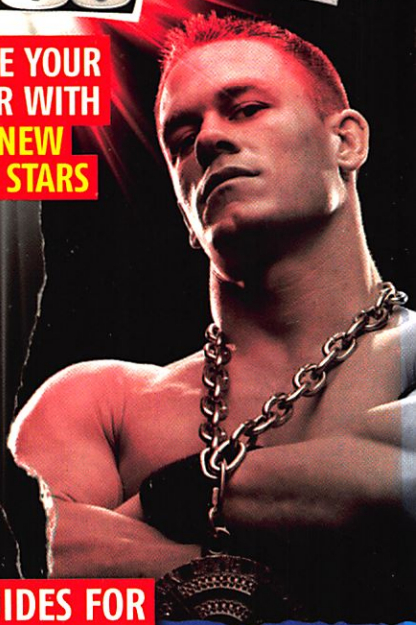
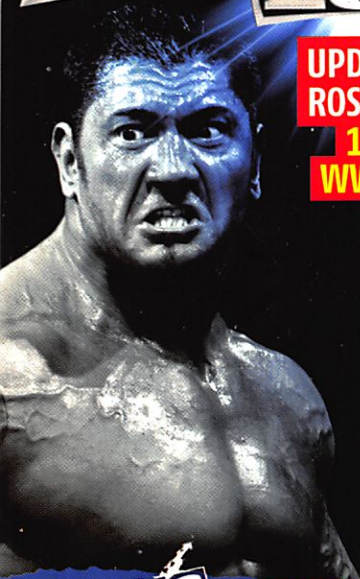


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WWE SMACKDOWN vs RAW 2006

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WWE STARS



50
CENT

PLUS GUIDES FOR

Bulletproof



PRINCE OF PERSIA
THE TWO THRONES

SHADOW
OF THE
COLOSSUS





“Tips books don't come easy. I should know. To complete this one I had to play through five top games, feverishly writing notes the whole time. It was something of a marathon. I lost pounds in weight, ran the full gamut of emotions from happy to sad, angry to content, frustrated to satisfied – I even shed a few tears.

But when I finally finished the last carefully constructed sentence, blew out the lamp, set down my pen and poured a large drink of a fine single malt, I could rest easy, safe in the knowledge that readers of my latest tome would have a better understanding of *WWE SmackDown! Vs Raw 2006*, *Soul Calibur III*, *Prince Of Persia: The Two Thrones*, *50 Cent: Bulletproof* and *Shadow Of The Colossus*. It's possibly my greatest work to date.”

THIS LOT DID THIS BOOK**ART:** NIKI EARP**PRODUCTION:** PAUL FITZPATRICK,
HELEN WOODEY**ASSOCIATE EDITOR:** TIM CLARK**PRODUCTION CO-ORDINATOR:**

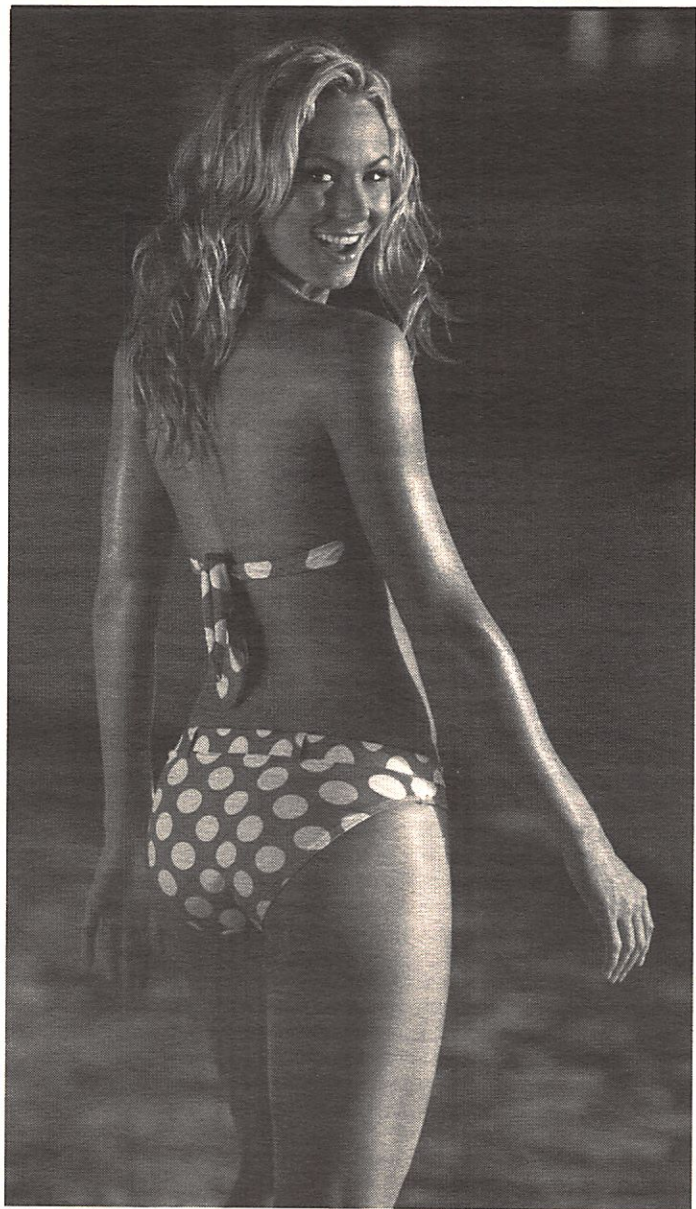
LEE THOMAS

MARKETING EXECUTIVE: KIM BROWN

Tim Clark, associate editor



WWE SmackDown! Vs Raw 2006

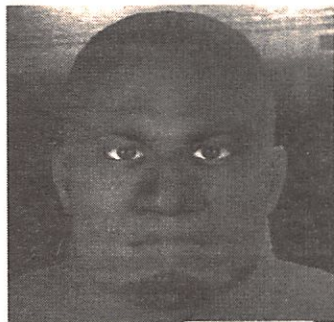


WWE SMACKDOWN! VS RAW 2006

As much as we loved *SmackDown! Vs Raw 2006*, there was one small thing which hindered our enjoyment: the slightly out-of-date roster meant that around 10% of our favourite 'rasslers were absent. With these formulas – which you can input using the game's Create-A-Wrestler feature – you can now bring your game right up to date.

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BOBBY LASHLEY
CREATED BY SOENKE TUNN

The most muscular superstar to arrive

in WWE since Brock Lesnar, Lashley is a man mountain who's so far squashed everyone who's stood in his way.

Name: Bobby Lashley
HUD Name: Lashley
Nick Name: Default
Nick Name Placement: None
Announcer Introduction: The Soldier
Hometown: Colorado >
 Colorado Springs
Gender: Male
Weight Class: 253 lbs
Match Tactic: Fight Clean
Show: SmackDown!
Voice: 4

MORPHING

Head: (0, 29, 48, 0)
Eyebrows: (0, 47, 0, 93)
Eyes: (0, 0, 0, 0, 21, 0, 0)
Nose: (0, 27, 40, -34, 72, 32, 0, -30)
Cheek: (16, 0, 51, 0)
Mouth: (0, 0, -97, 0, 95, 76, 60)
Jaw: (46, 37, 45, 14, 96, 34)
Ear: (-53, 61, -34, 5)
Age: (22)

MORPHING CONTINUED

Hair: 91
Eyes: 1 (92, 50, 27)
Eyebrows: 30 (95, 50, 20, 100)
Facial Hair: Goatee: 1 (95, 0, 0, 69)
Lips: 33 (96, 52, 15, 100)
Face Skin: 1
Eyelids: 22 (54, 50, 50)
Teeth: 1 (98, 50, 50)
Body Type: Ripped <-> Thick: -56

WWE SmackDown! Vs Raw 2006

ADVANCED OPTIONS

Head: (3, 14, 0)
Neck: (-84, 69, 62)
Chest: (13, 9, 23)
Shoulder: (-48, 100, 0)
Abdomen: (7, 44, 23)
Waist: (24, 64)
Arms: (29, 0, 0)
Legs: (65, 22, 34)
Feet: (-8, 0, 8)
Body Skin: 1 (96, 50, 25)
Body Height: 6'4"
Legs: Underwear: 19, 1 (43, 50, 3)
Arms: Wristbands: 1, 1 (43, 0, 0, 100, 81)
Arms: Elbow Pads: 1, 1 (43, 50, 0, 100)
Legs: Knee Pads: 5, 1 (43, 50, 0, 100)
Feet: Shoes: 4, 1 (43, 0, 0)
Head: Make-up: 120 (96, 50, 30, 65)
Head: Make-up: 45 (96, 50, 28, 100)
Head: Make-up: 115 (96, 50, 24, 100)
Head: Tattoo/Logo: Design: 154
(second biggest vertical, second smallest horizontal) place over left-hand side of the beard (96, 29, 47, 89)
Head: Tattoo/Logo: Design: 154
(second biggest vertical, second smallest horizontal) place over right-hand side of the beard (96, 29, 47, 89)
Right Arm: Tattoo/Logo: WWE: 38
(second smallest vertical, second smallest horizontal) place on front of elbow pad (32, 0, 82, 70)
Left Arm: Tattoo/Logo: WWE: 38
(second smallest vertical, second smallest horizontal) place on front of elbow pad (32, 0, 82, 70)
Right Leg: Tattoo/Logo: WWE: 38
(smallest vertical, second smallest horizontal) place on front of knee pad (32, 0, 90, 61)
Left Leg: Tattoo/Logo: WWE: 38
(smallest vertical, second smallest

horizontal) place on front of knee pad (32, 0, 90, 61)

AI Fighting Style 1: Brawler

AI Fighting Style 2: Grappler

Move: Aggressive

Irish Whip: Often

Diving Moves: Less

Taunt: Less



BRIAN KENDRICK CREATED BY MR MONKEY

A high flying SmackDown! cruiserweight often found tagging with the equally acrobatic Paul London.

Name: Brian Kendrick

HUD Name: Kendrick

Nick Name: Default

Nick Name Placement: Default

Announcer Introduction: Brian

Hometown: Washington

Weight class: 175 lbs

Match Tactic: Fight Clean

Show: SmackDown!

Voice: 1

MORPHING

Head: (11, 25, -29, -1)

Eyebrows: (35, -73, 0, -49)

Eyes: (0, 0, 0, 0, -5, -1, 0)

Nose: (0, 0, -8, -3, 0, 9, 0, 0)

Cheek: (-3, 20, 16, -27)

Mouth: (-75, -1, -47, 17, 12, -12, 22)

Jaw: (-64, 21, 12, 13, -58, 5)

Ear: (0, 0, -30, 0)

Age: (0)

MORPHING CONTINUED

Hair: 45 (94, 48, 47, 0)

Eyes: 1 (31, 26, 44)

Eyebrows: 46 (94, 50, 47, 83)

Body Type: Ripped <-> Thick: 24

ADVANCED OPTIONS

Head: (14, 27, 0)

Neck: (16, 9, 0)

Chest: (27, -23, -8)

Shoulder: (-42, 0, -12)

Abdomen: (0, -12, -18)

Arms: (0, -3, -3)

Legs: (0, -25, -21)

Body Skin: (1/9) Default

Body Hair: (1/32) Default

Body Height: 5'10"

Head: Tattoo/Logo: Design: 153

(default size) place between eyebrows (97, 18, 73, 100)

Head: Make-up: 120 (97, 50, 50, 66)

Arms: Wrist Bands: 1 (43, 0, 64, 100, 91)

Feet: Accessories: 1 (100, 50, 0, 100)

Feet: Shoes: 1 (43, 50, 0)

Legs: Underwear: 1 (13, 70, 19)

Legs: Knee Pads: 14 (14, 47, 22, 100)

Left Leg: Tattoo/Logo: WWE: 28

(second smallest vertical, second biggest horizontal) place over knee pad (50, 89, 50, 86)

Right Leg: Tattoo/Logo: WWE: 28

(second smallest vertical, second biggest horizontal) place over knee pad (50, 89, 50, 86)

Left Leg: Tattoo/Logo: WWE:

(153/162) rotate once (then smallest vertical, biggest horizontal) place to cover area below legs on last logo (14, 39, 41, 100)

Right Leg: Tattoo/Logo: WWE:

(153/162) rotate once (then smallest vertical, biggest horizontal) place to cover area below legs on last logo (14, 39, 41, 100)

AI Fighting Style 1: Grappler

AI Fighting Style 2: Luchador

Advanced Move: Clever

Irish Whip: Often

Diving Moves: Often

Taunt: Less



FUNAKI

CREATED BY CJ BREITBACH

He's SmackDown!'s number one announcer, and he's coming to a PS2 near you... once you've input this formula, that is...

Name: Funaki

HUD Name: Funaki

Nick Name: Default

Nick Name Placement: None

Announcer Introduction: Frank

Hometown: Japan

Gender: Male

Weight Class: 180 lbs

Match Tactics: Fight Clean

Show: SmackDown!

Voice: 3

Basic Faces: Type 4 (important to do this before morphing - make sure you delete facial hair)

WWE SmackDown! Vs Raw 2006

MORPHING

Head: (0, 0, 72, -58)
Eyebrows: (34, -45, 32, -30)
Eyes: (0, 9, 8, 0, -46, -42, -25)
Nose: (0, 0, 36, 3, 59, 2, 18, 0)
Cheek: (3, -40, -33, -8)
Mouth: (-25, 0, 0, 0, 0, 59, 25)
Jaw: (0, 0, 0, 27, -26, 39)
Ear: (0, 0, -100, -100)
Age: (0)

MORPHING CONTINUED

Hair: 44 (92, 50, 29, 0)
Eyes: 16 (1, 50, 32)
Eyebrows: 46 (94, 45, 41, 100)
Lips: 26 (0, 48, 49, 0)
Face Skin: 4
Eyelids: 22 (9, 50, 50)
Teeth: Default
Body Type: Ripped <-> Thick: 0

ADVANCED OPTIONS

Chest: (0, -37, 0)
Arms: (-27, -15, -9)
Feet: (0, 47, 0)
Body Skin: (1/9) (96, 50, 50)
Body Height: 5'7"
Legs: Underwear: 8
Legs: Tights: 1, 1 (43, 50, 39, 100, 85)
Arms: Wristbands: 1, 1 (43, 0, 100, 100, 74)
Left Arm: Tattoo/Logo: Design: 153 (longest horizontal, default vertical) rotate once, place in middle of wristband (40, 50, 60, 100).
Left Arm: copy the previous layer and move it so that the blue band goes around the wristband
Right Arm: repeat above two steps
Legs: Knee Pads: 5, 1 (43, 50, 38, 100)
Feet: Shoes: 1, 1 (43, 0, 100)
AI Fighting Style 1: Luchador
AI Fighting Style 2: Striker

Move: Clever
Irish Whip: Often
Diving Moves: Less
Taunt: Less



JOEY MERCURY CREATED BY MR MONKEY

One half of MNM – who've been tearing up SmackDown! for the best part of 12 months.

Name: Joey Mercury
HUD Name: Mercury
Nick Name: Default
Nick Name Placement: None
Announcer Introduction: Joel
Hometown: California > Los Angeles
Weight Class: 187 lbs
Match Tactic: Fight Dirty
Show: SmackDown!
Voice: 2

MORPHING

Head: (-33, 0, 36, -3)
Eyebrows: (54, 17, 0, -96)
Eyes: (-23, -40, 24, 47, 2, -10, -1)
Nose: (0, -7, -22, -38, 5, 5, 0, 0)
Cheek: (11, -11, 25, -45)
Mouth: (-95, -23, -64, -29, 92, 39, 22)
Jaw: (-96, 10, -23, -38, -5, -1)
Ear: (0, 0, -22, 0)
Age: (23)

MORPHING CONTINUED

Hair: 79 (92, 60, 22, 45)
Eyes: 16 (98, 50, 34)
Eyebrows: 2 (95, 50, 50, 88)
Facial Hair: Other: 4 (95, 50, 34, 13)
Facial Hair: Sideburns: 9 (95, 50, 34, 30)
Face Skin: 7
Body Type: Ripped <-> Thick: 0

ADVANCED OPTIONS

Head: (21, -30, 0)
Neck: (-19, 9, 0)
Chest: (-21, 0, 0)
Shoulder: (-25, 0, 0)
Abdomen: (69, 17, 0)
Waist: (18, 0)
Body Skin: (4/9)
Body Height: 5'9"
Head: Other: Glasses: 4 (33, 50, 50) entrance and cut-scene only
Head: Tattoo/Logo: Design: 153 (second smallest vertical and horizontal) leave in default position (96, 21, 78, 100)
Head: Make-up: 135 (98, 50, 50, 30)
Torso: Jackets: Coat: 6 (88, 30, 87) entrance and cut-scene only
Arms: Wristbands: 1 (43, 50, 0, 100, 82)
Legs: Underwear: 1 (43, 50, 0)
Legs: Tights: 1 (43, 0, 50, 100, 0)
Feet: Shoes: 40 (43, 50, 0)
Legs: Belts: 11 (39, 0, 50, 100)
Left Leg: Tattoo/Logo: WWE: 39 (second smallest vertical, second biggest horizontal) place as high up front of leg as possible (87, 0, 0, 100)
Left Leg: Tattoo/Logo: WWE: 39 (second smallest vertical, second biggest horizontal) rotate twice and place so it overlaps the bottom half of the above layer (87, 0, 0, 100)
Left Leg: Tattoo/Logo: Design: 147 (smallest vertical, second biggest horizontal) rotate once and place

across trousers exactly half way between above layers (40, 50, 0, 100)
Left Leg: Tattoo/Logo: WWE: 39 (smallest vertical, biggest horizontal) place just above boot (87, 0, 0, 100)
Left Leg: Tattoo/Logo: WWE: 39 (smallest vertical, second biggest horizontal) place so bottom half overlaps top half of above layer (87, 0, 0, 100)
Left Leg: Tattoo/Logo: Design: 149 (smallest vertical, second biggest horizontal) rotate once and place across trousers exactly half way between above layers (40, 50, 0, 100)
Right Leg: repeat above six steps
AI Fighting Style 1: Grappler
AI Fighting Style 2: Brawler
Move: Aggressive
Irish Whip: Often
Diving Moves: Less
Taunt: Often



JOHNNY NITRO CREATED BY MR MONKEY

Joey Mercury's MNM tag team partner, usually found prancing around in a metrosexual overcoat and sunnies.

Name: Johnny Nitro

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HUD Name: Nitro
Nick Name: Default
Nick Name Placement: None
Announcer Introduction: John
Hometown: California > Los Angeles
Weight Class: 201 lbs
Match Tactic: Fight Dirty
Show: SmackDown!
Voice: 1

MORPHING

Head: (-10, -10, -44, -38)
Eyebrows: (90, -73, -5, -55)
Eyes: (-3, -47, -11, -67, 14, -14, -18)
Nose: (0, 21, -1, -10, 0, 0, 0, 0)
Cheek: (-30, -23, -42, 0)
Mouth: (-40, -25, -29, -11, 32, -16, 14)
Jaw: (-63, 35, -1, 10, -38, 24)
Age: (20)

MORPHING CONTINUED

Hair: 77 (90, 56, 46, 50)
Eyes: 1 (92, 50, 46)
Eyebrows: 1 (97, 50, 50, 100)
Facial Hair: Sideburns: 1 (95, 50, 42, 81)
Body Type: Ripped <-> Thick: -7

ADVANCED OPTIONS

Head: (1, -12, 0)
Chest: (-1, 5, 0)
Shoulder: (-11, 0, 0)
Abdomen: (39, 5, 0)
Waist: (18, 0)
Body Skin: (2/9) Default
Body Height: 6'4"
Head: Other: Glasses: 5 (9, 50, 38)
entrance and cut-scene only
Torso: Body Accessories: 1 (96, 50, 50, 100)
Torso: Body Accessories: 3 (89, 50, 50, 100)
Torso: Jacket: Coat: 6 (88, 30, 87)
entrance and cut-scene only

Arms: Wristbands: 1 (43, 50, 0, 100, 82)
Arms: Elbow Pads: 1 (43, 50, 0, 100)
Legs: Underwear: 1 (43, 50, 0)
Legs: Tights: 1 (43, 0, 50, 100, 0)
Feet: Shoes: 40 (43, 50, 0)
Legs: Belts: 11 (39, 0, 50, 100)
Left Leg: Tattoo/Logo: WWE: 39
(second smallest vertical, second biggest horizontal) place as high up front of leg as possible (87, 0, 0, 100)
Left Leg: Tattoo/Logo: WWE: 39
(second smallest vertical, second biggest horizontal) rotate twice and place so it overlaps the bottom half of the above layer (87, 0, 0, 100)
Left Leg: Tattoo/Logo: Design: 147
(smallest vertical, second biggest horizontal) rotate once and place across trousers exactly half way between above layers (40, 50, 0, 100)
Left Leg: Tattoo/Logo: WWE: 39
(smallest vertical, biggest horizontal) place just above boot (87, 0, 0, 100)
Left Leg: Tattoo/Logo: WWE: 39
(smallest vertical, second biggest horizontal) place so bottom half overlaps top half of above layer (87, 0, 0, 100)
Left Leg: Tattoo/Logo: Design: 149
(smallest vertical, second biggest horizontal) rotate once and place across trousers exactly half way between above layers (40, 50, 0, 100)
Right Leg: repeat above six steps
AI Fighting Style 1: Grappler
AI Fighting Style 2: Brawler
Move: Aggressive
Irish Whip: Often
Diving Moves: Less
Taunt: Often



JUVENTUD

CREATED BY MIKE PERRIER

One third of the Mexicools, this Latino star held the Cruiserweight Championship for much of the second half of 2005.

Name: Juventud
HUD Name: Juventud
Nick Name: Default
Nick Name Placement: None
Announcer Introduction: Luis
Hometown: Mexico
Gender: Male
Weight Class: 175 lbs
Match Tactics: Fight Clean
Show: SmackDown!
Voice: 2

MORPHING

Eyebrows: (56, 0, 0, 0)
Eyes: (0, 0, 0, 0, 0, -42, 0)
Nose: (0, 0, 6, 0, 2, -1, -10, 32)
Mouth: (0, 0, 0, 35, 85, 0, -16)
Jaw: (0, 0, -3, -45, -14, -32)
Age: (27)

MORPHING CONTINUED

Hair: 32 (96, 50, 48, 33)
Eyes: 1 (100, 65, 38)
Eyebrows: 41 (94, 38, 39, 92)

Lips: 1 (98, 54, 44, 100)
Face Skin: 1
Eyelids 2: (93, 50, 40)
Teeth: 1 (98, 50, 50)
Body Type: Ripped <-> Thick: 0

ADVANCED OPTIONS

Head: (18, 0, -40)
Chest: (1, -14, 0)
Shoulder: (0, -41, 0)
Abdomen: (0, 13, 0)
Arms: (-78, 0, 0)
Body Skin: (5/9) (96, 53, 44)
Body Hair: (1/32) Default
Body Height: 5'5"
Legs: Underwear: 1, 1 (43, 50, 50)
Head: Other: Others: 27 (43, 4, 23)
Arms: Wristbands: 1, 1 (43, 0, 47, 100, 77)
Right Arm: Elbow Pads: 2, 1 (43, 50, 0, 100)
Feet: Shoes: 1, 1 (43, 38, 0)
Torso: Tattoos/Logos: Design: Front: 20 (largest horizontal, second largest vertical) rotate twice and place level with belly button (39, 50, 40, 60)
Legs: Pants: 18, 1 (43, 0, 51, 0)
Left Arm: Arm Paint: 146 (35, 50, 0, 34)
Right Arm: Tattoos/Logos: Design: 103 (second smallest vertical and horizontal) rotate twice and place at top of arm (39, 50, 0, 50)
Right Arm: Tattoos/Logos: WWE: 38 (smallest vertical, second smallest horizontal) place below last tattoo (32, 50, 0, 48)
Leg Paint: 9 (65, 96, 49, 100)
Leg Paint: 149 (0, 91, 97, 100)
Leg Paint: 99 (70, 64, 62, 73)
Torso: Tattoos/Logos: Word: Back: 63 (largest horizontal, second smallest vertical) place on top left of backside (66, 57, 36, 100)

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Torso: Tattoos/Logos: Word: Back:

47 (largest vertical, 2nd smallest horizontal) place to right of last layer (66, 57, 36, 100)

Torso: Tattoo/Logo: Picture: Front:

109 (smallest vertical, second largest horizontal) place above chest on left side (0, 0, 19, 39)

Torso: Tattoo/Logo: Picture: Front:

109 (smallest vertical, second largest horizontal) place above chest on right side (0, 0, 19, 39)

Left Leg: Tattoo/Logo: Picture:

10 (second largest vertical and horizontal) rotate three times and place on side of trousers at base of leg (63, 51, 19, 100)

Right Leg: Tattoo/Logo: Picture:

10 (second largest vertical and horizontal) rotate three times and place on side of trousers at base of leg (100, 35, 22, 100)

Make-up: 135 (96, 58, 45, 41)

Torso: Tattoo/Logo: Design: Back:

153 resize and move to cover up the N in "Nextcool" (41, 0, 69, 100)

Torso: Tattoo/Logo: Letter: Back: 10,

"M" (second smallest vertical and horizontal) place in gap just created (64, 100, 33, 100)

Head: Hats: 18,1 (43, 0, 50)

entrance and cut-scene only

AI Fighting Style 1: Luchador

AI Fighting Style 2: Grappler

Move: Aggressive

Irish Whip: Often

Diving Moves: Often

Taunt: Less



KEN KENNEDY

CREATED BY 'SCOOTDADDIO'

Smackdown's newest star made a rapid ascent to the top, until an injury put him out for six months. Altogether now: "Ken-ned-dyyyyyy..."

Name: Ken Kennedy

HUD: Kennedy

Nick Name: Default

Nick Name Placement: None

Announcer Introduction: Kenneth

Hometown: Wisconsin

Gender: Male

Weight Class: 246 lbs

Match Tactics: Fight Dirty

Show: SmackDown!

Voice: 1

MORPHING

Head: (60, -99, 49, -77)

Eyebrows: (51, -8, -99, -22)

Eyes: (-37, -15, -66, 17, 39, 57, 1)

Nose: (-7, -5, 3, -53, 0, -36, -29, 29)

Cheek: (0, 47, 40, -71)

Mouth: (-74, -42, -99, -37, -33, -58, 38)

Jaw: (0, 25, -73, 0, -64, 25)

Ear: (-33, 17, 22, -19)

Age: (14)

MORPHING CONTINUED

Hair: 1 (91, 42, 68)

Eyes: 1 (92, 50, 41)

Eyebrows: 1 (95, 50, 50, 50)

Moustache: 1 (96, 50, 50, 0)

Lips: 27 (98, 50, 50, 100)

Face Skin: 2

Body Type: Ripped <-> Thick: -14

ADVANCED OPTIONS

Head: (20, -59, 3)

Neck: (-12, 16, 11)

Chest: (-27, -5, 13)

Shoulder: (-70, -7, -33)

Abdomen: (35, 24, 16)

Waist: (2, 29)

Arms: (-7, 18, 0)

Legs: (0, 5, 14)

Body Skin: (5/9) (96, 50, 49)

Body Height: 6'2"

Legs: Underwear: 5 (43, 0, 35)

Legs: Knee Pads: 7 (43, 0, 29, 100)

Arms: Elbow Pads: 2 (43, 0, 12, 100)

Arms: Wrist Bands: 1 (43, 0, 45, 100, 92)

Legs: Underwear: 4 (43, 0, 28, 100)

Feet: Shoes: 1 (43, 0, 9)

Torso: Tattoo/Logo: WWE: Front: 59 (default size) place on top front of tights (83, 50, 50, 100)

Torso: Tattoo/Logo: Letter: Back: Spell "Kennedy" on top back part of tights with Alphabet 1/8 for "K", and 2/8 for the rest - all letters should be one horizontal click larger (85, 50, 56, 100)

Torso: Tattoo/Logo: Design: Back: 75 (widest horizontal, second smallest vertical) place on very top of back, centred (100, 40, 61, 47)

Torso: Tattoo/Logo: Design: Back: 20 (widest horizontal, second smallest vertical) rotate twice and place to the left of previous tattoo to where the far point is touching shoulder (100, 40, 60, 54)

Torso: copy previous pattern and put to the right of centre tattoo, where the far point is touching shoulder

Left Arm: Tattoo/Logo: WWE: 59 (smallest horizontal, second smallest vertical) place on left shoulder (41, 22, 38, 25)

Make-up: 134 (default)

AI Fighting Style 1: Brawler

AI Fighting Style 2: Grappler

Move: Aggressive

Irish Whip: Often

Diving Moves: Less

Taunt: Often



LANCE CADE

CREATED BY JAKE SEPULVEDA

This cocky Nashville resident spent the summer as a Tag-Team Champion, and is now making waves in the singles ranks on Raw.

Name: Lance Cade

HUD: Cade

Nick Name: Default

Nick Name Placement: None

Announcer Introduction: Craig

Hometown: Tennessee > Nashville

Gender: Male

Weight Class: 261 lbs

Match Tactics: Fight Dirty

Show: Raw

Voice: 2

WWE SmackDown! Vs Raw 2006

MORPHING

Head: (-26, -77, -71, 0)
Eyebrows: (-30, -33, 22, -33)
Eyes: (0, -27, -25, -99, 18, 0, 18)
Nose: (0, 38, -44, -14, -5, 20, 20, 44)
Cheek: (-27, 27, 17, 28)
Mouth: (-66, -37, -10, 18, 44, -16, -25)
Jaw: (-25, 13, 12, -77, -37, -16)
Ear: (3, 51, -55, -10)
Age: (14)

MORPHING CONTINUED

Hair: 71 (88, 61, 68, 13)
Eyes: 1 (73, 31, 34)
Eyebrows: 15 (96, 48, 35, 68)
Lips: 1 (98, 50, 50, 0)
Face Skin: 3
Eyelids: 1 (93, 50, 50)
Teeth: 1 (98, 50, 50)
Body Type: Ripped <-> Thick: -33

ADVANCED OPTIONS

Head: (14, -11, 0)
Neck: (-36, 8, 13)
Chest: (8, 5, 24)
Shoulder: (-8, 62, -4)
Abdomen: (40, 18, 13)
Waist: (16, 18)
Arms: (-25, 10, 7)
Hands: (11, 9, 8)
Legs: (29, 6, 7)
Feet: (10, 3, 14)
Body Skin: (1/9) (96, 51, 49)
Body Height: 6'5"
Underwear: Default
Tights: 1, 1 (43, 0, 0, 100, 0)
Leg Paint: 41 (32, 0, 100, 100)
Left Leg: Tattoo/Logo: WWE: 48
(largest horizontal, second smallest vertical) rotate three times and connect to lowest two tiger stripes (38, 0, 100, 100)
Left Leg: copy the last pattern and rotate twice - then place on back of

leg connecting to last pattern and the two tiger stripes

Right Leg: copy above two steps
Left Leg: Tattoo/Logo: Design: 138
(largest horizontal, second largest vertical) rotate once and place as high as possible on side of leg (79, 0, 100, 100)

Right Leg: as above
Left Leg: Tattoo/Logo: Design: 138
(second smallest horizontal, second smallest vertical) rotate once and place between bottom two tiger stripes (79, 0, 100, 100)

Right Leg: as above
Left Leg: Letter: 1/18 "C" (smallest horizontal, second largest vertical) (37, 0, 0, 100) place on left side of white diamond you created

Left Leg: Letter: 5/18 "A" (second smallest horizontal, largest vertical) (37, 0, 0, 100) place on right side of letter "C"

Left Leg: Letter: 5/18 "D" (second smallest horizontal, largest vertical) (37, 0, 0, 100) place on right side of letters "CA"

Left Leg: Letter: 1/18 "E" (smallest horizontal, second largest vertical) (37, 0, 0, 100) place to spell out "CADE"

Right Leg: repeat above four layers
Shoes: 1, 1 (43, 0, 61)

Hats: 18, 1 (43, 0, 0) entrance and cut-scene only

AI Fighting Style 1: Brawler
AI Fighting Style 2: Balanced
Move: Clever

Irish Whip: Often
Diving Moves: Less
Taunt: Less



MATT HARDY

CREATED BY DECLAN GLADWELL

Ruthlessly dumped by WWE 12 months ago, Matt returned when girlfriend Lita had a real life affair with Edge – but not in time to make the SVR'06 cut.

Name: Matt Hardy
HUD Name: Hardy
Nick Name: Default
Nick Name Placement: None
Announcer Intro: Matthew
Hometown: North Carolina > Charlotte
Gender: Male
Weight Class: 242 lbs
Match Tactic: Fight Clean
Show: SmackDown!
Voice: 3

MORPHING

Head: (-97, -97, -68, -45)
Eyebrows: (91, 33, 25, -49)
Eyes: (21, -60, 0, -19, 37, -32, 0)
Nose: (-47, 66, 14, 9, 0, 0, -66, 32)
Cheek: (-53, -19, 0, 53)
Mouth: (-88, 14, -73, -12, 36, 60, 1)
Jaw: (0, 0, 0, -68, -3, -47)

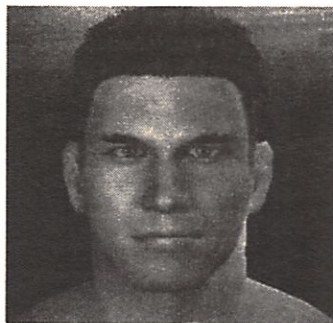
MORPHING CONTINUED

Hair: 81 (98, 50, 38, 13)
Eyes: 8

Eyebrows: 36
Facial Hair: Other: 20
Facial Hair: Sideburns: 17
Facial Hair: Goatee: 3
Facial Hair: Other: 21
 (Transparency = 28)
Facial Hair: Goatee: 5
Lips: 1 (Transparency = 88)
Face Skin: 1
Body type: Ripped <-> Thick: -27

ADVANCED OPTIONS

Neck: (0, -26, 0)
Abdomen - Height (50, 0, 0)
Body Skin: (3/9)
Body Height: 6'4'
Arms: Elbow Pads: 1 (43, 50, 0, 100)
Arms: Gloves: 6/18 (72, 0, 100)
Legs: Pants: 11, 8 (100, 50, 35, 0)
Feet: Shoes: 1, 1 (43, 0, 8)
Right Leg: Tattoo/Logo: Design: 155
 (biggest vertical, second smallest horizontal) place on upper thigh (40, 0, 50, 56)
Left Leg: Tattoo/Logo: Design: 155
 (biggest vertical, second smallest horizontal) place on upper thigh (40, 0, 50, 56)
Right Leg: Tattoo/Logo: Design: 3/64
 (second biggest vertical, second smallest horizontal) place on side of trousers, half way up (39, 28, 30, 69)
Left Leg: Tattoo/Logo: Design: 3/64
 (second biggest vertical, second smallest horizontal) place on side of trousers, half way up (39, 28, 30, 69)
AI Fighting Style 1: Striker
AI Fighting Style 2: Luchador
Move: Clever
Irish Whip: Less
Diving Moves: Often
Taunt: Often



MATT STRIKER

CREATED BY MIKE PERRIER

This ex-school teacher gave up his former career to be a wrestler – and now has his own 'educational' slot every Monday night on Raw.

Name: Matt Striker
HUD Name: Striker
Nick Name: Default
Nick Name Placement: None
Announcer Introduction: Matthew
Hometown: New York > New York
Gender: Male
Weight Class: 237 lbs
Match Tactics: Fight Dirty
Show: Raw
Voice: 2

MORPHING

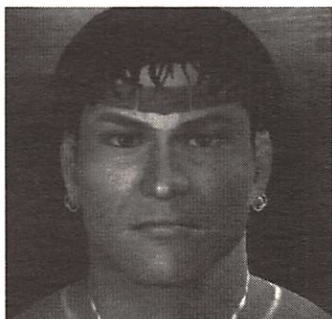
Head: (-49, 55, 73, 0)
Eyebrows: (92, 0, 0, 0)
Eyes: (-11, -14, 0, -96, 24, 0, -14)
Nose: (0, 100, 0, 0, 0, 0, 0)
Cheek: (-14, 0, 0, -30)
Mouth: (0, 14, -37, 0, 21, -14, 0)
Jaw: (-12, 56, -42, -58, -56, -34)
Ear: (0, 35, 9, -51)
Age: (12)

MORPHING CONTINUED

Hair: 1 (97, 55, 40)
Eyes: 1 (92, 50, 44)
Eyebrows: 6 (6, 95, 41, 100)
Lips: 1 (100, 54, 50, 19)
Face Skin: 2
Eyelids: 1 (93, 50, 50)
Teeth: 1 (98, 50, 50)
Body Type: Ripped <--> Thick: 7

ADVANCED OPTIONS

Head: (12, -22, 0)
Body Skin: 5 (97, 53, 45)
Body Hair: 1 (100, 50, 50, 100)
Body Height: 5'6"
Legs: Underwear: 4, 1 (88, 48, 42)
Legs: Knee Pads: 15, 1 (88, 45, 42, 100)
Arms: Wristbands: 1, 1 (43, 0, 47, 100, 92)
Feet: Shoes: 5, 1 (0, 0, 50)
Torso: Tattoo/Logo: Picture: Back: 1
(second smallest vertical, second largest horizontal) place on back of trunks (0, 62, 52, 100)
Torso: Tattoo/Logo: Design: Back: 153 (smallest vertical, second smallest horizontal) place to cover up the "face" of last layer (0, 66, 95, 100)
AI Fighting Style 1: Balanced
AI Fighting Style 2: Grappler
Move: Clever
Irish Whip: Less
Diving Moves: Less
Taunt: Less



PSICOSIS

CREATED BY MR MONKEY

This former ECW star can now be found in SmackDown!'s Cruiserweight division – and hanging with his stable-mates, The Mexicools.

Name: Psicosis

HUD Name: Psicosis

Nick Name: Default

Nick Name Placement: None

Announcer Introduction: Prototype

Hometown: Mexico

Weight class: 200 lbs

Match Tactic: Fight Clean

Show: SmackDown!

Voice: 3

MORPHING

Head: (0, -8, 7, -32)

Eyebrows: (28, 0, 42, 81)

Eyes: (-8, 0, -8, 0, 6, -11, 29)

Nose: (0, 0, -18, 1, 0, 3, 25, 23)

Cheek: (0, -55, -14, 0)

Mouth: (-49, -22, -23, 0, 0, -19, 42)

Jaw: (14, 8, 0, 6, -62, -18)

Ear: (50, 0, -21, 0)

Age: (27)

MORPHING CONTINUED

Hair: 10 (93, 50, 25)

Eyes: 1 (92, 50, 38)

Eyebrows: 1 (97, 50, 36, 76)

Lips: 2 (98, 44, 42, 100)

Face Skin: 7

Body Type: Ripped <-> Thick: -5

ADVANCED OPTIONS

Head: (0, -33, 0)

Chest: (5, -18, 0)

Shoulder: (-51, -8, 0)

Abdomen: (0, 14, 0)

Body Skin: (1/9) (96, 54, 44)

Body Height: 6'4"

Head: Tattoo/Logo: Design: 153 leave as default (95, 18, 69, 100)

Head: Tattoo/Logo: Design: 153 (biggest horizontal, second biggest vertical) place over forehead (100, 51, 63, 100)

Head: Tattoo/Logo: Design: 153 (biggest horizontal, second biggest vertical) place to left of last layer (100, 51, 63, 100)

Head: Tattoo/Logo: Design: 153 (biggest horizontal, second biggest vertical) place to right of last layer (100, 51, 63, 100)

Head: Make-up: 119 (96, 50, 47, 100)

Accessories: 1 (88, 0, 62)

Left Arm: Tattoo/Logo: WWE: 39 (second biggest horizontal, second biggest vertical) place on side of upper arm (60, 0, 17, 30)

Torso: Body Accessories: 1 (96, 44, 42, 100)

Torso: Body Accessories: 3 (89, 44, 42, 100)

Arms: Wrist Bands: 1 (43, 0, 73, 100, 77)

Right Arm: Arm Paint: 136 (47, 58, 42, 54)

Left Arm: Arm Paint: 135 (49, 100, 48, 44)

Legs: Pants: 58 (43, 0, 0, 0)

Legs: Belts: 11 (39, 0, 39, 100)

Leg Paint: 149 (66, 62, 77, 76)

Leg Paint: 92 (64, 80, 64, 82)

WWE SmackDown! Vs Raw 2006

Left Leg: Tattoo/Logo: Picture: 39
(smallest vertical, second smallest horizontal) place halfway up side of leg (67, 39, 54, 100)

Right Leg: Tattoo/Logo: Picture: 39
(smallest vertical, second smallest horizontal) place halfway up side of leg (67, 39, 54, 100)

Feet: Shoes: 1 (43, 49, 0)

AI Fighting Style 1: Luchador

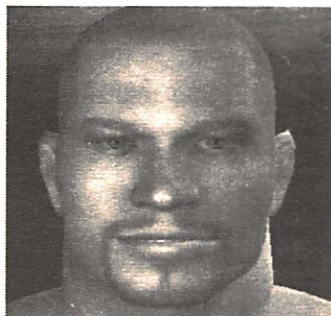
AI Fighting Style 2: Brawler

Move: Aggressive

Irish Whip: Often

Diving Moves: Often

Taunt: Often



VAL VENIS

CREATED BY MIKE PERRIER

WWE's resident porn star might not take part in main events anymore, but he's still important in the Raw roster.

Name: Val Venis

HUD Name: Val Venis

Nick Name: None

Nick Name Placement: Default

Announcer Intro: The Ladies Man

Hometown: Nevada > Las Vegas

Gender: Male

Weight Class: 240 lbs

Match Tactics: Clean

Show: Raw

Voice: 2

MORPHING

Head: (6, -53, -3, -10)

Eyebrows: (57, -26, 17, 43)

Eyes: (-15, -36, 6, -52, -40, -22, -11)

Nose: (25, 29, 12, -3, -3, 18, 16, 21)

Cheek: (53, -32, 34, 6)

Mouth: (34, 9, 34, -3, 58, 12, 20)

Jaw: (62, 40, -30, 17, 0, 16)

Ear: (40, 61, 8, 0)

Age: (0)

MORPHING CONTINUED

Hair: 90 (93, 50, 50)

Eyes: 1 (65, 31, 42)

Eyebrows: 25 (95, 41, 47, 46)

Facial Hair: Other: 19 (95, 50, 50, 56)

Lips: 1 (98, 50, 50, 0)

Face Skin: 3

Eyelids: 1 (93, 50, 50)

Teeth: 1 (98, 50, 50)

Body Type: Ripped <-> Thick: -16

ADVANCED OPTIONS

Head: (-19, 7, 5)

Neck: (-14, 74, 51)

Chest: (-11, 17, 14)

Shoulder: (24, 24, 7)

Abdomen: (10, 32, 28)

Waist: (27, 28)

Legs: (-37, 20, 21)

Body Skin: (1/9) (95, 51, 47)

Body Hair: (1/32) (100, 50, 50, 100)

Body Height: 6'4"

Legs: Underwear: 25

Arms: Arm Accessories: 34 (54, 50, 79, 100)

Knee Pads: 7, 1 (21, 49, 0, 100)

Shoes: 1, 14 (5, 0, 17)

AI Fighting Style 1: Striker

AI Fighting Style 2: Grappler

Move: Clever

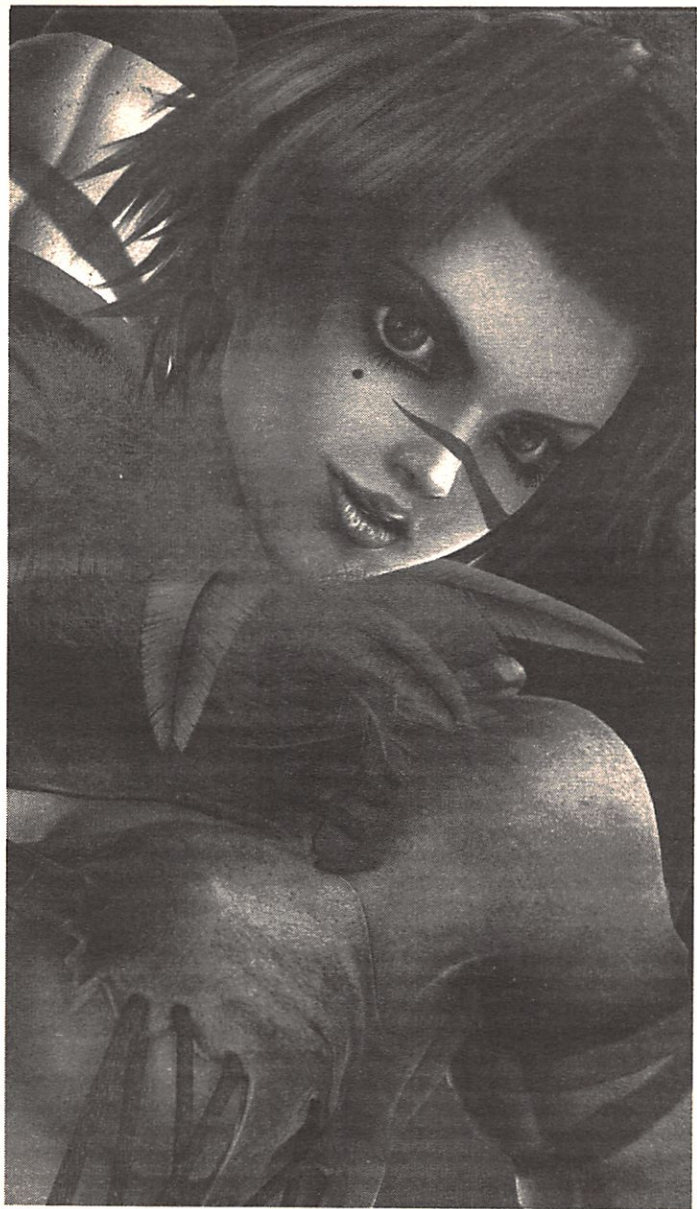
Irish Whip: Often

Diving Moves: Often

Taunt: Often



Soul Calibur III



SOUL CALIBUR III

UNLOCKABLE CHARACTERS

Unlock these characters by completing conditions on certain stages, or by completing a certain number of battles.

HOW TO UNLOCK ABELIA

Complete chronicle 18 in Chronicles Of The Sword, or play 1,050 battles.

HOW TO UNLOCK ABYSS

Beat Yoshimitsu, Olcadan, Rock, Sophitia and Lizardman first, then defeat Abyss to unlock him, or play 725 battles.

HOW TO UNLOCK AMY

Clear Beloved in Soul Arena on easy or play 1,200 battles.

HOW TO UNLOCK ARTHUR

Beat him in the Tales Of Souls mode, or play 550 battles.

HOW TO UNLOCK AURELIA

Complete chronicle 12 in Chronicles Of The Sword or play 900 battles.

HOW TO UNLOCK CERVANTES

Beat him in Tales Of Souls mode, or play 625 battles.

HOW TO UNLOCK CHESTER

Complete chronicle 19 in Chronicles Of The Sword, or play 950 battles.

HOW TO UNLOCK DEMUTH

Complete chronicle 10 in Chronicles Of The Sword, or play 850 battles.

HOW TO UNLOCK GIRADOT

Complete chronicle 15 in Chronicles Of The Sword, or play 800 battles.

HOW TO UNLOCK GREED

Beat him in the Tales Of Souls mode, or play 500 battles.



Soul Calibur III

HOW TO UNLOCK HUALIN

Beat him in the Tales Of Souls mode, or play 750 battles.

HOW TO UNLOCK HWANG

Beat him in the Tales Of Souls mode, or play 600 battles.

HOW TO UNLOCK LI LONG

Beat him in the Tales Of Souls mode, or play 1,150 battles.

HOW TO UNLOCK LIZARDMAN

Beat him in the Tales Of Souls mode, or play 675 battles.

HOW TO UNLOCK LUNA

Complete chronicle 11 in Chronicles Of The Sword, or play 650 battles.

HOW TO UNLOCK LYNETTE

Beat her in the Tales Of Souls mode, or play 1,100 battles.

HOW TO UNLOCK MISER

Beat him in the Tales Of Souls mode, or play 450 battles.

HOW TO UNLOCK OLCADAN

Beat him in the Tales Of Souls mode, or play 575 battles.

HOW TO UNLOCK REVENANT

Beat him in the Tales Of Souls mode, or play 1,200.

HOW TO UNLOCK ROCK

Beat him in the Tales Of Souls mode, or play 475 battles.

HOW TO UNLOCK SOPHITIA

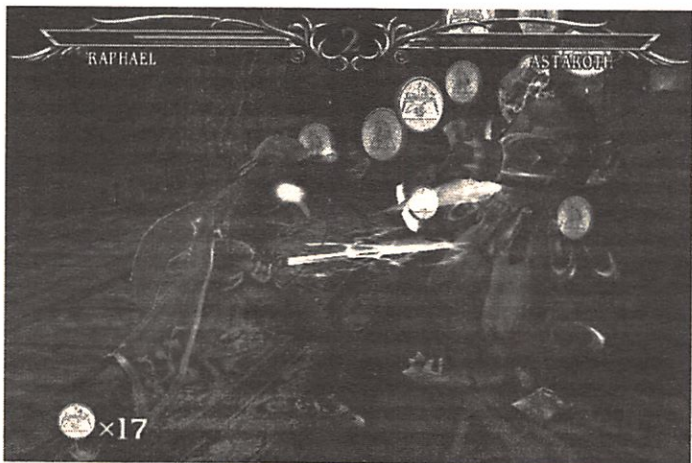
Beat her in the Tales Of Souls mode, or play 525 battles.

HOW TO UNLOCK STRIFE

Complete chronicle 20 in Chronicles Of The Sword or play 1,000 battles.

HOW TO UNLOCK VALERIA

Beat her in the Tales Of Souls mode, or play 700 battles.



HOW TO UNLOCK YOSHIMITSU

Beat him in the Tales Of Souls mode, or play 425 battles.

UNLOCKABLE LEVELS

Unlock these levels by beating certain characters, or by completing a particular number of battles.

HOW TO UNLOCK THE SPIRITUAL REALM

Beat Night Terror in the Tales Of Souls mode, or play 775 battles.

HOW TO UNLOCK THE EGYPTIAN TEMPLE

Clear this stage in the Tales Of Swords mode, or play 825 battles.

HOW TO UNLOCK THE EURYDICE SHRINE

Clear this stage in the Tales Of Swords mode, or play 525 battles.

HOW TO UNLOCK THE GRAND LABYRINTH

Clear this stage in the Tales Of Swords mode, or play 575 battles.

HOW TO UNLOCK THE GRAND LABYRINTH CORRIDOR

Clear this stage in the Tales Of Swords mode, or play 925 battles.

HOW TO UNLOCK THE GRAND LABYRINTH DARKNESS

Clear this stage in the Tales Of Swords mode, or play 975 battles.

HOW TO UNLOCK THE LAKESIDE COLISEUM

Clear this stage in the Tales Of Swords mode, or play 475 battles.

HOW TO UNLOCK THE LAKESIDE COLISEUM (NO CAGE)

Clear this stage in the Tales Of Swords mode, or play 875 battles.

HOW TO UNLOCK THE LOST CATHEDRAL (RUIN)

Clear this stage in the Tales Of Swords mode, or play 725 battles.

HOW TO UNLOCK THE PIRATE RAID

Clear this stage in the Tales Of Swords mode, or play 625 battles.

HOW TO UNLOCK THE SACRED MT FUJI

Clear this stage in the Tales Of Swords mode, or play 425 battles.

HOW TO UNLOCK THE SILK ROAD RUIN

Clear this stage in the Tales Of Swords mode, or play 675 battles.

WEAPONS

Every character has several weapons. Each one has specific abilities to take advantage of in a battle and not all of them are accessible straight away. Here's a complete list of every character, all their weapons and properties. Some need to be earned; others can be unlocked and bought from Weapon Shop.

ASTAROTH

Weapon: Giant Axe.

Basic Weapon: Kulutues.

No special effects.

ADDITIONAL WEAPONS TERROR MOON

Properties: Able to penetrate an opponent's guard and some attacks become counters.

Soul Calibur III

Availability: Obtainable at the Weapon Shop.

GREAT MAUL

Properties: Auto Guard Break on certain attacks and increases Pushback force.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

NANBANFU

Properties: Greater attack power and reach.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL EDGE

Properties: Greater attack power and Pushback force. Slight drain on health but boosts health with a successful attack.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the TERROR MOON, GREAT MAUL and NANBANFU.

STONE SLAB

Properties: Decreases Pushback force and changes attack sound effect.

Availability: Clear Soul Smash on hard in Soul Arena.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

CASSANDRA

Weapon: Short sword and small shield.

Basic Weapon: Digamma Sword & Nemea Shield. No Special effects.

ADDITIONAL WEAPONS

IVAN THE TERRIBLE

Properties: Greater attack power and reach.

Availability: Obtainable at the Weapon Shop.

SPINE BLADE

Properties: Auto Guard Break on certain attacks and some attacks become counters.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

DARK BLADE

Properties: Able to penetrate an opponent's guard and boost health with a successful attack.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

VALKYRIE

Properties: Greater defensive power and reach. Some attacks become counters and health regenerates gradually.

Availability: Obtainable after beating the Tale Of Souls mode, once you own IVAN THE TERRIBLE, SPINE BLADE and DARK BLADE.

BROKEN SWORD

Properties: Decreases attack power and changes attack sound effect.

Availability: Complete Dancing Statue with a 'Great' ranking on normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

CERVANTES

Weapon: Soul Edge and pistol sword.

Basic Weapon: Soul Edge and Nirvana. No special effects.

ADDITIONAL WEAPONS

STYX

Properties: Auto Guard Impact on certain attacks and increases attack power.

Availability: Obtainable at the Weapon Shop.

ERLANG'S BLADE

Properties: Auto Guard Break on certain attacks and Guard Impact ability improved.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

PHLEGETHON

Properties: Able to penetrate an opponent's guard and some attacks become counters.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL EDGE

Properties: Greater attack power and reach. Slight drain on health and some counters cancelled

Availability: Obtainable after beating the Tale Of Souls mode, once you own STYX, ERLANG'S BLADE and PHLEGETHON.

IMITATION SWORD

Properties: Decreases Pushback force and changes attack sound effect.

Availability: Complete Final Battle with a 'Great' ranking on normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

IVY

Weapon: Snake sword.

Basic Weapon: Valentine. No special effects.

ADDITIONAL WEAPONS

VIPER EDGE

Properties: Greater Pushback forces, Guard Impacts inflict damage.

Availability: Obtainable at the Weapon Shop.

DREAM BLADE

Properties: Auto Guard Break and Auto Guard Impact on certain attacks.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

ALRAUNE

Properties: Able to penetrate an opponent's guard and boost health with a successful attack.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

KALEIDOSCOPE

Properties: Greater attack power. Health regenerates gradually but decreases while guarding. Some ring-outs avoided.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the VIPER EDGE, DREAM BLADE and ALRAUNE.

PROTOTYPE IVY BLADE

Properties: Decreases Pushback force and changes attack sound effect.

Availability: Complete Coin Collector with a 'Great' ranking on hard.

Soul Calibur III

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

KILIK

Weapon: Rod.

Basic Weapon: Kali-Yuga. No special effects.

ADDITIONAL WEAPONS

LING-SHENG SU BO

Properties: Greater attack power. Health regenerates gradually while guarding.

Availability: Obtainable at the Weapon Shop.

AMUD

Properties: Greater defensive power and Guard Impact ability improved.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

JINGU STAFF

Properties: Auto Guard Break on certain attacks and some attacks become counters.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL CALIBUR

Properties: Greater attack and defensive power. Health regenerates gradually and Guard Impacts damage opponents.

Availability: Obtainable after beating the Tale Of Souls mode, once you own LING-SHENG SU BO, AMUD and JINGU STAFF.

BAMBOO STAFF

Properties: Decreases Pushback force and changes attack sound effect.

Availability: Complete Beloved in Soul Arena with a 'Clear' ranking on hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

LIZARDMAN

Weapon: Single handed ax and small shield.

Basic Weapon: Grudge Ax & Aya Shield. No special effects.

ADDITIONAL WEAPONS

TABARZIN

Properties: Greater Pushback force and able to break an opponent's guard.

Availability: Obtainable at the Weapon Shop.

LUNATIC

Properties: Guard Impact ability improved and some attacks become counters.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

KORA

Properties: Boost health with a successful attack and auto dodge certain throws.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL EDGE

Properties: Greater attack power, Pushback force and able to break an opponent's guard. Slight drain on health.

Availability: Obtainable after beating the Tale Of Souls mode, once you own TABARZIN, LUNATIC and KORA.



BONED MEAT

Properties: Decreases reach and changes attack sound effect.

Availability: Complete Sudden Death Rally in Soul Arena with a 'Clear' ranking on hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

MAXI

Weapon: Nunchaku.

Basic Weapon: Soryuju. No special effects.

ADDITIONAL WEAPONS

TETSURYU

Properties: Greater defensive power and some Counters cancelled.

Availability: Obtainable at the Weapon Shop.

CHAINED KOZUKA

Properties: Greater attack power. Guard Impacts damage opponents.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

RAIMEI

Properties: Auto Guard Break on certain attacks. Some attacks become counters.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

VAJRA

Properties: Greater attack power with time. Health regenerates gradually, decreasing with a bad attack but boosted by a successful one.

Availability: Obtainable after beating the Tale Of Souls mode, once you own TETSURYU, CHAINED KOZUKA and RAIMEI.

TERMITE SNACK

Properties: Decreases defence power and changes attack sound effect.

Availability: Complete Sudden Death Rally in Soul Arena with a 'Great' ranking on Normal.

Soul Calibur III

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

MITSURUGI

Weapon: Katana.

Basic Weapon: Shishi-Oh. No special effects.

ADDITIONAL WEAPONS

TWO-HANDED SWORD

Properties: Greater reach. Able to penetrate an opponent's guard.

Availability: Obtainable at the Weapon Shop.

MASAMUNE

Properties: Auto Guard Break certain attacks. Some Counters cancelled.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

DAMASCUS SWORD

Properties: Auto Guard Impact with certain attacks, Guard Impacts

damage opponents.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL EDGE

Properties: Greater attack power, increasing with time. Gradual drain on health.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the TWO HANDED SWORD, MASAMUNE and DAMASCUS SWORD.

SOUVENIR GIFT

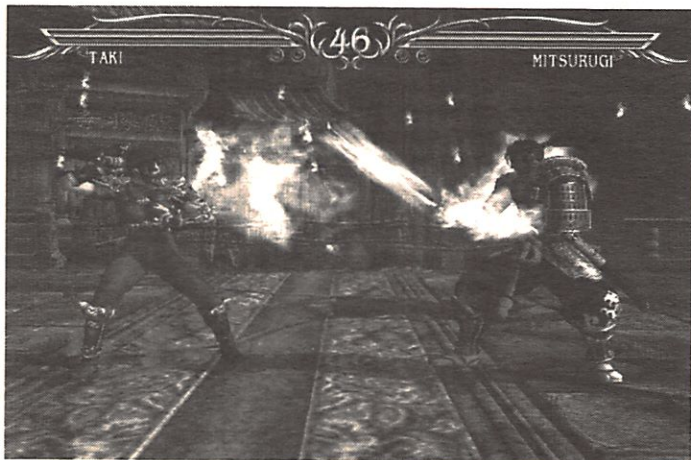
Properties: Decreases attack power and changes attack sound effect.

Availability: Complete Scorer in Soul Arena with a 'Great' ranking on Normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.



NIGHTMARE

Weapon: Soul Edge.

Basic Weapon:

Phantom. No special effects.

ADDITIONAL WEAPONS

STEEL PADDLE

Properties: Greater attack power and Pushback force.

Availability: Obtainable at the Weapon Shop.

SOUL EDGE – LARVA

Properties: Auto Guard certain attacks. Gradual health decrease overall with health boost from successful attacks.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

SOUL EDGE – COCOON

Properties: Greater defence power. Health regenerates while guarding.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL EDGE

Properties: Greater attack power increasing over time. Gradual health decrease overall with health boost from successful attack.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the STEEL PADDLE, LARVA SOUL EDGE and COCOON SOUL EDGE.

GIANT SQUID

Properties: Decreases attack power and changes attack sound effect.

Availability: Complete Final Battle in Soul Arena with a 'Great' ranking on Hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

RAPHAEL

Weapon: English Sword Rapier.

Basic Weapon: Flambert. No special effects.

ADDITIONAL WEAPONS

EPEE

Properties: Increases defence power and Auto Guard Impacts certain attacks.

Availability: Obtainable at the Weapon Shop.

HOLY ANTLER

Properties: Greater attack power. Health boost from successful attacks.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

ESTOC

Properties: Auto Guard Impact on certain attacks. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

QUEEN'S GUARD

Properties: Greater defence power. Health regenerates while guarding and boosted by successful attack.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the EPEE, HOLY ANTLER and HOLY ANTLER.

CANE

Properties: Health decreases while guarding and changes attack sound effect.

Soul Calibur III



Availability: Complete Beloved in Soul Arena with a 'Great' ranking on Normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

ROCK

Weapon: Giant Mace.

Basic Weapon: Onslaught. No special effects.

ADDITIONAL WEAPONS

GIANT MACE

Properties: Greater reach. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop.

ROPALON

Properties: Greater Pushback force. Auto Guard Break on certain attacks.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

JUGGERNAUT

Properties: Greater defence power. Attack power increases with time.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

WAYAKIN

Properties: Greater attack power. Auto Counter on certain attacks and able to penetrate opponent's guard.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the GIANT MACE, ROPALON and JUGGERNAUT.

IRON FISTS

Properties: Decreases health with each attack and changes attack sound effect.

Availability: Complete Wisp Shoot in Soul Arena with a 'Great' ranking on Hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

SEONG MI-NA

Weapon: Halberd.

Basic Weapon: Scarlet Thunder.
No Special effects.

ADDITIONAL WEAPONS

DEFENDER

Properties: Greater defence power, certain Counters cancelled.

Availability: Obtainable at the Weapon Shop.

HYUP DO

Properties: Greater reach. Health increases while guarding.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

HALBERD

Properties: Able to penetrate opponent's guard. Guard Impact ability improved.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

HRAESVELGER

Properties: Auto Guard Impact certain attacks; auto dodge certain throws. Health regenerates and some ring-outs avoided.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the DEFENDER, HYUP DO and HALBERD.

FEATHER BROOM

Properties: Decreases Pushback force and changes attack sound effect.

Availability: Complete Burst Chase in Soul Arena with a 'Clear' ranking on Hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

SETSUKA

Weapon: Umbrella Iai Sword.

Basic Weapon: Ugetsu Kageuchi.
No special effects.

ADDITIONAL WEAPONS

RIDICULE

Properties: Greater attack power. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop.

SHIRANAMIGASUMI

Properties: Greater defensive power. Auto dodge certain throws.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

MOONLIGHT

Properties: Greater power over time. Health boosted by successful attack.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

UGETSU SHINUCHI

Properties: Greater attack and defence. Guard Impact Ability improved.

Availability: Obtainable after beating Tale Of Souls, once you own RIDICULE, SHIRANAMIGASUMI and MOONLIGHT.

BROKEN BAMBOO SWORD

Properties: Decreases defence and changes attack sound effect.

Availability: Complete Survival in Soul Arena with a 'Great' ranking on Normal.

Soul Calibur III

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

SIEGFRIED

Weapon: Zweihander.

Basic Weapon: Requiem.

No special effects.

ADDITIONAL WEAPONS

FLAMBERGE

Properties: Guard Impact ability improved. Guard Impacts damage opponents.

Availability: Obtainable at the Weapon Shop.

GLAM

Properties: Greater attack power and Pushback.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

FAUST

Properties: Auto Guard Break certain attacks. Health boost from successful attacks.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL CALIBUR

Properties: Greater reach. Health boost from successful attacks. Auto Guard Attack certain attacks and auto dodge certain throws.

Availability: Obtainable after beating the Tale Of Souls mode, once you own FLAMBERGE, GLAM and FAUST.

GALLEY OAR

Properties: Decreases Pushback and changes attack sound effect.

Availability: Complete Soul Smash in

Soul Arena with a 'Great' ranking on Hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

SOPHITIA

Weapon: Short sword and small shield.

Basic Weapon: Omega Sword & Elk Shield. No special effects.

ADDITIONAL WEAPONS

FIRE BLADE

Properties: Greater attack power, able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop.

BLUE CRYSTAL ROD

Properties: Health increases while guarding. Health Boost on successful attack.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

ORICHALCUM

Properties: Greater reach and Pushback.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL CALIBUR

Properties: Greater defence, auto dodge certain throws. Certain attacks become Counters. Health regenerates gradually.

Availability: Obtainable after beating the Tale Of Souls mode, once you own FIRE BLADE, BLUE CRYSTAL ROD and ORICHALCUM.

MEMENTO

Properties: Decreases attack power and changes attack sound effect.

Availability: Complete Dancing Statue in Soul Arena with a 'Clear' ranking on Hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

TAKI

Weapon: Dual Ninja Swords

Basic Weapons: Rekki-Marui & Mekki-Marui. No special effects.

ADDITIONAL WEAPONS

KAENUI

Properties: Greater Pushback. Health boost from successful attack.

Availability: Obtainable at the Weapon Shop.

KAGEKIRI

Properties: Auto Guard Break certain attacks. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

FUMAKUGI

Properties: Auto Guard Impact certain attacks and auto dodge certain throws.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

KRIS HAGA

Properties: Increase reach, decrease attack. Health regenerates while guarding and able to penetrate opponent's guard.

Availability: Obtainable after beating

the Tale Of Souls mode, once you own KAENUI, KAGEKIRI and FUMAKUGI.

TOBACCO PIPES MEMENTO

Properties: Decreases health while guarding and changes attack sound effect.

Availability: Complete Turntable in Soul Arena with a 'Clear' ranking on Hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

TALIM

Weapon: Dual elbow blades.

Basic weapons: Syi Sarika & Loka Luha. No special effects.

ADDITIONAL WEAPONS

TONFA

Properties: Greater attack. Able to break opponent's guard.

Availability: Obtainable at the Weapon Shop.

SIDE HARP

Properties: Auto Guard certain attacks. Guard Impacts also damage opponents.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

DOUBLE CRESCENT BLADE

Properties: Greater defence. Certain ring-outs avoided.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL CALIBUR

Properties: Greater reach and attack and health regenerates gradually. Auto

Soul Calibur III

Guard Break on certain attacks.

Availability: Obtainable after beating the Tale Of Souls mode, once you own TONFA, SIDE HARP and DOUBLE CRESCENT BLADE.

WEIGHT

Properties: Attacking decreases health and changes attack sound effect.

Availability: Complete Hard Workers in Soul Arena with a 'Clear' ranking on Normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

TIRA

Weapon: Ring Blade.

Basic weapons: Aiselne Drossel.
No special effects.

ADDITIONAL WEAPONS

BIFROST

Properties: Greater defence. Some ring-outs avoidable.

Availability: Obtainable at the Weapon Shop.

IXION

Properties: Greater attack power, health boost on successful attack.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

VIAMANA

Properties: Auto Guard Impact certain attacks. Guard Impact ability improved.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

SOUL EDGE

Properties: Greater Pushback, attack power increases with time and gradual health increase. Able to penetrate opponent's guard.

Availability: Obtainable after beating the Tale Of Souls mode, once you own BIFROST, IXION and VIAMANA.

COGWHEEL

Properties: Decreases attack and changes attack sound effect.

Availability: Complete Hard Workers in Soul Arena with a 'Great' ranking on Normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

VOLDO

Weapon: Dual Jamadhars.

Basic weapons: Manas & Ayus.
No special effects.

ADDITIONAL WEAPONS

CAT CLAWS

Properties: Able to penetrate opponent's guard. Certain ring-outs avoidable.

Availability: Obtainable at the Weapon Shop.

TONFANA SCISSORS

Properties: Greater reach and greater Pushback.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

IRON RAM

Properties: Greater attack power. Auto Guard Break certain attacks.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

GUILLOTINE

Properties: Auto Guard Impact certain attacks. Guard Impacts damage opponents. Slight health drain but health boost from successful attack.

Availability: Obtainable after beating the Tale Of Souls mode, once you own CAT CLAWS, TONFANA SCISSORS and IRON RAM.

TAMBOURINE

Properties: Attacking decreases health and changes attack sound effect.

Availability: Complete Coin Collector in Soul Arena with a 'Clear' ranking on Hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

XIANGHUA

Weapon: Chinese sword.

Basic Weapon: Unnamed.

No special effects.

ADDITIONAL WEAPONS

KARD

Properties: Greater attack, greater Pushback.

Availability: Obtainable at the Weapon Shop.

NOTHERN STAR

Properties: Able to penetrate opponent's guard. Auto Guard Break certain attacks.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

KOPIS

Properties: Auto Guard Impact certain attacks. Guard Impacts damage opponents.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.





SOUL CALIBUR

Properties: Greater attack and health regenerates gradually. Certain attacks become counters and some counters cancelled.

Availability: Obtainable after beating the Tale Of Souls mode, once you own KARD, NOTHERN STAR and KOPIS.

TAMBOURINE

Properties: Decreased attack and changes attack sound effect.

Availability: Complete Turntable in Soul Arena with a 'Great' ranking on Normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

YOSHIMITSU

Weapon: Katana.

Basic Weapon: Yoshimitsu.
No special effects.

ADDITIONAL WEAPONS

KASTANE

Properties: Health increases over time. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop.

PAKAYUN

Properties: Greater defence and Pushback.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

KAGEKIYO

Properties: Greater attack power. Guard Impacts damage opponents.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

HIHIROKANE

Properties: Auto Guard Impact certain attacks and attack power increases with time. Successful attacks boost health. Certain attacks become counters.

Availability: Obtainable after beating the Tale Of Souls mode, once you own KASTANE, PAKAYUN and KAGEKIYO.

SHEPHERD'S CROOK

Properties: Decreased attack and changes attack sound effect.

Availability: Complete Survival in Soul Arena with a 'Clear' ranking on Hard.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

YUN-SEONG

Weapon: Chinese Sword.

Basic Weapon: White Storm.
No special effects.

ADDITIONAL WEAPONS

GIANT BUTCHER KNIFE

Properties: Greater attack and Pushback force.

Availability: Obtainable at the Weapon Shop.

CHENG YING

Properties: Auto Guard Impact certain attacks. Health boosted by successful Guard Impacts.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

RAMDAO

Properties: Successful attacks boost health. Certain counters cancelled.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

HAN GUANG

Properties: Greater reach, attack and Auto Guard Impact certain attacks.
Decreased defence.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the GIANT BUTCHER KNIFE, CHENG YING and RAMDAO.

CHILD'S SWORD

Properties: Decreased attack and changes attack sound effect.

Availability: Complete Blast Chase in Soul Arena with a 'Great' ranking on Normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

ZASALAMEL

Weapon: Death Scythe.

Basic Weapon: Kafziel.
No special effects.

ADDITIONAL WEAPONS

ANKOU

Properties: Auto Guard Break and Guard Impact certain attacks.

Availability: Obtainable at the Weapon Shop.

BALOR

Properties: Greater reach and Pushback.

Availability: Obtainable at the Weapon Shop after winning stage four of the Tale Of Souls mode.

MRTYU

Properties: Health increases gradually. Health boosted by successful attacks.

Availability: Obtainable at the Weapon Shop after winning stage seven of the Tale Of Souls mode.

IRKALLA

Properties: Greater attack and defence. Attack power increases with

Soul Calibur III

time. Certain ring-outs avoidable.

Availability: Obtainable after beating the Tale Of Souls mode, once you own the ANKOU, BALOR and MRTYU.

BEAK

Properties: Decreased reach and changes attack sound effect.

Availability: Complete Wisp Shoot in Soul Arena with a 'Great' ranking on Normal.

THE ANCIENT

Properties: No special abilities.

Availability: Beat Olcadan in the Tale Of Souls mode.

CUSTOM CHARACTER WEAPONS KATANA AND SHURIKEN

Basic Weapon: Onimaro & Tobikage.
No special effects.

ADDITIONAL WEAPONS

TSUBANARI AND RYUSEI

Properties: Guard Impacts damage opponents. Able to penetrate

opponent's guard.

Availability: Obtainable at the Weapon Shop.

SUIGETSUTOU AND UKIFUNE

Properties: Gradual Health increase. Certain ring-outs avoidable.

Availability: Obtainable at the Weapon Shop after defeating Jinkai in chronicle two.

GENMA AND KOKUEN

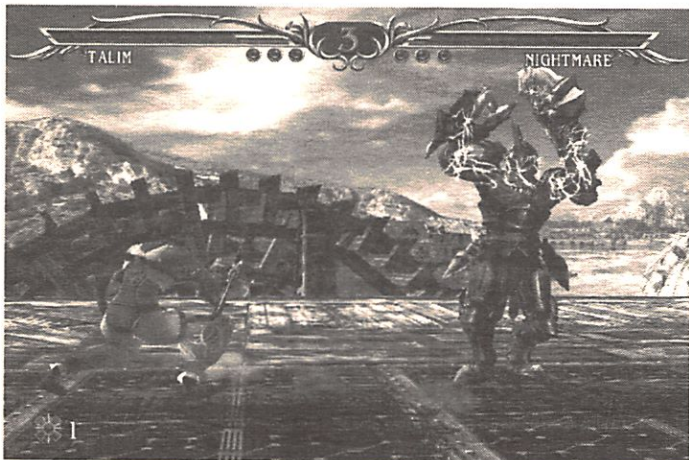
Properties: Greater attack. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop after defeating Shiun in chronicle eight.

TOTSUKA AND YATSUGASHIRA

Properties: Greater reach. Certain counters cancelled. Auto Guard Impact certain attacks and able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop after defeating Kagamin in chronicle 16.



RED CROW AND RUSTY WING

Properties: No special effects

Availability: Unlock Miser to obtain.

KNIFE

Basic Weapon: Kunai.

No special effects.

ADDITIONAL WEAPONS

KAIKEN

Properties: Auto Guard Impact certain attacks. Guard Impact ability improved.

Availability: Get it at the Weapon Shop.

KAZEKIRIMARU

Properties: Greater reach and defence

Availability: Obtainable at the Weapon Shop after defeating Elua in chronicle nine.

NAKINUE

Properties: Auto guard break certain attacks. Health boost from successful attacks.

Availability: Obtainable at the Weapon Shop after defeating Kimika in chronicle 13.

SHUTENSOU

Properties: Greater attack and defence. Some attacks become counters. Health regenerates gradually.

Availability: Obtainable at the Weapon Shop after defeating Tomoe in chronicle 19.

AUSTERE AND VOID

Properties: No special effects

Availability: Unlock Greed.

GALEFORCE

Properties: Greater Pushback, decreased attack. Certain ring-outs avoidable.

Availability: Obtainable at the Weapon Shop after defeating Elua in chronicle 11.

KATANA

Basic Weapon: Zantetsuken.

No special effects.

ADDITIONAL WEAPONS

WO DAO

Properties: Greater Pushback. Health increases while guarding.

Availability: Obtainable at the Weapon Shop.

MONOHOSHIZAO

Properties: Greater reach. Certain counters cancelled.

Availability: Obtainable at the Weapon Shop after defeating Kanon in chronicle eight.

SHIRANUI

Properties: Able to penetrate opponents guard. Guard Impacts damage opponents.

Availability: Obtainable at the Weapon Shop after defeating Kanon in chronicle eight.

MURASAME

Properties: Greater attack. Attack power increases with time. Gradual health decrease but health boosted by successful attack.

Availability: Obtainable at the Weapon Shop after defeating Kanon in chronicle eight.

GASSAN

Properties: No special effects.

Availability: Unlock Arthur to obtain.

KOKUENRA

Properties: Greater Pushback, decreased reach. Certain attacks

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become counters.

Availability: Obtainable at the Weapon Shop after defeating Ende in chronicle 19.

CHINESE SWORD

Basic Weapon: Qing Long. No special effects.

ADDITIONAL WEAPONS

PO SHAN

Properties: Greater attack power. Auto guard break certain attacks.
Availability: Obtainable at the Weapon Shop.

Falchion

Properties: Auto Guard Impact certain attacks. Health regenerates gradually.
Availability: Obtainable at the Weapon Shop after defeating Xiaoxin in chronicle two.

LEI YAN

Properties: Greater Pushback. Able to penetrate opponent's guard.
Availability: Obtainable at the Weapon Shop after defeating Jyuri in chronicle 12.

BONE BREAKER SWORD

Properties: Greater Pushback. Attack power increases over time. Health boost from successful attacks. Certain attacks become counters.
Availability: Obtainable at the Weapon Shop after defeating Mingyue in chronicle 18.

BLUE THUNDER

Properties: No Special effects.
Availability: Unlock Hwang to obtain.

DRAGON SWORD

Properties: No special effects.
Availability: Unlock Dragon to obtain.

CHINESE BLADE

Basic Weapon: Heisheng Jian. No special effects.

ADDITIONAL WEAPONS

HUAN LUO

Properties: Greater defence. Auto dodge certain throws.
Availability: Obtainable at the Weapon Shop.

JIAOTU JIAN

Properties: Guard Impacts damage opponents. Certain counters cancelled.
Availability: Obtainable at the Weapon Shop after defeating Luna in chronicle six.

RUNE BLADE

Properties: Guard Impacts boost health. Health regenerates gradually.
Availability: Obtainable at the Weapon Shop after defeating Mooncalf in chronicle eight.

DUJIAO GUI

Properties: Greater attack and Auto Guard Impact on certain attacks. Able to penetrate opponent's guard. Certain ring-outs avoidable.
Availability: Obtainable at the Weapon Shop after defeating Arthur in chronicle 12.

DYSTOPIA

Properties: Auto Guard Impact certain attacks. Guard Impacts damage opponents. Guard Impacts ability improved, health decreased while guarding.
Availability: Unlock Luna to obtain.

SOUL CALIBUR

Properties: Greater attack power. Certain attacks become counters. Certain counters cancelled. Health

regenerates gradually.

Availability: Clear Chronicles Of The Sword to obtain.

MIDNIGHT

Properties: Greater attack power. Health decrease with attack. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop after defeating Mooncalf in chronicle eight.

FOOT BLADES

Basic Weapon: Kick Edge.
No special effects.

ADDITIONAL WEAPONS

GRIEVE EDGE

Properties: Greater defence. Guard Impact ability improved.

Availability: Obtainable at the Weapon Shop.

SENJINSOKU

Properties: Health boost on successful attack. Able to Penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop after defeating Azumi in chronicle ten.

CIAILLEACH BHEUR

Properties: Greater Pushback. Health boost on successful attack.

Availability: Obtainable at the Weapon Shop after defeating Ouka in chronicle 18.

SVADIFARI

Properties: Able to penetrate opponent's guard and Auto Guard Impact certain attacks. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop after defeating Shinzuma in chronicle 19.

CEPHEUS SEAL

Properties: No special effects.

Availability: Unlock Valeria to obtain.

HELL'S DESIGN

Properties: Greater reach. Health decreases but boosted by successful attacks. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop after defeating Kierkess in chronicle 12.

STAFF

Basic Weapon: Mushakuboh.
No special effects.

ADDITIONAL WEAPONS

QUARTERSTAFF

Properties: Greater defence. Certain counters cancelled.

Availability: Obtainable at the Weapon Shop.

IRON STAFF

Properties: Greater attack power. Certain ring-outs avoidable.

Availability: Obtainable at the Weapon Shop after defeating Jyurai in chronicle 10.

DUEL RODS

Properties: Able to penetrate opponent's guard. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop after defeating Fenglei in chronicle 10.

KUNLUN BAMBOO

Properties: Greater attack, defence and Pushback. Auto Guard Break certain attacks.

Availability: Obtainable at the Weapon Shop after defeating Minlian in chronicle 12.

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CEPHEUS SEAL

Properties: No special effects.

Availability: Unlock Hualin to obtain.

LANCE

Basic Weapon: Heavy Lance.

No special effects.

ADDITIONAL WEAPONS

PILUM MURALIS

Properties: Greater attack. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop.

BOURDONASSE

Properties: Auto Guard Impact certain attacks. Some attacks become counters.

Availability: Obtainable at the Weapon Shop after defeating Girardot in chronicle two.

AHLSPIESS

Properties: Greater Pushback. Guard Impact ability improved.

Availability: Obtainable at the Weapon Shop after defeating Lupi in chronicle 11.

DREDBOUGHT

Properties: Auto Guard Break certain attacks. Able to penetrate opponent's guard. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop after defeating Brunhild in chronicle 13.

ABSOLUTION

Properties: Greater defence and Pushback. Guard Impacts damage opponent. Attacks decrease health.

Availability: Unlock Girardot to obtain.

BLAZECLIVER

Properties: Auto Guard Break certain attacks. Decrease defence. Able to penetrate opponent's guard. Health regenerates while guarding.

Availability: Obtainable at the Weapon Shop after defeating Lupi in chronicle 11.

SACRIFICE

Properties: Greater reach. Able to penetrate opponent's guard. Health decreases while guarding.

Availability: Obtainable at the Weapon Shop after defeating Roin in chronicle 12.

STEEL FAN

Basic Weapon: No name.

No special effects.

ADDITIONAL WEAPONS

KAMAITACHI

Properties: Greater attack. Guard Impacts damage opponents.

Availability: Obtainable at the Weapon Shop.

FUJIN FAN

Properties: Greater Pushback force. Auto Guard Impact certain attacks.

Availability: Obtainable at the Weapon Shop after defeating Amrita in chronicle five.

ZEPHYRUS

Properties: Health increases with time. Certain counters cancelled.

Availability: Obtainable at the Weapon Shop after defeating Asrafil in chronicle ten.

BASHO FAN

Properties: Greater Pushback, attack and defence. Attack power increases over time.

Availability: Obtainable at the Weapon Shop after defeating Aeolos in chronicle 17.

BAINIGART

Properties: Decreased reach. Greater attack and Pushback.

Availability: Unlock Demuth to obtain.

SICKLE

Basic Weapon: No name.
No special effects.

ADDITIONAL WEAPONS

KOGARASHI

Properties: Greater attack power and Pushback.

Availability: Obtainable at the Weapon Shop.

MIZUCHI

Properties: Auto Guard Break certain attacks. Certain ring-outs avoidable.

Availability: Obtainable at the Weapon Shop after defeating Kanade in chronicle eight.

YAESUMIJI

Properties: Able to penetrate opponent's guard. Certain attacks become counters.

Availability: Obtainable at the Weapon Shop after defeating Marid in chronicle nine.

CHAIN OF HADES

Properties: Greater attack power. Guard Impacts damage opponents. Certain ring-outs avoidable. Successful attacks boost health.

Availability: Obtainable at the Weapon Shop after defeating Domenthi in chronicle 20.

BLACK WIDOW

Properties: Greater reach, decreased defence. Successful attacks boost health.

Availability: Unlock Aurelia to obtain.



Soul Calibur III

DAGGER

Basic Weapon: Jamibya.

No special effects.

ADDITIONAL WEAPONS

ASSASSIN DAGGER

Properties: Greater attack. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop.

KRIS

Properties: Auto Guard Break certain attacks. Guard Impact ability improved.

Availability: Obtainable at the Weapon Shop after defeating Loki in chronicle three.

MISERICORDE

Properties: Greater Pushback. Guard Impacts damage opponents.

Availability: Obtainable at the Weapon Shop after defeating Celestis in chronicle 12.

SAVAGE OF TONATUH

Properties: Greater attack power. Auto Guard Break certain attacks. Some attacks become counters. Successful attacks boost health.

Availability: Obtainable at the Weapon Shop after defeating Abigail in chronicle 19.

KINGSLAYER

Properties: Greater attack power. Health decreases with each attack, recovered if successful.

Availability: Unlock Chester to obtain.

IRON SWORD

Basic Weapon: Great Sword.

No special effects.

ADDITIONAL WEAPONS

CLAYMORE

Properties: Greater defence power. Guard Impact ability improved.

Availability: Obtainable at the Weapon Shop.

DEMON KNIFE

Properties: Greater attack power and Pushback.

Availability: Obtainable at the Weapon Shop after defeating Ishtar in chronicle one.

HERCULES SWORD

Properties: Greater attack power. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop after defeating Juno in chronicle seven.

ALONDITE

Properties: Greater attack power. Health regenerates gradually. Certain ring-outs can be avoided. Auto dodge certain throws.

Availability: Obtainable at the Weapon Shop after defeating Balduin in chronicle 18.

AMBITION

Properties: Greater attack, decreased defence.

Availability: Unlock Strife to obtain.

SOUL EDGE

Properties: Greater attack. Attack power increase with time. Health decreases over time. Successful attack boosts health.

Availability: Obtainable at the Weapon Shop after defeating Strife in chronicle 20.

BRUTAL TERRA

Properties: Greater attack. Certain

counters cancelled. Health decreases with each attack.

Availability: Obtainable at the Weapon Shop after defeating Aege in chronicle 11.

SWORD AND SHIELD

Basic Weapon: Gladius.

No special effects.

ADDITIONAL WEAPONS

ICE BLADE

Properties: Auto Guard Impact certain attacks. Guard Impacts damage opponent.

Availability: Obtainable at the Weapon Shop.

KATZBALGER

Properties: Successful attacks boost health. Certain counters cancelled.

Availability: Obtainable at the Weapon Shop after defeating Abeila in chronicle one.

EXCALIBUR

Properties: Greater attack. Health decreases while guarding.

Availability: Obtainable at the Weapon Shop after defeating Hilda in chronicle 19.

VALKYRIE

Properties: Greater attack and defence. Certain attacks become counters. Health regenerates gradually.

Availability: Obtainable at the Weapon Shop after defeating Acacia in chronicle 20.

ETERNAL REST

Properties: Greater attack. Attack increase over time. Health decreases while guarding.

Availability: Unlock Abeila to obtain.

LILIA

Properties: Decrease Pushback.

Certain counters cancelled. Certain ring-outs avoidable. Auto dodge certain throws.

Availability: Obtainable at the Weapon Shop after defeating Hyle in chronicle ten.

TAMBOURINE

Basic Weapon: Melody Ring.

No special effects.

ADDITIONAL WEAPONS

MAZURKA

Properties: Auto dodge certain throws. Successful attacks boost health.

Availability: Obtainable at the Weapon Shop.

TARENTELLA

Properties: Guard Impact ability improved. Guard Impacts damage opponents.

Availability: Obtainable at the Weapon Shop after defeating Iblis in chronicle five.

MENARD

Properties: Auto Guard Break certain attacks. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop after defeating Wenli in chronicle nine.

TERPSICHORE

Properties: Greater attack. Auto Guard Break certain attacks. Successful attacks boost health.

Availability: Obtainable at the Weapon Shop after defeating Irene in chronicle 16.

Soul Calibur III

CEPHUES SEAL

Properties: No special effects.

Availability: Unlock Lynette to obtain.

NUNCHAKU

Basic Weapon: No name.

No special effects.

ADDITIONAL WEAPONS

GEMINI ROD

Properties: Greater Pushback. Certain Counters cancelled.

Availability: Obtainable at the Weapon Shop.

AHONGKUI

Properties: Auto Guard Impact certain attacks. Power increases with time.

Availability: Obtainable at the Weapon Shop after defeating Yufeng in chronicle seven.

HUOSEN

Properties: Greater attack and defence.

Availability: Obtainable at the Weapon Shop after defeating Mayura in chronicle 15.

SHUAN LEI

Properties: Auto Guard Impact certain attacks. Guard Impact ability improved. Successful attacks boost health. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop after defeating Meilan in chronicle 16.

FALCON

Properties: No special effects.

Availability: Unlock Li Long to obtain.

WAVE SWORD

Basic Weapon: No name.
No special effects.

ADDITIONAL WEAPONS

MANTIS BLADE

Properties: Auto Guard Break certain attacks. Able to penetrate opponent's guard.

Availability: Obtainable at the Weapon Shop.



DOUBLE FANG

Properties: Greater defence power.
Certain counters cancelled.

Availability: Obtainable at the
Weapon Shop after defeating Edith in
chronicle two.

AYA AND HONGYA

Properties: Auto Guard Impacts
certain attacks. Guard Impact
ability improved.

Availability: Obtainable at the
Weapon Shop after defeating
Halphas in chronicle seven.

ATROPOS

Properties: Greater attack. Able to
penetrate opponent's guard. Certain
ring-outs avoidable. Successful attacks
boost health.

Availability: Obtainable at the
Weapon Shop after defeating Riese in
chronicle 17.

GATEKEEPER

Properties: No special effects.

Availability: Unlock Revenant
to obtain.

LEVIATHAN

Properties: Decrease Pushback. Health
increases over time, and with
successful Guard Impact.

Availability: Obtainable at the
Weapon Shop after defeating
Heal-Do in chronicle 11.

RAPIER

Basic weapon Schweitzer.
No special effects.

ADDITIONAL WEAPONS

RAPIER

Properties: Greater defence. Auto
Guard Impact certain attacks.

Availability: Obtainable at the
Weapon Shop.

FALLEN ANTLER

Properties: Health increases while
guarding. Successful attacks
boost health.

Availability: Obtainable at the
Weapon Shop after defeating Sizuku
in chronicle 13.

TUCK

Properties: Auto Guard Break
certain attacks. Able to penetrate
opponent's guard.

Availability: Obtainable at the
Weapon Shop after defeating Katina
in chronicle 15.

UNICORN

Properties: Greater attack. Attack
power increases with time. Health
regenerate gradually and each
successful attack.

Availability: Obtainable at the
Weapon Shop after defeating
Haystir in chronicle 20.

ALBION

Properties: No special effects.

Availability: Unlock Amy to obtain. ■

Prince Of Persia: The Two Thrones



PRINCE OF PERSIA: THE TWO THRONES

DOCKS

From your starting position, head forwards and roll under the splintered door at the foot of the slope. Turn left and look for a crate to climb. Jump up, then use your wall-running and long-jump skills to get across the pile of boxes – you'll receive instructions as you do this.

At the last platform, jump up to the ledge and shimmy left. Leap to the wooden pole around the corner, then swivel around until your back is facing the next pole and jump across to that. Look for a ledge nearby and get to it when you're high enough.

From the ledge, look for a small platform in the corner and use wall-running and pole-jumping to get across to it. Now jump up and shimmy left along the ledge and through the hole in the wall.

At the next ledge, climb up and move right, then climb up when there's room and grab the ledge above you. Keep moving right, then drop down when you're over a platform and jump across to the nearby balcony.

Move onwards until you see a waterfall. Facing the waterfall, perform a wall-run across the left wall and leap across to the ledge on the right wall. Climb up the ledges and

pass over the waterfall to the left.

At the dead-end, look up and climb through the opening. From the top, wall-run all the way to the red curtain and then use your dagger to slide down.

Get into the tower close by, then climb the ladder and jump backwards onto the second ladder. Move around to the other side of the ladder to keep climbing upwards.

From here, face the right-hand wall, with the over-hanging wall above you and slightly behind. Wall-run up the right-hand wall and somersault backwards to reach the ledge on the overhang. Climb up and jump across to the ladder opposite.

Keep moving on until you reach a low wall with a door in it – wall-run up here and use the ledges along the building on your left to get to a fountain. Save your game here.

DOCKS DISTRICT

On top of the wooden platform, face into the courtyard with the wall to your left. At the same level as your feet is a ledge that passes around the corner to the left – grab onto it and shimmy around.

Climb up and find a half-broken door. Roll under here. You should now see a series of beams overhead. Face

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the beams and head to the wall on your right where there's a post – climb up here and get onto the lowest beam.

Jump up to the next beam and turn around until you're facing a narrow gap between two walls. Follow the instructions on-screen and leap between the walls and slide down to kill two soldiers on the ground.

Move on from here until you reach an edge, where you can see one long beam and one very short beam. Leap out onto the long beam, shimmy along until you're under the small one and then jump up onto it.

Balance up here and face the narrow gap, then jump up into it and use it to climb upwards. At the top you'll find a wooden tower with a ladder against it. Get up here and across to the nearby balcony.

Further along is another half-busted door, so roll underneath and continue onwards to find another fountain. After you've saved, head to the end of the path – with the burning door on your right – and look for a ledge to jump up to so you can get to the platform above.

Keep going until you find another gap with more beams between it. Face the beams and wall-run along the right wall, then jump across to the plank in the middle of the lower beam. Turn to face the wall that was on your left. Leap at the wall, then somersault back off it to reach the plank above you. Climb up from here.

PALACE

Look down the street for the Palace balcony. Facing the balcony, wall-run along the left wall and leap across to grab and climb up onto the balcony. Now go inside.

Continue along the hallway until you reach a raised platform in the corner of a room, to the left of a door with a large, ornate lamp over it. Use the dagger plates to climb upwards, then jump onto the balcony that's behind you.

Open the way forwards by walking over the switch in the floor and unlocking the door. Go through the now-open door.

When you reach an area with two pillars next to some pots, leap up onto the right-hand pillar, then climb to the top and swivel around until your back is facing a plank. Jump to this and then go right and onto the balcony railing.

Close to this is an area blocked by discarded benches. Destroy these with the dagger to pass through the doorway. Look to your right for three dagger plates high up the wall – use these to clamber across to the balcony now on your left.

Once on the balcony, turn around and look up to find two beams jutting out from the wall. Run up the wall on your right and leap backwards to reach the first beam, then jump from here to get to the second and keep going upwards.

To progress here you must look for the square wall switch that's just underneath another beam. Wall-run up this switch and leap back to the beam, then climb up and through the window that opens above your head.

Look for a torch embedded in a lever. Turn this and you'll open a door in the ceiling, then very quickly run to the wooden dagger switch on the left wall and activate it, before jumping onto the moving block and swiftly climbing upwards through the opening in the ceiling.



In the next room, go to the statue on the left and climb to the platform on top. Use the dagger plate on the back wall to get across to the high platform to the right of your position, and keep going until you get to the platform on the far right. There's a gap between two walls – climb into here to progress to the next area.

After the gap, look up and you'll see a ledge, close to a symbol on the wall around the corner. Climb up to the ledge, then around the corner and get across to the pillar in the middle of the room. Use the pole behind this to reach the nearby balcony.

BROKEN PALACE

Close by are some benches – break through these and keep going down this hallway until you find a switch on a wall. Wall-run on this switch to open the next door.

Once through the door and in the open area, look for the red curtain on the right-hand wall. Wall-run across to this and use it to descend to the floor below.

Run all the way to the other end of the room. You should be standing near the thinnest pole. Climb up, then swivel around and jump backwards to the next pole along, back the way you came, when it becomes narrow enough to climb. Do the same for the next pole. At the top of the final pole, get to the ledge in the corner, jump up to the ledge above and shimmy along to the right.

Keep going until you can leap backwards onto the pole nearby. Swivel around it until your back is facing the dagger plate on the wall. Jump to this, then jump along the wall to the next two dagger plates, before leaping backwards and grasping on to the final post.

Climb this post and look for a hole in the upper wall to exit through. From here, jump onto the two steps and scramble up to the next floor.

SEWERS

Once you reach the high, walled area, climb up to the beam sticking out of the wall. Get up on top of this and

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jump to the ledge above you. Find the dagger switch on the wall nearby and activate it, then drop through the hole below you.

Descend between the walls until you can jump to the beam that spans the cavern. Now drop down to the shallow water by using the other, lower beams.

Head across this area and look for the dagger plates on the wall to your left. Scale the wall with these and jump to your right at the top, then shimmy along this ledge and back around the corner until you're over the water.

There are three ledges in the wall nearby – use them to climb up to the beam at the very top of the cavern. Now get yourself to the pole that's between you and a dagger plate on the far wall. Leap from this to the next plank. From the plank, jump to the dagger plate – you need to wait until the moving plate on your left is completely retracted into the wall, then wall-run to the left and onto the next platform.

Face across the gap from this platform with the wall on your right. Wall-run forwards and get between the two walls dead ahead and descend in the narrow gap.

From this point you'll be given instructions on how to use your chain weapon to pull the statue's face outwards to enable you to open the door behind you.

Use the chain to swing twice across the gap from the beams, aiming for the narrow space between the two walls straight in front of you. Keep going, and when you reach a dead-end use the chain again to pull out the statue's face from across the gap and open the next door.

In the next room, look up and find the dagger switch. Climb the wall here all the way to the top, then activate the switch and swing backwards to the beam behind you when the wall moves all the way out.

Face the wall with the retracting spikes – you need to wait until the spikes are hidden, and then very quickly jump up and leap from one

wall and back to the next, all the way up to the next platform.

This way leads to a corridor – continue along here until you reach a closed door. There is a dagger switch on the wall back through the archway.

At this stage you can choose to go left and find a Life Upgrade, or go right and continue the level. Getting to the Upgrade is a straightforward path – just keep following it and avoiding the obstacles and you'll be led straight to it. Once you have it though, you must make your way back.

Finish the area by heading right, avoiding the spinning obstacle and heading onwards.

GUARD FORTRESS

When you reach a rough wall, look up and you'll see a series of ledges. Climb up using these ledges until you reach the top of a tower, which you can descend by locating a narrow gap between two walls and sliding down.

At the bottom, look around for a raised platform surrounded by a

splintered fence. Climb up and look up to locate the dagger plate. From the plate, go left and reach the balcony. Use the lever here, and then, with the metal-covered doorway to your left, wall-run on the left wall to the next platform.

To get down from here, get to the hanging chain by wall-running and chain-swinging from the torch fixed into the wall, then jumping onto the chain.

In order to open the door, face the blocked doorway and climb the pillar to the right. There's a series of flag poles up here – swing from each of these to reach the switch that'll open the door and clear the way forwards.

BRIDGE CHASE

Aboard the chariot, keep an eye on the path ahead of you and try to run down any enemies you come across. When approaching a corner, move as far to the opposite side of the street as you can – so move left if the corner is turning right. This will give you more room to turn and stop



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you slamming into the wall beyond the corner.

LOWER CITY

Once through the gates, look for a door with a number of rough wooden ledges over it. Climb these ledges all the way until you reach a balcony. There's a ladder attached to a nearby wall. Get up to the top of this and leap backwards onto the ledge that's behind you.

Move along the ledges, heading downwards, until you reach two planks facing each other across a wide gap. Balance along the first of these and jump across to the second. At the balcony, search for a dagger plate on the wall below. Drop down to this, then down again to the lower level.

Around the bend there's a hole high up in the corner of the wall, and a dagger plate just nearby. Wall-run up to the plate, then leap across to get through the opening.

Look for the burning door. Wall-run to this, and then very quickly turn left and keep moving because the

platform will collapse. Before it does, leap and chain-swing from the beam above you, and get onto the ladder. Now climb this ladder to the rooftop.

Take a run-up and leap across the rooftops to the one on your right, move around this roof and drop down at the left-hand side.

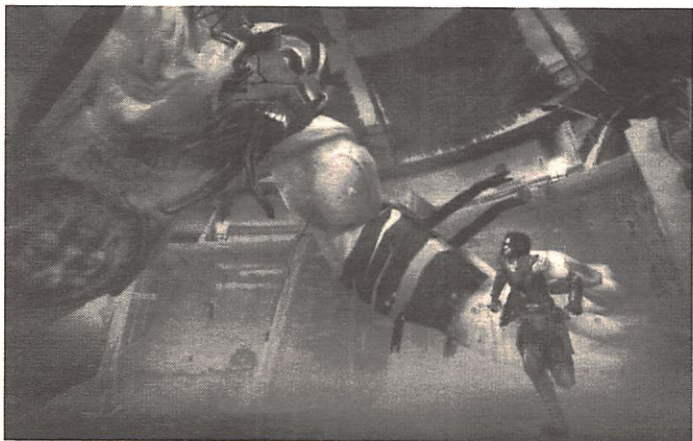
From here, look for an awning at foot-level, with a small square object sticking out past it. Wall-run to this square and jump – the Prince will automatically jump to the chain close by. Descend down this chain.

On the ground, find the dagger switch with two dagger plates to the left of it, and use these plates to climb up and then wall-run onto the switch, which opens two doors.

Take the grey door first – it leads to a Life Upgrade. Once you've collected the Upgrade you can return to this point and then go through the red doorway, which leads to the arena.

ARENA

You can't hurt the massive Klompa from ground level. Instead, you must



climb up the left or the right side of the arena. At the top, you're high enough to leap out towards the beast and perform a speed kill on both of its eyes. Wait for the knife to turn blue during the speed kill, then strike.

To climb the left side, find the ramp. Jump up to the dagger plate above and work your way right until you reach a platform under another dagger plate. Leap up to this and head left to reach a high platform.

On the right side of the arena, find another ramp and leap to the beam close by. Klompa will destroy the wall in your way, enabling you to get across to the next platform. Climb upwards to find some dagger plates, and at the top, then wall-run across to the high platform.

When you've stabbed both eyes, concentrate your attacks on a single leg, until the monster raises that leg. When he does, slash at the other leg to bring Klompa down to his knees. This will trigger the final speed kill.

To get out, look for the area that leads inside to a red-walled section. Leap up to the ledge above your head and chain-swing from the beam to the upper platform.

UPPER CITY GATE

Go down the ladder and use the chain to pull out the face of the statue on the wall. Jump swiftly on the moving block and walk to the doorway. You might need to slow down time in order to reach the door.

Leap to the nearby flag pole, and swing over to reach the ledge straight ahead. Now climb up and use the next flag pole to reach the platform across the way.

Keep going, and when you get the Sand Gate, go to the second floor and

activate the wall switch near the opening that leads out to a courtyard. The switch will open a door on the ground level, and you should slow down time in order to get through the door.

At the splintered barricade, roll underneath and move on. At the fountain, smash a weapons stand to the right and then look up to find a broken ceiling area. Leap from wall to wall to reach the dagger plate beneath the opening and jump through.

On the rooftop, head to the hanging corpse and the door will be opened for you. Past the door, wall-run across to the nearby red curtain and slide down – jump across to the platform on the left (while sliding down, it will be behind you) before you plummet into the pit.

Reach the top platform from here by leaping from wall to wall in the narrow gap until you grasp onto the ledge. Follow the ledge around to reach a plank, from which you can jump across to the next platform.

THE TEMPLE EXTERIOR

In the courtyard, locate the big pillar and climb up to the dagger plate on the side, leaping to the ledge above from the plate. Follow the ledge around the corner and jump across to the pole on the other side.

Jump from the pole to the dagger plate high on the wall, then wall-run across to the right and onto the balcony.

Push the bell against the wall to climb up and reach the opening above. Activate the dagger switch here and drop back down onto the bell. Facing the wall, turn left and wall-run up to the ivy-covered platform and through the open door.

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Move around the ledge through here until you see a dagger switch on the opposite wall. Climb to the dagger plate across from this switch and leap back to reach and activate it. A ledge will appear below, so drop down and shimmy along it.

At the dead-end, look up to find the ledges on the wall. Climb these, then jump across from the top to reach the next platform. Outside you'll see a dagger switch – swing from the pole nearby to reach it. A floor will now be raised around the corner to give you access to the next level of the tower.

On the second floor of the tower, you'll see a circular section of wall with a pole across it. Wall-run around the circular wall and leap to the pole from the middle. Now climb up and jump across to the broken wall in front of you.

Jump from the broken wall and wall-run past the corner ahead of you and leap onto the pole. From here, jump across to the beam jutting out from the wall.

In the next room is another bell. Pull this into the corner near the door and leap up to grab the first dagger plate above your head, then keep climbing upwards.

You now must trigger three levers. The first is through the left-hand side of the bell tower, which is the tower in the middle of this area. Find it, and pull it once. The second lever is the one closest to this first lever. It can be reached by climbing the dagger plates in the bell tower and leaving through the right-hand side.

Find the second lever and pull it once. Keep going this way and you'll find the third lever, furthest away from the first one. Pull this once and you'll see a cut-scene. Now pull it again, and return to the bell tower.

Climb across to the first lever and pull this once more – another cut-scene will be triggered. Finally, pull this first lever two more times and the last cut-scene will play.

Return to the bell tower and drag the bell under the dagger switch on the wall. Activate the switch to open

the door on your left – go through it.

Once you're on the other side of the door, follow the ledge along the left wall until you can jump to the dagger plate opposite. From here, jump across to the left to get to the next area and search for another dagger switch which will open the way forwards.

TEMPLE

Face the huge pillar in the middle of the room and turn to your left – you'll see sunlight streaming through a window. Wall-run towards the window and jump from the wall before you reach the window, then chain-swing across the two beams directly ahead of you.

On the next platform pull out the statue's face on the wall before jumping across onto the block. Quickly turn to face the wall, then run up it and jump backwards to reach the balcony above.

Pull at the face of the next statue and jump onto the block, then wall-run to the torches fixed high on

the wall and use them to swing from with your chain, finally jumping on to the balcony at the far end.

Go around the room on the right-hand wall by swinging from the next torch and wall-running to the opposite corner of the room. Then wall-run and get between the tall statues.

Look for a torch lever and use it to drain the water. Now find the corner with a pole next to a wall – run up the wall and jump back onto the pole, then climb this and leap backwards to the bottom of a second pole that's higher up.

To gain another Life Upgrade, look on the wall for a blue flag, and jump behind it – there's a path that leads to the Upgrade. When you've got it, return to this area and continue up.

When you reach a platform facing a red curtain, stand facing it, and head for the wall on your right. Wall-run across this wall and get to the curtain. Slide down, then leap backwards to a second curtain before you reach the bottom.



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MARKETPLACE

Move along the ledge until you can see a wooden partition against the stone wall. Leap between these two walls and slide down. On the ground, look for a big basket in the corner. Drag the basket around to the floor switch nearby and leave it on top of it to keep the door open so that you can pass through.

Keep going until you find an area with another big basket and a wall with two covered pointed archways on it. Drag the basket to this wall – you must break all the pots around the wall to get the basket right up against it. Now climb over the wall.

Head on to find a dagger switch – activate this and watch the cut-scene. Go back the way you came to find another basket. Drag this onto the first floor switch at this end of the street, then go back towards the dagger switch and stand on the second floor switch to unlock the next door.

In the next area, make your way to the huge pillar in the middle. Look for a ledge beneath a large, decorated

panel on one side – this is where you need to get to. Shimmy along this ledge to the right and look beneath you for a dagger plate. Drop to the plate, then jump to another plate on your right and climb up from here to another ledge.

Once you're around the other side, there will be a dagger switch nearby. Pull this to activate the next door then slow down time in order to make it through the door before it closes.

To exit this area, look to the left of the ruined wall and you'll find a large basket hidden under some other baskets. Pull this basket out and drag it under the dagger switch directly opposite. Pull the switch and again use your time-slowness ability to make it past the next door while it's open.

THE LUPANARD

Face across the chasm ahead of you and wall-run along the left wall, then jump across the gap to reach the ledge on the right side. Clamber up to the next platform and keep going until you come outside.





Near a big archway there's a series of ledges that lead up – climb these, and look for the flag pole nearby. Swing from the flag pole to the beam further away and then onwards to the next doorway.

Inside, look for the large, decorated wall switch and wall-run up it to open the nearby door. In the next room find the only pole you can climb and use it to jump back to the pillar in the centre and grab the ledge. Climb the pillar by using the ledges and jump across to the balcony at the top.

Go on until you find a dead-end. Look up to see that two walls are close enough together for you to jump from one to the other and then back again to reach an upper platform.

Pull the torch lever here to lower a beam of light in the centre of the room. Then wall-run along the left wall, jump and swing with your chain from the beam of light to a balcony on the other side.

Once you get outside you'll fight with Mashasti. Learn the layout

quickly, and make sure you know where you can and can't jump between the platforms. She's super-fast, so keep moving to stay out of her range as much as possible.

You aren't fast enough to chase her down and attack her in normal time, so you need to be crafty. When you've caught up with her and you're on the same platform as she is, slow down time and do some damage on her before she can get away. Repeat this until she's defeated.

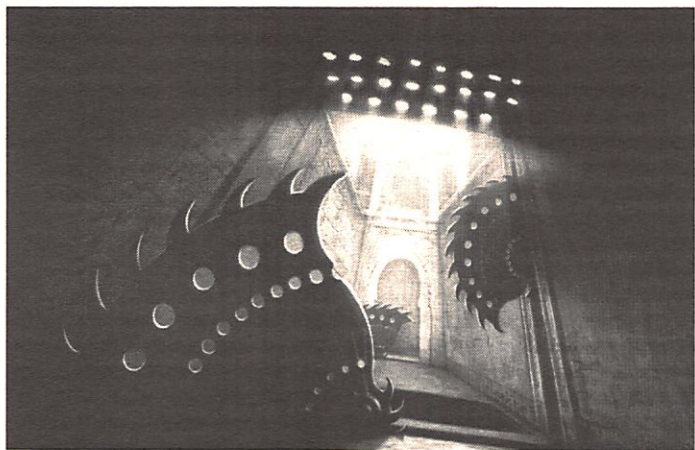
Once you've beaten Mashasti, the way forward will open – go through the doorway.

UPPER CITY

From the start position, find the area of the courtyard with a flag pole on a wall near to a pole in the ground. Face the flag pole and run up the wall to the right, then chain-swing from the pole to the plank above.

Move along the platform, then wall-run and use the chain again to swing from the next flag pole to your left, to reach a ledge. Finally jump

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from this ledge to swing from the next pole and onto the chain in the middle of the room. Descend this to the floor.

Find the wall switch and run up it to trigger the opening of a nearby door. Go through and follow the hallway until you reach a broken door that you must roll under.

When you reach the next room, look for the large platform in the corner with a T-shaped bar on top. From here, wall-run and jump across to the balcony on the other side of the room, then pull the torch lever here to make the platform below moveable.

Return to the large platform and pull it into the middle of the room. Climb back up to the balcony and pull the torch lever again, which will open a set of flaps on the wall – jump where these were to get between two walls and climb up.

At the top, search for a torch lever and activate it. This opens the door at the end of the ramp close by. Through here you'll find a ladder. Go up, then leap to the wall behind you and leap back to the opposite wall

and so on, until you reach the top.

Keep going this way, until you're on top of a wooden platform overlooking a small courtyard. Descend to the platform below by using the small ledge to your side, then wall-run and leap to get to the platform opposite.

Past the opening on this platform is a niche with a basket in it – break the pots around it and pull it out. Drag the basket against the wall with a wooden lattice covering and climb up and over.

CITY GARDEN

At the waterfalls, jump from the ledge to the plank and look up to see the dagger plate hidden by the ivy. Use this plate and the one to your right to jump to the balcony.

Make your way to a ledge leading around the top of a large pillar until your back is facing the trunk of a narrow tree, then jump backwards and onto the tree.

Near to you now is a dagger switch. Leap from tree to tree to get

to the switch, then jump across and activate it.

Jump back onto the trees and climb right back up to the ledge around the large pillar. Shimmy all the way around to the left until you're over a plank. Drop to the plank, and look around to find the other planks jutting from the walls.

Leap across the planks towards the far wall, where there are a number of beams – use these to climb up to a higher level.

Find the dagger switch here and pull it to activate some new platforms, then climb right out of this area and use the platforms you just activated to get up and over to the other side. Here you'll fight the Stone Guardian.

To win, circle the Guardian and stay out of range of his fists, until you are behind it. Then rush in and slash at the back of its legs. When the Guardian falls to its knees, leap in and perform a speed kill.

As you do, the Guardian will charge through two doors with you on its back – you have limited control over the direction it runs, but you must guide it through the hallways without hitting the walls. Once you reach the door at the end, crash through to finish the fight.

Before you move on from the next area though, look for a number of pots on the floor by a grid in the wall. Smash them to reveal an opening. Crawl through here and you'll find a Life Upgrade.

UPPER CITY ROOFTOPS

Look for a basket and drag it to the right-hand side of the edge up ahead. Get on, then wall-run and jump to reach the wall on the far side, and keep jumping from wall to wall in the

narrow space to get to the top.

There's a wall switch here – activate it to open the next door. From this point, move to the right and wall-run at the square object jutting from the wall, then jump across to the ledge on the other side and use the same technique of jumping between the close-by walls to get to the top.

Once you reach the top, find the dagger switch to lower the wooden platforms across the way. Now perform a wall-run in the area they cleared to reach the opposite platform.

Here there's a dagger switch in the corner. This will lower a further two panels so you can get to the other side – when you get over there, find a final dagger switch to make the panels go back up.

Use the first panel to jump back the way you came and up onto the balcony. Move past the second panel to the left and run up the wall in the corner, then somersault back and onto this panel.

From here you need to wall-run and then leap out and chain-swing from the two flag poles opposite to get across to the next platform at the other end of the area.

Go on and look for a wall-mounted statue. Pull out the face with the chain, jump onto the block that appears and then onto the ladder that's against the same wall.

Go down the ladder to the next wall-statue and pull out the face with your chain. Now jump backwards onto the block, and then across to the final platform.

WORKSHOP

Make your way along the hallway until you find a blocked archway. To the left is a dagger switch – activate it to

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progress. Go through into the huge cavern area.

At the far end of this cavern is a large statue with a staff. Climb the staff and swivel around so that you can somersault backwards onto the platform that should be to your left.

Look up and you'll see a beam. Face the wall, run up it and jump backwards to grab onto the beam then climb up to the next platform.

To your left is a gap between the statue and the wall, so wall-run and get behind the statue, then jump from here to the platform beyond.

Go around the corner here towards the plume of black smoke. There's a narrow gap that you can jump up by leaping from one wall to the next and back again until you reach the top. Keep going until you reach a room with a large statue and two dagger switches on opposite walls.

Each dagger switch moves the statue in a particular way. One switch has an arrow pointing left or right, and the other has an arrow pointing in a circle, clockwise or anti-

clockwise. Using the torch lever near the switch changes the direction that the arrow is facing. When you activate the straight arrow switch, it moves the statue forwards or backwards, and when you activate the circular arrow switch it turns the statue clockwise or anti-clockwise.

To complete the puzzle, move the statue as follows:

- Forwards once with the straight arrow switch.
- Clockwise twice with the circular arrow switch.
- Forwards twice with the straight arrow switch.
- Clockwise once with the circular arrow switch.
- Backwards once with the straight arrow switch.
- Clockwise once with the circular arrow switch.
- Forwards once with the straight arrow switch.
- Clockwise once with the straight arrow switch.





- Forwards once with the straight arrow switch.
- Anti-clockwise once with the circular arrow switch.
- Forwards once with the straight arrow switch.

Complete these movements and a cut-scene will be triggered to end the area.

TWIN CHASE

Another chariot race – so remember to always look far ahead and read the path you're taking. Give yourself a wide entry into corners to make sure you don't hit the sides.

You'll have to catch up and kill some enemies also riding chariots, and the best way is to get alongside and keep pushing them into a wall. Eventually you'll reach a part that juts out and they'll crash. But be careful not to push yourself into danger or to allow them to push you into a crash.

Finish the race to enter a boss battle outside of the Palace entrance.

PALACE ENTRANCE

First, concentrate on attacking the enemy wielding a sword. While fighting him, keep an eye on the soldier with the axe, and make sure that you can dodge out of his way if he attacks. When he misses you, the axe will embed itself in the ground and you can then attack the soldier holding it. Perform two speed kills on each enemy to kill them and open up the way forward.

When you reach a wall with a balcony above covered in ivy, you can climb up the ledges either to the left or the right of the main archway.

Inside, you need to find an area with a small hanging red flag – above this is a gap between two walls that you must climb up to. Look to the left of the flag to find a ledge.

Once you've got up onto the top ledge, line up the Prince so his back is facing the gap, then leap across and climb up to the balcony at the top.

Up here you'll find an opening into the next area, with a long red

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curtain on the wall opposite you. Leap across and slide down it, but jump backwards to the ledge behind you before you reach the hole in the ground.

Shimmy along this ledge and look for a dagger plate further on. Get onto the plate and look right – there's a moving platform that comes out. You need to wall-run from the plate to the retractable platform when it's fully extended, then leap-jump up this area from wall to wall to reach the next dagger plate at the top.

Again, look to your right and near the window is a beam. Wall-run to the right and leap onto the beam, then use the higher beams above your head to climb up and reach a balcony.

Look up the wall for the next dagger plate. Leap up to this, then look to the right where there's another moving platform and a ledge on the far wall. Wall-run onto the moving platform and jump up onto the ledge. From here, move to the wooden wall facing the stone wall nearby and leap from wall to wall

to climb right to the top.

At the top, look for three dagger plates to the right, in a line going up. Get to the top dagger plate and align the camera so you can see the overhanging wall behind you. Leap backwards, off the overhanging wall and back to the wall with the plates on it to trigger the wall switch above the plates.

Use your ability to slow down time here, and drop to the top dagger plate before leaping onto the balcony where you came from and running for the now open door that's to your immediate right as you face the dagger plates. Follow this path to receive a Life Upgrade.

When you have it, return to the balcony and pull the torch lever. Go through the open door and into the next area. In here you need to get up onto a pole above your head that's underneath a wooden wall. Once you're on the pole, face the stone wall and swing up and across to it, then jump back to the wooden wall and so on, until you reach the dagger plate.

Then wall-run to the right and get onto the ledge that leads to the way out.

HANGING GARDENS

Outside, look for a narrow gap between two walls and a torch lever nearby. Trigger the lever and quickly jump up the walls, from one wall to another, while the partition is retracted.

Keep jumping across the platforms until you can see a partially obscured dagger plate in the ivy on the wall to your left. There's a retractable wall across the way too. When the wall is all the way out, wall-run to the plate, and wait for the wall to retract. When it comes back out, wall-run from the plate to the small platform beyond.

You need to get into the narrow gap between the two walls close by. Jump between the walls and climb until you're facing a dagger plate on the opposite wall. Jump to this.

Wall-run to the left and jump to the dagger plate on the opposite wall, then wall-run to the ledge on your right and shimmy around until you can descend to the ground.

Go on until you reach an edge with a retractable platform dead across from you. To the right of this platform is a dagger plate – wall-run and get to it. Then, when the platform is sticking out, wall-run to your left and leap backwards to the platform, then quickly run and jump across to the beam directly ahead.

Keep going this way until you see a long, tall retracting block in the wall and two dagger plates beneath it. Climb up the dagger plates, and when the wall sticks out, jump to the solid wall and back to the retractable wall and then to the ledge on the solid

wall. Repeat this again to climb to the top and advance through the area.

You'll reach an area with three torch levers, all on raised platforms. Stand on the tiled part of the ground and face them so that one is to your left, one dead ahead and one to the right. Then do the following:

- Pull the centre lever once.
- Pull the right-hand lever once.
- Pull the left-hand lever once.
- Pull the right-hand lever once.
- Pull the centre lever once.

Finally, pull the left-hand lever once to complete the puzzle and open the way forward.

THE WELL

In the well, get to the bottom by chain-swinging from the blue torch fixings and wall-running to the platforms that are placed further and further down the wall.

When you reach the platform at the bottom that leads to a hole, with blue lights opposite you and walls spanning over your head, look for a ledge to the far right.

Get around here and you'll reach an area with spinning saws coming out of the wall. Stand close to the edge of the platform, facing the saws and close to the wall on your left. When the saws disappear back into the wall, wall-run and leap across the gap to the ledge on the opposite side.

Quickly look down and drop to the ledge below you before the ledge you're on collapses. Jump across the chasm again to the opposite wall and grab onto the ledge there, then go to the right and climb up the wall to get onto the platform leading around the corner.

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When you reach the next chasm, look for the pole that's up high, sticking out from the wall. Chain-swing up on this to the platform beyond – then quickly jump to the ledge on the right because this platform will fall down. Now follow the ledge path downwards.

Continue this way until you see a large saw coming from the wall. Slow down time to jump past the saw and up to the ledge above it, then shimmy to the end of the ledge.

Use the chain to pull at the face of the statue on the wall behind you, then jump onto the block and immediately left to grab a ledge higher up on the wall. Climb this ledge and continue along the path.

You'll be given your father's sword – search for the cracked wall and attack it with this sword to break it down and open the way forwards.

Follow the path until you reach a dark pit with a door at the end of it. There's a ledge to the right. Climb up and along this, then down to the ledge below you and across to the

other side of the chasm. Keep going along this wall to reach the door.

After passing through the door, look for a dagger plate. Wall-run to this and use the nearby ledges to get to the end of the tunnel, then look up and climb the ledges that lead up the wall.

At the top, use your new sword to smash through the barrier blocking your exit.

PALACE TUNNEL

Go across this area, past a small fountain on your left, and look for a section of broken wall on a ledge across a jump. Smash at the broken wall with your sword to pass through.

At the next platform, move so that the wall is to your left and you can see a narrow gap between two walls across the way. Wall-run across to the gap and climb up to the platform above.

Up here, look for another slightly wider gap between two walls and move back and forth between them to reach a switch on the top – activate

this dagger switch to trigger two moving blocks.

From the switch, wall-run along the right-hand wall when the first block on the opposite wall is extending. Jump across and land on the first block, then leap to the second, and then onto the platform beyond. You may need to slow down time to accomplish this move.

When you reach the balcony on the other side, pull the switch. Now you need to get onto the big pillar in the centre of the cavern. Jump across and use the many ledges to descend until you see another section of broken wall. Get to the platform by the broken wall and smash through the stones with your sword.

Go all the way through the hole and into the next area, then turn around and look up. Jump up the wall to your left and backwards onto the rock wall, then jump back to the opposite wall and so on to reach the top platform.

Find the plank up here and walk along it so that you're facing a pole.

Jump to the pole, then swivel around so you can jump to the next pole, and from here leap to the platform. Follow the tunnel found here to a pile of rocks that you can break through with your sword.

Search for two blue-tinged walls with a narrow enough gap between them so that you can climb upwards. When you reach the area above, look again for two walls with a wider gap, and jump between the walls as you have done before to go all the way up to the next section.

Keep moving along the path until you find a dagger switch. Use this to activate the next door, which leads you through to an area with a closed door at the top of some stairs. Climb the stairs and look for two dagger plates on the wall near the door. Jump up these, and then wall-run left onto a plank.

Move along the beams here until you're over the middle of the room and facing the closed door. From the end of the beam furthest along, leap across to the dagger plate on the wall



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opposite. Now wall-run left and onto the wall switch to open the door – you'll drop down in front of it, so go straight through.

TOWER

Find the torch lever on this bottom level and pull it once. Now climb up the ledges to the large wooden platform above. Go around here to the next lever, but don't pull it. Instead, climb up the ledge to the left to the smaller wooden platform and pull this lever once.

Then climb up the nearest ledge – behind you if you're facing the lever – and use it to get onto the beam over your head. Go along this beam and leap across to the platform straight ahead of you.

Pull the stone block from the elevator and push it under the first of the dagger plates on the wall. Then use the dagger plates to your right to climb along the wall, wall-running between them, until you reach another wooden construction.

On the bottom level of this, find the torch lever and pull it. Then climb to the second level and pull the stone block out of the elevator that it's in and across into the other elevator. Now pull the torch lever on this level once.

Climb to the next level of the structure and pull out the block, then pull it over and into the other elevator.

Now you need to find the tall wooden recess in the wall – this is narrow enough for you to jump from side to side to the top and then across to the platform that's sticking out from the wall close by.

Make your way to the next platform along the wall, and look beneath this platform for an opening. Drop down under the platform and go through the opening to reach another Life Upgrade. If you go for the Upgrade you'll have to return to this point by jumping up the recess once more.

Once back at the platform, leap across to the stone platform and into the hall beyond. This hall is full of traps, so slow down time to negotiate them. When you reach the wooden structure at the other end, get to the bottom level and drag the stone block into the elevator.

Turn and look for a stone platform covered in grass jutting out from the cliff wall. Leap to here, and then climb to the level above to reach a torch lever. Pull this and return to the structure, then climb up to the top level and pull the block from one elevator to the other.

Get onto the empty elevator, and jump across to the wooden platform nearby, then across again to the balcony on the right. Move along the balcony to find a plank jutting out under a window ledge. Leap to the plank and go up the ledge and up the next ledge above to get in jumping distance of the nearby pole.

Climb the pole all the way to the top and look out for lots of dagger plates. Jump to the platform under the plate furthest from the door, then wall-run between the plates to drop down at the doorway and go through.

Once through the opening, look for a dagger plate high to the right. Climb up to this, then across the dagger plates on the wall to your left. Reach the planks and then keep climbing to finish the area.



TOWER TOP

Find the narrow balcony with a wall switch at the end, and trigger the switch. This opens a door to your left as you look at the switch, so be quick and leap down to get through it.

Follow the hallway here until you reach a cracked wall. Smash through it with your sword, and keep going to confront the Vizier.

First, you need to keep moving and then get in close while the Vizier pauses to attack his body with the sword. When he begins to propel rocks at you, zig zag across the floor to avoid them and get closer to the Vizier, then wall-run up the column closest to him and leap towards him – this will trigger a speed kill chance. Perform three speed kills and the Vizier will burst through the balcony and fly upwards.

To get close you're going to have to climb the hanging rocks and avoid the objects that the Vizier will launch at you.

Do this by wall-climbing the pillar closest to the lowest hanging rock. Watch out for flying objects, but if you keep moving fast enough the Vizier won't be able to hit you. When you reach the top, go for the kill and attack him one last time.

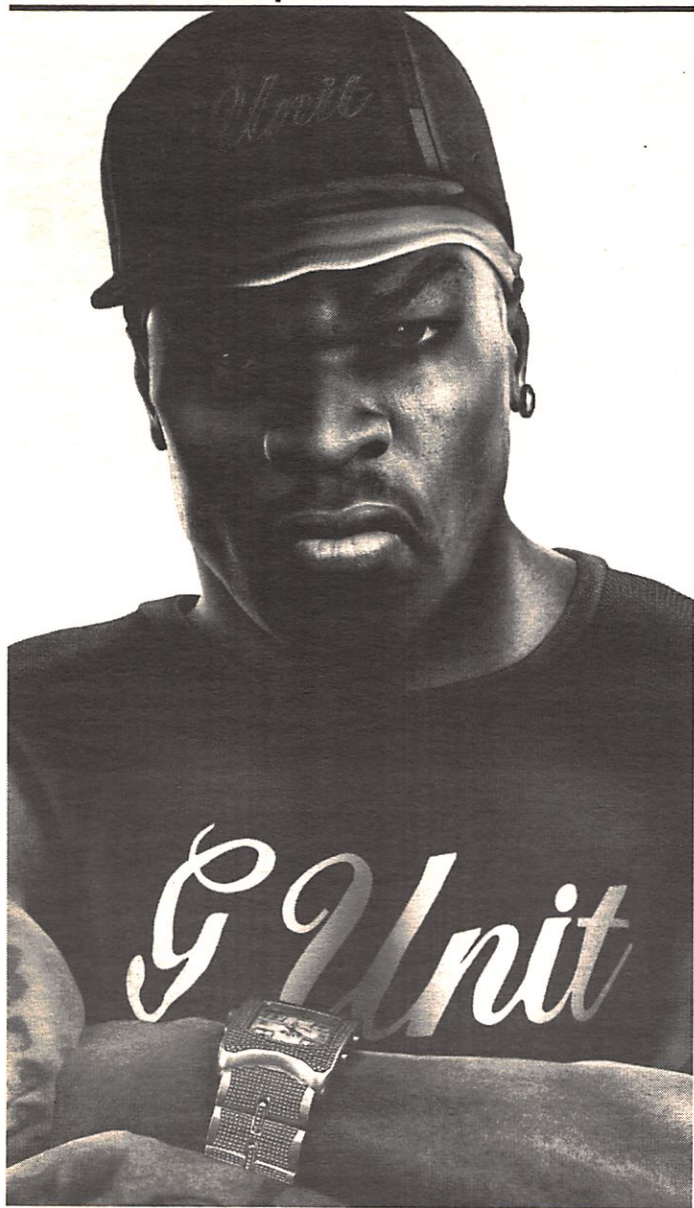
MENTAL REALM

From your starting position, you need to get across the void and over to the domed platform on the other side. Leap straight across to the platform hanging over the chasm, and then jump from here to the domed platform.

Now get in close and strike the Sand Prince with the dagger.

When the multiple Sand Princes appear, fight your way through them while looking for a bright set of stairs nearby. Climb the stairs to reach Farah and complete your adventure. ■

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50 CENT: BULLETPROOF

UNEXPECTED COMPANY

Objectives:

- Pursue K-Dog's kidnappers
- Protect Banks while he picks the door lock

From the start, rush down the alley and use the wall on the left for cover. Take out all enemies close by. When you've cleared the area ahead, run down and take cover behind the SUV. Banks will start to work on the lock.

While he's picking the lock, keep circling the area, watching rooftops and alleyways for backup troops who will charge in and attack. There are plenty of crates here to use for cover.

If you get pinned down by enemies on high ground, jump up

onto the roof of the big truck and take them out from there.

Once the door is open, go straight through. Run up the stairs and go left at the top – there are enemies up here that you can ambush if you're quick. Don't forget to go through their wallets to pick up some cash, then head out of the door marked 'Exit'.

HIGH AND MIGHTY

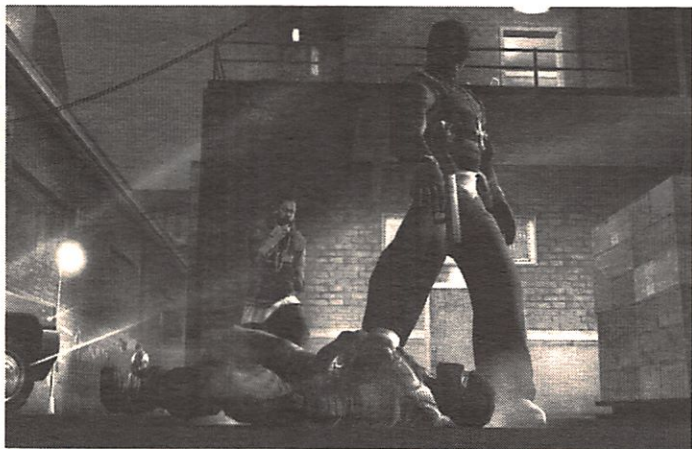
Objectives:

- Get to the rooftop doorway
- Disable the laser sensors

The way forward is barred by four laser sensors attached to explosives. Don't walk into them. Stand well back and shoot at the box the laser comes out



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of to detonate the bomb. Now run to the large crate on the right of where you came in – there's a guard here, so quickly get around the crate and grab him with . Now you can either get some info from him, or just use him to trigger the next laser sensor.

Now leave through the metal door with the light over it. Go up the stairs and outside and head to the next door on the rooftop. You'll need to get Tony Yayo to blow this open so call him over. While he sets the explosives keep an eye on the surrounding area to take down any opposition before they start shooting Tony in the back.

When the door is opened, go in carefully as there are more enemies waiting down the stairs. Run down and grab the closest enemy to use as a hostage, then use him as a shield while killing the others. Leave through the next door.

ALLEYS OF THE DAMNED

Objectives:

- Pursue K-Dog's kidnappers
- Get to Deluxe Laundry

From the room you start in, sneak outside quietly and take two right turns before you come into contact with the enemy. Take this first enemy hostage and head to the pink neon sign. Use the hostage as cover from the sniper on the rooftops while you hover your crosshairs over his head. When the crosshairs turn into a red circle and makes a noise, shoot for a dead-eye head shot.

Get rid of the hostage and grab the closest waste bin to use as moveable cover. Move down the alley, taking out the enemy while staying behind the bin. If any get too close, shove the bin into them to stun them before grabbing hold of it again.

When you see a door on your left go in. There's a guard on patrol here, so kill him quick. On the right should be some armour. Go further down the hall and grab the two bundles of cash at the end. Now leave the way you came in.

Check that G-Unit are following – if they're being held up by enemies, go back and help them. Now keep

going towards the pink sign.

At the next corner press against the wall and peer round the corner to check the way forward. There's one guard who will call for backup if he sees you, so make sure you kill him swiftly. Keep going and use the waste bin at the next corner for cover in the same way as before, making your way down the next alley to the laundromat.

At the end of the alley, clear the area before getting into the Deluxe Laundry. Once you're inside, head for the door on your left marked 'Exit'.

DIRTY LAUNDRY

Objectives:

- Pursue K-Dog's kidnappers
- Turn on the power supply
- Activate the lift

Run across the hall and use the big laundry trolley for cover, like you did with the waste bins outside. Go out of the corridor to your right and kill any enemies you see as you advance. Two guards will appear on your right as

you enter so watch out for them.

Head for the right-hand corner of the room, and once you reach the staircase leave the trolley and climb up, then across the pillars to make for the door with the light over it. Take a left after going through this door and look for a red light – there's a switch under this, so hit it to power up the lift in the main room. Now leave the room and be ready for a big ruckus.

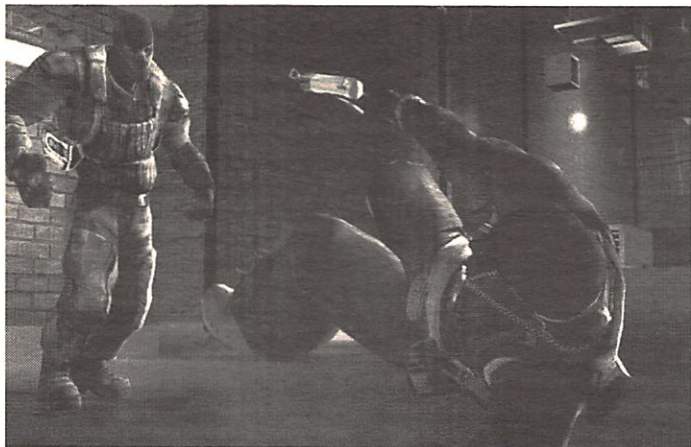
A smoke grenade has gone off, meaning you'll have to keep your eyes open to take down any enemies as they appear. Keep looking all around you and head for the staircase. When you're up the stairs, work the lift by hitting the green button. The walkway will rise and you'll have access to the next door. Get to it and leave.

SKI MASK WAY

Objectives:

- Pursue K-Dog's kidnappers
- Get to the lift at the far end of the alley
- Take the lift to the roof





Run down the corridor you're in and jump through the hole in the fence on your right. Leap behind cover as soon as you can as there are lots of enemies firing at you. Keep in cover and kill anyone shooting at you from behind the fence up ahead. If you need armour, head back down the alley to the fire and grab some there.

Now return to the fence and look for the broken bit on the right of the alley. Go through and be ready with your guns to take the next wave of enemies down. There's not much ammo around so try to use counter-kills to save your bullets.

After the next corner, look for a padlocked door. Shoot the padlock and burst inside, killing the enemies within, then grab the armour.

Exit the room and keep going down the alley, using the left wall for cover and watching the rooftops for enemies. Try to stay away from the gas tanks that are scattered around as stray bullets will detonate them and really hurt you.

Keep going until you reach the lift

at the end of the alley – there's more armour nearby. Get in the lift and head up.

MASSACRE THE MASKED MENACE

Objectives:

- Pursue K-Dog's kidnappers
- Defeat waves of enemies
- Massacre the masked assailant

This next area is full of enemies, so take stock of all your options for cover and keep moving. First, though, press up to the nearby crates and lean out to shoot down the opposition. Keep this up, but be ready to move if your enemies start to outflank you and run around the sides.

When you've got only two or three enemies to take down, grab one for a human shield and use him as cover. Keep your eyes open for ammo boxes around the area before you're hit by the next wave of assailants.

Enemies will pour from the window high above your rooftop, so stay low behind some crates and

shoot them down as they appear.

More mercenaries will rush you from the furthest window away, so be ready to leap into cover and use it to lean out and shoot them.

When the final enemy appears, you need to keep moving in and out of cover. Move the camera so you always know where he is, but don't leave the safety of your cover unless you're ready to gun him down. If you need to reload, back up and take cover again. When he starts creeping around to try and take you down silently, find where he is and jump him when his back is turned to neutralise him and end the mission.

IN MY HOOD

Objectives:

- Talk to Moet and Chandon
- Talk to Bugs
- Talk to Grizz
- Talk to Popcorn
- Talk to Booker
- Talk to McVicar
- Acquire a weapon from Grizz

After getting shot, you've been dragged back to your home territory. Your apartment is close by, as well as all of the characters that can assist you in your missions. First, talk to Doc Friday and he'll fill you in on what's been happening.

Leave the Doc's place and head out onto the street to meet with Moet and Chandon. After they've welcomed you back to the land of the living, it's time to meet Bugs.

Bugs owns the local Pawnshop. After meeting with him, your friend Grizz will appear as you leave the shop. He'll take you to meet Popcorn.

Popcorn lives in the local cinema, and he'll help train you up after your

nasty accident. After that, you need to speak with Brooker, who's in the alleyway opposite Bugs's shop. He'll tell you to talk to McVicar.

Finally, you'll speak with McVicar, who'll operate as your information supplier. He'll let you in on where K-Dog is being held. Now it's time to get tooled up and go rescue him.

Grizz will give you one free handgun from his van in the nearby alley, but it might be worth purchasing more – and visiting the Doc for some painkillers before you head out.

When you're ready, take the Subway to begin your next mission.

SHHH... BE QUIET!

Objectives:

- Find a way onto the grounds of the safe house

To keep out of sight, stay crouched as you move through this area. This will also make it harder for enemies to hear you and launch an attack. Start by hiding behind the boulder ahead and staying out of sight of the nearby guard. Once he turns away, go up to him quickly – still crouching – and take him down with a counter-kill.

Move on through the trees and look for a fallen log. Climb up and drop down on the left when you reach the top, then take a minute to look around and find your next place of cover. Keep moving from cover to cover and watch the undergrowth for patrols. Kill the next guard as he walks back around the tree up ahead.

Creep on, and find the next patrolling enemy. Move up in cover until you're close, then wait for his patrol to take him near you. As soon as he turns away get up to

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him and take him down.

Move onwards until you start going up a hill, then at the top go left and look for armour and ammo close by. You'll reach another fallen tree – use this to get across to the next area.

In this area is another guard. You need to climb up to his ledge so wait until he turns away to pull yourself onto the large stone nearby, then up to the ledge itself. Kill him quickly, then head right to end the level.

THE GARDEN OF EARTHLY HORRORS

Objectives:

- Unlock the security gate
- Find a way into the safe house
- Find the security room to activate the lift
- Find the lift and enter the safe house

As you approach the safe house, the mercenaries from your previous missions will assault the black-suited agents in charge of the safe house. There are enemies above you, so keep

in cover and move around to get a better shot if you need to.

Banks will charge on, so keep shooting at the enemies above as you need him to get on with opening the security gate. Jump over the gap on your left and keep moving through cover towards the bridge ahead of you. Cross the bridge quickly, taking down any enemies you see.

Rush down the hill and then slow down and take cover at the treeline before you reach the path, then turn left. Don't go any further, instead keep shooting down the enemies as Banks makes his way forwards.

Once Banks has gone around the corner and up the path, run across there yourself and dive towards the security gate. Watch his back while he opens the gate by staying in cover and killing anyone who appears.

Go through the gate once it's open and charge the two enemies guarding the next set of gates. Ignore these gates though and keep running along the path until you reach the lift – wait for Banks, then hop in.





When you get to the top go right until you reach the door on your left with a red light above it. You need Banks to unlock this so call him over. Stand on one grey square near the door while Banks stands on the other, and this will open the way forward.

Go through and use the switch inside this room to activate the lift up to the safe house. Run back to the lift you came in and go past it to the right – there's another lift here. Call it down, wait for Banks and then ride it to the safe house.

CRACKING THE SAFE HOUSE

Objectives:

- Get to K-Dog
- Crack all four safes
- Retrieve K-Dog's belongings
- Find K-Dog's phone
- Find security unit and call Bugs
- Escape

From where you start, go left and search the large area. This will be where you'll face a huge number of

enemies later so learn where your best cover points are. Grab the Grizz medal from the piano nearby, then head across the living room area and into the hallway.

Take the first door you see to find K-Dog. He's dead, and his murderers are still around – get into the next room to take cover. Reload, pick your best weapons and get ready for a shootout. Charge out of the next door and across the room to the door on the right side, then burst into the room beyond and take down the enemies inside.

In here you'll find some info, ammo and armour so grab everything you need. Look left and you'll see another doorway – in the corridor through here is the first safe, so find it and call Banks over to unlock it.

Continue down the corridor into another room full of goodies. Grab what you want and return to Banks who will have unlocked the safe.

Take the safe contents, then leave the room and go left and up the hallway. Turn right and go through the

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first door you see, then explore this room to find the second safe in the closet. Get Banks on it.

Leave the room once you've emptied the safe and turn right up the hallway and then right again into the room where you found K-Dog. Kill the men inside and grab K-Dog's belongings. Once you've got his phone, check the room for a painting on the wall – the third safe is behind here. There's a switch behind a nearby plant which moves the painting. Call Banks over to unlock the safe.

When you leave the room, head back to the big area down the hall. Keep to the right to stay out of fire as you approach, then take out the nearest enemy before diving into the room and taking cover in this area. Kill everyone you see.

In the library area, there's a big bookshelf. Grab the cash from the shelf and hit the switch behind it. Now leave and go down the hallway towards the kitchen at the opposite end of the house, then kill all the mercenaries who are taking cover in this area before returning to the large room again.

As you move away from the kitchen look for a door on the far left – go into this room and you'll enter a small theatre with records hung on the wall. The final safe has been exposed behind one of the records. Get Banks to unlock it and grab what you find inside.

Now return to the library and find the red light on the bookshelf. Call up Bugs by using your pager and he'll try to override the security system of the house. You cleared the kitchen earlier so charge back down to this area and leave the house via the shuttered door at the end.

GET DA F*#@! OUT, YO!

Objectives:

- Escape the safe house

As you try to escape here, remember to use 50's leaning ability to peer around walls and shoot any enemies that lie ahead. This will keep you protected. Then move from cover to cover and try to keep your distance from any guards.

Banks will go first, so watch his back with some covering fire and follow him, taking out anyone you see. If you concentrate on the guards that he isn't shooting, you'll get through this in double time.

To stay in cover as you move on, run from one hiding place and roll into the next. And don't forget that you can crouch and lean back against low obstacles, then stand up out of cover to kill your enemies before ducking back down to avoid getting shot – this is just like leaning out around corners.

Keep moving onwards until you reach a wide area with a set of steps leading down. Clear it out, then start shooting at the enemies below you on the pathway, and watch for mercenaries charging up the steps.

When everyone's dead, go down the steps and onto the path, back into the garden area. Keep going to escape the safe house.

K-DOG'S LEGACY

Objectives:

- Take K-Dog's phone to Bugs and crack it

Once back in the hood, get to Bugs's pawnshop and have him crack K-Dog's phone – once this is done you'll know where to go.



SPIDER HUNT

Objectives:

- Find Spider

You've had your cover blown, and the bikers know that you aren't K-Dog. Kill the biggest biker first and use the ruined subway car nearby as cover while you kill the rest of the enemies. Pick up the sniper rifle and the armour while you're in here.

When the area is clear, move back into the junkyard and head towards the school buses. Enter the first bus and grab the armour, or save it for later. Shoot everyone outside of the bus before you get off, and once you're outside watch out for snipers high up on the stacks of cars – use your sniper rifle to take them out.

Keep going to the next school bus, which also has armour inside. Past this is a subway car. If you jump in here you can use the car for cover and get an advantage over the enemies who'll rush at you. Run to the top and kill the first biker as he tries to come

inside, then shoot the next biker who tries to hide away in the carriage.

Get back outside, then down the hill towards an empty subway carriage – you'll find the exit through here.

MCVICAR TO THE RESCUE

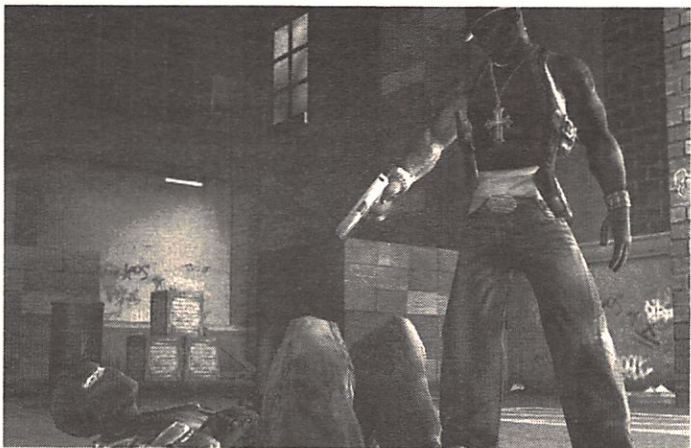
Objectives:

- Find Spider

Follow McVicar, taking out any bikers he misses, and help him out if he gets outnumbered. On the left are some stacked cars that you can climb – at the top of the stack is a small bridge with some money and armour. Use the height to shoot any enemies on the ground or hide in the cars opposite.

Jump down and follow McVicar again, clearing the subway car you find, then take cover behind the yellow crane on your left. Run back to the car and kill all the bikers nearby.

McVicar has gone on – stay behind him and take out any enemies who try to attack him. Look all around you as you continue into the junkyard as the bikers will attempt to ambush you



at every opportunity.

When McVicar heads around a bend and towards a wall of cars, follow slowly and watch out for attackers behind and to the sides. Now get ready for a big face-off.

FIREFIGHT!

Objectives:

- Find Spider
- Find Doc's special ingredients
- Unlock the chop shop
- Activate the lift to the meth lab

Use the nearby subway cars for cover and pick off any enemies you can see. Then take a left and enter the first carriage, killing all the bikers who are hiding inside. If you're out of armour, grab the flak jacket, otherwise come back for it when you really need to.

McVicar is taking down all the enemies outside, so move into the next ruined carriage – keep on going around the junkyard edge by using these subway cars as cover. Once you've taken down enough enemies, the door to the chop shop will open.

A large biker and two guards will rush out and attack you both. Kill the first two as soon as they leave the chop shop doorway, then rush up and counter-kill the final enemy.

Grab Doc's ingredients from the rack at the rear of the chop shop room, activate the lift and ride it upwards to finish the level.

SQUASH SPIDER

Objectives:

- Find Spider

Everything in here is explosive – so try to keep your distance from all the lab equipment. Dive to the right and take cover, then move towards the back wall. From here, lean out around the large shelf unit and shoot at Spider – try to get a headshot.

Keep firing at him until he charges at you. Shoot him as he gets closer, then when he takes cover burst out from behind the shelf and keep pumping bullets at him.

Use the gaps between the shelves to shoot at him, hovering your

crosshair over his head until it turns into a red circle. Fire, and he'll go down. The meth lab will explode and you'll finish the mission.

FRESH INK RIGHT OFF THE BONE

Objectives:

- Locate the address that's hidden in Spider's notebook
- Show Spider's tattoo to Bugs

Bugs will tell you that the tattoo is also worn by Wu-Jang, a local Chinese gang lord. Now it's time to go see what he knows about K-Dog's death.

QUIET GRASSHOPPER

Objectives:

- Find Wu-Jang
- Avoid being detected by members of Wu-Jang's gang
- Find Wu-Jang's recipe book

Stay crouched while you move around to keep stealthy. Sneak into the room and watch the guard as he patrols past you and into a storage room. He

won't turn around and see you, so sneak up close to the cabinet on your right, and once he's in the storage room grab the Grizz medal from the top of the cabinet. Now follow the guard into the storage room.

Hide by leaning against the wall on the left of the doorway that's dead ahead of you, then kill the guard when he passes you by on his return journey. Now slowly go up the stairs in the storage room.

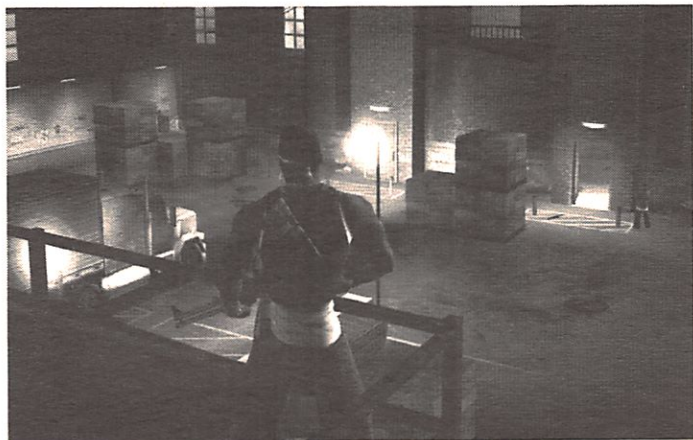
Stop when you hear a conversation up ahead – when it stops, sneak up the next flight of steps and take out the guard at the top. Go left and keep sneaking upstairs.

When you see two guards on your left, keep them in sight. Start moving very slowly past them, staying crouched, and head towards the door with the two statues around it. Enter through here to finish the level.

THIS AIN'T POKER, SO DON'T BLUFF

Objectives:

- Find Wu-Jang





- Kill Wu-Jang
- Destroy evidence located in the security room
- Find Wu-Jang's recipe book

You've surprised Wu-Jang in his office, but he quickly sets a bodyguard onto you. You're going to need some close-quarters combat here, so use a weapon like a shotgun if you've got it and keep moving. Counter-kill the bodyguard, then head into the next room and grab the keycard on the table.

Swipe the recipe book from this room from the bookshelf, then leave the office and kill anyone who tries to stop you as you follow Wu-Jang. Go back downstairs to the second floor and into the storage room on the left. There are guards in here, so take them out, then use the keycard to get through into the security room.

Pick up whatever you need in here, then shoot into the surveillance equipment until it's completely destroyed. Before you leave, flick the switch at the red light on the wall to unlock a door downstairs.

Run down the steps to the bottom and into the kitchen, killing everyone inside. Now leave through the door you just unlocked.

At the bottom of the next set of steps are Wu-Jang's bodyguards. Hug the wall on the right and lean out to take out the guards you can see. Move through the room using the pillars as cover while you lean out and kill the enemies, then take the lift at the far end of the room.

Dive between pillars as you go to avoid getting shot, and focus on one guard at a time until you've slaughtered them all. Against the wall on the right is a shelf – grab the ammo and armour, then take the lift out to the parking garage.

EVERYBODY WU-JANG TONIGHT

Objectives:

- Find Wu-Jang
- Kill Wu-Jang

The parking area is full of bodyguards, and you have to get past them – grab

the armour on your right and get crouching to creep up to the nearby waste bin for some moveable cover. Now keep moving to your right, killing as you go.

When you reach the line of cars blocking your way, take down everyone on the other side before leaping over the vehicles and taking another waste bin for cover.

If you're after cash, grab some from the back of the blue truck nearby as you pass the lift doors. Keep moving around and kill everyone on this level to unlock the way forward.

When the lift at the back of the parking area opens three guards will run out. Kill them quick and get into the lift. If you need ammo or armour make sure you get it before you take the lift down.

At the bottom, there's another flak jacket to your left. Take cover behind the SUV nearby and kill everyone on this floor. Lean out around the side of the car to stay out of harm's way.

When you've done enough damage, Wu-Jang will appear to take you down.

NOBODY WAS KUNG FU FIGHTING

Objectives:

- Kill Wu-Jang

Wu-Jang's huge weapon can kill you with one shot, so you need to keep moving and always stay in cover if you can. There's no point just blasting at him, you need to aim and hit his head in order to do real damage. Reload in cover, then pop out and shoot at his head, then run into new cover and repeat the process.

Diving between cover is best, and keep moving in one direction so you

don't get confused and end up out in the open with a clear shot for him. Once you've taken out Wu-Jang, his killer weapon and stash of cash will be yours.

EVERYBODY TO THE FRONT!

Objectives:

- Get to the subway engine car
- Protect innocent bystanders

Your subway train is hijacked, and you're going to have to fight your way home. When you approach each carriage door, stay to one side behind the wall so that you can see beyond but won't be exposed to fire from enemies in the next carriage when the door springs open.

From the side, lean out into the doorway and watch the two guards. One will leave – kill the other with a stealth kill or just blast him down then take cover at the next door to ambush the second guard when he returns.

Lean out at the next door again and this time just blast away at the guards in the next carriage. Keep moving up, but always use the leaning ability at the carriage door and try not to go on until you've cleared each area.

When you find a bystander, get between them and the enemies so they don't get caught in any crossfire. You might get hurt in the process, but it's necessary.

If combat gets close, don't forget to take hostages, as human shields are very useful in the tight space of the subway car. Keep going until you reach the last car.

SUBWAY INFERNO

Objectives:

- Find the locked subway exit

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After the crash, go into the subway car on your left to get past the burning wreckage. Leave through the door in the right hand side and go into the next car on your left. Use the windows of this carriage to shoot out at the mercenaries outside. Be ready because they'll charge you and get inside once you've killed a few of them.

Leave the carriage and lean out around the side and shoot at the enemies on the platform at the station. Head over to the platform once it's clear and jump up, then take cover behind the pillar nearby. Use it as cover and lean out to kill the enemy between you and the subway exit, which is up the steps.

There's an ammo crate behind the turnstiles in case you need it. Keep your position at the pillar as it's the best place for cover, but be ready to move if a number of enemies charge you and try to get around your side. Take one hostage, clear the area then kill him and return to the pillar.

Once you've killed everyone, go right back to the very first wrecked

subway car, directly to your left as you began the level. In here is a Grizz medal. Grab it, then go back to the platform, up the steps and blast the padlock off the gates to escape.

YAYO, YOU DA BOMB

Objectives:

- Find the steel doors
- Find three pieces to build a bomb
- Call Yayo to help construct the bomb
- Place bomb on steel doors

Go left and into the tunnels. Keep to the wall as you move up the passageway until you reach another tunnel leading left. Enter this and follow it along – at the end is a guard that you can ambush. Now make another left into a long passage.

Keep going until you round a corner and reach a dead end, with a piece of the bomb on the shelf to the left. Take it and return back through the passage until you reach a corner turning left – look around this to scope out the area ahead.

Leave the corner and go down the





catwalk, shooting the guard above and to your right. Then head up the stairs all the way to the top, where you'll find the second bomb piece on the right hand side.

Go back down the stairs and into the tunnel at the bottom and to the right. Keep going along this until you reach another long hallway. This one is full of enemies, so attack them without getting surrounded by ducking into tunnel entrances to reload and take cover.

At the end of the hallway is another tunnel, leading to a small room with the last bomb piece. Take it, then go all the way back to the stairs. Go up here and turn left this time, killing the guards who are standing near the steel doors.

Use your pager to contact Yayo, who will send you instructions on how to make the bomb. Attach the finished explosive to the door and get clear before it detonates.

Go through the blasted door and turn right. Keep moving down this way until you can see a large

mercenary. Get his attention and draw him over to you, then counter-kill him. Now go back to the exploded doorway, straight past and down another corridor until you find a second guard – kill him too, then climb the steps and leave the level.

DEEPER INTO THE UNDERGROUND

Objectives:

- Turn off the industrial fan
- Find lifts to exit
- Restore power to the lifts

Go down the long hallway and take out the guard at the end. Make sure you check the area beneath you for enemies before you advance too far out of the cover of the passage. When it's clear, jump down.

Creep to your left and go into the room here, killing anyone left inside. Find the red light behind the left generator and hit it, then go back out into the room you were just in.

Back in this area, move up the slope nearby and wait for some more

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enemies to come rushing out around the corner. Use the closest one as a human shield while you kill the others. There's armour on the rubble close by if you need it.

Jump out of the window on the left and onto the pipe, walk across this and grab the Grizz medal on top of the equipment.

Go back to the sloped area, turn left after you jump back through the window. There are two staircases on the right. Keep off the tracks until a train passes, then run up and take cover in the hole on the right side. Wait for a second train to pass and then sprint along the tracks to an entrance on the left which leads to the stairs.

At the top of the steps go left and look for a shotgun. Now move back past the stairs, along a hallway and down the next set of stairs. Lean out to see what lies ahead.

Kill any enemies you can see from cover, then hide while reinforcements appear. Pop out again and take care of these too. Now enter the room and towards the industrial equipment.

Slowly creep past any guards here, jump into the lift on your left and get up high before shooting down anyone you can see below you. Then run along the catwalk until you reach a passage going to the right, leading to more lifts. Lean out here and kill the enemies ahead.

Move towards the lifts, aiming between them to catch out any enemies who charge at you. Kill the rest of the guards who are in the lift room. Now head left once you get in this room – you need to switch on the power to the lifts.

Keep going until you get to a wall with the power unit on it, then flick

the power on and head back to use the lift.

AND ANOTHER ONE

Objectives:

- Defeat the masked leader

At the top, you are greeted by a mass of mercenaries. Kill them from your elevated position as they move around on the tracks below. Use the crates nearby as cover while you take out anyone on your level.

Keep moving from crate to crate and get closer to the enemies to make it easier to take them down. There's armour on your left if you find yourself in trouble.

The mercenaries will start to approach, so shoot at the explosive barrels you can see to blow up lots of enemies at once.

The leader's troops will come at you from either side of the platform – take care of them before you start shooting at the masked leader. Get down to his level and take cover in the rubble.

Make sure you always know where he is, but stay low and keep to the rubble as you move around to get head shots – this is the quickest way to kill him. When he's dead, search his body and find out who he is.

A DIRTIER COP

Objectives:

- Take the subway to the projects

McVicar has asked you for a favour, and you can't say no. Before you go on this mission, use your hard-won cash to buy yourself an Old Vet rifle and a Mac from Grizz, with plenty of ammo. And don't forget to visit Doc for some painkillers. Then take the subway.

GHETTO LABYRINTH

Objectives:

- Get across the makeshift platform

Immediately dive into cover – use the wall to your left, then stick your head out and gun down any opposition from this safe place.

Run on and take the doorway on the left, then down the stairs and into a room. Grab the armour from here, and outside there's an alley which leads to a Grizz medal.

Go back into the building and find Yayo. Keep moving through the corridors, taking down the enemy, until you find a pile of rubble that you can use to climb up to the next floor.

Use the doorway at the top to kill everyone in the room on the right, before creeping in and ambushing the enemy behind the broken walls. Use these walls and the doorways as cover, and keep going through the building until you get to a room with a door leading into a hallway on the left.

The hall will fill with enemies as you enter, so be ready to drop them

with your dual weapons. Down this hall is another room full of enemies, so lean out around the corner of the doorway at the end to keep covered while you kill them all.

Go to the window and look out to see a platform suspended by an air-conditioning unit. Shoot this to bring the platform down and form a bridge to get into the next building.

WATCH YOUR BOY

Objectives:

- Find and protect Yayo

Yayo is separated from you, but he'll catch up in a bit. Move on to the next room, killing the sniper on the left. He'll leave his rifle, so pick it up.

Look out to see Yayo being attacked. Use the sniper rifle to keep him covered and clear the way for him to the next building.

Get across the plank into the room ahead, then turn left and use the rubble to climb up to the next floor. Take care of the guard on your right as you reach the top.



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Go through the hall on the left and use the sniper rifle to kill the guard at the end of the hall from a distance. Now look at the left wall of this passage, which has been half broken-down. You'll see two enemies attacking Yayo, so kill them both.

Jump over the broken wall and grab any armour and ammo that you need. Now bust down the boarded-up door to the right and go through, then turn right and go down the corridor.

Go left into a room at the end of the corridor and kill the sniper inside by creeping up on him slowly. Go through the doorway opposite from where you came in to find a hole in the floor. You can see two men down there – kill them.

Drop through the hole and turn right around, then go into the room directly ahead of you for ammo.

Return to the room you dropped into and look over the edge to see Yayo in a firefight. Use the sniper rifle to help him out, killing everyone surrounding him until he makes it around the building.

Once he's destroyed the wall in the building he reached, take a long run up and jump from your building into the next one across the wide gap.

POOR L'IL PETRA

Objectives:

- Find Petra
- Find Petra's incriminating evidence

Take down any gangsters you can see below you before leaving the floor that you're on, moving around to stay out of trouble. Jump down onto a wooden plank on the floor below, then out into a nearby hall. Move slowly up the hall and go to the steps on the right. Lean out from the corner here to kill the man on the steps.

Run down the stairs until you reach a gate – call over Yayo to blow this up. Go back up the steps to the second floor with Yayo and go down the first corridor on your right. Get him to destroy the door in that hall.

In here is a safe, some ammo and some armour, so get stocked up and grab the evidence from inside the





safe once it's been opened.

Now run upstairs to a final gate, let Yayo bust it down, then head along the hallway on the left to finish the level.

BRINGING THE HEAT ON PETRA

Objectives:

- Defeat Petra

You'll have to use the sniper rifle here, but first dive to your right and get into the room on this far end. Lean out around the doorway and look for Petra – he'll be firing grenades everywhere.

After Petra fires a grenade you can attack him, but if he keeps aiming at your position wait for him to reload before rushing to another room.

Keep using the sniper rifle to shoot at Petra's head until he goes down.

QUID PRO QUO, 50

Objectives:

- Go see Booker in the alley
- Take the subway to the Docklands

Find Brooker in his alley and talk to

him about Spider. He'll give you the address that you need from looking at the notebook. Take the subway to start the next mission strand.

"YOU'RE LOCKED IN TOO"

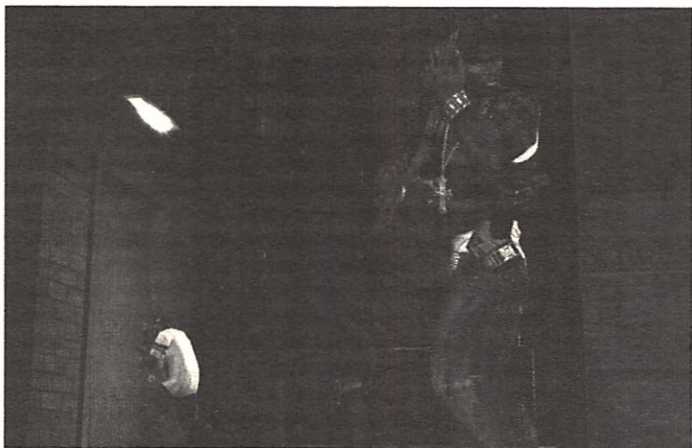
Objectives:

- Get to the ladder leading to the exit

Use the office room for cover and lean out around the door to shoot at the enemies who have filled the warehouse. Look high as there are plenty of goons on the walkways over your head. When you can get clear of the office without being gunned down, turn right and go up the sloped plank to climb the scaffold.

Make your way across the scaffold, shooting down the dockers as you go. Once you can see scaffold-planks leading to the right wall and a walkway, get over there quick. As soon as you're in the walkway, you'll be attacked. The enemy soldiers will come from the left of the walkway, so be ready.

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There's a flak jacket in the next room at the end of the walkway, but you'll again be jumped by enemies when you go in. After you've killed them, keep on going and you'll see another scaffold. Clear as much of it as possible of any gun-toting threats.

Get onto the scaffold and follow the only path you can to continue forward. There are crates around but don't stop moving unless you have to – for reloading probably – because you'll get pinned down.

When you reach the next walkway on the left wall, jump across and run left into the room at the end. You'll probably find there are more enemies in here if you didn't shoot them from the scaffold.

Keep on going until you reach some stairs. Climb these, then make your way across the platforms you find to reach the ladder leading to the exit.

JUST DROPPING IN

Objectives:

- Find crates to attach lift beacons
- Find stacked crates to exit

Pick up some beacons from the box nearby. You need these to move around the boxes. Crouch to keep silent and creep around the corner, taking your time to get in a good firing position on the two guards ahead.

Behind them is a crate with a mark on it. Place the first beacon on this, and wait for a crane to grab the crate and move it out the way. Look for a man up in front of you patrolling along the top of a crate. Take him out and keep behind Buck – he'll go off gunning down the opposition and you can hang back, out of danger. Get up where the guy was patrolling and start running along the crates, and into the warehouse.

Take out the enemies in your way, and if you see anyone shooting at Buck take them down quickly. Keep going along the crates to pick up ammo.

Jump down to the warehouse floor when you can see smoke. Head towards it and you'll find the next crate – repeat the beacon process as before. Then return the way you came and find Buck.

Keep close to the sides of the crates for cover as enemies will be taking positions high above you with sniper rifles. Take them out as you move forwards, ducking back and behind cover to pick out targets and reload in safety.

Move to the right and keep going and you'll find the next crate, so stick a beacon on it. When it's gone walk forwards to find the last crate you need to deal with. There's cash here too, so snatch it before getting rid of the final crate.

Behind the last crate is a hole with a Grizz medal. Pick this up, then go and find Buck.

Use the crates up ahead for cover while you take out the approaching men. Move back if they charge and wait for one to get close to you, then take him hostage, kill the rest and finish him off.

Keep pushing forwards and killing off the soldiers and you'll go around a corner to the right – climb the stack of crates that you reach down here all the way to the top to finish the level.

O'HARE YOU ARE!

Objectives:

- Defeat O'Hare to get hold of the shipping information

O'Hare has a rocket launcher, and he's way higher than you so he's got one hell of an advantage. First, grab the armour to your left and get straight into cover, peering around the corner of the crate to see what lies up ahead.

Leave Buck to deal with the soldiers – although make sure that you don't get surrounded or ambushed by keeping your distance and killing any that come too close. You need to concentrate on killing O'Hare.

If you don't have ammo for your sniper, use a rifle. If you've no rifle you'll have to get closer in order to really hurt him. Either way, use the lean out ability to stay in cover and get some shots off. Take your time as you need to hit his head to make a decent attack.

His rocket launcher is most dangerous to you if you stop moving.



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So jump into one covered position, lean out and shoot him, duck back and reload. Now move to another area once he's fired a rocket and is reloading. This way you should avoid getting smashed head-on with a missile.

Remember to keep an eye on the soldiers. Sometimes Buck can miss one or two who will charge your position. If this happens just try to keep in cover from O'Hare and make killing the soldiers your new priority. Then turn back to the boss.

Always pick your next position before you move. Roll out and into cover to make sure you're not caught in the open.

Once you've hit him a few times move in closer, and eventually he'll come down to the warehouse floor. Use this opportunity to hit him as hard as you can. When you've finally taken him down you'll need to grab the shipping info and exit the level.

PICK UP THE PIECES

Objectives:

- Go and see McVicar, parked by the liquor store
- Take the subway to the city morgue

Find McVicar and talk with him about Booker. He'll show you where to go. Now run down to the subway for the next mission.

GUT FEELINGS

Objectives:

- Find Vasquez's stomach contents
- Locate three medical supplies for Doc Friday
- Protect Matt
- Incinerate Vasquez's body

Move the body trolley closer to the locked door on the left of the room, but not right up against it. Now collect the medicine that's lying around and roam through the nearby rooms to pick up ammo. Leave the room you started in and turn right along the hall, then go left and into the first door on the left.



Grab the med package and whatever else you want from here, and go out from the other door in the room, then turn right. At the T-junction go left, then left again and eventually through a door on your right into a storage room. Pick up the package from here.

Leave the storage room and go down the hall to the next junction and turn left. Keep going and look for a hall with a yellow light – go down here and into the first room on the right to pick up the last med package for the Doc.

Exit the room and turn right, then run down to the last door on the right – check the sinks inside here for a Grizz medal.

Go back to the yellow hallway and return to the room with Vasquez's body in it. Before you go in, go down the hall on your left and take a right at the end, then look for the only doorway on your left. In this room are the stomach contents. Yuk.

Once your enemies arrive you need to protect Matt. Go out of the room and right, keeping in front of Matt to stop him from being shot as enemies charge around the corner at the end of the corridor.

When you've killed enough to stop them coming, go back to the room with Vasquez's body on the trolley. Keep close to walls and use corners on the way there to lean out and shoot down your enemies. Make sure that you don't lose Matt.

As you approach the morgue room, keep Matt back from the doorway. You must clear the area of enemies and kill all of them inside the room before going in to keep Matt alive.

Once you're in, call Matt over to the locked door where you left the

trolley. The gangsters will charge the room, so be close to the door as they come in, grab one and make a bottleneck at the doorway so you can keep firing at the approaching enemies. Throw away your hostage and kill him when the coast is clear.

Soon there will be too many to hold back like this, so use the tables in the room as cover, ducking down behind them and leaning out to kill anyone who comes at you.

Once Matt opens the door, grab the trolley with the body and run through the open doorway, following Matt to the lift. Let go of the trolley and call the lift.

Watch your back as you wait for the lift and take out the enemy quickly so they don't have time to hurt Matt. When the lift arrives get in with the body trolley, ride it down and follow Matt to the incinerator – shove Vasquez in here, then catch up with Matt who will pick a lock to give you an exit.

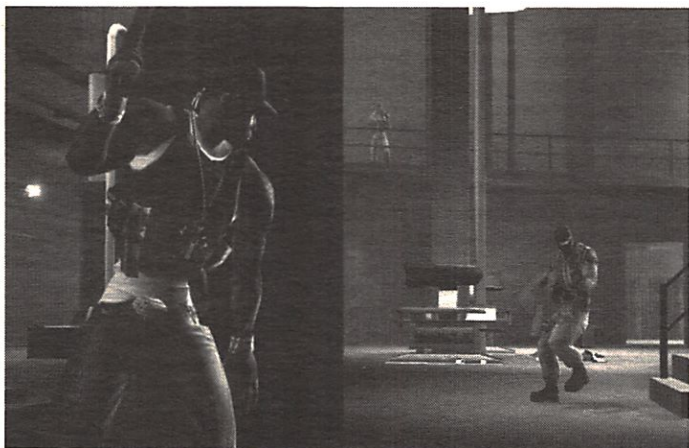
BUSTIN' PIPES

Objectives:

- Find the primary release valve
- Find the four outlet pipes and use explosive weapons to relieve the pressure

To get out, you must lower the water level by taking down the pressure in the sewer pipes. Run ahead and take the last tunnel on your right. Keep going until you reach a T-junction, turn right here and then follow the tunnel until it reaches a larger cavern.

Lean out around the corners at the end of this tunnel before you enter the main sewer area and take out the gangsters that are patrolling. One of these has a grenade launcher,



so take him out first.

Move on through the sewers, jumping up to the raised walkway on the right and looking for an open doorway. There's ammo in here so grab it quick.

Use this room as cover, leaning out into the doorway and shooting at the gangsters opposite you. The grenade launcher is the best bet here as you can take out whole groups at once and pick up ammo from the room you are in.

When you've cleared the area go out of the room and head right, along the walkway. A locked door is at the end of the sewer area. Return to the main sewer area and go left, all the way to the opposite end. On the far wall is the first pipe you need to destroy. Use the grenade launcher.

The next pipe is to your right, so take that out too. To get to the third pipe, go backwards into the main sewer area and look for a barred off area to your left. You'll have to fire grenades over the bars and destroy the outlet pipe at the far end – grab

extras from the room you were in earlier if you run out.

Now go back to the area that you started the level in. You should see the outlet pipe, but there are enemies in your way. Take them out and deal with the final pipe to unlock the door to the primary release valve.

Kill any gangsters that you can see, then go to the door that was unlocked before and turn the valve inside. Make sure you check outside before leaving the room as there will be opposition coming at you. When they're all dead, turn right and go to a staircase leading down a tunnel. Use the exit door at the end to escape.

POPCORN'S PERIL

Objectives:

- Go see Popcorn about Vasquez's stomach contents
- Go see Alexa in 50's crib
- Take the subway to Little Italy

Head to the cinema and rescue Popcorn. He'll tell you what was in the balloon that was found in Vasquez's

stomach. Then go back to your crib to meet Alexa and McVicar. You'll get a lead, and should head for the subway to take on the next mission.

YOU GOT BEEF WITH ME?

Objectives:

- Take out the mob
- Retrieve Capidilupo's accounts

Move towards the nearest room, gunning down the mobsters, and take cover in here while your soldiers keep the others busy. Lean out around the doorway and shoot anyone who comes near. When the wave slows, move out into the main room again and use bookshelves and crates to stay in cover and keep moving around while you kill off the remaining enemies.

There are flak jackets on the racks by the entrance, so keep returning here if you take too much damage. Eventually you'll kill everyone and the rear door will open, revealing even more enemies. Take them out and go through the door they opened.

Now pick up the accounts to end the level.

NOT YOUR TYPICAL BUTCHER

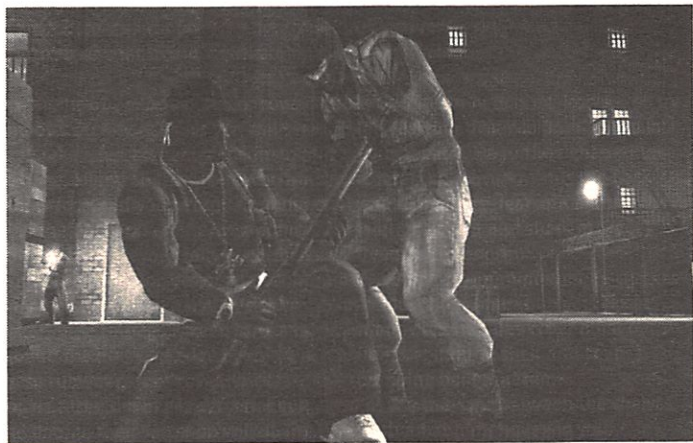
Objectives:

- Retrieve your gear

You've been captured, and your buddy is being tortured. Before you end up dead, though, Grizz bursts in and kills the torturer and frees you.

When you're loose, be ready to fight. As soon as you've dropped the first mobster grab his weapon for extra firepower, then try to counter-kill the closest man and take the other hostage to give you some temporary cover. Once everyone is dead, grab the best weapons you can find and go through the door at the south end of the room.

Keep going south (down on the map) to reach the meat hanging room, and in here use the crates and hanging carcasses as cover while you keep moving and killing. There are rooms leading off here that you can



50 Cent: Bulletproof

duck into for a breather.

Pick up the Grizz medal from the vat next to the bench when the coast is clear, then exit through the door at the south end of this room, straight through the next room and then to exit at the end of the hall.

THEY AIN'T GANGSTA!

Objectives:

- Find Keycard A
- Find Security Panel A
- Find Keycard B
- Find Security Panel B
- Exit downstairs

Keep behind Grizz as he leaves the room, and use your weapons to shoot at the mobsters on the walkways above your head. Use the little walls that are sticking out at the sides of the room for cover as you make your way across the room.

Look for a set of double doors leading into a refrigerator on the right. Dive out of cover and through the doors. Pick up the armour from in here and take the Keycard A from the

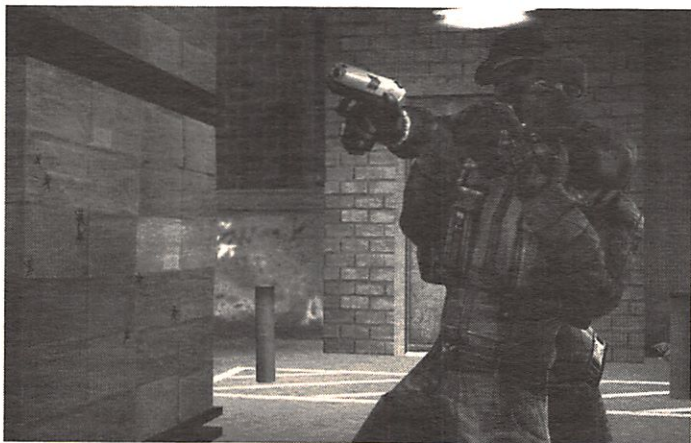
far wall.

Leave the fridge and turn right, down the hall and keep going until you reach some steps. Run up the steps, killing everyone in the way, and use Keycard A at the locked door right at the top.

Immediately as you enter the next room go left to prevent getting surrounded. Pick off enemies from a distance as they come via the stairs, and use counter-kills and hostage taking if anyone gets too close. After a moment, run up the stairs dead ahead of you and clear the area at the top to gain access to the way forward.

Go through the door and use your elevated position on the walkway in the next room to give covering fire to Grizz down below. When you reach the end of the walkway, jump down onto one of the lifts and keep shooting at the enemies as they appear. You can use the meat hanging here as cover.

Go to the northeast, and in the corner you'll find Keycard B. Take this, then ride up a lift back to the





walkway, then along to the north end of the room and use Keycard B on the security door to exit down the steps.

MASSACRING MADE MEN

Objectives:

- Take out the mob
- Defeat Capidilupo

Keep to the sides when the doors open and lean out to kill anyone you can see. Take your time, and make sure you don't let any mobsters get too close as they'll start to push you out of cover. When you've done some damage and killed plenty of men, head for the nearby staircase leading upwards and use the height to take out everyone below. Enemies will appear from everywhere, so watch the doorways and keep moving.

You can also take cover in these rooms and reload, or lean out if you get outnumbered on the walkway.

Pretty soon Capidilupo will appear with his bodyguards, but stay up high and keep killing. Grizz will take care of the boss, but when his energy drops

below halfway, go down and help your buddy to kill the mobster.

The shotgun is best here, so keep unloading into Capidilupo. Grizz will flush him out of cover and make sure you're there to give him a face full of shotgun when he's out in the open. You can leave Grizz to fight on if you're badly hurt, while you find some armour and then return to the fight.

When Capidilupo is dead, search his body and you'll make a very interesting discovery.

LOAD UP, SON!

Objectives:

- Take the subway to the ship

Get to Grizz's van and load up with as much ammo and powerful weaponry as you can. Then go call on Doc Friday and grab some meds too. When you're ready, get to the subway.

MORE MASKED MEN

Objectives:

- Take out the masked assailants to enter the vessel

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- Find the rear lift
- Find the lift control system
- Get G Unit to the rear lift
- Get to the upper deck

Move silently forwards and lean out around the corner of the crates up ahead. Shoot as many enemies as you can, taking care to make every bullet count. Focus your attention on anyone higher up than you to prevent getting sniped as you move on.

Leave your G Unit buddies to hold off the main force of attackers and keep to the shadows. Lean out around corners and be sure to clear the way forward before you make a move.

Once you've murdered the enemy on the deck, the green doors leading into the ship will open. Inside there are lots of corridors full of soldiers, so keep looking out around corners and retreat if you have to find cover. Let the enemy come to you and then gun them down.

Keep going left, and pass by the green-lit lift – you're trying to get to the lift at the rear of the ship, so if you

get lost just check your map and head that way. Taking hostages is the best way to stay alive here. Kill silently if you can, but as soon as you get attacked grab the closest goon and use him as a shield.

When you reach the lift, face it head on and turn around to look at the wall behind you. Call Banks over to fix the lift, and while he does stay at the corners and lean out to keep him covered.

After the lift's unlocked another wave of enemies will rush in as your buddies get inside. Grab the one that's closest and use him as hostage and make your way back to the green-lit lift you saw right back at the beginning, killing as you go. When you reach the green lift, hit the switch and ride it up.

GIVE YOUR BOYS A LIFT

Objectives:

- Get to the cargo lift
 - Find the lift control system
 - Take the lift to the ship's hold
- Go into the room on your right and

grab the sniper rifle and the armour, then take the ammo near the table to your left. Now silently make your way out onto the walkway outside the control room that you started in.

Use the sniper rifle to zoom across the deck and kill the enemies opposite your position. Now start killing anyone you can see on the deck below you as you make your way around the walkway.

Jump down to the nearest crate from the walkway, keeping back from the edge until you've cleared the way down. Drop down again to the crate that's closest to you, then look for a gap between you and the next red crate. You'll need a running jump to clear it and make it across.

Jump from here – again you'll need a run up – to a blue crate and then onto the concrete ledge nearby. Pick up the ammo and the armour from the far right. Go all the way to the left this time and look for another crate to jump to with even stronger armour on it.

Use the height advantage to kill

anyone close to you, then when it's clear enough, drop down to the deck and take cover. Head for the centre of the ship – you're looking for the cargo hold. On it will be a switch which brings up the G Unit.

Behind this switch is a room with another green-lit lift, and the lift controls are on the left wall. Get Banks over to you to unlock the controls and use the lift.

Use the room as cover and peer out to the deck to kill anyone coming at you. Stay in the room, and when Banks has unlocked the lift, jump in and call your buddies.

This lift leads to a second control room, with another control panel on the left wall that you need Banks to take a look at. This activates the lift down to the ship's hold, back out on the deck.

When you've activated the lift, follow G Unit out onto the walkway and head to the right, using dives and speed to avoid the bullets from the enemies opposite.

Climb up the crate at the end and



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use the sniper rifle from up here to clear out the last of the enemy. Then drop down and look for a blue crate with an open door. On top, here, is a Grizz medal, and inside there's lots of ammo to pick up.

Head to the centre of the ship and look for the now lit-up control panel, then jump onto the lift that arrives and ride it to the bottom.

PAYBACK IS A BITCH

Objectives:

- Defeat Muqtada Muhammad
- Find Spinoza
- Defeat Spinoza

Go straight into the corridor directly ahead, which leads into an area full of crates that you can use for cover. First use the exit corner of the corridor to peek out and kill anyone close by.

After you've killed the closest enemy, dive out into the maze of crates and move through them, killing anyone in your way as you look for Muhammad. He'll keep moving through the crates too, but if you see

him keep your distance and shoot long range as his goons will ambush you if you come too close.

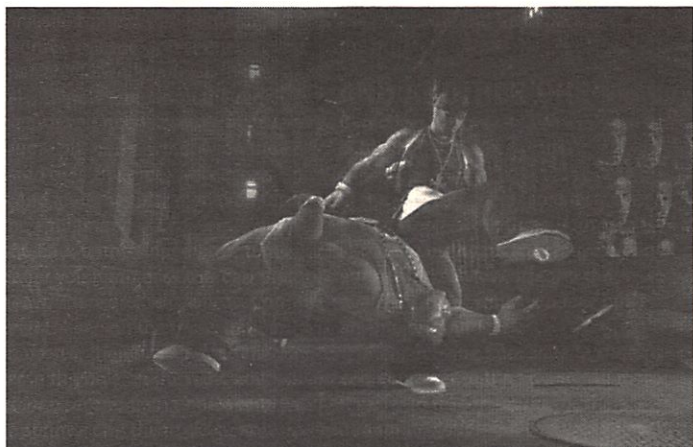
Take enemies hostage to stay protected, and keep up the hiding and moving until you've hurt Muhammad enough to halve his energy. Now you can start charging him. But when you rush him, guns blazing, always keep alert for his soldiers. Have an escape route planned and as soon as they start to ambush you, get out of there.

Keep this up and he'll soon go down, which unlocks a door close to the lift you came down in.

Return to the lift and go into the hall at the far right. There are plenty of enemies down here so save your health by keeping in cover at the wall and taking them out before there's too many to deal with.

When you find Spinoza, he'll begin stalking you through the crates. But he's taking his time, so take yours too and get behind him. When you come up at his back, unload and then dive into cover again. Keep this up, making





sure that you move the camera around and follow his movements so you aren't the one who gets jumped on.

At the rear of the ship there's ammo and armour, but, if you run, Spinoza will hear you. Use this to your advantage though – when you've got a distance between you and him run and get him to approach. Then take cover and wait for him to come into the open. When he's exposed, pop out and shoot away until he retreats.

Keep moving and firing and luring him out, and pretty soon he'll go down for good. Congratulations, you've beaten *50 Cent: Bulletproof*. ■

Shadow Of The Colossus



SHADOW OF THE COLOSSUS

Bring down the game's 16 mythical beasts with our colossally handy guide

THE BASICS THE GRIP BAR

An essential skill is knowing when to let go – especially in Time Attack, where you can't afford to scale the Colossi more than once. When a Colossus calms down and you're on a flat surface, it's safe to release **□**, but keep your finger hovering in case it gives a sudden judder.

GETTING THEIR ATTENTION

Most Colossi are placid beasts, and are usually unwilling to fight – that's why you need to goad them into it, so you can get close enough to murder them. An arrow in the face is a guaranteed attention-grabber, but not always practical. While you're running, just tap the 'whistle' button to swerve the camera around and draw them after you. Some Colossi – like number 12 – will attack on sight, so all you need to do is show yourself.



COLOSSUS 1

FINDING IT: Easy. Head out of the castle and follow the sword's beam of light. There's a bit of jumping and climbing to get you in the swing of things, but nothing tricky.

KILLING IT: The first Colossus has weak spots in his head and left foot, and you need to go for the latter first. Grab onto the fur on his left foot and stab away while you hold on with **□**. After two attacks he'll fall over – this is the time to climb up his back and go for the head. If you pause to recharge your grip bar at each platform you won't fall off – they've got miniature roll-cages to stop you going flying. Once you get to the head, go for full-charge stabs. You should be able to do this in one go.

Shadow Of The Colossus



COLOSSUS 2

FINDING IT: Just to the left of the temple bridge (that's the big white one) there's a place where you can cross the canyon. After crossing the bridge, head towards the lower path and you'll see the cave where the next Colossus lives. Head to the bottom of the canyon, then U-turn and head past the columns supporting the temple bridge.

KILLING IT: This Colossus has weak spots on the undersides of all four feet, so you've got two ways to climb aboard: wait for it to rear up and shoot arrows into its front feet, or follow it from behind and fire a low arrow into its soles as it walks. The latter's a trickier shot, but makes the climbing easier – once you're up the Colossus' leg, you can forget holding on and jump over the stoney ridges on its back until you reach its head. Stab it two or three times and the glyph (the symbol marking the weak spot) disappears. Now use your sword to locate and destroy the second glyph on the monster's back. Two down, 14 to go.



COLOSSUS 3

FINDING IT: Go around to the back of the temple again. If you're facing the bridge you took to fight the last Colossus, travel to the left and cross the bridge made of orange dirt. Use your sword and you'll notice that it converges towards a mountain – head slightly to the left and the save point, then into the ravine – the big, black, path leading through the mountain. Take a sharp right at the first opening and head down another narrow path. When you come to a fork, take the right path and then stick to the left. When you come to the lake, you need to swim out to the bridge, climb up it, then jump onto a block, shimmy to its right-hand side, and jump to the circular platform in the centre to find the Colossus.

KILLING IT: The first tricky Colossus. To climb him, you need to get him to attack you while you're standing on the stone disc in the middle of the platform – easiest if you lure him all the way to the edge, run between his legs, and stand on the disc until he turns around. This'll smash the armour on his body, giving you a path to climb to his head. Now he needs to attack you again so you can climb up his club when he wedges it in the

ground. Keep your distance, otherwise he'll attack vertically – which isn't any use – and roll as he swings to avoid being stunned. Sprint up the club to reach his elbow first before he starts swinging his arm around – you *can* hang onto the club's edges, but you shouldn't have to. Once you're on the platform on his forearm, recover your grip strength and go for his head. After a few stabs you'll need to get onto his torso – it's easiest to climb down as far as you can, wait for him to stop shaking, then fall onto the platform. Circle around to the front and attack his abdomen, and that's the end of Colossus number three.



COLOSSUS 4

FINDING IT: This time, head directly towards where the light converges. You'll go through a long canyon and emerge in a foggy plain with trees and such. After the cut-scene, hug the right side of the cliff and follow it all the way down. Just keep going straight and follow the sword's light – checking out the four little hills and caves as you cross the field. Colossus number four's on the opposite side.

KILLING IT: Really easy. First, lure him out into the open and towards those hills. Then dash into one of the caves,

take two left or right turns (the cave's just a big square) and leave via another exit. Don't let the Colossus see you, and wait. He'll duck his head into one of the mounds looking for you – this is your chance. Jump and climb up either his tail or his face-tassels and go for the head, holding on whenever he tries to shake you off. If you climbed up using the tail, you'll have to attack the weak spot at the back of his neck to make him bow his head. Then you'll want to go for a fully charged stab, then hang on as he shakes about. This is the only glyph you've got to worry about, but you'll have to recover your grip bar when he stops shaking, or he'll throw you clear eventually.

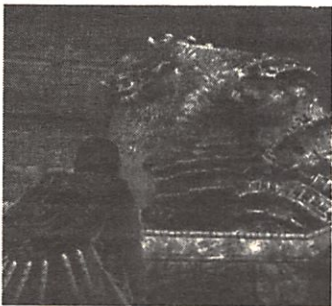


COLOSSUS 5

FINDING IT: Your destination's just to the left of the last one. Go around the far left edge of the cliff and hug the edge. When you see a save spot, pull out your sword and follow the light. When you reach the right area you'll see a few towers and a black fence surrounded by water. Jump into the water and swim beneath the middle of the fence by holding **RT**, then climb the platform in front of you and walk down the only path.

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KILLING IT: The least aggressive Colossus yet – you're going to have to upset it. Swim around until you find three large platforms. Stand on the central one and shoot the Colossus. He'll take flight and circle around, before eventually coming in for an attack run. Wait until he's about half a second from hitting you, then jump and grab to latch onto his shoulder. From here, slowly climb all the way back to the tail – or, if you're confident and he's flying in a straight line, run. Stab until the glyphs move. Now there's one on each wing. Recover all your grip strength, then venture onto one wing as the Colossus levels out – you should be able to get out, stab each glyph and get back to the centre without falling into the water, but it's not the end of the world if you do.

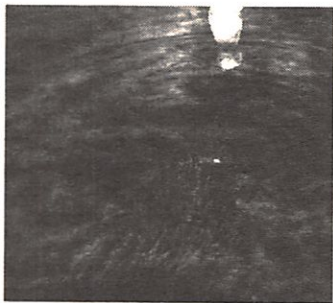


COLOSSUS 6

FINDING IT: Head southwest, following the light of the sword exactly as it directs you toward the mountain. When you hit the wall, turn left in a southeast direction. Follow the wall around and you'll find a path between the wall and a nearby canyon, in a southwest direction. Head through the forest to the exit on

the far west side. It will lead out to a sandy path that goes through a large rock tunnel and opens up into an enormous desert. The sword light will point you in the direction of a path in the middle of a huge stone wall. Clamber along this path until you reach a series of ledges that let you hang and drop to the bottom.

KILLING IT: An easy one. Run to the south end of the room, climbing over the walls in your way – the Colossus will smash them eventually, but it's easier to jump/climb and avoid damage. Stand in the sheltered area at the end, then whistle until the Colossus bends down for a closer look. Run and grab his beard, then climb onto his upper back – here's the best place to charge your grip bar. The first glyph's on the top of his head – he's got a good shake, but you can always rest if your grip bar's taking damage. Once that's been seen to, climb down his back to the second glyph, on the left – about where his kidney should be. You won't get another chance to recharge grip, so give it three or four rapid stabs to finish the job.



COLOSSUS 7

FINDING IT: Head along the same route you took to find the third

Colossus – but when you reach the large lake, instead of jumping into it, go around it to the northwest side and you'll find a path that leads up through the mountains. Head north and you'll reach two forks in the path along the way – go right at both. You should pop out in a sunny field. If you follow the sword, it should take you past some tall, thin pillars to a very long wall with a door in it, just large enough to fit you and your loyal horse Argo. Go through, then ride Argo to the end of the bridge, jump onto the spiral thing and run down it until you hit the water.

KILLING IT: This boss is virtually harmless until you're fighting it, so don't worry about floating around. To grab on, wait until the Colossus swims towards you, then catch his tail as it angles up out of the water before he dives. Don't worry too much about running out of air – although he'll thrash about to start with, he'll calm down and surface eventually. When he does, sprint as far up his back as you can, then grab his fur as he starts to dive. The spikes on his back fire electricity as he dives, so keep your distance from them until you're close enough to sprint to one, grab on and stab the glyph under the spike. This'll destroy the charge. Do that another two times, then dash up to the head and hack away like a madman.



COLOSSUS 8

FINDING IT: Head southwest. Your sword's beam of light should lead you to an opening between two large cliffs – go between them and follow the path down the hill. It should lead you to an area with an enormous wall ahead. In this wall is a small tunnel, still leading south – take this and dismount to tackle the walkway. Swim to the island and head into the temple, then down the stairs. When you hit what looks like a dead-end, go towards either of the two pillars and you'll notice ledges that you can climb. At the top, shimmy around and jump onto the walkway. Drop into the pit, then climb the blocks at the end to find the Colossus.

KILLING IT: You can't hurt this Colossus at the moment, so you need to make him come to you – whistle while you're on the second or third floor of the tower. When he climbs up after you, roll out of any of the windows in the tower – don't worry about taking damage – so that you land on the floor. Now you need to very quickly fire an arrow into one of the Colossus' feet – if you're not fast enough, you'll need to roll and sprint to dodge the projectiles and damaging cloud of gas that he'll fire at you. After nailing one

Shadow Of The Colossus

foot, quickly hit him in another one and make sure you're not underneath as he falls onto the floor. You'll find two symbols on the Colossus' belly when he's lying on his back – you probably won't be able to finish him off before he rights himself, but just repeat the process to get both.

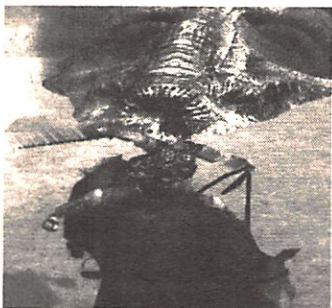


COLOSSUS 9

FINDING IT: Go a little bit north of the temple, then west between the broken arches and take the path that leads north across the canyon. When you reach the other side and hit the field again, turn west and use the light from your sword to guide you. It'll lead you right into a wall, where you need to turn and go directly west into a darkened area with a canyon to the north. Follow the edge of this canyon until you come across a thin path that acts as a bridge to get across. Once you're over, start making your way east to trigger the next Colossus. Oh, and watch out for the geysers. Yes.

KILLING IT: First things first – get out of the cave. Second thing – whenever the Colossus fires, run-jump and roll to dodge the electricity. You need to lure the Colossus – whistling's easiest – directly over one of the geysers in

the ground. When it sprays his stomach, he'll be tipped off balance – run underneath him and you'll be able to shoot him in the weak spots under two of his feet. Eventually he'll topple onto his side – now you need to run around to his belly, crawl up his fur, then balance on the side of the Colossus until he rolls over, leaving you on his back. There's nothing to grip, so stay in the centre and duck (□) when he moves. The symbol's on the top of his head – and he doesn't even squeal that much while you're killing him. Super.



COLOSSUS 10

FINDING IT: The longest ride yet. Head towards the field with the geysers again, then keep going north and you'll find a red path that leads away from it. Keep going west from here and you'll be able to curve around the mountains and start heading southwest. The path here is fairly linear – just go west through the green field and around the water, and in the next area your sword-beam should lead you west, straight into a wall. Turn and look south, and you'll see the cave where Colossus number ten lives.

KILLING IT: First, get on Argo. If he

isn't nearby, find some rocks to hide on/behind and whistle for him. Once you're mounted, start galloping around the room. When the Colossus starts to give chase, hold the **Ⓢ** button to turn around and face him – remembering to circle so you don't hit a wall. Eventually, you'll see the Colossus raise his head slightly, so equip your bow and fire arrows until one hits him in the eye. This'll send the Colossus crashing into a wall. Now ride Argo towards his tail and launch yourself at the Colossus' underbelly, then grab and climb. There are two symbols to stab, and you'll probably have to repeat the galloping about bit to get the second.



COLOSSUS 11

FINDING IT: Ride north, parallel to the temple bridge, staying directly east of its pillars after you cross the north canyon. When you're nearly at the top of the map, you'll find a very deep canyon on the west side of the bridge. Dismount and follow the zig-zagging path to the bottom of the canyon, then head west and up the sloping path. At the top you'll find a temple. When you get in there and jump across the gap to the main room, you'll be attacked by Colossus 11.

KILLING IT: This is the quickest, most aggressive Colossus yet. Keep running and rolling to avoid his rams. When you're a good distance away, head for one of the torch pillars at the side of the room, climb up it and whistle for the Colossus. He'll ram the pillar and dislodge a flaming stick – wait until he loses interest, then hop down and grab it with **Ⓢ**. By this time it'll have gone out, so climb up the pillar again and swing the stick into the flames with **Ⓢ**. Jump back down and the boss stops attacking and starts trying to get away. Use the torch to drive him back and through the pillars at the rear of the room, but *don't* get too close or run because he'll swipe at you. When he backs off far enough he'll lose his balance and fall off the edge, cracking his armour. Now, ideally you ought to be able to run, jump and land on him while he's vulnerable, then give him a couple of quick stabs to finish him. If you miss or fall off, you're going to have to stay close to the walls and rely on the game's dodgy jumping physics to grab on, so try to get it right first time.



COLOSSUS 12

FINDING IT: Head northeast of the temple to find the winding bridge

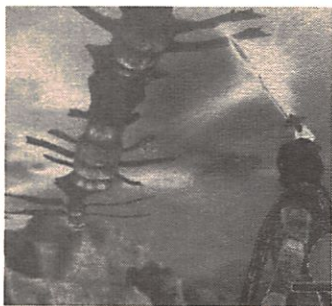
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that crosses the canyon. When you're over, angle yourself slightly to the east and you should see the cylindrical pillars you need to head for. This'll take you across a bridge and into a forest where you need to take two quick right turns followed by another right turn as soon as you can, then one more right turn and head for the southern exit. When you reach this area you'll find a thin path that goes between the wall and the canyon. Make your way along this path until you reach a dead-end, then ditch the horse and climb the cylindrical pillar. Shimmy around to the other side of the pillar and jump onto the path – *do not* jump into the water, because you'll die. Follow the path up to the top and jump where it's calmer. You'll see a huge opening in the wall ahead of you. Go through it to find the next Colossus.

KILLING IT: There are two ways to get aboard this Colossus. One's simple but irritating – swim underneath him until you emerge near his tail, then clamber up it. The other's more reliable, but takes longer – swim to the shelters, then hide on the raised area and fire arrows at the stones on the Colossus' head until he lowers it enough for you to jump on.

Unusually, though – there's no weak point on the head. What you need to do is direct the Colossus towards a platform by smacking the rocks on his head – the left and right ones make him turn, and the front ones move him forwards. Once you're as close to one of the stone structures as possible, jump onto the top of it and hide behind the centrepiece. Keep whistling and the Colossus should rear up and put his front paws on the structure. Now you ought to be able to

see his weak spot – run, jump and grab onto his chest hair, and you'll have time for two fully charged stabs before you have to start the whole tedious process again. Don't worry, the next one's great.

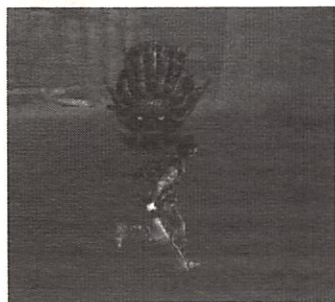


COLOSSUS 13

FINDING IT: Head southwest on the same route you took for the 12th Colossus. The light beam will lead you into the forest – ignore the exit that you've already taken and head along the northwest path, through a tunnel and then out to the desert. Now the light beam should direct you to a small area of broken ruins. When you ride Argo into this little area, the best Colossus of the game shows up.

KILLING IT: You're going to need Argo and a bow for this one. You need to hit the three egg sacs on the underside of the Colossus to make him lose height. It's possible to do this while riding underneath, but much easier to stay still and fire slightly ahead of where the Colossus is. Either way, once they're all down, the music changes and the Colossus' conveniently ridged wings angle down, giving you the chance to jump on. The next bit's tricky. Get to full gallop and ride parallel to, but slightly ahead of the wing. Aim the left

analogue stick towards the ring, and press **A** to jump while holding **RB** to grab. If you miss, don't worry too much – the Colossus won't go airborne again until you make a successful leap. Once you're on, just hold tight – after a few seconds, the Colossus raises his wings so you can run along them and leap onto his back. Head for one of the three raised skin flaps on the beast's spine – there's a weak spot behind each one. You should be able to take out two before the Colossus dives into the sand – just jump clear and repeat the whole process again.



COLOSSUS 14

FINDING IT: This is probably the trickiest Colossus to find. Take the path that crosses the canyon just northwest of the temple. When you reach the other side, go exactly where the sword says. When you reach a wall, turn left and follow the wall as closely as you can going west. Before long you'll reach a tower, and behind it a path into the mountains. Take this path and you'll find a rocky new area with some dead trees to the west. Head through them and slightly southwest, then turn right and follow the path northwest. At the end of the path,

turn left at the pillars up ahead to find a path full of small pillars ahead of you – take a left, then another left and you ought to find yourself in a cave. You have to abandon Argo here and swim across an underground pond to the other side. There's a little bit of a walk, but soon enough you'll pop out among some old abandoned ruins. You'll find Colossus number 14 among these.

KILLING IT: This one's a bit like the fire Colossus, only more damaging. Immediately jump up onto the fallen pillar right beside you as the battle starts. From there, jump onto the nearby ledge. From this ledge, jump directly west to an even higher wall, and then make a short jump west again to the platform a few feet lower than this one. Finally, turn and run south to jump and grab hold of the vertical pillar from the ledge you're on. Once you're on, whistle to get the Colossus' attention, then crouch with **RB** while he rams the pillar. After two rams, the pillar falls down, letting you reach another ledge. Repeat the jump/whistle/ram game until you can reach the tall, boxed structure at the south end of the courtyard. From there, shimmy around and onto the last pillar. When the Colossus rams this, he'll take out the entire wall, letting him through to the bit where you came in. Now climb onto the platform on the east wall, then shoot the Colossus until he charges and brings the whole lot down on his head. This'll destroy his armour – now all you need to do is make him ram a fallen pillar, which will stun him. Jump on his back and chop him up ninja-style. Colossi: 0 – You: 14.

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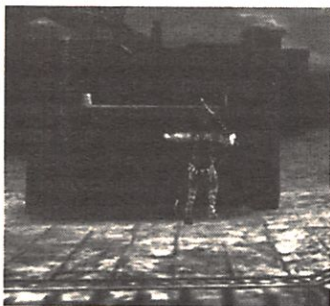


COLOSSUS 15

FINDING IT: The light beam's a bit misleading here. Don't go into the forest – take the winding path across the canyon, northeast of the temple. Now the light will point you right between the two pillars to the north – ignore it and head west, around the pillars and the entire canyon. When you get past the canyon, head north between the large bridge and the stone wall to the east. When the wall ends, head east. Now the sword will point you in the direction of a the Colosseum where Colossus 15 lives.

KILLING IT: This one's softer than he looks, but difficult to climb. To either side of the Colosseum, there's a set of tiles next to a ledge that's slightly too high for you to jump onto. Stand on them, and get the Colossus' attention. He should wander over towards you, look around, and then stomp down on the tile you're standing on, seesawing you up towards the ledge. Clamber up until you reach a hallway, then irritate the Colossus again and he'll try to hit you with his cleaver – it won't work, but it'll knock down some blocks, giving you enough height to climb to the next ledge. Head for one of the overhead bridges, but *don't stand in the middle* – the Colossus

will smash it and hurt you. Instead, wait near the edges until he's as close as possible, then jump onto his head. Stab the first glyph on his head until it disappears, then run to the back of his right shoulder and climb down until you find a weak spot on his elbow. Stab it once to make the Colossus drop his cleaver, exposing the weak spot on his palm. Now drop to the floor and run around in front of the Colossus – he'll punch the ground, at which point you can grab his palm hair and stab him until he dies.



COLOSSUS 16

FINDING IT: This is another deceptive light beam. If you try to follow it, it'll lead you to the wall you climbed to reach the first Colossus. Just below the temple in sector F5 is a mountain range that goes east and west – and on the east side, there's a path leading southeast – take that. It will open up to a lush green field. Use your sword to identify your destination, an enormous double door between two stone pillars that can be seen from miles away. When you arrive there you'll see a beam of light coming through the hole. Stand in the beam and lift your sword. Aim your beam back towards the source of

the light to unlock the doors. Ride Argo through this next area and up the stairs at the end. You'll reach a point where you have to jump with Argo onto the next platform. After the cut-scene, grab the ledge on the wall ahead of you and begin climbing up. Turn right when you reach the top, then jump up the blocks and stones to find a wall covered in vines. Scale this wall to the highest point, then climb across to the left. There are a few more rocks to climb up here before you reach a tunnel. When it seems like you've reached a dead-end, look to your left or right and notice the pillars have grooves in them. You can climb these pillars to the top, then jump off the pillar (once you at the top) to kick off the final battle.

KILLING IT: Before you can murder this final Colossus you've got to get to him. The trouble is, he's firing energy blasts that you can't dodge. Run up the stairs ahead of you at the start and roll behind the broken pillar on the right when you reach the top to avoid the blast. Further to the right there's a hole in the ground that drops you into a tunnel. Follow the tunnel to the other end and jump on top of the blocks you find there. Now face the boss, jump, and grab the ledge. Above you there's a series of protective walls – wait for the gaps between the blasts and roll between them. After the last one you'll find another tunnel. The other end of the tunnel comes out on a walkway along the side of the wall where you're relatively well protected. This pattern continues a couple of times – with barricades requiring more precise timing – and then there's a platforming section that'll take you to the back of the Colossus. From here, you'll notice a large weak

spot symbol on the hair of the Colossus' back – grab hold of it and stab to make the Colossus bring one of its hands down to examine the wound. Jump from the back onto the palm of the hand, then hang on and don't try to climb around. He'll eventually stretch out his arm with the palm facing up. At this point you need to run quickly up his wrist as high as you can before he lowers his arm again. Once you're holding onto his arm fur, you'll see another trigger symbol – stab it and he'll bring his other hand over to cover the wound. Jump from this arm to the palm of the right hand. Once you're on the other side of the Colossus, stab him anywhere on this hand to make him lift it up and examine it – this is your chance to recharge your grip strength. Use the sword to identify a weak spot on the Colossus' left shoulder, then fire at it with the bow – the Colossus will lift the hand you're standing on to cover the wound. This is your chance to jump off onto the shoulder, then to the neck and head where you'll find the final weak spot. Then it's all over for the big man, and time for one of the most emotional endings since *Watership Down*... ■

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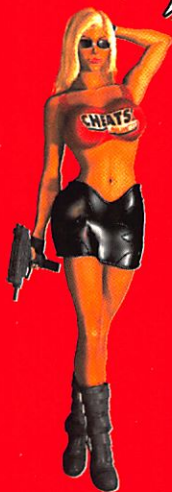
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