

OPS2 Magazine Presents
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**FULL
GUIDE**



The Godfather®

**WALKTHROUGH OF EVERY LEVEL!
WHACK THE ENTIRE GAME!**

SECRETS!

**TOMB
RAIDER:
LEGEND**

**EVERY CROFT MANOR
TREASURE EXPOSED!**

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“ So, here we are again, another month on. Wiser, older... more tired, trying to think of a novel way to introduce this substantial wedge of game assistance. The bottom line: there's no way of dressing it up. What you get here is as advertised. Two complete walkthroughs of *Onimusha: Dawn Of Dreams* and *The Godfather*, a complete guide to finding all of Croft Mansion's secrets and a fat chunk of up-to-date gaming codes. If only the rest of the world was so transparent and simple to explain. Don't worry, next month we'll try a convoluted intro that compares tips books to nuclear physics. Until then, bask in its simplicity.”

Tim Clark, editor

THIS LOT DID THIS BOOK

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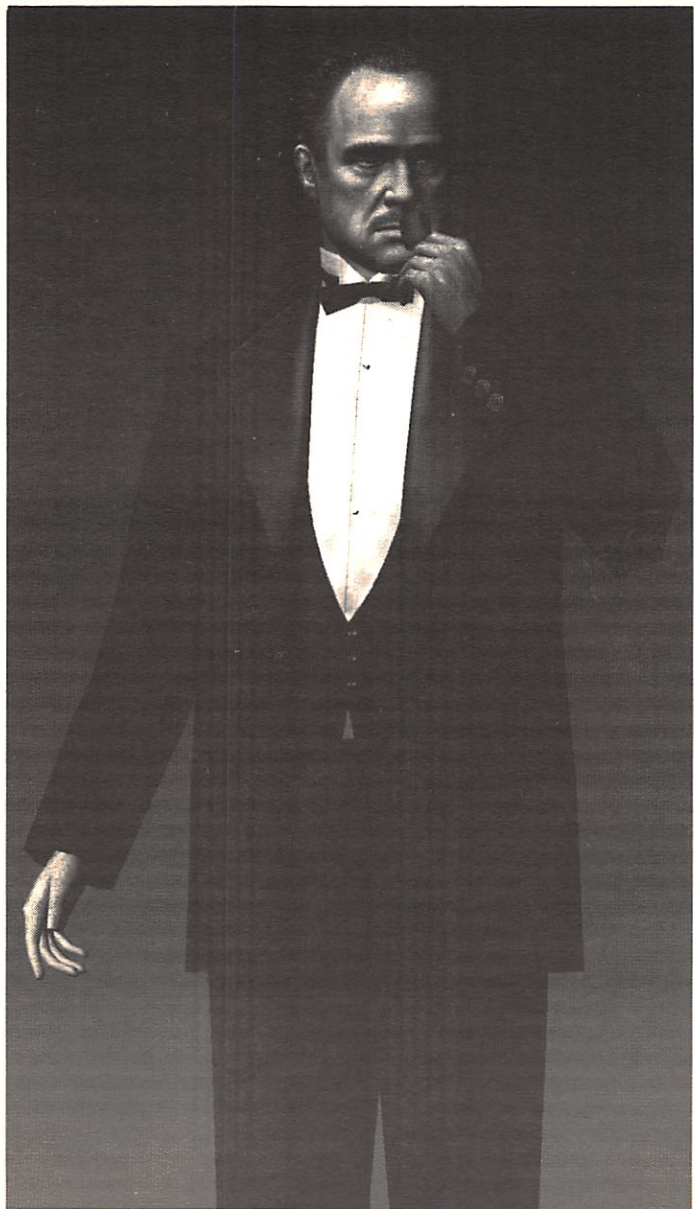
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The Godfather



THE GODFATHER

IT'S ABOUT POWER

What to do when you're not working for the family.

EXTORTION

On lower-level businesses, like flower shops and bakeries for example, this is a pretty simple job – just shoot the men outside before they have any idea of what's happening. At more well-defended locations – like hotels and bars – hit **A** to extort the owner, then hide behind the counter before his backup run in. Wipe them out, then simply slam his head against a nearby countertop until he stumps up the readies. Oddly, you'll find that this doesn't take very long at all.

RACKETS

On locations with a back room, simply sprint through until you see the man with the telltale Godfather icon above his head, and bribe him. Hopefully, doing this will mean you don't have to kill anyone.

TAKING TERRITORIES

This is the toughest test in the game and you'll need to get yourself well-armed and up to full health before you even try it. To make things easier to describe, each base has roughly the same layout, with two buildings and a tricky approach path. Basically, your plan should be to stick to the edges and blow up any available barrels



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before you go in, and be careful near hedges – they don't provide as much cover as you think they would. Make sure you've wiped out everyone who can sneak up on you before you enter either building, and make *double* sure that you know your route out is clear before you go dropping dynamite in the cellar.

THE MISSIONS

SLEEPING WITH THE FISHES

This might be the first proper mission in the game, but you can still die quite easily if you're not careful. Stick very close to all the walls and try to take the enemies out methodically, without doing anything stupid like dashing into the open. You'll have to crouch behind the bar to take the last guy out, and then you've got three minutes to get back to the safehouse. This should be more than enough time for you to get out of there, so long as you don't mess about.

THE DON IS DEAD

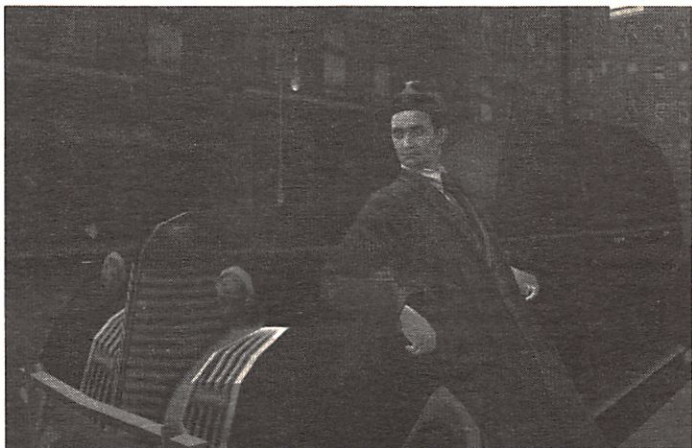
Nothing too tricky here. Simply shoot as many goons as you can from the safety of the barbershop, crouching behind the window, then use the **LB** free-aim to shoot Frankie's attacker in the head. Then, when you're protecting the ambulance, don't worry about going too fast or trying to avoid the attackers – just try to concentrate on making the right turns and checking the map if you have to.

When the chase is over, go straight for the capo's goons with a tommy gun – you'll need to take them out before the capo gets panicky and rushes you, so he won't be caught in the crossfire. After that, just drive the Don to the hospital. And try not to do anything stupid like crash into anything – that would be bad.

INTENSIVE CARE

You're supposed to hand in your guns at the start of this mission, so when the assassin turns up, just grab him – which will stop him shooting you – then strangle him dead. You're going





to be short of ammo on the next bit, so stay in wall cover and be patient – and when you see enemies who aren't packing guns, grab them and beat them to death to save your bullet supply. The last room (with the window) has two useful petrol pumps that you can shoot to kill everyone instantly. Be careful when you head back upstairs to meet Michael though, as you'll find that there are still two enemies left.

FIREWORKS

Start by killing some time at the party by flirting or making moves on the girls there – it doesn't matter what you pick for a conversation piece, because you won't get any closer than a little cuddle anyway.

When the cops arrive, bribe the one by the door, then sneak up behind the first few in the alley and strangle them – don't worry too much if one of them spots you, as long as you kill him quick and don't alert two at the same time. After you're through the door at the end

of the alley on the right, feel free to wipe out any remaining cops with a gun, then head upstairs and beat the police chief to within an inch of his life to soften him up. Then simply drag him to the edge of the roof and throw him off by pushing the right stick towards the ledge.

DEATH TO THE TRAITOR

When you pick up the weapons, you'll have to whack two goons who are threatening a chef, but that's easy. When you get to the bar, step in to draw the bad guys out, then run back out again and take cover next to one of the windows while you happily pick them all off with the tommy gun.

Once you're inside, clear out the rooms as you go, and watch the locked door as you head upstairs – that's where the last attacker's going to come from as you make your escape. When everyone's dead, make sure you know which way to go, and then plant the bomb near the safe and sprint out, making sure that you

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kill the last guy on the way. You really don't have much time for this, so make sure that you don't hang about.

Whacking Paulie really couldn't be simpler, as long as you don't get carried away – simply navigate the maze with Free Aim (F) on, shooting the crates marked 'explosive' before you get near them, so that Paulie can't use them to kill you. Then whack him, and make your getaway.

HORSEPLAY

This mission doesn't appear on the map – you'll have to find a phone and be directed to Monk, who'll send you over to the Corleone compound. The first bit's easy – just follow Rocco until you find the stables – but then things get tricky. Strangle the guard who runs into the stables, then take the lead. Crouch-run to the top of the stairs, and garrotte the guard with his back to you.

Now head up the next flight of stairs into the house and wait until the butler leaves the first room. Go

through the door opposite you – not the one where the butler went – and turn right to find another guard with his back to you. Kill him and then crouch-run up the winding stairs and garrotte the guard at the top.

Stay in the room you're in until you can see the maid leave the next room. When she's gone, use wall cover to sneak up to the doorway she's gone through, and you'll see a guard chatting her up. Wait until she leaves and murder the guard as he turns around. Head to the end of the corridor and the mission's done.

A RECIPE FOR REVENGE

This drive isn't too testing, as long as you take the right roads. When you reach the restaurant, head around the back of it and strangle the two guards, then beat Conor Browne until he unlocks the kitchen door. Go to the toilet and plant the gun, then watch the cut-scene. Kill everyone in the restaurant, then dash up the street with your guns blazing – it

doesn't really matter if you take everyone out here, as long as you make it to Michael's car in one piece. Once you're in it, you'll have to really drive for the first time in the game – the best tactic we can suggest is to drive as close as possible to civilian traffic, because enemy cars tend to tail you on the left and right sides, and they'll slam right into them.

Head for the street that gives you a straight shot to Hell's Kitchen, and don't stop until you get to the docks.

NOW IT'S PERSONAL

After the 'making' ceremony, answer the phone in the hotel lobby and head to your midtown apartment to meet Frankie. When things kick off, kill everyone and head downstairs, then interrogate the capo – just slam him into the wall to soften him up... he likes that.

After you've picked up Monk, the drive to the church isn't too tricky – but then things get a wee bit shooty. If you're low on health here, you can rely on Monk to do most of the

shooting – he's basically invincible and armed with a tommy gun, so all you really need to do is draw the odd bad guy into the open by free-aiming at their arms and knees as they take cover. Use wall cover as you head up the stairs – the bad guys here are heavily armed – and go through the door at the top.

THE SILENT WITNESS

First up, to break your captive easily, just strangle him until he cracks. Then head over to the funeral home and get ready for a massive fight. Stay at a distance across the street so you can't be rushed, then shoot the guards on the door.

When everyone's dead, head inside and work your way through the rooms, then get in the elevator. Bruno'll hit you as you go through the upstairs door, so take cover and shoot his goons, then give him a couple of bullets to calm him down and grab him. You *can* just kill him, but for an extra special execution, why not shove him into the oven?



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SONNY'S WAR

Once you've made it to the hotel, clean out the rooms methodically – once again, you can let someone else go ahead here and do a lot of the dirty work for you, although if you get injured upstairs, there's a health pack in the room at the back. When you go downstairs, watch out for the man with a pipe around the first corner, then shoot the explosive crates in the large room to take out all the goons and give you a free run at Cuneo. After that there's a chase to the factory district, where two trucks and a ramp hint at the route you need to follow to hit your objective without taking damage.

When you pull up out front of Cuneo's, lob in a molotov if you've got one and then get inside – otherwise, you'll find yourself surrounded and taking damage from all angles. Get upstairs and let Sonny do the rest of the dirty work for you. You get rushed after you question Enzo, so grab as much ammo from the surrounding tables as possible and take everyone down – there's a safe in the room if

you've got any spare dynamite. Then take your car back to the Cuneo warehouse. If you're quick here, things are easy – shoot the explosive barrels before Sonny starts firing and you can take whole groups down before they take cover.

The second wave of attackers arrives as you head towards the truck, but you can blow them up, too. There's one final truck as you approach the warehouse, but just kill the driver and then pop inside, and immediately run back out as the bad lads pile in. Take them down with precision Magnum shots, then head inside to find Artie.

After this mission, you'll probably have started a gang war with the Cuneos, so you might want to bribe an FBI agent before you tackle the next bit or it's going to get very tough.

CHANGE OF PLANS

The first bit of the mission is a straight chase after Sonny, but you've got a good car, so it should be easy enough. The next bit's the toughest chase so far, and you've got nobody defending





you, so you're going to have to weave through traffic and across every lane on the freeway to lose your pursuers. Try to change lanes just before the concrete dividers, and be ready to ditch your car – but don't jump out unless there's some stationary traffic nearby to make an easy switch. Watch out for the route markers that take you off and back onto the freeway – you're heading for the little L in Hell's Kitchen on the map.

Once you're there, you've got a massive fight on your hands – pop into the compound and then out again to lure your attackers out into the open, then pick them off with your best ranged pistol.

When they're all dead, head in to find the tollbooth attendant, and he'll send you on another drive to find the man who ordered the hit. This is where things can get tricky – the timing's okay, but if the other gangs are being aggressive, you'll have to run several roadblocks to make it to the hotel in time. Stick to the pavements and swap cars if you need to.

Once you're at the hotel, use the same tactic as before to lure as many enemies as possible onto the street, and then finish the rest off with plenty of wall-cover use. Go and question the man in the basement – he's 'unbreakable', but if you threaten his wife he'll fold like an accordion.

ORDER TO KILL

Go and meet Monk, then fight your way up the stairs through the hotel – as long as you're ready for the occasional enemy to pop round the corner, this is easy enough, though they're pretty tough, so you'll want to unload an entire clip into each of them. When Monk goes bad, you've got a couple of minutes to chase him – this isn't difficult, although you'll probably have started a gang war so you'll want to avoid the back streets.

Once you've caught up with Monk, wipe out all the enemies in the rooms surrounding the hotel's main ball room, then quickly nip into the room and sprint out again. The best tactic here is to lure the bad guys into

The Godfather



following you down the corridors, then outflank them by going in the one place they can't – vaulting over the small wall near the concierge's desk. Once everyone's dead, head to the main hall for a showdown with Monk – he'll probably hide behind the bar, but if you find some cover behind a pillar he won't give you any trouble.

IT'S ONLY BUSINESS

This is the toughest gun battle you've had so far, and it isn't exactly helped by the sometimes very dodgy auto-targetting up close.

From the start, then... as your guys keep the men at the far end of the corridor occupied, turn right and head up the small stairs with your Magnum out. There's one man just around the corner and another one hiding at the far end of the bar, so shoot them both, then you should be able to surprise the men you saw before by hitting them from behind. If you need it, there's a health bottle in the room at the end of the corridor – otherwise, head up in the lift. Through the next

door, you'll see Tessio run, but there's a man directly in front – turn slightly to the right and lock on and shoot like mad, then pile into the room and shoot at the man behind the desk. There's another goon in the room on the left, so make sure that you get him before he destroys your cover.

After you head up the stairs, there's another area like the one on the bottom floor. Dash through and to the right, then open the doors to the bar room but don't go in. This'll stop the countdown, leaving you time to hunt down Tessio at leisure. Now you're free to retreat – there's even a door that'll take you outside – and make sure that the four men in the bar can't surround you. Take them out and it's time to whack the old man...

BAPTISM BY FIRE

This looks like it's going to be tough because of the huge time limit, but it isn't actually that bad – you get checkpoints between sections of the mission, so you only have to do one bit at a time.

The first hit's simple – the trick is getting free. Put all your guns away, then follow the mission marker upstairs and chat to the bodyguards along the way. As long as you don't do anything suspicious – pull a gun or run – they'll let you chat to Don Cuneo, who'll follow you to the lift.

Once you're in the lift, kill him as fast as possible, then sprint for some cover at the bottom. Clemenza will take out most of the opposition that come after you if you leave him to it – you can even wait outside – but if time's getting tight, you'll have to help him mop up. Then just chat to him to get the details of your next target.

This is the classic trap-'em-in-the-door mission, except that trapping your victim in the door doesn't really work. Ignore what your partner says and follow him around the back of the building. Then, as soon as anyone pulls a gun, go in with your shotgun blazing. The best place to hide is behind the hotel counter – the Don will run out of the front door, but you ought to be able to catch up with him while he shakes in the street and put him out of his misery. Unfortunately, by this time you'll be under some serious mob attention. After you've talked to Rocco, grab the fastest car you can find and head for the next mission quick, because everyone's going to be after you.

This initially seems tough because you're told that the next Don's in a hidden brothel, but it really isn't. Head outside from the hotel where you meet Rocco, and on the left you'll see a hooker with the Talk icon above her head. She'll tell you that the Don's holed up in St Anthony's, so head over there. Again, the old lure-them-outside tactic works well – Rocco's

initially reluctant to do any shooting, so you might need to lure some enemies towards him to get him to join in. Work your way upstairs and you'll find the Don with a hooker for a hostage – if you don't want to lose Respect by killing her, just hide in the corner and let Rocco do it. Then get ready for a drive to your next target.

The man who murdered your parents is actually one of the simpler hits – when your partner heads for the courtroom, just hang around by your car with your gun holstered until the shooting starts and Objective Complete appears on the screen. After that you can shoot whoever you like, but the Don's hiding in the graveyard to the right of the courtroom. You can always kill him from a distance, but it's best to clip him and walk up close. Talk to him to hear him say 'I always knew it would be you.' Then kill him.

Next is the really tricky bit – you've got a five-star Wanted rating and you have to keep the cops off your back for three minutes. Fortunately, the fastest car in the game should have appeared next to your position, which makes things a little bit easier. Basically, the easiest way to do this is to find a straight – look at the map – and then drive along it, swooping in and out of the traffic and jumping off ramps wherever you see them.

If you can make it to the bridge to Brooklyn, your wanted rating will drop instantly, giving you an easy ride. But be careful, because after the mission's over, you're given two minutes to make it back to Little Italy and meet up with Michael at the church. Then you're told to meet everyone back at the mansion – and that's the end of the main game. Now you just have to consolidate those rackets... ■

Tomb Raider: Legend



TOMB RAIDER: LEGEND

How does a tomb raider keep in shape between globe hopping adventures? By turning her house into a puzzle-filled treasure hunt. Here, we guide you through Croft Manor – every crest, secret passage and puzzle exposed.

LARA'S MANSION GET THE GEAR

Follow these instructions to get all of Lara's equipment before you go looking for the Croft Crests scattered around the building.

THE GRAPPLE

From where you start, turn right and head into Zip's room. To the right of where he's sitting is a computer on the floor. Activate it to open a safe on the back wall where you'll find Lara's magnetic grapple.

THE GUNS

Head up the stairs and turn left. Take the second door and head down the passage into Lara's bedroom. To the left as she enters are two pedestals

with daggers mounted on them. Pull both the daggers to open the central plaque and retrieve the pistols.

THE TORCH

Head up the stairs and through the door nearest them. Then head down the passage and enter the library. You'll find the torch on the desk in front of Alister.

THE BINOCULARS

From the main hall, take the door to the right of Winston the butler, nearest the glass wall of Zip's room. Then head down the passage until you reach the pool.

Immediately to your left as you enter the room is a pole you can grab

BRONZE CREST 1



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BRONZE CREST 2



SILVER CREST 1



with your magnetic grapple and pull out. Once you've pulled it out head down the right-hand side of the pool.

Pull the two fish statues out of the wall to form platforms. Climb up the shorter of the two platforms and jump to the pole.

From here, swing to the ledge, shimmy around and jump to the second, taller platform. Now you can jump to another pole and swing to the second floor.

Run to the other side of the floor to where you can see two poles. Jump to the first, swing off and magnetically grapple to the second.

When you reach the other side you'll find the binoculars under the horse statues.

THE CROFT CRESTS

Now you have all your gear you can start looking for the crests scattered around the mansion. There are 16 bronze rewards, ten silver and one gold. We'll go through them in the order that they can be collected, starting in the main hall. (Please note: these aren't definitive routes, and there may be more than one way to reach a crest.)

THE MAIN HALL

BRONZE CREST 1

In the doorway, immediately to your left from where you start.

BRONZE CREST 3



BRONZE CREST 4**BRONZE CREST 2**

Head up the stairs and turn left. At the top of the stairs you see a small disc on the wall over a panel. Use your grapple to pull the disc out and reveal the bronze crest.

SILVER CREST 1

At the top of the stairs is another disc on the wall over a panel. This time you need to shoot it to open the panel where you'll find a silver crest.

THE POOL

Head through the door to the right of Winston the butler to reach the pool.

BRONZE CREST 3

Head round to the left and pull out

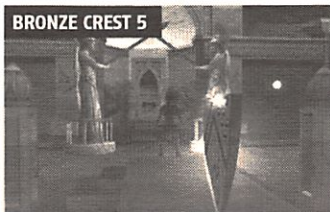
the large fish statue to reveal a bronze crest.

BRONZE CREST 4

Head to the back of the pool room and you'll find another bronze crest hidden behind some deck chairs.

BRONZE CREST 5

Head up to the second level using the two fish statue platforms you used to collect the binoculars. Collect one bronze crest from the diving board. While you're there, turn the two spear-wielding statues so that their spears cross, then press the button that's revealed. This will open the first part of the grille under the pool.

BRONZE CREST 5**SILVER CREST 2**

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BRONZE CREST 6



SILVER CREST 2

Head up to the horse statue where you found the binoculars and you'll find a silver crest behind the fish statue nearby. While you're here, pull the large silver ball off the other statue with your magnetic grapple and push it onto the switch in front of the diving board. A platform should now lower over the pool.

BRONZE CREST 6

Dive off the board into the pool to retrieve the bronze crest underwater.

SILVER CREST 3

Climb up the first fish statue you pulled out to find another bronze



SILVER CREST 3

crest. From here you can jump to the platform that was lowered over the pool when you activated the switch collecting the silver crest 2. From this hanging platform, use the magnetic grapple to grab the other ledge and set the platform swinging. When the platform swings close enough you can jump across to reach the silver crest.

SILVER CREST 4

Jump into the pool and pull the switch. If you've already activated the switch while retrieving the bronze crest 5 you'll be able to enter the underwater passage and retrieve the silver crest. Carry on through the passage to reach the gym.



SILVER CREST 4

BRONZE CREST 7



BRONZE CREST 8



THE GYM

BRONZE CREST 7

The crest is at the bottom of the small pool in the gym.

BRONZE CREST 8

Head to the back of the gym where you'll find a small piece of rock. Jump up to the handhold and jump backwards to reach the bar. Keep jumping until you pass the pole, the circular bar and reach the wall.

Jump left to reach the green handholds and climb up until you can jump backwards to reach the pole – climb out until you can swing over to the second pole. From here you can swing to the edge, shimmy around

and drop down to the platform where the crest is located.

BRONZE CREST 9

Jump out from the alcove to the ledge on the wall and jump again to reach the other jutting ledge.

Jump up so you slide down the slope on the other side. Jump before you fall and grab onto the green handholds. From here there are two 'L'-shaped bars hanging from the ceiling. Jump across both of these to reach the pole that hangs straight down. From here you can jump to the alcove and collect the crest. (You can also use the ledges located behind the pole to reach the alcove.)

BRONZE CREST 9



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BRONZE CREST 10



BRONZE CREST 10

Repeat the procedure to get to the pole hanging from the ceiling you used to reach the ninth bronze crest. (If you like, you can use the magnetic grapple on the gold orb to move the circular bar to make a shortcut.) Now instead of jumping towards the alcove, use the ledge behind the pole to reach the ladder, jump from the ladder to the nearby pole in the wall and then from there to the alcove containing the crest.

BRONZE CREST 11

Near the door you'll find a small blue ramp and an inverted 'L'-shaped pole with a gold orb on the end. Use the

magnetic grapple on the gold orb to move the pole to a new position. Now return to the blue ramp, and swing and jump until you reach the moved pole. From here, jump to the ramp, then slide and jump to the ledge. Now jump straight up to reach another ledge. From the upper ledge, jump backwards to reach the pole, and jump again to reach the second pole. From here you can drop down, slide and jump to reach the crest.

SILVER CREST 5

Put the pole you moved while retrieving bronze crest 11 back in its original position and use the blue ramp to reach it again. From the movable pole, jump to the ledge. Shimmy around and jump over the door to reach the pole. Swing over to the green handholds and climb up to the higher pole. Climb out on the pole so you can swing to the pole hanging from the ceiling and then to the one standing in the pool. From here, jump to the ledge in the wall and use the short pole sticking out of the wall to

BRONZE CREST 11



SILVER CREST 5

reach a second ledge where you can reach the short pole sticking out of the water. From here you can reach the pole mounted to the wall and the ledge over the crest. Drop down to retrieve it.

BRONZE CREST 12

Repeat the procedure you used to reach the wall for bronze crest 8 (if you used the magnetic grapple to move the circular bar you'll need to put it back in its original position).

From the pole on the wall jump right. Shimmy around the edge and jump up. Shimmy around again and jump back to reach the ledge below the green handholds. Climb up the handholds and jump right to the

ledge and then right again to reach the pole.

From here, swing to the second pole where you can reach a ledge that leads around to the alcove containing the pole.

SILVER CREST 6

First use the magnetic grapple to pull the ladder near the overhead metal platform away from the wall.

Next, pull the inverted 'L' pole you moved for bronze crest 11 so you can reach the slide. Jump across the pole until you reach the slide and jump to reach the ledge as you did retrieving bronze crest 11.

This time, however, shimmy around to reach the pole standing on

BRONZE CREST 12**SILVER CREST 6**

Tomb Raider: Legend

SILVER CREST 7



the floor and from here jump to the pole mounted on the wall. Now jump right from the pole to a ledge where you can now reach the ladder. From the ladder you can now jump up and reach the hanging platform.

When you land, the platform will slide over, enabling you to reach a second platform where the silver crest is located.

SILVER CREST 7

Use the grapple to pull the panel out over the pool. Now follow the route you took to reach silver crest 5. Now the pole you used to reach the previous crest has moved.

Jump back to reach it and you'll be able to swing across two 'L'-shaped

poles hanging from the ceiling to reach a suspended metal platform.

From the metal platform use the grapple to pull the platform up to the alcove containing the silver crest. Jump over and retrieve it.

THE LIBRARY

BRONZE CRESTS 13 AND 14

Head up to the library – go up the left flight of stairs in the main hall, then take the first door you reach. Go up the stairs to find a bronze crest on your left as you enter. Then, in the left corner is a dagger that can be moved to open a secret panel with another bronze crest. Now go back downstairs.

BRONZE CREST 13



BRONZE CREST 14



SILVER CREST 8



SILVER CREST 9



SILVER CREST 8

Facing the door there will be some planks over the wall on your left. Shoot away the planks to reveal a silver crest and a trolley.

SILVER CREST 9

Pull the trolley out and place it on the switch to the left of Alister's desk. Now use the grapple to pull down the trolley above to the right of Alister's desk and put it on the switch it lands next to. A secret passage will open up where the second trolley fell. Head down the passage where you'll find a silver crest.

BRONZE CREST 15

Turn right and in the corner you'll

find a bronze crest hidden in a crate. Shoot the box to get it. You'll also find a switch – press this and a panel to your left will turn and reveal the following words:

"Above the waters, twin sisters turn their backs on one another to leave the ambages unguarded."

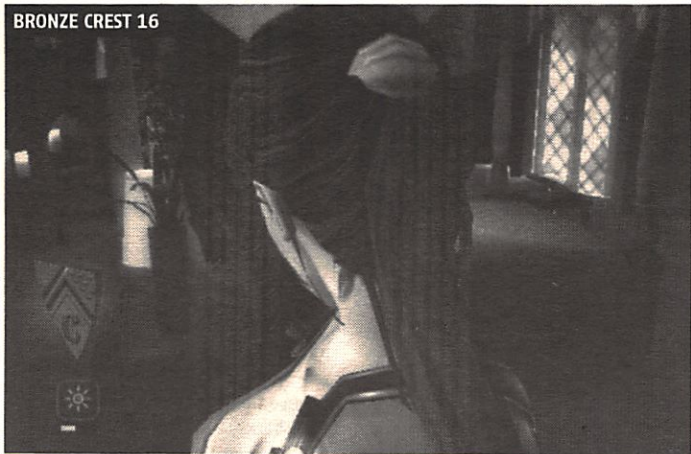
The twin sisters are the spear-carrying statues over the swimming pool that you turned to cross spears. This is a clue that if you now turn them back something else might happen. But you don't need to worry about this yet. Continue up the passage and you'll come out in Lara's bedroom.

BRONZE CREST 15



Tomb Raider: Legend

BRONZE CREST 16



LARA'S BEDROOM

BRONZE CREST 16

Behind Lara's bed.

THE POOL (REVISITED)

Head back to the pool and to the spear-carrying statues you moved while fetching bronze crest 5. If you've revealed and read the words in the secret passage between the Library and Lara's bedroom while collecting bronze crest 15 then you'll be able to rotate them so they are back to back. This will reveal the following words:

"Within the hall of knowledge, tomes of Cerulean, Topaz, Viridian and

Crimson in turn reveal their Arcanum."

This is a posh way of saying, "Go to the library and press the coloured books in this order: blue, yellow, green and red."

THE LIBRARY (REVISITED)

SILVER CREST 10

The library has coloured books on its shelves. Press each one in this order:

Blue: Immediately on your right as you enter the library.

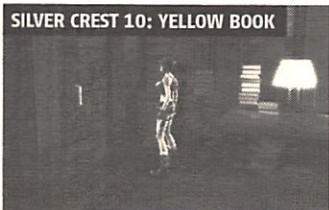
Yellow: In the office upstairs.

Green: On the balcony.

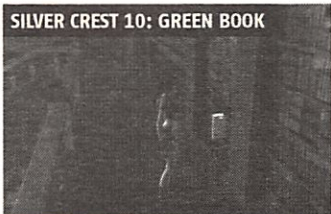
SILVER CREST 10: BLUE BOOK



SILVER CREST 10: YELLOW BOOK



SILVER CREST 10: GREEN BOOK



Red: Downstairs to the left of Alister. A bookshelf will open revealing the last silver crest and the following passage inscribed on the wall:

"Above the hearth, revealed visage and countenance touched in haste raise up the steward."

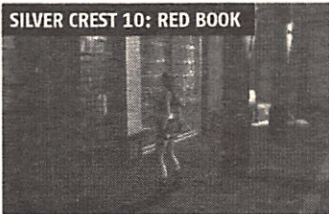
You can now get the gold crest. Head back to the main hall to find out what these words mean.

THE MAIN HALL (REVISITED)

GOLD CREST

When you re-enter the main hall you'll discover that two switches have

SILVER CREST 10: RED BOOK



appeared at the end of each balcony. Approach the first but before you press it, use the magnetic grapple to pull down the poles that cross the main hall. Now press the first switch and swing over to press the second.

If you've pressed the switches in time then a large statue rises out of the floor in the main hall. Turn it to face the window and stand on the switch at the bottom of the stairs.

The statue will sink into the floor and another platform will rise up to reveal the final, gold crest.

Go back up to either balcony and use the poles above the hall to reach the platform and claim the gold crest. Now go have a cup of tea, you've earned it. ■

GOLD CREST



Onimusha: Dawn Of Dreams



ONIMUSHA: DAWN OF DREAMS

STAGE 1: DAWN OF NIGHTMARES

Fight your way down the street and around the corner to the left. After you've defeated the genma (which is *Onimusha* speak for 'demons') in the street, the scene changes to the rooftops. You have to fight some more genma, then a huge robotic warrior.

This is actually a pretty easy fight. Avoid the huge guy's attacks and kill the genma on the rooftop. When he tries to smash you, his hand or sword will be lying on the rooftop for several seconds. Attack this part of him until he removes it and then just repeat this until he's destroyed.

STAGE 2: THE BLUE DEMON

The stage starts with a fight against a large, armoured enemy. He's easy to defeat as long as you remember to block when he attacks.

After he's defeated, you will be in your hideout. These are scattered throughout the game and always contain a magic mirror that allows you to level up your skills – you get one skill point for every level your character levels up – and your weapons and

armour – powered up using the red souls you collect by pressing and holding ⊗. It's not worth levelling up your sword at this point, as you will get better weapons later in the game, but it is worth levelling up your armour and putting some points into your skills. You can also buy items from Minoichi here – you might want to buy a couple of medicines.

When you are ready, head to the exit door to end the level.

STAGE 3: JUBEI HAS ARRIVED

Go towards the door next to Minoichi. And, just before you get to it, smash the jars nearby to get a MEDICINE LV 1.

Go through the door and kill the genma in the room – you can save at the mirror here. Head into the next area and get the DRUNKARD'S DIARY 1 item. Smash the carts blocking the way, then head towards Minoichi around the corner.

Get the ONI MED LV 1 and then go through the door. Head down to the river bank and then follow it along past the two ladders until you see Minoichi again. Smash the jars nearby to get some useful items, then head

Onimusha: Dawn Of Dreams



along the alleyway that you'll spot next to Minoichi and then go through the next door.

Cross the open area to the door where Minoichi is, and go through into a street. Minoichi tells you he senses a human being nearby. Kill the genma here, then cross to the boarded-up alley with a small gap in it. This will trigger a cut-scene.

Afterwards you'll have to fight Jubei. Don't worry about hurting her – she will return to full health when she joins your party afterwards. After you defeat her, there is another cut-scene, then genma start falling from the sky. Odd, that.

You need to head to the old temple nearby. The carts that were blocking the street are gone now, so save at the mirror. Then head over the bridge towards the gate. There will be a cut-scene, then you will be in the river bed. Head up the river (open the easy puzzle box as you pass – you need to rotate the top right section, then the bottom right one).

Climb the ladder next to the bridge and you will have your first TEST OF VALOR. Defeating the axeman within the time limit is easy if you use magic attacks rather than normal ones.

Afterwards, climb the ladder next to the gate and climb down the other side. Save at the mirror and then climb the ladder by the next gate. It will be destroyed, leaving Jubei conveniently stuck on the other side of the gate. Climb down the next ladder and unlock the gate. There will be another TEST OF VALOR here.

Afterwards, head back through the gate you just unbarred and head towards the bridge. Turn left before you reach it, and go down the ladder. Kill the creature sealing the gate in the river bed and go through. There is another puzzle box here – rotate the bottom right, then the top right.

Head back out of this area, up the ladder, then down the ladder on the other side of the bridge. Kill the creature sealing the door, then head through into an area with bamboo

walkways. Head to the top end of this area for yet another TEST OF VALOR, where a monster smashes through the wall to attack you.

Afterwards, go through the new gap in the wall and save at the mirror. Then go through the door into the temple gateway area. Hit the lamps here until they are all lit. This will reveal the TEMPLE GATE KEY L. You still need another key though, so head back out and go down the narrow path to the left.

This leads back into the town. Smash the jars in the area for some useful items, then head up the ladder and round the corner to get an ANCIENT KEY. Take the key and head back along the path to the temple area. The door leading off here that was locked can now be opened. Get the TEMPLE GATE KEY R from the chest, then head towards the temple gate. You will pass the mirror opposite the narrow path, so save as you go past.

After you open the temple door using the two keys, you'll have to fight a moderately serious boss monster.

Be ready to block its attacks. Its main attack is a sweep with one of its legs – you can tell when it's about to do this because it draws its leg back, so be ready to block when it does this. The monster will frequently cause low-level genma to spawn. This is useful, as you can kill them and absorb the souls to replenish your health and magic bars. It's also quite useful to give Jubei the 'all-out attack' command, as she will kill the genma and allow you to absorb the souls while you concentrate on the monster.

Keep damaging the monster using magic attacks, then killing the genma to refill your magic and health, and you will eventually defeat it.

STAGE 4: OHATSU'S TEARS

You start off the stage playing as Jubei. Head down the path, across the rope bridge and get the PAWN RING from the chest on the right. Then head up the steps and cross the chasm using the fallen tree. Head across another rope bridge, then through the narrow cleft and then along a ledge and over another fallen tree to reach a wooden ramp in the castle.

Head down the ramp and through a corridor. Save at the mirror, then climb up the ladder to a wooden walkway. There will be a cut-scene, after which you will rejoin Soki.

After a TEST OF VALOR, save at the mirror. Head back towards the gate you met Soki at, then go left down the narrow passage by the bamboo scaffolding. Climb the ladder here, and follow the scaffolding around. Using Jubei, crawl under the narrow space where Soki can't follow. Climb the ladder, pull the lever on the wall – which rotates a vertical section of scaffolding to horizontal and allows you past. Now use the folded up ladder here. This unfolds it, allowing you to climb back up, and also for Soki to follow you. Open the puzzle box – once again, rotate the bottom right, then the top left.

Now, still playing as Jubei, make Soki follow you back past the place where the vertical section was. Make him stay there, to the right of the lever (order him to 'absorb souls' to make him stand still) then go back past this section so you are to the left of it and the lever. Climb the ladder. Change back to Soki, make Jubei stand still where she is, then pull the lever.

The rotating section rotates back, and Jubei can now continue to the

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right on the upper floor. She will come to a folded up ladder – use this, and Soki will be able to once again join you on the upper level.

Continue to the right until you pass another rotating section and a lever. Leave one character there and go back to the left with the other character and climb down the ladder.

Switch back to the character on the upper level and pull the lever, moving the rotating section out of the lower character's way. Use the lower character to go past that section and get the LUBRICATING OIL, then head back up the ladder.

Now go all the way back along the upper level to the left. There is another lever here, but it needs lubricating – and the oil obviously allows you to move it. Pulling the lever moves a rotating section out of the way, so go past there and up the ladder to the rooftop.

If you are low on health, use any potions you have here. Now fight your way around the rooftop, cross to the other rooftop using the tree, and go to the skylight in the other roof. There is now a cut-scene with Munenori, an evil member of the Yagyu clan and the uncle of Jubei.

After the cut-scene, the two characters split up. You get control of Soki. First, save at the mirror and take the opportunity to enhance your items and skills. Get ready for a boss fight, then climb down the ladder.

FIGHT WITH OHATSU

Learn Ohatsu's pattern. She will fire three rapid shots from her musket – be ready to block when she does this. When you get a bit too close to her, she'll use her ninja rope to escape to another corner of the room.

Time your blocks and movement so you can block her shots then get close enough to attack before she can fire again or escape. Get some decent hits in before she can escape. Then repeat the process until she is defeated.

The trees in this room will block her shots, but your sword will also bounce off if you hit them. If you are unlucky, this can cause your guard to be down at the wrong moment and allow her to get some free shots in, so make sure you have enough space to swing in when you hit her.

Be careful of her special attack, which will go through your guard. She only uses it rarely, and you can tell when she is going to because her gun becomes covered in flames. Move out of her line of fire when that happens.

After you have won the fight you need to go and rescue Jubei. Climb back to the roof and head back across the tree to the other roof and down through the hole. When you reach the scaffolding, keep heading down and to the right. You will see a cut-scene and get the chance to once again save your game's progress.

STAGE 5: THE RED DEMON

You start off in a long street with sealed gates on each side, and a door and a magic mirror at the north end.

Some seals are red and some are blue. Head down to the North end of the street where the mirror is. Take the RED PEARL V from the fox statue there. The red seals will disappear.

Head back south to the end of the street where you began, then turn around to face the mirror again. Now go through the door on the right. There are two armoured genma in here. These will explode shortly after

you kill them, so quickly step back when you defeat them. Finally, make sure that you take the MEDICINE LV 2.

Now go through the door to the south of this area. Put the pearl in the mouth of the statue here. You will get a BLUE PEARL. The Blue seal to the south will disappear, and a red seal will appear on the north door. Get the FOX GEM (GHOST) from the other statue. Get the PAIR SCARF from the chest then head south through the door.

Get TAKUAN'S DIARY 2 and a POWER JEWEL from this area. Now head back into the street through the door to the west. Save the game at the mirror.

Now go through the door to the west that used to be covered by the blue seal. There is a puzzle box here – rotate the top right and the bottom left sections to open it. There is also a statue from which you can absorb yellow souls and heal yourself.

Put the pearl you are carrying into the fox statue and you will receive yet another red pearl for your collection.

Now get the FOX GEM (EARTH) from the other statue.

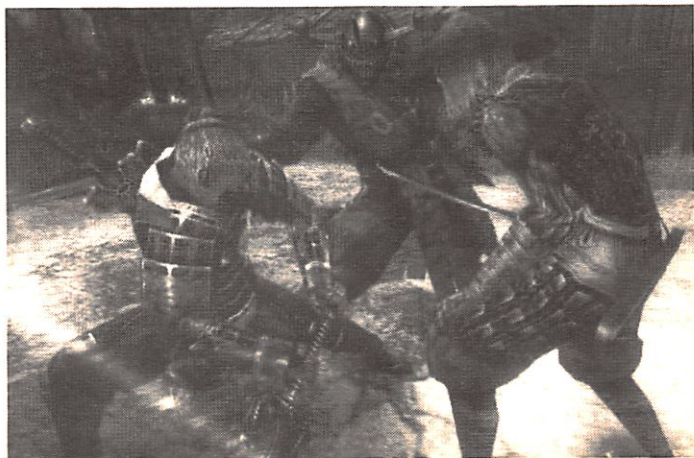
Done that? Good. Now go through the door to the south. Get TAKUAN'S DIARY 1. There is a puzzle box here – rotate the top left section twice, then the bottom right.

Head back east into the street then save at the mirror. Now head back to the south end of the street and go through the door to the east.

Put the pearl in the statue's mouth, and get the RED PEARL 1. You can now get FOX GEM (HELL) from the other statue. There is now a TEST OF VALOR to deal with.

After the TEST OF VALOR go back out into the street, then north to the end with the mirror. Now go through the door to the west. Put the RED PEARL 1 into the statue and get the RED PEARL 3. You can now get the FOX GEM (HEAVEN) from the other statue.

Now head out into the street and go back to the south end and through the door to the west. Put the pearl in the statue and you will get BLUE PEARL



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4. You can now get FOX GEM (TITAN) from the other statue. Get the SECRET MED LV 1. The door to the street is sealed now, so go south through the door into the next area, then out into the street again.

Head to the north end of the street and go through the door to the east. Put the pearl in the statue and you can now get the FOX GEM (ANIMAL) from the other statue. You should now have all six Fox gems. Lucky you.

Go back out into the street and save at the mirror, then unlock the door at the north end with your Fox gems. There is now a cut-scene, after which you have to fight against Tenkai, the red priest.

FIGHT WITH TENKAI

Tenkai blocks pretty well, but if you can get through his guard you will knock him off balance, allowing you to get several hits in. The trick is to time your hit just before he hits you, so he is not blocking.

Watch out for his magic attack, which cannot be blocked. This will turn you to ice. He can then get a chain of attacks in without you being able to block them. If he hits you with a magic attack, it is a good idea to use medicines straight away so you are at full health before he unleashes his chain of attacks.

After the fight with Tenkai he'll join your party, and you will have to fight a giant wasp monster.

FIGHT WITH GIANT WASP MONSTER

The trick to this fight is to avoid the monster's attacks. Stay in the doorways while the monster is moving up and down the street, and while it is firing energy bolts. It has one attack where

it plunges its tail into the ground for a few seconds. This gives you time to run in and do some damage to it.

Avoid the yellow circles on the ground at this time, because beams of energy come out of them. Hit the monster several times while it is vulnerable like this, then run back to the nearest doorway. When the monster is finally defeated there's a cut-scene and stage five ends.

STAGE 6: A CHILD'S REVENGE

You control Soki and Tenkai in the tunnels under the castle. Tenkai has the special ability to talk to the dead as he is a monk, so every time you see a dead body, use Tenkai to talk to it – just don't expect sparkling wit and original conversation topics.

Talk to the body at the first junction and he will give you an ANTIDOTE. The bridge to the right needs a gear before it will work, so take the left path. Continue through the large cavern until you reach a magic mirror. It is worth enhancing Tenkai's weapon, armour and skills here. Save your game. Have one character stand on the stone slab near the raised platform. Have the other character stand on the smaller slab nearby. This will cause the larger slab to act like a lift and raise the character to the upper level.

Now move the lower character to the other slab. The upper character should stand on the small slab on the upper level. Now both characters are on the upper level. Standing on the next slab reveals an iron door – which you should now go through.

In the next room, leave Tenkai on the upper level. Go down the ladder with Soki and stand on the activation



slab – this will cause the pillar to rise and form a bridge between the two upper platforms. Take Tenkai across, then switch control back to Soki and stand on the slab again to move it out of the way.

Now you have to stand on the purple activation slab, which will make the next pillar rise. Tenkai can now talk to the dead body in the alcove and get the CAVE DOOR KEY.

Get Soki to raise the next pillar, and walk across it with Tenkai. There is an activation slab for this pillar on the upper level, so use this to raise Soki back up to the top level – first, get the MEDICINE LV 2 from the end of the ledge on the lower level, though. Save at the mirror and use the key to go out the door.

You should now find that you're standing on a high platform overlooking the cave you passed through earlier. Go down the ladder with Tenkai, and leave Soki on the high platform. Have Tenkai stand on the slab across the cave from Soki,

then use Soki to activate the slab and raise Tenkai to the upper level.

Talk to the next dead body in the passage here to get the YAMA weapon. Now talk to the dead body next to the shrine in the cave. This will start a fight with an invisible monster. You can make it visible by using Absorb, so use Absorb until it becomes visible, then damage it until it disappears again. Repeat this until it is dead.

Defeat the monster and the COPPER GEAR will appear. Pick it up, then head back to the bridge at the start of the level. Use the gear to lower the bridge and go through the door. Continue through the caves to the next magic mirror and save the game.

Go through the large door opposite the mirror to see a cut-scene with Roberto, after which you will have to fight him.

FIGHT WITH ROBERTO

The key to this fight is keeping your distance. Roberto has a combo which will break your guard and do a lot of

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damage if you let it hit you – first, a quick sequence of jabs, then a hard punch which breaks your guard, then an uppercut which knocks you down and does a lot of damage. Stay away from him until he starts the combo, then quickly attack.

Once you have hit him he will be off balance and you can get several more hits in – try to knock him down at the end of your combo, so you will have the chance to back away again before he can start hitting you. After this fight there is another cut-scene, then you will have to fight Lord Sakon.

FIGHT WITH LORD SAKON

Sakon has a semi circular force field in front of him. If it touches you it will do damage and knock you back. The trick is to run around behind him and get some hits in, then back off before he turns around. If you can do some high-level magic attacks you will do him a lot of damage, but this depends on how much you have enhanced your weapons. You will get longer to attack him before he turns around if he is distracted by your team mate. This first fight against Sakon is quite easy. You'll have to fight him again in later levels, and he will be much tougher then, so it's well worth using this fight as practice for later.

After the fight with Sakon there is a cut-scene. You will then be in the upper levels of the castle with Ohatsu in your party.

Get the MEDICINE LV 2. Now control Ohatsu, and use her ninja rope to swing over the spikes. Go through two sets of doors into the courtyard, then unbar the other door so that Soki can rejoin the party. Now go through the large gate at the side of the courtyard and save at the magic mirror.

Now go through the doors into the castle keep. Kill the monster sealing the door in front of you, and go straight on through. Open the puzzle box and get the DECADENCE weapon, then go round the corner and get the 1F MACHINE LEVER.

Go back out into the lobby and put the lever into the slot. Then have one character stand on each side of the door, and pull the lever. This will cause a section of the floor to rise to the first floor level.

Now head through the door to the side and climb the ladder. Use Ohatsu's ninja rope to cross the spikes, and get the 1F EAST DOOR KEY.

Head back to the ground floor and go through the other door off the lobby. Climb the ladder. Open the puzzle box – rotate the bottom left, then top left sections.

This platform leads to the section of floor that you lifted earlier using the lever. Stand on it, and face the next section of floor, which is held up by a rope. Using Ohatsu, stand by the door here and face the rope, then press the action button – as though you were going to go through the door. This will cause her to shoot the rope and the floor section will fall into place. Cross this new floor section and follow the platform around. Now climb down the ladder and get the 2F CENTRAL KEY.

Now go back up the ladder and use the key to open the door. Go through. Use Ohatsu to blow up the seal on the door to the right, and go through it. Get the 3F MACHINE LEVER. Climb the ladder and get the SECRET MED LV 2 then climb back down.

Go along the corridor and climb the next ladder, which brings you to the third floor.

Get the VASSAL'S MEMO 2 and open the puzzle box – rotate the bottom left, then bottom right sections. Now use Ohatsu's ninja rope to swing across the gap. Switch back to Soki, and insert the lever into the slot. Now have one character stand at each lever, and pull them to raise the elevator. Go round the corner and get the 3F CENTRAL DOOR KEY. Go through the 3F central door. Open the puzzle box – bottom left, top right, top left – then save the game at the mirror. Now use Ohatsu to blow up the seal on the door. There will be a cut-scene. Then you've got a fight with Munenori to look forward to...

FIGHT WITH MUNENORI

The important thing to remember is that Munenori is a cheat. He will use his trained crows to attack you, and he will throw sand in your eyes. When he whistles, you know the crows are about to attack you, so block.

When you manage to knock him to the ground, step back. If you are too close to him when he gets up he will throw sand in your eyes, which makes you helpless for a while.

On some occasions, when you are performing a combo on him, he will jump over your attacks and hit you from behind. Be ready to block quickly if he does this, as you can usually block this attack if you time it right.

Lastly, he has an attack where his first stroke breaks your guard, and his second stroke does a lot of damage. Do not give him time to do this. If he does manage to do this attack, quickly pause the game and take a medicine before he gets his second attack in.

Attack him as he comes towards you, get several attacks in, then knock him down and stand back. Repeat this

pattern until he is dead, remembering to block when his crows attack. Keep your magic attacks until you get in trouble, as they should stop him in his tracks. After Munenori is defeated, get the MEDICINE LV 3 from the chest. Now climb the ladder for another cut-scene. Afterwards, you have to fight another giant insect.

FIGHT WITH GIANT INSECT

The insect keeps laying genma eggs, which obviously hatch into genma. It is best to ignore these and get your teammate to attack them. You can absorb the souls from these genma when they are destroyed to keep your health and magic bar up.

Stand at the insect's head and attack it. Be ready to block when it sweeps with its leg, as this does a lot of damage. Even better is to get out of range if you can. You can usually tell this is going to happen, as it moves its leg slightly beforehand. When it turns its head to face you, step back as it's about to breath a cloud of poison gas. After the insect is defeated it's the end of stage six.

STAGE 7: TEMPLE OF BLOODSHED

Head down the street and get the MEDICINE LV 3 from the table. Head through the gate and get the ONI MED LV 2. Kill the creature sealing the next gate, and go through.

There is a TEST OF VALOR here where you have to kill the genma general as quickly as possible. Just concentrate on the target enemy and this should be pretty easy.

Open the treasure box – rotate the bottom far-right, top centre-left, top far-left, and bottom centre-left sections to do it.

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Now go through the next gate. The following section of the game contains some rather large genma which are thankfully asleep. Run through quickly without waking them. The next area contains a line of large, armoured enemies. There is an alleyway to the right of them – run up it and save at the mirror. Get the **POWER JEWEL**.

Go back to the main street and head down it to the gate. Get the **TRUE TIGER EYE** from the chest, then kill the creature sealing the gate and go through. There is a cut-scene, and everybody splits up to take on their arch enemy. You start off this part in control of Soki.

Head up the path. Don't waste time trying to kill every enemy you meet. Avoid the floating balls of fire, or block if you can't avoid them. There are two mirrors on your way up the path, so save your game when you reach them. There is also a difficult **TEST OF VALOR** against one of the big Don Gacha monsters. It is

possible to beat it, but you will need to use magic attacks or get some critical attacks in. When you reach the top of the path the scene will change and you will be controlling Tenkai.

TENKAI'S FIGHT AGAINST SAKON

You will need to spend a lot of time dodging in this fight. Sakon will occasionally stop moving and drop his force field for a short time. Run in and do some damage when this happens. You can also get round behind him and hit him a few times, but make sure that you're ready to run away again before he turns round and hits you with his force field.

Sakon has three attacks – a series of quick jabs with his spear, straight ahead of him, which he usually does when he starts moving again after he has stopped and dropped his force field; a sequence of two or three sweeps with his spear; and a lunge which can take him most of the way across the area in one move. Learn these attacks and make sure you



avoid them. Do not let him trap you in a corner, because his force field will stop you from escaping. Bear in mind that he can kill you with one series of hits if you are unlucky. Try to win this fight without using any medicines, as you are likely to need them for the fight that is coming up.

After you win Tenkai's fight, there is a cut-scene, then you have control of Soki once more.

SOKI'S FIGHT AGAINST HIDEYOSHI

Soki is transformed into the black oni for this fight. Firstly you need to fight four large genma, but they should be easy to deal with. Next you have to fight Hideyoshi.

Hideyoshi releases floating purple balls of electricity. These do damage when they hit you, and he can also make chains of electricity between the balls, which will cause some serious damage if they touch you. Avoid or block these. If you can get close to him while he is creating the chains of electricity and hit him several times, you can stop them. If you are too far away, you'll just need to block.

As he floats around the arena, hit him as he goes past. Don't spend too long next to him though, as he has a close-range fireball attack that does a lot of damage.

This first round of fighting should be used for practice, as once you have done a certain amount of damage, Hideyoshi will transform into a completely different form. He will have the same attacks, but they will do a lot more damage to you.

Defeat his second form and there will be another cut-scene to wade through. End of stage 7.

STAGE 8: ONIMUSHA AWOKEN

In this initial area you are probably best to run past most of the enemies rather than standing and fighting. Move down the path until you reach the mirror. Open the puzzle box – top left, second row down on the left, third row down on the right, bottom left should do it.

Continue down the path until you come to a fork. In the short left-hand fork there is a puzzle box. Open it – top left, bottom right – to get the ONI CUTTER sword. Now head down the right-hand fork to a ruined temple. There are sleeping gacha monsters here, so try not to wake them up.

Get the MAP and an ONI JEWEL from the right-hand part of the temple. Open the puzzle box in the left-hand part of the temple – bottom left, top right, top right again. Go behind the temple to get a FRIENDSHIP SCARF, and absorb some red souls from a shrine. Head up the steps to another ruined temple. Save at the mirror, then get the GUARDIAN RIFLE from the chest.

This will cause a rather strange enemy to appear. This enemy will keep trying to blow you up with barrels of gunpowder, so be careful. Head down the path to the left of the steps, then go under the gateway and along the path to another temple. Save at the mirror here.

Once you're inside the temple, a mysterious girl sends you on a quest into the Oni Mansion.

INSIDE THE ONI MANSION

The trick in the Oni Mansion is to find the candle room in each level. This is the room with square shelves on one wall with a blue candle and an orange candle in them. This is actually a map,

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and each square represents a room in the mansion. The blue candle shows where you are and the orange one shows where you need to go. Use your map screen to keep track of where you are. Assume the top of the map represents north in the following instructions.

The location of the correct time rift to enter changes each time you play through the game, so this walkthrough can only tell you how to find the room with the candles.

ONI MANSION – FIRST LEVEL

Go north one room and get the ORANGE KEY. Look at the map on the wall and make your way to the room with the rift and enter.

ONI MANSION – SECOND LEVEL

From now on you will start to see genma you can't kill. They will either be impossible to damage or will respawn when you kill them. To get rid of them you will need to find the genma that generates them – it looks like a giant mushroom – and destroy it. On this level these invincible genma are geometric shapes with energy beams linking them. The shapes and the beams both damage you, so block when they come near.

From the starting room, go west, then go south through an open doorway and east through another open doorway. You will see another doorway ahead of you to the east with two of the genma shapes in it with an energy beam between them. You need to go through this doorway. Time it carefully and use block as soon as you are past them so that they don't catch you with the beam.

Go north into a room with a genma mushroom in it and kill the

mushroom. The shapes will vanish and leave a large yellow soul, so absorb it. Now go through the door to the east then go north. Get the ORANGE KEY.

Go back one room south, one west and one south. You will see a locked door to the east – use the key. Get the WOLF NECKLACE from the chest and examine the candles.

ONI MANSION – THIRD LEVEL

Go north for two rooms then east through an open door, then south. Get the ORANGE KEY. Go two rooms to the north then two to the east. Get the ULTRA MED LV 2 from the chest. Go back one room to the west, then go one room south.

You will see a door with a lock on it – open it with the key. The next room has a mushroom genma, and one of the invisible genma that can only be seen once you have used Absorb for a while. Kill these. Open the puzzle box – top left, bottom right, top right, bottom left. Go through the door to the east then go south to a room with a shrine – absorb yellow souls from here to increase your health. Now go two rooms north from the room with the yellow shrine. You will be in the candle room. Save your game here at the mirror.

ONI MANSION – FOURTH LEVEL

Go south into the room with the genma mushroom. You have to kill it to progress. Go east, then north, then east, then south. Get the PURPLE KEY.

Go two rooms to the west. Go south, then south again through the locked door – the purple key opens it. Go two rooms to the east and get the ORANGE KEY.

Go one room to the north and get the INVENTION NOTES from the chest.

Go two rooms to the west and use the orange key to get through the locked door to the west. Block as soon as you get in, because there are energy beam genma in here.

Go one room to the north and kill the mushroom genma. Get the WARRIOR'S CODE from the chest. Go north again and you will be in the candle room.

ONI MANSION – FIFTH LEVEL

Save your game at the mirror. Go north for two rooms. This room has a laser-firing creature sealing the door, and two of the energy beam genma shapes in it. Destroy the seal creature – the door you uncover is locked.

Go east. There is another laser firing creature sealing a locked door. Destroy it. Go south for two rooms and get the ORANGE KEY.

Go west. You are now in the room you started in. Save here if you wish. Now go north for two rooms and east one room. Use the orange key to unlock the door to the north. Get the PURPLE KEY. Open the puzzle box – top right, bottom left, third row down right, second row down left.

Go one room south and one west and use the purple key to unlock the door to the west. Go one room to the north and get the BLUE KEY. Heal yourself at the yellow shrine.

Go one room south and one west, and open the puzzle box – bottom left twice, top right.

Go three rooms east and one north and use the blue key to open the locked door to the west. Get the MEDICINE LV 3 from the chest. Go back one room east, one south and two west. South of you is a room with one

of the laser-firing door-seal creatures. Avoid its beam and go through into the room to the west containing one of the mushroom genma. Destroy this. Go one room south and one room east. Run in, grab the GREEN KEY and run out again, avoiding the armoured genma. Go two rooms north, one east and one north. Use the green key to unlock the door and go through into the candle room.

ONI MANSION – FINAL FIGHT

You now have to fight a demonic swordsman and you need to perform a lot of hits in order to break his sword. Once it's broken you can do damage to the swordsman for a while, until he creates a new sword. He has several attacks – he can fire two or three fireballs at you, he has a close range energy blast, and he will unleash a devastating series of sword attacks. If the first attack gets through, your guard won't be able to get back up in time to block the next series of attacks.

Stay at long range, and then run in close enough that he starts his series of sword attacks. Run out again so they don't hit you, and wait until he finishes his attacks. Then perform your own combo of attacks, but back off again before he can unleash his close range energy blast.

Repeat this until you have broken his sword once again, then perform as many combos as you can before he creates a new one. Try to knock him down at the end of your combos so he can't energy blast you. After you have defeated him there is a cut-scene and you are back in the temple. You now have to fight Ohatsu, who is possessed by the genma insects. Obviously...

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FIGHT WITH OHATSU

You are supposed to use Soki's red sword – use the  button to use this – against Ohatsu, but normal attacks work against her just as well.

Ohatsu regularly fires three shots at you, so you'll find that you spend a lot of this fight blocking. She also uses gunpowder to blow you up if you stand too close, and she has a special attack which gets through your guard. You will see her gun get covered in flames before she uses this attack.

To beat her, block until she fires three shots, then run in a little closer and block again if you are not in sword range. Run in and hit her several times, use the red sword attack if it is charged up. She will use her ninja rope to go to another part of the room. Follow her, but be ready to block when she shoots. Keep your eye on her – when she gets ready to use her special attack, run to the side so she misses. Once you have defeated her, stage eight is complete.

STAGE 9: STORMING AZUCHI

Take the opportunity to buy medicines at the magic mirror here. Also stock up on antidotes. Leave the temple – this triggers a cut-scene. You now have to rescue Jubei from Azuchi castle. It is useful during this level to use the 'rest and recover' order. Whenever one character is low on health, switch control to the other one and put the injured one on 'rest and recover'.

Destroy the cannon genma to get rid of the barrier and go into the next area. There is a TEST OF VALOR here against a crab walker. It's easy to defeat it within the time limit, but be careful to block when it does a leg sweep, as this does a lot of damage.

Open the puzzle box – top left, top right, bottom right. Go through the gate and save at the mirror on the other side. Use Ohatsu to destroy the mushroom genma at the top of the cliff. You will then come to a cliff you can't climb, with a folded up ladder at the top – well, you will if you've followed our instructions properly.

Use Ohatsu's ninja rope to get to the upper level. Then use her to unfold the ladder and let Soki climb up. Now shoot the genma mushroom at the top of the cliff next to the next gate. Head for this gate – run past the enemies who appear.

In the next section, use Ohatsu to shoot the bowmen at the top of the cliff, then climb the ladder. Moving away from the ladder triggers a TEST OF VALOR. You need to perform five 'finishers' within the time limit. This is easy – just knock the ninjas down, stand next to them, and pull down on the stick and press .

Afterwards you will have to use Ohatsu's ninja rope to get up another cliff. This time you need to stand over to the right, just to the left of the fence at the top of the cliff, and slightly back from the cliff. Go through the gate at the top and you will be inside the castle.

INSIDE AZUCHI CASTLE

There are a series of energy barriers throughout the castle. To remove them you need to shoot devices on the walls. In order to shoot the devices though, you have to stand on a floor panel to open a little shield around them. Then make Ohatsu stand in the correct place and press  to shoot them.

The first barrier is very easy. Just have Ohatsu stand on the floor panel

in front of it, then press **○** to shoot the device. The barrier will drop.

Now have Soki stand on the green floor panel. You will see the green device in the other corner of the room open up. Use Ohatsu's ninja rope to swing across to that side of the room, then shoot the device. This will drop the barrier and allow Soki to join you.

Now have one character stand by the barred door and the other character by the lever in the wall. Pull the lever to drop the bars, then quickly change character and go through the door. Save the game in the next area at the magic mirror.

Go up the steps to the right of the mirror. Get Ohatsu to blow up the seal on the door – press **○** when she is next to it. Go out the door onto a section of the roof.

Go to the left side of the roof and get the **NECKLACE OF PEACE** from the chest. Get the **AZUCHI CASTLE MAP**.

There is a sloping section of roof that leads to the upper level. Go up the left side of this roof to the barred

door at the top. Stand at this door with one character, have the other character work the lever at the bottom, then quickly switch control back and go through the door.

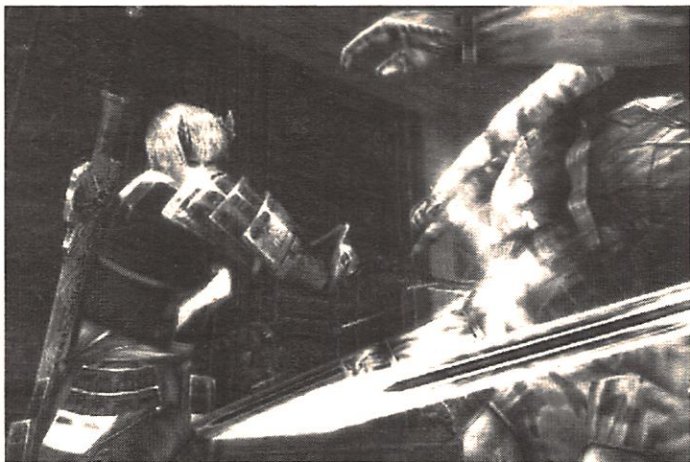
This next part requires tricky timing. First, have Ohatsu stand at the top of the steps. You will see a set of rotating blades in the floor, then an energy barrier at the end of the corridor. You need to make Soki stand on the floor panel at the corner of the corridor.

Switch control to Ohatsu, shoot the panel, then have Soki run quickly past the rotating blades to the end of the corridor before the barrier comes back. You need to move quickly, but you do have enough time to pause and get your timing right before each set of blades. The left-hand side of the blades seems to be easier than the right.

Operate the machine at the end of the corridor and you will see the cogwheels start to turn. Head back down to the room with the magic mirror and save.



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Now have Ohatsu stand at the top of the steps, and Soki stand on the floor panel in the other corner of the room. Make Ohatsu shoot the device. The barrier will drop and you can now go up a new set of stairs. There is another barred door at the top, so again you will need one character to work the lever and the other to go through the door. You will now be in another roof area.

Climb the sloping section of the roof with Ohatsu and use the ninja rope to swing across to the upper section on the right. Unfold the ladder so that Soki can climb up to join you.

There is a lever slightly to the left of the barred door. Again have one character work it and the other go through the door. There is another corridor here with rotating blades and an energy barrier at the end. You will have to do the same thing as you did with the other corridor. This time, the right-hand side seems to be slightly easier than the left.

Once you have activated the machine, head back out to the roof section and go through the door at the lower right. Stand on the blue floor panel with Soki then have Ohatsu stand at the top of the steps and destroy the device. This takes you full circle back to where you started.

Go through the door next to the steps and get the LUCKY CHARM from the chest. Open the puzzle box – top right, bottom left, bottom right – to get the VICTORY GALE SWORD. Get the TOYOTOMI CREST from the corner that's nearest the door.

Head back around to the room with the mirror and save. To the left of the mirror is the elevator, which you have now activated. Use the elevator, then unlock the double doors with the crest. There is now a cut-scene and you have to fight Munenori again.

FIGHT WITH MUNENORI

The most important thing that you need to remember in this fight is to step back once you have knocked him

down. If you are too close when he stands up, he will throw powder in your eyes, and you will be dizzy and unable to block. He can easily kill you when you are like this. If he does catch you with this trick, quickly change characters. As well as this, be ready to block when he whistles for his pet crows and when he jumps over your head and attacks from behind.

Once you have reduced him to half of his health, he will unleash the power of his demon eye. After this (as well as having a cool glowing red eye where his eye patch used to be) he will have two new abilities – he'll be able to teleport from place to place, and he will have a double attack where the first one breaks your guard and the second one does a lot of damage. This means you should keep your distance more in the second part of the fight and rely less on guarding and more on timing your attacks.

Once you have defeated Munenori, stage nine is complete.

STAGE 10: THE MAD DOCTOR

Get the ULTRA MED LV 2 and the WESTERN HOSPITAL MAP. Go east into another room. Get the MEDICINE LV 2 and the POWER ROOM KEY. Head out into the first room again and go west into a room with a magic mirror. Get the POWER JEWEL.

Unlock the door to the north with the key and go through into the power room. Activate the machine. Head back out into the first room again, and pull the lever next to the big door to the north, and go into the left that is revealed.

In the next section you will encounter enemies that can only be finished off with Soki's sword of

purification. You can damage them with normal attacks, but if you kill them this way they just come back.

Put your teammate on 'wait and recover' so they don't accidentally kill the enemies, then use Soki's normal attacks to get them down to nearly dead, then finish them with the **B2** button cleansing attack. Save at the mirror, then head through the door at the end of the corridor. You now have to fight Luis Frois.

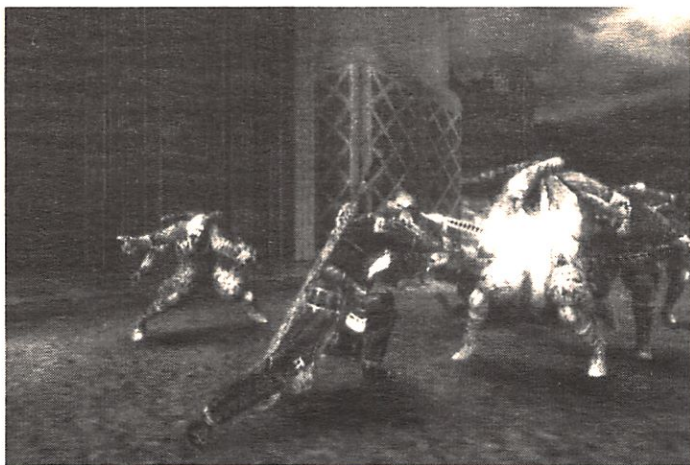
FIGHT WITH LUIS FROIS

The first part of this fight is simple. He will disappear, then reappear and fire energy balls or big scalpels at you. Dodge or block these and then just hit Luis until he disappears again. The second part of the fight is a lot harder. After you have done a certain amount of damage to him, he will teleport your teammate to a balcony where she can't interfere with the fight. He will then vanish.

Sets of three of the big scalpels will appear in the corners of the room and fly towards you. To make Luis reappear you need to dodge out of the way of one of these sets of scalpels, then quickly hit it with your sword as it flies past. This will deflect it back to hit Luis, causing him to become visible. You can then hit him several times before he disappears again. After a certain point in the fight, four sets of scalpels and then six sets of scalpels appear at a time instead of one set, and you will need to try to keep an eye on all of them to see which one is going to fly at you, but the basic principle is still the same.

He can also cast a Doom Symbol on you, which looks like a kind of clock face around your character. The hands will go faster and faster, and after a

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certain time you will be dead. Game over. The way to stop this is to do as much damage as possible to Luis. If you damage him enough, then the symbol will disappear.

Despite the fact that your teammate is stuck on the balcony, the two-player co-operative magic attack still seems to work (charge your magic to level 3 then hit ). Once he is defeated there is a cut-scene and then level 10 is over.

STAGE 11: DARK CASTLE

The group are returning to the dungeon where Roberto was previously held and you start off with Soki and Roberto as your group. You may have noticed large boxes blocking off areas in the previous levels – Roberto can push these out of the way, just by standing next to them and walking in that direction.

Get the MEDICINE LV 2 and then use Roberto to push the box out of the way. Go through the door that is

revealed into an area with two streams. Use the levers to lower the bridges across the streams. Leave one character where you started, then use the other to cross to the far side of the area and get the FLOODGATE LEVER from the chest here.

Now go back to the area between the streams and use the lever to shut off the water. Get the characters to work together, with one raising the bridges while the other goes down into the stream beds to get the DRIVE JEWEL and the WATERWAY DOOR KEY. Use the key to get through the small door to the right of the streams.

Now go through the large gate in front of you and into the castle. Kill the genma with the sword and the laser genma sealing the door and go through. Save at the mirror.

Go round the corner and climb the ladder. Use Roberto to pull the lever and lower the fence, and then get the EMERGENCY EXIT KEY. Now climb back down and use this new key to get through the door here.

Go straight ahead and climb the ladder on the left side of the corridor. Use Roberto to get through the steel door. Climb the ladder on the left, then use the lever to lower the fence. Get the DRIVE MED LV 2 and go through the steel door. Now, once again save at the mirror then go through the door at the top of the little ramp.

In the next room there is a TEST OF VALOR against a genma general. It's easy if you use the co-operative Oni magic attack. After you've defeated him, climb the ladder. Get MITSUNARI'S DIARY then head through the door at the back of the room.

Get the POWER JEWEL then climb down the ladder. There are two floating fireballs you need to pass, and an archer that appears at the end of the corridor. Here is a useful tip: When the arrows hit the fireballs they turn into yellow souls. Stay at the far end of this area and don't go past the fireballs and kill the archer until both your characters' health bars are full up. Then quickly go past the fireballs, kill the archer, and continue on and into the next area.

Open the puzzle box – top centre-left, top centre-right, bottom far right, bottom centre-left, top far left – to get the ENRYU SWORD. Now go down the ladder into the dungeon.

Get ROBERTO'S PENDANT, which is what you came here for. Head out through the door and save at the mirror. Go down the corridor and through the doorway at the end. There is a TEST OF VALOR here.

Afterwards, go through the door into the circular room and get the COPPER GEAR A. Use the copper gear to lower the drawbridge, then cross it and go through the door. Head down the sloping path and open the puzzle

box – bottom centre-left, top far left, top centre-right, bottom far right.

Go into the tunnel opening and along the sunken path, then climb the ladder. Use Roberto to push the box into the sunken path, making a bridge. Now head the other way and use the magic mirror to switch allies, so Jubei is in your party instead of Roberto. Go back, cross the box bridge, and use the elevator to get Jubei to the upper level. Now get her to go through the narrow crack and get the COPPER GEAR B.

Go back past the mirror and use the copper gear to lower the drawbridge. Go round the corner, over the wooden bridge and through the small crack. Now go down the ladder and get the two SMALL GOLD NUGGETS from the chests. These can be sold for decent amounts of cash.

Go back up the ladder and through the crack. Continue down this corridor, and use the lift at the far end. Open the puzzle box – bottom right, bottom left, top right – to get the CUTTING WIND sword.

Use the purple lift to get the other character up to this level, then the green lift to get one character right to the top and retrieve the POWER JEWEL. Now go back to the bottom, back over the wooden bridge, and into the cave mouth.

You now have to fight a large genma and some ninjas in order to escape from the dungeon and get back into the outside.

Once outside, get the SECRET MED LV 2 then save at the mirror. Switch Ohatsu into your party. Now head out of the gate. You need to fight the same kind of monster as you had to the last time you were here. This time it is much easier, though – change

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control to Ohatsu, put Soki on 'wait and recover' and just stand out of the way in a doorway and keep shooting the monster until it dies.

STAGE 12: MITSUNARI'S PRIDE

Before starting this stage, make sure you have plenty of antidotes – top up on them at the magic mirror before leaving the hideout.

Kill the genma and get the map of the facility. Go through the door into a room with banks of electrical equipment. Go straight ahead through the door. You are now in a large round room, with four coloured markings spaced around the walls: red, blue, yellow and green. Go onto the platform to the left and press the switch on the wall to activate it. The platform will rise up to the upper level. Use Roberto to get through the metal door.

Go to the left-hand side of the room, around behind the machine there and smash it. The machine with the red markings is now smashed. Three to go. Climb the ladder at the other end of the room and open the puzzle box – bottom left, top right twice, top left. Now go back out onto the platform and use the lever to move it around one space, past the blue marks. Go through the door and climb up the ladder to earn yourself the GREEN CREST. Now head back out onto the platform.

Move it one space around and past the yellow mark. Go through the metal door and smash the machine with the green markings – two machines to go. Open the puzzle box – top right, bottom left, third row left, second row right – to get the CLASS ZERO GLOVES. Climb the ladder and go

through the door to get the MEDICINE LV 3. Head back down the ladder and climb down the ladder in the floor. Use the green crest to get through the door and get the PURPLE CREST. Go back up the ladder and onto the platform once again.

Move the platform two places round and past the green and red marks. Go through the door and down the ladder. Use the purple crest to go through the door and get the CONTROL DOOR KEY. Go back up the ladder and onto the platform. Move the platform several places round until you reach a switch in the wall. Use the switch to lower the platform back to ground level.

Go through the door with green markings above it. Change your allies at the magic mirror, and switch Ohatsu into the party. Kill the mushroom in the centre of the room, then use Ohatsu's ninja rope to swing across the sunken area. Now fold down the ladder so Soki can join you. Climb the ladder and destroy the machine with the yellow markings. One more to go.

Open the puzzle box – centre, middle left, middle right, bottom centre, top centre – to get the CRAG GUN. Head back down to the mirror and go through the small wooden door next to it. Climb the ladder, then the next ladder. Go through the door to a small area with a shrine where you can absorb red souls.

Head back down to the mirror and switch Roberto back into the party. Go through the metal door on the other side of the sunken area. Now go through the door beneath the blue markings – using the control door key you get earlier. Climb the ladder and destroy the machine with the blue markings. All four machines

are now destroyed. Get the **FRIENDSHIP SCARF** from the chest.

Head back down to the ground level and get onto the rotating platform. Use the switch to raise it, then move it round to the switch and use it to get back to ground level. Head through the large door and you will be back in the control room once again.

Now save at the mirror and switch Ohatsu into your party. Use the lift opposite the mirror. There is a **TEST OF VALOR** here. Afterwards, use Ohatsu's ninja rope to swing across the chasm. Absorb yellow souls from the shrine, then swing across the gaps to either side and get the **DRIVE MED LV 3** and the **ANTLER**.

Now head through the door into a room with glass tanks. Head through the far door into another identical room. Kill the mushroom and the laser creature which is sealing the door. This creature fires its laser a lot more than the normal ones do, so the best thing to do is to have Ohatsu stand on the bridge and just shoot it from there.

In the next room there is some sort of genma boxer guarding a chest. Again, the simplest thing to do is have Soki stand by the door on 'wait and recover' to distract him and use Ohatsu to shoot it from the bridge. Get the **GEM OF BRAVERY** from the chest. Head for the far door and use the same trick to defeat the other genma boxer. Get the **BLESSED ONI EYE** from the other chest and then head through the next door and fight your way down the stairs past waves of increasingly tough genma. It's tough, but if you take it steady then you should be fine. Save at the mirror.

Enter the door at the bottom and get ready to fight Mitsunari.

FIGHT WITH MITSUNARI

Mitsunari fires balls of poison in various patterns. Often these remain on the floor for some time, and if you touch them you will be poisoned. His fan flies about on its own, and can knock you into the poison. He also has an extendable arm that does a lot of damage if it hits you, and will also poison you. Lastly, he can temporarily influence your teammate and make her change sides and attack you.

You can get rid of the poison by using the 'absorb souls' button and absorbing it. At certain points in the fight he will absorb the poison from the floor, and these balls of poison will act like health souls for him. You should try to make sure there are never too many poison balls on the floor by frequently absorbing them.

As long as you have a lot of antidotes this fight is actually quite easy. Absorb the poison from the floor, dodge or block his arm attacks, dodge the poison balls he fires at you. Keep your teammate on 'wait and recover' for most of the fight to give Mitsunari less chance of taking her over and making her attack you. Taker antidotes whenever you are poisoned – which will be quite often and do as much damage as you can to Mitsunari when he's visible and not surrounded by poison. After you have beaten him stage 12 is finally over.

STAGE 13: CONFRONTING SAKON

Get the **ULTRA MED LV 1** from the boat and get the **MAP** from the barrel. Head past the magic mirror and through the gate. There is a **TEST OF VALOR** in the next section.

Afterwards, go through the little gate and over the line of boats. Open

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the puzzle box on the dock – bottom right, bottom left, middle left, top right – to get the TWILIGHT GUN.

Head through the little gate into a large open area and save at the mirror. Head up the steps next to the mirror to find a secret area. Get the HISTORICAL DOCUMENT. Open the puzzle box – top right twice, bottom left, bottom right, middle left – to get the G. GENERAL RING.

Head back down the steps then cross the bridge and go through the gate into a new area. If Ohatsu is not in your party, use the magic mirror to switch her in. Now use her to blow up the seal on the sealed door. Go inside and read the note. It tells you how to find the combination you will need – find three pictures in the warehouses, find the numbers hidden in them, and order the numbers from largest to smallest.

Check all the warehouses. You will find pictures showing: one whale, three bears, and four dogs. Swap Roberto into your party and use him to open the steel door of one warehouse. Get the RARE ANTLER and the LUBRICATING OIL.

Go to the gate at the top of the steps and enter the combination: 4, 3, 1. Go through the gate into a section with a drawbridge. In order to use it you'll need one character standing at each lever, and you'll also need the lubricating oil. Cross the drawbridge and open the puzzle box next to the mirror – top centre twice, top right, bottom left.

Go through the next gate and check all the warehouses. Again you will need Ohatsu to open one of the doors and Roberto to open the metal one. You will see the pictures you saw in the previous section, and some new

pictures with six butterflies, five birds and two elephants. The combination you need to get through the next gate is: 2, 5, 6.

Go through the gate. If Ohatsu isn't in your party, swap her in at the mirror. Go out onto the pier and use Ohatsu's ninja rope to swing to the next pier. Unbar the gate and rejoin Soki. Switch Roberto into the party then go through the gate. Use Roberto to open the metal door and get the DOCK KEY. Open the puzzle box – bottom centre-left, third row down far right, top far left, second row down centre-left, second row down centre right, top far right – to get the ROSARY OF HEALTH. Get the MEDICINE LV 3 from the chest. Use the key to get through the locked door and then head towards the ship. There is a cut-scene, then you have to fight Sakon.

FIGHT WITH SAKON

There isn't much space in this area, so you can't fight Sakon the same way as you did the first time. Use Oni meds to make sure there is plenty of power in your magic bar. Run in, hit Sakon with a level one magic attack. This will knock down his force field. Hit him several times while his force field is down. This will cause him to produce several souls – some red, some blue, and if you are lucky, a yellow. Run back and absorb the souls. The blue souls should help to replenish your magic bar.

While you are doing this, he will be standing up and rebuilding his force field. When he is finished, and while he is swinging his spear about and getting ready to attack you, run in and repeat the 'level one magic attack then several hits' combo. Then run out and absorb the souls.



Keep doing this, and you should replenish nearly as much power as you use from your magic bar. You might have to use one or two Oni meds to keep the bar up though. You should be able to beat Sakon this way without losing any health. After you beat him, there is a cut-scene and the level is complete.

STAGE 14: LADY YODO

The stage starts on the ship. Talk to the characters and use their combining skills to make medicines for the journey ahead. Buy more medicines from the shop and make sure you have plenty of antidotes.

The level starts you off in an abandoned village. Head down the path next to the magic mirror. Complete the TEST OF VALOR and continue down the path. Open the puzzle box – centre left, bottom right, centre right, top right, bottom left. Continue once again along the path and complete the next TEST OF VALOR.

Get the SECRET MED LV 3 then head into the cave and save at the mirror. Go through the cave for a cut-scene and another fight.

FIGHT WITH LADY YODO

Kill Yodo's zombie sidekicks, then there will be a cut-scene and the genma inside of her will come out and start to fight you. This genma is surrounded by a poisonous aura. Don't touch her while she is like this or you will be poisoned. She also gives off balls of poison, which turn into ninjas when they hit the ground. You need to absorb the poison from her aura, the same way you absorbed the poison when fighting Mitsunari way back in stage 12.

When you have absorbed enough, the purple cloud around her will disappear. Do as much damage as you can before the poison aura comes back, then start absorbing again.

While the genma is poisonous and you are absorbing, put your team mate on 'wait and recover' and the

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genma and her ninjas should be distracted and spend most of their time attacking your team mate. Once she is defeated, stage 14 is over.

STAGE 15: SHIMABARA ASSAULT

Make sure that you have plenty of antidotes before starting this level. Get the MEDICINE LV 1 from the chests on either side of the room, then head for the door. This will trigger a TEST OF VALOR against a genma General.

After this, head through the giant door into the facility. Get the BISHOP RING and the ROOK RING from the chests, then head through the next door into the control room. Then get the MAP and MITSUNARI'S DIARY NO 3 from the consoles.

Go through the next door and kill the monster guarding the bridge. Head into the big circular room which will be familiar from stage 12.

Go through the door with the green markings over it. Go through the little door beside the magic mirror. Read the note describing how you will need to find a fuse to get the machine working. Go back out into the mirror room. Swap Ohatsu into the party and use her to swing across the gap and unfold the ladder.

Swap Roberto into the party and use him to get through the metal door. Now go through the door with the blue markings above it. Get the RED CREST and the 1F ELECTRIC PLUG.

Head back to the room with the mirror and use the crest to get through the door in the sunken area. Swap Tenkai into the party and use him to talk to the corpse behind the red crest door – this gets you the BLUE CREST. Go through the small door next to the mirror and use the plug in the machine.

Now swap Roberto into the party and go back out into the big circular room. Stand on the platform and push the switch on the wall opposite the lever to activate the platform and cause it to rise to the second level.

Go through the door. Climb the ladder to the upper platform, go through the door, along the platform and through another door. Get the S. DRIVE MEDICINE LV 2. Go back through the door and down the ladder. Smash the machine with the green markings and get the BROTHERLY SCARF from out of the chest.

Make your way back to where you left the rotating platform. Use the lever to rotate it one place round past the red markings. Use Roberto to open the metal door. Now smash the machine with the red markings, and open the puzzle box – top left, bottom left, top right – to get the FUDO HORN. Use the mirror in this room to swap Tenkai into the party, then climb down the ladder. Use the blue crest to get through the door and then use Tenkai to talk to the dead body. This gets you the BACKUP POWER KEY.

Go back up the ladder to the mirror room. Climb the ladder and follow the upper level all the way round to the left to get a DRIVE JEWEL. Now go back to the mirror and swap Roberto back into the party. Go back out onto the rotating platform.

Move the platform one place round past the blue markings. Go through the door and destroy the machine with the yellow markings. Go down the ladder and get the 2F ELECTRIC PLUG. Absorb red souls from the shrine, unbar the barred door and then go back into the room with the shrine and make your way back to the rotating platform.

Rotate the platform two places, past the green markings. Go through the door, up the ladder, along the upper level to the right, and down the next ladder. Use the plug in the machine and then make your way back to the rotating platform once more. Rotate the platform all the way round until you reach the switch on the wall, and then use the switch to lower the platform to ground level.

Go through the door with the green markings and swap Jubei into the party at the magic mirror. Go across the sunken area and through the locked door into the room with the shrine – you have the key now, remember? Climb the ladder and use Jubei to get through the crack in the wall. Smash the last machine. Open the puzzle box – bottom far left, top centre-left, top centre-right, top far right – to get the WAR CHARM.

Head back through the crack and down the ladder. Go through the barred door then out into the big circular room. Now go through the big door with the red markings and make your way back to the control room.

Now all four machines are destroyed, the elevator will work. Use it. Complete the TEST OF VALOR in the next room and then get the HABAKIRI SWORD from the chest.

Go into the next room, which is patrolled by fireball genma in a rigid pattern. Make your way through them and get the items from the chests to the left and right of the door, then head through into the next room – which is identical. Get the items from the chests in the corners of the room and continue into the next identical room. Get the RARE ANTLER from the chest on the right of the door you came in through, and get LUIS FROIS'

DIARY from the wooden bridge near the other door. Head out the door into a narrow corridor that winds down a series of ramps.

Head down the ramps and get the SHISHIO SWORD. You will have to fight a doppelganger on these steps. This enemy mimics each of the heroes, using their weapons and attacks – starting with Jubei. When you kill it, it then changes to the form of another of the heroes and comes back to full health. After it has taken the forms of all the heroes, it will stay in Soki's form, but will keep coming back to full health after it is killed. You can kill it permanently if you use Soki's purification sword for the last attack.

Save at the mirror at the bottom of the stairs and then go through the door for a fight with Mitsunari.

FIGHT WITH MITSUNARI

This is very similar to the fight with Mitsunari in stage 12, so use exactly the same tactics. Afterwards, the genma inside Mitsunari will come out and you will have to fight it. This genma is a giant centipede called Claudius. Once again you will have to absorb the poison he leaves behind, as he can use it to regain health.

Claudius will fly around for a bit, then make a couple of passes across the battlefield, trying to bite you. Dodge these attacks and attack him from the side. He will then start a pattern of flying straight up through the floor, then diving vertically down. You get a brief warning of where he is about to do this, as a purple mark appears on the floor.

While he is doing this, keep moving so you make sure you avoid these attacks. If you get the chance, attack him from the side while he is

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flying up or down through the floor. If you can manage to hit the orb at the tip of his tail, this will cause him to temporarily freeze in place, which lets you get some free hits in. But it has to be said that this is more a matter of luck than judgement, though.

After he has flown up and down through the floor like this a few times, he will then poke the tip of his tail up through the floor. The orb at the top of it can fire a beam of energy at you, and he will use the tail to absorb any poison you haven't got rid of and also use it to regain health. Use an Oni magic attack on the orb. He will then start again at the beginning of the pattern, flying across the battlefield again. Keep damaging him and making sure you get rid of all the poison before he can regain his health and you will defeat him.

STAGE 16: ONE WAY OUT

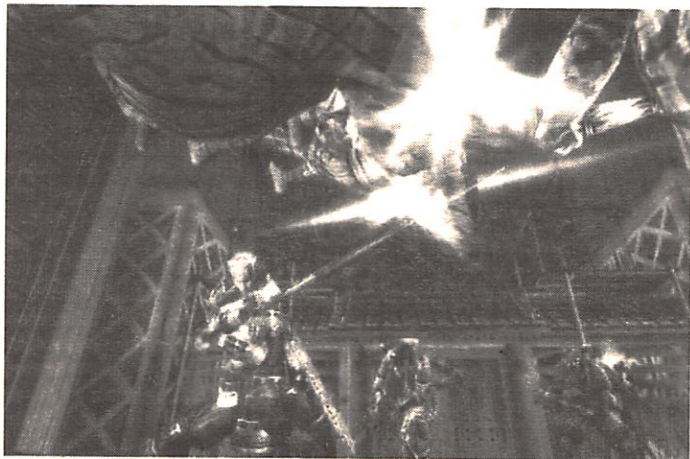
Get the GENERAL'S CHOKER from the chest, then destroy the laser genma

sealing the gate and go through.

Get the MEDICINE LV 3 from the well and then continue along the street. Open the puzzle box on the left hand side – bottom far right, top centre-right, top centre-left, top centre-right, top far left, bottom centre-left.

Kill the genma swordsman that's guarding the next gate and then go through. Head down the slope and past the magic mirror. Swap Ohatsu into your party. You'll spot a large genma next, who's guarding the next gate – and he's also flanked by two cannon genma. Kill the cannons first.

Open the puzzle box behind one of the cannons – top right, second row left, top right, third row right, bottom right, second row left – to get the TIZONA SWORD. Kill the large genma and go through the gate. Move towards the drawbridge – this triggers a TEST OF VALOR, which is much easier if Ohatsu is in the party. Save at the magic mirror on the drawbridge, then go through the gate into the castle.



Now get the CASTLE MAP from the statue, then open the two puzzle boxes. The box on the left needs: top left, top right, middle left, bottom left, middle right and gives you the LOW KING RING. The box on the right needs: column one top, column three bottom, column two bottom, column five top, column four top, column six bottom and gives you the HIGH KING RING.

Now head up the stairs to the left of this area. In the next room, replenish your health at the yellow shrine. Climb the stairs to the top, then go down the set of stairs on the other side. Open the puzzle box at the bottom – column four top, column three top, column two bottom, column one bottom, column one top – to get the CLASS ZERO GUN.

Go through the door and down the stairs. Open the puzzle box to the left of the stairs – top right, bottom centre, top centre, top left – to earn yourself the YELLOW BELL. Now climb the ladder, then the next ladder. Open the puzzle box in the next area – top right, top left, top centre, bottom right, top right – to get the KAMUDO sword. Save at the mirror then head up the stairs. You now have to fight Munenori again.

FIGHT WITH MUNENORI

This is very much like the fight with Munenori back in stage nine. This time he also has the ability to create a duplicate of himself, which can also attack you. You can get rid of the duplicate by simply doing enough damage to it though, so since Jubei can attack faster than Munenori, this should be quite an easy fight. Just remember to block or step back when he is on the ground so he doesn't catch you with his powder. After the

fight there is a cut-scene and stage 16 is then completed.

STAGE 17: TWISTED KYOTO

Make sure you have bought all the medicines, oni meds, drive meds and antidotes you can from the shop and levelled up your characters and their weapons before leaving the hideout.

Head down the street. The enemies in this level respawn, so there's little point in fighting them. Just run past. Get the SECRET MED LV 2 from the table on the right of the street, then go through the gate at the end. Get the TAO MASTER'S RING from the chest by the gate then go through onto the bridge. Kill the huge genma guarding the far end, then open the puzzle boxes.

The box on the left needs: top right, middle right, bottom right, middle left, top left, middle left and gives MICHAEL'S GAUNTLETS. The box on the right needs: column three, row three, column one row four, column three row four, column three row two, column two row two, column one row one, column four row one and gives the ITHURIEL SPEAR. Go through the gate at the end of the bridge, then down the street and through the gate that's to the right.

Go down the little alley to the right and get the GENERAL'S RING from the chest, then save your position at the mirror. Continue down the street and through the gate. Get the DAIGO TEMPLE MAP. After a cut-scene, Roberto will leave the group. Continue down the street and fight the crab walker at the end. Go left at the top of the steps to find a hidden puzzle box. Open it with: column three top, column one top, column two bottom, column four

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bottom, column three top to get a PROSPERITY CHARM.

Go through the door into the temple path area from stage seven. Save at the mirror and make sure all your allies have their weapons and skills enhanced as much as possible. Head for the steps. There is a cut-scene and Tenkai leaves the party. At the top of the steps, Jubei also leaves the party. Then Ohatsu leaves and Soki is left on his own at the bottom of the path up the giant tree.

Go up the path. The enemies respawn here, so you might as well just run past them. Get the ULTRA MED LV 2 and open the puzzle box – row two column one twice, row one column one twice, row three column two twice – to get the ROSARY OF MAGIC. Continue up the tree to the next puzzle box – row two column two, row one column one, row one column three, row three column three, row three column one, row two column two – to get the DURANDAL SWORD. Keep going up the path until you reach the building. Get CLAUDIUS MEMO 1. Go through the door into the building and save at the mirror.

Now make your way through the building. If you look to your right you will see a shrine through a hole in the wall, which you are able to absorb red souls from.

Head up the stairs and get CLAUDIUS' MEMO 2 and the MEDICINE LV 3. Open the puzzle box next to the hole in the wall – column one top, column two bottom, column three top, column four top, column one top – to get the ROSARY OF HEART. Head out the hole in the wall, continue up the tree and get the ULTRA MED LV 3. After you've reached a certain point, the scene will

change and you will be controlling Roberto as he battles a giant fly.

ROBERTO'S FIGHT WITH THE GIANT FLY

The giant fly has several attacks. It will fly along and release a cloud of poison for a while, then it will release some eggs which will turn into genma swordsmen, and after that it will fire lightning bolts at you. After the lightning bolts, it will fly round and try to land on you.

Avoid the cloud of poison. Keep an eye on the giant fly and watch out for electricity forming around its legs, as this is a sign that it's about to fire lightning bolts. Block when it does this. These do a lot of damage, and if you are knocked down by them you might get killed before you can get up.

When it tries to land on you, make sure to keep moving so it can't make contact, as blocking doesn't work against this attack. It will do a lot of damage if it hits, but if it misses it will be stuck in the ground for a short time. This is your chance to run in and cause as much pain as you can before it gets back into the air.

Make sure to get rid of the genma swordsmen. You will be able to lure the fly into killing some of them with its own lightning bolts. Kill the rest while the fly is buzzing around releasing poison. You should be able to get the occasional yellow soul from them to keep your health up.

Use drive meds to make sure that Roberto's Oni points are full up – this is the purple circle at the end of the health bar. This way, if you run out of health you will come back to life in his 'Oni form' instead of dying. Once the fly is defeated, you will switch to Tenkai fighting the giant centipede.

TENKAI'S FIGHT WITH THE GIANT CENTIPEDE

This fight is very similar to the previous fight with this boss. Avoid his attacks and keep moving when he's attacking straight up and down through the ground. Make sure to absorb the poison he leaves behind and use oni magic attacks when he pokes his tail up through the ground. After you have finally defeated the centipede, you will switch to Jubei fighting Munenori.

JUBEI'S FIGHT WITH MUNENORI

This is very similar to previous fights with Munenori, but he is stronger and more powerful. Also, the powder he throws at your eyes will poison you this time instead of dizzying you. Once again, Munenori is able to create a replica of himself, but if you do enough damage to it, it will disappear. If you are damaging the real Munenori, you will be able to watch his health bar at the bottom of the screen going down.

Again it is a good idea to fill Jubei's Oni bar to maximum using Oni meds. Defeat Munenori and you will switch again – this time to Ohatsu fighting Ophelia.

OHATSU'S FIGHT WITH OPHELIA

Once again, this is very similar to the previous fight with Ophelia, so a lot of the tactics you used there should work again. She is covered in a poison aura which you should remove by using the absorb souls button. She creates ninjas to attack you, and she has a couple of attacks – one where she stretches out her arms and then uses them to pull herself towards to and hit you, and the other where she unleashes a series of kicks.

Avoid or block her attacks, and absorb her poison aura. Keep the level of ninjas low by shooting them – you can sometimes get some yellow souls from them if you're lucky. Once you have temporarily got rid of her poison aura, you will see she is no longer purple. Do as much damage as you can before she gets her aura back. After you have defeated her, the action switches back to Soki.

Go through the door into the building at the top of the tree. There is a magic mirror there. If you have not already maxed out Soki's weapon, do so now. If you have them, spend all the rest of your red souls enhancing Soki's armour and then save the game. Go through the next door for a boss fight with Hideyoshi, who's kindly put on a giant suit of armour especially for the occasion.

SOKI'S FIGHT WITH HIDEYOSHI

Hideyoshi's giant armour has several attacks. He will kick you if you are in front of him, he will fire some missiles out of the top of his armour, and he has a couple of magic attacks. When you see the shoulder and back parts of his armour start to glow purple, back away from him. He will either stab his sword into the ground and create a circle of energy around himself, or he will charge up his sword and try to hit you with it. Both of these attacks can be avoided simply by putting enough distance between you and him.

When he fires missiles, some explode on impact if they hit you, otherwise they will stick in the floor for a while and then explode. Dodge the missiles, then stay away from the unexploded ones. He also has a

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machine gun attack he can fire from his hand. Stay pretty close to him to avoid this one.

The trick to destroying the robot armour is to do damage to the legs. If you do enough damage to a leg of his armour it will malfunction and smoke will come out. Do the same to the other leg and the armour will fall over. You can now do damage to Hideyoshi until the armour stands up once again. Repeat this pattern of avoiding his attacks, attacking his legs until he falls, then damaging him, until the robot armour is destroyed.

After you have defeated Hideyoshi, there is a cut-scene and now you have to fight the genma tree, which is possessed by the soul of Lady Yodo. You get a choice of allies. I would suggest Ohatsu, as her long range attacks are very useful.

FIGHT WITH THE GENMA TREE

Watch the floor and you will see puffs of dust appear. These mark the place where one of the tree roots is going to burst through the floor. Don't be standing there when that happens. The tree fires lasers from its eyes, so obviously try to avoid these as much as possible, as you can't block them. It will also occasionally create genma. Kill these. Make sure your Oni bar is full using drive meds, as this will allow you to come back as the Oni if you are killed, rather than just dying.

In order to do damage to the tree you need to get close to it – unless you are Ohatsu. This is sometimes impossible, as it creates a fence of roots around itself. This is not *always* there, though. When it fires lasers from its eyes at you, the safest place to be is right next to the tree. This also gives you the chance to damage it

while you are there. Keep damaging the tree and avoiding its attacks. Once you have defeated the tree, there's another cut-scene. Save the game at the mirror and head out through the hole in the wall. Now it's time to fight the genma god of light.

FIGHT WITH THE GENMA GOD OF LIGHT

The god takes the form of a serpent demon. Use oni meds to keep your magic bar full.

The demon has various attacks that are difficult to dodge, like flame breath and a series of energy bolts from its hands. When these attacks catch you and you are in trouble, use the **A** button for the 'ultimate critical' attack. This will get you out of trouble and also do a lot of damage to the enemy. Then use oni meds to refill your magic bar. The rest of the time, just close in on the demon and hit it. After this fight there is one last battle before the game ends – with Fortinbras, the leader of the genma. We would suggest *not* using Ohatsu as your teammate for this one.

FIGHT WITH FORTINBRAS

Most of this fight will be about avoiding or blocking Fortinbras' many attacks. He has fire attacks and ice attacks that freeze you, as well as an attack using many small beams of energy. It is vitally important not to get caught up in these. As well as doing a lot of damage, they will temporarily stop you acting at the important moment. He has some 'floating eyeballs' that go round the battlefield, but you can't destroy these, because there is a shield around them. You also can't hurt Fortinbras. Feeling optimistic?

When he fires the attack using lots of little beams of energy, he will say: "I am the God of Light" beforehand. This is your cue to start running round the battlefield, as this attack of his will go through your block if it hits. Run round the field and stay ahead of the beams. If you do get caught by them, you can use a magic attack to temporarily escape any damage. Even though you can't hurt Fortinbras with them, this is a good use for your magic attacks.

There is only one way to damage Fortinbras. He will create a big fireball on his hand (the 'White Star') with an energy barrier around it. After a while he will fire it at you. If it hits the ground anywhere near you it will do a lot of damage. You need to absorb the barrier around this fireball before he launches it – in the same way you absorbed the poison barrier around Ophelia earlier in the game. Early in the fight this is quite easy, but later on it seems to take longer. Later in the fight it's best to switch to your

teammate, and then give Soki the 'absorb souls' order. With both of you absorbing souls, you can get rid of the barrier before he fires.

When he fires the White Star, if there is no barrier around it you can hit the white star with your sword and bounce it right back towards Fortinbras. This will have the benefit of dropping the shield around the floating eyeballs. Kill them. Fortinbras will drop down to ground level and be vulnerable, so do as much damage as you can before he floats back up again.

During the fight, the number of floating eyeballs that appear will gradually increase. Later in the fight, Fortinbras will also create small globes of light that fire beams of energy across the battlefield. You can use magic attacks to smash these before they fire at you. Keep deflecting the fireballs back at Fortinbras and attacking when he comes down to ground level and you will eventually win the fight. Congratulations. You've just beaten *Onimusha: Dawn of Dreams*. ■



Cheats



CHEATS

50 CENT: BULLETPROOF

With the game paused, select Menu Options, then Cheats, and enter the following cheats:

#1stunna – Perfect shots.

workout – Empty n' clips counter kill.

yayoshome – Unlocks the Tony Yayo *So Seductive* video.

killal1 – *So Seductive* song.

sayhellotomylittlefriend – Unlocks the *My Buddy* video.

the hub is broken – Gives you more powerful guns.

ny'sfinestyo – Unlimited health.

BATTLEFIELD 2: MODERN COMBAT

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

BLACK

To unlock the M249 machine gun as your default weapon, enter the following code (including dashes) as a profile name. If you've got it right, then the game will immediately ask you to enter another name:

FG6S-WFZG-7MDP-PZGT

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**

BROTHERS IN ARMS: EARNED IN BLOOD

Unlock all the levels by creating a profile called **2ndsquad**.

CALL OF DUTY: FINEST HOUR

To unlock all levels, plug in a second controller and go to the Level Select screen. Hold **↑** on controller two and press **START, SELECT, SELECT, ⊙**.

For infinite ammo, pause the game and press **LB, ⊙, RB, ⊙, ⊙, LB, →, →, ⊙, →**.

CALL OF DUTY 2: BIG RED ONE

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

CHICKEN LITTLE

Select Extras at the main menu and choose Cheat Codes. Line up the symbols to unlock their effects:

Big feet: hat, glove, glove, hat

Big hair: Baseball, bat, bat, baseball

Big head: Hat, helmet, helmet, hat

Invincibility: Baseball, baseball, baseball, shirt

Wear sunglasses: Glove, glove, helmet, helmet

Wear underwear: Hat, hat, shirt, shirt

Cheats

CONFLICT: GLOBAL STORM

While on the main menu, press **11**, **11**, **11**, **0**, **0**, **0**, **0** and you will unlock a new and highly desirable cheat menu.

FIFA STREET

Unlock all shoes and clothing for your players by holding **11**+**A** at the main menu and then pressing **→**, **→**, **←**, **↑**, **↑**, **↑**, **↓**, **←**.

For mini players, pause the game and hold **11**+**A** then press **↑**, **←**, **↓**, **↓**, **→**, **↓**, **↑**, **←**.

FULL SPECTRUM WARRIOR

Enter the following codes in the Extras section of the main menu. Note: For these cheats to work, you must create a new profile:

Big head mode: **NICKWEST**

Unlimited ammo: **MERCENARIES**

Authentic mode: **SWEDISH ARMY**

Unlock all chapters:

APANPAPANSNALE9

GRAND THEFT AUTO: SAN ANDREAS

Enter these cheats while playing:

Get jetpack: **←**, **→**, **11**, **12**, **11**, **12**, **↑**, **↓**, **←**, **→**.

Super punch (destroys everything): **11**, **12**, **12**, **↑**, **↓**, **↓**, **↑**, **11**, **12**, **12**.

Full health and armour and \$250,000: **11**, **12**, **11**, **X**, **←**, **↓**, **→**, **↑**, **←**, **↓**, **→**, **↑**.

Give taxis nitrous boost and jump ability. Press L3 to jump: **↑**, **X**, **A**, **X**, **0**, **12**, **→**.

Cars float away after collisions: **0**, **12**, **↓**, **↓**, **←**, **↓**, **←**, **←**, **12**, **X**.

Cars can fly: **0**, **↓**, **12**, **↑**, **11**, **0**, **↑**, **X**, **←**.

Cars float on water: **←**, **12**, **0**, **11**, **12**, **0**, **↑**, **11**, **12**.

All pedestrians are Elvis: **11**, **0**, **A**, **11**, **11**, **0**, **12**, **↑**, **↓**, **←**.

Turn everyone into clowns: **A**, **A**, **11**, **0**, **0**, **0**, **0**, **↓**, **0**.

Everyone wears beach clothes: **↑**, **↑**, **↓**, **↓**, **0**, **0**, **11**, **11**, **A**, **↓**.

GUITAR HERO

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

Give the crowd monkey heads:

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

Give the crowd skull heads:

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

Character plays an air guitar:

Orange, orange, blue, yellow, orange.

Rock Meter stays permanently green:

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

Play in an invisible venue:

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

Unlock everything:

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

HITMAN: CONTRACTS

Complete any level with a Silent Assassin rating by pressing **12**, **12**, **↑**, **↓**, **X**, L3, **0**, **X**, **0**, **X**, while you're playing the game.

KILLER 7

To get 100 vials of blood at the start of Target 00, input this code on the 'Press Start' screen: **↓**, **11**, **↑**, **11**, **0**, **X**, **A**, **A**.

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

KILLZONE

While playing, pause the game and enter the options menu. Then hold down the **LB** button and enter the following codes:

Infinite ammo: **⊙, ⊙, ⊙, ⊙, ⊙**.

Big heads: **⊙, ⊙, ⊗, ⊙, ⊙**.

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

KING KONG

At the main menu, hold **LB** and **RB** and press **↓, ⊙, ↑, ⊙, ↓, ↓, ↑, ↑** to activate the cheats menu, where you can then enter these codes:

Unlock all levels: **KKstOry**

999 ammo: **KK 999 mun**

Unlock all bonuses: **KKmuseum**

God mode: **8wonder**

Start with a machine gun: **KKcapone**

Start with a revolver: **KKtigun**

Start with a shotgun: **KKshOtgun**

Start with a sniper rifle: **KKsn1per**

Have infinite spears: **lance 1nf**

Get one-hit kills: **GrosBras**

LA RUSH

Enter these codes during play:

Get \$5,000: **↑, ↓, ←, →, ⊙, ←, ⊙, ↑**.

All cars in garage pimped: **↑, ↓, ←, →, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, ↓, ←, →**.

Disable police: **↓, ←, →, ⊙, ⊙, →, ⊙, ←**.

Fast traffic: **↑, ↓, ←, →, ⊙, →, ⊙, ←**.

Unlimited nitro: **↑, ↓, ←, →, ⊙, ↑, ↓, ⊙, ↑**.

LEGO STAR WARS

For invincibility, enter **4PR2BU** at the Diner. Select the cheat using the Extra Option menu.

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

Boba Fett: **LA811Y**

Mace Windu: **MS952L**

Princess Leia: **BEQ82H**

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**

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

In options, select Codes and enter the following (re-enter the codes to switch them off):

IPULATOR: Unlock all the levels.

DEXTERCROWLEY: Unlock all of the movies.

SIRULLY: Unlock the gallery.

DOGTAGS: Unlock all skills.

SHARDESOFGLASS: Unlock your Black Book.

STATEYOURNAME: Unlock all the characters.

BABYLONTRUST: Maximum health.

VANCEDALLISTER: Maximum skills.

MARCUSECKOS: Infinite health.

FLIPTHESCRYPT: Infinite skills.

GRANDMACELIA: Completely unlock the iPod.

NINESIX: Unlock all the legends.

WORKBITCH: Unlock all the Beat Down arenas.

MARVEL NEMESIS: RISE OF THE IMPERFECTS

Select Cheats in the options menu and enter these codes:

Solara swimsuit model card: **REIKO**

Elektra swimsuit model card: **THEHAND**

Storm swimsuit model card: **MONROE**

Cheats

Unlock Fantastic Four comics:

SAVAGELAND

Unlock Tomorrow People comics:

NZONE

MEDAL OF HONOR: EUROPEAN ASSAULT

Pause the game, then hold **(L) + (R)** and press **(O), (O), (←), (△), (O), (X)**.

Now input one of the following:

Full adrenaline:

(L), (R), (L), (↑), (△), (O).

Infinite ammo:

(R), (L), (O), (R), (L), (L).

Infinite health:

(O), (R), (L), (△), (△), (R).

MERCENARIES

After collecting 20 National Treasures, enter the following codes on the Factions page of your PDA:

Play as Indiana Jones:

(←), (←), (→), (→), (↑), (↑), (↓), (↓).

Play as Han Solo:

(←), (←), (→), (→), (↑), (↓), (↑), (↑).

Infinite health:

(↑), (↓), (↑), (↓), (←), (→), (←), (→).

MORTAL KOMBAT: SHAOLIN MONKS

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

Unlock Scorpion:

(O), (↑), (L), (L), (←), (→), (O).

Unlock Subzero:

(O), (↓), (↑), (L), (L), (↑), (O).

MX VS ATV: UNLEASHED

Open the Cheat Codes menu and enter the following:

Tiny bikes: **MINIMOTO**

Unlock everything: **TOOLAZY**

NEED FOR SPEED MOST WANTED

On the Press Start screen, input:

(↑), (↓), (↑), (↓), (←), (→), (←), (→) to unlock the Burger King challenge race.

(←), (→), (←), (→), (↑), (↓), (↑), (↓) to unlock the Ford GT Castrol SYNTEC car.

(↑), (↑), (↓), (↓), (←), (→), (↑), (↓) to unlock an extra marker to use in the One Stop Shop backroom.

NEED FOR SPEED UNDERGROUND 2

This code lets you start a career with \$1,000 and opens the Mazda RX-8 and Nissan Skyline in Quick Race mode. On the title screen when 'Press Start' appears enter: **(←), (←), (→), (O), (O), (→), (L), (L).**

OUTRUN 2006: COAST 2 COAST

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

PAC-MAN WORLD 3

Enter the following code (quickly) at the menu screen to unlock everything: **(←), (→), (←), (→), (O), (↑).**

PRINCE OF PERSIA: THE TWO THRONES

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

Get a chainsaw: **(↑), (↑), (↓), (↓), (←), (→), (←), (→), (O), (O), (O), (O).**

Get a toy hammer: **(←), (←), (→), (→), (O), (O), (O), (O), (↑), (↓).**

Get a telephone: **(→), (←), (→), (←), (↓), (↓), (↑), (↑), (O), (O), (O), (O), (O), (O).**

Get a swordfish: **(↑), (↓), (↑), (↓), (←), (→), (←), (→), (O), (O), (O), (O).**

PRINCE OF PERSIA: WARRIOR WITHIN

To fill up the Prince's Sand Tanks, hold L3 and press: ○, ○, ⊗, ⊙, ⊙, ⊗, △, △.

PSYCHONAUTS

While playing, hold **LT** + **RT** and enter the following codes:

All powers: ○, ○, △, **R2**, L3, △.

Full lives: L3, **R2**, **R2**, ○, ⊗, R3.

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

Full ammo: R3, ⊗, L3, L3, △, ○.

SHREK SUPERSLAM

Enter the following codes at the title screen:

Unlock Pizza Challenge one: ↑, ↑, △, △, ←, ←, ○, ○, ↓, ↓, **LT**, **LT**, ←, ←, ⊙, ⊙, **LT**, **LT**.

Unlock Pizza Challenge two: ○, ○, ⊙, ⊙, →, →, ←, ←, **LT**, **LT**.

Unlock Pizza Challenge three: ↓, ↓, →, ○, ↑, △, ←, ⊙, **LT**, **LT**.

Slammageddon: ↑, ↑, ↓, ↓, ←, →, ←, →, △, ⊙, ⊙, **LT**, **LT**.

Super Speed Modifier: **LT**, **LT**, **R1**, **R1**, **LT**, **LT**, **R1**, ⊙, △, △.

Unlock everything: △, △, △, ○, ○, ○, △, ⊙, ○, ⊙, ⊙, ⊙, ⊙, ↑, ↓, ←, →, **LT**, **R1**.

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 ⊙.

SPLINTER CELL CHAOS THEORY

To get all the co-op missions, enter Solo or Co-op mode and hold **R1** + **R2** + **LT** + **RT** then press ⊙, ⊙, ⊙, ⊙, ⊙, ⊙.

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

While on the wardrobe, hold **LT** and enter the following to unlock all of the game's levels:

↑, ↑, →, →, ↑, →, ↓.

While on the bonus draw, hold **LT** and enter the following code to unlock all extras: ↓, ↓, →, →, ↓, →, ↑.

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 LORD OF THE RINGS: THE RETURN OF THE KING

Pause the game at any point and hold **LT** + **L2** + **R1** + **R2**. Then input the following codes:

Give Aragorn all special abilities:

↓, ○, △, △.

Give Gandalf all special abilities:

↑, ↓, △, ○.

Give Legolas all special abilities:

△, ○, ⊗, ○.

THE WARRIORS

While playing, enter the following: **LT**, **SELECT**, ⊙, ↓, **R2**, → to instantly make 100% completion.

↑, △, L3, **SELECT**, ⊗, **R2** for unlimited health in the game.

⊙, ○, △, **SELECT**, ⊗, ← for unlimited rage in the game.

↓, ⊙, ←, ⊗, **LT**, **SELECT** for unlimited spirit in the game.

R2, ○, **SELECT**, ↑, **LT**, → to get a pipe.

Cheats

TIGER WOODS PGA TOUR 2006

Go to Options, then Password, and type in the following codes:

CLUB11 to unlock all clubs.

WOOGLIN to unlock all golfers.

ITSINTHEHOLE to unlock all courses.

GOLDENAGE to get Tiger in a hat.

TECHNICOLOR for Tiger playing in striped trousers.

THROWBACK for Tiger playing in a retro outfit.

TONY HAWK'S AMERICAN WASTELAND

Go to Options, then Cheat Codes:

Mat Hoffman: **the_condor**

Jason Ellis: **Sirius-DJ**

Perfect grind balance: **grindXpert**

Perfect manual balance: **2wheels!**

Perfect skitch balance: **hitchar!de**

TOTAL OVERDOSE

While playing, hold **L1**, **L2**, **L3**, **R1**, **R2** and **R3** to activate the cheat mode.

Then input these codes:

All weapons: **△**, **L1**, **R2**, **□**.

Full health: **×**, **□**, **○**, **△**.

All Loco moves: **○**, **○**, **L2**, **L3**.

Full rewind: **R1**, **L2**, **L3**, **×**.

TRUE CRIME: NEW YORK CITY

Bring up the map screen and input the following codes while holding down **R1** and **L1**:

Unlimited ammo: **○**, **□**, **×**, **□**, **□**, **△**.

Millionaire: **□**, **□**, **△**, **□**, **△**, **□**.

Redman Gone Wild mini-game: **△**, **×**, **×**, **○**, **△**, **□**.

Super Cop: **△**, **×**, **△**, **×**, **△**, **△**.

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:

↑, **→**, **↓**, **←**, **↓**, **↑**, **→**, **←**.

WORLD CHAMPIONSHIP SNOOKER 2005

To open up all match locations, press **○**, **□**, **↓**, **↓**, **↓**, **↓** while on the main menu.

If you want to unlock all players, tap **↓**, **↓**, **↑**, **○**, **L1**, **L1** on the main menu screen.

X-MEN LEGENDS II: RISE OF APOCALYPSE

On the Review Menu screen enter the following:

→, **←**, **←**, **→**, **↑**, **↑**, **→**, **START**

to unlock all comics.

←, **→**, **→**, **←**, **↓**, **↓**, **←**, **START**

to unlock all movies.

PSP CHEATS

CRASH TAG TEAM RACING

Enter these codes at the main menu while holding **R1** and **R1**:

Chicken-headed people: **×**, **○**, **○**, **□**.

Remove heads-up display: **×**, **□**, **△**, **○**.

High-speed mode: **○**, **○**, **△**, **△**.

Japanese Crash: **□**, **○**, **□**, **○**.

One hit KO: **×**, **○**, **○**, **×**.

Toy cars available in single player and multiplayer: **○**, **○**, **△**, **□**.

GRAND THEFT AUTO: LIBERTY CITY STORIES

Enter these codes while playing:

Full health: **LT**, **RT**, **X**, **LT**, **RT**, **○**, **LT**, **RT**.

Full armour: **LT**, **RT**, **○**, **LT**, **RT**, **X**, **LT**, **RT**.

Get \$250,000: **LT**, **RT**, **△**, **LT**, **RT**, **○**, **LT**, **RT**.

Weapons (1): **↑**, **○**, **○**, **↓**, **←**, **○**, **○**, **→**.

Weapons (2): **↑**, **○**, **○**, **↓**, **←**, **○**, **○**, **→**.

Weapons (3): **↑**, **X**, **X**, **↓**, **←**, **X**, **X**, **→**.

Clear Wanted Level: **LT**, **LT**, **△**, **RT**, **LT**, **X**, **○**, **○**.

Unlock all multiplayer skins: **↑**, **↑**, **↑**, **△**, **○**, **↓**, **△**, **○**, **↑**.

Spawn a tank: **LT**, **LT**, **←**, **LT**, **LT**, **→**, **△**, **○**.

Spawn a Trashmaster: **△**, **○**, **↓**, **△**, **○**, **↑**, **LT**, **LT**.

Turn all traffic lights green: **△**, **△**, **RT**, **○**, **○**, **LT**, **X**, **X**.

Blow up all cars: **LT**, **LT**, **←**, **LT**, **LT**, **→**, **X**, **○**.

Cars float on water: **○**, **X**, **↓**, **○**, **X**, **↑**, **LT**, **LT**.

Chrome plate all vehicles: **△**, **RT**, **LT**, **↓**, **↓**, **RT**, **RT**, **△**.

Kill Toni: **LT**, **↓**, **←**, **RT**, **X**, **○**, **↑**, **△**.

People follow Toni: **↓**, **↓**, **↓**, **△**, **LT**, **RT**, **○**, **LT**, **RT**.

Everyone attacks Toni: **LT**, **LT**, **RT**, **LT**, **LT**, **RT**, **↑**, **△**.

Everyone's armed: **RT**, **RT**, **LT**, **RT**, **RT**, **LT**, **→**, **○**.

Start a riot: **LT**, **LT**, **RT**, **LT**, **LT**, **RT**, **←**, **△**.

Turn Toni into a random character: **LT**, **LT**, **←**, **LT**, **LT**, **→**, **○**, **△**.

Big head mode: **↓**, **↓**, **↓**, **○**, **○**, **X**, **LT**, **RT**.

GRIPSHIFT

On the Extras screen, press **→** three times and **←** three times to unlock all the game's levels.

MERCURY

Select the two-player mode and enter **hg?** as your initials. Exit and start a one-player game and hold **LT** + **RT** and press **SELECT** at the world selection screen to unlock all levels. Hold **LT** + **RT** and press **SELECT** again to lock the levels.

NEED FOR SPEED MOST WANTED

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

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

PAC-MAN WORLD 3

To unlock all the levels and mazes, press the following quickly on the main menu screen: **←**, **→**, **←**, **→**, **○**, **↑**.

STAR WARS: BATTLEFRONT II

Pause and press **↑**, **↑**, **↑**, **←**, **↓**, **↓**, **↓**, **←**, **↑**, **↑**, **↑**, **←**, **→** for complete invulnerability.

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

VIRTUA TENNIS

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

All racquets and clothing: **→**, **←**, **→**, **→**, **↑**, **↑**, **↑**.

Begin World Tour with \$1m: **↑**, **↓**, **←**, **↓**, **△**, **△**, **△**.

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