

OPS2 Magazine Presents
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ALL MISSIONS CRACKED

DRIVER PARALLEL LINES

FULL GUIDE INSIDE!

I'm probably
going to have to
torture you

24
THE GAME
FULL GUIDE

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“ Here's what you won't find in one of our cheats books: page after page of 'notes'. What in sweet Mother Mary's name are you supposed to be noting down? How you're feeling? (Ripped off, probably.) No, in the pages which follow my face you'll find nothing but page after page of expert guidance, designed to lead you through a brace of today's biggest games – *Driver Parallel Lines* and *24: The Game* – plus updated cheats for the latest and greatest PS2 releases. Next month? More of the same, obviously. “Give us the finest cheats book ever, or give us death!” ”

THIS LOT DID THIS BOOK**ART:** NIKI EARP**PRODUCTION:** PAUL FITZPATRICK,
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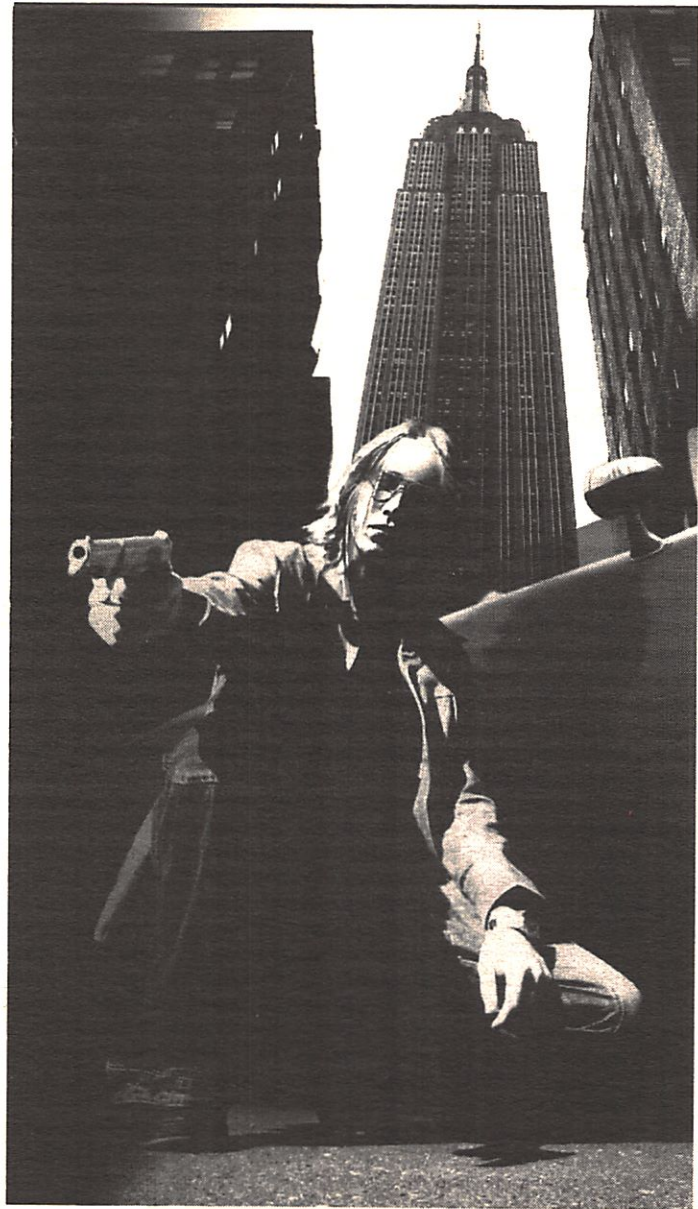
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Tim Clark, editor



Driver Parallel Lines



DRIVER PARALLEL LINES

Finally, after the mess that was *Driv3r*, the PS2 has a *Driver* game worthy of a place in your collection. This guide will provide you with a complete and in-depth walkthrough to the storyline missions in *Parallel Lines* – how to find them, what to do when you get there, and the best ways to get the police off your tail while carrying out your business. We'll take you through the entire game using the quickest route possible, and keep you abreast of plot developments in the storyline along the way.

GENERAL HINTS AND TIPS THE POLICE

Strangely enough, the police are a lot more difficult to deal with in the opening half of the game set in the '70s, than the second half set in the modern day. Avoid running through red lights and driving against traffic flow whenever they're nearby, and remember that they won't take too kindly to you speeding, so keep pace with the traffic around you whenever

the cops are nearby. Also avoid overtaking other cars on the inside, because even that's enough to attract their attention.

If the cops do see you getting up to mischief and give chase, head towards the nearest park and drive around in circles. One of the game's quirks is that the police are terrible at driving off-road, and you should be able to shake them easily using this tactic. Even the police helicopters struggle to find you this way. Don't forget that once you're out of sight, you can ditch your current car and find a new one to instantly scrub all felonies; just don't get caught leaving the vehicle or all the crimes you've carried out in that car will be added to your felony meter.

MAKING MONEY

We'll look at the mini-games in more detail when tackling the Pay Ray mission (turn to page 9 if you can't wait that long), but generally the easiest way to earn cash is entering the two races at Hunts Point and La Guardia. Even if your car isn't the

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fastest, they're reasonably easy to win so long as you don't crash into the competing vehicles. Naturally, you might get bored of using this as your only means to make dough, but because the racetracks are both next door to branches of Ray's Autos it's without a doubt the easiest and quickest way.

RELOCATING

Don't underestimate the importance of those branches of Ray's Autos dotted around the map: they're essential if you're to get between missions without ten minutes of real-time driving every single time. The three branches are found on the south west corner of the map, in Jersey; the north east corner, in the Bronx; and on the east side of Queens. You can switch between them in an instant, simply by walking into the green marker and choosing the Relocate option. After the Repoman mission you'll also unlock a Safe House in Manhattan which can be used in the same way. This is also where all your weapons are stored.

MISSION: NICKEL AND DIME OBJECTIVE

■ Escape the police and drop the punk off in Harlem

You begin the game being trailed by the cops, with the sole responsibility of dropping off an unidentified crook in Harlem. When you take control of the car, bear right and then drive straight towards the large park. If you don't know New York, this is the famous Central Park – remembering this will come very handy as you progress through *Parallel Lines*. Head through the gap in the park wall and continue in a straight line towards the target. The route across the target is easily negotiated, but make sure you don't drive into any trees, and avoid the pond on its right-hand side. Once you reach the north end of the park, look for a gap in the wall just south of the yellow icon. Turn right out of this gap, then immediately turn left up the alleyway. Stop in the yellow marker and earn \$100 for your troubles.

After completing this mission, you need to make your way to the Hunts

Point (north east) branch of Ray's Autos. Continue along the alleyway, and then head straight across the bridge. Once the police are out of sight, ditch your current vehicle and carjack a new one – it'll leave you free of felonies. It's a relatively straight route from here – simply head towards the yellow icon on the radar. Drive carefully, though, and keep an eye on traffic lights. If you pass through a red light while in view of a police car they'll chase you – and it's particularly difficult to shake off the cops in the compact, cramped Bronx area. Once you reach Hunts Point, your first mission is complete.

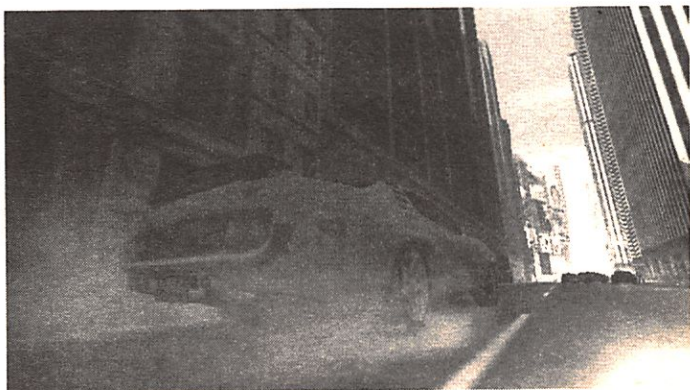
The cut-scene will show you visiting Slink, one of New York's most infamous criminals – and the man who'll be providing you with work for the foreseeable future, so long as you impress him with your driving ability. He'll challenge your ambition as a driver and promise to pave your path with gold if you help him. After the cut-scene, you'll be placed outside Ray's Autos. To activate the next mission, jump in the car and drive into the yellow marker.

MISSION: WHEELMAN OBJECTIVES

- Collect the wrecked ride
- Get it back to Ray's
- Fix it up
- Take it for a spin

Turn right out of Ray's Autos, and then left into the road that crosses the water. Take the first right, then the first left, and by looking at the radar you'll see that Slink's motor is hidden down an alleyway. Drive up to it, and then jump out of your car and get into his.

You now have to get the car to Ray's, where you've just come from. Take the same route in reverse: left, then right, then left, then right. It's easy, but note that the car's felony meter is half full, so you'll have to detour if you see any cop cars appear on the radar screen. They're represented by a small dot with a cone of white light (their cone of view) surrounding it. Even so, you should be back at Ray's in no time at all. Park the car in the garage and Ray will now show you how to fix up your vehicle.



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First, click the small spanner icon. That's the main bodywork repaired. It now looks pretty sexy, but that's unlikely to wow the cops if they spot you so you need to wipe the car clean of felonies. Hit the small shield icon containing the letters 'CP' to take the felony meter back down to zero. Your next task is to buy some parts, as Slink won't be impressed unless you jazz it up a little. Click on the trolley icon, then the furry dice icon. You can now have one set of parts free: either Bullet Proof glass, Tinted glass, or Bullet Proof tyres. Given Slink's reputation, you're best off choosing the Bullet Proof glass option. You're now given the option of respraying Slink's car a new colour. Click on the can of spray paint, and you'll be able to repaint the frame or bonnet any colour you like. Finally, get the engine in good nick by clicking the highlighted icon and selecting 'Stage One'. Now click 'Store Vehicle'.

It's time for the next part of the mission. Slink wants to test your driving skills – and your balls. You must pass each police speed gun at the nominated speed. Turn right out

of Ray's and drive to the very end of the road, then follow it round and across the bridge. Bear right, then turn left and you're now on the road with the speed gun. Keep your foot (or rather, finger) on the accelerator and be careful not to smash into the back of any traffic. You need to be travelling at 60mph when you pass through the first set of yellow markers, which shouldn't be a problem. Don't slow down though, as you're close to the second speed gun. Take the first right and then follow the road round, all the while keeping the accelerator down and weaving to dodge any traffic. Pass at 70mph and Slink will voice his happiness. The last speed gun is right ahead of you, but you need to be going at over 100mph to successfully complete the mission. Therefore, if you hit any traffic, reverse and give yourself a longer distance over which to accelerate.

Once you've passed the last speed gun at the magic 100mph mark, Slink will voice his approval and the Gunman mission will appear on your map. Turn left and across the bridge and onto the island on the north west



corner of Harlem, and then right onto the second bridge which leads to Queens. The next mission is now a short drive away, on the east side of Queens – so head for the yellow icon on the map.

MISSION: GUNMAN OBJECTIVES

- Learn to lock-on
- Study strafing
- Practice marksmanship
- Master driving and shooting

Fortunately, you don't have to go anywhere else for this mission – it's all set in the disused power station you've just driven to. First you'll practice lock-on. Hold **L1** to pull out your gun and then tap the right analogue stick to the left until you're locked onto the barrel on the far left. Now press **R1** to fire at it. Once you've knocked that barrel over, flick the right analogue stick three times and take out the second-to-last barrel on the right. Next, take out the one on the far right, then the last one on the left, then the middle one.

Your next task is strafing. You must hit the car from all angles. Press **L1** to draw your gun, then press and hold **L1** again to lock onto the vehicle. While holding **L1**, move around the car using the left analogue stick and continually tap **R1** to fill it with lead. Make sure you smash all the windows as you move around it.

Slink will now teach you about marksmanship. You need to take out the car's tyres. Press **L1** to draw your gun, then press **R2** when facing the car to enter free aim mode. You'll now zoom in on the car and be presented with a crosshair. Move it down and take out both sets of tyres by aiming

at the top of the wheels. Finally, waste the hot car by unleashing some bullets on its front.

The final part of the test is driving and shooting. You must waste someone who has crossed Slink, but the catch is that you're not allowed to do this by ramming his vehicle. While driving towards him, press **L1** to lock onto his vehicle, then **R1** to shoot. He drives pretty swiftly so you need to be careful to keep up or you'll fail the mission. And, obviously, make sure you don't ram him. Tail him and fire continually for around a minute to get the job done.

You shouldn't be too far from the La Guardia (eastern) branch of Ray's Autos at this point, so head over there using the map as a guide. By pressing **R3** on the map screen you'll activate a green icon which will also show up on your radar, making it easier to work out which way to drive.

MISSION: PAY RAY OBJECTIVES

- Earn \$1,500 for Ray
- Get the cash back to La Guardia

Ray wants \$1,500 for rent, so your new task is to make as much money as possible by carrying out side missions dotted around the city. Below are the six quickest ways to make the cash and get the job done.

CIRCUIT RACE LA GUARDIA

Found next to Ray's Autos in La Guardia on the east side of Queens. Drive into one of the garages to select your difficulty level (there are three choices: easy, medium, or hard) and press **R3** to race. The race is two laps. While you might be tempted to play it on medium or hard to earn more

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money, it's nigh on impossible to do so without a super-fast car, of which there are short supply at this point in time – so stick to the easy level as you'll still earn a reasonable \$500 for finishing first.

LOAN SHARK – EASY

Found in the north of Queens, about a minute's drive from Ray's.

Activate the mission by driving into the red marker outside the shop, then chase down the vagrant's car and either ram it from behind or riddle it with bullets, using the techniques Slink taught you in the Gunman mission, to make him drop the cash. You can get to him faster by driving across the park next to the stadium. Once you've sprayed him with enough lead, he'll throw the cash out of the car window (it's marked by a yellow triangle) and scarper. Get the cash back to the loan shark and collect your cut – a cool 500 bucks.

CIRCUIT RACE HUNTS POINT

Found next to Ray's Autos in Hunts Point, north east of the Bronx.

Again you can select your desired level

of difficulty by driving into one of three red markers found in the garages, but 'easy' is your best bet for a cool \$500. The race takes place over four laps, making it a war of attrition rather than speed. If you can finish the race intact, you'll almost certainly win as the other cars do take a fancy to ramming headlong into each other.

POLICE CHASE

Found at any of the donut stands at the side of roads dotted around the city, marked with a purple handcuffs logo. By driving into these donut stands you'll trigger a police chase, with both yourself and your current vehicle on a maxed-out felony meter. The cops are hard to shake off – particularly when there's a copter on your tail – but if you head for any park (like the one in Harlem) and drive around at high speed you'll lose them eventually, and pick up a cash reward for your trouble.

LOAN SHARK – MEDIUM

Found in the north of Harlem. Just like the last loan shark mission, you need to track down a crook who owes

money, although this time you have a three-minute time limit before he escapes. He's normally found loitering south west of Central Park (that's the park found between Harlem and Manhattan if you've already forgotten), so reverse out of the side street you've just come down to trigger the mission and then head towards this park. Now drive southward across it. There's a gap in the wall at the very south west corner that you can nip through to save you wasting time finding an exit. Again, force him out of his vehicle by ramming or shooting at him and he'll drop the cash. Return it to the loan shark and you'll get a tidy commission of \$1,000. Hey, that was a lot of money back in the '70s!

CHECKPOINT RACE CENTRAL PARK

Head over to the north west corner of the park between Manhattan and Harlem. There's a guy standing next to a bike and a purple marker. Drive into the marker to trigger the game. But as tempting as it may be, don't steal the bike as it already has a full felony

meter! Use whichever vehicle you're currently driving instead. The course takes you around Central Park and all you need to do is drive through all the purple markers in less than three minutes. It's reasonably simple so long as you aim for the very centre of each marker – it's easy to miss them by an inch or two, particularly if you're driving a motorbike. If you miss any markers you'll have to spin round and go backwards, wasting your precious minutes. Finish the race in the allotted time for 750 of the finest American dollars.

Once you've more than \$1,500, head back to La Guardia and drive into the yellow marker to pay Ray his due. Job done. Now spin out of La Guardia and head for the east side of Queens – Slink needs another task carried out. You're about to frame a gang who have got his back up, and in some style too.

MISSION: HOT WHEELS OBJECTIVES

- Steal the gang car
- Get some heat



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- Lose the cops
- Deliver the hot car back to the gang

The gang car will park just around the corner from where you start the mission, making the first bit easy. Just jump out of your current vehicle and into the gang car. Now you need to give it some heat. Remember, cops will be after the car rather than yourself as long as they don't spot you ditching it. Look out for a cop car on the radar, then ram it and knock over a couple of pedestrians for good measure. You should now have enough heat to move onto the next part of the mission – losing the tail! You can't ditch the car until the cops are out of sight. If you're only faced with a single cop car, pull up beside them and wait for them to jump out of the vehicle to reprimand you. Then press **□** and fire at them by quickly tapping **□**. The car's felony meter will max out, but with those cops dead you should have enough time to get back to the starting point and ditch the dodgy motor. Pull into the yellow marker, and then press **△** to exit and make a run for it. A cut-scene will now show a gang member jumping into the wanted vehicle, then a load of cops showing up to arrest him.

Slink takes you to Coney Island to meet a Mexican acquaintance of his, who wants you to do some work for him. His previous driver is heard trying to break out from the boot of his vehicle, so you immediately realise he's not a man to fool with. At the end of this cut-scene you'll be automatically transported back to Ray's Autos in Hunts Point, and three new missions will open up. The first can be found in at the Funky Rabbit club in Harlem, so jump in a vehicle

and head straight there (it's marked by a yellow dot on your map, as always) via the Bronx.

MISSION: BREAD RUN OBJECTIVES

- Meet Slink at the Funky Rabbit
- Collect the cash from the clubs
- Get it back to Slink

You're already at the club, so now the mission proper begins. You have nine minutes to visit all four of his clubs, pick up the cash that's waiting for him at each venue, and get it all back to the Funky Rabbit safely. Don't expect your little escapade to go unnoticed by the other crooks in the area though. Take the first left you see and then drive dead straight until you reach the end of that road. You should see an alleyway opposite you: head down it, then along the road ahead of you. The first club should now appear as a round yellow dot on your radar. Stop in the yellow marker to collect the cash. A gang car will now appear and start shooting at you, but your best bet is to drive past it and head for the next club. Pull up your map by hitting **▶** and press **R3** over the nearest club (the one just north of Central Park). Now head towards the green icon on your radar, doing your best to ignore the chasing gang car. Pull into the yellow marker and collect the cash, then do the same for the other two clubs nearby. By this point you'll have three or four gang cars firing at you, but engaging them in combat is the worst thing you can do; they'll pick you off in no time at all. You simply need to get from point to point as fast as possible, and then get the cash back to Slink. On the return journey, cut through Central Park to



give yourself the best chance possible of shaking off the chasing goon vehicles. Pull into the yellow marker outside the Funky Rabbit to deliver Slink's cash and finish the job. Your really beginning to get some credibility now, so well done.

Look at your map and you'll see another mission named Last Chance at the deep southern end of New Jersey. That's where you're headed next. You need a bike for this mission so scoot around until you find one, then jack it and drive towards the river that separates New Jersey and Manhattan, and take the long road southwards which runs next to the river. Take the tunnel across the river, and then take a left and head northward towards the yellow triangle on your radar.

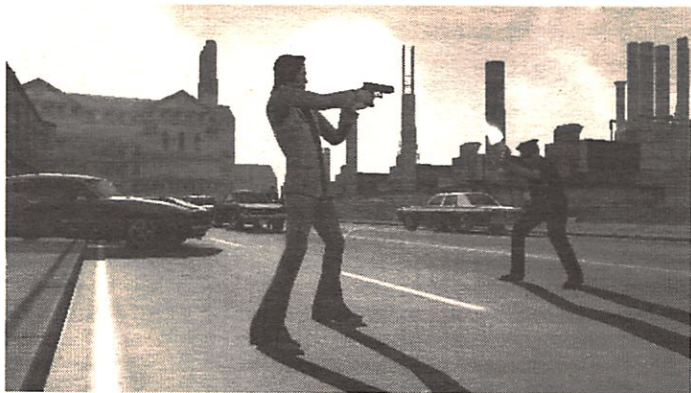
MISSION: LAST CHANCE OBJECTIVES

- Meet the Mexican at the start line
- Race the biker to the finish line
- No guns allowed

The Mexican is giving his old driver one last chance to prove himself – by racing him off against you. He warns

you in advance that he won't play fair. You'll automatically be taken to the start of the race, and the Mexican will give his driver a head start. Turn right from here, then left, and follow the road as it bears left. Take the first right you come to and you'll see the first checkpoint ahead of you. A carload of goons will open fire on you in an attempt to put you off, but remember that no guns are allowed, so if you return fire you will fail the mission. It's best therefore to ignore them and concentrate on the route through the streets. Keep your focus on the checkpoint dead ahead. Once you've passed through it, follow the road round to the right and then take a left, turning into the road by the river. At the end of this road you need to zigzag left, then right, then left, then right. Pass through the second checkpoint and follow the same road as it twists and turns. Keep to the very centre of the road as gang cars will attempt to form a roadblock and that way you can pass between their vehicles. There's a sharp left just before the next checkpoint, so keep an eye on the radar so you know

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when you turn off as it's annoyingly easy to drive straight past it if you're travelling at high speed. You're now on another road with twists and turns so keep to it and be careful not to take corners too quickly or you'll fly off. Pass through the next checkpoint and follow the road round until you're driving through the park. Take the first right, then turn right again, then left, and you're done. The Mexican will now turn up to tell you he'll be in touch.

The next mission is way down South in Brooklyn, so your best bet is to simply head back to Ray's in Hunts Point and then relocate to La Guardia. Head north and use the bridge to cross over to the Bronx, and you'll see that the Hunts Point branch of Ray's is now only a short drive away. The Repoman mission is on the east of Queens – just look for the yellow icon and use your R3 radar marker to help find it.

MISSION: REPOMAN OBJECTIVES

- Pick up the tow truck from Phoenix Autos

- Steal the cars
- Bring them back to Phoenix Autos
- Don't wreck them

Slink needs you to steal three specific (and rather expensive) cars quickly, but naturally there's a catch: all the vehicles have top-of-the-range security systems. In other words, they're all heavily guarded by brainless gun-toting crooks. You begin the mission next to the tow truck, with 12 minutes to collect all the cars and get them back to Phoenix Autos. Jump out of your vehicle and into the truck. Turn left out of the garage and drive towards the first car. As usual, it's marked on the map with a yellow arrow. There's a back alley just to the south of it that you can use as a shortcut in order to save time. When you emerge from the alley, instead of heading straight for the car, perform a U-turn and open fire on the white car that's parked next to the alleyway from which you just emerged – that's its 'security system'! You need to kill these goons now or they will follow you with all guns blazing as you tow the car back to Phoenix Autos, and

given that your truck is significantly slower than their vehicle, that's a death wish. Once you've taken them out, reverse the truck towards the car, pressing **12** and **13** together to bring up the rear view and ensure that you are lined up correctly. You should now have a peaceful drive back to the garage. Don't rush as you have plenty of time to pick up the other two vehicles, despite what the clock says. Once you're back at Phoenix Autos, press **R3** to let go of the car. Now check the location of the second car on your map. As you'll see, you can cut across the park to save time, but remember that you're driving a big old vehicle so you need to move carefully. The 'security system' goons are a little more subtle this time, and won't emerge until you've attached the vehicle to your truck. Press **11** to target them and **13** to pick them off. With that done, turn right twice and then drive into the park. Again, use this as a shortcut but take utmost care or you'll wreck the repossessed vehicle and have to start all over again. You should be able to drop this car off with around five minutes of

time left on the clock. The third car is the nearest of the lot. Turn right out of the garage, then take the second right and it's just ahead of you on the left. Needless to say, another bunch of gang members are lying in wait. You should see the car ahead of you through a gap in the fence. Drive through this gap but instead of turning right, spin left and take out the two gang members in the white car. Now back up and attach the car to your tow truck, then turn right out of the parking lot and get it back to Phoenix Autos. Once you've dropped it off, park the truck and jump out. Now go and visit the guy in the booth, who happens to run this place. He informs you that from now on you'll be welcome to stop by any branch of Phoenix Autos to carry out more repossession missions.

In a cut-scene you're now introduced to a friend of Slink's named Bishop. You need to help him bust Candy – a criminal acquaintance of theirs who you'll be seeing plenty more of later on – out of jail. He also mentions a guy called Corrigan... there's another name that will be very



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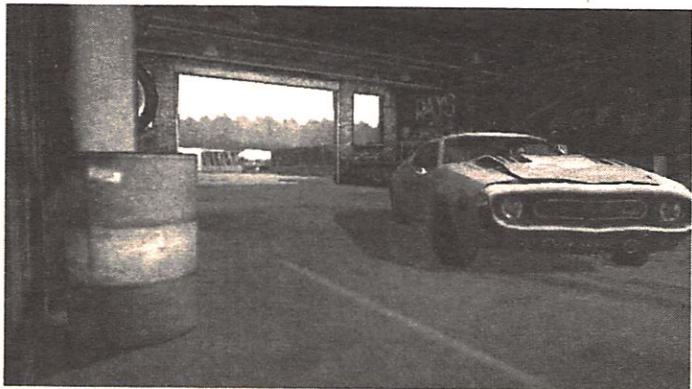
familiar, very soon. Congratulations are in order as you've just unlocked the Safe House. Your current location is no good for the next missions though, so head outside and walk into the green marker. Choose the option of relocating to La Guardia and, once you're there, hit the road in a saved vehicle. If you have enough cash, give it some Bullet Proof glass and tyres before heading out. As you'll see from the map, the Paddy Wagon mission is a short drive away.

MISSION: PADDY WAGON OBJECTIVES

- Capture the prison transport
- Don't wreck it

Be warned in advance that this mission is astoundingly tough, and requires a fair bit of luck. The first step towards busting Candy out of jail is getting hold of some prison transport, and naturally the responsibility for doing so has fallen at your feet. It's protected by two cop cars so you need to deal with these first. Follow behind the rear one and open fire on it. Now get out of your car and wait for the

officers to leave the vehicle and head towards you. You can then pick them off one-by-one. The other cop car will now spin round to try and offer back-up, so do the same thing again – get out of your vehicle and then shoot them dead when they do the same. You'll take a few bullets but it's the only way to keep them off your tail. You're now free to attack the paddy wagon. It always ends up close to the stadium, so head there and tail it, firing at it from afar. Try not to get side on with it as the four officers inside are heavily armed. You need to get the paddy wagon's damage bar down to around 25% to force the officers out of it, and then comes the really tough part! All four men will fire at you relentlessly with weapons that sap your health in seconds, so you need to move at lightning speed. Drive right up next to the left door of the paddy wagon, knocking down the officer next to it, and quickly jump out of your vehicle and into the police transport. It requires impeccable timing as the other officers will blast you from all sides, but the good news is that the mission ends as soon as



you get into the wagon. A cut-scene will show it being towed to Ray's Autos in La Guardia and you'll then be informed that the job is done. Phew!

There's no let up though, as the next mission is similarly tough. You need a modded car to start it, so give one of your stored vehicles a new paint job (or anything else that you fancy and can afford) and then head to the park in Queens.

MISSION: ROSALITA RACER OBJECTIVES

- Arrive in a customised car or bike
- Race to Rosalita
- Bring her back
- Don't wreck her

The Mexican tells you that you need to get to Rosalita before the other drivers and then get her back to the finish line, but this tactic never works as your rivals are both quick and weaponed up to the max. Instead, you need to concentrate on taking two of the rival cars out of the race. Follow the green car and continually fire at it until it blows up. Now check the radar, and head for the nearest of the two remaining cars (usually the yellow one). Once you've caught up with it, shower it with bullets until it goes up in smoke. If you spot any cop cars nearby, trail the car without firing until they're out of sight – the last thing you need right now is the law on your tail. The third and final rival car will have picked up Rosalita by now, so you need to get to it and start using the same tactics as before – try to get side on, and then fire at it as much as possible until the driver dies. Now jump in and get it back to the finish line in the park carefully. Be

especially cautious not to pick up a police tail or the car will be wrecked in seconds. You'll now be given the Mexican's car to keep. With that mission done, head back to Ray's in La Guardia as you need to relocate to Hunts Point for the next mission.

Once you're back at Hunts Point, swap your current vehicle for the paddy wagon you stole earlier (it's essential you choose that vehicle for the upcoming mission) and drive to the marker in front of the racetrack to activate the next mission.

MISSION: CIRCUIT BREAKER OBJECTIVES:

- Enter the races at Hunts Point and La Guardia
- Make sure the marked car wins

The Mexican has an associate competing in two races, but – wouldn't you know it – he's a terrible driver. Your job is to ensure that he wins the races by taking the competing cars out of contention. With no guns allowed your only option is to ram them into oblivion, which is why you're in that reinforced paddy wagon. Because the Mexican's pal is so useless, the marked car will always be slowest, making it easier for you to pick off its rivals. Once the race starts, turn round and drive around the track the wrong way, smashing into the competing cars head on. The police transport is so robust that it'll take most of the cars out instantly, and you won't lose much health either. Obviously, make sure you avoid destroying the marked car by accident or you'll decimate it and fail the mission. Once you've completed race one, number two will begin

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automatically. Use the same tactics – driving round the wrong way in the paddy wagon and taking out the other cars head on – to ensure that the marked car wins. If you manage to take them out with a lap to spare, drive up the pit lane and swap the wagon for one of those tasty orange race cars – then store it in your garage as it's a handy motor to have.

You'll now find yourself at Ray's Autos in La Guardia, which is miles from the next mission – so relocate to Jersey and make your way to the yellow blip on the map which marks the Turning The Screw mission.

MISSION: TURNING THE SCREW OBJECTIVES:

- Scare the guard for information
- Don't kill him
- Don't wreck his car

You need to get information from a prison guard that will help you bust Candy out of jail. Jump in the guard's sports car as it pulls out in front of you, then turn left and drive along the main road until you reach the left turn

at the end. Don't worry about scaring the guard just yet, as there's no time limit and you don't want to damage his sports car unnecessarily. Turn left and drive up to the end of the road, then left again until you see what looks like a gas works. Turn left into what appears to be a dead end. Now swing the car around 180 degrees and drive full pelt for as far as possible – by going over 100mph you'll quickly fill the guard's fear meter. Once you reach the end of the straight, simply turn around and drive back towards the gas works at high speed. It's a long straight with reasonably little traffic so you should have him bricking himself with little trouble. You need to fill the fear meter on four separate occasions to get all the necessary information out of him. Keep an eye on your radar and slow down if any police get close to you and wait for them to move off before continuing your high-speed hi-jinks. Once the guard has given you the information you need, get him back to his house safely to finish the job. Then head north – there's another mission awaiting a short drive away.

MISSION: AIR MAIL

OBJECTIVES:

- Meet Slink
- Get Slink's packages before the cops
- Get the goods back to Slink

Slink has some dodgy packages being dropped off by a helicopter, and he needs you to collect them before the police do. You've done the first part by getting to the lock up. Now for the tricky bit. You need to follow the copter on Slink's bike and pick up each package just after it's dropped. Jump on the bike. Follow the path round until you pick up the first parcel, then head through the gap in the fence. Cut across the road ahead of you, then down the ramp to the second parcel. Go up the next ramp and bear left, then nip between the gap in the two buildings ahead of you. Again, cut across the next road, directly follow the copter, and grab parcel three. There's a bridge ahead of you; turn right onto it and you'll see the fourth parcel on the right-hand side of the road. Bear right and you'll find the fifth parcel between a large

stack of crates. Cut across the road in front of you, then up and over the two mounds of earth and through the archway. Package six should now be in sight. Grab it and continue driving straight. Drive up the ramp and nab parcel seven. Hit the three jumps ahead of you and you'll also have parcel eight. Now drive between the buildings ahead of you, as the end is in sight. You'll pass through the entrance to a derelict building where the final package awaits. The cops have now called a helicopter, and you have two minutes to collect the final package and flee before it shows up and starts aiming bullets at your skull. As soon as you pass through the entrance, shoot the oil drums ahead of you to blow up the officer firing at you. The explosion will not only introduce him to the next life, but also cause the walkway from the upper level to fall down, creating a ramp which you can ascend. Drive up the ramp at speed to jump the gap caused by the explosion, then turn left, and then left again into the entrance of the building. Slowly drive up the see-saw and wait for it to tilt so you can



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get off the other side. Turn right, and then drive up the slats of wood to get onto the roof. You'll see another two planks of wood which act as a bridge over the gap in front of you; carefully drive along these. Turn right. Now reverse as far as possible to give yourself a big enough distance to accelerate into the final jump. Put your foot down and drive up the ramp. Once you've jumped to the other side of the building in this way, turn right and grab that final parcel which is right in front of you. You've now done half the job: The next task is to get the parcels back to Slink.

You can take a pretty direct off-road route to do this, but check the map and make sure you know where the bridges back across the river are. And ignore the police – the bike is quick enough to escape them without too much hassle. Pull up in the yellow marker outside Slink's lock-up to finish the job.

Now it's back to the Jersey branch of Ray's for another spot of relocation, so get driving southwards. Once you're there, switch to La Guardia and stroll into the yellow marker outside. It's mission time again.

MISSION: JAIL BREAK OBJECTIVES

- Collect the prison transport
- Get to Rikers Island
- Find Candy inside the prison
- Get Candy to the hideout

The time to bust Candy out of jail has come at last. Jump into the paddy wagon parked at the side of Ray's, then head over to the jail. Wait for the prison gates to open, and then drive through and into the yellow marker. After the cut-scene drive across the

bridge. Head for the next yellow marker, then ditch the transport. Turn to your left and walk down the steps in front of you to find the bulldozer. Drive to the end of the first trench, then turn 180 degrees and down the second one. Ignore the officers firing at you; the dozer is virtually impenetrable. Turn left and you'll see a piece of metal sheeting being used to bridge a gap between trenches. Drive across this. Turn left into the next trench, then again turn 180 degrees into the fifth and final trench. Drive as fast as possible at the wall and you'll smash through it. Drive up to the yellow marker, and then jump out of the transport and into it. The doors in front of you will open. If you need health, grab one of the flashing packs next to the cells. Now press **C** to crouch, and turn right into the walkway between the cells. Slowly move forward and take out the two cops at the end of the walkway. Turn left at the end of the walkway and move in behind the tables while shooting at the two guards. Move around to the right of the table and two more guards will fire at you; take them out too. If you're down to less than 75HP, head back to the entrance and pick up another health pack. Move forward into the main part of the room and a shotgun-wielding guard will appear on the left. His gun takes off ten HP for every hit so kill him quickly. Move to the left of the room and two more officers will appear. Nail them, and then look behind the boxes to find another health pack. A guard will begin shooting at you from the other end of the room; again, he's easy to dispatch. Start moving towards the far end of the room. You'll see a health



pack but save it unless you absolutely need it – it might be better to come back to shortly. A guard will quickly pop up from behind those crates so bump him off, and look out for another appearing from the top-left of your screen. As soon as you take him out, another guard will appear next to him. Again, do the necessary. Move to your right to the next set of green crates and kill the officer who pops up behind them. Move round the table and pick up the health pack. Four more screws will appear from that door at the top-left of the room; you know the drill by now. Go through the door and into the kitchens, and kill the guard who jumps out from the freezer room. There's another behind the cooker, and one more in the right corner of the kitchens, so have your wits about you. Handily, there's also another health pack in the right corner. Head into the freezer room and you'll find Candy.

That's still not the end of it! You now need to get him back to Queens safely. Worry less about the chasing police and more about driving without crashing, as head-on smashes will

seriously deplete his health. Head towards the stadium in central Queens and use the park as a shortcut. As ever, drive into the yellow marker to drop Candy off and mark the end of another successful mission.

Now it's time to meet Corrigan, "the cop that kept the hands on the clock ticking". In other words, a bent officer who has Slink, Bishop and the Mexican right under his little finger. He tells you that storm clouds are on their way, and that he wants you to steal cocaine from infamous Colombian gangster Rafael Martinez.

After you've watched the cut-scene, leave the Safe House and walk into the green marker, then relocate to La Guardia. As you'll see from the map, the next mission is nearby, at the airport.

MISSION: GIFT WRAPPED OBJECTIVES

- Find a way into the secure car park
- Steal the bodyguard's car
- Get the bomb fitted
- Return the car before he returns
- Don't wreck it

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You need to fit one of Martinez's Colombian escort cars with TNT in preparation for what's to come later on. It's parked on the roof of the secure car park. The quickest way in is the unsubtle one: just smash through the barriers out front. This technique will see your felony rating rise, but if you move at speed throughout the mission that shouldn't matter too much. Drive up onto the roof and run over the officer protecting the marked car. Now get into it. Mow down the other cop who appears and then head down towards the exits. You have six minutes to get to Jamaica and fit the bomb. Smash through the exit gates and then drive South through Queens. When you get to Phoenix Autos, stand in the yellow marker next to the booth. Now drive into the garage and the boss will fit the escort car with a bomb. You now have another six minutes to get the vehicle back to the secure car park before the Colombians return to it. It's plenty of time though, so go back to the car park along the same route you used to get to Phoenix Autos, and make sure you drive with utmost care to avoid activating the

bomb prematurely. Once you've made it back onto the roof of the car park, drop the car off in the yellow marker, then jump out and find another ride – there are plenty to choose from on the floor below. Once you're out of the car park, a cut-scene will set up the next mission: kidnapping Martinez before he can get out of New York.

You will now be back at the Safe House. Simply walk outside and into the yellow marker to trigger the next mission.

MISSION: KIDNAP OBJECTIVES

- Blow up the billboard
- Blow up the L-train bridge
- Blow up the gas tank
- Get the limo the Hunts Point

This is a tough mission, so prepare for a few retries – and maybe even a headache or two. Martinez is on the way to the airport in a limousine flanked by four escort cars, one of which you just fitted with TNT. You need to take all four escort vehicles out of the picture before hijacking his limo and getting him to Corrigan's

hideout. Jump in the car and head to the marker as fast as possible. Once you've parked in it, run up the steps to your right and onto the roof, then into the yellow marker. Now press R3 to set the bomb on the billboard. If you don't make it in time a message will appear saying "Take out the escorts", but don't bother – restart the mission if this happens, as it's nigh on impossible to commandeer the limo if there are any escorts left alive. Once the bomb is set, run into the adjacent yellow marker and wait for Candy's command. When it comes, hit R3 to blow up the billboard and block off the bridge. That's one escort car gone. You now need to catch the escort car in which you fitted a bomb earlier, and blow it to bits. Chase it down using your radar and, when close to it, press R3 to activate the bomb. That's two escort cars successfully destroyed now, with two more to go. You now need to overtake the rest of the convoy, so speed past them without becoming involved in gunfire – you'll need as much health as possible for later on! Get across the river and head for the train track

(marked in orange on the map) to set the next bomb. Park next to the yellow marker directly beneath the bridge, then press R3 to set the bomb. Now run to the next marker. When Candy gives the signal, press R3 to blow it up. The bridge will collapse, wiping out escort vehicle number three. There's a new car parked next to where you're standing, so jump in it and head north east (cutting across the park in Queens if necessary) and get to the petrol station. When you see the yellow marker, jump out of your car, run into it, and hit R3. Walk left around the corner to the next yellow marker and wait for Candy's command. Now hit R3 to blow up the petrol station's gas tanks and bid farewell to Martinez's last remaining escort vehicle. Drive ahead and you'll see an alley on your right which leads to the kill zone, where Martinez's last remaining men will try to protect him at all costs. Head down the alley and park in the yellow marker. Wait for the convoy. Once it arrives, you have two minutes to get the limo out of there before the cops arrive. Drive up next to it and quickly jump out of your



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vehicle, then into the limo. Don't bother shooting at the goons surrounding you – it will be an instant death if you do as they've got some pretty powerful weapons to hand. If you don't manage to snatch the limo in the first 30 seconds or so, one of Martinez's remaining bodyguards will jump in and begin driving him towards the airport. You now need to get after it and open fire until the makeshift driver is killed, enabling you to hop in yourself. Either way, once you've successfully commandeered the limo, drive north towards the bridge between Queens and the Bronx. There's no rush but remember you're in a marked car, so avoid the cops at all cost. Drive up to the hideout and a cut-scene will show you celebrating your work with the rest of the guys – and Corrigan. You now learn the next stage of the plan. A ransom has been placed on Martinez's head, but Corrigan has no intention of returning the Colombian in exchange for the dosh. Instead, you are to collect the random money and make a run for it. Once that scene is over, zoom to Ray's in Hunts Point and

relocate to the Safe House – then walk up into the middle of the flat and into the yellow marker for your final '70s mission.

MISSION: RANSOM OBJECTIVES

- Collect ransom package
- Meet the Mexican
- Get to Hunts Point warehouse

You have five minutes to get to the parking lot where the bike with the ransom money on it is parked up. Rush downstairs and steal the first motor you see, and then drive north west towards Central Park. The police are turned off on this mission so don't worry about speeding or cruising through red lights. Pull up in the yellow marker outside the car park, and you'll be told to get to the bike with the package. It's on the roof of the car park so make your way up there and jump on. You now have the ransom, but Colombian gang cars *and* a copter are on your tail. You need to escape across the rooftops to avoid the chasing vehicles. It's a reasonably straight route, but don't go



too fast or you'll miss your jumps. After four jumps, the Mexican's truck will appear on the ground. Pull into the yellow marker behind it and you'll now appear on the back of the truck, with goon cars giving chase. Destroy them by aiming your machine gun at their bonnets – if you score enough direct hits you'll cause them to explode.

The Mexican will drive you back to the warehouse and you'll have finished the mission. However, if the chasing pack successfully wrecks his car, you'll have to jump out and get the ransom back yourself by carjacking the nearest vehicle and speeding back to Corrigan and company. Once you're safely back, a cut-scene will show the rest of the boys congratulating you – then disappearing into the night. It's now that Corrigan informs you that he's set you up.

Corrigan shoots Martinez dead as you look on, and then turns his attention to you. After taking a few gunshots the screen fades out. The next scene is of The Kid in prison garb at the start of 28 years in the slammer. After another cutaway, we see him again – almost three decades later, complete with goatee and grey hair.

The '70s are long gone. It's now 2006, and you're on your way to freedom. From here it's vengeance all the way, and the Mexican is first on your hitlist. He is now working in an arcade just around the corner from where you're dropped off by Ray after leaving jail. Walk into the yellow marker to trigger the next mission.

MISSION: THE MEXICAN OBJECTIVES

- Chase the train
- Kill the Mexican

A cut-scene will show you walking into the arcade to confront the Mexican. He opens fire on you before leaving through the emergency exit and jumping onto a passing train. You need to get onto the train tracks to chase him down. You have three minutes to catch the train before he successfully makes his getaway. Jump into the first vehicle you find and take the road that runs adjacent to the train tracks. If you spot anyone on a motorbike, jack it as it'll help you catch him. Halfway through Queens, the train line descends to ground level, meaning that you can get onto the tracks and follow it this way. By using a bike and staying right in the middle of the tracks you should be able to catch it easily within two minutes. Overtake it when you see it and a cut-scene will show the Mexican fleeing the train and running into the Blast Off amusement park. Go in after him but prepare for some serious stealth. Crouch by pressing **LT** and take out the goon behind the ticket gates. Move through the gates and take out the gangster who appears to your left. Slowly move in that direction and another goon will appear from around the corner. Take him out, and then collect the health pack next to the ice box. Also pick up his machine gun and switch to it by pressing **→**. Turn right and slowly move forwards, taking out the two crooks who jump out on you. Move towards the orange circus tent and move around it, keeping close to its left-hand side. Flick the right analogue stick to peer round the tent and nail the four goons who appear near the bumper cars. Look to your right and a man will begin firing at you from a food kiosk – eliminate

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him, then walk over to it and collect the health pack next to it. Make your way between the bumper cars and the magic tea-cup ride and you'll see another health pack behind some crates. Another goon will run at you so shoot him down, and then take out the bloke in the food kiosk to your right. You'll see a bike ahead of you – press **RT** to stand up and then **A** to jump on it. Quickly drive forward and right, and a cut-scene will show the Mexican hiding on the upper level of the rollercoaster. Crouch down behind the wall and swivel round, then nail the goon who jumps out on you. Move to the right-hand edge of the wall and pick off the gang members firing at you from above. There are two health packs in view that you can grab if your health runs low. There are two of the Mexican's associates on the roof of the rollercoaster building so you'll need to stand to get a good view of them. Once they're taken out, the Mexican will appear and begin unloading a machine gun. Jump between the teacups and fire off as many bullets as possible – his energy bar will decrease until he's dead.

A cut-scene will now show you throwing his body out of a cab in front of Corrigan's house. Then a second cut-scene will show you at Ray's working out how to use the TV and DVD remotes. Ray tells you that Candy is away but in the meantime he's sorted out some driving work for you. As you leave the apartment, a hitman tries to blow you up and then drives away – so you and Ray jump in his car on a mission to blow him to bits.

MISSION: TAILGATE OBJECTIVES

- Stay close to the hitman
- Take him out
- Meet Maria in Harlem

You're in a car that's both sturdy and speedy, so concentrate on getting in close to the hitman's vehicle before firing at him. Ray has a machine gun and will reel off bullets too. You'll inevitably be tailed by the cops throughout this mission but there's no way to avoid it, so let it happen and ignore them until you've sent the hitman's motor up in smoke. Now you need to get rid of the law.

Head to Central Park and drive around at speed until you've shaken them off. They're quicker than they were in the '70s, but this tactic still works. Once you've lost them, head out of one of the park's western exits and drive north west to the yellow marker to meet Maria Cortez, who has some work for you. Congratulations: you made it to the meeting.

A cut-scene will show Maria practising on the target range. As you'll see, she's a bit of a hot shot. She tells you that you won't meet Candy until she says so – meaning do as she says before you can continue to exact revenge on those who sent you down. Drive north and take the bridge westward, then head for the Guardian Angel mission marked (as ever) by a yellow dot in the west of New Jersey.

MISSION: GUARDIAN ANGEL OBJECTIVES

- Protect the truck
- Guard it all the way to Hunts Point
- Don't allow any pursuers to enter the compound

Maria wants a shipment accompanied from the docks to her Hunts Point compound. Unfortunately, there's a convoy of goon cars waiting to ambush you as soon as you trigger the mission. Spin around and smash through the two motorcades, then turn right out of the docks and onto the main road.

If you ram the convoy hard enough it will kill both drivers *and* take out the men behind them. If not, get out of there and speed away as fast as possible. The two gang cars will follow you incessantly, so try to isolate each one. Get behind it and open fire to blow it up. Then do the same with the second one.

That's the end of the mission – nice work. With that done, head south to Ray's Autos and relocate to Hunts Point. Then jump in a car and drive over to the Ram Raider mission nearby. It's time for Slink to get some comeuppance.

MISSION: RAM RAIDER OBJECTIVE

- Destroy Slink's porn shops



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As soon as you pull into the yellow marker you discover that there's another ambush waiting, meaning you need to scarper. Spin the car around and drive straight through the convoy of cars blocking your way, then speed away as fast as possible. If you're quick enough, you'll be left with just one car chasing you. Stop driving and wait for it to pull in front of you, then fire at it until it blows up. A message should appear telling you that you successfully shook off the chasing goons.

Now get back to the mission's starting point and a cut-scene will outline the next objective: taking out Slink's chain of porn shops, of which there are three in total. Ray's has fixed up a beautiful new sports car with Bullet Proof windows for you to use, so jump in it and speed west towards the yellow marker on your radar. You have a minute and a half to get there but it shouldn't be a problem in your slick new vehicle. Bear Ray's advice in mind: "The quicker you do it, the easier it's gonna be." When you see the shop, drive through the far-left window and then straight ahead, screeching to a halt just before its rear wall. You should have destroyed all the video units on the left-hand wall. Now reverse back out and through the centre of the shop to hit the middle units, and then smash through the window on the right side to blitz through the right-hand units. Ignore Slink's well-armed henchmen as you'll never be able to fight them all off. With the first shop destroyed, you have a minute to get to the next one, slightly south of your current position. If your car has taken a battering, there's enough time to swap it for something else. Use the

same tactics – quickly driving in, reversing out, then driving in again – to dismantle all the video units and leave the second shop wrecked. Then head west to find the third one. This time you only have 45 seconds to get there, but it's literally just around the corner. When you've finished the job, a load of yellow vans will show up in an attempt to dish out some payback, so high tail it out of there and drive round at speed until you've lost them. Your car is significantly faster than their vans, so keeping your speed up and avoiding traffic should get you safe in no time at all. You might find that one car follows you relentlessly, in which case turn round and fire at it until it explodes. Job done: you wrecked all of Slink's porn shops. Now head back to Ray's Autos in Hunts Point as it's time to relocate again – this time, to La Guardia.

MISSION: RUSH HOUR OBJECTIVES

- Catch the real courier
- Stop him delivering the drugs

Slink has a big shipment of party drugs that have just cleared the airport. He's using four identical cars to get them into the city – three of which are dummy cars, with only one actually carrying any drugs. To make sure the drugs are destroyed you need to take all four vehicles out, and just to spice things up you only have eight minutes to do this. Two of the cars will loiter around Queens, while two will head for Manhattan. Make sure you take out the ones in Queens first. Doing so is reasonably easy. Just tail them and then fire until the driver dies or the car blows up. Then head for Manhattan. You'll need to drive



against traffic across the bridge – if you try to travel with the traffic flow you'll waste too much time and have to start over. Weave between cars and don't worry about the police. The two cars in Manhattan move on a loop, so stay central and take out the one nearest to you first. If things are running smoothly, you'll now have a good couple of minutes to get to the last car and destroy the drugs. As ever, tail it and unload bullets into its back to blow it into the sky. Well done: another task successfully completed.

Seeing as you're already in Manhattan, it makes sense to head north into Harlem for the next mission. It's time to say farewell to your old buddy Slink.

MISSION: SLINK OBJECTIVES

- Catch Slink
- Kill him

A cut-scene shows you reintroducing yourself to the man you used to call 'boss'. A mate of his interrupts your chatter and attempts take you out, but forgets to take the safety catch off

his gun – so instead you kill him with a single shot. It's just the opportunity that Slink needs to get out of there. He flees in a pink getaway vehicle, and you follow in an eye-damaging lime green number. Now the mission proper starts. Slink will turn left and then drive along the long main road which runs adjacent to Central Park. Follow him and, when close, keep firing at his vehicle. Around halfway down that stretch of road he'll turn left into an alleyway, where two cars full of his associates lie in wait. Drive past them, ignoring their gunfire, and into Central Park, which Slink is using as a shortcut. The cars will track you, but if you're quick enough there's nothing to worry about. Follow Slink's car through the park and continually shoot at it until its damage bar reaches empty. He'll now jump out and open fire, as will his associates. Kill them all by shooting them or running them down. It's worth taking them all out before moving onto Slink as he's only armed with one gun and it'll leave you free to deal with him at the end. When his goons are dead, repeatedly run him over and fire at him until his

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health bar reaches zero. He'll fall to his knees and a message on-screen will inform you that you've successfully killed him. Job done. You can keep the horrible green motor as a memento if you wish.

Drive south across Central Park and through Manhattan to the next mission, found just north of the bridge between Manhattan and Brooklyn. Bishop has some big shipments coming in, and you need to lure the cops into busting them.

MISSION: GATE CRASHER OBJECTIVES

- Pick up a cop tail
- Lure them to one of Bishop's smuggling operations
- Repeat for all three locations

You only have ten minutes so get moving. Turn right onto the main road, then right, then left, and then take the second left into the tunnel that runs from Manhattan to Jersey. On the way, pick up a police tail by driving against traffic or running over pedestrians. Once the cops are on your tail, don't drive too fast or you'll lose

them! Drive into the yellow marker and you'll see an on-screen message which informs you that the cops will deal with the smugglers – then get out of there.

Drive straight ahead and through the fence to escape. Then head back the way you came, using the tunnel to return to Manhattan. Speed eastwards as fast as possible and, when you're close to the yellow dot, make sure there is a police car tailing you. If not, drive around in the proximity until one spots you. Now drive up the ramp at the side of the road and turn right onto the roof of the parking lot, where the second smuggling operation is in full flow. There's a jump off the roof behind the yellow marker so as soon as the 'all units' police signal comes over the radio, put your foot down and speed up the ramp. You'll fly off the roof and back onto the main road below.

There's a new car on your left if you need it, but be quick about changing vehicles. There is only one more shipment to go now – but your time is immediately cut to three minutes as the smugglers are at the

docks ready to flee by boat. There's an alleyway up ahead on the right; turn into it, then take the first right you see. One more right and you're on the bridge to Brooklyn. It's essential that you drive on the left side of the bridge, against traffic, or you'll never get this done.

Keep your speed up, weave between traffic and – obviously – don't crash. Regardless of how much HP you have, you really can't afford to be slowed down. Turn left off the bridge, then right, then straight into the alleyway dead ahead of you. Now turn right, then left, then right. The entrance into the docks is ahead of you on the left. Move quickly, but be careful not to miss it! Turn left ahead and the final yellow marker is in front of you. Pull into it and wait for the police to arrive, then turn around and get out of there. Not only are you still wanted by the cops, you've also just made a load of smugglers rather angry. Make your getaway and pat yourself on the back for a very tough job well done. Then drive to the north of Queens to begin the next mission.

MISSION: SHELL SHOCK OBJECTIVES

- Steal the ammo truck
- Deliver the truck to Ray's Autos at La Guardia
- Watch out for the cops

Bishop has had a delivery arrive at the airport and you need to intercept it. It's right there in the red ammo truck, so jump in. Again there's a twist in the tale: more goons to ambush you, armed with everything from machine guns to rocket launchers. Come out of the hanger, turn right, and put your foot down. There's a jump up ahead on the left so keep to that side and then head up the ramp. You'll see the van jump over the fence, and then two black cars will follow you. Drive into the car park ahead of you and then spin round. Now fire at the first car with your best weapon. If you have a machine gun to hand, it will cause it to explode with just a few hits. Use the same tactic to destroy gang car number two. Now make your way back towards Ray's. An ambush awaits beneath the bridge



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just before his store, but drive through one of the gaps in the motorcade and you'll be fine.

A cut-scene will show Ray coming out to admire your work, and inform you that the job is done – *and* that there's a rocket launcher in the back, which is now available from your Safe House. Then a second cut-scene will show you taking a call from Bishop, who has taken a contract out on your head. He wants to finish it face-to-face and promises his guys will stay out of it. Before you move onto that mission, however, drive to the north-west of Queens and get the mission waiting there out of the way first.

MISSION: RIDING SHOTGUN OBJECTIVES

- Get on the truck
- Protect the crate on the truck
- Ensure the bike gets to Candy's client

Maria is moving a stolen bike for one of Candy's clients, and it just so happens to be a collector's item. The plan is to put it inside a crate and

load it onto a truck, but there's one small problem: Candy's rivals want it for themselves. So it's your job to protect it. Get out of your current vehicle and walk through the door on your left, into the building where the truck is housed. Walk into the yellow marker and you'll jump on the truck. The doors to the building will open and it will automatically move outside. You're positioned on the back of the truck and have to fight off the chasing vans and copter. Do this by firing at the right-hand side of each car's windscreen – they can't go anywhere if the guy driving is mush. Fire at the heli when there aren't any cars in pursuit, but otherwise focus your attention on those chasing on the ground.

Once you've despatched all the cars, the truck driver will tell you that he's having engine trouble and pull off the road. You'll have to get the bike to Candy's client yourself. Carefully drive north through Harlem and over to the Bronx. There's no time limit so concentrate on keeping it in one piece and avoiding the cops. Patience is the key. Once in the Bronx,





drive north west and use the bridge to cross over into New Jersey. The front gates to the client's house are located just south of the yellow marker. Find them and they will open automatically. There's a garage straight ahead of you; drive into the yellow marker and an on-screen message will tell you that the bike has been successfully delivered. That's not the only piece of good news. You're now just a minute's drive from the opportunity to take out Bishop once and for all; so head south into the heart of New Jersey and drive up to Bishop's front gate, just to the west of the yellow mission marker.

MISSION: BISHOP OBJECTIVES

- Kill Bishop
- Escape the mansion

The gate will open and you'll be told that Bishop is waiting for you. Drive around the left-hand side of his mansion and look for the next yellow marker – it's hidden behind a gate, but you can see it glowing above the wall in front of you. As you approach

the correct gate, it will open, allowing you to drive through it and into that marker. Before you do this, jump on the motorbike next to the gate – you need it. Also make sure you've armed the rocket launcher you unlocked earlier. You'll now see a cut-scene where Bishop introduces you to his new toy: a tank! It can kill you with one direct hit so you'll have to keep zig-zagging at speed until you can get up close to it. Drive right up to the tank so that it's impossible for the turret to aim at you, and then fire a rocket at the tank. Do this twice more to send the tank up in flames and kill Bishop at the same time. Get in: another chunk of vengeance successfully exacted. Now you just need to get out of the mansion. Go back out through the gate you used to come in and drive around the right side of the mansion, and you'll see that Bishop has foolishly left his garage door open. He's got a tasty four-wheeler and two sweet bikes in there, so by all means feel free to help yourself to one. The motorbike on your right is one of the best in the game and can reach 120mph in no time at

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all, so you're probably best nabbing that one. Just make sure you look after it and get it back to a branch of Ray's in one piece! Come back out of Bishop's garage and the main gate is to your right.

It's now time to relocate again, so head north and drive back across the New Jersey to Manhattan Bridge, then east to Ray's in Hunts Point. Now jump to the Safe House. From here, drive south to Brooklyn for a crack at the next mission.

MISSION: GAUNTLET OBJECTIVES

- Protect Maria
- Make sure she gets to the drop point

Candy has Maria running some more errands for her in a dodgy part of town. It's your job to keep her safe from the goons who are after her backside. Follow closely behind her car until she says "We've hit an ambush up ahead", then pull in front of her car and unload your machine gun in the direction of the waiting convoy. Whatever you do, don't press

[L] to auto-target until you've passed her or it will lock onto her vehicle! Once you've destroyed their cars and turned the goons to mince, quickly jump out and collect the health pack at the right side of the road. Now jump back into your vehicle and get after Maria. Again, follow her closely until you reach the second roadblock and use the same technique to destroy the waiting goons. If you have any ammo for the rocket launcher, use it to quickly take them all out. Now follow Maria to the third roadblock and do the same again. Once more, there's a health pack on the right side of the road so jump out and nab it before continuing after her. At the fourth roadblock, the gang members will kill Maria's driver, so you now need to jump into her car and drive her to the gang's HQ yourself. Drive south and take the first left you come to, into an alleyway. Then turn left again and head northwards. It's a reasonably straight drive but if in doubt, keep to the west of the map until you're level with the yellow marker (which denotes where the HQ is), then drive east until you get there.

You no longer need to worry about any gang members, but Maria's vehicle does have some felonies on it so keep an eye out for the cops, and make sure you don't crash as it'll give her health meter a fair whack. Pull into the yellow marker and a cut-scene will show her getting out of the car and making the delivery. Now ditch Maria's car as, even though it's a tidy motor, you can do without those felonies being added to your backside. Maria will tell you that Candy is back in town, so get to Ray's Autos in La Guardia and relocate to Hunts Point.

MISSION: CANDY OBJECTIVES

- Hunt down Candy
- Kill him

A cut-scene will show you entering Candy's house. He blames Maria for your successful killings of Bishop, Slink and the Mexican, and vows to kill her in return. As he leaves to carry out this piece of business, two of his associates manage to drug you. As they do so you grab a gun from one of their belts and shoot them dead. Now you need

to get after Candy and do the same to him. Jump in the car that's waiting outside Candy's house and head east towards the river, then use the main road southwards to gain ground on him. As the drugs begin to take hold the screen will become more and more blurry, so stay on the correct side of the road to avoid head-on collisions. There's pleasingly little traffic where you're heading, anyway.

Once Candy's car is in sight, open fire on him using the machine gun and rocket launcher. You've done the hard part by finding him while under the influence; it's reasonably easy to destroy his vehicle, and he'll go up in flames too. With the job done, a cut-scene will show you arriving back at Ray's in Hunts Point – where Corrigan is waiting for you. The plot unravels: Ray sold you out back in '78. After revealing this, Corrigan shoots him dead, but just as he's about to do the same to you, Maria shows up. After exchanging gunfire, Corrigan flees. It turns out that Maria is Rafael Martinez's daughter, and she wants revenge on those who killed her father. She won't tell you whether



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you're on her list, but she does reveal that Corrigan is top of it. Once the cut-scene is over, head back inside Ray's and relocate to the Safe House, then take the short drive south to the next mission.

MISSION: BEAR CAGE OBJECTIVES

- Collect the car
- Park it in police HQ
- Plant the C4 on Corrigan's desk
- Get out of there!
- Lose any pursuing cops

Corrigan thinks he's invulnerable and your mission is to prove that he isn't by sending his office up in flames. You need to collect a police car containing Candy's body and some C4 explosive, and then park it in Corrigan's space underneath police HQ. Turn around 180 degrees and drive up the ramp to your left. Jump out of your current car and into the police vehicle containing Candy's remains. Head back down the ramp, then turn right, and make your way south east to police HQ. Pull up in the yellow marker outside and the doors to the underground car park will

open. Drive down the ramp and turn left, then down another ramp and left again. Corrigan's parking space is shown by a yellow marker. Park in it then jump out. Walk to the door on your right and go through it to activate the elevator. You'll be taken to the floor where Corrigan's office is found. Walk straight out of the elevator and kill the guard ahead of you. An alarm will sound. Crouch down by pressing **C**, then turn left into the office and slowly make your way around the partitions. Kill the two guards who appear on the other side of the door in front of you, then pass through it and turn left.

Move around the corner to your right and take out the next guard. Enter the door to your right and collect the health pack, then move back out into the hallway. Turn left, then right, and walk through the door to your right into the main office. Go through the two doors ahead of you and you'll see a yellow marker in front of Corrigan's desk. Walk into it and press **R3** to set the C4 bomb. You now have three minutes to escape the way you came in.





Turn around and walk back through the two sets of doors and into the corridor. Three guards will jump out on you; eliminate them all. There is a health pack in the middle of the offices you've just walked through, so go back and take it if necessary. Now walk down the corridor and turn left. There are five guards in this corridor, so you need to be methodical in picking them off one by one. Move slowly around the corner to your right to be greeted by five more guards, all of whom need to be taken out. The room on your right has another health pack so jump in and grab it if you suffer significant damage.

Once those guards have been dispatched, follow the corridor round to the right and into the next office. Two guards will immediately attack you, so get rid of them and be aware that there's a third one waiting behind the partitions. When he too has been killed, slowly inch towards the door. You should be able to get a perfect angle on the two cops with riot shields waiting for you. Shoot them and pick up the health pack to your right. Now run forward through

the door, then right, and step into the elevator on your right. A cut-scene will show the bomb in Corrigan's office exploding.

Once the cut-scene's over, you'll be back in the parking lot beneath the building. Kill the three guards who attack you and then jump in the red car to your right. Drive straight ahead and through the yellow marker, mowing down any policemen who step into your path. Any cars that attempt to block you can easily be shunted out of the way too.

When you reach the end wall, turn right. Again head through the yellow marker. If the cops manage to close any security doors on you, press **LB** to auto-target the control panels and **RB** to destroy them with one shot. There are plenty of health packs dotted around if you need them. The exit is ahead of you on the left, so drive up it and turn right onto the main road. You now have to lose the tail, but you're on a long straight road in a fast car so this shouldn't prove too difficult. Once they lose sight of you, the job is complete.

Ditch the car for obvious reasons,

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and head north to Harlem for the next mission. It's found at Maria's in the north eastern corner of Central Park. Slink's body has been placed in the boot of a limo which has been recovered by the cops. You need to steal the limo back from the police and then leave it at Corrigan's mansion so that he gets fingered for the killing.

MISSION: HOME WRECKER OBJECTIVES:

- Recover the limo
- Park the limo in Corrigan's garage
- Kill all the bodyguards
- Escape

Back out of the gates to Maria's the same way you came in and turn right, then right, then left, then right. The limo is up ahead, flanked by cop cars. Follow the limo and fire at it until the driver is dead. Now jump into it and use the straight road next to the river to reach a high speed and leave the cops behind. If you can't escape them, slow down and shoot at the engines of their cars to send them up in

flames. Take the bridge from the Bronx to New Jersey and drive up to Corrigan's front gates. Kill the guards out front. The gates will open up, allowing you to drive through and park the limo in the garage on your left. Collect the health pack here if you need it. Now go through the door and into the small building on the left. Kill the security bloke. There's another health pack in here which might be worth coming back to later on.

Leave this building and the main gates to the mansion will open. Kill the three goons firing at you from the courtyard. Go through the gates and over to the building on your left, and kill the guy inside. Come back out and take out the guy firing at you from the left of the mansion. Slowly make your way down this left-hand side. As you turn the corner into the rear yard, look for a guy firing at you from a distance and take him out first. Now hit the guard firing at you from above. There's another on the other side of the same balcony, so kill him next, then walk over to the small building at the back of the yard to kill another goon and grab another health pack.

Go back out to the front entrance and take out the guy in the building on the left, then turn round and walk up the set of steps on the right-hand side of the mansion. There's another building here with two more goons to be killed. Do it. There should be one more guard roaming the premises, so walk around the outside of the mansion until he appears and shoot him down too. You'll now be informed that all the guards are dead and see a cut-scene of the police arriving at the property, so get out of there using one of the many black security cars in the vicinity. If the police spot you they'll give chase, but are easy to evade given the speed of the security cars.

Once you've shaken the police to complete the mission, cross the bridge into the Bronx and head for Maria's in Harlem. It's time for the final showdown with that bent son of a bitch Corrigan.

MISSION: CORRIGAN OBJECTIVES

- Get to the Safe House
- Chase and kill Corrigan

Maria has tracked Corrigan down to a Safe House in New Jersey, so that's your first port of call. Head into southern Manhattan and then take the tunnel east to New Jersey. Corrigan's Safe House is found just after the tunnel exit. There's a time limit to get there but ignore the clock as it's only there to put you off and if you can avoid crashing you'll make it without any problems.

Walk into the yellow marker, then immediately take out the bloke in the suit who is hassling you. When you reach the end of the alleyway, kill the bloke behind the fence to your right. Move around the fence and into the Safe House. Turn left and take out the guy who runs at you. Behind the crates to your left is a health pack. As you approach the end of the corridor, a man will jump out in the doorway ahead of you, open fire, and then jump out of the way. Return fire every time he pops out and you should kill him with three or four hits. Go through the door and turn left to find another health pack. You'll see two more doors ahead of you: the one on the left contains another health pack,



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the one on the right is the way forward. Naturally, there's another goon waiting to be killed as soon as you approach it.

Move towards the guy you just killed. You'll come to some stairs, hidden behind which is another health pack. Move up the stairs, then right. Shoot the guy who jumps out on you, and look for another crook firing at you from the other end of the corridor. Eliminate him. Turn left through the door and take out the next goon. Grab the health pack behind the TV, then turn right and take out another dancing eejit. The office on your right contains yet another health pack.

Go up the next set of stairs, and you'll see Corrigan running through the doors to the roof – and closing them behind him! It was a trap all along, and now you need to get out before the police show up.

Make your way back down the stairs and back out the way you came in. Three goons appear on the bottom level, so be prepared for them and take them out quickly. Once you're outside, you have four minutes to

catch Corrigan. Turn left into the alleyway and take out the bloke in the suit.

You'll see a heavy cop presence ahead of you, so take out the officer coming towards you and then fire a rocket at one of the cop's cars to take a few more out of the picture. Time to run for it.

Go through the gate and jump in the nearest police vehicle, and go after Corrigan. The remaining police will give chase but if you avoid crashing into other vehicles and keep your speed up they won't be able to catch you.

Stay on Corrigan's tail and when you reach the New Jersey tunnel you'll see that it's beginning to collapse. This means you need to get through it without getting hit by the falling rocks. Each set of rocks falls on either the left or right hand side of the road, in the following order: left, right, left, left, right, left, left, right, left, right, right, left, right, right, left. By successfully evading them all you'll emerge into daylight on the other side of the tunnel just in time to see it collapse behind you.





A short cut-scene will show Corrigan flying past in a helicopter. Quickly jump out of your current vehicle and into the silver sports car in front of you, then get after him. Drive across the grass in front of you and through the bush opposite. Now drive along the alleyway directly beneath him. You need to keep a high rate of gunfire at all times from now on, so lock onto the helicopter and unload with everything you have.

Turn right at the end of the alleyway and through the chain-link fence, then through the white fence on the other side of the road. Remember to keep firing at him at all times. Follow him round to the left of the country house and onto the road beyond. When you see a gap in the wall on the right-hand side of the road, go through it and follow the path to the next road. Now turn left. Don't forget to keep peppering him with bullets!

After you pass the petrol station turn right and drive through the fence. Follow him through the car park, then another fence, the another car park. You'll see another fence

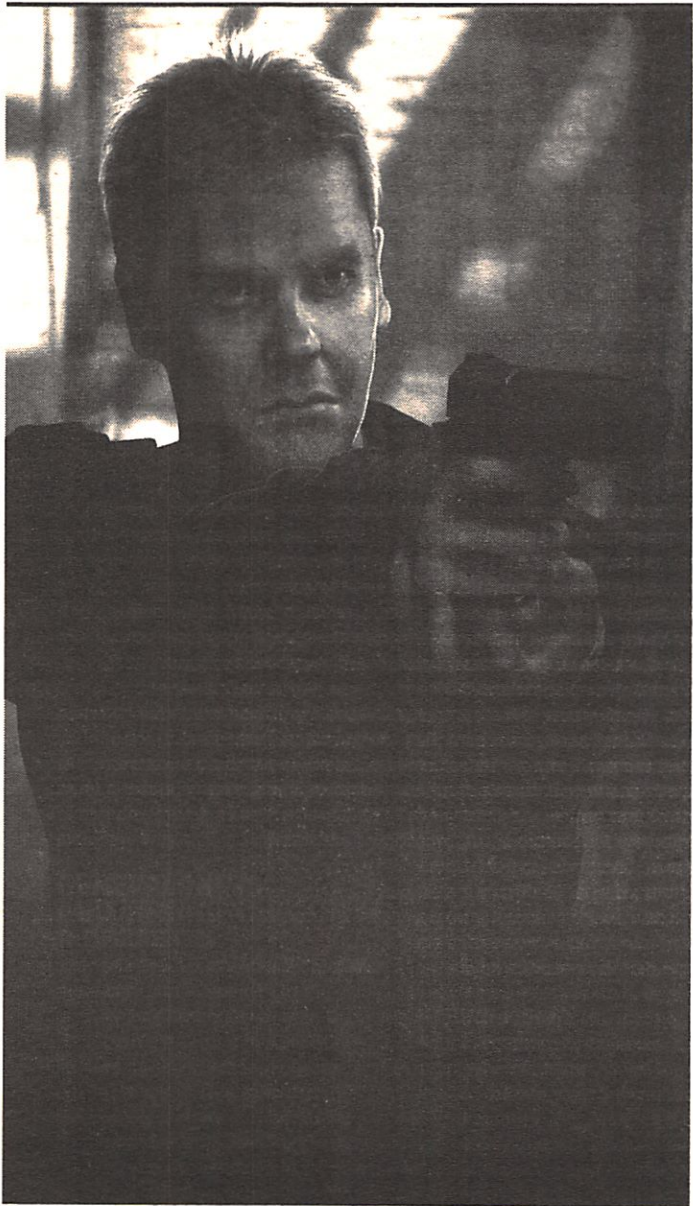
ahead of you with a small mound of grass in front of it; make sure you're driving in a straight line before ascending the mound or you'll spin out of control on the other side.

Drive through the next car park, then right into the next road. Cross the bridge and then turn left through the fence, into park with the pond. Keep to the right-hand side of the pond and then turn left into the road that you can see ahead of you. And keep that gunfire going! You'll see him cut diagonally across a car park on your right, so follow him across this and down the alleyway at the far end of it. Turn left out of the alleyway and then diagonally right across the grass ahead of you.

Go up and over the verge and then follow directly beneath him as he makes his way through the industrial areas. Keep on firing until finally that helicopter goes bang and Corrigan is taken out.

Congratulations: you've just successfully taken out the last of the crooks who framed you back in 1978 and, in doing so, completed *Driver Parallel Lines*. ■

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MISSION: STORMING THE SHIP

Location: Los Angeles Docks

Player Character: Jack Bauer

1. Board the ship with the SWAT team.
2. Stand on the yellow marker to begin the cover and aiming tutorial.
3. Proceed inside the ship.
4. Wait for the SWAT team to breach the locked door.
5. Neutralise the two terrorists. There are benches here so use them for cover. Then search the bodies using  to collect the Hauser Model 10. Use the left and right buttons followed by  to select this weapon. The next two rooms are clear and you'll find a Medikit in the first.
6. Neutralise the three terrorists in the next room. Search the bodies to collect some 9mm ammo. On leaving this room turn right and follow the corridor around to the left. On your left is a room containing Body Armour and a shotgun. Once you've got this return to the corridor and take the next doorway.
7. Neutralise the two terrorists in the next room.
8. Go down the stairs to the next deck.
9. Wait for the SWAT team to breach the locked door.
10. Clear the room of terrorists. Be

careful of the explosive barrels. You'll find a Medikit here.

11. Neutralise the two terrorists and then head down the stairs to the lower deck. You may want to use the shotgun when fighting enemies in close proximity.
12. Clear the room of terrorists. Shoot the yellow barrels to take out terrorists quickly. Searching the bodies will net you the M16 rifle.
13. Exit to the cargo area.
14. Ambush! Neutralise the attackers and then follow the SWAT team over the cargo crates. Press  while facing an object to clamber onto it.
15. Now clear the final area and wait for the SWAT team to breach the locked door.
16. You've found the bomb! Stand on the yellow marker beside it to complete the level.

GADGET MISSION: RICIN WIRED TO BLOW

Mission Type: Circuit Breaker
(Circuit Breakers are randomly generated but the general set up is the same throughout the game)

1. The device's trigger switches are marked as yellow cubes.
2. Find a route through the circuit to each of the yellow CPU cubes before

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you begin. Once you start, the clock will tick down.

3. You cannot stay on a blue cube for very long.

4. Make use of unlimited time on the START cube or yellow cubes to plan your route to the next trigger switch.

MISSION: CHASE FOUND OUT

Location: Decommissioned Military Bunker, Washington DC

Player Character: Chase Edmunds

1. Chase's cover has been rumbled. He needs to get out, and quickly. Destroy the first comms point in front of you before you leave the start room.

2. Head out into the corridor. Be aware – there are two terrorists here. Try to take them out without triggering the alarm. Pick up the RF Micro from one of the terrorists. Now you can hear their radio chatter. Pick up the Medikit from the sink in the bathroom. Pick up 9mm ammo from the shelf in the nearby rec-room. There's a locked Security Room door

nearby. Remember it, you'll be back.

3. Destroy the second comms point in the next room branching off the corridor to the right. Then head around the corner and use the room on the right as a hiding place to take out the two terrorists around the next corner. Pick up the adrenaline while you're here.

4. In the next room destroy the third comms point. Use the Health Station if necessary.

5. At the junction in the corridor take out two terrorists and pick up the Montana T34 Shotgun from one of them. You can also pick up the Body Armour from the nearby dead-end room.

6. Now head up the long corridor into the silo and climb the ladder to the mid-level.

7. Arrive at the mid-level of the silo room, head down long corridor and enter control room stealthily.

8. Destroy the fourth and final comms point here. Pick up the Security Room Keycard, and then head back down to the lower level

via the silo ladder used previously.

9. Head all the way back to the locked Security Room door near the start of the level. Use the Security Room Keycard to enter Security Room and trigger a base lockdown using the Lockdown Switch. Use the Health Station if necessary. Then use the lift in this room to get to the upper floor.

10. Head up the corridor, taking out the terrorist to get yourself a AZ7 Soviet Rifle. There's a Jeep in the room opposite. Hop in.

11. Drive along the corridor then take out the terrorists in the next area.

12. Take out Tarkett and his cohorts in the next area along. Pick up the M4 Carbine Rifle from Tarkett.

13. Drive on again and take out the terrorists in the next area. Use the Health Station if necessary. Obtain Adrenaline and Body Armour from the room located opposite the Lockdown Exit Door.

14. Drive on, then take out the terrorists in the next area.

15. Drive on, and take out the terrorists in the area after that too.

16. Showdown! At the end of the corridor take out the base leader, Carr, and his cohorts. Collect the Medikit from the side room, and use the Health Station if necessary. Return to the Lockdown Door and exit the base.

MISSION: FOLLOWING DANIELS

Location: Streets Of LA

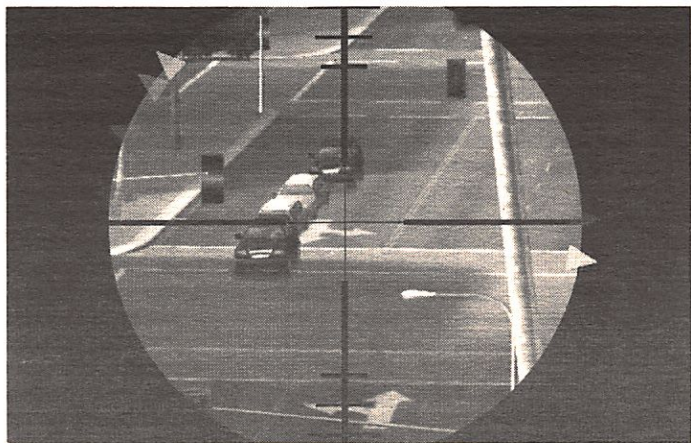
Player Character: Jack Bauer

1. Follow the target car closely, making use of the shortcut through the bus station on the way.

2. Avoid running pedestrians over on the way. This will affect your mission ranking and upset the good people of La-La Land. Once you're at Daniels' house, drive into the yellow marker.

3. Trail Daniels through Korea town, trying to avoid too much damage early on. You won't have time to change cars. Don't drop too far behind either or you'll lose him.

4. Part way along the freeway a shooter opens the rear doors of Daniels' van. Try not to get too close,



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as he will open fire on you. It's easier to stay further back and avoid the other traffic that he will target instead.

MISSION: DANIELS TAKEDOWN

Location: Office Building, East Financial District, LA

Player Character: Jack Bauer

1. Neutralise the terrorists in the van.
2. Smash down the locked gates using a hijacked vehicle. Press **(A)** to enter a parked vehicle.
3. You'll come to a locked door. Kick it down by pressing the **(C)** button.
4. Neutralise the terrorist and search the body to pick up a RF Micro. This will enable you to listen in on enemy communications.
5. Move up to the first floor using either the lift or the stairs.
6. You'll come to a locked door. Use your PDA to hack it. Swap pairs of letters to match the sequence displayed at the top of your PDA. When all the letters are green the door will open.
7. Move up to the second floor. Watch out for falling objects.
8. Take out the terrorists searching for Jack by the lobby stairwell. Press **(A)** to enter stealth mode to sneak up on the enemies.
9. Move up to the third floor.
10. Neutralise the terrorists, but be careful not to harm the civilian. Take out the hostage-taker. Keep your distance and aim carefully to avoid hitting the hostage. There's a Medikit nearby if you need one.
11. Move up to the fourth floor using the stairs or the lifts
12. Neutralise the terrorists and search the bodies to stock up on 7.62mm ammo.
13. Neutralise the terrorists behind the blockade.
14. Now use your PDA to hack the code on the lift. Use stealth mode to sneak up on the terrorist here and take him out silently (press **(C)**) to avoid alerting anybody. If you press the **(B)** button when behind an unsuspecting terrorist it will force them to surrender.



15. Neutralise all of the terrorists before entering the office where Bob is hiding. This is a great time to use some adrenaline and give yourself a temporary boost of health.

16. Take out Bob's bodyguards and then get Bob to surrender (press **Q**). Don't kill him! He has important information that you need to get out of him. If he doesn't surrender straight away, try softening him up a little by wounding him.

MISSION: INTERROGATE BOB

Mission Type: Interrogation
(This method applies to any interrogation in *24: The Game*)

1. The objective of the interrogation is to coerce a suspect into giving up vital information.
2. Only when the suspect's stress level is within the Co-operation Zone can you extract information and progress the interrogation.
3. Aggression raises the stress level. Coaxing maintains the current stress level. Calming lowers the stress level.
4. If the stress-graph hits its upper limit the suspect will become un-co-operative. Press **X** when the stress-graph dips to calm them.
5. If the stress-graph hits its lower limit the suspect will become un-co-operative. Press **A** when the stress-graph peaks to anger them.
6. The coloured progress bar (on the right of the graph) fills as you obtain information.
7. When **C** appears and the stress-graph is within the co-operation zone, press to break the suspect and extract all the required information.

TIPS:

- Use the stress-graph strategically by timing your button presses with its peaks and dips to hit the co-operation zone more quickly.
- Don't let the stress level hit the top or bottom of the graph. Sometimes, keeping away from these areas can be more important than hitting the co-operation zone.
- On the interrogation missions with Jody and Donna later in the game take care not to hit the top or bottom of the graph – you may get a more extreme reaction than you expected!

GADGET MISSION: SNIPER SEARCH

Mission Type: Satellite Scan

1. Scan each floor to search for snipers. Heat sources will be shown in red on the map. The snipers will always be in rooms with windows that have a clear view of the motorcade route. Ignore all other heat sources.
2. Move the cursor over the heat sources. Press and hold **X** over a heat source to analyse the potential threat.
3. There are five buildings to scan. There are three snipers located in the largest, solitary building at the top of the screen, two in the building facing it on the other side of the road, and one in the building immediately behind that one. The building on the far left has two snipers and the one on the far right has just one.

MISSION: TAKING OUT THE ENEMY

Location: Roof Of Office Building,
East Financial District, LA
Player Character: Jack Bauer

1. Using the sniper rifle you have to

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take out all of the terrorists positioned to assassinate the Vice President as his motorcade passes by. There are two 'waves' of snipers. Be careful though – there are also a few regular office workers at the windows too. Don't cap them!

GADGET MISSION: PDA DATA DISCOVERED

Mission Type: Data Retrieval
(Data Retrieval missions are randomly generated but the general set up is the same throughout the game)

1. CTU's data retrieval software will scan the drive, when a cube is highlighted press the relevant button to repair the file.
2. You are only permitted a number of data mismatches before the drive will lock-down, so keep calm and don't second-guess the next move.

MISSION: HO SHIN'S SHOP

Location: Korea Town, LA
Player Character: Tony Almeida

1. Enter the shop with your weapon holstered and talk to the cashier to find out what he knows about Lee Jin Yu.

2. After successfully completing the conversation the cashier will open the door to the back rooms for you, search the back rooms for Mr Shin, the shop's owner.

3. After searching the back rooms and finding nobody, when you return to the shop the cashier will flee through a side door. Chase after him quickly! Press and hold  to sprint.

4. Try to avoid any objects the suspect pushes in front of you – they will slow Tony down.

5. To catch the fleeing suspect you will have to get close to him, Tony will then perform an automatic takedown.

6. Try to catch the suspect before he runs out into the busy road, you don't want him to get run over!

MISSION: TO LEE JIN YU'S APARTMENT

Location: Korea Town, LA
Player Character: Tony Almeida

1. Just to the left of the alley where you start is a sports car, use this to get to Jin Yu's apartment as fast as possible.
2. Try to use long straight roads to get up to top speed.
3. When turning at speed try using **AB** to handbrake turn around corners.
4. Although speed is of the essence try not to damage your car too much, this will reflect badly on your mission rankings.

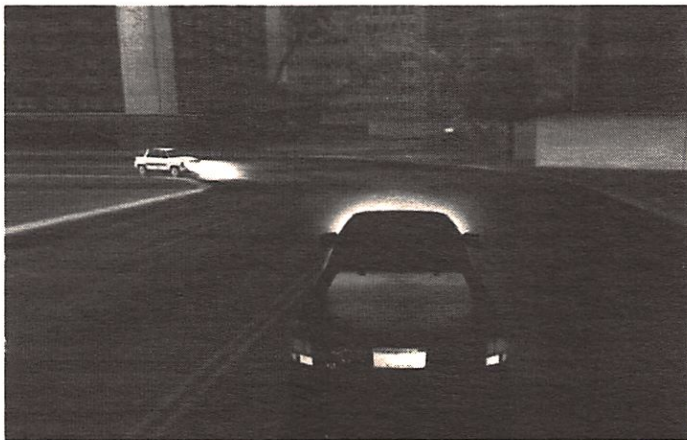
MISSION: TONY'S UNEXPECTED FIND

Location: Apartment Block, North East Korea Town

Player Character: Tony Almeida

1. Tony needs to find Lee Jin Yu and bring him in for questioning. He is in a rundown apartment that contains rival gang members and confused civilians. Some gang members may start to shoot at Tony if they feel threatened. It is best to try to make them surrender using the challenge option (**CB**) then restrain them.

2. Head up the stairs to the second floor or take the lift.
3. Watch out for some civilians. They may be armed and shoot you if they feel threatened. Try to make them surrender and then restrain them.
4. Head up the stairs to the third floor.
5. Watch out for civilians shooting at each other! Try to make them surrender and restrain them before anyone is killed.
6. Head up the stairs to the fifth floor.
7. Watch out! There are rival gangs shooting at each other and some civilians could be caught in the crossfire. Try to restrain any civilians to stop them from getting hurt.
8. Head up to the sixth floor.
9. Locate room 620. Lee Jin Yu should be inside.
10. Lee Jin Yu is being held hostage. Take out the enemy guards in this room and make sure he doesn't get harmed so you can take him in for questioning.



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MISSION: BRINGING IN LEE JIN YU

Location: Streets of LA

Player Character: Tony Almeida

1. You have a slight head start, so try and follow the route to the freeway as fast as you can. Your pursuers will catch you up at some point, but the later the better.
2. You have a fast car, but you have Lee Jin Yu as a passenger, try not to damage your car too much as you won't be able to get out and leave Jin Yu behind.
3. Try not to get into a battle with your pursuers at low speed; they'll ram you to damage your car and slow you down.
4. Once on the freeway you need to stop your pursuers damaging you and slowing you down. Your best chance is to nudge them at high speed into other cars, barriers, trees and lamp posts.

MISSION: SEARCHING RADFORD'S OFFICE

Location: Vermont Street Station

Player Character: Tony Almeida

1. Start the level at the entrance to the subway station; calm all the civilians nearby using the **EA** command. Then head down the stairs straight through the ticket gates.
2. Take out the terrorists here and rescue and calm all the civilians in the area. Obtain the RF Micro from the terrorists.
3. Head down the next set of stairs on the platform two side.
4. Arrive at a hostage situation, rescue the hostages and kill all the terrorists in the area, again calming all the civilians in the area. Obtain the TAG-

17 Pistol from one of the terrorists.

5. Head down the stairs on the platform five side.

6. Enter open area and take out all the terrorists.

7. Pursue Eddie Cain down the left-hand tunnel being wary of the frequent trains.

8. Enter service passage on left side of tunnel, taking out attackers.

9. Kick down door and apprehend Eddie Cain.

MISSION: M3

Location: CTU Tech Room

Player Character: Michelle Dessler

1. Michelle needs to escort Kim to the panic room (M3) on the first floor. Make sure Kim is close by and doesn't get killed by the terrorists. If Kim sees an enemy she will run to cover then come out when she feels she is safe. You can also tell Kim to take cover and follow you by using the challenge menu (**EA**).
2. Head straight down the corridor, turn right and use Michelle's PDA on the door to hack the lock. Watch out as there are terrorists patrolling throughout CTU.
3. Make your way to the next room, taking out any terrorists on the way. Clear it and carry on towards the stair well at the end of the corridor.
4. Go down the stairs to the second floor. You will need Kim with you to go down these stairs. Check the map and radar if you have lost Kim. She will show up as a blue dot.
5. Head into the next room and take out all the patrolling terrorists. Try to keep Kim out of trouble. There is a Health Station on the wall that will recharge both Michelle's and Kim's health when used.



6. Move on and take out all the terrorists before heading on to M3.
7. Reach M3 with Kim to complete the mission.

MISSION: KIM GOES BACK IN

Location: CTU

Player Character: Kim Bauer

1. Pickup the Medikit, Stun Gun and PDA from the desk in front of you.
2. Head out of M3 and through the rooms opposite. You will come to a door you will need to hack through using your Circuit Breaker gadget on your PDA.
3. On the other side of the door you can take out the terrorist silently, or head straight for the stairs and up to the third floor.
4. Head stealthily through this corridor, avoiding or stunning the guard.
5. Into the under-construction room you will need to sneak across the room to the vent entrance.
6. You will emerge in the hexagonal

data room, head through here into another vent entrance on the other side of the room.

7. When you emerge, head through the room, taking out the terrorist stealthily and continuing down the corridor to the right.

8. Use this room to avoid patrolling terrorists and take them out, then enter the door into the famous 24 Bullpen at the end of the corridor.

9. Once inside the Bullpen remain stealthy at all times.

10. Head into Tony's office to obtain a Keycard for the Data Room.

11. Use the Keycard to enter the Data Room in the Bullpen and complete the mission.

MISSION: TO THE ROOF

Location: CTU

Player Character: Jack Bauer

1. Jack needs to head to the roof to stop Madsen's helicopter from landing. First he will need to get heavy weaponry from the armoury.
2. Pick up a RF Micro from the dead

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body. This will allow Jack to hear radio chatter between enemies.

3. Either carry on down the corridor ahead or take the corridor on the right. Take out any terrorists and head to the stairs.

4. Head up the stairs to the third floor.

5. Head into room and take out any terrorists then carry on to the armoury.

6. Use the armoury pass code on the door to unlock it.

7. Head into the armoury and collect the M80 rifle on the far wall and any ammo and supplies that are around. Then head back to the stairs.

8. Go up the stairs to the roof.

9. Head out onto the roof and take out any of the terrorists here. Madsen's helicopter should appear at any moment.

10. If the helicopter lands on the roof you will fail the mission, so try to shoot the helicopter to take it out before it has a chance to land. Use cover and wait for the chopper to finish shooting before targeting the base of the rotors. This is the quickest way to bring the helicopter down.

MISSION: CHASE UNDERCOVER

Location: Streets of LA

Player Character: Chase Edmunds

1. You begin this mission with the LAPD searching for you; they have set up a number of roadblocks throughout the city. All the freeway entrances have been covered so you should head for the nearest entrance to reach the freeway quicker.

2. If they get the chance the police cars will try to apprehend you, to avoid this try and keep at high speed. If they do start to box you in, you will have to break free by pushing them into cars, trees, barriers and lamp posts and then accelerate away.

3. Once on the freeway you can try and take out any of the police cars you pick up from the roadblocks or out of the traffic. Once you are at speed allow them to go ahead of you, if you then feint left or right they will swerve to block you. Hit them on the rear and you'll be

able to send them into a spin or blow them up.

4. As you approach Korea Town take a route that avoids the roadblock in the tunnel at the north of the city.

5. When you get to Korea Town a bar will appear to let you know how closely you're pursued. You will have to lose all the police cars before you get to the car swap point to complete the mission. You can also try to blow them up by forcing them into the scenery.

6. The police cars will out-accelerate you on the straights so to lose them drive as fast as you can around as many corners and small alleys (not always on the map!) as you can find.

GADGET MISSION: REBOOT

Mission Type: Data Retrieval/Password Entry/Network Scan

1. There are three stages to this mission. The first is Data Retrieval and is randomly generated. As ever, plan your route through the

system before you begin.

2. The second stage is Password Entry. The two pass codes are 3720092 and 8915568.

3. The third stage challenges you to find a safe route through the corrupted CTU network. It's simply a matter of looking for and avoiding dead ends in the diagram.

MISSION: TO THE AGENCY

Location: Streets Of LA

Player Character: Jack Bauer

1. You start in the CTU car park surrounded by a number of standard issue CTU SUVs, to your left, however, is a sports car. This will get you to the agency building fast, but is prone to damage.

2. Try using the handbrake (Ⓜ) to get around the tight city corners at speed, whilst avoiding innocent pedestrians.

MISSION: THROUGH THE AGENCY

Location: Los Angeles Agency Building,



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North Financial District

Player Character: Jack Bauer

1. Keeping your weapon holstered, enter the reception and talk to the receptionist. Convince her you are part of the tour that is about to begin.
2. After handing in your weapon, head through and join the tour group. Remain close to the group unless instructed to leave it by Madsen.
3. Follow the tour group through to the first tour stop; here you must obtain an ID Badge from a locker at the rear of the room without drawing attention to yourself.
4. Having successfully done this, follow the group through the corridors and head up the stairs to the second floor.
5. Once up to the second floor, follow the tour group along to the second tour stop out on the balcony. At this point Madsen will instruct you to enter the security manager's office and use the computer there.
6. After that has been done the group will move off again towards the

stairs up to the third floor.

7. On the third floor, follow the group to the third tour stop. Again, be careful not to stray too far.

8. Madsen will then ask you to obtain a security card from a guard located at this position.

9. After obtaining the card return to the group and follow them through to the canteen where the tour will finish.

10. Head through the canteen and talk to the guard here so he'll let you up onto the secure fourth floor.

11. Once on the fourth floor head to the locked room and hack the door using your PDA circuit breaker gadget; inside obtain the Sat-Link Cable.

Beware of the heat sensitive panels in this room and keep moving.

12. Head to another door that needs to be hacked. Then, once inside, you will need to download a program from the active PC in the room. Again be wary of the heat sensitive pads in the room.

13. Hack the door to the room that will gain you access to the stairwell to the roof.



- 14.** Head up these stairs to the roof.
15. Walk over to the satellite and use your PDA to enter the frequencies which Sin Chung will read out to you. After entering the final frequency the mission will complete.

MISSION: JACK IS CHASED

Location: Streets Of LA

Player Character: Jack Bauer

1. Starting on foot, you have the choice of two cars opposite you by the kerb. The sports car is the fastest, but the SUV will take more damage. Pick a car and sprint over to it. If you hesitate, the security guards from the agency will run you down.
2. Follow the route onto the freeway. Try to bash the pursuers into other cars and barriers.
3. Police cars will join the chase if they see you so try to avoid overtaking them.
4. If your car gets too damaged you can get out and jump in somebody else's. But this has to be a last resort as any pursuers will keep heading straight for you.
5. Once in Korea Town you will have to lose any pursuers before you can park at the safe house.

MISSION: MADSEN ATTACKED

Location: Abandoned Recycling Facility, Burbank

Player Character: Chase Edmunds

1. Make your way to the ladder at the base of the water tower and climb up to the water tower's ledge.
2. On the water tower's ledge you will locate a sniper rifle next to the guard's dead body. Use this to

take out the guards attacking Madsen's base.

TIPS:

- Take care not to shoot your allies – Madsen's men. They are wearing combat clothing. The attacking enemies are in pale clothing.
- Make use of explosive objects in the environment to take out nearby enemies in one shot.
- Jeeps and trucks can be shot at. If you are lucky you can take out the enemies before they disembark.
- Shoot a vehicle's petrol cap, it takes a careful aim, but if you hit it you will destroy the vehicle in one shot!

3. When Madsen calls you back to the main building, head back in there quickly. Any enemies left outside will head inside. Just inside the building you will find an M5K and ammo. You must now protect Madsen and take out the attackers inside the building.

MISSION: CHASE INFILTRATES THE TECH LAB

Location: NJH Technology Laboratory

Player Character: Chase Edmunds

1. Wait for the scientist to give his card to the receptionist, then stand on the glowing marker to talk to the receptionist.
2. When she goes into the back room to check the logs, take the Swipe Card from behind the desk. Be careful not to get seen by her or the security camera. An on-screen window will display what the security camera can see. If it sees you, you have a few seconds to get away before it locks on and triggers the alarm.
3. Use the Swipe Card to get through

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the door into the laboratory.

4. Make your way through the admin area to the central atrium. The admin staff will not cause you any trouble, but be careful not to be seen by any security guards.

5. Enter the research labs. This is a restricted area so keep out of sight. Use the mini map to see which way the scientist is looking.

6. Be careful not to alert the guard. Follow at a safe distance, or sneak up behind him and take him down. The Taser is a non-lethal weapon that makes very little sound, but beware – it has a very short range and takes time to recharge after every shot.

7. Sneak past the scientist without being seen. If you are spotted, the scientists will trigger an alarm that will summon security to the area.

8. Sneak through the final lab without being seen. When moving in stealth mode, Chase will stoop down behind low objects making him harder to spot.

9. Use your PDA to hack the retinal scanner. Use the fascia buttons to navigate from the starting block to the

yellow block.

10. Collect the synchroniser, being careful not to be seen by the scientist or the security camera. You can destroy security cameras and alarm switches with the Taser.

11. Quietly follow the scientist or take him down.

12. Sneak past the security cameras and the guard or take out the scientists using your Taser.

13. Move quietly past the monkeys to avoid exciting them. When in stealth mode you make no noise.

14. Continue to move quietly in order to avoid exciting the monkeys, and alerting the guard. Be careful to avoid bumping into things! Wait for the guards to move on before proceeding

15. Exit the building and take the synchroniser to Madsen.

MISSION: QUESTIONING DONNA

Mission Type: Interrogation

As before, use your coaxing skills to get the information you want. (See

the Interrogate Bob mission for full run down of Interrogation missions.)

MISSION: GOING AFTER DEL TORO

Location: Condemned Hotel, East Korea Town

Player Character: Jack Bauer

1. Jack has entered a run down hotel looking for Del Toro. The place is heavily guarded by Del Toro's tooled-up henchmen.
2. Head up the stairs to the first floor.
3. Go to the doorway, you will see some of Del Toro's henchmen in the next room along with some civilians. If you approach this room quietly you can take out the first enemies before they notice you.
4. Take out Del Toro's henchmen, but try not to harm any of the civilians around.
5. Head up the stairs to the second floor of the hotel.
6. Go in the next room at the top of the stairs and take out the enemy there. There is also a Medikit.

7. Head to the room at the far end of the next corridor and take out any enemies you see.

8. Go up the stairs to the next floor.

9. Go into the next room. There will be a few more of Del Toro's henchmen to take out as you are getting closer to him.

10. Head into the next room and take out the enemies.

11. Go across the balcony and take out any enemies. Try not to harm any civilians!

12. Head into the final room and clear it of Del Toro's henchmen to complete the mission.

MISSION: JACK TRACKS KIM TO MADSEN'S BASE

Location: Streets Of LA

Player Character: Jack Bauer

1. Starting outside the drug den jump straight into your SUV and head to the bus station. Using the bridge over the storm drains at the south of Korea Town is the quickest route.
2. Once at the bus station the signal



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will change, handbrake around using **ⓐ** and head through the shortcut then follow the road around to Nielsen Park.

3. The signal will jump again so keep driving along until you reach the entrance to the storm drain on the right hand side.

4. Enter the storm drain and head south until you track down the signal at Madsen's base.

MISSION: JACK HEADS INTO MADSEN'S BASE

Location: Abandoned Recycling Facility, Burbank

Player Character: Jack Bauer

1. Make your way into the base, being careful to avoid the guards and searchlights. Keep to the left and use the pallets for cover.

2. Sneak into the building by either taking out the guards, or sneaking past when they are not looking. Use stealth mode to get close to the guards, and then quietly take them out with a single headshot, using the silenced pistol. If you miss you will probably alert nearby guards who will call for reinforcements.

3. Sneak across to the conveyor belt and clamber (press **ⓐ**) through the gap you can see.

4. Wait for the guards to move off and then exit through the door to your right. You can take out the guards, but try to do it out of sight or the other guards will be alerted by the dead bodies. You can drag bodies out of sight by pressing and holding **ⓐ**.

5. Use stealth mode to sneak up the stairs to the next building. If you followed the guard from the previous building, you can sneak up on him here and perform a stealth takedown.

6. Carefully make your way around the walkway to the stairs to the ground level. Beware of the guards on the lower levels. Use the silenced pistol to destroy the alarm switches to stop the guards calling reinforcements.

7. Go down the stairs to ground level and exit the building from the north doors.

8. Sneak past the camera to get to the north courtyard. Try hiding behind a wheelie bin and pushing it along as mobile cover, or destroy the camera by shooting it.

9. Carefully make your way past the searchlights to the incinerator building where Kim is being held. Keep close to the walls under the lights to take advantage of their blind spots.

MISSION: ESCAPE FROM MADSEN'S BASE

Location: Abandoned Recycling Facility, Burbank

Player Character: Jack Bauer

1. Take out the guys that come out of the office building quickly to prevent Kim getting hurt, and then head down the alley to the east. Search the bodies to pick up an M4 rifle.

2. Head into the building and take out the enemies inside. Use the doorway for cover, and look out for snipers. Press and hold **ⓐ** to tell Kim to 'wait', and she will remain in cover until you tell her to 'follow'. Use this to leave her somewhere safe whilst you clear out the enemies, but be sure to go back and collect her. Yes, we know she's annoying.

3. Head up the stairs to the upper walkway, collecting the sniper rifle on the way. You will find some 7.62mm ammo at the top of the stairs and a prime vantage point to snipe from.



You can safely take out all the enemies that enter the building from here.

4. Leave the building by the south exit and go down the stairs to the next building. Make sure Kim is following you!

5. Clear the building of enemies. If Kim has been injured, using a Health Station when she is nearby will return her to full health.

6. Make your way through the building to the south exit. Move up to the upper walkway before entering the storage room. This will give you a better vantage point from which to shoot the enemy.

7. Move outside and take out the enemies. Tell Kim to stay inside the building to keep her safe, and then use the sniper rifle to kill the outside enemies from a safe distance.

8. Make your way to the exit ramp where Jack left his car. Use the sniper rifle to shoot the Jeeps' petrol tanks.

9. Use Jack's car to escape the base with Kim.

MISSION: JACK AND KIM ESCAPE

Location: LA Storm Drains

Player Character: Jack Bauer

1. Starting outside Madsen's base you already have one of his guards chasing after you in a Jeep. The nearest exit is blocked by two trucks so just head straight down the storm drain as fast as you can.

2. A van with a shooter in it will soon join the chase. Try to lose your pursuers by faking left and right, and making full use of the rises and dips in the storm drain.

3. You will soon face a car heading for you straight on; if you keep high on the left hand section of the storm drain you should be able to avoid him and possibly cause him to crash into the Jeep or van instead.

4. Further down the storm drain a CTU helicopter will come to help you out. As it flies ahead of you stay to the left of the storm drain to avoid the truck.

5. The helicopter will take out the cars

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in the roadblock at the end of the storm drain for you. It's easier to squeeze between their burning wrecks if you slow down slightly at this point.

6. After you're free of the storm drain get onto the freeway. Now head back to CTU.

GADGET MISSION: DISABLING THE SEQUENCE SCRAMBLER

Mission Type: Circuit Breaker

1. Another Circuit Breaker mission. It's randomly generated, but for a basic explanation of the mission type see Ricin Wired To Blow mission (page 43).

GADGET MISSION: LOCATING THE BOMBS

Mission Type: Bomb Locate
(Bomb Locate missions are randomly generated but the general set up is the same throughout the game)

1. As CTU know the synchroniser's detonation frequency they can pinpoint the bomb locations. You do

this by carefully nudging the Dual Shock's stick to 'feel' for the locations of the bombs

2. When a bomb is found, keep the signal locked on to establish its precise location.

MISSION: TONY LEADS A TEAM TO THE BOMB

Location: Construction Site, East LA

Player Character: Tony Almeida

1. Make your way with Agent Grant and take out all the enemies that attack in the first main room before heading down the stairs into the large open area. You can collect the M4 carbine and an RF Micro from the fallen enemies.

2. Use the cover near the base of the stairs to take out the enemies as they attack across this large area.

3. Proceed to the area with the construction cabins. Enemies will swarm out of these and attack.

4. Make your way through the semi-constructed building where you will encounter more enemies.

5. Keep moving forwards and look for the white explosive barrel. Shoot it and you will take out both the enemy near it and trigger a collapse of the nearby scaffolding with another enemy on it.

6. Progress through the building until you reach the stairs and then head up.

7. Once upstairs progress through the upper level of this building and take out the enemies. Once the enemies in this area have been taken out you can go to the edge of the balcony and target a couple of enemies waiting on the lower section, making life easier for yourself when you head down.

8. Head down the stairs to the lower, final area.

9. Take out all the enemies in this final area, your mission objective will then be complete and you can head to the glowing marker.

GADGET MISSION: BOMB DEFUSAL

Mission Type: Sequence Analyser/
Circuit Breaker

You know the drill by now. Keep a steady nerve – the clock is ticking...

MISSION: JACK LEADS A TEAM TO THE BOMB

Location: Construction Site, North
Financial District

Player Character: Jack Bauer

1. Eliminate the two enemies above you using your sniper rifle.

2. Head up the ramp shown in the on-screen viewport.

3. From this vantage point, shoot the explosive canisters to destroy the barricade for the bomb squad. Then defend the bomb squad from the snipers who will attack from the balcony opposite your current position.

4. After the bomb squad has entered the second area, head up the next ramp and deal with the enemies that will attack you.

5. After disposing of the enemies, head up the stairs to the upper level.

6. Head through this area, dealing with a few guards as you go. Obtain the Gray Model 8 Rapid Shotgun from



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one of the terrorists. Down the ramp you find a Medikit and Body Armour near the yellow engine. Head into the open room and you will have to deal with a few more enemies. Obtain a M80 Assault Rifle from one of the terrorists here. There is also adrenaline in the corner near the stairs.

7. Once the terrorists are dealt with, take position to defend the bomb squad from snipers again. They will appear on the raised open areas opposite your location.

8. Once all the snipers are dealt with, head down these stairs in order to re-join your team.

9. Re-join your bomb squad outside the main building.

10. Head into the building with your team, dealing with terrorists as you go.

11. Here you'll face an ambush but you can use the scenery to your advantage.

12. After clearing this floor of enemies, head down these stairs.

13. Coming down the stairs you'll have to deal with some more enemies. Then head down the stairs they were guarding.

14. You'll need to take out a few more terrorists when you hit the next floor. Once again go down the stairs they were guarding. Remember to protect your team!

15. Head down this ramp in order to finish the level.

MISSION: ATTACK AT THE BOMB SITE

Location: Construction Site, North Financial District

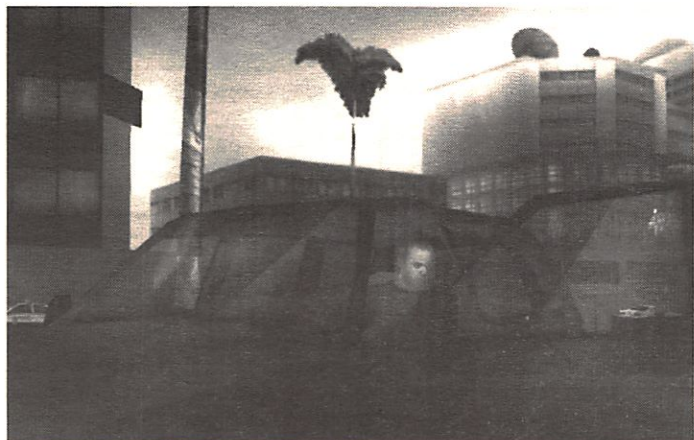
Player Character: Jack Bauer

1. You must protect Agent Landis from attack. While she is feeling under threat she will not defuse the bomb.

TIPS:

■ Whenever Agent Landis feels under threat she will not defuse the bomb. The quicker you take out waves of enemies the more time she will spend defusing the bomb.

■ Enemies enter the area from two points only. Focus your attention on these areas when waiting for enemies to enter the area.



■ The most effective tactic for taking out the enemies quickly is to remain on the spot. Go into aiming mode and when there are no enemies on screen look at a point roughly between the two spawn points. Your aim cursor will display which direction the next enemy is coming from.

2. Use the quick switch target lock feature by flicking the right analogue stick in the direction of the enemy.

MISSION: AFTER THE EARTHQUAKE

Location: Streets Of LA

Player Character: Jack Bauer

1. You need to get to CTU as fast as you can, but a lot of the roads are blocked and the ones that aren't have big holes in them. There is a large gap in the road you start on which you will have to jump. Try and hit it at full throttle to make it to the other side.

2. Once over the jump follow the route through to CTU. If there are barriers in the road then there's normally a hole behind them so try and take to the sidewalks to avoid these.

3. As you near CTU you will receive a phone call from Kate who is trapped in the subway. You'll need to do a U-turn and head back the way you came to reach the subway.

MISSION: MADSEN HAS KATE

Location: Subway Tunnel, Faye Street Station

Player Character: Jack Bauer

1. Head up the tunnel after Madsen and Kate, dealing with Madsen's goons as you go.

2. Leave the tunnel here and head

into the stairwell in order to get up to ground level.

3. Coming out of the stairwell you'll need to deal with a few more of Madsen's men, once done, climb over the rubble left by the earthquake and continue.

4. Head through the gate and you'll see Madsen dragging Kate into a car and driving off. Meanwhile, you'll need to deal with another onslaught of enemies and make your way into the car park where Madsen was.

5. Once here you'll notice all the cars are locked so you'll have to head out of the alleyway after Madsen on foot.

6. Dodge a car that drives at you here and then continue forwards to complete the mission.

MISSION: GOING AFTER MADSEN

Location: Streets Of LA

Player Character: Jack Bauer

1. Starting this mission you are instantly thrown into a chase. You may be able to catch up with Madsen by cutting the corners, but he'll probably pull away again on the straights.

2. There are a number of large breaks in the road which Madsen will jump over, try to hit these straight on otherwise you may end up flying through the air towards a building.

3. When you reach the underground car park slow down to avoid the pillars, if you hit one it will stop you dead and take a lot longer to get going again.

4. Once through the car park there will be a long road with a large jump in it, followed by a sharp right hand turn. A tap of the handbrake (□) here will

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slide you around nicely, but watch out for the trees.

5. Follow Madsen through the narrow alleyway and over the bridge. Be sure to stay to the left side of the bridge as there is a big drop off the right side.

6. Chase Madsen through the last couple of corners making good use of the handbrake and you should see him plough into the side of a fire truck.

MISSION: THE SEARCH FOR RADFORD

Location: Liechty Plaza, West Financial

Player Character: Tony Almeida

1. Tony starts the mission here and receives a phone call from Michelle explaining that the governor has been kidnapped and that the action is being filmed by a news agency so to proceed with caution.

2. In front of you there is a shoot-out between a police officer and two gang members. Shoot the gang members before the police officer is killed. Try not to hit the looter that is running through the area carrying a television.

There is another gang member in the window of the building above.

3. Two gang members behind a burning car will begin shooting at Tony here. Another two are vandalising a car nearby and may become hostile as Tony approaches.

4. Tony can climb through the window here and into the toilet block of the building. In the second cubicle from the right there is a Medikit.

5. Go through the door and there are several gang members committing a robbery in front of Tony. A police car will pull up on the right hand side and two police officers will get involved in a shoot out with the gang members. Help the police before continuing onwards.

6. Watch out for the gang members on the low roof behind the air vents. Follow the alley around to the left hand side.

7. Climb up onto the rubble enabling Tony to climb into the low roof.

8. Shoot the gang members on the low roof, and also the two high up in the windows of the building to the

right hand side, plus another two in the building straight ahead. Carry on and drop off the roof over the wall.

9. Follow the alley around to the left.

10. Here there are three gang members waiting outside. Shoot them before a further three emerge from the Nexus club. There are also two gang members on the roof.

11. Once these have been dealt with, head towards the entrance of the club.

MISSION: HOSTAGE SITUATION

Mission Type: Interrogation

By now you should be an old hand at interrogations. If you need pointers see the Interrogate Bob mission. (You'll find it on page 43.)

MISSION: ACCESSING THE COMPUTER LABS

Location: Warehouse District, West LA

Player Character: Chase Edmunds

1. Jack explains to Chase that he needs to get the Scan Card to get

access to the lab. The Scan Card is being held by one of Jin Yu's hackers (he is wearing a white shirt). Follow the hacker down the stairs. Chase is undercover at this point so don't do anything that would break his cover.

2. Continue to follow the hacker across the railway lines. Do not kill him yet as he is in full view of the other Jin Yu guards.

3. Here the hacker has a short conversation with one of his friends. Wait for him to finish and move off. Another guard comes around the corner here.

4. The hacker sits down on a box. Shoot him in the head with your silenced pistol and search him to take the Scan Card. Put your gun away to avoid creating any suspicion amongst the other guards.

5. Head back the way you came, up the stairs and back into the first room. Give Jack the Scan Card. He tells you that he needs you to disable the security cameras in the area.

6. Head around the balcony towards the room at the end and get your



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silenced pistol out. Shoot the guard in the room and disable the cameras using the security device. The mission is complete.

MISSION: FINDING THE CTU DATA DRIVE

Location: Warehouse District, West LA

Player Character: Jack Bauer

1. Jack starts in the corridor and must use the Scan Card he got from Chase to open the laboratory door.
2. Ensure you are in cover mode and sneak past the two men having a conversation in the first booth you see on the left.
3. Quickly hide in one of the empty booths and wait for the two guards to walk past and leave the area.
4. Wait here until the guard in the server room directly to the right is away from the door. Go through and keep to the left side of the room. Then head through the doorway into the final room.

MISSION: ESCAPING SIN CHUNG'S BASE

Location: Warehouse District, West Los Angeles

Player Character: Jack Bauer

1. Jack must escape with the CTU hard drive. Head back to the hacker's lab.
2. Take out the guards.
3. Another two guards arrive just as you reach this point. Shoot them both before proceeding.
4. Use the Scan Card to get through the door. As you exit the room Chase will join up with you. You can take out some enemies on the lower floor from the balcony if you wish.
5. Head down the stairs with Chase.
6. Fight your way across the

warehouse. More enemies will emerge.

7. Take out the final set of enemies and then head to the warehouse exit.

MISSION: LOOKING FOR KATE/PROTECTING CHASE

Location: Warehouse District, West Los Angeles

Player Character: Jack Bauer

1. Take out the enemies and head into the Harris Building where Kate is being held.
2. Kill the guard and search his body to get the Keycard. Use this to open the room where Kate is being held.
3. Quickly move upstairs to take out the sniper shooting at Chase.
4. Take out the guards in the first room. Look out for reinforcements!
5. Take out the sniper and pick up his sniper rifle plus the 7.62mm ammo
6. Use the sniper rifle to protect Chase from the incoming guards.
7. Keep Chase alive until he reaches the car so he can get away with the hard drive.

TIPS:

- Hold down **LB**. Right stick aims. Left stick zooms. **RB** to fire.
- When moving between targets, zoom out a little to increase your field of view and to increase the speed at which the rifle pans.
- When aiming at moving targets, keep the rifle zoomed out a little to reduce the movement of the rifle.
- Pick a spot in front of moving enemies and wait for them to move into your target, rather than trying to move with them.
- Target the enemies closest to Chase first. They will do him the most harm.
- Use the explosive barrels to take out multiple targets with one shot.



MISSION: CHASE AMBUSHED

Location: Roadside, Hollywood Hills

Player Character: Chase Edmunds

1. Chase is concussed and still being pursued by Sin Chung's guards. You will need to get to some health to stop the blackouts Chase is having. Be careful as some of Sin Chung's men are on the lookout.
2. Slowly make your way away from the crash vehicle as Sin Chung's men are closing in on Chase. Try to kill the first enemy quietly and take his gun.
3. Head to the gate either taking out the enemies on the way or sneaking past them.
4. Walk down to the sawmill and use the Health Station to cure Chase of his blackouts.
5. Sin Chung's men will come down though the gate and radio him to tell him what is going on. He then appears at the far side of the map with more guards.

6. Try to take out all of Sin Chung's guards then follow Sin Chung.

7. Follow Sin Chung up the hill. He will shoot explosive barrels down the hill at you, try to avoid them.

8. Continue following Sin Chung up the hill. He will release more barrels down the hill at you.

9. Make your way to the top of the hill and take out Sin Chung on the other side of the ditch. Look around the environment to see if there is any other way to kill him...

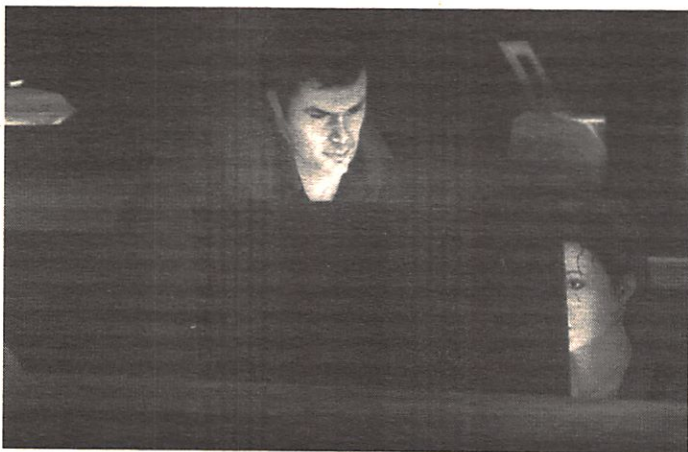
MISSION: THE INFORMANT

Location: Fischer Pier, Pacific Palisades

Player Character: Tony Almeida

1. Wait for a break in the helicopter's fire before running into the café.
2. To avoid getting shot to pieces by the chopper it's worth sprinting from the café to the closest bit of cover. Then wait for a break in the gun fire before sprinting on to the next point.
3. Take cover and take another short

24: The Game



break before making another sprint during a break in the gunfire.

4. Don't stop sprinting! Keep going, you should be just ahead of the chopper's gunfire. Once you burst through the doors at the end you are safe from the chopper attack for a little while.

5. You will encounter a couple of enemies in the next room – take them out and collect their M4 Carbines and search their bodies for ammo.

6. Now you need to return your attention to the chopper. If you take cover by the edge of the door you should be in a good position to take aim at it and let rip with your new weapon. The helicopter will move on once it loses two blocks of health.

TIPS:

■ If you target your aim at the pilot or just below the rotor blades you will do more damage more quickly to the chopper.

■ To avoid losing health only peek out and shoot from cover during breaks in

the chopper's gun fire and return to cover as the gunfire starts up again.

7. Take cover behind the speaker stack and wait again for breaks in the chopper's attack before taking out the enemies that have now entered the scene. Once the enemies have been dispatched sprint to the next point.

8. Attack the helicopter again; it will fly off once it only has one block of health left. Now deal with the final few enemies before heading to the end of mission glowing marker.

MISSION: SEARCHING RADFORD'S OFFICE

Location: Landmark Building, South Financial District

Player Character: Tony Almeida

1. Tony has entered a government building to find some evidence linking Governor Radford to the terrorist attacks. The building has been affected by the earthquake and Tony may encounter some aftershocks.

There are some civilians still trapped in the building. While trying to make your way to the top floor try to rescue as many as possible.

2. There are two civilians trapped behind the door to the immediate right of the front entrance. Kick any debris out of the way and then kick open the door. Use the challenge menu (□) to tell them to stay calm. They will then run off to a safe location.

3. Watch out for any enemies that could be around to prevent you from finding the evidence against Radford. Also watch out for any aftershocks.

4. Head through the small offices and take out any enemies who try to stop you.

5. Make your way through the rooms on this floor taking out any enemies on your way, then head to the next floor.

6. Make your way through the building until you get to a locked door. You will need to turn on the emergency power to open it.

7. Head through the side rooms and go down the hole in the floor to get to

the emergency power switch. After turning it back on look for the lift.

8. There is a trapped civilian in the lift. Now you have turned on the power, use your PDA to free her.

9. Head back to the locked door and use your PDA to open it.

10. Head up the stairs to the next floor taking out enemies on the way.

11. Locate the small room and climb the ladder to the top floor where Radford's office is.

12. Climb off the ladder and make your way through the next room.

13. Make your way through the next few offices taking out any enemies on the way to the rear of the building.

14. There is another civilian trapped in the room here. Kick the door open and use the challenge menu (□) to free her.

15. Use the Swipe Card in your inventory to open either of the doors into Radford's office.

16. Head through Radford's office taking out the enemies guarding the safe. Then use your PDA to hack open the safe and obtain the evidence.



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GADGET MISSION: DOD SYSTEM HACK

Mission Type: Signal Bounce/Network Scan/Data Retrieval

1. First up it's the Signal Bounce. Here's what you do...
2. You need to route your signal through multiple networks. Make the longest path possible to avoid having your signal traced.
3. The more nodes you link in the path, the more time you will have to perform the next stage of the mission.
4. You cannot use the same node twice, so beware of creating dead ends for yourself.
5. You should be very familiar with the Network Scan and Data Retrieval mini games by now.

MISSION: ARMoured TRUCK PURSUIT

Location: Streets Of LA

Player Character: Jack Bauer

1. Follow the route until you are just past the small set of buildings. There

will be a small group of trees with a military Jeep hidden in them. Swap your SUV for the Jeep; it's not as tough but has good suspension and will stick to the floor.

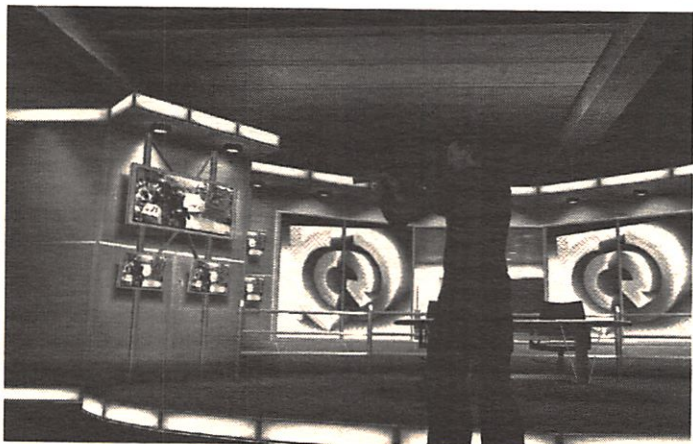
2. Get back on the route, keeping to the left hand side. You will pass a rock slide on your right. If you can't avoid the boulders try and hit them slowly so you aren't thrown in the air.

3. Shortly after the rock fall there will be a break in the embankment on the left side of the track. Stay clear of this as driving off the edge of the cliff will send you to your doom.

4. Continuing along the route you will see a large building that you will have to drive through. At this point you will have caught up with Chase's truck.

5. Follow the truck around the left hand bend until you reach a fork in the path. The truck will pass through the gates to the left, but you have to take the right hand fork to avoid the sweeping searchlights.

6. The two tracks will meet again slightly further along. Stay on the higher track to avoid all the





searchlights on the lower track. The surface is very uneven at this point so slow down slightly; hitting a bump at full speed will send you hurtling down onto the lower track.

7. Following the upper track will take you over a bridge, further along you will see another fork. A searchlight will pass slightly in front of the fork so slow down and stay to the left to avoid it, and then take the left fork.

8. Continuing along through the tight corners another rock fall will occur to your right. If you are quick enough you should be able to pass by before the rocks hit you; be careful though as there is another cliff edge to your left.

9. Slightly further along the track will hit a junction. Make a left turn using the handbrake (**MB**) to power slide on the dirt.

10. Chase's truck will continue driving along the track in front of you, and will take the right hand fork slightly further along. Take the left fork if you want to avoid the searchlights and continue at speed.

11. The two tracks join up again

slightly further along. Chase's truck will approach the military base and pass through the gates. Crash through the barrier on the left side of the main track and follow the path to the end.

MISSION: FORT LESKER'S CONTROL ROOM

Location: Fort Lesker, North East Of LA

Player Character: Chase Edmunds

1. Chase begins the level undercover. If he doesn't act suspiciously then he should not be detected. You can use the nearby Jeep to progress down the corridor more quickly.

2. Head through the room at the end, if you avoid shooting people (or running them down) you will remain undetected by the guards. It would be wise to exit the Jeep in this area.

3. The two guards a little further on will tell you that you cannot continue. Ignore them and start running, triggering the alarm in the base. Chase's cover is now blown and the guards will be hostile.

4. Two guards will come running

24: The Game



around the corner so shoot them both. Pick up M5K Deutsche gun.

5. Take out the guard near the door pick up the M4 Carbine that he leaves behind. You can now take cover by the doorway and shoot the enemies from here. Shoot the gas canisters when the two guards on the ground are near.

6. Head up the stairs onto the balcony and follow it round.

7. Take out the enemies as they exit the doorway.

8. You'll now be in the storage warehouse. There are four guards in this room. As you approach the far side of the room two guards emerge at the top of the stairs. Kill both of them before going up the stairs.

9. When you enter the corridor a countdown clock will appear, giving a short period of time for Chase to reach the control room.

10. Three guards are patrolling the floor of this room. Kill them before four more come running across the balcony. Go up the stairs onto the platform's balcony and follow it around to the corridor in front.

11. Two guards are waiting to ambush Chase around the corner.

12. Five of Madsen's men guard the control room to the left. Shoot them and then go left to finish the mission.

GADGET MISSION: CRACKING THE CODES

Mission Type: Sequence Analyser x4

1. You should be very familiar with the Sequence Analyser minigames by now. Keep your nerve!

MISSION: ESCAPE FROM FORT LESKER

Location: Fort Lesker, North East Of LA

Player Character: Jack Bauer

1. Use the cover afforded by the corners in this early section to take out the enemies and collect an M5K Deutsche and ammo from the fallen enemies.

2. In the first large open area take cover behind the pillar and gradually take out the enemies as the flood into the room. Stay here as long as you

can, if you run out of ammo you may need to start creeping round the side of the room and collect more ammo from fallen guards. To save on ammo get as many head shots as you can.

3. Duck back into cover when you take damage and allow the health recharge mechanic to recharge your current block of health. Make use of the adrenaline to boost your health.

4. Keep moving forward. Be sure to take out the enemies in the areas flanking the main corridor.

5. In the next large open area an enemy will run out and trigger a laser trip switch – to disable the laser unharmed, kick one on the nearby, wheeled containers into the red laser.

6. In the next corridor, take out the enemies attacking Chase and head towards him. He will now join you as a buddy, following you around and assisting in eliminating enemies.

7. Lead Chase into the next room and take out the attacking enemies. There is a Health Station in here so use it boost both your and Chase's health.

8. Another laser trip switch gets set

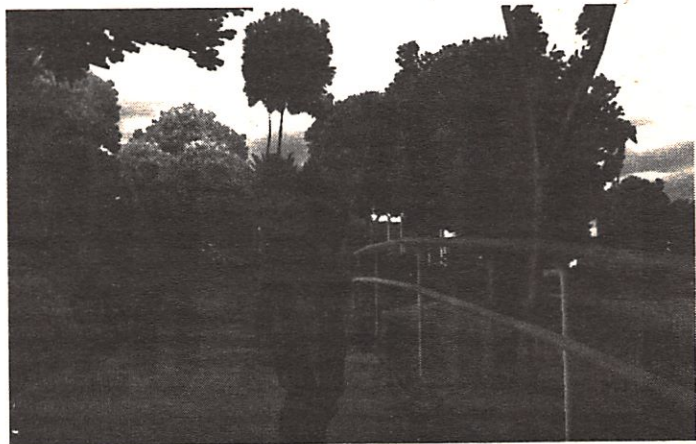
here, shoot at the point where the laser hits the wall and you will disable it – make sure you stand back!

9. In the next room Chase will begin to hack open the locked door. You must protect him as he does this. Kill the enemies as the flood into the room from the stairs on the far side of the room.

10. You enter the next room on a balcony. After taking out an enemy here you can choose either to run through to the next area or stay and take out all the enemies beneath. If either you or Chase is low on health, running is the best option.

11. There are lock-down doors coming up. Make sure you and Chase both get through before they shut. Chase will get into a Jeep. Join him and race up the vehicle ramp to make it through before you're shut in.

12. Take out the final set of enemies guarding the helipad.



24: The Game

MISSION: RAIDING THE DOCKS

Location: Los Angeles Docks

Player Character: Jack Bauer

1. Jack and Chase have landed on the Los Angeles docks in search of Madsen. They will have to fight their way through a lot of Madsen's henchmen before they get to him. The first section has you sniping, to thin out the numbers of Madsen's goons.
2. When that's done, head to the shipping crates directly in front of your starting position and take out the first of Madsen's henchmen.
3. Carry on around the corner and take out the next wave of enemies.
4. A CTU assault team will arrive in a helicopter to give Jack and Chase a hand with Madsen's guards.
5. Head through the gap in the crates and take out the next wave of enemies.
6. Carry on through the level, you will get to another wave of enemies and see Madsen running off in the

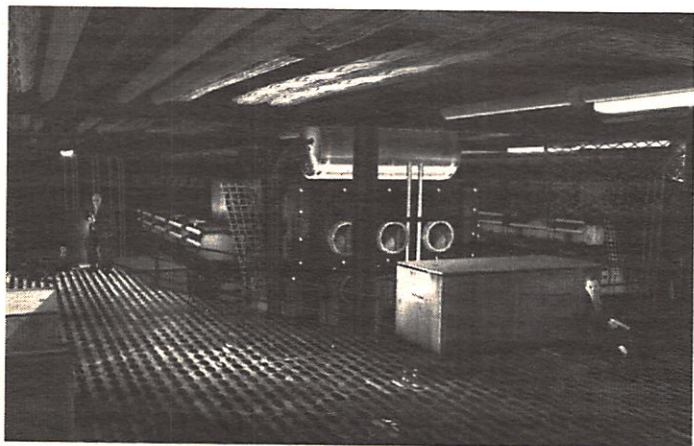
distance. Take out the remaining guards to complete the mission.

MISSION: JACK VS MADSEN

Location: Los Angeles Docks

Player Character: Jack Bauer

1. Having dealt with Madsen's guards Jack now begins to chase after Madsen.
2. Head up the stairs in the building in front of you, chasing after Madsen.
3. Madsen will shoot down a crane claw as you begin to walk down the ramp – try to avoid this as it will harm Jack.
4. Carry on chasing after Madsen. He will set some of his guards on you.
5. Enter the building at the end of the ramp. Madsen will shoot some explosive barrels down the ramp at you, so try to dodge them.
6. Head through the building and take out Madsen's guards. Madsen will close the big door out of this building so you will have to use the small door next to it.





7. Try to catch up with Madsen; take out any of his guards along the way.
8. Head down the jetty to the building Madsen ran into, he will escape in his speedboat. You will need to lock onto it and shoot it until it explodes and kills Madsen.

MISSION: GETTING ON BOARD MAX'S YACHT

Location: Los Angeles Docks

Player Character: Jack Bauer

1. Jack needs to get onto Max's boat so that he can find and rescue Kate.
2. Use the mounted gun on the chopper to take out as many terrorists as possible.
3. The chopper will circle once around the boat hovering at three points before lowering Jack on to the upper deck once it is safe. Fire short bursts to prevent the gun overheating.

MISSION: THE FINAL SHOWDOWN

Location: Max's Yacht

Player Character: Jack Bauer

1. Take out the guards and head down to the middle deck.
2. Take cover behind the counter and take out all the guards. Aim for the head as the enemies are wearing heavy Body Armour.
3. Stock up on more powerful weapons and ammo.
4. Continue on to the lower deck.
5. Kick down the door.
6. Move outside and kill all of Max's bodyguards before he gets away. Be careful not to shoot Kate by accident. Chase will assist you from the chopper.
7. Move to the rear of the boat, where Kate is being held hostage by Max. Look out for enemies behind you on the upper decks.
8. Aim carefully and kill Max. Don't get too close or he will kill Kate! Got him? Congratulations. You've beaten 24. ■

PS2 CHEATS

50 CENT BULLETPROOF

Pause the game, select 'menu options', then 'cheats' and then enter the following:

#1stunna

Perfect shots.

workout

Empty n' clips counter kill.

yayoshome

Tony Yayo's *So Seductive* video.

killal

So Seductive song.

sayhellotomylittlefriend

Unlocks the *My Buddy* video.

the hub is broken

More powerful guns.

ny'sfinestyo

Unlimited health.

ACE COMBAT: SQUADRON LEADER

Unlock The Falken Plane

Retrieve the missing parts from missions 12a, 12b, 16a, 16b, and 27a by destroying a hangar in each mission. For mission 12a, follow the river north, take the east fork until the hangar appears in the radar. For mission 12b, destroy the four radar sites first, then after destroying enough targets, the hangar will show up near the smokestacks. Mission 16a's hangar is between the field HQ and the airfield. Mission 16b's is between the airfield and oil refinery, west of the river. Mission 27a's is next to the gun tower, in front of the tunnel.

To Unlock The X-02

Get all the other aircraft except for the Falken.

AMPLITUDE

Input all the following cheat codes while a song is playing:

Blurry Vision

R3 (click the right analogue stick) four times, then L3 (the left analogue stick) four times, then R3 one more time.

Change The Note Positions

⊗, ⊗, ←, ←, ↘, ↘, →, →

Monkey Gems

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘

Maximum Combos

Enter Freestyle mode, then hold down ⊕, ⊙ or ⊕ and waggle the left stick as quickly as you can.

Transparent Panels

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(Takes effect from the next game you start).

Tunnel/Tempest Mode

↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(Input once for Tunnel, twice for Tempest).

Secret Song

To unlock the 26th song in the game (*Spaztic* by Cosmonaut Zero) you must first beat all 25 songs on Insane difficulty.

APE ESCAPE 2 EXTRA MINI-GAMES

Dance Monkey Dance:

Complete Ninja Hideout.

Monkey Climber:

Defeat Specter.

Monkey Soccer:

Complete Enter The Monkey.

Unlock Spike:

Complete the game with all 300 monkeys, then go to the main menu, hold **LB**, and press **START**.

Play as Spike

Go to the main menu and highlight New Game, then press **LB** and **START**. Spike is now playable.

ARMORED CORE 3

Gain Enemy AC Emblems

When you're viewing a beaten AC at the victory screen, press **SELECT** + **START** to add the defeated AC's emblem to your list. An audio note will verify that you've acquired the relevant emblem.

First-Person View

Insert a memory card with saved game files from *Armored Core 2* or *Armored Core 2: Another Age* and use it to save your current progress in *Armored Core 3*. Resume your game and press the **START** button to pause it. Now press **LB** + **R2** + **X** + **Y** + the D-pad to reveal the first-person view at the point of pausing. Your normal viewpoint returns when the game is unpaused.

Drop Parts

Hold **LB** + **L2** + **R1** + **R2** + **A** to drop your right-arm weapon, inside parts and back unit.

Hold **LB** + **L2** + **R1** + **R2** + **L3** to drop your extension parts.

Hold **LB** + **L2** + **R1** + **R2** + **C** to drop your left-arm weapons.

BONUS MISSIONS

Complete the game.

EXTRA BOOST

Press either **R3** or **L3**.

LIMITER RELEASE

Hold **R2** + **L2**, and press **R3**.

ATV OFFROAD FURY 2 UNLOCKABLES

Name Codes

Use these codes as your name:

Fast racers ALLQUIKI
Harder AI ALLOUTAI
All rides CHACHING
All tracks WHATEQIT

Menu Codes

Select the Profile Editor option from the main menu, then select Unlock Items. Now simply go to Cheat Codes and whack in one of these:

Master code IGIVEUP
All ATVs SHOWROOM
All games GAMEON
All tracks TRLBLAZR
All equipment THREADS
All championship events GOLDCUPS
Disable wrecks FLYPAPER
1,000 profile points GIMMEPTS
San Jacinto Isles GABRIEL

All Tracks

Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will return to the main menu. Enter whatever name you want and begin play – with every track in the game now unlocked and available.

A-Z of PS2 Cheats

Expert Mode

Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter whatever name you want and begin play with the CPU AI noticeably enhanced.

BACKYARD WRESTLING 2: THERE GOES THE NEIGHBORHOOD

Create a character with the following names to unlock various effects:

Cartoon background #1 mstapley
Cartoon background #2 mbilodeau
Give players big feet..... tpiperi
Give players big hands okendall
Give players big hands,
big feet, big heads..... tho
Give players big heads rtaylor
Play with first-person camera ... Edma
Play with ghost characters ... Pjefferies
Wireframe mode ewilliams

BALDUR'S GATE: DARK ALLIANCE II

Begin a game and hold **L1** + **R1** + **A** + **○** + **×** + **□** and press **▶**. A menu should appear with Level Warp and Invulnerability options.

Cheeky Extras

Begin a game and hold **L1** + **R1** + **A** + **○** + **×** + **□** and press **L2**. This levels your character to Level 10, gives them 45 feat points and 500,000 gold.

Extreme Mode

Complete the game on any difficulty setting.

Unlock Drizzt Do'Urden

Complete the game on any difficulty setting. Drizzt can then be selected at

the character selection screen by highlighting Allessia Faithhammer and pressing **↓**.

Unlock Artemis Entreri

Complete the game on the Extreme difficulty setting. Artemis can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing **↓**, **↓**.

BATMAN VENGEANCE

Enter any of these codes at the main menu:

Master Code

L2, **R2**, **L2**, **R2**, **○**, **○**, **○**, **○**

Power Moves Unlocked

L1, **L1**, **R2**, **R2**, **L2**, **R2**, **L1**, **R2**

Unlimited Handcuffs

○, **○**, **○**, **○**, **L2**, **R2**, **R2**, **L2**

Unlimited Batlauncher

○, **○**, **○**, **○**, **L1**, **R1**, **L2**, **R2**

Unlimited Electric Batarangs

L1, **R1**, **L2**, **R2**

BATTLEFIELD 2: MODERN COMBAT

Enter the following cheat while playing the game:

All Weapons: Hold **L2** + **R2** then press **→(x2)**, **↓**, **↑**, **←(x2)**

BIG MUTHA TRUCKERS

To unlock all the cheats and the Evil Truck, enter 'CHEATINGMUTHATRUCKER' or 'ATJCEHJMJ' at the Options screen.

Evil Truck

Go to the Options screen and enter 'VARLEY', or play Trial By Truckin' 60-day mode, then win the race back to Big Mutha Trucking HQ.

Unlimited Money

Go to the main menu and press , , , , . Begin a new game and, when it starts, press .

Enter all these codes at the Options screen:

Fast Truck

GINGERBEER

\$10 Million

LOTSAMONEY

Level Select

LAZYPLAYER

Bonus Levels

JINGLEBELLS

Unlimited Time

PUBLICTRANSPORT

Disable Damage

6WL

Small Pedestrians

DAISHI

**BLOOD OMEN:
LEGACY OF KAIN 2****Iron Armour And Soul Reaver**

Go to the main menu and hit , , , , , .

BLOODRAYNE

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

God Mode

TRIASSASSINDONTDIE

Time Factor

NAKEDNASTYDISHWASHERDANCE

Restore Health

LAMEYANKEEDONTFEED

Fill Bloodlust

ANGRYXXXINSANEHOOKER

Secret Louisiana Level

BRIMSTONEINTHEBAYOU

Enemy Freeze

DONTFARTONOSCAR

Show Weapon

SHOWMEMYWEAPONS

Gratuitous Dismemberment

INSANEGIBSMODEGOOD

Juggy Mode

JUGGYDANCESQUAD

**BRIAN LARA
INTERNATIONAL
CRICKET 2005**

Go to Cheats in the Options menu and enter these codes:

Unlock Classic Players

GONEFORADUCK

Unlock Classic Matches

BOWLEDHIM

Unlock Trophies

DOLLY

Unlock All Teams

GOODLENGTH

Unlock Classic XI Challenge

STUMPED

LEVEL SELECT

Enter ONTHELEVEL at the Cheat menu. A message appears to confirm that you've entered the code correctly. Return to the main menu and highlight New. Hold  and press  to bring up the Level Select menu. You can access the secret Louisiana level by selecting LA_HILL.

**BROTHERS IN ARMS:
ROAD TO HILL 30
ALL LEVELS UNLOCKED**

Create a profile named BAKERSDOZEN.

**BUFFY THE VAMPIRE
SLAYER: CHAOS BLEEDS
UNLOCK EXTRAS****Anthony Head Interview**

Complete Mission 1.

A-Z of PS2 Cheats

Amber Benson Interview

Complete Mission 2.

Nicholas Brendan

Complete Mission 3.

Robin Sachs Interview

Complete Mission 4.

Chaos Bleeds Comic Book

Complete Mission 5.

James Marsters

Complete Mission 6.

Voice-Over Session – Anthony Head

Complete Mission 7.

Voice-Over Session – Amber Benson

Complete Mission 8.

Voice-Over Session –

Nicholas Brendon

Complete Mission 9.

Voice-Over Session – Robin Sachs

Complete Mission 10.

Multiplayer Arenas:

Cemetery

Finish Mission 2 with Slayer rating.

Initiative

Finish Mission 8 with Slayer rating.

Quarry

Finish Mission 11 with Slayer rating.

Multiplayer Characters:

Male Vampire

Finish Mission 1 with Professional rating.

Female Vampire

Finish Mission 1 with Slayer rating.

Zombie Skeleton

Finish Mission 2 with Professional rating.

Zombie Demon

Finish Mission 3 with Professional rating.

Tara

Finish Mission 3 with Slayer rating.

Bat Beast

Finish Mission 4 with Professional rating.

Zombie Devil

Finish Mission 4 with Slayer rating.

Materani

Finish Mission 5 with Professional rating.

Psycho Patient

Finish Mission 6 with Professional rating.

Sid the Dummy

Finish Mission 6 with Slayer rating.

S&M Slave

Finish Mission 7 with Professional rating.

S&M Mistress

Finish Mission 7 with Slayer rating.

Faith

Finish Mission 8 with Professional rating.

Zombie Soldier

Finish Mission 9 with Professional rating.

Kakistos

Finish Mission 9 with Slayer rating.

Abominator

Finish Mission 10 with Professional rating.

Chainz

Finish Mission 10 with Slayer rating.

Zombie Gorilla

Finish Mission 11 with Professional rating.

Joss Whedon

Finish Mission 12 with Professional rating.

Chris

Finish Mission 12 with a Slayer rating.

BURNOUT REVENGE EXTRA-QUICK CRASHBREAKER

If you're driving a car that has a Force 10 crashbreaker, hold down the Impact Time button before your crashbreaker meter gets to 100%. When the bar's full, it'll deplete slower than usual enabling you to shell out a crashbreaker in less than a second.

ELITE RACER TITLE SCREEN

Unlock the Elite Racer car by achieving a Rank 11 (Elite). Then, once that's done, the car on the game's title screen will change into an Elite Racer. Much cooler!

SPECIAL CARS

(Car: How to get it)

Black Elite Racer: Achieve an Elite Rank 11.

Criterion GT Racer: Complete the White Mountain challenge sheet.

Custom Classic: Complete the Sunshine Keys challenge sheet.

EA GT Racer: Complete the Central Route challenge sheet.

Etnies Racer: Complete the Motor City challenge sheet.

Euro Classic LM: Complete the Eternal City challenge sheet.

Hot Rod: Complete the Lone Peak challenge sheet.

Logitech World Racer: Complete Achieve a Rank 10 GP race.

Low Rider: Complete the Angel Valley challenge sheet.

Nixon Special: Complete the Eastern Bay challenge sheet.

Revenge Racer: Complete the game with 100%.

CALL OF DUTY: FINEST HOUR LEVEL SELECT

To unlock all levels, plug in a second controller and on the level select screen use it to enter     while holding down .

UNLIMITED AMMO

Pause the game and enter the following code:

       
 .

CALL OF DUTY 2: THE BIG RED ONE

Enter the following code in the chapter select menu to unlock all the levels:

Hold  and  and then press
         
  

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

Unlock All Levels

While on the wardrobe, hold  and enter       .

Unlock All Extras

While on the bonus draw, hold  and enter       .

COLIN MCRAE RALLY 04

Go to the Options menu and select Secrets. Now enter one of the following codes at the Code Entry screen, then click on OK. To turn a cheat on, select it from the list and press .

All Tracks

BSDJUC

Mirror Tracks

EPDZIF

All Car Parts

FUDWHC

All Weather

CLRWTR

All Other Cars

AIDLAU

Group B Mode And Group B Cars

CFCKGL

Expert Mode

HIQNRM

A-Z of PS2 Cheats

UNLOCKABLE CODES

Test, Mirror Tracks

Win the Group B Rally Championship.

Audi Quattro Group B Car

Win the Group B Rally Championship.

Ford Escort RS1600 Car

Reach the fifth event in the 4WD Championships on Normal difficulty.

Ford Transit Car

Get first or second place in the 4WD Championship on Advanced difficulty.

Lancia 037 Group B Car

Win the 2WD Championship on Advanced difficulty.

Mitsubishi Pajero Car

Get first or second place in the 2WD Championship on Advanced difficulty.

Peugeot 205 Group B Car

Win the 4WD Championship on Normal difficulty.

Peugeot 206 4WD Car

Get first or second place in the 4WD Championship on Normal difficulty.

Subaru Impreza 228 STi Car

Reach the fifth event in the 2WD Championship on Advanced difficulty.

Volkswagen Golf 2WD Car

Win the 2WD Championship on Normal difficulty.

COMMANDOS 2: MEN OF COURAGE PASSWORDS

Passwords, in order, for Normal, Hard and Extreme missions:

- 1: qhgdr, plkum, pvtsl
- 2: wkuc4, je5sh, skdjf
- 3: ysm51, dfy3b, 3dyng
- 4: b7d8f, k9d3h, 9bg3s
- 5: 3ghsL, nmwq9, kjwjk
- 6: azLm1, 16g3L, e2j7h
- 7: Jahsg, wL3cz, zq78y
- 8: un63a, lpq6t, trib4
- 9: vaz2p, srcm8, trd78
- 10: 9tt5w, paen8, 1lpqd

CONFLICT: GLOBAL STORM

While on the main menu, press **[L1]**, **[R1]**, **[L1]**, **[L2]**, **[L2]**, **[L2]**, **[L2]** and you'll unlock a new and highly desirable cheat menu.

DEAD OR ALIVE 2: HARDCORE UNLOCKABLES

Bayman

Complete the story mode with every character on easy.

Full Credits

Complete the story mode with every character on Very Hard.

CG Gallery

Complete the team mode with five characters to unlock the CG Gallery.

DEF JAM FIGHT FOR NEW YORK UNLOCK POINTS

Go to 'Extras', select the cheat menu, then enter GETSTUFF for 100 reward points.

DESTROY ALL HUMANS!

Pause the game and hold down **[L1]** while entering the following codes:

Reset Alert Meter

[L1], **[R1]**, **[L1]**, **[L1]**, **[L1]**, **[R1]**

Invulnerability

[L1], **[L1]**, **[L1]**, **[L1]**, **[L1]**, **[L1]**

Infinite Ammo

[L1], **[L1]**, **[L1]**, **[L1]**, **[L1]**, **[L1]**

Infinite Mind Power

[L1], **[L1]**, **[L1]**, **[L1]**, **[L1]**, **[L1]**

DEVIL MAY CRY 3: DANTE'S AWAKENING

UNLOCK ALL MODES AND EXTRAS

At the Start menu, hold down **LB**, **RB**, **AD**, **BD** and rotate the left analogue stick until you hear a voice say 'Devil May Cry'. At the Mission screen press **RB** or **LB** to choose costumes.

DRAGON BALL Z: BUDOKAI 2

FREE CAPSULE INCREASE

Go to the item shop, hold **LB** + **RB** and leave. Repeat as many times as necessary.

UNLOCK EVERYTHING

Hold **RB** when entering the skill shop, then when you leave keep hold of **RB** and go back in. Repeat to get everything.

HIDDEN CHARACTERS

Nappa

Defeat him with Vegeta in Dragon World

Raditz

Defeat him with Goku in Dragon World

Recoome

Defeat him with Goku in Dragon World

Captain Ginyu

Defeat him with Vegeta in Dragon World

Frieza

Defeat him with Goku in Dragon World

Android 20

Defeat him with Goku in Dragon World

Android 18

Defeat her with Krillin in Dragon World

Android 17

Defeat him with Piccolo in Dragon World

Android 16

Defeat him with Goku in Dragon World

Cell

Defeat him with Goku in Dragon World

Great Saiyaman

Defeat Cell with Gohan in Dragon World

Hercule

Defeat Majin Buu (fat) with Great Saiyaman

Videl

Defeat Super Buu (Gohan absorbed) with Hercule

Future Trunks

Defeat Vegeta on Namek with Kid Trunks

ALL THE BUUS

Collect every dragon ball in dragon world and wish for Babidi's spaceship. Complete all of the stages in Babidi's. If you have enough Kili you can unlock the Buus.

TIENCHA, GOCRUEL, AND KIBITOSHIN

Collect the dragon balls and get the breakthroughs for Goku, Hercule/Sataan, Yamcha, Tien and The Supreme Kai/Kaio Shin. Then get the dragon balls again and the fusions.

DRIV3R 18-WHEELER HAVOC

Kill all ten Timmy Vermicellis in Miami, then head to the Miami armoury to unlock the 18-Wheeler Havoc option.

FUGITIVE MODE

Kill all ten Timmy Vermicellis in Nice, then head to the Nice armoury to unlock the Fugitive mode option.

INFINITE MASS

Kill all ten Timmy Vermicellis in Istanbul. Then go to the Istanbul armoury to unlock the Infinite Mass option.

A-Z of PS2 Cheats

CODES

Enter the following codes in the main menu:

All Weapons

R1, L2, □, ○, R1, R2, L2

Immunity

○, ○, L1, L2, R1, R2, □

Invincibility (doesn't work in Undercover mode)

□, □, L1, R1, L2, R2, R2

Unlimited Ammo

R1, R2, R1, R2, □, ○, □

Unlock All Missions

L1, R1, L1, L2, □, □, ○

Unlock All Vehicles

L1, L1, □, ○, L1, R1, ○

DYNASTY WARRIORS 5 ITEM GUIDE

There are loads of extra items in *Dynasty Warriors 5* that boost your warriors' abilities. Here's a list of where and how to get them:

Arm Guards

Play the Battle of Si Shui Gate as Dong Zhuo's forces. Kill Sun Jian at the very beginning of the battle. The "A valuable item has been found" message will appear shortly afterwards.

Art Of War

Play the Battle of Chi Bi as Cao Cao's forces. Defeat Zhuge Liang when his unit begins to retreat to get the Art of War. This item allows boost items to last longer.

Body Guard Manual

Play the Guan Yu Escape level on any difficulty setting. Kill Zhang Liao immediately, without letting him escape. Keep killing officers until about gate three. The special item

message will appear. The item is at the beginning of the map. You should have a horse to hurry back there before the caravan is destroyed.

Demon Band

Play the Battle of Xi Liang as the Yellow Turban forces. Defeat Ma Chao in less than three minutes to get the Demon Band. This item allows Musou Rage to last longer.

Elephant Harness

Play the Battle of Nan Zhong as the Nanman forces. Do not allow enemies into the main camp and rescue Wu Tugu, King Duosi, and King Mulu to get the Elephant Harness.

Fire Arrows

Play the Battle of Ji Province as Yuan Shao's forces. Defeat Zhang Bao and Zhang Liang, then defeat Pei Yuan Shao for the Fire Arrows.

Fire Orb

Play the Battle of Shi Shui Gate as the Allied forces on the hard difficulty setting. Defeat 200 opponents in less than two minutes to get the Fire Orb.

Green Scroll

Play the Battle of Jie Ting as the Shu forces. Defeat Xu Zhu, then defeat Sima Yi in less than three minutes to get the Green Scroll. This item increases your attack but lowers your defence.

Hex Mark Harness

Play the Battle of Cheng Du as Liu Bei's forces. Defeat Zhang Ren in less than one minute after he appears with his ambush troops to get the Hex Mark Harness.

Ice Orb

Play the Battle of Guan Du as Yuan Shao's forces on the Hard difficulty setting. Defeat Cao Pi in less than four minutes after the battle begins to get the Ice Orb.

Light Orb

Play the Battle of Wu Zhang Plains as the Shu forces on the hard mode. Defeat Cao Ren, Zhen Ji, and Xu Zhu in less than five minutes after the battle begins to get the Light Orb.

Musou Armour

Play the Conquest of Nan Zhong as the Nanman forces. Defeat one of the seven juggernaut units, then defeat the remaining ones in less than five minutes to get the Musou Armor. This item prevents bow attacks from stunning you.

Red Hare Harness

Play the Battle of Chang Shan as Yuan Shao's forces. After defeating Lui Bei, Guan Yu, or Zhang Fei, defeat the remaining generals in less than one minute to get the Red Hare Harness.

Serpent Earrings

Play the Battle of He Fei Castle as the Wu forces. Defeat Xu Huang and Xiahou Dun in less than one minute from when they appear to get the Serpent Earrings. This item increases your attack for every 100 enemies that are defeated.

Shadow Harness

Play the Battle of Liang Province as the Allied forces. Defeat Zhang Ji and Hu Zhen in less than 45 seconds after they appear to get the Shadow Harness.

Shadow Orb

Play the Battle of Wu Zhang Plains as the Wei forces on the Hard difficulty setting. Defeat Jiang Wei while Zhuge Liang is still alive to get the Shadow Orb.

Storm Harness

Play the Battle of Guan Du as Cao Cao's forces. Defeat Yan Liang and Wen Chou in less than five minutes after the battle begins to get the Storm Harness.

Survival Guide

Play the Battle of Hu Lao Gate as Dong Zhuo's forces. Defeat Cao Cao, Liu Bei, Sun Jian, and Gongsun Zan to get the Survival Guide. This item doubles attack when knocked down and your health is low.

Tiger Collar

Play the Struggle for Nan Zhong as Meng Huo's forces. Defeat three entire units that contain beastmasters within one minute of starting the battle to get the Tiger Collar. This item allows you to start a battle with a tiger.

Tribal Remedy

Play the Battle of He Fei Castle as the Wei forces. Defeat Jiang Qin, Pan Zhong, Sun Shao, and destroy both rams to get the Tribal Remedy. This item recovers health for every 100 enemies defeated.

Way of Musou

Play the Battle of Mt. Ding Jun as the Shu forces. Defeat Xuahou Yuan before Cao Cao arrives to get the Way of Musou. This item allows you to use True Musou regardless of your health status.

A-Z of PS2 Cheats

Wind Scroll

Play the Battle of He Fei Castle as the Wu forces. Defeat Cao Ren in less than five minutes from the start of the battle to get the Wind Scroll. This item increases your attack range.

ESCAPE FROM MONKEY ISLAND PLAY MONKEY INVADERS

Complete your Monkey Kombat table for each Monkey Stance to unlock the hidden game Monkey Invaders.

ESPN INTERNATIONAL WINTER SPORTS 2002

Big Heads In K120 Event

LB, RB, LB, RB, LT, LT, RB, LT

Big Heads In K90 Event

RB, LT, RB, LT, RT, RT, LB, RT

Big Heads In Mogul Event

↑, ↑, ↓, ↓, ←, →, ←, →, LT, LT

ESPN NBA 2NIGHT

For these cheats, go to the Options menu, select Cheats and enter the following codes:

Big Hand Mode

BIGHAND

Big Head Mode

BIGHEAD

Improve Player Stats

ABILITYBONUS

Improve Shooting

EQCELLENT

Invisible Players

INVISIBLE

Yeti Mode

BIGFOOT

No Lights

DARKNESS

Fast Dunks

DUNKERS

Small Players

MINIMINI

ESPN NHL HOCKEY ALL CHEATS

Go to Game Modes, hit RB, RB, LT, ←, ←, ↓, ○, RB, ○, LT, ↑, →, ○, ↓, ←, ←, ○, RB, ↓, ↑.

Now look at the bottom of the screen for your cheats.

ESPN WINTER X-GAMES SNOWBOARDING NIGHT COURSES

Earn a gold medal in SnowborderX, Superpipe, Big Air, and Slope Style under the four-minute category.

ESPN X-GAMES SKATEBOARDING ANOTHER MODE

Obtain all 36 licences in Arcade mode, then press ○ at the stage selection screen to access an alternative Arcade mode.

BIG HEAD MODE

Obtain 30 licences in Arcade mode with any character, then press ○ + ⊗ at the character select screen to start the game with a massive head!

HIDDEN BOARD LOCATIONS

Here are some locations of those hidden boards that you've been searching for...

Bob Burnquist's Board In LA

Head towards the mansion and the hidden board is on top of the car.

Bob Burnquist's Board In New York

Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Grind on the next set

of wires and jump down to get the board.

Carlos De Andrade's Board In Ruins

Head towards the platform where a big quarterpipe with an arch on it is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

Chris Senn's Board In New York

Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

Chris Senn's Board In San Francisco

From the start, go down the hill and take the first turning on the left. Proceed down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off while catching big air.

Colin McKay's Board In Ruins

Go to the area with the zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

Rick's Board In Museum

In the third room, go up the slope and Grind the dinosaur to obtain the hidden board.

Rick's Board In Boat

Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS

If you have unlocked Another mode then you can obtain extra boards by playing a level until you get all of the licences. For every level you do this on, you will unlock an extra board.

EVOLUTION SKATEBOARDING

Level Select

L2, R2, ←, →, ←, →, ←, →, ↓, ↓, ↑, ↑, ↓, ↑

All Characters

↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →, ◎

EYETOY: PLAY

Extra Tracks

Get a High Score in Boogie Down.

F1 2005 (FORMULA ONE 2005) UNLOCK SECRET CARS

(Note: you can't race against other cars while driving these)

Lotus 2:

Get all silvers in Timed Test Session mode.

Lotus 79:

Win any race (not online).

Williams FW08:

Get all bronzes in Timed Test Session mode.

Williams FW1:

Win a Drivers Championship in career mode.

UNLOCK SECRET CIRCUIT

Unlock the game's secret circuit by coming first and getting golds for everything in the Timed Test Session mode.

A-Z of PS2 Cheats

FIFA 2005

After a career game save, then quit and reload the save game to increase players physical stats.

FIFA STREET MINI PLAYERS

Pause the game, then hold
□ + △ and press ↑, ←, ↓,
↓, →, ↓, ↑, ←.

RETURN PLAYERS TO NORMAL SIZE

Pause the game, then hold
□ + △ and press →, →, ↑,
↓, ↓, ←, →, ←.

UNLOCK ALL APPAREL

To unlock all clothes go to the main menu, hold □ + △ and press →, →, ←, ↑, ↑, ↓, ←.

FIGHT NIGHT ROUND 2 MINI FIGHTERS

On the Choose Venue screen, hold
↑ until a bell sounds.

UNLOCK GHETTO FABULOUS

Select New Boxer in Create A Champ and enter the name 'GETFAB'. Save and Fabulous is unlocked in the Heavyweight Division.

UNLOCK ALL THE VENUES

At the game Mode Selection screen hold or repeatedly press ← until a bell sounds.

PLAY WITH SMALL FIGHTERS

At the Venue Selection screen hold
↑ until a bell sounds then select
a venue.

FINAL FANTASY X-2 UNLOCK EXTRA ENDING

Hook up with Maechen at Guadosalam

in Chapter 3 and get the whistling scene at the end. When you're alone in the Farplane, move Yuna around and press ⊗ to hear whistling. Now get an Episode Complete in Luca during Chapter 5. Then get an Episode Complete in Besaid and when you beat Shuiyin at the end of the game press ⊗ to get your new ending.

BONUS DUNGEONS

Chocobo Dungeon

Talk to Clasko after raising at least three Chocobos to Level 5.

Fiend Colony

Raise a Level 5 Chocobo and send it to Mihnen Road.

Via Infinito

In the room with the lift, in Chapter 5, there is a group of Kinderguardians and a portal by them.

New Game Plus

Complete the game and go to Options.

FORBIDDEN SIREN PUZZLE GAME

Get archive 087 on Kyoya Sudo's stage, Day 3, 03:00.

TIME ATTACK MODE

Complete every scenario and objective for all stages.

FREEDOM FIGHTERS

Enter the following codes at any time during the game. As well as the relevant weapon, a selection of other items will also appear in the inventory:

Submachine Gun

△, ⊗, ⊙, ⊙, △, ↑

Heavy Machine Gun

△, ⊗, ⊙, ⊙, △, ↓

Shotgun

△, ⊗, ⊙, ⊙, ⊙, ↑

Sniper Rifle

△, ×, □, ○, △, →

Rocket Launcher

△, ×, □, ○, △, ←

Unlimited Ammo

△, ×, □, ○, ×, →

Maximum Charisma

△, ×, □, ○, ×, ↓

FREQUENCY

Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the title screen to activate the Cheat mode, then enter any of these codes during play:

Autocatcher

←, →, →, ←, ↑

Bumper

→, ←, →, ←, ↑

Crippler

←, →, ←, →, ↓

Freestyler

←, →, →, ←, ↓

Multiplier

→, ←, ←, →, ↑

Neutralizer

←, →, ←, →, ↑

FULL SPECTRUM WARRIOR

Enter these codes at the Cheats menu:

Unlimited Ammo

MERCENARIES

Big Head Mode

NICKWEST

Authentic Mode

SWEDISH ARMY

Unlock All Chapters

APANPAPANSNALE9

THE GETAWAY: BLACK MONDAY

Enter these codes during the opening introduction, before the main menu:

Double Health

↑, ↑, ←, ←, →, →, ○, ○, ↓

Infinite ammunition

↑, ↓, ←, →, △, ↑, ↓, ←, →, □

GOLDENEYE: ROGUE AGENT

Enter the following codes on the Extras screen to make Bond even smoother:

Unlock All Single And Multiplayer Levels

↓, →, ↓, →, ↑, ↓, ↑, ←

Unlock All Multiplayer Skins

↓, ←, ↑, ←, →, ↓, ←, ↑

Paintball Mode

→, ←, →, ←, ↓, ↓, ↑, ↑

And enter the following codes during the gameplay while paused:

Charge Eye Power

L1, R1, L1, L2, L2, R2, R1, L2

Full Health And Armour

R1, R1, R2, L2, R2, R1, L1, R2

Unlock All Eye Powers

L1, L1, R2, R2, R1, R2, L1, L2

GRAND THEFT AUTO: SAN ANDREAS

Enter these at any time during gameplay:

WEAPONS MONEY AND ARMOUR

Get \$250,000, Full Health And Armour

R1, R2, L1, ×, ←, ↓, →, ↑, ←, ↓, →, ↑

Get Weapons Set #1

R1, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑

Get Weapons Set #2

R1, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, ↓, ←

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Get Weapons Set #3

R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓,
↓, ↓

CJ CHEATS

Vehicles Explode When You Punch Them

L1, R2, L2, ↑, ↓, ↓, ↑, R1, R2, R2

Kill CJ

→, R2, ↓, R1, ←, ←, R1, L1, L2, L1

Give CJ Infinite Health

(Can Still Be Blown Up, Drowned And
Hurt By Falling)

↓, X, →, ←, →, R1, →, ↓, ↑, A

Give CJ Infinite Lung Capacity

↓, ←, L1, ↓, ↓, R2, ↓, R2, ↓

Make CJ Jump Ten Times Higher

↑, ↑, A, A, ↑, ↑, ←, →,

□, R2, R2

Make CJ Fat

A, ↑, ↑, ←, →, □, □, ↓

Give CJ Big Muscles

A, ↑, ↑, ←, →, □, □, ←

CJ Never Gets Hungry

□, R2, R1, A, ↑, □, R2, ↑, X

Makes CJ's Body 'Average'

A, ↑, ↑, ←, →, □, □, →

Make CJ Skinny

A, ↑, ↑, ←, →, □, □, →

Give CJ A Super Punch

↑, ←, X, A, R1, □, □, R2

Make CJ Aim While In A Car

↑, ↑, □, R2, →, X, R1, ↓, R2, □

Make CJ Do Huge Bunny Hops

A, □, □, □, □, □, □, R1, R2,

R2, R1, R2

PEOPLE CHEATS

Make Prostitutes And Perverts Appear

□, →, □, □, R2, X, A, X, A

Turn Everyone Into Clowns And Fast Food Workers. Also Turns All Cars Into Quads, Scooters, Hotrods, Etc

A, A, R1, □, □, □, □, ↓, □

Turn Everyone Into Sword-Wielding

Chinese Gangsters

(And Turn All Cars Black)

X, X, ↓, R2, R2, □, R1, □, □

Make Everyone Wear Beach Clothes

And Sunbathe In The Street

↑, ↑, ↓, ↓, □, □, R1, R1, A, ↓

Get Rid Of Everyone Except Fighting

Gang Members

R2, ↑, R1, R1, ←, R1, R1, R2, →, ←

Get Rid Of All People And Traffic

(Except For Parked Cars)

X, ↓, ↑, R2, ↓, A, R1, A, ←

Make People Aggressive

(Cannot Be Turned Off)

↓, ↑, ↑, ↑, X, R2, R1, R2, R2

Make Everyone Riot

↓, ←, ↑, ←, X, R2, R1, R2, R1

Give Everyone Weapons

R2, R1, X, A, X, A, ↑, ↓

Recruit Everyone

(Not Just Gang Members)

And Arm Them With Handguns

↓, □, ↑, R2, R2, ↑, →, →, ↑

Recruit Everyone

(Not Just Gang Members)

And Arm Them With

Rocket Launchers

R2, R2, R2, X, R2, R1, R2, R1, ↓, X

TRAFFIC CHEATS

Aggressive Traffic

R2, □, R1, R2, →, R1, R1, R2, R2

Give All Taxis Nitro And Trick

Suspension

(Press L3)

↑, X, A, X, A, X, □, R2, →

Make All Traffic Lights Stay Green

→, R1, ↑, R2, R2, ←, R1, R1, R1, R1

Make All Vehicles Invisible

(Except Motorcycles)

A, R1, A, R2, □, R1, R1

Turn All Vehicles Into

Badland Vehicles

R1, R1, R1, R1, R2, R1, R2, ↓, ←, ↑

Improve Car Handling

A, R1, R1, ←, R1, R1, R2, R1

Turn All Traffic Pink

○, L1, ↓, L2, ←, X, R1, L1, →, ○

Turn All Cars Black

○, L2, ↑, R1, ←, X, R1, L1, ←, ○

Cars Float When Hit

○, L2, ↓, ↓, ←, ↓, ←, ←, L2, X

Flying Cars

○, ↓, L2, ↑, L1, ○, ↑, X, ←

Cars Float On Water

→, L2, ○, R1, L2, ○, R1, R2

Blow Up The Cars On Screen

R2, L2, R1, L1, L2, R2, ○, △, ○,

△, L2, L1

Make Cars Faster

→, L1, ↑, L2, L2, ←, R1, L1, R1, R1

Make Boats Fly

R2, ○, ↑, L1, →, R1, →, ↑, ○, △

Change Car Suspension

○, ○, R2, ←, ↑, ○, R2, X, X, X

Make Cars Faster

↑, L1, R1, ↑, →, ↑, X, L2, X, L1

WANTED LEVEL CHEATS**Get A Six-Star Wanted Level**

○, →, ○, →, ←, ○, X, ↓

Lock Wanted Level

○, →, ○, →, ←, ○, △, ↑

Lower Wanted Level

R1, L1, ○, L2, ↑, ↓, ↑, ↓, ↑, ↓

Raise Wanted Level

R1, L1, ○, L2, →, ←, →,

←, →, ←

WEATHER CHEATS**Make The Weather Foggy**

L2, X, L1, L1, L2, L2, L2, X

Orange Sky

←, ←, L2, R1, →, ○, ○,

L1, L2, X

Overcast Weather

L2, X, L1, L1, L2, L2, L2, ○

Sand Storm

↑, ↓, L1, L1, L2, L2, L1, L1, R1, R2

Storm

L2, X, L1, L1, L2, L2, L2, ○

TIME CHEATS**Speed Up Time**

○, ○, L1, ○, L1, ○, ○, ○, L1,

△, ○, △

Time Sticks At Midnight

○, L1, R1, →, X, ↑, L1, ←, ←

Adrenaline Mode

X, X, ○, R1, L1, X, ↓, ←, X

Make It Morning

L2, X, L1, L1, L2, L2, L2, ○

Make It Night

L2, X, L1, L1, L2, L2, L2, △

Make It Midday

L2, X, L1, L1, L2, L2, L2, ↓

Slower Gameplay

△, ↑, →, ↓, ○, L2, R1

VEHICLE CHEATS**To Get The Jetpack**

←, →, L1, L2, R1, R2, ↑, ↓, ←, →

Get A Monster Truck

→, ↑, L1, R1, R1, ↓, △, △, X, ○, L1, L1

Get A Parachute

←, →, L1, L2, R1, R2, R2, ↑,

↓, →, L1

Get A Ranger

↑, →, →, L1, →, ↑, ○, L2

Get A Rhino

○, ○, L1, ○, ○, ○, L1, L2, R1,

△, ○, △

Get A Stretch Limo

R2, ↑, L2, ←, ←, R1, L1, ○, →

Get A Bloodring Banger

↓, R1, ○, L2, L2, X, R1, L1, ←, ←

Get A Caddy

○, L1, ↑, R1, L2, X, R1, L1, ○, X

Get A Bulldozer

R2, L1, L1, →, →, ↑, ↑, X, L1, ←

Get Hotring Racer #1

R1, ○, R2, →, L1, L2, X, X,

○, L1

Get Hotring Racer #2

R2, L1, ○, →, L1, R1, →, ↑, ○, R2

Get A Rancher

↑, →, →, L1, →, ↑, ○, L2

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Get A Hydra Attack Jet

△, △, □, ○, ×, L1, L2, ↓, ↑

Get A Quad Bike

←, ←, ↓, ↓, ↑, ↑, □, ○,

△, L1, L2

Get A Vortex Hovercraft

△, △, □, ○, ×, L1, L2, ↓, ↓

Get A Stunt Plane

○, ↑, L1, L2, ↓, L1, L2, L1, ←, ←,

×, △

Get A Romero

↓, L2, ↓, L1, L2, ←, L1, L2, ←, →

Get A Trashmaster

○, L1, ○, L1, ←, ←, L1, L1,

○, →

HALF-LIFE

Invincibility

←, □, ↑, △, →, ○, ↓, ×

Unlimited Ammo

×, ←, ○, ↓, ×, ←, ○

Slow Motion

→, □, ↑, △, →, □, ↑, △

Invisibility

←, □, →, □, ←, □, →, □

Alien Mode

↑, △, ↑, △, ↑, △, ↑, △

Low Gravity

↑, △, ↓, ×, ↑, △, ↓, ×

HARRY POTTER AND THE PRISONER OF AZKABAN

For more magic, enter this code during gameplay: ×, □, L1, ×, □.

HEROES OF THE PACIFIC

Enter codes at the main menu:

Cheat Menu: L1, L2, L2, R3, L1, L3

Upgrade Planes: L1, ← (on analogue stick), L2, → (on analogue stick), → (on D-pad), ↓ (on D-pad).

Unlock Missions: ↑ (on analogue stick), ↓ (on analogue stick), ←

(on analogue stick), L2, L1, → (on analogue stick).

Unlock Japanese: ○, L2, L1, L2, ← (on D-pad), ↑ (on D-pad).

HIDDEN INVASION

Easy Mode

Go the main menu and press ↑, ↓, ↓, ↑, ←, ←, ↑, →, →, ↑, ↑, ↑.

SD Mode

On the main menu enter ←, ←, ↑, ↑, →, →, ↓, ↓.

HITMAN: CONTRACTS LEVEL SELECT

At the main menu, press □, △, ○, ←, ↑, →, L2, L2. A level select menu will appear once the code has been entered:

Complete Level With Silent Assassin Rating

At the start of a level, press L2, L2, ↑, ↓, ×, ↘, ○, ×, ○, ×. You'll automatically complete it with a Silent Assassin rating.

Staying Alive

If you successfully hit four enemies with consecutive headshots when the screen changes to black and white to signal imminent death, you will resume the game with a small portion of health.

All Training Level Weapons

Select the Training level and input the Silent Assassin Rating code. When you return to the Training level, all the weapons will be at your disposal in the weapons storage area.

Unlockable Weapons

Complete each of the missions with a

Silent Assassin rating to unlock an extra weapon. Here's the entire list:

- Mission 1 CZ 2000 Dual Pistols
- Mission 2 Micro Uzi Dual Submachine Guns
- Mission 3 Silverballer Silenced Dual Pistols
- Mission 4 Magnum 500 Dual Pistols
- Mission 5 Sawn-Off Shotgun Dual
- Mission 6 M4 Silenced Assault Rifle
- Mission 7 SG220.S Dual Pistols
- Mission 8 MP5 Silenced Submachine Gun
- Mission 9 AK 74 Silenced Assault Rifle
- Mission 10 .. GK 17 Dual Pistols
- Mission 11 .. Micro Uzi Silenced Dual Submachine Guns
- Mission 12 .. PGM Silenced Sniper Rifle

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

Enter these codes at the Extras menu, in the Code Entry selection:

- British Flag Shorts:** FSHNCHP
- Smash Point Bonus:** SMASH15
- Collectables Worth Double:** BRINGIT

THE INCREDIBLES

Pause the game, select the Secrets option, and then enter the following codes to activate the cheat. Some codes are level specific.

Unlock All Levels

- Unlock
- Refill 25% Health
- UDDLRRLRBAS

Temporary Infinite Incred-i-points Showtime

Infinite Incred-i-power For Elasti-girl Flexible

Destroy All Nearby Enemies And Items SmartBomb

Superspeed Incred-i-power While Running

- DanielTheFlash
- Fast Running And Ramming
- Incred-i-power

McTravis Temporary Infinite Incred-i-power While Playing As Dash

- DashLikes
- Findtrails And Superpunch

Kronos Shoot Beams Temporarily

- GazerBeam
- Fire Trail

AthletesFoot Faster Game

- SassMode
- Horizontal Camera Control Switched

InvertCameraX Vertical Camera Control Switched

- InvertCameraY
- Big Head Mode

Einsteinium Small Head Mode

- DeEvolve
- Slow Motion Player

BWTheMovie Some Objects Flash Different Colours

- DiscoRules
- Toggle HUD

bHUD Introduction Sequence

- Hi
- Credits Sequence

YourNameInLights

THE INCREDIBLES: THE RISE OF THE UNDERMINER

Enter the following passwords in the secrets menu:

FROZMASTER

- Upgrade all of Frozone's moves
- MRIMASTER

Upgrade all of Mr Incredibles moves

A-Z of PS2 Cheats

FROZBOOM

Unlock Frozone's super move

FROZPROF

Give Frozone 1,000 experience points

MRIPROF

Give Mr Incredible 1,000 experience points

MRIBOOM

Unlock Mr Incredible's super move

JAMES BOND 007: AGENT UNDER FIRE UNLOCK MEDALS

You'll need to play the game on 00 Agent difficulty to be awarded medals. You can get either gold or platinum medals, which offer different bonuses.

Gold

Golden Gun
Golden CH-6
Unlimited Missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

Platinum

MP Map: Rocket
MP Game Mode: Golden
MP Model: Stealth Bond
MP Power-Up: Gravity Boots
MP Model: Guard
MP Weapon: Viper
MP Model: Alpine Guard
MP Weapon: Calypso
MP Weapon: Full Arsenal
MP Model: Cyclops Oil Guard
MP Model: Poseidon Guard
MP Model: Carrier

JAMES BOND 007: EVERYTHING OR NOTHING

Complete a specific number of Platinum objectives to unlock various cheats. Once unlocked, the cheats can be used by entering them at the Pause menu:

Cheat	No of Platins	Code
Golden Gun.....01...	01...	⊙⊙⊙⊙⊙⊙
Improved Traction..03...	03...	⊙⊙⊙⊙⊙⊙
Improved Battery..05...	05...	⊙⊙⊙⊙⊙⊙
Double Ammo.....07...	07...	⊙⊙⊙⊙⊙⊙
Double Damage....09...	09...	⊙⊙⊙⊙⊙⊙
Full Ammo11...	11...	⊙⊙⊙⊙⊙⊙
Cloak.....13...	13...	⊙⊙⊙⊙⊙⊙
Full Battery.....15...	15...	⊙⊙⊙⊙⊙⊙
All Weapons17...	17...	⊙⊙⊙⊙⊙⊙
Unlimited Battery..19...	19...	⊙⊙⊙⊙⊙⊙
Unlimited Ammo ..23...	23...	⊙⊙⊙⊙⊙⊙
Slow-mo Driving ..25...	25...	⊙⊙⊙⊙⊙⊙
Platinum Gun27...	27...	⊙⊙⊙⊙⊙⊙

REWARDS

The rewards you can unlock and how many 'Gold 007' ranks are required to unlock them can be viewed by selecting the Unlocks menu.

BONUS GAMES

Complete all the single-player levels to unlock the M16 Combat Simulator and M16 Survival Test bonus games.

MULTIPLAYER EXTRAS

By scoring the specified number of Objective Points in the Co-operative Multiplayer mode, you can unlock the following selectable characters and arenas for use in Multiplayer:

Unlocks	Points
Cistern arena	30
Baron Samedi	50

Odd Job	70
Egypt Commander	90
Hazmat Guard	110
Mya	130
Test Lab arena	160
Egypt Guard	180
South Commander	210
Moscow Guard	230
Le Rouge	260
003	290
Katya Jumpsuit	320
Serena	350
Burn Chamber arena	370
Diavolo Moscow	400
Serena (alternative)	430
Miss Nagai	450

KILLER 7

To get 100 vials of blood at the start of Target 00, input this code on the 'Press Start' screen:

↓, (B), ↑, (B), (C), (X), (A), (A).

Note: this cheat only works for the Killer 8 mode.

KILL SWITCH UNLIMITED AMMO

Press Pause and hit (B), (B), (C), (C) or (L), (B), (A), (C), (C).

KILLZONE

While playing, pause the game and enter the options menu. Then hold down the (B) button and enter these codes:

Infinite ammo: (C), (C), (A), (C), (C).

Big heads: (C), (B), (X), (C), (C).

To unlock all levels, begin a new profile with the name **Shooterman**.

KING KONG

To activate the cheat menu hold (B) and (B) and enter ↓, (C), ↑, ↑, (C), ↓, ↓, ↑, ↑.

Then enter the following codes:

Unlock all levels

KKst0ry

999ammo

KK 999 mun

Unlock all bonuses

KKmuseum

Start with a machine gun

KKcapone

Start with a revolver

KKtgun

Start with a shotgun

KKsh0tgun

Start with a sniper rifle

KKsn1per

Infinite spears

lance 1nf

One-hit kills

GrosBras

KINGDOM HEARTS ALTERNATIVE ENDING SEQUENCE

Successfully complete the game with all Keyholes locked, 99 Dalmatians rescued, the Hades Cup won and the Ultima Weapon to view the game's true ending sequence.

HIDDEN TRAILER

Wait until the credits have finished rolling to view an epilogue of what happens to Sora, Donald and Goofy after the worlds come back. After that, there is a 'Special Secret' which seems to be a hidden trailer for a sequel.

EXPERT MODE

At the beginning of the game when asked to choose the difficulty setting, select Difficult. Then when you are in the room with the sword, staff and shield, choose the sword. This is considered 'expert' mode.

A-Z of PS2 Cheats

LA RUSH

Enter these codes during play:

\$5,000

↑, ↓, ←, →, ⊙, ←, R2, ↑

All Cars In Garage Pimped

↑, ↓, ←, →, ⊙, ⊙, R2, R1, ↑, ↓,
←, →

Disable Police

↓, ←, →, R2, ⊙, →, R1, ←

Fast Traffic

↑, ↓, ←, →, ⊙, →, ⊙, ←

Unlimited Nitro

↑, ↓, ←, →, ⊙, ↑, ↓, ⊙, ↑

LE MANS 24 HOURS

Enter your name as these codes in the
Championship mode:

See The Credits

Heiney

Unlock All Cars

ACO

Unlock All Championships

NUMBAT

Unlock All Tracks

SPEEDY

Unlock Le Mans

WOMBAT

LEGO STAR WARS BONUS CHARACTERS

Enter one of the following codes at the
diner

to unlock the corresponding character
in free play mode:

Battle Droid

987UYR

Battle Droid (Commander)

EN11K5

Battle Droid (Geonosis)

LK42U6

Battle Droid (Security)

KF999A

Boba Fett

LA811Y

Clone

F8B4L6

Clone (Episode III)

ER33JN

Clone (Episode III, Pilot)

BHU72T

Clone (Episode III, Swamp)

N3T6P8

Clone (Episode III, Walker)

RS6E25

Count Dooku

14PGMN

Darth Maul

H35TUX

Darth Sidious

A32CAM

Disguised Clone

VR832U

Droideka

DH382U

General Grievous

SF321Y

Geonosian

19D7NB

Gonk Droid

U63B2A

Grievous Bodyguard

ZTY392

Jango Fett

PL47NH

Ki-Adi Mundi

DP55MV

Kit Fisto

CBR954

Luminara

A725X4

Mace Windu (Episode III)

MS952L

Padmé

92UJ7D

PK Droid

R840JU

Princess Leia

BEQ82H

Rebel Trooper

L54YUK

Royal Guard

PP43JX

Shaak Ti

EUW862

Super Battle Droid

XZNR21

EXTRA OPTIONS

Enter one of the following codes at the diner to unlock the corresponding selection in the Extra Option menu:

Invincibility

4PR28U

Big Blasters

IG72X4

Classic Blasters

L449HD

Silly Blasters

NR37W1

Brushes

SHRUB1

Tea cups

PUCEAT

Minikit detector

LD116B

Moustaches

RP924W

Silhouettes

MS999Q

Purple

YD77GC

THE LORD OF THE RINGS: THE RETURN OF THE KING

EXTRA 1,000 EXPERIENCE POINTS

Pause the game, hold **(L1) + (L2) + (R1) + (R2)** and enter any of the following codes to give the relevant character an extra 1,000 experience points. You can enter the code as many times as you like for fast level-ups:

Aragorn

↑, ⊙, △, ⊗

Frodo

△, ⊗, ↓, ⊗

Gandalf

⊙, △, ↑, ↓

Gimli

⊙, ⊙, △, ⊗

Legolas

⊗, △, ↑, ⊗

Sam

△, ⊗, ↓, ⊗

CHEAT CODES

Just like the last game, once you finish *ROTJ*, you unlock special cheat codes – as well as a series of excellent and challenging bonus battle stages. Pause the game and enter the codes for the desired effect:

Restore Health

⊙, ⊙, ⊙, ⊙

Perfect Mode

⊙, ↓, △, ⊗

Always Devastating

△, ↑, △, ↓

All Upgrades

↑, ↓, △, ⊙

Infinite Missiles

⊙, ⊙, ↓, ⊙

Invulnerable

⊙, ⊙, ⊙, ↑

Targeting Indicator Mode

↓, ⊙, ↑, ⊙

Level-Up Aragorn

Hold down **(L1), (L2), (R1), (R2)** and then press **↑, ⊙, △, ↑**.

Aragorn Three-Hit Combos

Hold down **(L1), (L2), (R1), (R2)** and press **⊙, ↓, ⊙, ↑**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

A-Z of PS2 Cheats

Aragorn Four-Hit Combos

Hold **L1, L2, R1, R2** and press **↑, ⊙, △, ↓**. Check 'Show Upgrades' in the pause menu for how to perform the moves unlocked.

Aragorn's Special Abilities

Hold down **L1, L2, R1, R2** and press **↓, ⊙, △, △**. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

Restore Aragorn's Arrow Supply

Hold down **L1, L2, R1, R2** and then press **△, ⊙, ⊙, △**.

Faramir Gains 1K Exp Points

To get Faramir 1,000 big ones, hold **L1, L2, R1, R2** and then press **⊙, △, ↑, ⊙**.

Level-Up Faramir

Hold **L1, L2, R1, R2** and press **⊙, ⊙, ⊙, ↓**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Restore Faramir's Arrow Supply

Hold **L1, L2, R1, R2** and press **△, ↑, ×, ×**.

Level-Up Frodo

Hold **L1, L2, R1, R2** and press **⊙, ⊙, ↓, ↓**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Restore Frodo's Throwing-B

lade Supply

Hold **L1, L2, R1, R2** and press **△, △, △, ⊙**.

Level-Up Gandalf

Hold **L1, L2, R1, R2** and press **⊙, ⊙,**

↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Gandalf Three-Hit combos

Hold **L1, L2, R1, R2** and press **↓, ×, △, ↓**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Gandalf's Special Abilities

Hold **L1, L2, R1, R2** and press **↑, ↓, △, ⊙**. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

Restore Gandalf's Magic Missile Supply

Hold down **L1, L2, R1, R2** and then press **△, ↓, ×, ⊙**.

Level-Up Gimli

Hold **L1, L2, R1, R2** and press **×, ⊙, ↓, ⊙**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Restore Gimli's Throwing Axe Supply

Hold down **L1, L2, R1, R2** and then press **⊙, ⊙, ⊙, ×**.

Level-Up Legolas

Hold **L1, L2, R1, R2** and press **⊙, ↑, ↑, ↓**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Legolas' Special Abilities

Hold **L1, L2, R1, R2** and press **△, ⊙, ×, ⊙**. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is entered. Special Abilities are

activated by pressing all shoulder buttons simultaneously.

Merry Gains 1K Exp Points

Hold down **L1**, **L2**, **R1**, **R2** and then press **↓**, **↓**, **○**, **×**.

Level-Up Merry

Hold **L1**, **L2**, **R1**, **R2** and press **↓**, **△**, **×**, **○**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Restore Merry's Throwing Blade Supply

Hold down **L1**, **L2**, **R1**, **R2** and then press **○**, **○**, **○**, **△**.

Pippin Gains 1K Exp Points

Hold down **L1**, **L2**, **R1**, **R2** and then press **△**, **×**, **○**, **×**.

Level-Up Pippin

Hold **L1**, **L2**, **R1**, **R2** and press **○**, **↑**, **↑**, **○**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Restore Pippin's Throwing Blade Supply

Hold down **L1**, **L2**, **R1**, **R2** and then press **↑**, **○**, **↓**, **○**.

Level-Up Sam

Hold **L1**, **L2**, **R1**, **R2** and press **○**, **○**, **△**, **△**. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

Restore Sam's Throwing Blade Supply

Hold down **L1**, **L2**, **R1**, **R2** and then press **×**, **×**, **○**, **×**.

Unlock Faramir

Begin a game as any character, pause, hold **L1**, **L2**, **R1**, **R2** and press **×**, **×**,

△, **△**. Faramir is now unlocked at the character select screen.

Unlock Frodo

Begin a game as any character, pause, then hold **L1**, **L2**, **R1**, **R2** and press **△**, **○**, **○**, **○**. Frodo will now be unlocked at the character select screen.

Unlock Merry

Begin a game as any character, pause, then hold **L1**, **L2**, **R1**, **R2** and press **×**, **↓**, **↓**, **×**. Merry will now be unlocked at the character select screen.

Unlock Pippin

Hold **L1**, **L2**, **R1**, **R2** and press **△**, **○**, **○**, **↓**. Pippin will now be unlocked at the character select screen.

MADDEN NFL 06

On the main menu, select My Madden, and then pick Madden Cards. Now select Madden Codes and enter these cheats:

Unlock all stadia: 555128

Unlock Classic teams: 614897

MANHUNT UNLOCKABLE CODES

The following codes must be unlocked before they can be activated. To unlock the codes you must complete the specific consecutive scenes on the Hardcore difficulty setting with a five-star rating. Codes can be checked at the Bonus Features screen, and once they're unlocked, they can then be entered at the main menu screen:

Runner

Complete scenes 1 and 2 (Born Again and Doorway Into Hell) and press **R2**,

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R2, L1, R2, ←, →, ←, → at the main menu.

Silence

Complete scenes 3 and 4 (Road To Ruin and White Trash) and press **R1, L1, R2, L1, →, ←, ←, ←** at the main menu.

Regenerate

Complete scenes 5 and 6 (Fuelled By Hate and Grounds For Assault) and press **R2, →, ○, R2, L1, ↓, ○, ←** at the main menu.

Helium Hunters

Complete scenes 7 and 8 (Strapped for Cash and View Of Innocence) and press **R1, R1, △, ○, □, L2, L1, ↓** at the main menu.

Fully Equipped

Complete scenes 9 and 10 (Drunk Driving and Graveyard Shift) and press **R1, R2, L1, L2, ↓, ↑, ←, ↑**.

Suer Punch

Complete scenes 11 and 12 (Mouth Of Madness and Doing Time) and press **L1, △, △, △, ○, ○, ○, R1**.

Rabbit Skin

Complete scenes 13 and 14 (Kill The Rabbit and Divided They Fall) and press **←, R1, R1, △, R1, R1, □, L1** at the main menu.

Monkey Skin

Complete scenes 15 and 16 (Press Coverage and Wrong Side Of The Tracks) and press **□, □, R2, ↓, △, □, ○, ↓** at the main menu.

Invisibility

Complete scenes 17 and 18 (Trained To Kill and Border Patrol) and press **□, □, □, ↓, □, △, ○, ↑** at the main menu.

Piggy Skin

Complete scenes 19 and 20 (Key Personnel and Deliverance) and press **↑, ↓, ←, ←, R1, R2, L1, L1**.

EXTRA SCENES

Earn at least a three-star rating on each of the following sequences of scenes to unlock some mini-games.

Hard As Nails

Complete scenes 01, 02, 03, 04 and 05 with at least a three-star rating.

Brawl Game

Complete scenes 06, 07, 08, 09 and 10 with at least a three-star rating.

Monkey See, Monkey Die!

Complete scenes 11, 12, 13, 14 and 15 with at least a three-star rating.

Time 2 Die

Complete scenes 16, 17, 18, 19 and 20 with at least a three-star rating.

GOD MODE

Complete the game on the Fetish difficulty setting and press **↓, ↓, ○, ↑, □, △, □, R2, ↑**.

MARVEL NEMESIS: RISE OF THE IMPERFECTS

Select Cheats in the options menu and enter these codes:

REIKO

Unlock the Solara swimsuit model card.

THEHAND

Unlock the Elektra swimsuit model card.

MONROE

Unlock the Storm swimsuit model card.

SAVAGLAND

Unlock *Ultimate Fantastic Four* comics.

NZONE

Unlock the *Tomorrow People* comics.

MEDAL OF HONOR: EUROPEAN ASSAULT

Pause the game, then hold **L1 + R1** and press **○, ○, ←, △, ○, ×**. Now input one of the following:

Full Adrenaline

↑, ↓, ←, →, △, ○

Infinite Ammo

↑, ↓, ←, →, △, ○

Infinite Health

↑, ↓, ←, →, △, ○

METAL GEAR SOLID 3: SNAKE EATER

X-RAY POSES

When on the Cure screen, hit ↑ twice to activate different poses.

REVEAL THE END ON THE MAP SCREEN

When you check your map during the battle with The End, enter the following code to reveal where he is hiding: ↑, ↑, ↓, ↓, ←, →, ←, →, ○, △.

RADIO FREQUENCIES

Interrogating the enemy can provide radio frequencies you can use to open doors, call air strikes, call off alerts and even heal your broken body. But don't waste your time grilling the guards, use our handy guide and we'll do all the hard work for you:

Open Doors – Any Difficulty

145.86 – Groznyj Grad, East Wing, 1st Floor

148.13 – Groznyj Grad, East Wing, 1st Floor

147.86 – Groznyj Grad, East Wing, 2nd Floor, North Walkway Door

143.45 – Groznyj Grad, East Wing, 2nd Floor, South Walkway Door

144.75 – Groznyj Grad, Prison Cell Area, Unlocks your Prison Cell

EASY DIFFICULTY**Air Strike (use when on Alert Status)**

140.73, 144.03, 147.04, 143.56,

145.28, 143.61, 143.98, 143.89, 144.93, 144.39

Alert Cancellation (use when on Evasion Status)

143.03, 149.90, 145.94, 149.75, 148.87, 140.15, 149.63, 146.59, 143.16

Healing Radio

140.01 – Salty Catfish/66 Boys

140.52 – Rock me Baby/66 Boys

142.24 – Sea Breeze/Sergei Mantis

142.94 – Pillow Talk/Starry. K

144.06 – Jumpin' Johnny/

Chunk Raspberry

147.08 – Surfing Guitar/66 Boys

147.59 – Sailor/Starry. K

149.53 – Don't Be Afraid/

Rika Murunaka

NORMAL DIFFICULTY**Air Strike (use while on Alert Status)**

141.62, 148.56, 149.29, 145.68,

142.74, 147.90, 146.74, 146.33,

147.32, 141.31, 140.09

Alert Cancellation (use while on Evasion Status)

147.11, 142.79, 146.67, 140.61,

148.04, 141.98, 141.45, 141.53,

144.61

Healing Radio

148.39 – Salty Catfish/66 Boys

146.65 – Rock me Baby/66 Boys

148.96 – Sea Breeze/Sergei Mantis

144.86 – Pillow Talk/Starry. K

145.83 – Jumpin' Johnny/

Chunk Raspberry

145.83 – Surfing Guitar/66 Boys

142.09 – Sailor/Starry. K

141.85 – Don't Be Afraid/

Rika Murunaka

A-Z of PS2 Cheats

MIDNIGHT CLUB 3: DUB EDITION

From the main menu, select Options, then Cheats:

Unlock all cities (in arcade mode):

crosscountry

Unlock all cities: roadtrip

Bunny ears: gettheadl

Chrome body: haveyouseenthisboy

Fast pedestrians: urbanspawl

Flame head: trythisathome

Pumpkin head: gettheadk

Skull head: gettheadn

Snowman head: gettheadm

No damage: ontheroad

MORTAL KOMBAT: SHAOLIN MONKS

Get two extra characters by holding **12** at the main menu and punching in these codes:

Unlock Scorpion: **⬇, ↑, 12, 12, ←, →, ⬇**

Unlock Sub-Zero: **⬇, ↓, ↑, 12, 12, ↑, ⬇**

MOTOGP 4

To unlock all bikes, riders and courses, press the following combo at the main menu:

↑ + 12, → + 12, ↓ + 12,

← + 12, R3 + L3.

NBA 2K6

Type in the following at the Codes screen found in Features:

Unlock NBA 2K6 team:

nba2k6

Unlock 2ksports team:

2ksports

Get celebrity players in Street mode:

ballers

Nike Up Tempo Pro trainers available:
anklebreakers

NBA HOOPZ

Go to the Vs option and enter these codes just before the game begins:

Infinite Turbo

⬇, ⬇, ⬇, X, ⬇, ⬇, ↑

No Goal Tending

⬇, ⬇, ⬇, ⬇, X, X, X, X, ⬇, ⬇, ⬇, ⬇, ←

Tiny Heads

⬇, ⬇, ⬇, X, X, X, ←

No Fouls

⬇, ⬇, X, X, ⬇, ⬇, →

Tiny Players

⬇, ⬇, ⬇, ⬇, ⬇, X, X, X, X, ⬇, ⬇, ←

Granny Shots

⬇, X, X, ⬇, ←

Beach Court

X, X, ⬇, ⬇, ⬇, ←

Street Court

⬇, ⬇, ⬇, X, X, ←

No Hotspots

⬇, ⬇, ⬇, ⬇, ↑

Show Hotspot

⬇, X, ↓

Big Heads

⬇, ⬇, ⬇, →

ABA Ball

⬇, X, ⬇, →

Midway Uniform

⬇, ⬇, ⬇, ⬇, →

Home Uniform

X, ⬇, ⬇, ⬇, ⬇, →

Away Uniform

X, X, ⬇, ⬇, ⬇, ⬇, →

Alternative Uniform

X, X, X, ⬇, ⬇, ⬇, ⬇, →

NBA LIVE 06

Unlock the following items by entering their code in My NBA Live:

Black TMan 5 trainers:

258SHQW95B

White TMac 5 trainers:

HGS83KP234P

A3 Garnett 3 trainers:

DRI239CZ49

S Carter III LE trainers:

JZ3SCARTVY

Boston Celtics 05-06 alternative jersey:

193KSHU88J

NBA STREET 2

Enter these cheats in Pick-up mode:

Street Kids:

Hold **[L1]** and press **[A], [A], [O], [O]**

No Counters:

Hold **[L1]** and press **[A], [A], [O], [O]**

Always Legend Trails:

Hold **[L1]** and press **[A], [A], [A], [O]**

All Quicks:

Hold **[L1]** and press **[A], [O], [A], [O]**

Unlimited Turbo:

Hold **[L1]** and press **[O], [O], [A], [A]**

Easy Two-Pointers:

Hold **[L1]** and press **[A], [O], [O], [A]**

Hard Two-Pointers:

Hold **[L1]** and press **[A], [O], [O], [A]**

Big Heads:

Hold **[L1]** and press **[O], [O], [O], [O]**

Turbo:

Hold **[L1]** and press **[O], [O], [A], [A]**

WNBA Ball:

Hold **[L1]** and press **[O], [A], [A], [O]**

Unlock All Legends:

Hold **[L1]** and press **[O], [A], [A], [O]**

Explosive Rims:

Hold **[L1]** and press **[O], [O], [O], [A]**

All Jerseys:

Hold **[L1]** and press **[O], [A], [O], [O]**

Easy Shots:

Hold **[L1]** and press **[A], [O], [O], [O]**

'85 Michael Jordan:

Hold **[L1]** and press **[O], [A], [O], [START]**

ABA Ball:

Hold **[L1]** and press **[O], [A], [A], [O]**

All Courts Opened:

Hold **[L1] + [L2]**, press **[O], [O], [O], [O]**

All Jerseys:

Hold **[L1]**, press **[O], [A], [O], [O]**

Easy Shots:

Hold **[L1]**, press **[A], [O], [O], [A]**

Harder Two-Pointers:

Hold **[L1]** and press **[A], [O], [O], [A]**

No Display:

Hold **[L1]** and press **[O], [O], [O], [O]**

No HUD:

Hold **[L1]** while pressing **[O], [O], [O], [O]**

Small Players:

Hold **[L1]** and press **[A], [A], [O], [O]**

Sparkler Rims:

Hold **[L1]** while pressing **[O], [O], [O], [A]**

Turbo:

Hold **[L1]**, press **[O], [O], [A], [A]**

NEED FOR SPEED MOST WANTED

On the Press Start Screen input the following codes:

Unlock The Burger King

Challenge Race:

[↑], [↓], [↑], [↓], [←], [→], [←], [→]

Unlock Ford Castrol SYNTEC Car:

[←], [→], [←], [→], [↑], [↓], [↑], [↓]

Unlock An Extra Marker To Use In The

One Stop Shop Backroom

[↑], [↑], [↓], [↓], [←], [→], [↑], [↓]

NEED FOR SPEED UNDERGROUND 2

Enter this one at the title screen to receive the goodies before starting a career:

\$1,000 in Career mode, plus RX-8 and

Skyline in Quick Race **[←], [←], [→], [O],**

[O], [→], [L1], [R1]

Enter these codes at any time:

All Circuit Tracks

[↓], [R1], [R1], [R1], [R2], [R2], [R2], [O]

Burger King Vinyl

[↑], [↑], [↑], [↑], [↓], [↑], [↑], [←]

A-Z of PS2 Cheats

Unlock All Bonuses

L2, R2, L1, R1, ↑, ↓, →, ←
Unlocks A Hummer H2 Capone
↑, ←, ↑, ↑, ↓, ←, ↓, ←
Unlock Performance Level One
L1, R1, L1, R1, ←, ←, →, ↑
Unlock Performance Level Two
R1, R1, L1, R1, ←, →, ↑, ↓
Unlock Visual Level One
R1, R2, ↑, ↓, R1, R1, ↑, ↓
Unlock Visual Level Two
L1, R1, ↑, ↓, L1, ↑, ↑, ↓

NFL STREET 2

Enter these as a user name:

All Stadiums: Travel
NFL Legends Team: Classic
X-ecutioners Team: Excellent
8 NFC And AFC All-star Teams:
AW9378

NHL 2K6

Enter the options menu and select Manager Profiles. Press **□**, then select Create New Profile. Enter Turco 813. A message will then confirm you have unlocked everything in the game.

PRINCE OF PERSIA: THE TWO THRONES

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

Chainsaw

↑, ↑, ↓, ↓, ←, →, ←, →, ○, ○, ○, ○

Toy hammer

←, ←, →, →, ○, ○, ○, ○, ↑, ↓

Telephone

→, ←, →, ←, ↓, ↓, ↑, ↑, ○, ○, ○, ○, ○

Swordfish

↑, ↓, ↑, ↓, ←, →, ←, →, ○, ○, ○, ○

PRISONER OF WAR PASSWORDS

Enter the following codes as case-sensitive passwords to help you on your way:

All Levels Unlocked: ger1eng5

No Levels Unlocked: defaultm

All Daily Events: alltimes

All Core Events: coretimes

No Core Events Except Current:
farleymydog

First-Person View: Boston

Overhead View: Foxy

Unlimited Money Or Rocks: Dino

NEW OPTIONS

Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game:

Change Guard Size:

Muffin

Change Guard Awareness:

Quincy

Cannot Be Shot:

Defiance

PROJECT ZERO 2

Unlock Alternative Ending And Two More Costumes:

Complete the game on Nightmare difficulty.

Unlock Feel And Expand

Camera Abilities:

Complete game on Easy or Normal.

Unlock Hard Mode, Two Alternative Costumes, And Mio's Glasses:

Complete the game under Normal difficulty.

Unlock Maid Costume For Mayu:

Complete all missions in Mission mode.

Unlock Mission Mode, Gallery, Ghost List Options:

Complete game on Easy or Normal difficulty.

Unlock Set-Up Information:

Complete the Ghost List.

Unlock Two Alternative Costumes:

Complete all missions in Mission mode with a 'S' ranking.

**View The Alternative Ending,
Unlock Nightmare Mode, Album
Mode, True Ending Sequence,
And Two More Costumes:**

Complete the game under
Hard difficulty.

View The First Ending:

Complete game on Easy or
Normal difficulty.

PSYCHONAUTS

While playing, hold **L1** + **R1** and enter
the following codes:

All Powers: **○**, **○**, **△**, **R2**, **L3**, **△**

Full Lives: **L3**, **R2**, **R2**, **○**, **×**, **R3**

Invincibility: **○**, **R2**, **○**, **○**, **△**, **R2**

Full Ammo: **R3**, **×**, **L3**, **L3**, **△**, **○**

THE PUNISHER

Create a new profile and enter **V PIRATE**
to unlock all missions, challenge
modes, punishment modes, armoury,
war journal stuff, comic covers and
loads of other stuff.

Unlockables

Enter these as names on the new
profile screen to unlock stuff for Frank:

Classic Punisher Costume: **NAILGUN**

'90s Punisher Costume: **CEILINGFAN**

Modern Punisher Costume:

WOODCHIPPER

QUAKE III: REVOLUTION**Level Skip**

At any point in a game, hold **R1** + **R2**
+ **L1** + **SELECT** and press **×**, **○**, **△**, **△**,
×, **○**, **△** + **△**. If it has been
entered correctly, you'll hear a sound
and automatically win the match.

RAINBOW SIX 3**Unlock Custom Mission Maps**

At the main menu, press **L1**, **R2**, **R2**,
R1, **←**, **→**, **○**, **○**. Select Custom
Mission and all the maps should
be unlocked.

**RAINBOW SIX
LOCKDOWN**

For invincibility, enter this code while
playing: **↑**, **←**, **→**, **↑**, **↓**, **↓**.

**RATCHET & CLANK 3
UNLOCKABLES****To Play As Dan**

On the Enter Profile screen, hold
R2 and press **←**, **←**, **←**, **←**, **↑**,
→, **↑**, **←**.

Play As Nefarious

On the Enter Profile screen, hold
R2 and press **↑**, **↑**, **↑**, **←**, **→**, **↑**,
←, **↑**.

Play As Old-Skool Ratchet

Have a saved game from *Ratchet And
Clank* on your memory card and the
Old-skool Ratchet Skin will be
available at the Phoenix Starship
weapon vendor.

**To Get The Double-Bladed
Laser Sword**

Pause the game and press **○**, **△**, **○**,
△, **↑**, **↓**, **←**, **←**.

Alternate Quark Costume

In any Vid-Comic press **↑**, **↑**, **↓**, **↓**,
←, **→**, **○**, **○**.

Bonus Weapons

With a *Ratchet And Clank 2* game, the
Lava Gun, Bouncer, Shield Charger,
Mini-turret Glove and Plasma Coil are
available for free from Slim Cognito
on Aquatos.

A-Z of PS2 Cheats

See The Insomniac Museum

Go to the Metropolis Teleport Pad between 3:00am and 3:59, or at any time if you have all the trophies.

RED DEAD REVOLVER

Complete the chapters in Bounty Hunter mode to unlock the cheats:

Chapter 02 Sad Stars
Chapter 18 No HUD
Chapter 20 Bite the Bullet
Chapter 21 No Distortion
Chapter 24 Infinite Deadeye
Chapter 25 Golden Gun
Chapter 27 Invincibility

SHREK SUPERSLAM

Enter the following codes at the title screen to unlock the following bonuses:

Pizza Challenge One

↑, ↑, △, △, ←, ←, ○, ○, ↓, ↓,
□, □, ←, ←, ○, ○, □, □

Pizza Challenge Two

○, ○, □, □, →, →, ←, ←,
□, □

Pizza Challenge Three

↓, ↓, →, ○, ↑, △, ←, □, □, □

Slammageddon

↑, ↑, ↓, ↓, ←, →, ←, →, △, ○,
□, □, □

Super Speed Modifier

□, □, □, □, □, □, □, □, ○,
○, △, △

Unlock Everything

△, △, △, ○, ○, ○, △, □, ○,
□, □, □, ↑, ↓, ←, →, □, □

SILENT HILL 4: THE ROOM

EXTRAS

Sub-Machine Gun

Complete the game with at least nine big stars, save and load again. Then,

in the Apartment World, look in Room 102 and you'll find the sub-machine gun for Eileen.

SMASH COURT TENNIS PRO TOURNAMENT 2

Unlock Heihachi Mishima

Complete Arcade mode as a male player on Challenger difficulty setting.

Unlock Ling Xiaoyu

Complete Arcade mode as a female player on Challenger difficulty setting.

Unlock Raphael Sorel

Complete Arcade mode as a male player on the Pro difficulty setting.

Unlock Cassandra Alexandra

Complete Arcade mode as a female player on the Pro difficulty setting.

SOCOM II: US NAVY SEALS EXTRA MULTIPLAYER CHARACTERS

SAS (Sabre)

Complete Albanian area at the rank of Commander or higher.

Feral

Complete the game at the rank of Admiral.

Quixada

Complete the Brazilian area at the rank of Commander or higher.

SAS (Reaver)

Complete Algerian area at the rank of Commander or higher.

Algerian Officer

Complete Algerian area at the rank of Lieutenant or higher.

The Specialist

Complete the Russian area at the rank of Commander or higher.

Valeska

Complete the Russian area at the rank of Lieutenant or higher.

UNLOCKABLE WEAPONS**SEAL**

Complete the game at Ensign rank.

Terrorist

Complete the game at Lieutenant rank.

SAS

Complete the game at Commander rank.

Spetsnaz

Complete the game as a Commander.

MGL

Complete the game as a Captain.

OICW

Complete the game as an Admiral.

**SPARTAN:
TOTAL WARRIOR**

To unlock all levels and arenas in the Single Mission Replay mode, highlight Extras on the main menu and do the following:

Press ← 11 times, → seven times and then press ⊕.

SPIDER-MAN 2**Hero Points And Upgrades**

Type HCRAYERT as your name when starting a new game. Now these letters will be deleted, so you have to enter another one. But when you do you'll start with Web Zip, Webswing Speed 6/8, 201,000 hero points, 44.38% game completion, Big Game Hunter, Alien Buster, Shock Absorber and Tentacle Wrangler.

Level Select

This is a tough one. You need to complete the game 100% to get this cheat going. Once you've done that, and if you fancy playing your favourite mission again, start a new game and enter FLUWDEAR as your name. Now a level select will be available.

**SPLINTER CELL
CHAOS THEORY****Unlock All Co-Op Missions**

Enter Solo/Co-Op mode, then hold ⊕ + ⊙ + ⊙ + ⊙ and press ⊕ x 5, ⊙ x 5 to unlock all of the co-op missions.

SPY HUNTER 2

Pause the game and enter these cheats:

Infinite Ammo

⊙1, ⊙1, ⊙2, ⊙2, ⊙2, ⊙1, ⊙1, ⊙2 and ⊙2

Invincibility

⊙1, ⊙1, ⊙1, ⊙2, ⊙1, ⊙1, ⊙1, ⊙1 and ⊙2

All Missions And Weapons

Go to the main menu and press ⊙1, ⊙2, ⊙2, ⊙1, ⊙1, ⊙2, ⊙2, ⊙1.

SSX ON TOUR

Go to the Extras menu and select Cheats, then enter the following passwords:

All Clothing: FLYTHREADS

All Movies: THEBIGPICTURE

Infinite Boost: ZOOMJUICE

Stat Boost: POWERPLAY

Monster Tricks: JACKALOPESTYLE

Snowball Fight: LETSPARTY

Unlock All Bonuses

Enter your user name as VADKRAM.

**STAR WARS:
BATTLEFRONT II**

During battle hold ⊙2 and ⊙2 and input the following codes:

Alternate Soldiers: ↓, ↓, ↓, ↑, ↑, ←, ↓, ↓, ↓, ↓, ↓, ←, ↑, ↑, ↑, ←

Alternate Sounds: ↑, ↑, ↑, ←, ↑, ↓, ↑, ↑, ←, ↓, ↓, ↓, ←, ↑, ↓, ↓, ←, →

Infinite Smmo: ↑, ↓, ←, ↓, ↓, ←, ↓, ↓, ←, ↓, ↓, ↓, ↓, ↓, ←, →

A-Z of PS2 Cheats

Invincibility: ↑, ↑, ↑, ←, ↓,

↓, ↓, ←, ↑, ↑, ↑, ←, →

No HUD: ↑, ↑, ↑, ↑, ←, ↑,

↑, ↓, ←, ↓, ↑, ↑, ←, →

STATE OF EMERGENCY

Enter any of the following codes during play:

Invincibility

L1, L2, R1, R2, X

Infinite Ammo*

L1, L2, R1, R2, A

Infinite Time

L1, L2, R1, R2, C

Decapitating Punches

L1, L2, R1, R2, D

Small People

R1, R2, L1, L2, X

Large People

R1, R2, L1, L2, A

Normal-Sized People

R1, R2, L1, L2, C

*Don't hold a weapon while entering this code.

STREET FIGHTER EX 3 UNLOCK CHARACTERS

Complete original mode with a regular character without continuing to unlock one of the hidden characters. The characters will be unlocked in the following order: Sagat, Vega, Garuda, Shadow Geist, Kairi, Pullum, Area, Darun and Vulcano.

UNLOCK MORE CHARACTERS

Evil Ryu

Complete the game on normal or hard difficulty eight times with Ryu. Then highlight Ryu and press .

Narrator Sakura

Complete the game on normal, or hard difficulty eight times with Sakura. Highlight Sakura and press .

Bison 2

Complete the game on normal or hard difficulty eight times with Bison.

Highlight Bison and press .

THE SUFFERING: TIES THAT BIND

While playing, hold R1 + L1 + X,

and enter the following codes:

Maximum Evil: ←, ↓, ←, ↓, ←,

↓, R2.

Psychedelic Mode: ←, ←, R2, →,

→, R2, ↑, ↑, R2, ↓, ↓, R2.

All Weapons: ↓, ↑, ↓, ←, →, ←,

R2, ↑, ←, ↓, →, ↑, →, ↓, ←, R2,

↓, ↓, ↓, R2, R2.

Full Health: ←, R2, R2, R2, →, ←,

→, ←, ↑, R2, R2, R2, ↓, ↑, ↓,

↑, R2.

Invincibility: ↓, ↑, ↓, ↑

TEKKEN 5

To make Mokujin sound like a block of wood when hit, hold ↓ when selecting him. For female versions of both Mokujin and Kuma, press X when selecting them.

TIGER WOODS PGA TOUR 06

Enter the following codes at the Password screen:

Tiger Woods In Old Golf Outfit:

THROWBACK

Unlock All Golfers: WOOGLIN

Unlock All Courses: ITSINTHEHOLE

Unlock All Clubs: CLUB11

Tiger Woods In A Hat: GOLDENAGE

TIMESPLITTERS 2

Unlock Characters In Story Mode

Complete the level to unlock the characters:

Medium Level Difficulty

2280 Return to Planet X..... Ozor Mox
 2019 NeoTokYo Sadako
 1853 Wild West..... The Colonel
 1972 Atom Smasher..... Khallos
 1920 Aztec Ruins..... Stone Golem
 1990 Siberia..... Hybrid Mutant
 1938 Chicago..... Big Tony
 2280 Return to Planet X..... Ozor Moq

Unlock Cardboard Characters

Beat the game on Easy difficulty.

Unlock Characters In Arcade Mode

Earn a Gold medal in Adios Amigos to unlock Hector Babasco and Lean Molly.

Unlock Rotating Heads Cheat

Complete Pane in the Neck in Silver (Challenge mode) to open up Rotating Heads cheat.

Unlock Streets Arcade Level

Complete the game on Easy to unlock the Streets arcade level.

TIMESPLITTERS FUTURE PERFECT

Earn a sufficient ranking in the required challenge to unlock the following cheats:

Human Gun Sounds Cheat

Earn Bronze, Silver or Gold in Cats Out Of The Bag challenge.

Rotating Heads

Beat 'Dehead the undead' with bronze, silver, or gold.

Cascade Cheat

Earn Bronze, Silver or Gold in Zone Control Arcade League.

UNLOCKABLE CHARACTERS

Future Perfect's multiplayer madness is nothing without its full cast of ridiculous characters. Here a full list of the gang and the levels you need to complete to unlock them:

Anya & The General Characters

Beat 1st Story Mission.

Arthur Aching

Complete 'Mansion Of Madness' on the Easy difficulty setting.

Berserker Splitter

Beat the 'Hooded Man' on Easy.

Big Hands Cheat

Get 250 points or more on 'Cortez Can't Jump'.

Big Heads

Complete 'Outbreak Hotel' with a Bronze or better.

Booty Guard

Beat 'Zany Zeppelin' with a bronze or higher.

Braces

Complete 'Old Beggars' with a bronze or higher rating.

Brains

Complete 'Brain Drain' with a bronze or higher rating.

Brick

Complete the Challenges category 'Super Smashing Great'.

Candi Skyler

Complete 'Screw Loose' with a bronze or higher rating.

Captain Ed Shivers

Complete the Arcade League level 'Pirate Gold' with a bronze or higher.

Carion Carcass

Beat the challenge 'Rare Or Well Done' with a bronze or higher.

Cascade

Complete 'Zone Control' with a bronze or better rating.

Changeling

Complete 'Honorary League' with all Golds.

Chinese Chef

Complete 'Ninja Garden' with a bronze or higher rating.

Comrade Papadov

Beat 'Lap It Up' in under 2:15.

A-Z of PS2 Cheats

Corpreal Hart

Beat 'Future Perfect' on Medium.

Deadwina

Beat the Arcade League match 'I like Dead People' with a bronze or higher.

Deep Diver

Complete 'Oh Shoal-O-Mio' with a bronze or higher rating.

Dozer

Complete 'Lip Up Fatty' with a bronze or higher rating.

Dr Peabody

Get all golds or higher in Amateur League.

Elite Henchman

Beat the Challenge 'Melon Heist' on 'Monkeying Around' with a bronze or higher.

Elite Henchwoman

Beat 'Khallos Express' on Medium.

Gaston Boucher

Complete 'Mansion Of Madness' on the Normal difficulty setting.

Gilbert Gastric

Beat 'Cat's Pajamas' under 2:35.

Hans

Complete 'Freak Unique' with a bronze or higher rating.

Hechman Cortez

Beat 'The Russian Connection' on Medium.

Jacob Crow

Beat 'Future Perfect' on Easy.

Jacque de la Morte

Beat 'Vamping In Venice' with a gold or higher.

Jared Slim

Complete 'The Dead, The Bad And The Silly' with a bronze or higher.

Jed

Complete all challenges with Gold or better.

Jo Barf Creepy

Complete Story mode level 'Mansion Of Madness' on Normal or better.

Jungle Queen

Beat 'Scotland The Brave' on Easy.

Karma Crow

Complete the story mode on hard.

Kitten Celeste

Complete 'The Khallos Express' on the Easy difficulty setting.

Koozer Mox

Complete 'A Pox Of Mox' with a bronze or higher rating.

Leo Krupps

Get a bronze medal or higher in the 'Honorary League' challenge 'Rumble in the Jungle'.

Leonid

Beat 'Big Game Hunt' with a silver or higher.

Mad Old Crow

Beat 'Future Perfect' on Easy.

TOM CLANCY'S GHOST RECON: JUNGLE STORM

Unlockables

Host an online game and press **R1**, **R1**, **L1**, **L1**, **R1**, **L1** at the Press Start screen.

Unlock All Missions

Play the Cuban Operation as a support troop, press pause and enter the following code:

R1, **R1**, **R1**, **R1**, **X**, **O**, **L1**, **L2**.

TONY HAWK'S AMERICAN WASTELAND

Enter these codes on the cheat code screen in the options menu to unlock new skaters:

the_condor - Unlocks Mat Hoffman

sirius-DJ - Unlocks Jason Ellis

TRUE CRIME: NEW YORK CITY

On the map screen, input these codes while holding **R2** and **L1**.

To inflict double damage

⊗, ⊗, ⊙, ⊗, ⊗, ⊗

For unlimited ammo

⊙, ⊙, ⊗, ⊙, ⊙, ⊙

For maximum cash

⊙, ⊙, ⊙, ⊙, ⊙, ⊙

Unlock the Redman gone wild mini-game

⊙, ⊗, ⊗, ⊙, ⊙, ⊙

Super cop

⊙, ⊗, ⊙, ⊗, ⊙, ⊙

Unlimited endurance

⊙, ⊙, ⊗, ⊙, ⊗, ⊙

TWISTED METAL: BLACK

Before entering a code, you must first hold down **L1 + R1 + L2 + R2**:

Invincibility

↑, ↓, ←, →, →, ←, ↓, ↑

Mega Machine Guns

⊗, ⊗, ⊙

One-Hit Kills

⊗, ⊗, ↑

God Mode

↑, ⊗, ←, ⊙

Weapons For Health

⊙, ⊗, ⊙, ⊙

ULTIMATE SPIDER-MAN

Go to the Controller Setup screen in the Options menu and enter the following codes:

Unlock All Characters:

→, ↓, →, ↓, ←, ↑, ←, →.

Unlock All Comics:

←, ←, →, ←, ↑, ←, ←, ↓.

Unlock All Artwork:

↓, ↓, ↓, ↑, ↓, ↑, ←, ←.

Unlock All Landmarks:

↑, →, ↓, ←, ↓, ↑, →, ←.

URBAN REIGN

Input the following at the title screen:

Unlock All Characters

R1, R2, ⊗, ←, →, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

Unlock All Weapons

⊗, **R1**, ⊗, ⊗, ⊙, **R1**, **R1**, ⊙, ⊙, ⊗, **R1**

THE URBZ: SIMS IN THE CITY

Enter the following codes at any time during the game. The Cheat Gnome must be activated first for any of the other cheats to work...

Get The Cheat Gnome

⊙, **L1**, **L2**, **R2**, **R1**

Maximum Physical Skill

L1, **R1**, ↓, ⊙, **L3**

Maximum Mental Skill

L1, **R1**, ⊙, ⊙, ↑

Maximum Artistic Skill

L3, **R3**, **R1**, **R2**, ⊙

Acquire Skill Object

L1, **R2**, →, ⊙, **L3**

Power Socials

⊙, **R2**, **L1**, ⊙, ⊙

Raise Motives

R2, **L1**, **R1**, **L2**, ←, ⊙

View Development Team

At the credits screen press

↑, ↓, ⊙, ↑, ↓.

VIRTUA FIGHTER 4: EVOLUTION**Dural's Musical**

Reach Dural's stage in Arcade mode in under nine minutes to hear one song and do it again in over nine minutes for another.

Hear Virtua Fighter 2 Character

Start BGM in Verses mode, play with any character who's obtained a rank of Shouhaou and then return to the main menu.

A-Z of PS2 Cheats

Sega Chant

Hold **Ⓢ** when the Sega logo appears during the game demo.

Unlock Battle Mode

Win all 14 underground tournaments at the Event Square in Quest mode.

Training Stage Unlockables

Once unlocked, head to the Verses mode and move your cursor left until it's off the stage list. Then press **ⓧ**.

Unlock Training Stage 1

Reach Club Sega Bay Area in Quest mode.

Unlock Training Stage 2

Reach Sega World South in Quest mode.

Unlock Training Stage 3

Reach Club Sega Plant Area in Quest mode.

Unlock Training Stage 4

Reach Sega Area Midtown in Quest mode.

THE WARRIORS

During play enter the following:

100% Completion

Ⓢ, **Ⓢ**, **Ⓢ**, **↓**, **Ⓢ**, **→**

Unlimited Health

↑, **△**, **L3**, **Ⓢ**, **ⓧ**, **Ⓢ**

Unlimited Rage

Ⓢ, **Ⓢ**, **△**, **Ⓢ**, **ⓧ**, **←**

Unlimited Spirit

↓, **Ⓢ**, **←**, **ⓧ**, **Ⓢ**, **Ⓢ**

Get A Pipe

R2, **Ⓢ**, **Ⓢ**, **↑**, **Ⓢ**, **→**

Get A Machete

L3, **ⓧ**, **R1**, **R2**, **Ⓢ**, **R2**

Get A Knife

↓, **↓**, **Ⓢ**, **↑**, **↑**, **L3**

Get Out Of Jail

↑, **Ⓢ**, **ⓧ**, **△**, **△**, **Ⓢ**

Instantly Complete The Level

↓, **Ⓢ**, **ⓧ**, **Ⓢ**, **Ⓢ**, **←**

During the Armies Of The Night mini-game enter the following for 99 credits:

↑, **↑**, **↓**, **↓**, **←**, **→**

WIPEOUT FUSION

Select Extras at the main menu then go to the Cheats menu. Enter one of these codes for the desired effect:

Features Unlocked

ⓧ, **△**, **Ⓢ**, **△**, **Ⓢ**

Unlimited Weapons

△, **Ⓢ**, **ⓧ**, **Ⓢ**, **Ⓢ**

Unlimited Shields

△, **△**, **Ⓢ**, **Ⓢ**, **Ⓢ**

Retro Ships

ⓧ, **Ⓢ**, **△**, **Ⓢ**, **ⓧ**

WITHOUT WARNING

On the main menu, press **Ⓢ**, **ⓧ**, **Ⓢ**, **Ⓢ**, **←**, **↑**, **→**, **Ⓢ** to unlock new options in the pause menu. Pause the game while playing, and select from a Level Select, Level Skip or FMV Viewer.

WRC 2 EXTREME UNLOCKABLES

Use these as your name in Time Trial mode:

All Cars And Difficulties Evos
Low Gravity Lunar
Turbo Mode Nitro
Bouncing Cars Kargaroo
Overhead View Satalite
High Pitched Co-Driver Helium
Shiny Car Chrome
Rear Wheel Drive Pushme
Disco Lights Disco
Reverse Controls Flip4
Motion Blur Moblur

WORLD CHAMPIONSHIP SNOOKER 2005

To open up all match locations, press **Ⓢ**, **Ⓢ**, **↓**, **↓**, **↓**, **↓** while on the main menu.

If you want to unlock all players, tap
↓, ↓, ↑, ○, □, □ on the main
menu screen.

WWE SMACKDOWN! VS RAW UNLOCKABLES

Complete All Legend Challenges
10,000 EXP.

Complete Rising Star Challenges
HBK's T-shirt and jeans alternate attire
and Kurt Angle's General Manager Suit
as an alternate attire.

Complete Amateur Challenges
Heat and Velocity arenas.

Complete Superstar Challenges
Suits for all three Evolution Members
(who, grapple fans, are HHH, Batista,
Flair) and Randy Orton alternate attire.

Complete All Legend challenges
The Rock's alternate attire.

Complete all Legend Challenges
WWE Legend movesets.

XIII

Unlock All Levels

Pause the game then press □, ○,
△, △, △, △, △, △.

X-MEN LEGENDS II: RISE OF APOCALYPSE

On the Review Menu screen enter
the following:

Unlock all comics

→, ←, ←, →, ↑, ↑, →, ▶

Unlock all movies

←, →, →, ←, ↓, ↓, ←, ▶

X2: WOLVERINE'S REVENGE

Unlock Level Select

Press △, ○, △, □, △, ○,
△ + △ at the main menu to
activate this cheat.

**Unlock All Costumes,
Cerebro Files And Movies:**

Press △, ○, △, □, □, □, □ + □
at the main menu.

Unlock Cheats Option

Press △, △, ○, ○, □, □, ○, ○,
△ + △ + △ + △ at the main menu.

A feature-packed Cheats menu is then
accessible by pausing the game at
any point.

ZONE OF THE ENDERS: THE 2ND RUNNER

Unlimited Subweapon Energy

Successfully complete the game and
restart from your 'Clear Data' game
save. Select Naked Jehuty as your OF
and equip all subweapons. You can
now play through the game with
unlimited subweapon energy.

Unlock Zoradius Mini-Game

Successfully complete the game and
choose the 'Extra Missions' options
from the Main Title screen. Choose
any of the Jehuty OFs at the Character
Selection screen, but notice that the
box below Naked Jehuty is filled with
a '?'. Once you have selected a
character, choose 'Boss Battle' at the
Mode Selection screen and then
choose to fight against Vic Viper,
which is Stage 03. When the mission
starts, pause the game and enter the
following code: ↑, ↑, ↓, ↓, ←, →,
←, →, △, △. Exit and then return
to the Extra Missions Character
Selection screen. Vic Viper should now
be a selectable character below Naked
Jehuty. Choose Vic Viper to play the
Zoradius mini-game.

Zoradius Power-Up Cheat

Begin the Zoradius mini-game, pause
the game and enter the following code:
↑, ↑, ↓, ↓, →, ←, →, △, △.

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