇩, ⇨, ⇧, ⇦, ⇩, ⇨, ⇧.

All weapons cheat 2
Unlock several special weapons be entering R1, R2, L1, R2, ⇦, ⇩, ⇨, ⇧, ⇦, ⇩, ⇩, ⇦.

All weapons cheat 3
Unlock more special weapons by entering R1, R2, L1, R2, ⇦, ⇩, ⇨, ⇧, ⇦, ⇩, ⇩, ⇩.

Full armor
To Receive 100 body armor, tap in R1, R2, L1, ⊗, ⇦, ⇩, ⇨, ⇧, ⇦, ⇩, ⇨, ⇧.

Full health
If you need a health boost, enter R1, R2, L1, ○, ⇦, ⇩, ⇨, ⇧, ⇦, ⇩, ⇨, ⇧.

No wanted level
Very useful - keep the cops off your back by entering R1, R1, ○, R2, ⇧, ⇩, ⇧, ⇩, ⇧, ⇩.

Increased wanted level
Fancy an increased challenge? Enter R1, R1, O, R2, ⇦, ⇨, ⇦, ⇨, ⇦, ⇨.

Display medial level meter
View your media level meter onscreen by entering R2, ○, ⇧, L1, ⇨, R1, ⇨, ⇧, □, △.

FUN CODES

Fast clock
Speed up time by entering ○, ○, L1, □, L1, □, □, □, L1, △, ○, △.

Slow motion mode
Play the game in ultra slow motion by entering △, ⇧, ⇨, ⇩, □, R2, R1.

Crazy drivers
Stir up some road rage by entering R2, ○, R1, L2, ⇦, R1, L1, R2, L2.

Pedestrians riot
Start mass street brawls by entering ⇩, ⇦, ⇧, ⇦, ⊗, R2, R1, L2, L1.

Pedestrians dislike you
Become public enemy no.1 by tapping in ⇩, ⇧, ⇧, ⇧, ⊗, R2, R1, L2, L2.

Armed pedestrians
Pedestrians carry weapons when you enter R2, R1, X, △, X, △, ⇧, ⇩.

Cars drive on water
Take to the water in any car by entering ⇨, R2, ○, R1, L2, □, R1, R2.

Exploding vehicles
Blow up all nearby vehicles by entering R2, L2, R1, L1, L2, R2, □, △, ○, △, L2, L1.

Pink vehicles
Turn all vehicles pink by entering ○, L1, ⇩, L2, L, ⊗, R1, L1, ⇨, ○.

Black vehicles
Turn all vehicles black by entering ○, L2, ⇧, R1, ⇦, ⊗, R1, L1, ⇦, ○.

Flying vehicle
Take to the air in any vehicle by entering ⇨, R2, ○, R1, L2, ⇩, L1, R1.

Sensitive handling
Make vehicles much more responsive by entering △, R1, R1, ⇦, R1, L1, R2, L1.

Change wheel size
Make wheels bigger or smaller (depending on the vehicle) by entering R1, ⊗, △, ⇨, R2, □, ⇧, ⇩, □.

Ladies man
Have women follow you around by tapping in ○, ⊗, L1, L1, R2, ⊗, ⊗, ○, △.

Drop dead
Not the most useful cheat, but you can make Tommy commit suicide by entering ⇨, L2, ⇩, R1, ⇦, ⇦, R1, L1, L2, L1.

VEHICLE CODES

Summon a Bloodring Banger (#1)
⇩, R1, ○, L2, L2, ⊗, R1, L1, ⇦, ⇦

Summon a Bloodring Banger (#2)
⇧, ⇨, ⇨, L1, ⇨, ⇧, □, L2

Summon a Golf Caddy
○, L1, ⇧, R1, L2, ⊗, R1, L1, ○, ⊗

Summon a Hearse
⇩, R2, ⇩, R1, L2, ⇦, R1, L1, ⇦, ⇨

Summon a Hotring Racer (#1)
R1, ○, R2, ⇨, L1, L2, ⊗, ⊗, □, R1

Summon a Hotring Racer (#2)
R2, L1, ○, ⇨, L1, R1, ⇨, ⇧, ○, R2

Summon a Love Fist Limo
R2, ⇧, L2, ⇦, ⇦, R1, L1, ○, ⇨

Summon a Rhino Tank
○, ○, L1, ○, ○, ○, L1, L2, R1, △, ○, △

Summon a Sabre Turbo
⇨, L2, ⇩, L2, L2, ⊗, R1, L1, ○, ⇦

Summon a Trashmaster
○, R1, ○, R1, ⇦, ⇦, R1, L1, ○, ⇨

CHARACTER CODES

Play As Ricardo Diaz
L1, L2, R1, R2, ⇩, L1, R2, L2

Play As Lance Vance
○, L2, L, ⊗, R1, L1, ⊗, L1

Play As Ken Rosenberg
⇨, L1, ⇧, L2, L1, ⇨, R1, L1, ⊗, R1

Play As Hilary King
R1, ○, R2, L1, ⇨, R1, L1, ⊗, R2

Play As Love Fist Guy #1
⇩, L1, ⇩, L2, ⇦, ⊗, R1, L1, ⊗, ⊗

Play As Love Fist Guy #2
R1, L2, R2, L1, ⇨, R2, ⇦, ⊗, □, L1

Play As Candy Suxxx
○, R2, ⇩, R1, ⇦, ⇨, R1, L1, ⊗, L2

Play As Phil Cassady
⇨, R1, ⇧, R2, L1, ⇨, R1, L1, ⇨, ○

Play As Sonny Forelli
○, L1, ○, L2, ⇦, ⊗, R1, L1, ⊗, ⊗

Play As Mercedes
R2, L1, ⇧, L1, ⇨, R1, ⇨, ⇧, ○, △

WEATHER CODES

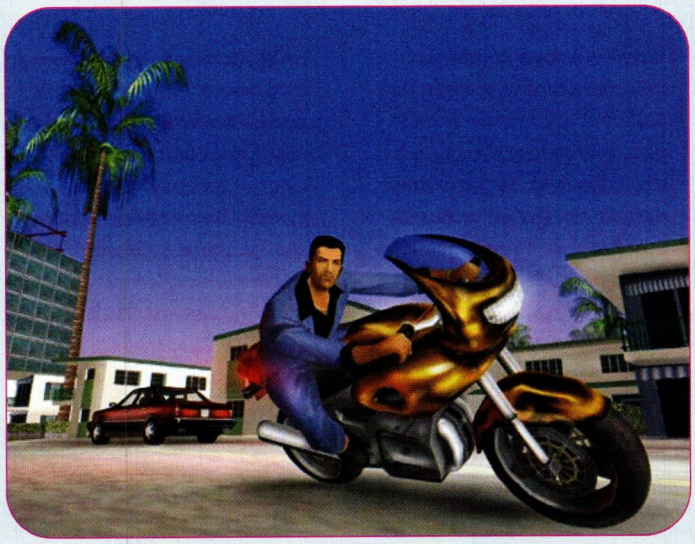
Sunny weather
R2, ⊗, L1, L1, L2, L2, L2, ⇩

Cloudy weather
R2, ⊗, L1, L1, L2, L2, L2, △

Overcast weather
R2, ⊗, L1, L1, L2, L2, L2, □

Stormy weather
R2, ⊗, L1, L1, L2, L2, L2, ○

Foggy weather
R2, ⊗, L1, L1, L2, L2, L2, ⊗



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Indiana Jones: E.'s Tomb
James Bond: E. or Nothing
Jedi Knight: Jedi Academy
LMA Manager 2004
Mafia
Manhunt
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Medal of Honor: R. Sun
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The Suffering
XIII (Thirteen)

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Pokemon Colosseum
Resident Evil Zero
Star Wars: Rebel Strike
Starfox Adventures
Super Mario Sunshine
Super Smash Bros Melee
The Simpsons: Hit & Run
The Urbz*
Thirteen
Tiger Woods Golf 2004
Time Splitters 2
Tony Hawk's Pro Skater 4
Viewtiful Joe
WWE Wrestlemania XIX
Zelda: The Wind Waker

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PS ONE

Beyblade
Blade
Broken Sword
Broken Sword 2
Dragonball Z: Final Bout
Driver
Fear Effect
Gran Turismo 2
In Cold Blood
MediEvil 2
Tomb Raider 2
Yu-Gi-Oh! Forbidden M.

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PLAYSTATION 2

A = 0 1

Ace Combat 4: Shat. Skies
Ace Combat: Dist. Thund.
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson P. Man. '02
Alex Ferguson P. Manager
Alias
Aliens vs Predator: Extinct.
Alone in the Dark 4
Alter Echo
Angel of Darkness
Ape Escape 2
Arc the Lad: Twilight of S.
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista

B = 0 2

Backyard Wrestling
Bad Boys 2
Baldur's Gate: Dark. All. 2
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
BIG SSX Snowboarding
Bionicle
Blade 2
BloodRayne
BMX XXX
Bond 007: Ag. Under Fire
Bond 007: E. or Nothing
Bouncer
Bounty Hunter, Star Wars
Broken Sword S.Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 0 3

Cat in the Hat
Champions of Norrath
Chaos Bleeds
Chaos Legion
Circus Maximus
Clock Tower 3
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Cy Girls

D = 0 4

Dakar 2
Dark Alliance
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra BMX 2
Dead to Rights
Deadly Skies 3
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urb. Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disney's Dinosaur
Downhill Domination
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Drakengard
Driver 3*
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: X.Leg.
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
End Game
England Int. Football
Enter the Matrix
Escape Monkey Island
Euro 2004
Everblue 2
Evergrace
Everquest Online Adv.
Everything or Nothing 007
Evil Dead: F. of Boomstick
Extermination
Eye Toy: Groove
Eye Toy: Play

F = 0 6

Fallout: Brother. of Steel
FIFA 2002
FIFA 2003
FIFA 2004
Fight Night 2004
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Firefighter FD 18
Forbidden Siren
Freedom Fighters
Freestyle BMX 2
Freestyle Metal X
Futurama

G = 0 7

G1 Jockey
Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Ghost Recon: J. Storm
Giants: Citizen Kabuto
Gitaroo Man
Gladiator: S. Vengeance
Gladius
Goblin Commander
Godai: Elemental Force
Gradius 3 & 4
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo 4*
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto V. City
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jab.
Gungrave

H = 0 8

Hack (Dot)
Harry Potter: C.of Secrets
Harry Potter: P.of Azkaban*
Harry Potter: Quidditch C.
Haunted Mansion
Haven: Call of the King
Headhunter
Headhunter: Redemption*
Here Comes The Pain
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hot Shots Golf 3
Hot Wheels: Velocity X
Hulk

I = 0 9

In Cold Blood
Indiana Jones: E.'s Tomb
I-Ninja
Iron Storm*

J = 1 0

Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Ag. Under F.
James Bond: E. or Nothing
J. Cameron Dark Angel
Jet Li's Rise to Honor
Judge Dredd:Dr. v Death
Jurassic Park: Op. Genesis

K = 1 1

Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knight Rider
Knockout Kings 2002
Kya: Dark Lineage

L = 1 2

Lara Croft: A.of Darkness
Largo Winch
Leg. of Kain Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legends of Wrestling 3*
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
LMA Manager 2004
Looney Tunes:Back in Act.
Lord of Rings: F. of Ring
Lord of Rings: Ret. of King
Lord of Rings: Two Towers

M = 1 3

Mace Griffin: B'nty Hunter
Madden NFL 2004
Mafia
Manhunt
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Midnight Club
Midnight Club 2
Minority Report
Mission Imp.: Op. Surma
Monkey Island
Monster Jam Max. Destr.
Mortal Kombat: Deadly Al.
Moto GP 2
Moto GP 3
MTX Mototrax
Mummy Returns
Music 3000
MX Unleashed

N = 1 4

NASCAR Thunder 2002
Naval Ops:Warship Gunn.
NBA Ballers
NBA Jam 2004
Need for Speed: Under.
Need for Speed H. Purs. 2
NFL Street
NHL 2003
NHL 2004
Nightfire
No One Lives Forever

O = 1 5

Off Road Fury
Off Road Wide Open
Oni
Onimusha 3 Demon Siege
Onimusha Blade Warriors
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
007: Ev'thing or Nothing
Op. Genesis, Jurassic Park
Operation Winback
Operative, N.O.L.F.

P = 1 6

Paris-Dakar Rally 2
Pitfall Harry
Player Manager 2001
Player Manager 2002
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2

Q = 1 7

Quidditch World Cup

R = 1 8

Rainbow Six 3
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Red Dead Revolver*
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return Castle Wolfenstein
Riding Spirits
Rise to Honor
Roadkill
Robot Wars
Rocky
Rogue Ops
RTX Red Rock
R-Type Final
Rugby League
Run Like Hell

S = 1 9

Scooby Doo: My. Mayhem
Scooby Doo: 00 Frights.
Secret W. Over Normandy
Seek and Destroy
Seven Samurai 20XX
Shadow Hearts
Shadowman 2
Shaun Palmer S'boarder
Shinobi
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: J. Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spiderman The Movie
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Trek: Shattered Univ.
Star Wars: Bounty Hunter
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Stuntman
Suffering
Summer Heat Volleyball
Summoner 1 & 2
Superman: S. of Apokolips
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.*

T = 2 0

Tak and the Power of Juju
Tarzan Freeride
TD Overdrive
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R. Machines
Terminator: Dawn of Fate
The Bouncer
The Fast and the Furious*
The Fellowship of the Ring
The Getaway
The Great Escape
The Italian Job: L.A. Heist
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Simpsons: Road Rage
The Simpsons Skateboard.
The Sims
The Sims: Bustin Out
The Suffering
The Thing
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
This is Football 2004
Thunderhawk Op. Phoenix
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whsk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm
Tom Clancy's Rainbow Six3
Tom Clancy's Splinter Cell
Tomb Raider Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Turok, Evolution
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1

UEFA Euro 2004
UFC: Sudden Impact
Urban Freestyle Soccer

V = 2 2

Vampire Apocalypse
Vampire Night
Van Helsing
Velocity X, Hot Wheels
Vice City
Virtua Fighter 4: Evolution
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 2 3

War of the Monsters
Warhammer: Fire Warrior
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Whiplash
Wild Arms 3
Wipeout Fusion
Wolfenstein: Ret. to Castle
Wolverine's Revenge
World Chmp. Snooker '03
World Champ. Rugby
World Rally Champ.2 Extr.
World Rally Champ. 3
Worms 3D
Wrath of Cortex
WWE Crush Hour
WWE Smackdown! 3 J.B.I.
WWE Smackdown! 4 SYM
WWE Smackdown! 5 HCTP

X = 2 4

X-Files: Resist or Serve
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's R.
Xtreme G3

Y = 2 5

Yu-Gi-Oh! D.Monst.2
Yu-Gi-Oh! D.of Roses

Z = 2 6

Z.O.E.: 2nd Runner

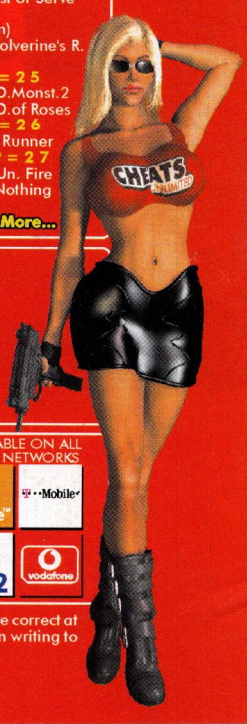
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007 Agent Un. Fire
007 Ev. or Nothing
13 (XIII)

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