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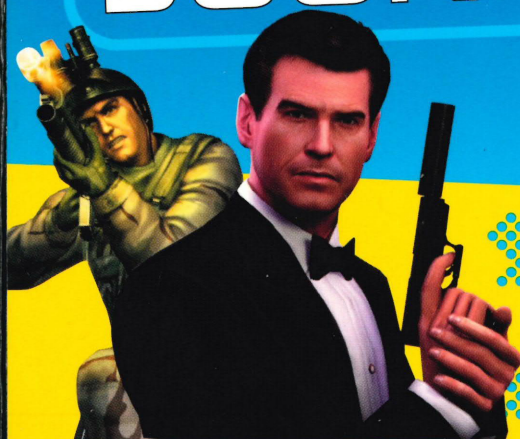
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*Vol. 1*

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“

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”

**RICHARD KEITH** Editor

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**THIS LOT DID THIS BOOK**

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# SOCOM II: US Navy SEALs



# SOCOM II: US NAVY SEALS

## GENERAL TIPS

### NO MORE HEROES

Heard the saying 'Don't have a dog and bark yourself?' No? Ah, that's because it's rubbish. But it's also very true in the case of *SOCOM II*. Never barge into a room with all-guns blazing when you've got a squad of three grunts that'll do it for you. If you die then the game ends, but you can lose a couple of teammates and still finish the mission.

### CHECK IT OUT

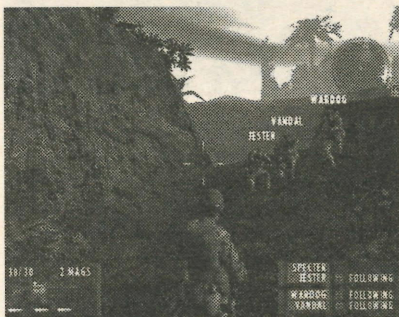
Each mission has several checkpoints on its map and these are a lot more useful than you may think. Each one is strategically placed to help you get through the mission, so it's always a good idea to take a good look at the map before you start. If, for example, you want some members of your squad to go on ahead of you, then you can order them to move to a specific checkpoint.

### ALL MAPPED OUT

Feeling a little lost? Occasionally you'll find that, whatever you do, you can't seem to find the next objective you're meant to be heading to. There's no need to suffer too much, though, because if you bring up the map and press **X** to 'Play Movie', then it gives you the objective you're heading for and usually shows you what it looks like, too.

### PLIGHT OF THE GIVING DEAD

Sadly, you can't pick up any of the ammo packs that wasted guards leave behind, but you can nick their guns. We wouldn't recommend taking the 9mm semi-automatics, but there's a lot to be said for an AK-47 – and you'll find those babies all over the place.



### LOCK AND LOAD

Sniping guards is all very well but it can take a while to target a good headshot. Most of the time you should be able to kill the enemy by just using the crosshairs to aim with. To make sure that your shot is guaranteed to hit, never pull the trigger until a red target appears over your victim.

### BUNGLE IN THE JUNGLE

Although your teammates are supposed to be highly trained and the 'best of the best', they do cock up from time to time. This usually comes in the form of firing wildly at anything when you're trying to keep a low profile, or just constantly getting spotted. If you need to be silent, order them to hold back for a bit, while you sneak forward to clear the area.

### BROTHERS IN ARMS

At the start of every mission you have the ability to change the weapons each of your team members is carrying. However, our advice is to stick with the recommended selection and see how you get on. As you

# SOCOM II: US Navy SEALs



progress through the game, you'll become more attached to certain weapons and you'll soon discover which are the best weapons for the job at hand. To give you a bit of a head start, though, here's our pick of the best...

## M4A1 SD

Your default weapon. It comes with a sniper's scope, so you're able to sneak around picking off the guards with the minimum of fuss. It's not the fastest gun in the world, though, so you might want to select something a bit quicker for the bigger firefights.

## STG 77

This is a rifle you'll pick up from the enemy guards and is perfect for when you want to barge in somewhere, kill everyone in sight and get out in one piece. It's noisy and brash, but it gets the job done.

## SR-25 SD

The ultimate sniper rifle. The long range means that you're able to target and take out guards with ease. If you want to enter somewhere unnoticed, this is the weapon to carry. It's rubbish if you're ambushed, though, so switch weapons immediately if you get cornered by the enemy.

## OPERATING INSTRUCTIONS

Ordering your troops around can seem daunting at first, but you'll soon be shouting instructions like some red-faced, control freak

football manager. Here are some of the most useful, and regularly necessary, orders you can give.

## COVER TARGET

This is the order you'll need if you want to enter a specific area with the knowledge that you're being covered from behind. Simply use the crosshairs to indicate the spot you want covered and your squad will do the rest.

## CLEAR AREA

If you're running low on health it makes sense for you to cower like a girl and get your squaddies to do the dirty work for you. When approaching a dangerous area, why not send your men in first?

## STEALTH TO

Your men are professional but they're also a little trigger happy. If you want to make sure they get to a certain position undetected then this is the order to use. Study the map for a location before picking a checkpoint marker to send your men to.

## HOLD POSITION

If you need to keep a low profile then the Hold Position order is perfect. Firstly, tell your troops to keep back (which will also cover your movements), then move forward carefully. This move lessens the chances of being spotted.

## FOLLOW

One of the more frustrating aspects of *SOCOM II* is the fact that, on occasions, your computer-controlled troops will get stuck in the scenery – or for whatever reason, fail to follow you. Use the Follow command to make the slackers keep up.

## BREACH – BANG AND CLEAR

No, this is not ordering your men on a date with Jordan, but instead a move where you can order your squad to burst through a door, throw a Flash bang grenade and clear the room of any guards. It's perfect if you're expecting some serious opposition.

## RANKING RATES

At the end of each mission you'll be rewarded for your hard work with an overall grade and a percentage of the mission completed. We found that rivalry in the office soon got to the point where cries of joy could be heard across a radius of 300 metres when a personal best was beaten.

So here, for you to try and better, are the highest office percentages for each of the levels. And no, don't write in and tell us if you beat them. Let us wallow in our glory for a little while longer...

### MISSION ONE: SEEDING CHAOS

Overall .....93.25%

### MISSION TWO: TERMINAL TRANSACTION

Overall .....94.75%

### MISSION THREE: UPLAND ASSAULT

Overall .....92.5%

### MISSION FOUR: URBAN SWEEP

Overall .....84%

### MISSION FIVE: STRANGLEHOLD

Overall .....88.5%

### MISSION SIX: HYDROELECTRIC

Overall .....97.25%

### MISSION SEVEN: GUARDIAN ANGELS

Overall .....93%

### MISSION EIGHT: PROTECT AND SERVE

Overall .....90.5%

### MISSION NINE: AGAINST THE TIDE

Overall .....96.25%

### MISSION TEN: LOCKDOWN

Overall .....81.25%

### MISSION ELEVEN: GUIDED TOUR

Overall .....91%

### MISSION TWELVE: DOOMSDAY DELIVERY

Overall .....87.5%

## CAN YOU BEAT?

We killed a guard with a sniper rifle headshot from 93 metres. Can you do better than that?

## MISSION ONE: SEEDING CHAOS

### MISSION OBJECTIVES

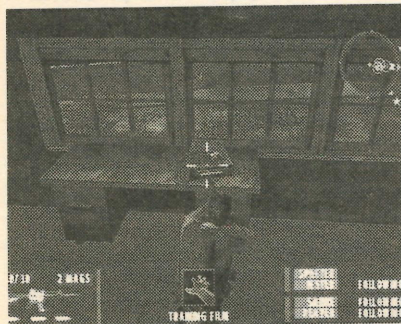
Meet Mallard  
Remain Unseen  
Infiltrate Village  
Move to Delta  
Recon Patrol 1  
Move to Echo  
Recon Patrol 2  
Move to Foxtrot  
Recon Patrol 3  
Place Satchels  
Satchel at Romeo  
Satchel at Juliet  
Move to Extraction  
Capture Foreman

### BONUS OBJECTIVES

Rugova's Name Overheard  
Overheard Delivery Time

### Walkthrough

This first mission, as you'd expect, is pretty straightforward. From the start, move immediately to the Whiskey position. As you get near it, drop to Prone position and crawl



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the rest of the way (your team will follow your lead without having to be ordered to). When the two guards have finished their conversation, order your squad to 'Fire At Will', making sure that they've got their backs to you before they start shooting.

Continue on and you'll spot another guard in front of you, between the two pillars. Kill him yourself with sniper sights, then head up the path he was loitering on. There are two more guards in front of the derelict church, so sneak up behind them before offing them, then nip into the church to complete the first objective – MEET MALLARD.

Your informant will give you the location of three safe pink spots (check your map), so head to the first one, kill the guard near the second one with your sniper rifle, then head over there. You'll find a SR-25 SD weapon here, and if you look across to the bridge, you'll spot two more guards to use it on.

Take the path under the bridge and instruct your squad to 'Get Down'. Ignore the green line on the map and, instead, move slowly on the path around the right side of the river. There are two guards on the next bridge and a sniper on the cliffs above them, so if you want to earn the REMAIN UNSEEN objective, you'll need to be sneaky. Head under the bridge and work your way slowly up the other side. Find the tunnel at the top here and, when you take the first exit on the left, you should spot the two guards on the road above you – don't worry about the sniper because if he hasn't spotted you by

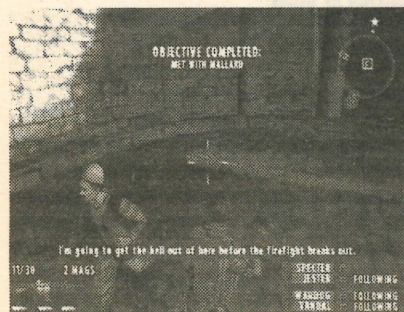
now then he isn't a threat.

Go back to the tunnel and you'll soon spot a gunner's outpost in front of you. Take care, as there's a guard inside and another to the right. Your squad should deal with one, so head into the outpost to kill the other fella in there. Pick up the sniper rifle in the corner then come back out. Depending on how you've done so far there's likely to be at least one guard on the path below you. Kill them as quickly as possible then look up (with your sniper sights) to the roof of the building in front of you. On the top you'll see one or two guards that are easy to take out with a good headshot. That done, drop down and run towards the staircase on the side of the building in front of you to complete the next objective – INFILTRATE VILLAGE.

You need to do a bit of moving about now to earn the next bunch of secondary objectives, so enter the building, go up the stairs and kill the guard at the top (which earns you MOVE TO DELTA). There are two doorways in front of you now. Head through the one on the right and, if you look down onto the path in front of you with the sniper sights, you'll spot a loan guard. Pick him off (RECON PATROL 1); go back into the building, and up the next staircase to the roof. There may be another guard up here, so take it slowly and pick him off as soon as he's in your sights (MOVE TO ECHO). Head for the southwest corner of the roof for the next checkpoint (FOXTROT) and if you look towards the tallest building, you should spot another guard to kill (RECON PATROL 3). That done, head back down the stairs through the other doorway and go outside – you should now have the garage in front of you.

There are two guards by the garage (RECON PATROL 2), and they're both easy to kill. If you stick by the railings and take your time, then you should be able to knock them both out before they spot you.

Ignore the garage for now and head towards the barn. If you go around the right side of it, you'll spot the three guards (two on the ground floor, one on the upper level)







before they know what's hit 'em. Go inside and, when prompted, place your satchel in the spot where the icon appears (PLACE SATCHEL AT JULIET).

Now head back to the garage and order your squad to place the other one in the garage (target it with your crosshairs) for the next objective (PLACE SATCHEL AT ROMEO). When they're both placed you'll earn the next primary objective – PLACE SATCHELS.

Sneak into the building next to the garage and go up the stairs, but stop near the top and wait. You'll hear a conversation that rewards you with another bonus objective.

Now order your team into the room containing the guards and Foreman. If you get them to throw a Flashbang in first, that should confuse Foreman's guards enough to allow you plenty of time to pick them off. Then, all being well, Foreman should surrender without a struggle (CAPTURE FOREMAN). Restrain him then, when he's on the ground, press 'Follow' and he'll go with you to the extraction point (for the last primary objective: MOVE TO EXTRACTION) – which is behind the building you're in (checkpoint Zulu). That's it... job done.

### **BONUS OBJECTIVE: RUGOVA'S NAME OVERHEARD**

Head to the Whiskey position at the start of the mission and get into the Prone position. If you wait here now, two guards come up and begin a conversation. Wait until you hear Rugova's name, then kill them both.

### **BONUS OBJECTIVE: OVERHEARD DELIVERY TIME**

Right at the end of the mission you'll be on your way to capturing Foreman for the last secondary objective. When you enter the building he's housed up in, pause near the top of the stairs to hear a conversation between Foreman and his guards. As soon as it's over, pile in to capture him.

## **MISSION TWO: TERMINAL TRANSACTION**

### **MISSION OBJECTIVES**

**Locate Guard Post**  
**Secure Guard Post**  
**Infiltrate Complex**  
**Secure Factory Complex**  
**Gather Intel**  
**Find Digital Camera**  
**Find Contact List**  
**Find Training Film**  
**Move to Extraction**

### **BONUS OBJECTIVES**

**Weapons Secured**  
**Rugova Captured**

### **Walkthrough**

This second mission is pretty short and easy, but there are a couple of points that can catch you off-guard, so listen up soldier, and keep 'em peeled.

You begin the mission wedged between two long rows of train carriages. Head down the one on the left and, when you get near to the end, slow down as there are two guards just around the corner. Wait until they finish their conversation (just to be polite) and kill them both. In front of you, you'll see the guard post (LOCATE GUARD POST) and there's another guard patrolling the walkway on it. It's easy to off him with your sniper rifle, and when you've done that all you need to do is walk up to it to secure it (SECURE GUARD POST).

Head west into the next large area and immediately turn to the right to head down between the train and the wall – you won't

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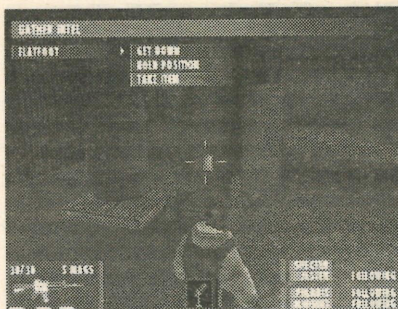
be spotted this way. At the end of the train, move forward and look across to the left – there's a guard standing in the long grass. Kill him silently with a sneaky headshot and then move your team to the next checkpoint (Delta). There are a couple more guards in this part of the level (they're on the far left side), but you can ignore them if you wish and just head into the tunnel – it all depends on whether you're trying for a perfect score, or just aiming to finish the mission unharmed. Drop into the pipe and walk through until you reach the end (INFILTRATE FACTORY COMPLEX).

When you come up and out of the tunnel, look over to the building in front of you and you should spot two guards patrolling its walkways. Kill them both before they spot you (you can use the long grass here for cover) and head up and around the right side of the building. At the first corner you'll see a line of barrels. Duck down here as there's a guard around the corner and in the distance. Take him out and continue around to the right, until you reach the next row of barrels. Just around the wall from these is another guard. Kill him then continue round the corner. You'll spot a pile of girders in the middle of the path and this is as good a place as any to take a bit of a breather.

There's a guard around the corner from where you are (next to the truck) and another two near the Zulu extraction point, so kill all three of them and head back to the girders then up the metal walkway to the top level of the factory. You'll spot a guard to the left of you when you go in, so kill him and then walk around the metal walkway until you get to the far side.

Rugova is in the room in the corner, but he also has three bodyguards protecting him. Killing them all is easy, though (whether you stealth it or barge in with all guns blazing), so get rid of them and then force Rugova to surrender. Finally, pick up the Digital Camera on the table (FIND DIGITAL CAMERA) for a secondary objective.

Now go back onto the walkway, turn right at the end and then look down to the crates.



You'll spot a guard skulking here, so kill him, then slide down the ladder.

There are a series of rooms on the left-hand wall and you'll need to clear these for the next objective. Go into the first one, kill the guard and pick up the two M63A weapons here. Another guard comes in after you so finish him off then work your way along the wall until you get to the end. A cut-scene begins showing you that the two factory buildings are linked by a walkway, but before you head up there, walk forward to find (and hopefully kill) the last guard in this area. Go back, climb up onto the ramp and head up the slope to the walkway to the next building. Kill the two guards you find on it and then, at the other end, head around to the right.

You'll find two more rooms here. The one on the right has two well-armed guards in it, while the other has a single guard plus another object, a Training Film (FIND TRAINING FILM). Go down the stairs and you'll find three more guards in this area. Kill them all and you'll earn yourself the SECURE FACTORY COMPLEX objective. Head towards the door out of the factory and, just before you do, go into the room on the left for the final 'Intel' object, the Contact List – this gives you the FIND CONTACT LIST secondary objective and also the GATHER INTEL primary objective.

Finally, all you need to do is head to the Zulu checkpoint for extraction (for the final objective: MOVE TO EXTRACTION). Go to the middle of the gates and use the C4 explosives when the icon appears.

## BONUS OBJECTIVE: WEAPONS SECURED

When you get to the end of the tunnel near the start of the mission, you'll see a cut-scene showing Rugova and a guard. If you managed to complete the OVERHEARD DELIVERY TIME bonus objective in the last mission you'll also be given this one here.

## BONUS OBJECTIVE: RUGOVA CAPTURED

You'll find Rugova in the room in the top corner of the warehouse, but forcing him to surrender isn't easy. First, clear the area of his three bodyguards (it's best to try and do this from a safe distance), then pile in to force him to surrender – he may need a warning shot in the leg to be persuaded.

## MISSION THREE: UPLAND ASSAULT

### MISSION OBJECTIVES

Neutralize Castrioti Sessleri

Capture Castrioti Sessleri

Neutralize Aide-De-Camp

Capture Aide-De-Camp

Neutralize Pius Platz

Capture Pius Platz

Move to Extraction

### BONUS OBJECTIVES

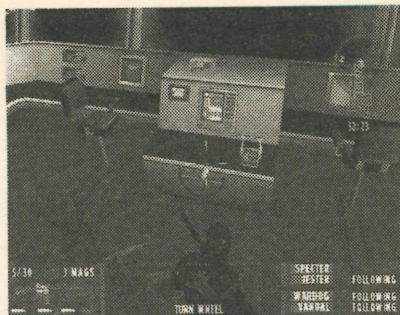
All Intel Located

All Leaders Captured

### Walkthrough

As you'd expect, the last place you want to walk along is the path. Instead, head up and to the left. There are three guards on the road to the castle, spread fairly evenly, so knock them out silently before you get to the gates.

You should approach the castle from the left side, and high up near the wall. If you do then you'll spot a low wall section about 20 metres back from the main gate. Jump up here and silently kill the guard who's lurking nearby. You'll soon spot the Aide-De-Camp (place your target over him and his name



should flash up). Leave him alone and let your squad deal with him, as they'll neutralize him without harming him – earning you both the first primary objective and the secondary one as well (NEUTRALIZE AIDE-DE-CAMP and CAPTURE AIDE-DE-CAMP).

Facing the front of the castle, go over to the left side and you'll spot a series of archways partially hidden by vines. Go through here and off to the left. If the guards have been alerted to your presence then two will burst through the door at the end. If not, you'll find them hanging around in the wine cellars past the door.

Take the stairs up from the wine cellar and, at the top, order your team to 'Bang and Clear'. This should get rid of not only the guard in the room at the top of the stairs, but also the one in the room beyond. There's another guard in the room past the kitchen (he's off to the right) and, after killing him and collecting the bonus item, head down to the right and to the library.

Collect the next bonus item here, then leave the library and go off to the right and up the stairs. If you've been fairly stealthy so far you should find yourself up against the minimum amount of resistance... until you reach the top, that is. Two guards will ambush you here: one from the door in the far left corner and the other from the corridor around to the left. Kill them both and head through the doorway the first guard came from.

A cut-scene will immediately start, showing the two remaining gang lords

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arguing, before going their separate ways. You've got to be quick now, so leg it up the stairs and around to the right. Kill the two bodyguards as soon as they appear in the doorway and head out to bump into Platz on the level below you. Drop down near him and fire off a warning shot, this should be enough to make him surrender (NEUTRALIZE PIUS PLATZ/CAPTURE PIUS PLATZ).

Go back around and open the door on the left of those stairs to enter Sessler's room and capture him (earning yourself NEUTRALIZE CASTRIOTI SESSERI/CAPTURE CASTRIOTI SESSERI). He will either surrender as soon as you come through the door or, if you fire off a round into his leg (like Platz), he should soon submit. After you've finished with him, examine the crates near the door to discover the third bonus item, the Parts List. Now leave this room.

Head back to where Platz was and walk along the planks to the lower level. Follow the path and in front of you you'll spot a truck next to a garage and a small building to the right of it; go here to get the bonus objective.

Finally, and encountering hardly any resistance, head to the Zulu checkpoint for extraction (MOVE TO EXTRACTION).

## BONUS OBJECTIVE: ALL INTEL LOCATED NAUTICAL MAP

Head up from the wine cellar, through the next room (the kitchen) and the map is on the table in front of you.



## CODE BOOK

After collecting the map, head down to the right to the library. Look on top of the crate on the right and the code book can be found right here.

## LAPTOP

Do a 'Bang and clear' on the small building next to the garage (as there's a guard tucked away in here) and you'll find the laptop on the table.

## BONUS OBJECTIVE: ALL LEADERS CAPTURED

You should get this objective by default. If you manage to 'Neutralize' all three leaders by capture rather than death then you'll be rewarded with this bonus.

## MISSION FOUR: URBAN SWEEP

### MISSION OBJECTIVES

- Clear Insertion Area
- Rendezvous with Ragbag
- Collect Information
- Locate Leader
- Eavesdrop on Meeting
- Locate Hideout
- Restrain Leader
- Keep Vandal Alive
- Extract Leader

## BONUS OBJECTIVE Lab Map Acquired

## Walkthrough

You're fighting through the streets of a Brazilian city now, so cover is a lot harder to find. That said, you should still be able to find enough objects and background detail to skulk around in relative secrecy.

From the top, walk down the ladder in the corner of the roof and kill the guard immediately in front of you. Head around the corner and, at the end of the road, you'll find another guard waiting for you. Turn to the left and then, at the next junction, hang a right. You'll spot another guard talking to the butcher outside of his shop, so kill him in the usual manner. You're heading for the top right-hand corner of the level, so continue on that path – you'll come across two more guards on the way, but neither of them should cause you any serious problems. For your troubles so far you're rewarded with the CLEAR INSERTION AREA primary objective.

Open the gates at the location shown in the map and head upstairs to meet your informer, Ragbag. Except someone got to him first, so you need to rescue him from the house across the road. Go back down and up the stairs in front of you. Take out the guard at the top of them with a well-aimed head shot and, after pointing your crosshairs at the door to where Ragbag is being held, order your team to 'Bang and clear'. That done, Ragbag will panic and leg it out of the building (not before earning you the next objective, RENDEZVOUS WITH RAGBAG). But you want your information, so you'd better follow him.

His path takes him along the top road and down. Stick behind him and, as he nears the truck parked here, two snipers appear at windows in the house at the far end. Keep firing at them and, although you might not kill them both, you'll stop them from targeting either you or Ragbag. Speaking of the sneaky one, follow him into the garden and he'll pour his heart out to you (COLLECT INFORMATION and KEEP VANDAL ALIVE).

Gather your team together and head right outside of the garden. Take the path through the open gates on the far right and kill the

guard that appears at the end of the tunnel. At the end, duck down behind the large crates and pick off the guards in the distance – their numbers vary but it's usually around four. That done, head down with your squad and take the first path on the right.

Jump up the crates at the end and into the room with the TV in it. There are two more guards up the stairs, so either throw up a grenade or storm it quickly. Head out onto the ledge and, after a short period of time, another guard will come up the ladder. Kill her and go down both ladders.

Leave this garden and work your way around to the right. You'll find three more guards on the road around the corner and two more up on balconies at the end. If you're wise, you'll let your squad do the dirty work – send them in to clear the area while you sit back and take a breather.

When all the enemy have been killed, lead your team up the road then off into the undergrowth at the top left. Head around to the left and then, when you go around the next left, look up to the balcony in front of you for a guard. Pick her off with a sniper shot and kill the next one along to the right. Enter the building just to the left of this second guard, then head up the stairs in the corner to earn yourself two primary objectives (EAVESDROP ON MEETING and LOCATE LEADER).

Things are about to get a little tricky here, so stay sharp and watch your back. From your current location, head out through the door, over the walkway and through the next door. Take your team down the stairs (a couple of them may go a different route) and then you're out in the slums. Sneak around to the right and keep to this side to avoid a gunner in a shack on the left. Walk slowly and carefully through the water and then, on the other side, you should find the enemy's hideout right in front of you (LOCATE HIDEOUT).

Once inside, run up the stairs and if there's a guard manning the gun here, take him out ASAP. There are another two guards in the next room (one of which will cunningly hide behind a table), so send the boys in to

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clear the room and then head out into the corridor. The leader you need to restrain will either be in the first or the second room on the left, so order your squad to do a 'Bang and clear' when you find them so you can get rid of her bodyguards before she'll eventually surrender. Restrain her and get her to follow you (RESTRAIN LEADER).

You'll need to be especially careful now as the guards will be swarming around to prevent you extracting their leader. Man the gun at the top of the stairs and you should be able to take out a few of them before they reach you – also, look out for a sniper in the building opposite. Move the gun around the main building across from you until you get a red sight.

When the coast is clear, head down the stairs and go off to the right. On the right of the small bridge is a shack with another gun. Man this one and wait for a few moments before more guards appear. Finally, head up and out of this area towards the Zulu checkpoint. You'll come across a few more guards along the way, and another two at the checkpoint, but you should know how to deal with them by now. This final act rewards you with the EXTRACT LEADER objective.

## BONUS OBJECTIVE: LAB MAP ACQUIRED

When you first enter the enemy hideout, go over to the table in the far left corner of the room to find the Lab Map. Now go back to the entrance and head up the stairs to continue with the mission.

## MISSION FIVE: STRANGLEHOLD

### MISSION OBJECTIVES

- Intercept Radio Frequency
- Locate Lab
- Demo Drug Lab
- Stop RAFB from Escaping Demo Plane
- Call in Helo for Support
- Extract via Canyon

## BONUS OBJECTIVE Bomb Schematic Acquired

### Walkthrough

This is another mission that, if you're not careful and thorough, can end up being a complete nightmare. Fortunately for you, we've endured all the bad dreams to find the best solution.

When the mission starts, head off to the right, out of the water and creep carefully through the long grass. Stop when you see the hut in front of you, as it's crawling with guards. There's one manning the gun just to the left of it, one in the water on the far left and two more talking on the right. Stealth tactics are good here, because if you alert the enemy to your presence they'll radio in for air support – and then you'll be entering a big smelly world of trouble. When the area's clear, enter the hut and examine the radio to achieve the first primary objective (INTERCEPT RADIO FREQUENCY).

Now you need to find the entrance to the lab, which is tiny. There are many ways around to it but the one we advise here is guaranteed to be the most trouble-free. Follow the cliff on the right around the outside of the level, past the large rock with an enemy outpost high up on your left and then, just as you're about to exit the mission area, head across to the left. There's a steep slope up and out of the water here, so order your team up this and continue following the cliff face around to the right.





After a short while you'll stumble across the frame of a metal barn filled with crates. You'll encounter two guards here, but if you're sneaky, you should be able to kill them without too much trouble. Head through the barn and around to the left (still hugging the cliff face on your right side) and you'll spot a guard post in front of you. It's important that the guard manning this doesn't spot you, as he'll happily lob grenades at you if you are.

There's another shack around the corner to the right of here, and you'll encounter anything from two to four guards manning it. Again, clear the area and follow the path up and around to the right. The lab entrance is up here, so look over on the far right of this area and you should spot it (LOCATE LAB).

Gather your team up close and drop down in. You can switch off the lights here but we recommend that you don't. Two guards will eventually head down your way, so kill them both then, after ordering your team to clear the area, mop up the remaining three guards before they have a chance to escape (there are two just around the corner to the left and another one on the far right side of the lab). If they alert the plane to your presence then you'll only have two minutes to destroy it. When all the guards have been eliminated you'll earn yourself the next primary objective (STOP RAFB FROM ESCAPING).

With the lab empty, you've got plenty of time to explore, so head around to the right and you'll find an RPG-7 rocket launcher leaning against the wall in the corner. When

the cut-scene shows you the location in which you need to place the satchel, order one of your team to complete the task for you. Now, finally, head over to the northeast corner of the lab to find a switch. Flick this and the lab's exit is revealed right in front of you. When all your team are safely out of the lab, the bomb in the satchel will detonate, handily giving you the next primary objective (DEMO DRUG LAB).

Now, head up and towards the hut in front of you. Keep an eye out for two guards – one in front of the hut and another one inside manning the gun. When you've cleared the area, continue around to the left and down. A cut-scene will give you your options for destroying the plane, but if you collected the rocket launcher from the lab then you won't need to worry about the rest of them.

Continue down towards the hanger, mopping up guards along your way (there are three about halfway along the path, another couple hiding in the grass in front of the hanger and a final one over in the long grass to the right). Head down to ground level and carefully work your way around to the right. When the coast is clear, arm the rocket launcher and take out the plane (DEMO PLANE). Then, quickly, order your team to run down the right side of the hanger and around the back of it. You'll probably be fired upon by a couple more guards in the hanger itself, so stop a while to finish them off before continuing safely around the side of the cliff. When the path goes off and down to the right, take it.

You're nearly at the end now, so move carefully down this valley towards the bridge. When you spot the bridge itself, look up and you'll see three guards patrolling it. Kill them all using the sniper rifle, then order your team to head for the Whiskey checkpoint under the bridge. When you're all safe and sound, order them to deploy the Red Smoke to alert the retrieval helicopter and sit tight – doing this will give you the final two objectives for this mission: CALL IN HELO FOR SUPPORT and EXTRACT VIA CANYON.

# SOCOM II: US Navy SEALs

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## **BONUS OBJECTIVE: BOMB SCHEMATIC ACQUIRED**

Head to the southeast corner of the drugs laboratory and you'll find the paperwork you need lying on a table.

## **MISSION SIX: HYDROELECTRIC**

### **MISSION OBJECTIVES**

**Insert Into Area**

**Recon Enemy Patrol**

**Infiltrate Dam**

**Secure Dam**

**Secure Dam Workers**

**Secure Dam Technicians**

**Disarm All Bombs**

**Disarm Bomb 1**

**Disarm Bomb 2**

**Disarm Bomb 3**

**Neutralize Terrorist Leader**

**Neutralize Trigger Man**

### **BONUS OBJECTIVE**

**Stealthy Insertion**

### **Walkthrough**

You'll need to be silent and invisible if you want to nab the bonus objective in the first part of this mission, so keep close to the ground and make sure you know the patrol patterns of the guards inside-out.

Head carefully towards the guard post at the entrance to the dam. There's a single guard patrolling here, but you can use the long grass to the right to hide in while you arm your sniper rifle. Now, using your binoculars (or the sight on the sniper rifle), look across to the dam's main structure, where you should spot two more patrolling guards. This gives you the first secondary objective (RECON ENEMY PATROL). Wait until they're walking away from you, then run down the right side of the dam, around the back of the wire fence and stop here for a moment in the corner.

You'll get a message from headquarters telling you when to walk past the guards, so

continue on slowly and, when you get closer to them, hide in the shadows until you're told to continue. There are two more guards up on the roof of the building you're about to enter, but if you keep out of the open areas they won't spot you.

If you're in the right spot you should be looking at a metal fence on your right with a building beyond it. Look through the fence and you should see a security camera on the wall here. Shoot that out then (watching out for those two guards on your left) head along and into the building. There's another camera in the next room here (on the wall to the right), shoot it when it's facing the other way and head up the stairs on the far right-hand corner (INSERT INTO AREA).

Head into the room at the top of the stairs and then prepare your team, as there are three more guards in the next area. When you've cleared it, continue on until you're back outside. Head down the staircase here and through the door in the small building – you'll earn a primary objective for this: INFILTRATE DAM.

Follow the path around until you reach the narrow set of stairs. At the bottom there are two guards, so kill them in whatever manner you feel appropriate and head out into the main area of the dam. This place is crawling with guards. Pick off the ones on the walkway you're on first, then take out the two at the bottom and the other one on top of the turbine at the end. There's also usually a guard to be found in one of the glass booths at either end of this area (it's usually the one on the right), so pick him off as well.

There's a room on the far right side of the walkway containing another guard and two dam workers. Head for here to free them (earning SECURE DAM WORKERS). Now go down to the bottom level and over to the room on the far left (on the same side as the walkway you entered the room on) and you'll discover a single dam technician to liberate. That done, head over to the other side of the room to find a corridor with a glass door about halfway down it. Order your team to kill the





two guards at the bottom of it, then dip into the room on your left. The final technician is in here, so release him (SECURE DAM TECHNICIANS and SECURE DAM) and continue to the end of the corridor for yet another room, only this time with something a little more interesting in it. In here you'll find the first of the three bombs you need to defuse. Stand over the bomb to deactivate it, making sure you stay still until the timer bar has completely gone (DISARM BOMB 1). There's another bomb on this level, so run alongside the turbines until you spot it near the other side of the room. Deactivate this one as well (DISARM BOMB 2), then head down the corridor to the lower part of the level.

Head immediately around and to the right. There are three guards in this part of the room, but there are also plenty of objects to hide behind. When they're dead, head into the room in the far corner for the third bomb and the terrorist leader herself. The bomb



timer has probably already started by now, so make sure you get to the bomb with at least 20 seconds to spare. When the final bomb has been deactivated (DISARM BOMB 3 and DISARM ALL BOMBS) and the leader killed (NEUTRALIZE TERRORIST LEADER), head out and continue along the room.

You'll find a few more guards, but they won't cause you too many problems. Look out for a doorway in the right-hand side, though, as the Trigger Man should be lurking in there. Kill him for the final objective (NEUTRALIZE TRIGGER MAN) and then head over to the left and down to finish the mission.

## BONUS OBJECTIVE: STEALTHY INSERTION

You need to get from the starting position to the main entrance of the dam (not the smaller external building) for this one. Avoiding the gaze of the guards is fairly easy, but you'll need to watch out for the security cameras, too. There are two on the route and the locations of them can be found in the mission walkthrough copy.

## MISSION SEVEN: GUARDIAN ANGELS

### MISSION OBJECTIVES

- Locate CHA Personnel
- Escort CHA Personnel
- Clear Out Snipers

### BONUS OBJECTIVE

- Destroy T-72

### Walkthrough

Another change of scenery as now you're off to Algeria to help the government prevent a rebel coup. The soldiers here are generally tougher and better trained, so you'd be wise to act with extreme caution before entering any hostile-looking areas.

Starting from the beach, crawl along until you reach the railings on your left, then sniper-shot the two guards on the other side of them. Now run around the corner, shoot

# SOCOM II: US Navy SEALs

the next guard that's walking along the pier and head over to the right and up (check your map if you're feeling a little lost).

You'll overhear a conversation between two guards, and if you're sneaky you can shoot them through the window. When they're dead, continue on (there's only one way you can go) to the next building and, at the end, head up the staircase on the right. You'll spot another guard manning the gun here, so end his pointless life and head back down and out.

You'll probably spot a guard or two over to the right (the direction the tank came from, so kill them and then head over to the spot marked 'X' on the map to find the CHA personnel (LOCATE CHA PERSONNEL). After you've restrained the hapless worker (for his own good, you understand), check your map for the location of the pick-up point and head on outta there.

You'll encounter three more guards between here and the first courtyard (again, check your map for the location), but don't rush into it as there's a better way to deal with the three guards patrolling it. Just before the courtyard is a doorway on the right, head in through here, up the stairs and kill the guard at the top. Look out through the windows and you should be able to deal with all the guards with only sniper shots. Finally, head out into the courtyard and over to the alley on the far side.

When you get to a fork in the alley, go down the left side and around the corner.

There will be a guard just along here and then, when you leave the alley, there's another one in a window up high to the right. Kill them both and also the next one that shows up around the corner.

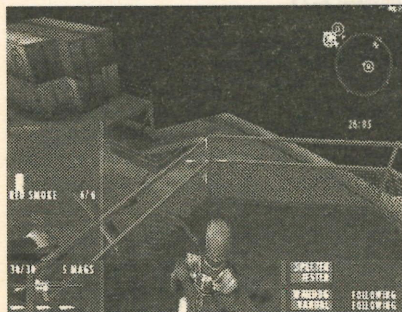
You're getting close to the most dangerous part of the mission now, so before you go too deep it might be a good idea to order your escort to stay put – try to leave him in a relatively safe area. Continue around until you spot your first guard, then take him out before immediately dealing with the other two to the right of him. There's a pathway in front of you (to the left side of the road), so aim for this one, taking care to watch out for the guard halfway along it.

After the cut-scene informs you of your next objective, head over the road and into the building here. Arm and point the Laser Designator at the building containing the snipers and then, after the timer's finished, sit back and watch the cut-scene (CLEAR OUT SNIPERS), as the helicopter blows up the building you targeted.

There's a whole bunch of guards between you and the pick-up point, so order your team to go in to mop them up, while you head back to collect the CHA man. With him in tow, go towards the extraction point, hoping that your squad have managed to kill all the guards in the area. If they haven't, make sure that any remaining enemy guards don't get a chance to shoot at your escort. Meet up with what remains of your squad and the mission ends here (earning you the final objective: ESCORT CHA PERSONNEL).

## BONUS OBJECTIVE: DESTROY T-72

You can't really miss the tank – if you don't see it, you'll certainly hear it (it rumbles by you when you're looking for the CHA person). Find a secure spot on ground level and, after arming the AT-4, blow it up. There are a couple of guards walking alongside the tank and the blast should kill them, too. We know it sounds obvious, but don't fire at the tank when it's about three feet away from you, eh?



## MISSION EIGHT: PROTECT AND SERVE

### MISSION OBJECTIVES

Rescue CHA Troops  
Silently Secure Market  
Destroy Enemy Tanks  
Destroy AA Gun

### BONUS OBJECTIVE

Snipers Neutralized

### Walkthrough

This mission is very similar to the last one, in that you'll meet hostile guards in a maze of narrow alleyways and getting through to the end is much easier if you're not spotted.

There are two paths to reach the market and we prefer the one on the right side, as it offers more cover. Take your team that way, looking out for two guards at the end of the path. After they've finished their conversation, one will head off, so wait for this moment before shooting anyone.

When you've killed the guard that stays behind, creep down and look for the others. There are three more patrolling nearby, plus three dotted around the market itself. If you keep hidden and use your sniper sights to pick them off, then you should remain unseen. You can, of course, get your teammates to help, but it's too easy for them to be spotted so we recommend doing this one alone. Kill the lot and you'll receive the first of the two secondary objectives for this mission (SILENTLY SECURE MARKET).

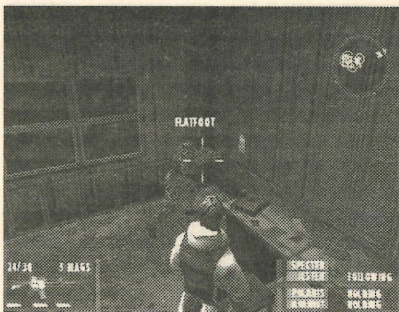
The best path out of the market, again, is the one to the right. You'll encounter a guard about halfway along it, but now you've earned the stealth objective there's no need to be quite so silent. That done, continue around until you reach the main road. This area is crawling with guards, so make sure you're back is well covered before trying anything dangerous.

Your immediate thought must be on disabling the tank that's trundling in from the right side. Order your team to do something

useful, like clear the area, then wait by the road for the tank to go past you. When it does, arm the AT-4 and fire the rocket at – not too close, mind. You only get one shot so make it count. Also, ensure that you're in the right position before you aim as you'll automatically switch to another weapon if you move. With the tank destroyed, it's just a case of mopping up the guards before you can rescue the peacekeeper.

There are a few guards on the ground, but the main ones to worry about are the snipers in the buildings. You'll find one in a window at the end of the pavement, another one on the roof to the right of there, another to the right of where you find the peacekeeper, and one more down the far end. If you don't kill them quickly then they'll keep firing at you, and if you don't know where they're firing from, there's no way to dive for cover, either. When you've taken out the last one, head to the Delta checkpoint up the stairs and you'll find the peacekeeper in here. As the coast is now clear, you can order him to move out.

Coming out from where you found the peacekeeper, go down to the left, past the bus and off down the path to the left until you reach the next main area. Just before you do, though, three guards run across your path. Walk around the corner to the right and you'll see them all heading up some stairs to take up their positions, so kill all three before they get to the top. Now, if you look to your right, you should spot a path. Order your team to follow you around here until you spot a large



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gun manned by two guards. Take out the guards silently, then point your crosshairs at the gun itself and order a member of your team to place a satchel on it (DESTROY AA GUN).

This next (and final) area is rather lethal, as we counted between four and six snipers on the buildings (depending on how many guards you've killed so far), plus four more guards on the ground. Two guards are located next to the tank on the far side of the square and the other two are patrolling. The peacekeeper you need to rescue is found in the middle of the square, right next to the Echo checkpoint.

Killing the guards on the ground is easy, but you need to take care with the snipers. There's one in the most northerly building in the square, two on the large building in the northeast corner, plus one more on a building towards the southeast. If you take cover by one of the buildings, you should be able to spot them pretty easily. If you're having



trouble (or are low on health) it might be wise to order your squad to clear the area.

That done, rescue the peacekeeper (RESCUE CHA TROOPS) and headquarters will automatically send in a chopper to blow up the final tank and end the mission for you (DESTROY ENEMY TANKS).

## BONUS OBJECTIVE: SNIPERS NEUTRALIZED

If you've followed our walkthrough, you should have found that this bonus objective is automatically given to you. However, if you're about to rescue the second peacekeeper and you haven't achieved this objective, just work your way back until you spot the sniper (or snipers) you missed.

## MISSION NINE: AGAINST THE TIDE

### MISSION OBJECTIVES

- Reach US Embassy
- Defend Embassy
- Find Embassy Personnel
- Extract Personnel

### BONUS OBJECTIVE

- Secure Documents

### Walkthrough

This is a fairly short mission but it's still a challenge to complete. Getting to the Embassy isn't particularly hard but staying alive when you get there is another matter altogether...

There are two paths that will take you to the Embassy. Go down the one to the right and you'll enter the Embassy through the basement garage, but we favour the route on the left as that takes you straight to the Embassy Personnel.

Order your team to follow you around to the left (killing the guard near the start position first), then follow the road around until you spot a bunker in front of you. This is manned, so your first job is to take him out. That done, continue around the path to the right. You'll be ambushed by four guards

here, and you really want to kill the lot ASAP, because if you give them the chance they'll start lobbing grenades at you.

Get to the wall next to the Embassy and you can climb it at the point where it's been **partially destroyed**. Climb up the crates here and through the open window (REACH US EMBASSY). The first of the two personnel you need to rescue is now right in front of you, but don't free him just yet as there's a bonus objective to do first.

After you've collected the documents, head back down, restrain the Embassy worker in here and then get him to follow you. Now if you head back around to the right, past the door you just went through for the bonus objective, and continue on to the next corridor, you'll see the second of the personnel here. Restrain her as well, then get the pair of them to follow you up to the roof (FIND EMBASSY PERSONNEL).

You're about to come under a serious assault by the rebels and, obviously, the personnel must be kept alive. When you reach the roof, go off to the right and up the few stairs here to the highest point. Now lead the personnel to a safe corner and order them to stay put. That done, go back to the doorway to the stairs and order Bravo team to cover it (but keep them a few feet back from the doorway).

By now, you should have seen the first cut-scene showing rebels entering the Embassy. You should also have noticed that a counter has appeared, starting at 10 minutes and working backwards – basically, you've got ten minutes before the chopper arrives to lift you all out. After careful research, we found the best place to defend the Embassy was from the roof itself, as it's impossible to become surrounded and the rebels can only come through one narrow door. With Bravo team already covering the doorway, you're free to either target rebels through the hole in the roof, or join Bravo team when they're under serious attack.

Try not to let the rebels get too close to any of you, as it only takes one swipe from a rifle

butt to kill. When there's about a minute left on the countdown, you'll receive notice that rebel snipers have moved into location on the surrounding buildings. It may sound odd, but we found that the best strategy was just to leave them alone – they're awful shots and we were never hit once. If you move away from the doorway to find the snipers then the chances are that your team (and the personnel) will be killed.

When the counter eventually gets down to zero (giving you the DEFEND EMBASSY objective), look on the map for the point to drop the Red Smoke canisters and plop a couple here to alert the chopper to your location (EXTRACT PERSONNEL)

## BONUS OBJECTIVE: SECURE DOCUMENTS

Get to the end of the corridor (so the Embassy worker is now on your left) then head around to the right. Go through the first door you come to and head around the corner and up the stairs. You'll find some important mislaid documents in the next room, so grab them for the bonus (SECURE DOCUMENTS).

## MISSION TEN: LOCKDOWN

### MISSION OBJECTIVES

- Locate Fabrication Lab
- Eliminate Truck Personnel
- Recon Entry Point
- Recover Intel
- Locate Frequency Book
- Locate Facility Map
- Locate Bomb Blueprints
- Locate Nautical Map
- Destroy Fabrication Lab
- Eliminate Enemy Personnel
- Move to Extraction Point

### BONUS OBJECTIVE

- Locate Plane Schematics

### Walkthrough

This is another mission that's easy when you know the location of everything you need. The

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guards' intelligence has gone up a notch or two so expect heavy resistance, and never go head-to-head with any of the enemy if you want to make it to the end of the mission.

Immediately in front of you is the truck that crashed and there are three guards around the back of it. Try to take them out with sniper headshots if you can (ELIMINATE TRUCK PERSONNEL) as you don't really want to alert the base to your presence just yet. That done, we'd suggest you sneak forward and swap your measly M4A1 for their much more appealing STG 77 gun. It's not as quiet as your standard issue rifle, but it's a helluva lot more powerful. If, on the other hand, you plan on going for a sneaky rather than shooty approach, then you're probably better off sticking with the M4A for now.

Head up and to the right of the truck and continue on until you reach Delta checkpoint. Now, for the next secondary objective, all you have to do is look at the guard hut for around 10 seconds (Recon Entry Point) – if only all of them were this easy.

Go down to the hut and kill the guard inside, plus any others lurking around. The mission now descends into a basic firefight, so keep on the move and kill anything that looks even remotely unfriendly. For the first primary objective (LOCATE FABRICATION LAB), head over to the right until you spot the building marked 'C', and head inside. There are two guards in the two rooms here, so get rid of them, then head through the door in the southwest corner of the building.

There are four guards surrounding the lab. After killing the lot, go down the stairs and into the lab itself. You have to wait for authorisation to blow it up first, so use this time to look around for the four pieces of Intel you need for the next primary objective.

The first one is on the floor above the lab. Head into the room in the far left-hand corner, and there on the table in front of you are the Bomb Blueprints (LOCATE BOMB BLUEPRINTS). One down, three to go...

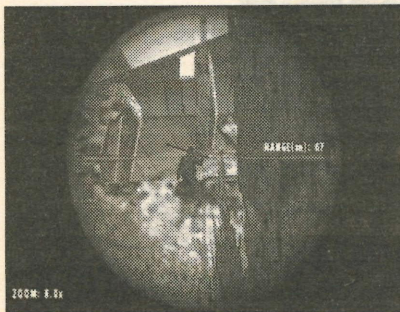
Come out of this building and over to the one on the northwest corner (building 'H'). There's a guard on a walkway above you on the building next to it, so kill him first, then enter 'H' to find the map on the table here (LOCATE FACILITY MAP).

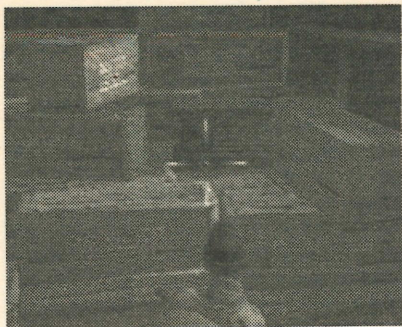
Work your way back to the guard hut at the entrance, then look for building 'A' – it's to the right of it. Enter it and in the following room is the book Intel on the table (LOCATE FREQUENCY BOOK).

There's just one more piece of Intel to go, and you'll find it in the large warehouse by the crane. Enter it through the main entrance (on the left side) and the other map can be found on a table just over to the left (LOCATE NAUTICAL MAP and RECOVER INTEL).

If you've had the all clear to blow up the lab, then head back to building 'C' and place the bombs when the red icon flashes up (DESTROY FABRICATION LAB). If you haven't been given authorisation yet, fear not, as there are still things you need to do.

The final objective, ELIMINATE ENEMY PERSONNEL, means exactly what it says. Work your way around the complex picking off any straggling guards. Remember to check all the buildings and walkways, as some of the enemy won't rush out to meet you. You should have killed the majority of them just working through the mission, so you're only likely to be looking for a couple of guards. That done (and assuming that you've finally been given the all clear to blow up the lab), head over to the extraction point as shown on the map (MOVE TO EXTRACTION POINT) and you're outta there.





## BONUS OBJECTIVE: LOCATE PLANE SCHEMATICS

Head over to the large building to the right of building 'H', go through the door and up the metal ramps. There's an office at the top here, and if you go over to the safe on the wall (you should find it on the left side) a C4 icon will flash up. Place the C4 when prompted and head out before it explodes. Now go back in and the documents are in the safe.

## MISSION ELEVEN: GUIDED TOUR

### MISSION OBJECTIVES

Gather Intel at Area 1

Gather Intel at Area 2

Gather Intel at Area 3

### BONUS OBJECTIVES

Locate Cargo Ship Map

Locate Bomb Blueprints

### Walkthrough

This eleventh mission is a real pig, especially as you're brought in to guard a specialist (Flatfoot) who seems perfectly happy to wander into the enemy's line of fire when you've told him to stay put.

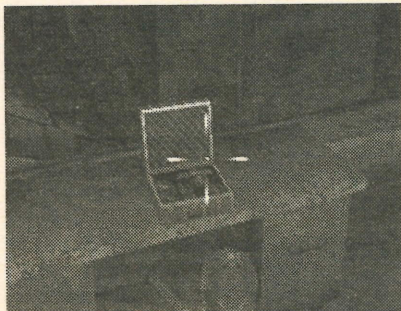
At the beginning, head off to the first Intel point without Flatfoot and clear the area of guards – there are two on the path just after your starting position, two more at the entrance to the compound and five more

inside it. Don't worry about trying to sneak in, as the alarm seems to go off no matter what you do. The alarm will trigger the launch of an enemy helicopter and you'll need to shoot this down before you can be airlifted out at the end of the mission – you can shoot the chopper down with standard weapons.

When the area is secure, order Flatfoot to come to your position and head through the door on the building housing the security camera. Go down the stairs and through the door. There are more stairs here, so continue down until you reach the first door. Order Flatfoot to stay put and head through it. There are three guards in the next area and you have to kill them all, or they'll come after Flatfoot later. That done, order Flatfoot to follow you then go down the stairs.

Check the map now and you'll see a circular room up ahead. If you like, you can instruct Bravo team to head into it and clear it for you (there are three more guards lurking there), then find the Intel document (it's taped to one of the pillars) and make Flatfoot read it (GATHER INTEL AT AREA 1). You might want to look for one of the bonus objectives now and, when that's done, head all the way back to the top of area one and then start your journey towards area two.

One strategy that helped us greatly was ordering Bravo team to head to checkpoint D (in area two), while the other team protected Flatfoot. When you get the all-clear from Bravo squad, take Flatfoot to area two, find the entrance to the underground network (it's



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by checkpoint D) and use exactly the same strategy to find and collect Intel 2 (GATHER INTEL AT AREA 2), as the layout of stairs and rooms is identical.

That done, come up to ground level and find the bonus objective map. There's just one more piece of Intel to find now. Send Bravo team over to area 3 again (checkpoint E) to clear the area, then bring Flatfoot over to find the Intel. There's no underground work for this one as it's in the building right next to Echo (GATHER INTEL AT AREA 2).

With all three pieces of Intel and the bonus objectives complete, head out to the extraction point to finish the mission.

## BONUS OBJECTIVE: LOCATE BOMB BLUEPRINTS

After getting Flatfoot to collect the first Intel, head through the other exit in this area and follow the path until you reach the first room. There are three more guards in here, so once you and your squad have cleared it, look for the ladder here. Take this up, look over in the right corner and you'll spot a crate with the blueprints on top of it.

## BONUS OBJECTIVE: LOCATE CARGO SHIP MAP

Find the building in the northwest corner of area two and the map will be found on a table on the left side.

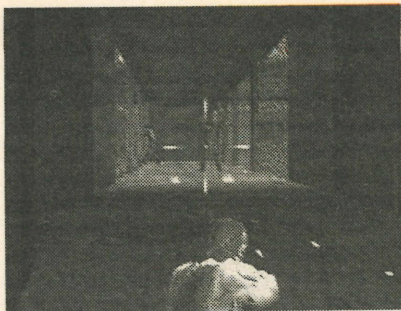
## MISSION TWELVE: DOOMSDAY DELIVERY

### MISSION OBJECTIVES

- Secure Bridge
- Disable Explosives
- Disable Bomb 1
- Disable Bomb 2
- Disable Bomb 3
- Disable Bomb 4
- Signal All Clear

### BONUS OBJECTIVES

- Destroy Helicopter
- Capture Valeska



### Walkthrough

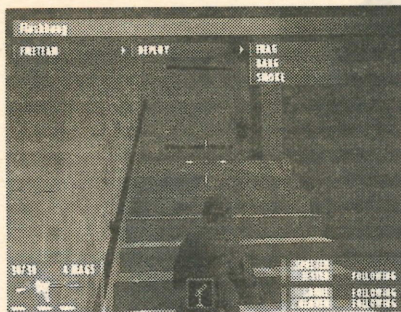
You've got 35 minutes to complete this final mission, which may seem daunting at the start but the secret to completing this level well within the time limit is knowing the locations of the bombs. The good news is that they're all bunched relatively close together, but before we think about the bombs we're heading for the ship's bridge...

Look at your map and you'll spot the objective point by the golden star, so you'll know exactly what you're working towards. The ship is crawling with guards, though, which means that just keeping everyone alive is an extremely difficult prospect. There's a guard right in front of you when you start, plus another one coming down the ladder a little way on. There are two more just around the corner to the right at the first junction, too. All of these shouldn't cause you too many problems, but it soon gets a whole lot worse than this.

Climb up the ladder at the end, kill the guard around the corner from here and continue up the ladders until you reach the top level. The bridge should be right in front of you now, but take care as there are also three more guards waiting inside it. Order your squad in to clear the bridge area, then nip in yourself when it's nice and safe and head for the wheel in the middle of the room. Now, simply turn it to complete the first objective (SECURE BRIDGE).

Now you need to deactivate the four bombs on the ship. From the bridge, go all





the way back down the stairs you came up on (killing all the guards along the way) and then, when you reach the ground level, go down one more staircase to get to the bottom of the ship.

Go through the door behind the stairs and down the next flight (they're on your left) and through the first door on the right. There are three more guards lurking around here, so you might want to send in your squad to clear the area first.

The first of the bombs is in the following room and you should know what to do with them by now. Be warned, though, as there are a certain number of 'dummy' bombs in the same locations as the real ones – so if, after deactivating a bomb, it doesn't give you the bonus objective, look around for the real one, it shouldn't be far away.

Deactivate the first bomb here (DISABLE BOMB 4), then go back through the door, continue along and down the next flight of stairs – there's a guard underneath them, so be warned. Take the final staircase down and you'll find yourself in the bottom level of the ship. Now, if you're in the right location, you should be in a large area with three smaller rooms. Each one of these contains two bombs (one real, one fake), so let's start with the first of the rooms, shall we?

Head into the first room on your right and you'll find yourself in a location packed with crates. There's one bomb in the southeast corner and another one over to the west. It's always random as to which one is the fake, so

try one and if it doesn't deactivate head over to the other (DISABLE BOMB 3).

Now come out of there and continue along to the next room. It's pretty much the same story here, so look around (you should have plenty of time) and disarm the next bomb (DISABLE BOMB 2). If you're having troubles then you'll find one bomb around the middle of the room (along a maze of crates) and the other one positioned in the northeast corner.

The final bomb (and its dummy version) is in the final room of the area, so head for here and start searching. Look in the corners and you'll find them. Deactivate the final bomb (DISABLE BOMB 1 and DISABLE EXPLOSIVES) and then head out and up to ground level.

With the bonus objectives done, head to the final objective point at the other end of the ship to the bridge and there, right in front of you, is the crow's nest. There will be a couple of guards protecting it but they won't cause you too many problems. Climb up to the top and release a Red Smoke canister to signal the all clear (SIGNAL ALL CLEAR) and end the mission and the game. Well done, soldier, your nation is proud of you.

Now, where did they hide those weapons of mass destruction...

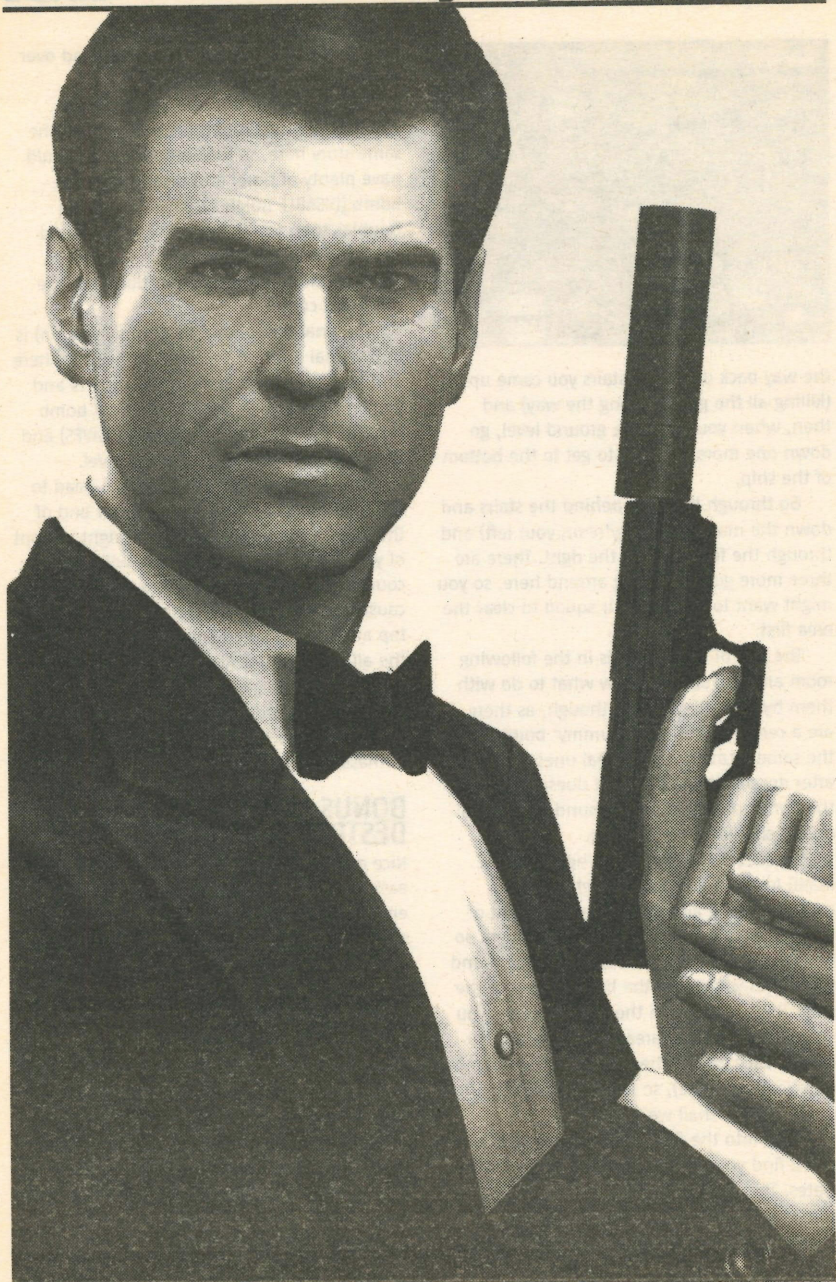
## BONUS OBJECTIVE: DESTROY HELICOPTER

Nice and easy. When the mission starts, head east and up to the helicopter. Get close enough to plant some C4 when the icon appears, then leg it. Get yourself down the stairs and the bonus objective is in the bag.

## BONUS OBJECTIVE: CAPTURE VALESKA

After you've defused all the bombs, head back to the passageway near the bridge end of the ship. It has a stack of four crates on one side and three on the other. Climb up the stack of three and there, on the level above, you'll find Valeska. If you immediately throw a 'Flash bang' in her direction, then she should surrender without much fuss.

## James Bond 007: Everything or Nothing



# JAMES BOND 007: EVERYTHING OR NOTHING

## What are Bond Moments?

Scattered throughout each level are bonus scenes which, when triggered will award you a priceless moment of extra-special secret service satisfaction. Each level has a certain amount of these 'Bond Moments' (which are revealed when you have completed the mission once) and these count towards your level score. Outlined in this guide are all the locations of the Bond Moments in the game, but if you get stuck and need extra clues, keep referring back to the pause menu where there will be a different tip at the bottom of the screen each time you access it.

## Why find the Bond Moments?

At first glance these special sequences serve no real purpose. However, if you're going for the Gold medals, which in turn unlock the Platinum medals, getting all the Bond Moments will improve your score and help you reap some rewards.

When you unlock a Gold medal, you'll unlock special extras such as production stills, multiplayer characters and weapon upgrades – and if you get a Gold medal on the '00 Agent' difficulty setting (usually it's impossible to get Gold on any lower difficulty as your score won't be sufficient enough), you'll unlock the extra Platinum objective and be able to play for those all-important cheat codes.

## BOND MOMENT WALKTHROUGH

Outlined here are all the Bond Moments in the game. You'll know when you've found one because a platinum '007' logo will flash up onscreen. You can check the ones you've got by pressing the © button on the score screen once the level has been completed.

## INTRO LEVEL: GROUND ZERO

**Bond Moment 1:** After picking up the briefcase, either rappel up to the ledge where the rocket-launcher guy is, or rappel back down after destroying the plane.

**Bond Moment 2:** After destroying the plane and the two armoured tanks from your position up on the balcony, drop back down to the ground and look over to the building on the left of the courtyard. Two enemies will start abseiling down from the top tier, shoot them as they descend.

## LEVEL 1: A LONG WAY DOWN

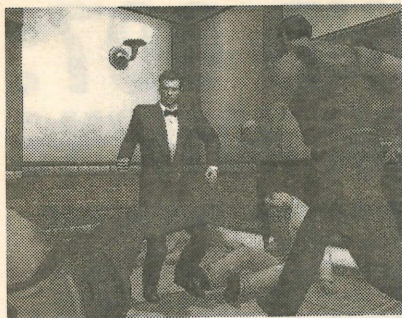
**Bond Moment 1:** When you hit the ground after your first descent, look over to the left to see a rappel point on the top of the building. Climb up there to get the hidden Dragunov sniper rifle.

**Bond Moment 2:** After getting the sniper rifle, drop back down to the ground and then run through the tunnel on the left. Pull the lever at the end to activate the steam vents, scolding all the nearby guards.

**Bond Moment 3:** After tossing the bomb into the vent and rappelling off the side of the building, keep going down until you reach a platform leading inside a building. Once in there, go right and then flip the table near the window to take cover from the abseiling enemies that emerge.

**Bond Moment 4:** When you drop down to the next big platform, pull the lever on the wall on route to disabling the fire vents – this will scold the next batch of enemy troops, enabling you to get away.

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**Bond Moment 5:** When heading through the building to get to the deactivated fire vents, target the weak points on the ceiling and shoot them to send the roof crashing down – it must crush an enemy to register as a Bond Moment, though!

## LEVEL 2: TRAIN CHASE

**Note:** We have found it is only possible to get all three Bond moments using the car – the pillar-jump one didn't seem to register when using the bike, but by all means give it a go.

**Bond Moment 1:** Take the car and head out of the complex and along the open roads. When you reach the tunnel, look out for a side road leading up between some large rocks on the left. Now stay on this route and when you start rolling up a long slope, fire rockets at the helicopter at the top.

**Bond Moment 2:** When you land after blasting the helicopter, head into the Egyptian-looking area and when you see the pillars up ahead start to topple, veer left slightly and use the ramp to jump over them.

**Bond Moment 3:** This occurs when jumping off the large slope onto the train track at towards the end of the mission.

## LEVEL 3: AN OLD FRIEND

**Bond Moment 1:** When the mission begins, wait until the man pacing to the right of the crate turns and starts walking away, then

crouch-walk over to the nearest man behind the console, target him using **[L]** and then press **[R]** to stealth kill him. Repeat this on the second guy at the console and then take out the pacing guard before he can raise the alarm. When the first carriage has been completely stealthily, you'll get the moment.

**Bond Moment 2:** In the second carriage, crouch-walk over to the guy over to the right and stealth kill him, then pick up the spanner on the counter next to him (press **[R]**). Don't make the mistake of stalking the second guard as he will almost certainly spot you. So stay where you are, crouched behind the counter next to the first guard and wait for the second guard to smell a rat and come over. As he gets near, target him using **[L]**, then quickly press **[R]** to stand up and almost simultaneously press **[R]** to throw the spanner at him, knocking him out cold!

**Bond Moment 3:** In the third carriage, you will see a guard walking away from you as you enter. Don't go after him straight away, instead wait behind the crates straight ahead of you until he walks back again. As he turns away, follow him, target him and press **[R]** to kill him as before. There is a second guard walking horizontally along the carriage up ahead. Wait by the crates just next to the passage-way leading up the carriage and you'll see him emerge, turn around and start walking back across. Just after he turns, sneak down, get behind him and stealth kill.

**Bond Moment 4:** In the fourth carriage, quickly sneak down the left-hand side, kill the first guard walking away followed by the second down the far end operating the computer. The third guard is walking back up the carriage, so head around to the other side of the divide and take him out.

## LEVEL 4: SAND STORM

**Bond Moment 1:** Blow up the bridge in the second canton. Use missiles from a distance and it's a piece of cake.

**Bond Moment 2:** Take out the three boats. Press **i** to equip bombs, hover low, press **□** to deploy flairs and distract their fire and let rip.

**Bond Moment 3:** When following the General's chopper through the temple, avoid getting burnt by the flames that shoot out of the walls. For this, just stop and wait for the flames to die down before flying past.

## LEVEL 5: SERENA ST GERMAINE

**Bond Moment 1:** Use the RC car to get inside the fireworks factory and trigger an explosion to distract the enemy jeeps at the road block.

**Bond Moment 2:** Once you have Serena onboard in the third part of the level, drive down to the bottom of town. When you reach the bottom of the windy road, go straight down the central street (to the left of the jeep) and then go straight over the green in the square. As you head along the next windy road (full of market stalls) and come to the next row of houses, veer left and go down the steps for a short-cut.

## LEVEL 6: VERTIGO

**Bond Moment 1:** Use sleeper darts or stealth kills to take out the first four guards in the mine passage quietly.

**Bond Moment 2:** When you reach the bottom of the antenna, drop down the shaft at the end of the passage and equip your thermal vision. Follow the passage around to get the hidden AT-420.

**Bond Moment 3:** When at the foot of the antenna, stand at the bottom of the next shaft leading upwards and shoot the boards in the the dead-end blockade. Then send a Q-Spider in to go and open up the secret weapons cache in the room up above.

**Bond Moment 4:** Target the barrels at the foot of the antenna structure and shoot them to send the whole lot crashing down.

## LEVEL 7: RUINED TOWER

**Bond Moment 1:** Use sleeper darts or stealth kills to take out the two guards in the building you start off in quietly.

**Bond Moment 2:** Go right out of the first building and then use sleeper darts or stealth kills to take out the next two guards.

**Bond Moment 3:** Rappel up the high wall on the right to find a secret area containing armour and a sniper rifle.

**Bond Moment 4:** When you rappel up the old winch, deploy a Q-Spider at the top and send it scurrying along the narrow ledge. You can then use it as a bomb to take out enemies below by walking it off the edge.

## LEVEL 8: DEATH OF AN AGENT

**Bond Moment 1:** Deploy a Q-Spider through the gap at the end of the passage and then guide it up the ramps before dropping it off the edge of the platform among the guards, wiping them all out.

**Bond Moment 2:** When you drop into the catacombs, equip your thermal vision and follow this route; right, second left, go right and then quickly right again into the small room to get the AT-420.

**Bond Moment 3:** When you emerge after the catacombs, pull the lever to the right and then wait for the enemies to start coming up the



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passage. When three or more are grouped near the barrel, shoot it to take them all out.

**Bond Moment 4:** After jumping off the cliff, shoot the explosives on the large central platform to take out the sniper.

**Bond Moment 5:** As you near the bottom of the cliff, look for a short-cut gap between a rock and a platform and drop through it.

**Bond Moment 6:** Straight after the short-cut, shoot the white canisters on the next platform down to take out the sniper.

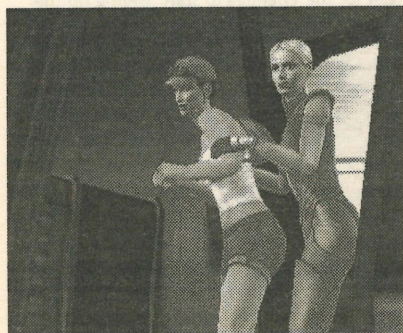
## LEVEL 9: A SHOW OF FORCE

**Bond Moment 1:** Switch to the tank's main cannon and blast the jeep in front of the main gate.

**Bond Moment 2:** At the top of the second set of steps, shoot the barrels as you go around the corner to take out the two bazooka-toting enemies there.

**Bond Moment 3:** At the big stand-off in the tank, shoot the petrol pumps to bring down the troublesome chopper.

**Bond Moment 4:** When heading towards the airfield on the bike, you'll notice a short-cut leading up a hill to the right of the road - take it and keep riding in a straight line right to the top.



**Bond Moment 5:** At the entrance to the airfield, use the ramp next to the jeep to jump over the truck.

## LEVEL 10: MARDI GRAS MAYHEM

**Bond Moment 1:** After leaving the park in your car, go right and when the road straightens out, veer right and go over the wooden bridge to indeed cause mayhem at the Mardi Gras!

**Bond Moment 2:** Conceal your car in the back of the truck. Press the button on the side of the truck to open the back doors and then drive your car in.

**Bond Moment 3:** Head out through the searchlight yard in your car and then head up through the large pipe on the opposite side of the car park for a hidden short-cut.

**Bond Moment 4:** Use your electro magnet to slow the limo down and then get in front and stop it completely using your acid (☹).

## LEVEL 11: THE KISS KISS KLUB

**Bond Moment 1:** When you rappel up into the club, approach the woman lying on the bench and press ⊗ to give her a cheeky rub-down ("Oh, James...").

**Bond Moment 2:** During the shoot-out in the bar, pull the lever at the end of the bar to drop a gantry down on the punks occupying the dance floor.

**Bond Moment 3:** Head out onto the dance floor and shoot the guys up on the tier, causing them to fall down and smash into the tables.

## LEVEL 12: DEATH'S DOOR

**Bond Moment 1:** When out in the graveyard, head into the porch of the building on the left, hide behind the crates to get the sniper rifle and then deploy a Q-Spider into the hole in the wall for some secret supplies.

**Bond Moment 2:** When heading through the graveyard, kill the enemy that tries to open the metal gates.

**Bond Moment 3:** Rappel up into the clocktower and take out the sniper using unarmed combat.

**Bond Moment 4:** Shoot the fuse box from the balcony of the building to open the door to the catacombs.

**Bond Moment 5:** Shoot the barrels to burn Jean Le Rouge.

**Bond Moment 6:** Shoot the gas pipes to burn Jean Le Rouge.

## LEVEL 13: BATTLE IN THE BIG EASY

**Bond Moment 1:** Use your smoke screen device (■) to lose any enemy tails.

**Bond Moment 2:** Use your RC car to blow up the factory.

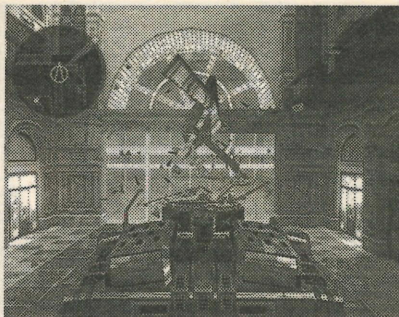
**Bond Moment 3:** Complete all your objectives quickly and drop Mya back to her house.

## LEVEL 14: FADED SPLENDOUR EASTER EGG ALERT!

If, when using the Q-Spider, any enemies spot it, they'll utter the words, "You gotta be kiddin' me!" A slightly ruder variant of which is uttered by a character in the film *The Thing* when they spot a similar-looking arachnid!

**Bond Moment 1:** Use sleeper darts and the nano suit to get up into the attic without being seen. There are the two enemies around the corner, one in the room beyond and a sniper up above to avoid.

**Bond Moment 2:** Once up in the attic, deploy a Q-Spider to go through the gap in the boards down the far end and send it down the ramp. At the bottom of the ramp, position it next to the fuse box and detonate it to open



up a secret weapons cache.

**Bond Moment 3:** In the main hall, shoot the weak spot on the chandelier to send it crashing down to the floor, killing all the nearby guards.

## LEVEL 15: THE MACHINERY OF EVIL

**Bond Moment 1:** Head down the steps that lead underground and head over to the large chamber with two red connecting pipes on the back. Utilise your Bond Sense then target and destroy both pipes to be able to access the hidden AT-420 in between.

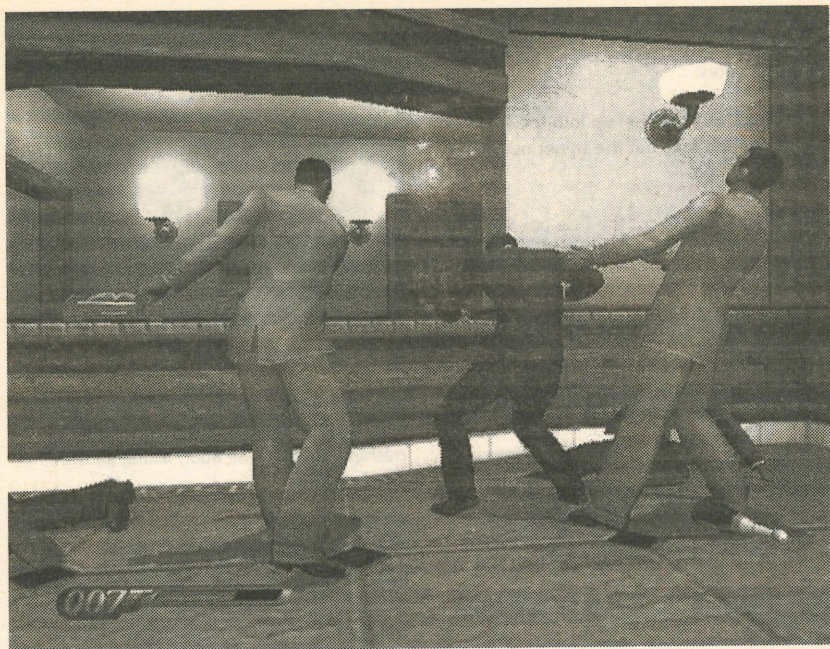
**Bond Moment 2:** When you destroy the chamber in the far-left corner, electricity outside will force you to go underground. When you're down there, there will be much enemy activity, but look out for the alcove with two enemies standing inside. Target the pipe in between them and shoot it.

**Bond Moment 3:** This occurs when you send a Q-Spider into the underground vent to open the doors to the last chamber. As soon as the spider goes up the ramp into the main chamber, the Bond Moment will register.

## LEVEL 16: THE PONTACHARTRAIN BRIDGE

**Bond Moment 1:** Just after you start off, use the bank to jump over the locked gate (don't shoot it). To get the necessary height, pull a

# James Bond 007: Everything or Nothing



wheelie just before hitting the bank.

**Bond Moment 2:** After landing from the gate jump, head down the right-hand path and then blast the enemy-filled cabin on the right with missiles.

**Bond Moment 3:** About halfway along the bridge, there'll be a chunk of road ramping up to the left. Ride up this ramp and then use the two hanging chunks of road to jump over to the opposite side of the road.

**Bond Moment 4:** After the cut-scene showing Jaws in the distance, press and hold o as you get ear the tanker blocking the road to slide under it in dramatic fashion.

## LEVEL 17: A SIMPLE EXCHANGE

**Bond Moment 1:** Use your EMP grenades to shut down the two security cameras in the

lounge area downstairs, the one at the top of the stairs and the one over to the right as you creep out onto the upper tier.

**Bond Moment 2:** Press the button on the control box in the outside area to disable the laser tripwires upstairs.

**Bond Moment 3:** Use a dart to put the man in the outside area to sleep, then pick up his keycard and use it on the drinks cabinet in the corner to reveal a secret room.

## LEVEL 18: RED LINE

**Bond moment 1:** After going around the first bend, look out for a grassy mound to the right of the track – jump off of this, fly over the road and then make the jump down to the left of the tree for a double jump Bond Moment bonus!

**Bond Moment 2:** Towards the end of the



track, veer right down the steep hill for a big, time-saving short-cut.

## LEVEL 19: AMBUSHED

**Bond Moment 1:** Throw one of the many enemies that attack you off the balcony, stuntman-style.

**Bond Moment 2:** When downstairs, head into the downstairs lounge area (beneath the upper balcony), head right and go down the narrow passage. The door at the end will lead you to a secret stash of weapons.

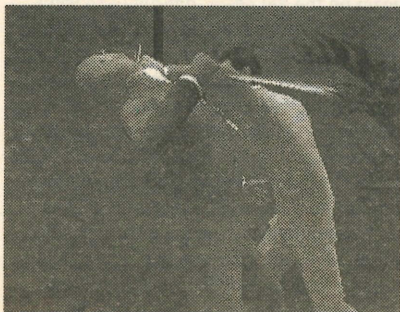
**Bond Moment 3:** Shoot the fuse box from the balcony of the Driver's room to raise the metal shutters.

## LEVEL 20: THE HIGH ROAD

**Bond Moment 1:** When you arrive at the town in your racing car, avoid the tanks with some stuntman-style wheelwork – drive up the steps to the firework factory and jump off the other side.

**Bond Moment 2:** When you get hold of the bike, ride up the steps to the right of the jeeps and jump over the road to reach the neighbouring rooftops.

**Bond Moment 3:** When you fall through the rope bridge at the end of the level and ride down the water chute, press **□** when you get near to the gargoyle at the end to slide into its gaping mouth.



## LEVEL 21: DIAVOLO'S PLAN

**Bond Moment 1:** When you escape from the starting room and summon the lift, look out for two men that start shooting from the structure opposite. Target the barrels next to them in Bond Sense and shoot them to take them out.

**Bond Moment 2:** When in the control room, clear the area of danger and then stand under the stairs. Deploy a Q-Spider into the area inside the bottom of the stairs to get the hidden armour.

**Bond Moment 3:** Press the button on the console in the control room to open the door behind the lasers and send a Q-Spider under the lasers and detonate it next to the malfunctioning control panel to the right on the other side of the doorway.

## LEVEL 22: PLATINUM WAR

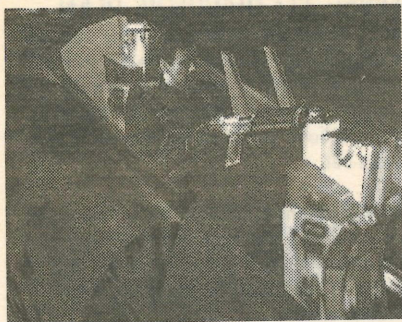
**Bond Moment 1:** Just after you break through the first wall, turn right and then use nano shells to target the structure above the tanks down the road, then blast it to send the whole lot crashing down on top of them.

**Bond Moment 2:** Just after the first Bond Moment, turn left and then shoot the tanker with your main cannon to clear a way through the mall.

## LEVEL 23: DANGEROUS DESCENT

**Bond Moment 1:** Before you even think about heading down into the laser shaft, deploy a Q-Spider and send the little fella scurrying under the stairs. Blow up the wooden box by detonating the spider next to it and then send a second spider through the gap. In this section of the level – which isn't accessible by foot – there is a battery behind the crates over to the far left and, more importantly, a room over to the right which you can enter via a small gap. Once inside, detonate the spider next to the console to disable all the deadly laser wires.

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**Bond Moment 2:** Use your Q-Spider's sleep darts to knock out the two guards by the doors to the vault.

## LEVEL 24: RED UNDERGROUND

**Bond Moment 1:** When you rappel up into the base, press **△** to press yourself up against the edge of the door to the left and then poke out and target the enemy on the gantry opposite, then shoot him.

**Bond Moment 2:** Still pressed against the side of the entrance, peep out and network tap into the tank below before using it to clear the area.

**Bond Moment 3:** Walk out onto the walkway and follow it across to the far right to find the sniper rifle.

**Bond Moment 4:** When you head down underground, look out for a control panel next to a suspended tank that you can shoot to send the tank crashing down on the enemy stood under it.

**Bond Moment 5:** When you take the lift up, dash into the central control booth and flip the switch on the console to the left to drench the nearby enemy in platinum.

**Bond Moment 6:** When you open the doors at the end of the mission (after crossing the

bridge), duck behind the consoles and throw a strobe grenade at the two rocketeer's that are stood behind the opening doors.

## LEVEL 25: THE FINAL CARD

**Bond Moment 1:** When you network tap into the gun turret (preferably the one on the right as you're facing them), clear the area of enemies using the cannons and when three enemies emerge from the grating down below to the left of the turret, shoot your cannon at the ground in between them to kill all three in one shot!

**Bond Moment 2:** Still utilising the cannon, turn and start shooting the other turret. Basically, keep shooting at it until a Bond Moment registers.

**Bond Moment 3.** When you have accessed the first three control switches, send a Q-Spider through the small vent just before the door leading to the last switch and then use sleep darts from the spider to put the enemies on the other side of the door to sleep.

**Bond Moment 4:** Shoot the row of monitors hanging from the ceiling to send them crashing down on the enemy.

## GOD'S TEETH PLATINUM PERFECT

When you complete each mission on the '00 Agent' difficulty setting, you'll unlock the special 'Platinum' objective. Play the level again on the '00 Agent' difficulty and you'll be set the Platinum objective as well as your usual objectives. This extra objective can usually be found displayed on the pause menu along with your other objectives, although on some levels it may only be set at a certain point in the level - like on the 'Sand Storm' level, for example. Once you complete the Platinum objective, along with all your standard objectives, and go on to complete the mission, you'll be awarded the Platinum medal - and by collecting enough of these you'll be able to unlock cheat codes. Be



warned though, any attempts to use cheats in order to complete the levels on the '00 Agent' difficulty setting will result in the Platinum objective not being unlocked. Nice try, sucker!

## MEDALS OF HONOUR

Platinum objectives often require you to complete all or specific parts of the level within a certain time, or demand that you complete the stage without taking any damage or using any weapons. After the first Platinum medal earned, you'll be awarded a cheat for every odd number of Platinum medals collect thereafter. Here are the first few cheats to get your started...

These codes should be entered on the pause menu and you'll hear a noise if they have worked correctly.

## CHEAT CODE

Golden Gun ..... (O), (A), (X), (C), (A)  
 Improved Traction ..... (O), (X), (X), (C), (A)  
 Improved Battery ..... (O), (D), (D), (X), (C)

## Q&A

**The game's toughest sections, cracked!**

**Q: In the Serena St Germaine level, how do I get past the road block? I know it's got something to do with the fireworks factory.**

**A:** Indeed it has. Drive to towards the firework factory and on the opposite side of the road you should see a blue designated parking spot. Stop there and press (A) to deploy the RC

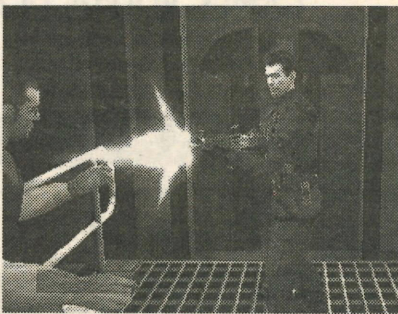
car. Drive this up the steps of the firework factory and only the balcony at the top. You should see a vent, get close, target it and repeatedly press (R) to shoot it out, then go through and start shooting the firework crates to trigger a distracting explosion.

**Q: On the level, The Final Card, how do I defeat Diavolo's jet fighter once I get out of the control room?**

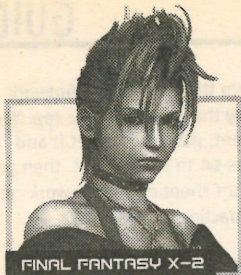
**A:** Run straight to the front of the elevator and take cover behind the central girder that goes vertically up the face of the lift. Then equip your AT-420 rocket launcher and wait until Diavolo's plane stops firing. Use this brief opportunity to blast it with a couple of rockets before taking cover again. When the fiery gust sends the plane upwards, take the opportunity to run to the back of the lift for armour supplies or stock up with more rockets from the crates at the front of the lift. Diavolo's plane has three separate energy bars to eradicate, but as long as you stay covered behind the girder you shouldn't have too much trouble.

**Q: In the Battle In The Big Easy level, how do I blow up the factory?**

**A:** Deploy an RC car to go up the duct and then shoot the steam vent when you come out onto the factory floor. When the guards have been cleared, edge forward and drop off the edge of the platform, then go left, right, left to reach the fuel access panel. Shoot it and then watch the fireworks!



GUIDE



FINAL FANTASY X-2



007 EVERYTHING OR NOTHING



MAFIA



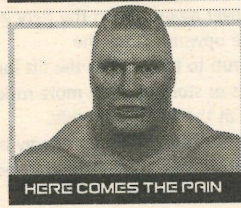
MOH: RISING SUN



SOCOM 2: US NAVY SEALS



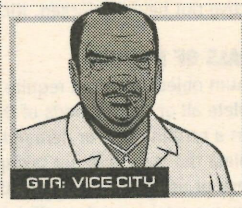
THE RETURN OF THE KING



HERE COMES THE PAIN



SONIC HEROES



GTA: VICE CITY

# FIND EVERYTHING. DO EVERYTHING. GET THE T-SHIRT.

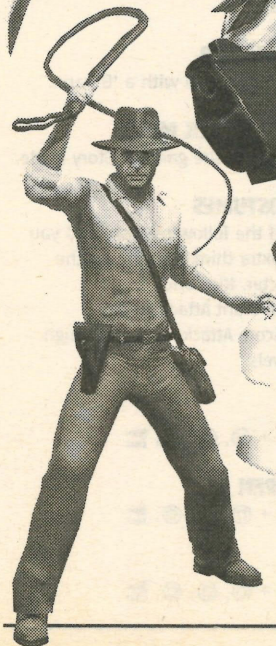
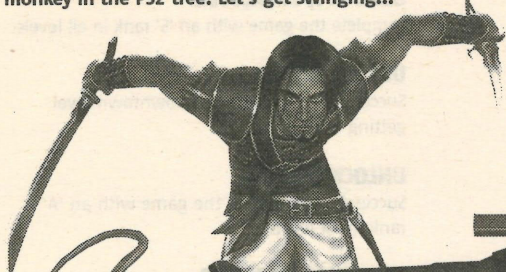
MORE THAN ANY OTHER MAG ON THE GAMES YOU'RE PLAYING. GUARANTEED.

# CHEATZONE

ISSUE 4 ON SALE NOW  
ISSUE 5 ON SALE MONDAY 5TH APRIL

# CHEATS ALWAYS PROSPER!

Well, they do in the crazy world of videogaming anyway, and thanks to our essential A-Z database of cheating goodness you'll be able to crack all your favourite games wide open with thousands of codes, tips and secrets for 236 PS2 games! Whether you're looking to become invisible in *Manhunt*, check out the original version of *Prince Of Persia* during *The Sands Of Time*, or just play as a poledancer in *True Crime: Streets Of LA*, we've got everything you need to become the cheekiest cheating monkey in the PS2 tree. Let's get swinging...



## AGGRESSIVE INLINE

You'll tame the tarmac in seconds with the help of these codes. To enter them, go to the Cheats screen in the Options menu and then type them in on the keyboard. The directions refer to the arrows on the bottom row.

### INVULNERABILITY

K, H, U, F, U

### ELEVATOR WALLRIDES

↑, ↓, ↑, ↓, ←, →, ←, →, A, B, A, B, S

### HAVE ALL KEYS

B, A, K, A, B, A, K, A

### PERFECT GRINDS

B, I, G, U, P, Y, A, S, E, L, F

### PERFECT HANDPLANTS

J, U, S, T, I, N, B, A, I, L, E, Y

### PERFECT MANUAL BALANCE

Q, U, E, Z, D, O, N, T, S, L, E, E, P

### SUPER SPIN

←, ←, ←, ←, →, →, →, →, ←, →,  
←, →, ↑

### UNLOCK ALL CHARACTERS

↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

### UNLOCK ALL LEVELS/

↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

### UNLOCK LEVEL KEYS

←, ←, ←, ←, →, →, →, →, ←, →, ←,  
→, ↑

### HIDDEN CHARACTERS

To unlock the hidden characters, you have to complete all objectives (including the hidden ones) for each level. Here's what freakish characters await on each stage...

**Stage 1:** Movie Lott.....The Bride

**Stage 2:** Civic Center.....Goddess

**Stage 3:** Industrial.....Junkie

**Stage 4:** Boardwalk.....Captain

**Stage 5:** Cannery.....Diver

**Stage 6:** Airfield.....Bombshell

**Stage 7:** Museum.....Mummy

## AIRBLADE CHEAT MODE

To unlock all levels, characters and bonuses in the game, go into Story Mode and press ↑, ↓, ↑, ↓, **L1**, **L2**, **R2**, **R1**, **SELECT** + **X** at the Level Select screen. If the cheat has worked you'll hear a sound and all levels, characters and bonuses will instantly be unlocked!

### UNLOCK J. J. SAWYER

Complete the game with an 'S' rank in all levels.

### UNLOCK NAOMI

Successfully complete the Downtown level getting a 'B' rank.

### UNLOCK OSCAR

Successfully complete the game with an 'A' rank in all levels.

### UNLOCK THE INSIDER

Complete the Storage level with a 'B' rank.

### UNLOCK STUNT ATTACK MODE

Successfully complete the game in Story Mode.

### ALTERNATE COSTUMES

Complete one of the following tasks and you will unlock an extra third costume for the indicated character. Nice one.

**Ethan:** Complete Stunt Attack Mode.

**Kat:** Complete Score Attack Mode with high scores on all levels.

### GOD MODE

**START**, **R1**, **R2**, **A** + **X**, **R1**, **R2**, **START**

### ALL LEVELS OPEN

**START**, **R1**, **R2**, **A** + **R1**, **R1**, **R2**, **START**

### NO CLIPS

**START**, **R1**, **R2**, **R1** + **R2**, **R1**, **R2**, **START**

## ALIENS VS PREDATOR: EXTINCTION

Pause the game by pressing **START**, then press **R1, R3, L3, R1, L1, L3, R1, L1, R3, R1, L1, R1, L3, L3, R1, L1**. The 'Cheats' option will be available by selecting 'Options' at the Pause screen. The following cheats are available:

- Toggle Unit Spying
- Gimme \$10000
- Player Invulnerable
- Clear Fog Of War
- Cheat Win
- Show LZ's
- Enable All Levels

## AMPLITUDE

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

### BLURRY VISION

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

### CHANGE THE NOTE POSITIONS

**X, X, ←, ←, ↘, ↘, →, →**

### MONKEY GEMS

**↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘**

### MAXIMUM COMBOS

Enter Freestyle Mode, Now hold down **△, ⊙** or **⊕** and quickly waggle the left stick.

### TRANSPARENT PANELS

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

### TUNNEL/TEMPEST MODE

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

### SECRET SONG

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

## APE ESCAPE 2 PLAY AS SPIKE

Complete the game, catching all the missing apes - there are 297 to find. Now go to the Main Menu and highlight New Game, then press **L3 + START**.

## ARCTIC THUNDER

Press the codes for these modes at the screen after startup and before you select a player. They won't have any effect in point races.

- Expert.....**⊙, ⊕, ⊙, ⊙, ⊕, START**
- No drones.....**⊕, ⊕, ⊙, ⊙, L1, R1, START**
- All randoms.....**R1, R2, ⊕, ⊙, R1, R2, START**
- All atomic snowballs..**⊕, ⊕, ⊕, L1, ⊙, START**
- All grappling hooks and randoms.....**⊙, ⊙, L2, ⊙, ⊙, L1, START**
- All snow bombs and randoms.....**⊙, ⊙, R1, R2, START**
- All rooster tails.....**R1, R2, L2, L1, ⊕, START**
- All boost.....**⊙, R1, R1, ⊙, R2, START**
- Clone.....**L1, L2, L2, ⊙, L1, ⊙, START**
- Everyone invisible **⊕, ⊙, ⊕, R2, ⊙, ⊙, START**
- No power-ups.....**⊕, ⊕, ⊙, ⊕, R2, ⊕, START**
- Super boost wheelie.....**⊙, L1, ⊕, R2, START**
- .....**⊕, L2, START**

## ARMORED CORE 2 FIRST-PERSON VIEW

Hold **↓ △ + ⊕ + START**. Let go of the buttons and press **START** again.

### FIXED CAMERA VIEW

During the game, hold **⊙ + X + START**. Let go of the buttons and press **START** again.

### GAIN ENEMY AC EMBLEMS

Press **START + START** when the victory message appears in the arena to add the defeated AC's emblem to your list.

### STEAL EMBLEMS

If you see an emblem in the arena that you want to use, select the AC that has the emblem and press **△** to bring up the spec

screen, then press **▶** + **⏏**. Choose "Edit Emblem" to view it.

### TEMPORARY INVINCIBILITY

Press **△** + **○** + **R3**. An error message saying "Limiter Released" will appear. You'll have unlimited energy as long as it's up, and it's essential that you beat your rival in this time because when the "OB Down" error message pops up, you will have no energy. After that vanishes, your AC will recharge and things will return to normal.

### 'PLUS' CHEATS

After taking the Raven test, lose the first mission and die with 50,000 credits or under. The game will restart and you'll have all the items that you gained in the previous game, but your pilot's name will no longer be in the Pilot Name slot. You will unlock more cheats each time you lose the first mission like this, getting things like faster cooling, more energy and better radar.

## ARMORED CORE 2: ANOTHER AGE GEAR FROM AC2

In single-player mode, load your saved data from *Armored Core 2* to get all the weapons and money you had in that game.

### TEMPORARY INVINCIBILITY

Press **△** + **○** + **R1** + **R2**, then press **R3**. An message saying "Limiter Released" will appear. You'll have unlimited energy as long as it's on screen, and it's essential that you beat your rival in this time because when the "OB Down" message pops up, you will have no energy. After that vanishes, your AC will recharge and things will return to normal.

## ARMORED CORE 3 GAIN ENEMY AC EMBLEMS

When you're viewing a beaten AC at the victory screen, press **⏏** + **▶** to add the defeated AC's emblem to your list. An audio

note will verify that you've acquired the relevant emblem.

### FIRST-PERSON VIEW

Insert a memory card with saved game files from *Armored Core 2* or *Armored Core 2: Another Age* and use it to save your current progress in *Armored Core 3*. Resume your game and press the **▶** button to pause it. Now press **L1** + **R2** + **X** + **□** + the D-pad to reveal the first-person view at the point of pausing. Your normal viewpoint returns when the game is unpaused.

### DROP PARTS

Hold **L1** + **L2** + **R1** + **R2** + **△** to drop your right arm weapon, inside parts and back unit. Hold **L1** + **L2** + **R1** + **R2** + **L3** to drop your extension parts. Hold **L1** + **L2** + **R1** + **R2** + **○** to drop your left arm weapons.

## ATV OFFROAD FURY

Enter one of the following codes as a name in Pro Career Mode and the game will return you to the Main Menu. Type in a name and begin the game to activate the cheat.

All ATVs .....CHACHING  
All tracks.....WHATXIT  
Faster racers .....ALLQUIKI

## ATV OFFROAD FURY 2

Select 'Profile Editor' from the Main Menu, then select 'Unlock Items'. Now go to 'Cheat Codes' and whack in one of these delights...

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



## ALL TRACKS

Select 'Pro Career Mode' and then enter 'WHATEXIT' as a name. If the code has worked then the game will return to the Main Menu. Enter whatever name you want and begin play with every track in the game unlocked.

## EXPERT MODE

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

## BALDUR'S GATE DARK ALLIANCE CHEAT MENU

Hold **R2** + **L1** + **←** + **△**, then press **▶**.

### PLAY AS DRIZZT

At the Main Menu hold **L1** + **R1**, then press **×** + **△**.

### SUPER CHARACTER

Hold **R2** + **L1** + **←** + **△**, then press R3.

## BATMAN VENGEANCE

Enter any of these codes at the Main Menu.

Master code ..... **R2, R2, L2, R2,**  
..... **△, △, ○, ○**

### All power moves,

120 achievement points ..... **L1, L1, R2, R2,**  
..... **L2, R2, L1, R2**

Unlimited handcuffs ..... **△, ○, △, ○,**  
..... **L2, R2, R2, L2**

Unlimited Batlauncher ..... **○, △, ○, △,**  
..... **L1, R1, L2, R2**

Unlimited electric Batarangs...**L1, R1, L2, R2**

### ALL WEAPONS PLUS UNLIMITED AMMO

On the Plant Electrocutation 2 level, you begin by sliding towards some holes in the ground. Fall into the second one and take the item you find there. Climb out of the hole using

your grappel, jump out and finish sliding. The item you took opens the door beside the vines behind the glass. Go through the door and fight a plant man, then hunt for the envelope with 'c' on it. Now, after you've completed the game you'll be able to use a cheat for all weapons and unlimited ammo.

## BLADE II MAIN MENU CHEATS

You must enter the following codes at the Main Menu before starting a game. If the code has worked, a message will appear in the top-left corner of the screen. Hold **L1** while you press in the code.

Level select ..... **↓, ↑, ←, ←, ○, →, ↓, ○**

All weapons ..... **△, ○, ↓, ←, ○, ○, △**

Daywalker difficulty ..... **←, ○, ↑, ↓,**  
..... **△, ○, ×**

### IN-GAME CHEATS

The following codes must be entered during an actual game. Simply pause the action and then hold down **L1** while you input them.

Unlimited health ..... **△, △, △, △,**  
..... **△, ○, △, ○**

Unlimited rage ..... **←, ↓, ←, ↓,**  
..... **→, ↑, →, ↑**

Unlimited ammo ..... **←, ○, →, △,**  
..... **↑, △, ↓, ×**

Escorted NPCs are invincible ..**△, ○, △, ×,**  
..... **△, ○, △, ×**

## BMX XXX

It's not big or clever, but if you want to reveal even more in this nork-tacular bike game (is that possible?) then enter any of these codes at the Cheat Menu.

Level select .....XXX RATED CHEAT

Stage select .....MASS HYSTERIA

Play as Amish Boy .....ELECTRICITYBAD

All bikes .....65 SWEET RIDES

Hellkitty's bikes .....HELLKITTY487

Itchi's bikes .....	ITCHI594
Joyride's bikes .....	JOYRIDE18
Karma's bikes .....	KARMA311
La'tey's bikes .....	LATEY411
Manuel's bikes .....	MANUEL415
Mika's bikes .....	MIKA362436
Nutter's bikes .....	NUTTER290
Rave's bikes .....	RAVE10
Skeeter's bikes .....	SKEETER666
Tripledub's bikes .....	TRIPLEDUB922
Twan's bikes .....	TWAN18
Launch Pad 69 level .....	SHOWMETHEMONKEY
Rampage Skatepark level .....	IOWARULES
The Dam level .....	THATDAMLEVEL
Las Vegas level .....	SHOWMETHEMONEY
Roots level .....	UNDERGROUND
Sheep Hills level .....	BAABAA
Syracuse level .....	BOYBANDSSUCK
Night Vision Mode .....	3RD SOG
Happy Bunny Mode .....	FLUFFYBUNNY
Ghost Control Mode .....	GHOSTCONTROL
Super Crash Mode .....	HEAVYPETTING
Visible Gap Mode .....	PARABOLIC
All FMV sequences .....	CHAMPAGNE ROOM
Bonus Movie 1 sequence .....	THISISBMXX
Bonus Movie 2 sequence .....	KEEPITDIRTY
Dam 1 FMV sequence .....	BOING
Final Movie FMV sequence .....	DDUULRRLDRSQUARE
Las Vegas 1 FMV sequence .....	HIGHBEAMS
Las Vegas 2 FMV sequence .....	TASSLE
Launch Pad 69 1 FMV sequence .....	IFLUNGPOO
Launch Pad 69 2 FMV sequence .....	PEACH
Sheep Hills 1 FMV sequence .....	ONEDOLLAR
Sheep Hills 2 FMV sequence .....	69
Syracuse 1 FMV sequence .....	FUZZYKITTY
Syracuse 2 FMV sequence .....	MICHAELHUNT
The Bronx, NYC 1 FMV sequence .....	LAPDANCE
The Bronx, NYC 2 FMV sequence .....	STRIPEASE
Park editor .....	BULLETPPOINT

## BOMBASTIC

To unlock the Attack Mode missions, enter the following passwords.

Challenge 1 .....	BbrMjXSbnB3
Challenge 2 .....	mqH7aHQUMC3
Challenge 3 .....	APGyfybXJd3

Challenge 4 .....	ijEhjTtETe3
Challenge 5 .....	hfjYWUKb343
Challenge 6 .....	QQRniVF6tM5
Challenge 7 .....	TQXYRyXhdm5
Challenge 8 .....	GVFhSiQW8m5
Challenge 9 .....	hfjYWUKb343
Challenge 10 .....	U8mnPYmG7QW
Challenge 11 .....	mDHHitPhinX

## BRITNEY'S DANCE BEAT UNLOCK THAT MUSIC VIDEO

Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around in a school uniform, would it? To unlock this desirable extra, acquire 9999 points in Audition Mode. Now sit back, relax and enjoy the view!

## BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

**Unlock Anthony Stewart Head interview**  
Complete Level 1.

**Unlock Male Vampire (multiplayer mode)**  
Complete Level 1 getting a 'Professional' ranking.

**Unlock Female Vampire (multiplayer mode)**  
Complete Level 1 getting a 'Slayer' ranking.

**Unlock Amber Benson interview**  
Complete Level 2.

**Unlock Zombie Skeleton (multiplayer mode)**  
Complete Level 2 getting a 'Professional' ranking.

**Unlock Cemetary Arena (multiplayer mode)**  
Complete Level 2 getting a 'Slayer' ranking.

**Unlock Nicholas Brendan interview**  
Complete Level 3.

**Unlock Zombie Demon (multiplayer mode)**  
Complete Level 3 getting a 'Professional' ranking.

**Unlock Tara (multiplayer mode)**

Complete Level 3 getting a 'Slayer' ranking.

**Unlock Robin Sachs interview**

Complete Level 4.

**Unlock Bat Beast (multiplayer mode)**

Complete Level 4 getting a 'Professional' ranking.

**Unlock Zombie Devil (multiplayer mode)**

Complete Level 4 getting a 'Slayer' ranking.

**Unlock Chaos Bleeds comic**

Complete Level 5.

**Unlock Materani (multiplayer mode)**

Complete Level 5 getting a 'Professional' ranking.

**Unlock James Marsters' voiceovers**

Complete Level 6.

**Unlock Psycho Patient (multiplayer mode)**

Complete Level 6 getting a 'Professional' ranking.

**Unlock Sid the Dummy (multiplayer mode)**

Complete Level 6 getting a 'Slayer' ranking.

**Unlock Anthony Stewart Head's voiceovers**

Complete Level 7.

**Unlock S&M Slave (multiplayer mode)**

Complete Level 7 getting a 'Professional' ranking.

**Unlock Dominatrix (multiplayer mode)**

Complete Level 7 getting a 'Slayer' ranking.

**Unlock Amber Benson's voiceovers**

Complete Level 8.

**Unlock Faith (multiplayer mode)**

Complete Level 8 getting a 'Professional' ranking.

**Unlock Initiative Arena (multiplayer mode)**

Complete Level 8 getting a 'Slayer' ranking.

**Unlock Nicholas Brendon's voiceovers**

Complete Level 9.

**Unlock Zombie Soldier (multiplayer mode)**

Complete Level 9 getting a 'Professional' ranking.

**Unlock Kakistos (multiplayer mode)**

Complete Level 9 getting a 'Slayer' ranking.

**Unlock Robin Sachs' voiceovers**

Complete Level 10.

**Unlock Abominatot (multiplayer mode)**

Complete Level 10 getting a 'Professional' ranking.

**Unlock Chainz (multiplayer mode)**

Complete Level 10 getting a 'Slayer' ranking.

**Unlock Joss Whedon's voiceovers**

Complete Level 11.

**Unlock Zombie Gorilla (multiplayer mode)**

Complete Level 11 getting a 'Professional' ranking.

**Unlock Quarry Arena (multiplayer mode)**

Complete Level 11 getting a 'Slayer' ranking.

**Unlock Out-takes**

Complete Level 12.

**Unlock Joss Whedon (multiplayer mode)**

Complete Level 12 getting a 'Professional' ranking.

**Unlock Chris (multiplayer mode)**

Complete Level 12 getting a 'Slayer' ranking.

## BURNOUT 2: POINT OF IMPACT CHEAT MODE

Once you have unlocked a cheat, the Cheat Mode will appear at the Options screen where

you'll be able to activate all your cheats.

### INVULNERABILITY

Finish all Grand Prix Championships, getting gold medals in each.

### DRIVING INSTRUCTOR'S CAR

Finish Driving 101 with all the gold medals.

### COP CAR

Win Pursuit 1 by smashing up the criminal's car before the timer runs out.

### CLASSIC 1970 CAR

Destroy the classic 1970 car with the police car in Pursuit 2.

### OVAL RACER

Beat the Oval Racer in Face-Off 2.

### CAPCOM VS SNK 2 INFINITE GROOVE EDIT POINTS

Complete Survival mode.

### UNLOCK SHIN AKUMA AND ULTIMATE RUGAL

You have to beat these well-hard fighters in Arcade mode to win access to them. You'll find Akuma in the SNK groove and Rugal in the Capcom groove.

### BOSS BATTLE MODE

Unlock Ultimate Rugal and Shin Akuma then hold **○** + **⊕** while selecting in Arcade mode.

### CHAOS LEGION

Finish the game on any difficulty setting to unlock the following: Liv Special PV (a short film about the making of the theme song); Extra playable character - Arcia; Total Results Menu

Finish the game on Normal to unlock Hard difficulty, and finish it on Hard to unlock Super Mode.

### CLOCK TOWER 3 VIEW FMV SEQUENCES

All you have to do is complete the game then go to the Main Menu and you'll see the Cinema Theatre option. Then press **Ⓜ** and you can view the artwork.

### ALTERNATE COSTUMES

Alyssa looks nice in her school uniform. But it's a bit boring, right? A bit more tAtu, maybe. So what you want is a wardrobe of alternative costumes. So, finish the game then load a saved game and you'll have a key in your inventory which can be used to open the wardrobe in Alyssa's room.

### CLEAR MODE

*Clock Tower 3* is a tough game, no question about that. For the masochistic among you, it's not quite tough enough. So it's a good job that once you've completed the game, you can access the Clear Mode, which is harder still and offers tougher, faster enemies and an Alyssa who panics at the merest drop of a hat.

### CONFLICT: DESERT STORM CHEAT MODE

Go to the Main Menu and press **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**. Begin playing and go to the Options screen, where the 'Cheats' option will be unlocked, enabling you to access the 'Trooper Level', 'Enemy AI' and 'Mission List' options.






### CONFLICT: DESERT STORM II CHEAT MENU

From the main menu you can access the cheat menu. Go into options and select 'Cheats'. Now enter **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ**, **Ⓜ** to open the Cheats Menu.










### CONFLICT ZONE 10,000 MONEY

During the game, press **START**, **ⓧ**, **←**, **→**, **↑**, **↓**









**100 POPULATION**

During the game, press , , , , 








**MISSION SKIP**

During the game, press , , , , , , . You may need to repeat this code (omitting ) until a message appears confirming the code has worked. When you get to the debriefing screen, press  to skip to the next mission.

**REPLAY ALL MISSIONS**

During the game, press , , , , , , . You may need to repeat this code (omitting ) until a message appears confirming the code has worked. After that, exit your game, then go to the Replay Menu to have all missions. Note that this code does not work with bonus missions.

**CONTRA: SHATTERED SOLDIER**

During the title screen, press , , , , , , , L3, R3 on controller two. If the cheat has worked you will hear a sound and your first credit upon starting a new game will be worth 30 (30!) lives (the credits thereafter take you back to the default number of lives, though).

**EXTRAS**

There are a whole host of extra missions and eggs to unlock in the game by performing well. Here's what you can unlock and how...

**Level 5 (training)** Complete level 5 on the Normal difficulty setting.

**Level 6** Complete level 5 with an 'A' rank.

**Level 6 (training)** Complete level 6 during the normal game.

**Level 7** Complete level 6 with an 'A' rank.

**Level 7 (training)** Complete level 7 during the normal game.

**Final Boss battle (training)** Defeat the final Boss during the normal game Mode.

**Gallery option** Complete the game with an 'A' rank.

**Database option** Complete the game with a

'B' or 'C' rank...







**Theatre option** Complete the game under the Normal difficulty setting once.

**Satellite weapon** Complete level 5 with a 'B' or 'C' rank.



**Return** Complete level 7 up to the credits with an 'A' rank.

**Triumphant Return** Complete level 7 including after the credits with an 'A' rank.



**Contra Vs Puppy** Complete the game, achieving an 'S' rank.

**In-game reset** Hold , , , ,  +  during play to return to the Main Menu.




**CRAZY TAXI****DISABLE DESTINATION INDICATOR**

Hold down ,  before the Character Select screen appears. You'll see a note saying "No destination mark" in the lower left-hand corner.











**DISABLE ARROW INDICATORS**

Hold down ,  before the Character Select screen appears. You'll see a note saying "No arrows" in the lower left-hand corner.



**EXPERT MODE**

Hold down , ,  before the Character Select screen appears. You'll see a note saying "Expert" in the lower left-hand corner, and neither arrows nor the destination indicator will appear.

**SPECIAL TAXI**

Go to the Character Select screen and quickly press in , , , , ,  or , , ,  and then choose a character, who will be riding a bike.

**ANOTHER DAY MODE**

Go to the Character Select screen and press  then hold  while you select a driver. You'll see a message reading "Another day", and various in-game locations will be altered.

**ALTERNATE DISPLAY**

Start a game in either Arcade or Original Mode.

Now pick up controller two. Hold **L1** + **R1** and press **○** to toggle between first-person and rear views. Hold **L1** + **R1** and press **○** to check your speedo. Hold **L1** + **R1** and press **△** to zoom out and hold **L1** + **R1** and press **×** to return your display to normal.

## CRICKET 2002 SIX!

Go to the Main Menu and select the 'Inside EA Sports'. At the next screen, press **□**, **○**, **△**, **□**, **○**. Now when you play a game, press **L1** to whack the ball hard - it'll go for six most of the time.

## DANCING STAGE MEGAMIX UNLOCK ALL BONUSES

Select Game Mode and then Single Play. Now hold **△** to return to the Main Menu. The game will be fooled into thinking that you've played three songs. Repeat this process until Records Menu, Training Mode, Edit Mode and the Max 300 hidden tune have all been unlocked.

## DARK ANGEL: VAMPIRE APOCALYPSE

Higher intellect.....COMPUTERS  
Higher research.....SOCCER  
Higher strength.....MARTIALARTS  
Higher health.....MOUNTAINBIKING

## DAVE MIRRA FREESTYLE BMX 2 MASTER CODE

At the Main Menu, press **↑**, **→**, **↓**, **←**, **→**, **→**, **↑**, **↓**, **←**, **→**, **↑**, **↓**, **←**, **→**, **↓**, **○** to unlock most bonuses in the game.

Enter any of these codes at the Main Menu. If the cheat you've bashed in has worked, you'll hear a sound to confirm it.

Unlock all bikes.....**↑**, **←**, **↓**, **→**, **↓**, **↓**,

.....**→**, **↓**, **↓**, **←**, **○**  
Level select.....**↑**, **↓**, **↓**, **←**, **→**, **↓**, **○**  
Mike Diaz.....**↑**, **←**, **↓**, **→**, **→**, **→**,  
.....**↑**, **↓**, **↑**, **→**, **○**

## Amish guy

Unlock him.....**↑**, **←**, **↓**, **→**, **→**, **←**,  
.....**←**, **↓**, **↑**, **←**, **○**  
Moves.....**←**, **→**, **↑**, **↑**, **→**, **↓**, **→**, **→**, **○**

## Colin Mackay

Bikes.....**↓**, **↓**, **→**, **→**, **→**, **→**, **↑**, **○**  
Levels.....**↑**, **↑**, **→**, **←**, **↑**, **→**, **→**, **↑**, **○**  
FMV.....**←**, **←**, **→**, **↓**, **↓**, **→**, **↑**, **○**  
Outfit.....**↑**, **↓**, **→**, **↓**, **↑**, **→**, **→**, **↑**, **○**

## Dave Mirra

Bikes.....**↓**, **↓**, **↑**, **→**, **↑**, **→**, **↑**, **↑**, **○**  
Levels.....**↑**, **↑**, **↑**, **→**, **↑**, **←**, **↑**, **↑**, **○**  
FMV.....**←**, **←**, **↑**, **→**, **↑**, **←**, **↑**, **↑**, **○**  
Outfit.....**↑**, **↓**, **↑**, **↓**, **→**, **←**, **↑**, **↑**, **○**

## Joey Garcia

Bikes.....**↓**, **↓**, **↑**, **→**, **←**, **←**, **↓**, **→**, **○**  
Levels.....**↑**, **↑**, **↑**, **↑**, **↓**, **↓**, **↓**, **→**, **○**  
FMV.....**←**, **←**, **↑**, **↑**, **↓**, **→**, **↓**, **○**  
Outfit.....**↑**, **↓**, **↑**, **←**, **↓**, **→**, **↓**, **→**, **○**

## John Englebert

Bikes.....**↓**, **↓**, **←**, **↑**, **←**, **↑**, **←**, **←**, **○**  
Levels.....**↑**, **↑**, **←**, **↓**, **→**, **↓**, **←**, **←**, **○**

## Kenan Harkin

Bikes.....**↓**, **↓**, **←**, **↑**, **↓**, **→**, **↓**, **↓**, **○**  
Levels.....**↑**, **↑**, **←**, **←**, **↓**, **↑**, **↓**, **↓**, **○**  
FMV.....**←**, **←**, **←**, **←**, **→**, **→**, **↓**, **↓**, **○**  
Outfit.....**↑**, **↓**, **←**, **↓**, **←**, **↑**, **↓**, **↑**, **○**

## Leigh Ramsdell

Bikes.....**↓**, **↓**, **↓**, **↑**, **←**, **←**, **↓**, **←**, **○**  
Levels.....**↑**, **↑**, **↓**, **↑**, **←**, **↓**, **↓**, **←**, **○**  
FMV.....**←**, **←**, **↓**, **↓**, **←**, **→**, **↓**, **←**, **○**  
Outfit.....**↑**, **↓**, **↓**, **←**, **↓**, **↓**, **↓**, **←**, **○**

## Mike Laird

Bikes.....**↓**, **↓**, **→**, **←**, **↓**, **↑**, **↑**, **→**, **○**  
Levels.....**↑**, **↑**, **→**, **↓**, **↓**, **→**, **↑**, **→**, **○**  
FMV.....**←**, **←**, **→**, **↑**, **↑**, **→**, **↑**, **→**, **○**

**Outfit** ..... ↑, ↑, ↓, ↓, ←, →, →, ←, ⊕

## Rick Moliterno

**Bikes** ..... ↓, ↓, ↑, ←, →, →, ←, ↑, ⊕

**Levels** ..... ↓, ↓, ↑, ↓, →, →, ←, ↑, ⊕

**FMV** ..... ←, ←, ↑, ↓, →, ←, ←, ↑, ⊕

**Outfit** ..... ↑, ↓, ↑, ↑, ↑, ↑, ←, ↑, ⊕

## Ryan Nyquist

**Bikes** ..... ↓, ↓, ↓, ↓, ↓, →, ↑, ↓, ⊕

**Levels** ..... ↑, ↑, ↓, ↓, ←, →, ↑, ↓, ⊕

**FMV** ..... ←, ↓, ↓, →, ↓, →, ↑, ↓, ⊕

**Outfit** ..... ↑, ↓, ↓, ←, ↓, ↑, ↑, ↓, ⊕

## Scott Wirth

**Bikes** ..... ↓, ↓, →, ↑, ↓, ↓, ←, →, ⊕

**Levels** ..... ↑, ↑, →, ↑, ←, ←, →, ⊕

**FMV** ..... ←, ←, →, ↑, ↑, ↑, ←, →, ⊕

**Outfit** ..... ↑, ↓, →, ↓, ↑, →, ↑, ↑, ⊕

## Tim Mirra

**Bikes** ..... ↓, ↓, ←, ←, ↓, →, ↓, ↑, ⊕

**Levels** ..... ↑, ↑, →, ↓, →, ←, ↓, ↑, ⊕

**FMV** ..... ←, ←, →, ↑, ↓, ↓, ↓, ↑, ⊕

**Outfit** ..... ↑, ↓, →, ←, ←, ↑, ↓, ↑, ⊕

## Todd Lyons

**Bikes** ..... ↓, ↓, ↓, ↓, ←, →, ←, ↓, ⊕

**Levels** ..... ↑, ↑, ↓, ↑, →, →, ←, ↓, ⊕

**FMV** ..... ←, ←, ↓, ↑, ↑, →, ↓, ↓, ⊕

**Outfit** ..... ↑, ↓, ↓, →, ↑, ←, ←, ↓, ⊕

## Troy McMurray

**Bikes** ..... ↓, ↓, ←, ↓, →, ←, ↑, ←, ⊕

**Levels** ..... ↑, ↑, ←, ↑, ↑, →, ↑, ←, ⊕

**Moves** ..... ←, →, ←, ←, ↑, ↓, ↑, ←, ⊕

**FMV** ..... ←, ←, ←, ↓, ↑, ↑, ←, ←, ⊕

**Outfit** ..... ↑, ↓, ←, ↓, →, ←, ↑, ←, ⊕

## DAVID BECKHAM SOCCER MANCHESTER ELEVEN

Enter 'Train With Beckham' Mode and select the 'Professional Player Certificate'. Now score 20 points or more in 'Target Free Kicks' to unlock the Manchester Eleven in the 'Friendly Series' (they're in the 'Beckham's Teams' group).

## WORLD ALL-STARS

Enter 'Train With Beckham' Mode and select the 'Professional Player Certificate'. Score 20 points or more in 'Target Passing' to unlock this team in the 'Friendly Series' (in the 'Beckham's Teams' group).

## ENGLAND ELEVEN

Enter 'Train With Beckham' Mode and select the 'Professional Player Certificate'. Now score 20 points or more in 'Target Crossing' to unlock this team in the 'Friendly Series' (they're in the 'Beckham's Teams' group).

## EDIT PLAYERS

Enter 'Train With Beckham' Mode and select the 'Professional Player Certificate'. Now score five goals or more in 'Free Play' to unlock this option at the 'Game Settings' screen.

## CLASSIC MATCHES

Enter 'Train With Beckham' Mode and select the 'Professional Player Certificate'. Now score 15 points or more in 'Target Shooting'. In Arcade Mode, choose the 'Classic Match' option to play American Samoa vs. Australia, Brazil vs. Italy, Calais vs. Nantes, Manchester vs. Munich Whites, Manchester vs. Leeds and Italy vs. England.

## EXTRA STADIA

Enter 'Train With Beckham' Mode and select the 'Professional Player Certificate'. Complete 'Panel Bash' in under 10 seconds. Go into 'Friendly Series' Mode and select 'Game Settings' to use the Aztec Arena and Bouncy Castle.

## DEAD OR ALIVE 2 UNLOCK BAYMAN

Complete the game with all of the original characters and you'll unlock Bayman.

## UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu.

## EXTENDED CREDITS

Complete the game with all of the original characters on the Very Hard difficulty setting.

## CG GALLERY

Take some time out and win the Team Mode with five different characters to unlock the Gallery option at the Main Menu.

## DEAD TO RIGHTS

Press and hold **△** + **□** + **○** + **×** at the Main Menu and enter any of the following codes to help you avenge your father that little bit faster:

**Lazy-Ass Mode (All chapters, mini-games and movies)** ...↓, ←, ↓, △, ↓  
**10,000 Bullets Mode (Unlimited weapon ammo)** .....↑, ←, ↓, →, ○  
**Boomstick Mode (Unlimited shotgun ammo)**.....→, ○, ○, ○, □  
**Chow Yun Jack Mode (Start with double guns)** ....△, ○, ↑, ↑, ↑  
**Time To Play (All disarms)** .....□, □, ○, ○, →  
**One Shot Kills** .....△, ○, ○, ○, ←  
**Sharpshooter Mode (All headshot kills)** .....□, □, □, ↓, →  
**Bang Bang** .....○, △, □, ○, →  
**Wussy Mode (Less accurate enemies)** ....□, ←, △, ↑, ↓  
**Precursor (Targeting off)**.....↑, ↑, ↓, ↓, ↑  
**Hard Boiled Mode (More accurate enemies)** ..△, □, ←, ←, ○  
**Super Cop Mode (Harder difficulty)**.....□, △, ←, ↑, →  
**Woof! (Shadow has unlimited stamina)** .....○, □, △, ○, ↓  
**Gimme Some Sugar, Baby (Unlimited adrenaline)**.....←, →, ←, ○, □  
**Bulletproof Mode (Unlimited armour)**.....↑, ↑, ↑, □, ↓  
**Up Close And Personal Mode (Human shields have unlimited health)**.....□, △, ○, △, □

**Your Skills Are Extra-Ordinary (Melee attack damage increases)** .....○, ○, ↑, ↑, □  
**Fight Club (Enemies are disarmed)** .....→, □, ←, ○, △

**Jack Off (Invisible Jack)** .....△, ←, ↑, ↑, △

## DEF JAM VENDETTA

Before you can unlock any of the characters, you have to enter Cheat Mode. To do this, go into Battle Mode and select any match type. Enter a user ID at the 'User Setups' Menu then, at the Character Select screen, hold down **△** + **○** + **□** + **×** and enter the code for the character you wish to play.

**Arii** .....×, □, △, ○, □  
**Briggs (extra costume 1)** ..×, △, ○, □, ○  
**Briggs (extra costume 2)** ..×, △, □, ×, ○  
**Carla** .....×, □, ×, ×, ×  
**Chukklez** .....□, □, □, □, ○  
**Cruz** .....○, △, ×, ×, ○  
**D-Mob** .....□, △, ○, ×, ○  
**D-Mob (extra costume)** ....□, □, △, □, □  
**Dan G** .....×, ○, ×, ○, □  
**Deebo** .....○, ○, ×, ×, △  
**Deja**.....○, □, ○, ○, ×  
**DMX**.....○, ×, ○, △, □  
**Drake**.....△, □, ○, ×, ×  
**Drake (extra costume)**.....×, △, △, ○, ○  
**Funkmaster Flex** .....○, △, ○, ○, □  
**Headache** .....△, △, △, □, ○  
**House** .....△, ×, △, ○, ×  
**Iceberg** .....□, △, △, ○, ○  
**Ludacris** .....○, ○, ○, □, △  
**Manny (extra costume)** ....○, □, ○, □, ○  
**Masa** .....×, ○, △, □, □  
**Method Man** .....□, ○, ×, △, ○  
**Moses** .....△, △, □, □, ×  
**NORE** .....○, □, △, ×, ○  
**Nyne**.....□, ○, ×, ×, △  
**Omar** .....○, ○, □, △, △  
**Opal** .....○, ○, □, □, △  
**Peewee** .....×, ×, □, △, □  
**Peewee (extra costume)** ..×, △, △, □, ○  
**Penny** .....×, ×, ×, △, ○  
**Pockets** .....△, □, ○, □, ×



Proof (extra costume) .....	X, B, A, D, C
Razor .....	A, B, A, C, X
Razor (extra costume) .....	B, C, X, A, A
Redman .....	C, C, A, D, X
Ruffneck .....	X, B, X, A, C
Ruffneck (extra costume) .....	B, C, A, X, B
Scarface .....	C, B, X, A, D
Sketch .....	A, A, C, D, X
Snowman .....	A, A, X, X, C
Spider (extra costume) .....	B, A, X, D, C
Steel .....	X, A, C, C, A
T'ai Monique .....	C, C, B, X, C
Zaheer .....	A, A, B, X, X

## DEUS EX

To access the cheat options, go to 'Goals', then 'Notes', then 'Images'. Press **L2, R2, B1, R1, START, START, START**. Another tab will appear, and it'll have options for God, Full Health, Full Energy, Full Ammo, Full Mods, All Skills, Full Credits and Tantalus Modes.

## DEVIL MAY CRY

### EASY DIFFICULTY SETTING

Use a continue while you play one of the first three levels, and when you start the next level you'll get an option for the Easy difficulty setting. If you select it, you'll be stuck on Easy for the rest of the game.

### HARD DIFFICULTY

Complete the game to unlock this.

### LEGENDARY DARK KNIGHT MODE

Complete the game on the Hard difficulty setting.

### SUPER DANTE

Complete the game in Dante Must Die Mode to unlock demon Dante.

## DEVIL MAY CRY 2

### FIRST COMPLETION SECRETS

When you beat the game for the first time, you'll unlock a Mission Select Menu and an

additional costume for the character you completed it with. You can select these costumes at the loading screen by pressing **B1** or **B2**.

### SECOND COMPLETION SECRETS

When you beat the game with the second character, not only will you unlock an additional costume for that secondary character, but also the 'Hard' difficulty level and the Bloody Palace sub-game.

### FURTHER COMPLETION SECRETS

When you beat the game on Hard Mode using both characters, you'll unlock another hidden costume for each character (including Trish from *Devil May Cry* for him!) and the 'Dante Must Die' and 'Lucia Must Die' rock-'ard difficulty levels. If you then beat the game with both characters on that difficulty level you'll unlock a third costume for each character.

## DIE HARD: VENDETTA

Enter the following codes at the Main Menu. A message will appear at the top of the screen to confirm correct code entry.

Invulnerability .....	B1, R1, L1, R1, L1, R1, L1, R1
Big Heads .....	R1, R1, L1, R1
Pin Heads .....	L1, L1, B1, L1

### UNLOCK SPECIAL MENU/ MOVIE MODE

Complete the game on the Easy Difficulty setting.

## DRAGON BALL Z: BUDOKAI

### ALTERNATE COSTUME

Go to the Character Select screen and press the **C1** or **C2** button to change your character's appearance or colours.

### ALTERNATE LEVELS

Press **C1** when choosing the Cell and Valley levels to alter their appearance.

**VIEW ALTERNATE COSTUME**

Go to the Capsule Change screen and press **△** + **○**. Use **↑** and **↓** to zoom, and rotate the characters using the left analogue stick.

**RANDOM LEVELS**

Go to the Level Select screen and press **↑**. You'll see question marks appear and the word 'Random'. The game will now select the levels in any order.

**DRAGON BALL Z: BUDOKAI 2**

How to unlock characters in Dragon Mode.

- Android 16** .....Beat Android 16 with Goku  
**Android 17** .....Beat Android 17 with Piccolo  
**Android 18** .....Beat Android 18 with Krillen  
**Android 20** .....Beat Android 20 with Goku  
**Cell** .....Beat Cell with Goku  
**Frieza** .....Beat Frieza with Goku  
**Future Trunks** .....Beat Vegeta with Kid Trunks  
**Ginyu** .....Beat Ginyu with Vegeta  
**Hercule** .....Beat Fat Buu with Saiyaman  
**Kabitoshin (Potara)/  
 Vegetto (Potara with Vegeta)** .....Collect seven  
 .....dragon balls from the  
 .....Dragon and wish for the capsule  
**Nappa** .....Beat Nappa with Vegeta  
 .....(Unlock Vegeta and restart  
 .....Dragon Mode first)  
**Raditz** .....Beat Raditz with Goku  
**Recoome** .....Beat Recoome with Goku  
**Saiyaman** .....Beat Cell with Adult Gohan  
**Supreme Kai** .....Beat Supreme Kai with Goku  
**Teen Gohan** .....Beat Cell for the last time  
 .....on Supreme Kai's planet  
 .....with Adult Gohan  
**Vegeta** .....Beat Vegeta with Goku  
**Videl** .....Beat Super Buu (with  
 .....Gohan absorbed) with Hercule  
**Yamcha** .....Beat Nappa with Tien

**DROPSHIP**

Choose the 'Classified Files' option, then enter the code for the cheat you want.

- Invincibility** .....TEAMBUDDIES  
**Unlimited ammunition** .....BLASTRADIUS  
**Level select** .....KINGSLEY  
**Bonus level 1** .....KREUZLER  
**Bonus level 2** .....SHEARER  
**Bonus level 3** .....UBERDOOPER

**DYNASTY WARRIORS 2  
 UNLOCK ALL CHARACTERS**

Go to the title screen and press **△**, **□**, **○**, **○**, **○**, **○**, **○**, **○**.

**INSTANTLY UNLOCK ALL SHU GENERALS**

Go to the title screen and press **△**, **○**, **△**, **△**, **○**, **○**, **○**, **○** to unlock Ma Chao, Jiang Wei, Liu Bei, Zhuge Liang, and Huang Zhong.

**ALL WEI GENERALS**

Go to the title screen and press **○**, **○**, **○**, **○**, **○**, **○** to unlock Cao Cao, Xiahou Yuan, Zhang Liao, and Sima Yi.

**ALL WU GENERALS**

Go to the title screen and press **○**, **○**, **○**, **○**, **○**, **○**, **○** to unlock Taishi Ci, Sun Jian, Sun Quan, Lu Meng, and Gan Ning.

**INSTANTLY UNLOCK EDIT MODE**

Go to the title screen and press **○**, **○**, **○**, **○**, **○**, **○**, **○**. An 'Opening Edit' option will be unlocked at the Options Menu.

**INSTANTLY UNLOCK BGM TEST  
 IN OPTIONS MENU**

Go to the title screen and press **○**, **○**, **○**, **○**, **○**, **○**, **○**. Choose 'Sound' from the Options Menu, then 'BGM Test' to hear all of the background music from the game.

**FREE MODE SIDE SELECTION**

Go to the title screen and hold down the **△** button, then press **○**, **○**, **○**, **○**, **○**, **○**, **○**, **○** to unlock Free Mode side selection.

**RESTORE HEALTH**

Pause the game, choose the 'Save' option, then continue the game without saving.

**DYNASTY WARRIORS 3****BONUS FMV SEQUENCE**

At the 'Opening Edit' screen highlight the 'Replay' option, then hold **R1** + **L1** + **R2** + **L2** and press **X**.

**ALL GENERALS**

Go to the Main Menu and highlight 'Free Mode', then press **R2**, **R2**, **R2**, **L1**, **A**, **L2**, **L2**, **L2**, **R1**, **C**.

**ALL SHU GENERALS**

Go to the Main Menu and highlight 'Free Mode', then press **L1**, **C**, **A**, **R2**, **L1**, **L2**, **L2**, **R1**, **C**, **L1**.

**ALL WEI GENERALS**

Go to the Main Menu and highlight 'Free Mode', then press **L2**, **L1**, **C**, **A**, **L1**, **L2**, **R1**, **R2**, **L1**, **L2**.

**ALL WU GENERALS**

Go to the Main Menu and highlight 'Free Mode', then press **A**, **A**, **L1**, **C**, **R1**, **R2**, **L1**, **L2**, **L2**, **L2**.

**BGM TEST OPTION**

Go to the Main Menu and highlight 'Free Mode', then press **L1**, **L1**, **R1**, **R1**, **L2**, **L2**, **R2**, **R2**, **C**, **A**.

**FREE MODE SIDE SELECTION**

Go to the Main Menu and highlight 'Free Mode', then press **R1**, **R2**, **L2**, **L1**, **C**, **L1**, **L2**, **R2**, **R1**.

**ALL FMV SEQUENCES**

Go to the Main Menu and highlight 'Free Mode', then press **A**, **L1**, **A**, **R1**, **A**, **C**, **L2**, **C**, **R2**, **C**.

**OPENING EDIT OPTION**

Go to the Main Menu and highlight 'Free Mode', then press **R1**, **C**, **R1**, **A**, **R1**, **L1**, **C**, **L1**.

**START WITH ADDITIONAL CHARACTERS**

Start with a memory card with a saved game

from *Dynasty Warriors 2*. Some characters unlocked in *Dynasty Warriors 2* will be available in your new game.

**DYNASTY WARRIORS 3: XTREME LEGENDS****ALTERNATE COSTUMES**

Complete the game in Musou Mode with any character to unlock alternate costumes for all characters on the side of that character. Go to the Character Select screen and highlight a fighter then press **L2** or **R2** to choose a new colour.

**CONTROL LOADING SCREEN**

Press **C** to increase the wind and **X** to decrease it as it flutters the level name on the loading screen before a battle.

**DYNASTY WARRIORS 4****HIDDEN PREVIEW**

Press **A** at the Movie Select screen to watch a preview of *Dynasty Tactics 2*.

**OPENING EDIT OPTION**

Unlock all 42 of the generals in the game to unlock this option.

**ECCO THE DOLPHIN**

Enter the following cheats at the title screen. You need to hold down **L1** + **R2** + **R1** + **L2** as you enter them.

Unlimited air.....**C**, **C**, **A**, **X**, **C**  
 Unlimited health.....**A**, **X**, **X**, **↑**, **↑**, **↓**  
 Level select.....**↑**, **↑**, **↓**, **↓**, **A**, **X**, **X**  
 All Vitalits...**X**, **X**, **C**, **C**, **X**, **C**, **↑**, **↓**, **↓**  
 Swim with a group.....**X**, **↑**, **X**, **↓**, **X**, **A**

**DOLPHIN SOCCER**

Go to the Powers of Levitation level and find the room where the Clan General is. One wall moves - swim through that side and you'll find a football on the floor near one of the lights. Pick it up, then go to the Level Select

screen and you'll find an option for 'Dolphin Soccer' at the bottom of the list.

## BONUS LEVELS

Complete the game on Hard difficulty. The Up & Down level shimmers - this means you can access both 2D bonus levels.

## ENTER THE MATRIX

Infinite ammo.....	1DDF2556
All level's weapons .....	0034AFFF
Secret level.....	13D2C77F
Infinite focus.....	69E5D9E4
Infinite health.....	7F4DF451
Bonus test level .....	13D2C77F
Invisible to enemies .....	FFFFFFF1
Multiplayer fighting .....	D5C5D1E
Faster logos flight.....	7867F443
Silent mode .....	FFF0020A
Taxi driving.....	D5C5D1E
Turbo mode.....	7F4DF451

## ESCAPE FROM MONKEY ISLAND MURRAYBALL MINI-GAME

Before you look for the no-nosed man, go to the Palace of Prostheses and use the filing system. Enter Monkey-Pumpkin-Bunny to get the Ryan J. Danzwithwolves file. Look at it, pause your game and select 'Bonus Stuff'.

## EVIL DEAD: A FISTFUL OF BOOMSTICK ARTWORK

Complete a level to unlock pre-production art for that area in the Gallery on the Extras menu.

## ARCADE MODE

To unlock a level in Arcade Mode, complete it in Story Mode.

## EVIL TWIN: CYPRIEN'S CHRONICLES

Unlimited lives.....⊗, ⊕, △, ⊗, ⊙

Super shots.....	⊙, △, △, ⊕, ⊗
Rapid fire .....	⊕, △, ⊗, △, ⊙
Gun sights .....	⊙, ⊙, ⊗, △, ⊕
Sniper mode .....	⊕, ⊙, ⊗, △, ⊙
Bounces.....	⊙, ⊕, ⊙, △, ⊗

## EVOLUTION SKATEBOARDING PLAY AS SOLID SNAKE

Complete the game, getting all of the coins with all of the default characters, to unlock *Metal Gear Solid* star Solid Snake.

## EXTREME-G 3 UNLIMITED SHIELDS

Pause the game at any time and press **L1 + R1, L2 + R2, L1 + L2, R1 + R2**. If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

## UNLIMITED TURBO

At the Main Menu, press **L1 + R1, L2 + R2, L1 + R1, L2 + R2**. If the code has worked then a message will appear to confirm.

## UNLIMITED SHIELDS AND TURBOS

At the Main Menu, press **L1 + R1, L2 + R2, L1 + L2, R1 + R2**. If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

## UNLIMITED AMMO

At the Team Select screen, press **L2, R2, L1, R1, L2 + R2, L1 + R1**. If the code has worked then a message will confirm and you will have infinite ammo in one or two-player Modes.

## ALL TRACKS

At the Main Menu, press **L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2**. If the code has worked then a message will confirm and every track will be available to race on.

## ALWAYS WIN XG CAREER MODE RACES

At the Main Menu, press **R2 + L2 + R1 + L1**,

**R2 + L2, R1 + R2, R2 + R1 + L2 + L1.** If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although the code must be typed in again before each race.

## DOUBLE PRIZE MONEY

At the Main Menu, press **L1 + L2, R2 + R1, R1 + R2, L2 + L1.**

## START WITH EXTRA MONEY

Begin a new career, select a driver and press **L1, L1, L1, L1, R1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2.** Your driving career will now get off to an improved financial start.

## EXTREME LAP CHALLENGE

Go to the Main Menu and press **L1, L2, L1, L1, L1, R2, L1 + R1, L2 + R2.** If the code has worked then a message will confirm that the cheat has been activated.

## STARCOM TEAM

At the Main Menu, press **L1, L2, R2, R1, R1, R2, L2, L1.** If the code has worked then a message will confirm. But you knew that already right?

## EYETOY PLAY EXTRA TRACKS

Get a high score on Boogie Down to unlock some extra tracks.

## EASY WISHI-WASHI

Rather than cleaning the windows using your hands, simply move from side-to-side in front of the camera to get the job done in super quick time and score muchos points.

## FANTAVISION CHEAT MODE

Go to the 'Options' screen and hold **R1 + R2 + L1 + L2.** Now press **X, U, X, U, D, C** to unlock all the extra options.

## UNLOCK EXTRA STAGES

Beat the normal stages.

## 'EXTRA' OPTION

Complete and save the game on the Normal difficulty setting to unlock an 'Extra' option on the Main Menu.

## 'EXTRA 2' OPTION

Complete and save the game on the Hard difficulty setting and you'll unlock an 'Extra 2' option on the Main Menu.

## FULL DOUBLE SHOT POWER-UP

Pause the game. Now press **U, U, D, D, L, R, L, R, R, C, A.** Note that you can only use this cheat a limited number of times, and then it'll stop working.

## FULL LASER SHOT POWER-UP

Pause the game. Now press **U, U, D, D, L, R, R, L, R, X, C.** You can only do this a limited number of times.

## FIFA 2002 CHEAT MODE

To access the following cheats after unlocking them, go to the Rewards screen and press **C.**

## BIG MELON

Win the European Champions' Cup to obtain this cheat, which gives all players big heads.

## CRAZY BALL

Win the EFA Trophy to obtain this cheat. Press **C** when the ball is passed to make the ball move in an erratic way.

## STAY IN PLAY

Win the European Championships to obtain this cheat, which means the ball will always bounce off the sidelines.

## THEY ALL FALL DOWN

Win the Copa America to obtain this cheat, so your players will all fall over if the ball stays in possession for too long.

**SCRIMMAGE**

Win the Champions' League (ECC) and a League Title (eg Premiership) in Professional Mode.

**FROM OUTSIDE**

Win the Champions' League (ECC) and a League Title (ie, Premiership) in Professional Mode. If you score a goal from outside the 18-yard box, it's worth two.

**BONUS TOURNAMENTS**

Win the following World Cup qualifications to unlock the relevant bonus tournaments:

**AFC Asians Nations Cup****CONCEBOL Gold Cup****UEFA European Championships (Euro 2004)**

Complete all rewards except the last locked one to unlock the FIFA Confederations Cup.

**FIFA 2003****UNLOCK STADIA**

Win the International Cup to unlock Seoul Stadium and win the club Championship to unlock the Stade de France.

**FIFA 2004**

How to make your team pretty and totally invincible...

**UNLOCK MOST THIRD KITS**

Attain Level 5 in your EA Bio.

**UNLOCK FRENCH LIGUE THIRD KITS**

Attain Level 10 in your EA Bio.

**UNLOCK ITALIAN SERIE A THIRD KITS**

Attain Level 20 in your EA Bio.

**UNLOCK SPANISH PRIMERA THIRD KITS**

Attain Level 30 in your EA Bio.

**UNLOCK ENGLISH PREMIERSHIP AND GERMAN BUNDESLIGA THIRD KITS**

Attain level 40 in your EA Bio.

**BUILDING A DREAM TEAM**

Select 'Options' from the Main Menu and then choose 'Player Swaps'. Move the highlight bar to the right and select the team you want to play as – this is the team that you'll swap players to. Move the highlight bar to the left and select the team/s you want to swap players from. Once you've added all the players of your choice for your dream team, save your new team as a 'Squad' file type. Return to the Main Menu, select 'Game Modes' and choose 'Career Mode'. Select 'New Career' and choose the 'Current Squads' option. Select the team you've created and begin your career with an all-star team of your own making.

**SHOULDER DROP**

When dribbling with the ball in the direction of an opponent, double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder and knock the ball past his opponent.

**THE DRAG AND GO**

When a defender has you cornered hold **R2** when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back, drawing in the defender. Now quickly push **↑** or **↓** and you'll knock the ball past him.

**THE MARSEILLE ROULETTE**

When dribbling with the ball hold **R2** and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and rolls it back into his path.

**FINDING NEMO**

Enter the following codes at the New Game/Load Game/Play Trailer screen and press pause at the level select screen to access the cheat options. The word 'Cheat' appears to confirm correct code entry.

**OPEN LEVELS**

**△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, ○, △, △**

## INVINCIBILITY

△, □, □, ○, ○, ○, △, △, □, □, □,  
 ○, ○, ○, ○, □, △, ○, ○, ○, □, ○,  
 △, ○, ○, □, ○, ○, △, ○, □, ○, ○,  
 ○, △

## CREDITS

△, □, ○, △, △, □, ○, △, □, ○, △,  
 □, □, ○, △, □, ○, △, □, ○, ○, △,  
 □, ○

## REWARD (VIEW ALL MOVIE CLIPS)

△, □, ○, ○, □, △, △, □, ○, ○, □,  
 △, △, ○, □, △, □, ○, ○, □, △

## FREESTYLE

To enter any of the following codes, choose 'Options' from the Main Menu and then select 'Enter Codes'. After that, just bash in the code for the item you want. Note that these are only for the main mode, and to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria listed on the character/bike selection screens. Still, this way you get to see what you're missing...

Unlock all characters.....POPULATE  
 Unlock all tracks.....TRAKMEET  
 Unlock all bikes.....WHEELS  
 Unlock all outfits.....YARDSALE  
 Unlock everything.....LOKSMITH

## Track Codes

Unlock Burn It Up.....CARVEROK  
 Unlock Gnome Sweet Gnome.....CLIPPERS  
 Unlock Let It Ride.....BLACKJAK  
 Unlock Rocket Garden.....TODAMOON  
 Unlock Crash Pad.....WIDEOPEN  
 Unlock The Burbs.....TUCKELLE

## Cool Codes

Acid Racing.....WTCHKPRS  
 Always Freekout Time.....ALLFREEK  
 No bikes.....FLYSOLO

## Mike Metzger Codes

Unlock Eko MX outfit.....HELLOOOO

Unlock All Tatted Up outfit.....BODYART  
 Unlock Bloodshot bike.....EYEDROPS  
 Unlock Rock Of Ages bike.....BRRRRRAP  
 Unlock Rhino Rage bike.....SEVENTWO

## Brian Deegan Codes

Unlock Muscle Bound outfit.....RIPPED  
 Unlock Commander outfit.....SOLDIER  
 Unlock Mulisha Man bike.....WHATEVER  
 Unlock Heavy Metal bike.....HEDBANGR

## Leeann Tweeden Codes

Unlock Fun Lovin' outfit.....THNKPINK  
 Unlock Red Hot outfit.....SPICY  
 Unlock Hot Stuff bike.....OVENMITT  
 Unlock Trend Setter bike.....STYLIN  
 Unlock Seducer bike.....GOODLOOK

## Stefy Bau Codes

Unlock Playing Jax outfit.....KIDSGAME  
 Unlock UFO Racer outfit.....INVASION  
 Unlock Amore bike.....HEREIAM  
 Unlock Disco Tech bike.....SPARKLES

## Clifford Adoptante Codes

Unlock Clifford Adoptante.....COOLDUDE  
 Unlock Tiki outfit.....WINGS  
 Unlock Tankin' It outfit.....NOSLEEVE  
 Unlock Gone Tiki bike.....SUPDUDE  
 Unlock Island Spirit bike.....GOFLOBRO

## Mike Jones Codes

Unlock Mike Jones.....TOUGHGUY  
 Unlock Blue Collar outfit.....BABYBLUE  
 Unlock High Roller outfit.....BOXCARS  
 Unlock Beater bike.....KICKBUTT  
 Unlock Lil' Demon bike.....HORNS

## Jessica Patterson Codes

Unlock Jessica Patterson.....BLONDIE  
 Unlock Warming Up outfit.....LAYERS

## FREQUENCY LISTEN MODE

Go to the Solo Game menu and press **□**, **○**, **△**, **□** to unlock Listen Mode.

**PRACTICE MODE**

Go to the Solo Game menu and press ↑, ↓, ←, →, ⊙, ⊙, ⊙.

**HIDDEN SONG**

Pause the game and press ↑, ↓, ←, →, ←. Now resume playing and finish the song you were playing. After that, go to the Remixes screen and you'll see that you've unlocked the hidden song, 'Elixia' by Efishant.

**CHEAT MODE**

Go to the title screen and press the following code to enable the game's Cheat Mode ↓, →, ↑, ←, ←, ↑, →, ↓. These next codes may now be activated during the game:

Autocatcher .....	←, →, →, ←, ↑
Multiplier .....	→, ←, ←, →, ↑
Bumper .....	→, ←, →, ←, ↑
Cripler .....	←, →, ←, →, ↓
Freestyler .....	←, →, →, ←, ↓
Neutralizer .....	←, →, ←, →, ↑
Gem graphics .....	↑, ↓, ↑, ↓, ←, →, →, ←
No lattice graphics .....	↓, ↑, ↓, ↑, ↑, →, ←, ←, →
Fuzzy edged graphics .....	↓, ↑, ↑, ↓, ↓, ↑, ↑, ↓

**FUTURAMA**

Enter all the cheat codes below during the game, with **11** + **12** held down.

Planet Express .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, ↑, ⊙
Sewers .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, →, ⊙
Subway .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, ↓, ⊙
Old New York .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, ←, ⊙
Red Light District .....	↓, ⊙, ⊙, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, ⊙, ⊙
Uptown .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, ⊙, ⊙
New New York .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ↑, ⊙, ⊙

Mine .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Mine Tunnel .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Junkyard 1 .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Junkyard 2 .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Junkyard 3 .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙
Market Square .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Left Wing .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Right Wing .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Temple Courtyard .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Inner Temple .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Bogad's Swamp .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Mom'S HQ Bender .....	↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Mom'S HQ Leela .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙
Mom'S HQ Fry .....	↓, ⊙, ⊙, ↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

**GETAWAY, THE DOUBLE HEALTH**

Go to the title screen and press ↑, ↑, ←, ←, →, →, ⊙, ⊙, ↓

**ARM THE ARMoured CAR**

At the title screen, press ↑, ↓, ←, →, ⊙, ⊙, ⊙ (You can only use this cheat during missions)

**FREE ROAM MODE**

Complete all standard missions to unlock this.

**KELVIN DEAMER**

Unlock Free Roam Mode. Go to the golf cart that can be found in one of the parks. Press ↑, ↓, ⊙, ↓, ⊙, ←, →, ⊙ to be transformed into a chap called Kelvin Deamer.



## GHOST RECON

### UNLOCK ALL MISSIONS

Go to the title screen and press **X**, **L3**, **A**, **R2**, **□**.

### UNLOCK ALL SPECIAL FEATURES

Go to the title screen and press **L1**, **L3**, **R1**, **R2**, **X**, **□**.

### INVINCIBILITY

Start a mission. Pause the game and press **L1**, **R2**, **L2**, **R1**, **□**. Note that only your first soldier is invincible.

## GIANTS: CITIZEN KABUTO

Cheat menu.....	ALPUN
Invincibility.....	MOLITOR
Level select.....	MBP4UJP
Unlimited ammunition.....	FALLOUT
Unlimited jet pack fuel.....	38HK
Unlimited Mana.....	BGDA
Front view.....	XTRASEE
Multicoloured graphics.....	DOROTHY
Red graphics.....	ANGRY
Green graphics.....	SNIPEME
Blue graphics.....	UDDOIT2

## GITAROO MAN

Complete the game in Story Mode to unlock Master Mode.

## GRAN TURISMO 3: A-SPEC PROFESSIONAL MODE

Enter Arcade Mode and highlight the 'Hard' option at the Difficulty Select screen. Hold down **L1** + **R1** until it changes to 'Professional'.

## GRAN TURISMO CONCEPT ACE MODE

To unlock this, highlight the 'Hard' option at the Difficulty Select screen. Hold down **L1** + **R1** until it changes to 'Ace'.

## GRAND THEFT AUTO III

Enter the following codes during the game.

All weapons.....	R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
Full health.....	R2, R2, L3, R1, ←, ↓, →, ↑, ←, ↓, →, ↑
Full armour.....	R2, R2, L3, L2, ←, ↓, →, ↑, ←, ↓, →, ↑
More money.....	R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑
Destroy all cars.....	L2, R2, L1, R1, L2, R2, →, ←, →, ←
Dodo car (Press L3 or R3 to jump while driving).....	R1, L3, R2, L1, ←, R1, R1, A*
Tank (press ○ to fire).....	○, ○, ○, ○, ○, ○, ○, ○, ○, R1, L2, L1, A, ○, A
Lower wanted level.....	R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓
Higher wanted level.....	R2, R2, L3, R2, ←, →, ←, →
Improved driving skills (Press L3 or R3 to jump while driving).....	R1, L1, R2, L1, ←, R1, R1, A
Increased gore.....	□, L3, ○, ↓, L1, R1, A, →, L1, X
Fog.....	L1, L2, R1, R2, R2, R1, L2, X
Overcast skies.....	L1, L2, R1, R2, R2, R1, L2, □
Rain.....	L1, L2, R1, R2, R2, R1, L2, ○
Normal weather.....	L1, L2, R1, R2, R2, R1, L2, A
Speed up time.....	○, ○, ○, □, □, □, □, □, L1, A, ○, A
Change costumes.....	→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →
Pedestrians riot.....	↓, ↑, ←, ↑, X, R1, R2, L2, L1
Pedestrians attack.....	↓, ↑, ←, ↑, X, R1, R2, L1, L2
Pedestrians crazy.....	R2, R1, A, X, L2, L1, ↑, ↓
Pedestrians fighting.....	→, R2, ○, R1, L2, ↓, L1, R1

\*Saving the game will make the effects of this code permanent.

### UNLOCK POLICE BRIBE

Make 45 kills in Vigilante Mode and this will be unlocked at your hideout.

### INFINITE RUN

To keep running without tiring, tap the  $\otimes$  button instead of holding it down. This also gives your character better endurance.

## GRAND THEFT AUTO: VICE CITY

Input these codes during play. Warning! These can affect your save games and game data may be lost if you use the cheats!

All weapons 1 .....  $\text{R1}$ ,  $\text{R2}$ ,  $\text{L1}$ ,  $\text{R2}$ ,  $\leftarrow$ ,  $\downarrow$ ,  
.....  $\rightarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\uparrow$   
All weapons 2 .....  $\text{R1}$ ,  $\text{R2}$ ,  $\text{L1}$ ,  $\text{R2}$ ,  $\leftarrow$ ,  $\downarrow$ ,  
.....  $\rightarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\downarrow$ ,  $\leftarrow$   
All weapons 3 .....  $\text{R1}$ ,  $\text{R2}$ ,  $\text{L1}$ ,  $\text{R2}$ ,  $\leftarrow$ ,  $\downarrow$ ,  
.....  $\rightarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\downarrow$ ,  $\downarrow$   
Full armour .....  $\text{R1}$ ,  $\text{R2}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\leftarrow$ ,  $\downarrow$ ,  
.....  $\rightarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\uparrow$   
Full health .....  $\text{R1}$ ,  $\text{R2}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\leftarrow$ ,  $\downarrow$ ,  
.....  $\rightarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\uparrow$   
Commit suicide .....  $\rightarrow$ ,  $\text{L2}$ ,  $\downarrow$ ,  $\text{R1}$ ,  $\leftarrow$ ,  $\leftarrow$ ,  
.....  $\text{R1}$ ,  $\text{L1}$ ,  $\text{L2}$ ,  $\text{L1}$   
Raise wanted level ....  $\text{R1}$ ,  $\text{R1}$ ,  $\otimes$ ,  $\text{R2}$ ,  $\leftarrow$ ,  $\rightarrow$ ,  
.....  $\leftarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\rightarrow$   
Lower wanted level .....  $\text{R1}$ ,  $\text{R1}$ ,  $\otimes$ ,  $\text{R2}$ ,  $\uparrow$ ,  
.....  $\rightarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$   
Ladies' Man .....  $\otimes$ ,  $\otimes$ ,  $\text{L1}$ ,  $\text{L1}$ ,  $\text{R2}$ ,  
.....  $\otimes$ ,  $\otimes$ ,  $\otimes$ ,  $\triangle$   
Change clothes .....  $\rightarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\uparrow$ ,  $\text{L1}$ ,  $\text{L2}$ ,  
.....  $\leftarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\rightarrow$   
Play as Ricardo Riaz .....  $\text{L1}$ ,  $\text{L2}$ ,  $\text{R1}$ ,  $\text{R2}$ ,  
.....  $\downarrow$ ,  $\text{L1}$ ,  $\text{R2}$ ,  $\text{L2}$   
Play as Lance Vance .....  $\otimes$ ,  $\text{L2}$ ,  $\leftarrow$ ,  $\otimes$ ,  
.....  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\text{L1}$   
Play as Candy Suvox .....  $\otimes$ ,  $\text{R2}$ ,  $\downarrow$ ,  $\text{R1}$ ,  $\leftarrow$ ,  
.....  $\rightarrow$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\text{L2}$   
Play as Ken Rosenberg .....  $\rightarrow$ ,  $\text{L1}$ ,  $\uparrow$ ,  $\text{L2}$ ,  $\text{L1}$ ,  
.....  $\rightarrow$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\text{R1}$   
Play as Hilary King .....  $\text{R1}$ ,  $\otimes$ ,  $\text{R2}$ ,  $\text{L1}$ ,  $\rightarrow$ ,

.....  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\text{R2}$   
Play as Love Fist guy 1 .....  $\downarrow$ ,  $\text{L1}$ ,  $\downarrow$ ,  $\text{L2}$ ,  $\leftarrow$ ,  
.....  $\otimes$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\otimes$   
Play as Love Fist guy 2 .....  $\text{R1}$ ,  $\text{L2}$ ,  $\text{R2}$ ,  $\text{L1}$ ,  $\rightarrow$ ,  
.....  $\text{R2}$ ,  $\leftarrow$ ,  $\otimes$ ,  $\otimes$ ,  $\text{L1}$   
Play as Phil Cassidy .....  $\rightarrow$ ,  $\text{R1}$ ,  $\uparrow$ ,  $\text{R2}$ ,  $\text{L1}$ ,  
.....  $\rightarrow$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\rightarrow$ ,  $\otimes$   
Play as Sonny Forelli .....  $\otimes$ ,  $\text{L1}$ ,  $\otimes$ ,  $\text{L2}$ ,  $\leftarrow$ ,  
.....  $\otimes$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\otimes$   
Play as Mercedes .....  $\text{R2}$ ,  $\text{L1}$ ,  $\uparrow$ ,  $\text{L1}$ ,  $\rightarrow$ ,  
.....  $\text{R1}$ ,  $\rightarrow$ ,  $\uparrow$ ,  $\otimes$ ,  $\triangle$   
Spawn a Rhino .....  $\otimes$ ,  $\otimes$ ,  $\text{L1}$ ,  $\otimes$ ,  $\otimes$ ,  $\otimes$ ,  
.....  $\text{L1}$ ,  $\text{L2}$ ,  $\text{R1}$ ,  $\triangle$ ,  $\otimes$ ,  $\triangle$   
Spawn a Bloodring Racer..  $\downarrow$ ,  $\text{R1}$ ,  $\otimes$ ,  $\text{L2}$ ,  $\text{L2}$ ,  
.....  $\otimes$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\leftarrow$ ,  $\leftarrow$   
Spawn a Bloodring Banger .....  $\uparrow$ ,  $\rightarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\text{L1}$ ,  
.....  $\rightarrow$ ,  $\uparrow$ ,  $\otimes$ ,  $\text{L2}$   
Spawn a Hotring Racer 1 .  $\text{R1}$ ,  $\otimes$ ,  $\text{R2}$ ,  $\rightarrow$ ,  $\text{L1}$ ,  
.....  $\text{L2}$ ,  $\otimes$ ,  $\otimes$ ,  $\otimes$ ,  $\text{R1}$   
Spawn a Hotring Racer 2 .  $\text{R2}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\rightarrow$ ,  $\text{L1}$ ,  
.....  $\text{R1}$ ,  $\rightarrow$ ,  $\uparrow$ ,  $\otimes$ ,  $\text{R2}$   
Spawn a Romero's Hearse .  $\downarrow$ ,  $\text{R2}$ ,  $\downarrow$ ,  $\text{R1}$ ,  $\text{L2}$ ,  
.....  $\leftarrow$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\leftarrow$ ,  $\rightarrow$   
Spawn a Love Fist limo ....  $\text{R2}$ ,  $\uparrow$ ,  $\text{L2}$ ,  $\leftarrow$ ,  $\leftarrow$ ,  
.....  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\rightarrow$   
Spawn a Trashmaster .....  $\otimes$ ,  $\text{R1}$ ,  $\otimes$ ,  $\text{R1}$ ,  $\leftarrow$ ,  
.....  $\leftarrow$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\rightarrow$   
Spawn a Sabre Turbo .....  $\rightarrow$ ,  $\text{L2}$ ,  $\downarrow$ ,  $\text{L2}$ ,  $\text{L2}$ ,  
.....  $\otimes$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\text{L2}$   
Spawn a Caddie .....  $\otimes$ ,  $\text{L1}$ ,  $\uparrow$ ,  $\text{R1}$ ,  $\text{L2}$ ,  
.....  $\otimes$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\otimes$ ,  $\otimes$   
Blow up cars .....  $\text{R2}$ ,  $\text{L2}$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\text{L2}$ ,  $\text{R2}$ ,  
.....  $\otimes$ ,  $\triangle$ ,  $\otimes$ ,  $\triangle$ ,  $\text{L2}$ ,  $\text{L1}$   
Aggressive drivers .....  $\text{R2}$ ,  $\otimes$ ,  $\text{R1}$ ,  $\text{R2}$ ,  $\leftarrow$ ,  
.....  $\text{R1}$ ,  $\text{L1}$ ,  $\text{R2}$ ,  $\text{L2}$   
Pink cars .....  $\otimes$ ,  $\text{L1}$ ,  $\downarrow$ ,  $\text{L2}$ ,  $\leftarrow$ ,  
.....  $\otimes$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\rightarrow$ ,  $\otimes$   
Black cars .....  $\otimes$ ,  $\text{L2}$ ,  $\uparrow$ ,  $\text{R1}$ ,  $\leftarrow$ ,  
.....  $\otimes$ ,  $\text{R1}$ ,  $\text{L1}$ ,  $\leftarrow$ ,  $\otimes$   
Flying car cheat .....  $\rightarrow$ ,  $\text{R2}$ ,  $\otimes$ ,  $\text{R1}$ ,  $\text{L2}$ ,  
.....  $\downarrow$ ,  $\text{L1}$ ,  $\text{R1}$   
Perfect handling .....  $\triangle$ ,  $\text{R1}$ ,  $\text{R1}$ ,  $\leftarrow$ ,  
.....  $\text{R1}$ ,  $\text{L1}$ ,  $\text{R2}$ ,  $\text{L1}$   
Sunny weather .....  $\text{R2}$ ,  $\otimes$ ,  $\text{L1}$ ,  $\text{L1}$ ,  
.....  $\text{L2}$ ,  $\text{L2}$ ,  $\text{L2}$ ,  $\downarrow$   
Cloudy weather .....  $\text{R2}$ ,  $\otimes$ ,  $\text{L1}$ ,  $\text{L1}$ ,  
.....  $\text{L2}$ ,  $\text{L2}$ ,  $\text{L2}$ ,  $\triangle$   
Very cloudy weather .....  $\text{R2}$ ,  $\otimes$ ,  $\text{L1}$ ,  $\text{L1}$ ,

- ..... **R2, R3, L3, C**
- Stormy weather** ..... **R2, X, L3, L1,**
- ..... **L2, L2, L2, C**
- Foggy weather** ..... **R2, X, L3, L1,**
- ..... **L2, L2, L2, X**
- Speed up time** ..... **C, C, L3, C, L3, C,**
- ..... **C, C, L1, A, C, A**
- Slow down time** ..... **A, ↑ → ↓ C, R2 R1**
- Pedestrians riot** ..... **↓, ←, ↑, ←, X,**
- ..... **R2, R1, L2, L1\***
- Peds hate you** ..... **↓, ↑, ↑, ↑, X,**
- ..... **R2, R1, L2, L2\***

\* You can't turn this off once it's on.

## GREAT ESCAPE, THE LEVEL SELECT

Go to the Main Menu and press **C, L3, C, R2, C, R1, C, L1, L2, R2, C, C**. This cheat unlocks The Greatest Escape Mode as well as enabling you to select a level.

## UNLIMITED AMMUNITION AND HEALTH

Pause the game when you have both a gun and health kit in your inventory, then press **C, C, L2, R1, R2, L3, C, C, L3, R1, L1, L1**. Now you never have to go short of either.

## THE GREATEST ESCAPE MODE

Complete the game to unlock the 'The Greatest Escape' option. This enables you to play any level with a time limit.

## GUILTY GEAR X HIDDEN FIGHTERS

At the 'Press Start' screen, press **↓, →, →, ↑, ▶** to unlock Dizzy and Testament.

## GUILTY GEAR X PLUS ALTERNATE COLOURED COSTUMES

Enter MJNKPNN as a password. Now hold **▶** when you choose a fighter to get a black costume, or **A** to get a gold one.

## HIDDEN FIGHTERS

Enter KYUSBNN as a password to fight as

Dizzy and Testament. Alternatively, press **↓, →, →, ↑ ▶** at the title screen.

## NEW GALLERY MODE CHALLENGE

Enter 3GOU1SAD as a password.

## HALF-LIFE

Enter the following codes at the Cheats screen.

- Invincibility** ..... **←, C, ↑, A,**
- ..... **→, C, ↓, X**
- Slow Motion Mode** ..... **→, C, ↑, A,**
- ..... **→, C, ↑, A**
- Invisibility** ..... **←, C, →, C,**
- ..... **←, C, →, C**
- Low gravity** ..... **↑, A, ↓, X,**
- ..... **↑, A, ↓, X**
- Unlimited ammo** ..... **↓, X, ←, C,**
- ..... **↓, X, ←, C**
- Alien Mode** ..... **↑, A, ↑, A,**
- ..... **↑, A, ↑, A**

## HARRY POTTER AND THE CHAMBER OF SECRETS UNLOCK NIMBUS 2000

On the second day, go to Quidditch practice and get a 'B' or better in training. This lets you fly anywhere around the school during the day, but you can only land on grass and cannot go inside Hogwarts on it.

## HAVEN: CALL OF THE KING FULL HEALTH

Press **R2, L2, R1, C, A, L2, X, C** during play.

## HEADHUNTER DEBUG MODE

Hold **R1 + C** and press **▶** during the game.

## ALL WEAPONS AND INFINITE AMMO

Break Hank Redwood's records in Leila Mode, then finish the game. The Star Locker contains the items.

## HERDY GERDY CHEAT MODE

At the title screen, press **L2, L1, L2, L1, ↑, R1, R2, R1, R2, ↓, ▢**. The screen will fade out. When it comes back, press **▶** and you'll see new options on the Main Menu.

## HITMAN 2: SILENT ASSASSIN LEVEL SELECT

At the Main Menu, press **R2, R2, ↑, ↓, ⊙, △, ⊙**.

### CHEAT CODES

Enter the following codes during the game.

Level skip .....	R2, R2, ↑, ↓, ⊗, L3,
.....	⊙, ⊗, ⊙, ⊗
God mode .....	R2, R2, ↑, ↓, ⊗,
.....	R2, R2, R1, R1
All weapons .....	R2, R2, ↑, ↓,
.....	⊗, ↑, ⊙, ⊗
Full heal .....	R2, R2, ↑, ↓, ⊗, ↑, ↓
Lethal charge .....	R2, L2, ↑, ↓, ⊗, R1, R1
Slow motion .....	R2, L2, ↑, ↓, ⊗, ↑, L2
Punch mode .....	R2, R2, ↑, ↓, ⊗, ↑, ↑
Toggle gravity .....	R2, L2, ↑, ↓, ⊗, L2, L2
Bomb mode .....	R2, L2, ↑, ↓, ⊗, ↑, L1
Megaforce mode .....	R2, L2, ↑, ↓, ⊗, R2, R2
Nailgun mode .....	R2, L2, ↑, ↓, ⊗, R1, L1
SMG + 9mm pistol .....	L2, R2, ↑, ↓,
.....	⊗, ↑, R2, R2

## HULK

### 'CODE INPUT' CHEATS

Go to the Options screen and select 'Code Input', then enter the following codes. The cheats will be unlocked on the Cheats menu.

Inulnerability .....	GMMSKIN
Unlock all levels .....	TRUBLVR
Regenerator .....	FLSHWND
Full Rage Meter .....	ANGMNGT
Unlimited continues .....	GRNCHTR
Double Hulk's HP .....	HLTHDSE
Double all enemies' HP .....	BRNGITN
Half all enemies' HP .....	MMMYHLP

One-hit kills .....	FSTOFRY
Puzzle solved .....	BRCESTN

### 'TERMINAL' CHEATS

Enter these codes at the little computer terminals that you see within the game.

Grey Hulk .....	JANITOR
Hulk Transformed movie art .....	SANFRAN
Hulk vs. Hulk Dogs movie art .....	PITBULL
Desert Battle movie art .....	FIFTEEN
Hulk Movie fx movie art .....	NANOMED

## INDIANA JONES AND THE EMPEROR'S TOMB

### UNLOCK GALLERY

Collect every Relic or Artefact in the game (there are 30 in total – three on every chapter) to unlock a Gallery option at the Main Menu. The Gallery contains a selection of Indy related artwork, from character designs to conceptual level art.

### DROP AND LIVE

When accidentally falling from heights that would hurt or even kill you, press u just before you land. You will then go straight into a combat stance and only suffer minor damage or maybe even none at all.

## ISS

### UNLOCK ALL-STAR TEAMS

Go to the game's title screen and press **↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ⊙, ▶** to unlock all the All-Star teams.

### COPY PLAYERS

At the Main Menu, go to 'Preferences' and then to 'Team Edit'. Choose the player you wish to copy and press **⊙**. You'll see a long password – write it down. Now return to the 'Preferences' menu and select 'Create A Player' and then 'Password.' Finally, enter the password you wrote down to paste in the player's details.

## JAK AND DAXTER: THE PRECURSOR LEGACY

### SPEEDY CREDITS

After the names of the Naughty Dog team have scrolled past, hold down **X** or **○** to make the rest go by a lot faster.

### UNLIMITED HEALTH

Pause the game, then press in **↑**, **←**, **→**, **↓**, **→**, **X**, **△**.

## JAK II: RENEGADE

### UNLOCK CHEATS

You have to collect a certain number of orbs to unlock each cheat – see the list below.

Toggle Jak's goatee.....	5
Mirror world.....	15
Big Head Mode.....	30
Small Head Mode.....	45
Scrapbook.....	55
Scene Player Act 1.....	65
Vulcan Fury course.....	75
Scene Player Act 2.....	95
Peace Maker gun course.....	105
Scene Player Act 3.....	125
Reverse races.....	135
Level Select.....	145
Unlimited ammo.....	155
Unlimited Dark Jak.....	165
Invulnerability.....	175

### HERO MODE

Collect 200 orbs. When Hero Mode is activated, start a new game and Jak will have all four morph gun attachments and a list of alternate secrets. Collect 200 orbs in this mode to unlock an alternate scrapbook.

## JAMES BOND 007: NIGHTFIRE

Go to the 'Codenames' screen and enter the Secrets Menu to bash in the following codes.

### SINGLE-PLAYER CODES

Faster Laser.....	PHOTON
Level Select.....	PASSPORT

Chain Reaction level.....	MELTDOWN
Countdown level.....	BLASTOFF
Equinox level.....	VACUUM
More sniper ammo.....	MAGAZINE
More powerful darts.....	SLEEPY
Upgraded gadgets.....	Q LAB

### MULTIPLAYER CODES

Play as anyone.....	PARTY
Play as Oddjob.....	BOWLER
Play as Xenia Onatopp.....	JANUS
Play as Christmas Jones.....	NUCLEAR
Play as Baron Samedi.....	VOODOO
Play as Bond in a tux.....	BLACKTIE
Play as Goldfinger.....	MIDAS
Play as Max Zorin.....	BLIMP
Play as May Day.....	PHOTON
Play as Pussy Galore.....	CIRCUS
Play as Jaws.....	DENTAL
Play as Scaramanga.....	ASSASSIN
Destruction Mode.....	TNT
Assassination Mode.....	SCOPE
Explosive Scenery.....	BOOM
Goldeneye Strike.....	ORBIT
Protection Mode.....	GUARDIAN
Team King Of The Hill.....	TEAMWORK
Uplink mode.....	TRANSMIT

## JAMES BOND 007 IN... AGENT UNDER FIRE

You'll need to play the game on 00 Agent difficulty to be awarded medals for completing your missions. Depending on how well you do, you get either gold or platinum medals, which offer different bonuses. The rewards are shown here in level order, so Golden Gun is what you get for getting gold on level one. Top banana!

### GOLD

Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit

Rapid Fire  
Golden Armour  
Golden Bullets  
Regenerative Armour  
Unlimited Ammo

## PLATINUM

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

## JEREMY MCGRATH SUPERCROSS WORLD MOON GRAVITY

Go to the Main Menu and press ↑, ↑, ↑, ↑, **RB**, **LB**, **Y**. You'll see the bottom left-hand corner of the screen flash to let you know that the cheat has been activated.

## UNLIMITED TURBO

Go to the Main Menu and press **R2**, **LB**, **Y**, **Y**, **Y**, **Y**. You'll see the bottom left-hand corner of the screen flash.

## JURASSIC PARK: OPERATION GENESIS

Enter all the following codes during the game. So now when people start discussing what killed off the dinosaurs, you can smile and say, "Actually, it was me."

**\$10,000**.....**LB** + ↑, **LB** + ↓  
**Zero finances**.....**LB**, **RB**, **LB**, **RB**, ↓, ↓  
**Restocked fossil market**.....↓, **LB**, **RB**, ↓  
**Access dig sites**.....←, ↓, →, ↑,  
.....**LB** + **RB**, **LB** + **RB**  
**No Sick dinos**.....↑, ↑, **RB**, **LB**, ↑, ↑

**Stressed dinos**.....**LB**, **LB**, **LB**, ←, ←, ←  
**Blow up safari car**.....**RB**, **LB**, ↑, ↓, ↑, ↓  
**55% DNA**.....↓, **RB** + ↑  
**All tourists die**.....←, →, ←, →, **RB**  
**No twisters**.....←, →, **LB**, **RB**  
**Instant twister**.....←, ↑, →, ↓, **LB** + **RB**  
**All missions, exercises  
and Site B**.....**LB**, →, →, →, **RB**  
**Shoot using camera**.....**LB** + **LB**, ←, ↓, →, →  
**Unlock Site B**.....**RB**, **RB**, **RB**, **LB**, →  
**Heatwave**.....**LB** + ↓, **LB** + ↓  
**Kill all dinos**.....**LB**, **RB**, ↓, **RB**, **LB**  
**100% DNA**.....**LB**, ↑, **RB**, →, **LB**, ↓  
**All research**.....↓, ↓, ↓, ←, →, **LB**, ↓, ↓  
**Stormy weather**.....**RB**, **RB**, **LB**, **LB**, ↓, ↑, ↓  
**No death charges**.....**LB**, **RB**, ←, ↓, ↓, ↓, ↓

## KELLY SLATER'S PRO SURFER

Go to the 'Extras' Menu and select 'Cheats' from the 'Extras' menu, then enter the code for the cheat you want.

**Unlock everything**.....7145558092  
**Level select**.....3285554497  
**All surfers**.....9495556799  
**All boards**.....6195554141  
**All tricks**.....6265556043  
**All suits**.....7025552918  
**Max stats**.....2125551776  
**Higher jumps**.....2175550217  
**Perfect balance**.....2135555721  
**Surf as Tony Hawk**.....3235559787  
**Surf as Travis Pastrana**.....8005556292  
**Surf as Freak**.....3105556217  
**Surf as Rainbow**.....8185555555  
**Surf as Tiki God**.....8885554506  
**Trippy visuals**.....8185551447

## KENGO: MASTER OF BUSHIDO UNLOCK HIDDEN CHARACTERS

Playing in single-player Mode, beat all the dojos. Now you'll have access to all the hidden characters in Tournament and Versus Modes.

## PLAY AS A STUDENT

Go to the Character Select screen and choose a

character, then press and hold **R1** + **R2** + **L1** + **L2** when you select a character. Unlock different students by highlighting the character you want.

## CONFUSE OPPONENT

When you're playing in Versus Mode, press the **X** + **O** buttons repeatedly to perform a dummy move and confuse your opponent.

## KESSEN PLAY AS THE WEST

Complete the game as the East.

## BATTLE MODE

To unlock Battle Mode, you must complete the game as both East and West. This mode enables you to fight any previously fought battles again.

## KESSEN 2 HIDDEN BATTLES

Finish the game as Liu Bei, then complete the game playing as Cao Cao at the Normal difficulty setting to unlock the Expert difficulty setting. Using Liu Bei or Cao Cao, complete the game under this setting. Do it as Liu Bei to unlock The Battle of East Lau. Do it as Cao Cao to unlock the Battle of Chang Zheng.

## KINGDOM HEARTS

To view an alternate ending sequence, complete the game with 99 Dalmatians, every Keyhole and the Hades Cup.

## KLONOA 2: LUNATEA'S VEIL UNLOCK MOMETSUTO

Successfully complete the game and you'll unlock Mometsuto as a character.

## BOSS BATTLE

Successfully complete the fairground levels to unlock a new area that enables you to battle against previously defeated bosses.

## BONUS LEVELS

Collect six stars in any level to be awarded a Momett doll. When you accumulate eight and then 16 of these dolls, two new bonus levels will be opened up.

## UNLOCK THE GALLERY

Successfully complete the fairground levels to unlock a new option called 'Gallery'. If you collect all 150 gems in a level, that level's pictures will be added to the Gallery.

## MUSICAL BOX

Complete each of the bonus levels to unlock a selection of jolly tunes in the Music Box.

## KNOCKOUT KINGS 2001

To unlock the hidden boxers, enter these codes in Career Mode.

Ashy Knuckles .....	MECCA
Barry Sanders .....	MRBARRY
Bernando Osuna .....	OSUNA
Charles Hatcher .....	HATCHER
Chuck Zito .....	ZITO
David Bostice .....	BOSTICE
David Deflagbon .....	DEFIAGBN
David DeMartini .....	DEMART
Jason Giambi .....	JGIAMBI
Joe Mesi .....	BEILEY
John Botti .....	JBOTTI
Junior Seau .....	JRSEAU
Owen Nolan .....	OWNOLAN
Ray Austin .....	AUSTIN
Steven Francis .....	STEVEF
Trevor Nelson .....	NELSON

## FIGHTING DIRTY

These are dirty moves, but you might find them useful...

Low blow .....	Hold <b>R1</b> + <b>R2</b> , press <b>X</b>
Elbow .....	Hold <b>R1</b> + <b>R2</b> , press <b>O</b>
Kidney Punch .....	Hold <b>R1</b> + <b>R2</b> , press <b>O</b>
Head butt .....	Hold <b>R1</b> + <b>R2</b> , press <b>A</b>
Kick .....	<b>A</b> + <b>O</b> + <b>X</b> + <b>O</b>

## LEGACY OF KAIN: BLOOD OMEN 2

### CHEAT DEATH

Go to the Main Menu and press **R1**, **R1**, **L2**, **R2**, **□**, **○**, **△**, then start a new game.

You'll begin with the Soul Reaver sword and Iron Armour.

### DRAW WEAPON DURING A JUMP ATTACK

During your jump attack, hold down the **R2** button and select 'Berserk'. Now release **R2** and hold down **R1**. Kain should draw his weapon and hit the attacking enemy with it.

## LEGACY OF KAIN: SOUL REAVER 2

### UNLOCK BONUS MATERIAL

Want to see all the bonus goodies? Of course you do. Go to the Main Menu and press **←**, **△**, **→**, **△**, **↓**, **○**, **×**.

### GET FIRE REAVER

Pause the game, then hold **R1** and press **↓**, **○**, **△**, **↑**, **→**, **○**.

## LEGACY OF KAIN: DEFIANCE

Pause the game and enter any of the following cheats.

Invincibility.....	<b>↑</b> , <b>↓</b> , <b>→</b> , <b>↓</b> , <b>R1</b> , <b>R2</b> , <b>↓</b> , <b>△</b> , <b>L1</b>
Max stats.....	<b>←</b> , <b>→</b> , <b>←</b> , <b>→</b> , <b>R1</b> , <b>L1</b> , <b>○</b> , <b>△</b> , <b>↓</b>
All power-ups.....	<b>←</b> , <b>←</b> , <b>↑</b> , <b>↑</b> , <b>L1</b> , <b>R2</b> , <b>○</b> , <b>△</b> , <b>↓</b>
All combos.....	<b>→</b> , <b>↓</b> , <b>↑</b> , <b>↓</b> , <b>↓</b> , <b>R1</b> , <b>△</b> , <b>○</b> , <b>↓</b>
Infinite Reaver Charge.....	<b>↓</b> , <b>↓</b> , <b>↑</b> , <b>←</b> , <b>L1</b> , <b>R2</b> , <b>↓</b> , <b>△</b> , <b>○</b>
Unlock Dark Chronicles.....	<b>R1</b> , <b>↓</b> , <b>R2</b> , <b>L1</b> , <b>→</b> , <b>R2</b> , <b>△</b> , <b>↓</b> , <b>L1</b>
Unlock bonuses.....	<b>R2</b> , <b>↓</b> , <b>L2</b> , <b>R1</b> , <b>←</b> , <b>L2</b> , <b>↓</b> , <b>L1</b> , <b>△</b>

Cartoon Kain.....	<b>↑</b> , <b>↓</b> , <b>↑</b> , <b>↓</b> , <b>R1</b> , <b>R2</b> , <b>↓</b> , <b>○</b> , <b>△</b>
Wireframe mode.....	<b>L1</b> , <b>↓</b> , <b>L1</b> , <b>↑</b> , <b>R1</b> , <b>L2</b> , <b>L1</b> , <b>↓</b> , <b>△</b>
Remove textures.....	<b>L1</b> , <b>↓</b> , <b>R2</b> , <b>→</b> , <b>R2</b> , <b>↑</b> , <b>△</b> , <b>L1</b> , <b>↓</b>

## LMA MANAGER 2002

To use a cheat, enter the code as a name.

More money.....	MINTED
Win every game.....	RUN OF FORM
Buy any player.....	FANTASY
Auto-select tactics.....	NO BRAINER
90% skill.....	AWESOME
Run fast.....	HYPERACTIVE
Fast stadium construction.....	QUICK DRY
Quick healing.....	HEALING HANDS
Blind referee.....	MUST BE BLIND
Always sunny.....	SUN BURN

## LORD OF THE RINGS: THE RETURN OF THE KING, THE

Pause the game and hold down **R1** + **R2** + **L1** + **L2** to get 1,000XP for the relevant character.

Aragorn.....	<b>↑</b> , <b>□</b> , <b>△</b> , <b>×</b>
Frodo.....	<b>↑</b> , <b>△</b> , <b>↑</b> , <b>↓</b>
Gandalf.....	<b>○</b> , <b>△</b> , <b>↑</b> , <b>↓</b>
Gimli.....	<b>○</b> , <b>○</b> , <b>△</b> , <b>×</b>
Legolas.....	<b>×</b> , <b>△</b> , <b>↑</b> , <b>×</b>
Sam.....	<b>△</b> , <b>×</b> , <b>↓</b> , <b>×</b>

Complete the game, then restart it, pause and hold down **R1** + **R2** + **L1** + **L2** to use these cheats.

All upgrades.....	<b>↓</b> , <b>↑</b> , <b>△</b> , <b>□</b>
Always devastating.....	<b>△</b> , <b>↓</b> , <b>△</b> , <b>↑</b>
Infinite missiles.....	<b>□</b> , <b>□</b> , <b>↑</b> , <b>○</b>
Invulnerable.....	<b>□</b> , <b>○</b> , <b>□</b> , <b>↓</b>
Perfect Mode.....	<b>○</b> , <b>↑</b> , <b>△</b> , <b>↓</b>
Restore health.....	<b>□</b> , <b>□</b> , <b>○</b> , <b>○</b>
Target Indicator Mode.....	<b>↑</b> , <b>○</b> , <b>↓</b> , <b>□</b>
Unlock Aragorn's 4-press combo.....	<b>↑</b> , <b>□</b> , <b>△</b> , <b>↓</b>
Unlock Gandalf's 4-press trick.....	<b>△</b> , <b>↑</b> , <b>□</b> , <b>×</b>



## LORD OF THE RINGS: THE TWO TOWERS, THE

Start a mission, then pause the game. Hold down **L1** + **L2** + **R1** + **R2** and tap in the code.

- Restore health.....**A**, **↓**, **X**, **↑**
- Restore ammo.....**X**, **↓**, **A**, **↑**
- Add 1000 XP.....**X**, **↓**, **↓**, **↓**
- Level 2 skills.....**O**, **→**, **O**, **→**
- Level 3 skills.....**A**, **↑**, **A**, **↑**
- Level 4 skills.....**O**, **←**, **O**, **←**
- Level 5 skills.....**X**, **X**, **↓**, **↓**
- Always devastating attack.....**O**, **O**, **O**, **O**
- Small enemies.....**A**, **A**, **X**, **X**
- All upgrades.....**A**, **O**, **A**, **O**
- Invulnerable.....**A**, **O**, **X**, **O**
- Slo-mo Mode.....**A**, **O**, **X**, **O**
- Infinite missiles.....**O**, **O**, **X**, **A**

## MADDEN NFL 2002 UNLIMITED PLAYER CREATION POINTS

Create a player, then go to the 'Roster' screen and choose 'Edit Player'. Select a player to edit. Press right to get to the 'Speed' category; press **X**, **X**.

## MADDEN NFL 2004 TOUCHDOWN CELEBRATION

Hold **O** after a touchdown to spike the ball.

## MANHUNT UNLOCKABLE CODES

NOTE: The following codes must be unlocked before they can be activated. To unlock the codes you must complete the specific consecutive scenes on the Hardcore difficulty setting with a five star rating. Not easy. Codes can be checked at the Bonus Features screen and once unlocked they can be entered at the Main Menu screen.

### RUNNER

Complete Scenes 01 and 02 (Born Again and Doorway Into Hell) and press **R2**, **O**, **O**, **R2**, **R2**, **L1**, **R2**, **←**, **→**, **←**, **→** at the Main Menu.

### SILENCE

Complete Scenes 03 and 04 (Road To Ruin and White Trash) and press **R1**, **L1**, **R2**, **L1**, **→**, **←**, **←**, **←** at the Main Menu.

### REGENERATE

Complete Scenes 05 and 06 (Fueled By Hate and Grounds For Assault) and press **R2**, **→**, **O**, **R2**, **L2**, **↓**, **O**, **←** at the Main Menu.

### HELIUM HUNTERS

Complete Scenes 07 and 08 (Strapped for Cash and View Of Innocence) and press **R1**, **R1**, **A**, **O**, **O**, **L2**, **L1**, **↓** at the Main Menu.

### FULLY EQUIPPED

Complete Scenes 07 and 08 (Drunk Driving and Graveyard Shift) and press **R1**, **R2**, **L1**, **L2**, **↓**, **↑**, **←**, **↑** at the Main Menu.

### SUPER PUNCH

Complete Scenes 09 and 10 (Mouth Of Madness and Doing Time) and press **L1**, **A**, **A**, **A**, **O**, **O**, **O**, **R1** at the Main Menu.

### RABBIT SKIN

Complete Scenes 11 and 12 (Kill The Rabbit and Divided They Fall) and press **←**, **R1**, **R1**, **A**, **R1**, **R1**, **O**, **L1** at the Main Menu.

### MONKEY SKIN

Complete Scenes 13 and 14 (Press Coverage and Wrong Side Of The Tracks) and press **O**, **O**, **R2**, **↓**, **A**, **O**, **O**, **↓** at the Main Menu.

### PIGGSY SKIN

Complete Scenes 17 and 18 (Key Personnel and Deliverance) and press **↑**, **↓**, **←**, **←**, **R1**, **R2**, **L1**, **L1** at the Main Menu.

### INVISIBILITY

Complete Scenes 15 and 16 (Trained To Kill and Border Patrol) and press **O**, **O**, **O**, **↓**, **O**, **A**, **O**, **↑** at the Main Menu.

### EXTRA SCENES

Earn at least a three star rating on each of the following sequences of scenes to unlock this

snaazy selection of mini-games...

### HARD AS NAILS

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

### BRAWL GAME

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

### MONKEY SEE, MONKEY DIE!

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

### TIME 2 DIE

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

### HARD AS NAILS

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

### GOD MODE

Complete the game on the Fetish difficulty setting and press ↓, ↓, ○, ↑, □, △, ○, □, ↑, ↑, □, △ at the Main Menu.

### MARK OF KRI INVINCIBLE RAU

Press □, ○, ×, □, ○, □, ×, ○, ×, □, ○, × at the 'Press Start' screen. Enter the 'Cheats' section and the last card will be Invincible Rau. Press × to activate.

### CHEAT CODES

Enter these cheats at the 'Press Start' screen:

<b>Invincibility</b> .....	□, ○, ×, □, ○, □, ×, ○, ×, □, ○, ×
<b>Full health</b> .....	×, ×, ×, ×, □, □, □, □, ○, ○, ○, ○
<b>Unlimited arrows</b> .....	×, ×, □, □, ×, ×, □, □, ○, ○, ×, ×, □, □, ○, ○
<b>Stronger opponents</b> .....	×, ×, □, □, ×, ×, □, □, ○, ○, ×, ×, □, □, ○, ○
<b>Weaker opponents</b> .....	×, ×, □, □, ×, ×, □, □, ○, ○, ×, ×, □, □, ○, ○

### WEAPON SELECT

Find each Tuku on all the levels to unlock an option at the Sage that allows you to use any weapon you like on any level.

### ALTERNATE COSTUMES AND CHARACTER ART

Complete all time attack and body count challenges in an arena to unlock alternate costumes and character art.

### TURN KUZU INTO A DEAD FLYING TURKEY

Successfully complete the game under any difficulty setting. Start the quest again by getting the mission from the inn keeper (behind the bar with a towel) to kill the bandits in the forest. When you start, you will notice that Kuzo is now Christmas dinner.

### MAT HOFFMAN'S PRO BMX 2

Enter these codes at the Press Start screen.

<b>All music tracks</b> .....	□, ←, ←, →, →, →, ×, ×
<b>BMX costume</b> .....	○, △, ←, →, ←, ○
<b>Elvis costume</b> .....	○, □, □, ↑, ↑
<b>Level select</b> .....	□, →, →, △, ↓, □*
<b>Tiki Battle Mode</b> .....	□, □, ↓, □, ×, □

### PLAY AS...

<b>Big Foot</b> .....	△, →, ↑, →, ↑, □
<b>Day Smith</b> .....	△, ↑, ↓, ↑, ↓, □
<b>The Mime</b> .....	△, ←, →, ←, →, ←
<b>Vanessa</b> .....	△, ↓, ←, ←, ↓, □
<b>Volcano</b> .....	△, ↑, ↑, ×, ↑, ↑, ×

### ROAD TRIP MODE

<b>Boston</b> .....	□, ↑, ↓, ↓, ↑, □
<b>Chicago</b> .....	□, ↑, △, ↑, △, □
<b>Las Vegas</b> .....	□, □, ←, □, →, □
<b>LA</b> .....	□, ←, △, △, ←, □
<b>New Orleans</b> .....	□, ↓, →, ↑, ←, □
<b>Portland</b> .....	□, ×, ×, △, △, □
<b>FMV</b>	
<b>Big Foot</b> .....	□, ↑, ↓, ←, ×, ×, ×, □

- Cory Nastazio** ..... RB, □, ○, ○, □, □, ○, □, RB
- Day Smith's** ..... RB, ○, ←, ←, □, →, →, RB
- Joe Kowalski** ..... RB, ↑, ×, △, ↓, RB
- Kevin Robinson** ..... RB, ×, △, ↓, ↑, RB
- Mat Hoffman** ..... RB, ←, ○, ←, ○, ←, RB
- Mike Escamilla** ..... RB, ○, ×, ×, ○, ×, ×, RB
- Nate Wessel** ..... RB, ↓, △, ○, ↓, △, ○, RB
- Ruben Alcantara** ..... RB, ↑, ←, →, ←, →, ←, →, RB
- Rick Thorne** ..... RB, LB, →, RB, ←, RB
- Seth Kimbrough** ..... RB, ↑, ↑, ○, ○, ○, RB
- Simon Tabron** ..... RB, LB, LB, RB, LB, LB, RB

\*Only on Free ride, Session and Multiplayer Modes.

## MAX PAYNE

Press **START** to pause the game, then enter the following codes to turn Max into an even more lethal cop-on-the-edge killing machine.

- Invincibility** ..... LB, LB, L2, L2, RB, RB, R2, R2  
.....(You may have to re-enable this after an auto-save.)
- All weapons/full ammo** ..... LB, L2, RB, R2, △, □, ×, ○
- Eight painkillers** ..... LB, L2, R2, RB, △, ○, ×, □
- Unlimited ammo** ..... LB, L2, RB, R2, △, ○, ×, □  
.....(You may have to re-enable this after an auto-save.)
- Unlimited Bullet Time** ..... LB, L2, RB, R2, △, ×, ×, △  
.....(Repeat this to disable it)
- Slow-mo sounds** ..... LB, L2, RB, R2, △, □, ×, ○

## LEVEL SELECT

To select a level, play through the game until you've finished Subway A1. Return to the main menu and press ↑, ↓, ←, →, ↑, ←, ↓, ○

## MAX PAYNE 2: THE FALL OF MAX PAYNE EXTRA DIFFICULTY MODES

Complete the game once to unlock the Hard Boiled (enemies always set to their toughest level) and Dead On Arrival (enemies always set to their toughest level and a limited number of saves per level) difficulty settings.

## UNLOCK MINI-GAMES

Complete the game once to unlock the New York Minute and Dead Man Walking games.

## ALTERNATE ENDING

Complete the game on the Dead On Arrival difficulty setting.

## MAXIMO MASTERY LEVEL

To play this Mode, you must have 100% Mastery rating on every level.

## GALLERY MODE

Complete the game with kisses from all four Sorceresses to unlock the gallery.

## MDK2 ARMAGEDDON

Press **START** to pause the game, then hold down the **L2 + R2** buttons and enter the code for the cheat you want.

- Invincibility** ..... ↑, ↑, ↓, ↓, ←, ←, →, →, □, △, □, △, **START**
- Kurt in his boxer shorts** ..... □, □, △, □, △\*
- Mixed character** ..... ↑, ↓, →, ←, ×, △, ○, □, □ + **START**
- Panning camera** ..... ○, ×, ○, ×
- Crazy camera views** ..... ×, ○, ×, ○
- \*Do this at the main menu.

## SLOW MOTION

Start *MDK2 Armageddon* playing as Max, then hold down **L2** and press ↑ four times.

## FART SOUNDS FROM DOCTOR HAWKINS

Start the game as Doctor Hawkins, then press

L2 + R2 + ← + ⊗. Now he'll make all sorts of charming flatulent noises.

## MEDAL OF HONOR: FRONTLINE

Type in the following codes at the Enigma machine for the indicated results.

- Rubber Grenades.....BOING
- Unlocks level 2.....ORANGUTAN
- Unlocks level 3.....BABOON
- Unlocks level 4.....CHIMPZEE
- Unlocks level 5.....LEMUR
- Unlocks level 6.....GORILLA
- Get a gold medal on the most recently played mission.....MONKEY
- One shot kills enemies.....WHATYOUGET
- One shot kills you.....URTHEMAN
- Bullets can't hurt you.....BULLETZAP
- Enemies can only die from head shots.....GLASSJAW
- Unlocks invisible enemies.....WHEREERU
- Enemies wear silly hats.....HABRDASHR
- Unlocks everything.....DAWOIKS
- Sniper sights.....LONGSHOT
- Bullet shield.....BULLETZAP
- Mission 1 FMV.....BACKSTAGEO
- Mission 2 FMV.....BACKSTAGER
- Mission 3 FMV.....BACKSTAGEF
- Mission 4 FMV.....BACKSTAGES
- Mission 5 FMV.....BACKSTAGET
- Mission 6 FMV.....BACKSTAGEI
- Paintball FMV.....MAGGOTAHQY
- Animation.....ANIMREEL

## MEDAL OF HONOR: RISING SUN

Type in the following codes at the Password screen in the options menu. You can turn the cheats on and off in the Bonus menu.

- Achilles head.....MANDARIN
- Always sniper.....PUFFER
- Bullet shield.....TANG
- Perfectionist.....HOGFISH
- Rubber grenades.....DAMSEL

- Big arm.....SPINEFOOT
- Hat.....SEAHORSE
- Silver bullet.....TILEFISH
- Unlimited ammo.....GOBY
- Unlock all missions.....BUTTERFLY
- All replay items.....GARIBALDI

## MEN IN BLACK 2: ALIEN ESCAPE

Enter these codes at the Press Start screen.

- Invincibility.....→, ⊗, R1, △, ↑, L2, ⊗, ←, L1, ○, ⊗, R2
- Level select.....R2, △, ←, ○, □, L2, ↑, ⊗, ⊗, ⊗, ↓, L2, □
- All weapons.....↑, ↓, ⊗, □, R1, △, △, ←, ○, L1, L1, →, △, ←, ○, L1, L1, →
- Boss Mode.....R1, △, ↓, ↓, ⊗, L2, ←, □, →, △, R2, L1
- Agent data.....↑, ↓, ○, R2, ←, L2, →, ⊗, R2, □, ↑, R1
- Alien data.....□, L1, ○, L2, ↓, △, R1, →, ⊗, ←, R2, △
- Full homing.....→, ↑, □, L1, ←, ←, L1, ←, ○, ←
- Full area effect.....←, ⊗, △, ↑, ⊗, ↓, □, L2, ←, R2
- Full beam.....←, ○, △, →, L1, □, ←, R1, R1, △
- Full spread.....R2, R1, ○, L2, ↓, ↑, L1, →, ←, ⊗
- Full bolt.....←, →, ↑, ↓, L1, ○, △, R2, ←, ↓, □, □
- 'Making Of' video.....○, R2, L2, ○, △, ↓, □, ⊗, →, L1, □, ↑
- No power-ups.....↓, ↑, ⊗, □, ↓, ↑, ⊗, □, L1, L2, □, ○
- Training missions.....□, ↑, L2, ←, △, ⊗, R2, ○, →, R1, □, ○

## METAL GEAR SOLID 2: SONS OF LIBERTY

### UNLOCK EXTREME DIFFICULTY SETTING

Complete the game once.

### ALTERNATE TITLE SCREEN

Finish the game to turn the title screen blue.

## QUICK SKIP CODEC CALLS

To speed up the action, press the **X** button to stop all the talking, and then hold **○** until the end of the Codec transmission.

## CONTROL INTERMISSION SEQUENCES

Move the right analogue stick around to move the viewpoint and press **△** to zoom in on something during an intermission cut-scene.

## ENEMIES RUN AWAY

If you have been discovered by someone, arm yourself with your most powerful weapon and the enemy may scarp at the sight of it – but that's only if you're very lucky.

## NO REINFORCEMENTS

If you have been discovered and the enemy hasn't scarpered at the sight of a big weapon, arm yourself with a small weapon and shoot his codec so he can't call for backup.

## INCREASE GRIP STRENGTH

To strengthen Snake's grip, press **△** + **○** 100 times when he's hanging on a ledge, and he'll perform some pull-ups. You'll notice that he's able to hang on for longer afterwards.

## METAL GEAR SOLID 2: SUBSTANCE

### UNLOCK PHOTOGRAPH MODE

Complete Bomb Disposal Mode, Hold Up Mode (Alternative missions) and Eliminate Mode.

### RAIDEN X

Complete 100% of the VR missions as Raiden and Ninja Raiden.

### DINNER SUIT SNAKE

Complete 100% of the VR missions as the mysterious (unless you've seen *Escape From New York*, that is) Pliskin.

### NINJA RAIDEN IN VR MISSIONS

Complete 50% of Raiden's VR missions to

unlock Ninja Raiden in the VR missions.

### MGS1 SNAKE IN VR MISSIONS

Complete 100% of Snake's, Pliskin's and Dinner Suit Snake's VR missions.

### PLISKIN IN VR MISSIONS

Complete 50% of Solid Snake's VR missions to unlock Pliskin.

### MGS1 SNAKE

Complete 100% of the missions with Raiden, Ninja Raiden, Raiden X, Snake, Pliskin and Dinner Suit Snake to play as Solid Snake from the original *Metal Gear Solid*.

### SUNGLASSES

After you have completed the game twice, both Snake and Raiden will be wearing sunglasses.

### BOSS SURVIVAL

Complete the full game including both the Tanker and Plant chapters.

### EXTREME AND EUROPEAN EXTREME

Complete the full game including both the Tanker and Plant chapters to unlock Extreme and European Extreme difficulty modes.

## MIDNIGHT CLUB II CHEAT CODES

To use these cheats, which apply to Arcade Mode, highlight the Options Mode and press **↓**. Now Option: Cheat Codes should appear. Press the **X** button and enter your code of choice. All these cheats are case-sensitive so press **△** to toggle between upper and lower cases.

Unlocks everything .....rimbuk  
 All cities and vehicles .....pennyThug  
 All cities .....Globetrotter  
 No damage .....gladiator  
 All weapons .....savethekids  
 Drive in the air .....carrobatics  
 Infinite nitros .....greenLantern

## DIFFICULTY CHANGES

These codes control how tricky the races are. howhardcanitbe0 is the easiest and howhardcanitbe9 as the hardest.

howhardcanitbe0  
 howhardcanitbe1  
 howhardcanitbe2  
 howhardcanitbe3  
 howhardcanitbe4  
 howhardcanitbe5  
 howhardcanitbe6  
 howhardcanitbe7  
 howhardcanitbe8  
 howhardcanitbe9

## UNLOCK THE LAPD CAR IN ARCADE MODE

Win all five circuit races for LA in Arcade Mode.

## UNLOCK THE PARISIAN COP CAR

Win all six of the Paris arcade circuits.

## UNLOCK TOKYO COP CAR

Win all seven Tokyo arcade circuits.

## UNLOCK THE SLF450X

Complete 100% of the game to unlock this.

## MIKE TYSON HEAVYWEIGHT BOXING

Tap in these codes at the Press Start screen.

Unlock everything ..... ⊠, ⊙, ⊚, ⊛  
 Big heads ..... ⊠, ⊙, ↑, ↓  
 Small heads ..... ⊠, ⊙, ↓, ↑  
 2D Mode ..... ↓, ↑, ⊙, ⊠

## UNLOCK IRON MIKE

Win the Gold Belt.

## MINORITY REPORT

Enter these cheats as codes.

Invincibility ..... LRGARMS  
 Level select ..... PASSKEY

Level skip ..... QUITER  
 All combos ..... NINJA  
 All weapons ..... STRAPPED  
 Maximum ammunition ..... MRJUAREZ  
 Maximum damage ..... SPINACH  
 Extra health ..... BUTTERUP  
 Play as Clown ..... SCARYCLOWN  
 Play as Convict ..... JAILBREAK  
 Play as GI ..... GNRLINFANTRY  
 Play as Lizard ..... HISSSS  
 Play as Moseley ..... BIGLIPS  
 Play as Nara ..... WEIGHTGAIN  
 Play as Nikki ..... HAIRLOSS  
 Play as Robot ..... MRROBOTO  
 Play as Superhero ..... SUPERJOHN  
 Play as Zombie ..... IAMSODEAD  
 Free aim ..... FPSSTYLE  
 Pain arenas ..... MAXIMUMHURT  
 Armour ..... STEELUP  
 Baseball bat ..... SLUGGER  
 Rag doll ..... CLUMSY  
 Slow motion button ..... SLIZOMIZO  
 Bouncy men ..... BOUNZMEN  
 Cluttered locations ..... CLUTZ  
 Dramatic finish ..... STYLIN  
 Ending sequence ..... WIMP  
 Concept art ..... SKETCHPAD  
 All FMV sequences ..... DIRECTOR  
 Do not select ..... DONOTSEL

## MONSTERS, INC

Use these codes in the main game. Hold down ⊠ + ⊠ as you tap in each code.

99 Lives ..... ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙  
 Full health ..... ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙  
 Full Scare meter ... ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

## MOTO GP UNLOCK KLONOA

Beat challenge 22 to unlock Klonoa.

## MOTO GP 2 LEGENDS MODE

If you manage to unlock challenges 62 to 66,

you can play the Legends Mode, which is challenge 67.

## MUSIC 3000

- Extra skin 1 ..... , ←, →, ←, →, ←, →, ..... ←, →, ←, →, ←, →
- Extra skin 2 ..... , ←, ←, →, →, ←, ←, ..... →, →, ←, ←, →, →
- Extra skin 3 ..... , ←, ←, ←, →, →, →, ..... ←, ←, ←, →, →, →
- Extra skin 4 ..... , ←, ←, ←, ←, →, →, ..... →, →, ←, ←, ←, ←
- Free song ..... , ↑, ↓, ←, →, ↑, ↓, ..... ←, →, ↑, ↓, ←, →

## MX 2002 FEATURING RICKY CARMICHAEL

Hold down the trick button when you use these cheats.

- Heel dicker .....
- Bar hop ..... ,
- McMetz ..... , ,
- Rodeo air ..... ,
- Saran wrap ..... ,
- Coffin ..... ,
- Nac nac .....
- Can can ..... ,
- Disco can ..... , ,
- Pendulum ..... ,
- Switchblade ..... ,
- Catwalk ..... ,
- Nohander .....
- Kiss of death ..... ,
- La-z-boy ..... ,
- Cliff hanger ..... ,
- Cordova ..... , ,
- Nothing ..... ,
- Indian air .....
- Seat grab ..... ,
- Super Indian ..... , ,
- Rocket air ..... ,
- Cat nac ..... , ,
- Heart attack ..... ,
- Helicopter ..... , ,
- Mulisha air ..... ,

## LEVEL SELECT

Begin the game in two-player Mode. Have player one hold + and press ↑, ↓, ←, →, . Then, have player two hold + + + .

## EJECTOR SEAT

To leap off your bike (not something we'd recommend if you're in the air!), press + + + .

## MX SUPERFLY

To activate these cheats, press the appropriate buttons at the main menu screen.

- Unlock everything ..... , + ←, , , ..... + →, + ↓, ..... + →,
- All bikes ..... + , + →, ..... + , + ←,
- All characters ..... →, + →, ↓, ..... + ←, →,
- All tracks ..... , →, + , ..... + , + ,
- 250cc Freestyle event ..... ↑, + ↑, , ..... + →, + ↓, + ←

## FISH BIKE

Win the Dominate 250cc Pro Race Season trophy.

## CUSTOM PLAYA BIKE

Win the Dominate 125cc Pro Race Season trophy.

## TIGER BIKE

Win the Dominate 125cc Pro Race Season trophy.

## WHEELBALL MINI-GAME

To get this, win the Mega Stunt trophy.

## BALLOON TOSS MINI-GAME

To get this, win the Safety First trophy.

## ELROD THE VIKING

When you're riding on the Rock Ridge freestyle

track, complete the Lift Tower Challenge trophy and you will unlock Elrod the Viking.

## NBA LIVE 2003

Enter the cheats as last names at the Create-A-Player screen, and the player of your choice will appear in the Free Agent pool. Use the 'Sign/Release Player' option to get the person you want into your team.

**Busta Rhymes** .....FLIPMODE  
**DJ Cue** .....MIXTAPES  
**Ghetto Fabulous** .....GHETTOFAB  
**Hot Karl** .....CALIFORNIA  
**Just Blaze** .....GOODBEATS  
**B-Rich** .....DOLLABILLS

## NBA LIVE 2004

Enter the following three cheats as surnames for players in Create-A-Player mode.

**Busta Rhymes** .....FLIPMODE  
**Chingy** .....JACKPOT  
**Jermaine Dupri** .....SOSODEF

## NBA STREET

Enter these codes at the Versus screen.

**Unlimited Turbo** .....Shoe, Basketball,  
 .....Backboard, Basketball, ↑  
**No turbo** .....Turntable, Microphone,  
 .....Microphone, Backboard, ↑  
**Authentic uniforms** .....Basketball, Basketball,  
 .....Turntable, Turntable, ↑  
**Casual uniforms** .....Turntable, Turntable,  
 .....Basketball, Basketball, ↑  
**No auto replays** .....Turntable, Shoe,  
 .....Turntable, Turntable, ↑  
**WNBA ball** .....Basketball, Turntable, Shoe,  
 .....Basketball, ↑  
**EA big ball** .....Basketball, Turntable,  
 .....Microphone, Basketball, ↑  
**Beach ball** .....Basketball, Turntable,  
 .....Turntable, Shoe, ↑  
**Soccer ball** .....Basketball, Shoe,

.....Turntable, Basketball, ↑  
**ABA ball** .....Basketball, Turntable,  
 .....Turntable, Basketball, ↑  
**Medicine ball** .....Basketball, Turntable,  
 .....Turntable, Backboard, ↑  
**NuFX ball** .....Basketball, Turntable,  
 .....Backboard, Basketball, ↑  
**Volley ball** .....Basketball, Turntable,  
 .....Turntable, Microphone, ↑  
**Mega dunking** .....Backboard, Basketball,  
 .....Turntable, Basketball, ↑  
**No dunks** .....Backboard, Basketball,  
 .....Turntable, Shoe, ↑

**More gamebreakers** .....Turntable, Microphone,  
 .....Backboard, Shoe, ↑

**Fewer gamebreakers** .....Turntable, Backboard,  
 .....Microphone, Shoe, ↑

**No gamebreakers** .....Turntable, Microphone,  
 .....Microphone, Shoe, ↑

**Springtime Joe 'The Show'** .....Turntable, Turntable,  
 .....Basketball, Turntable, ↑

**Summertime Joe 'The Show'** .....Turntable, Basketball,  
 .....Basketball, Turntable, ↑

**Athletic Joe 'The Show'** .....Turntable, Shoe,  
 .....Basketball, Turntable, ↑

**Captain Quicks** .....Basketball, Shoe, Turntable, ↑

**Explosive rims** .....Turntable, Shoe  
 .....Microphone, Basketball, ↑

**Harder distance shots** .....Shoe, Shoe,  
 .....Backboard, Basketball, ↑

**Player names** .....Basketball, Turntable,  
 .....Shoe, Backboard, ↑

**No HUD display** .....Turntable, Microphone,  
 .....Turntable, Shoe, ↑

**Disable all cheats** .....Turntable, Turntable,  
 .....Turntable, Turntable, ↑

## STREET LEGENDS

To unlock the team that includes Michael 'Air' Jordan, you must win the City Circuit.

## DREAM TEAM

To unlock this team, win Hold The Court mode.



## SSX 'BOARDERS

Beat the Miami challenge in Hold The Court mode.

## NBA STREET VOL 2

Slap in your ID and wait for the 'Enter Codes Now' message to appear. This is your cue to enter the codes. Hold down **L1**, then press in the cheat that you want.

Unlimited Turbo	Ⓛ, Ⓛ, Ⓜ, Ⓜ
Big heads	Ⓞ, Ⓞ, Ⓞ, Ⓞ
Small players	Ⓜ, Ⓜ, Ⓞ, Ⓞ
ABA ball	Ⓞ, Ⓞ, Ⓞ, Ⓞ
WNBA ball	Ⓞ, Ⓜ, Ⓜ, Ⓞ
Ball trails	Ⓜ, Ⓜ, Ⓜ, Ⓞ
No display bars	Ⓞ, Ⓞ, Ⓞ, Ⓞ
All jerseys	Ⓞ, Ⓜ, Ⓞ, Ⓞ
All NBA legends	Ⓞ, Ⓜ, Ⓜ, Ⓞ
Classic Michael Jordan	Ⓞ, Ⓜ, Ⓞ, Ⓞ
Explosive rims	Ⓞ, Ⓞ, Ⓞ, Ⓜ
No counters	Ⓜ, Ⓞ, Ⓞ, Ⓞ
All quicks	Ⓜ, Ⓞ, Ⓞ, Ⓞ
Easy two-pointers	Ⓜ, Ⓞ, Ⓞ, Ⓜ
Difficult two-pointers	Ⓜ, Ⓞ, Ⓞ, Ⓜ

## NEED FOR SPEED: HOT PURSUIT 2

Use these codes at the Main Menu.

Ferrari F50	Ⓛ, Ⓜ, Ⓛ, Ⓜ
.....	→, Ⓛ2, →, Ⓛ2
Ferrari F550	Ⓛ, Ⓞ, Ⓛ, Ⓞ
.....	→, Ⓛ2, →, Ⓛ2
Aston Martin	
V12 Vanquish	Ⓛ2, →, Ⓛ2, →
.....	Ⓜ, ↓, Ⓜ, ↓
BMW Z8	Ⓞ, →, Ⓞ, →
.....	Ⓛ2, Ⓜ, Ⓛ2, Ⓜ
Chevrolet Corvette Z06	→, Ⓛ2, →
.....	Ⓛ2, Ⓛ, Ⓛ2, Ⓛ, Ⓛ2
Ferrari 360 Spider	Ⓛ2, Ⓞ, Ⓛ2, Ⓞ
.....	Ⓜ, Ⓛ2, Ⓜ, Ⓛ2
Ford Pursuit	Ⓛ2, Ⓞ, ↓, Ⓞ
Mustang Cobra	Ⓛ2, Ⓛ2, Ⓛ2, Ⓛ2
Ford TS50	→, ↓, →, ↓

.....	Ⓛ2, Ⓞ, Ⓛ2, Ⓞ
HSV Coupe GTS	Ⓛ1, Ⓛ2, Ⓛ1, Ⓛ2
.....	Ⓛ2, Ⓜ, Ⓛ2, Ⓜ
Lamborghini Diablo 6.0 VT	→, Ⓛ2, →, Ⓛ2
.....	Ⓛ2, Ⓛ1, Ⓛ2, Ⓛ1
Lotus Elise	Ⓜ, Ⓛ2, Ⓜ, Ⓛ2
.....	↓, Ⓞ, ↓, Ⓞ
McLaren F1	Ⓜ, Ⓛ1, Ⓜ, Ⓛ1
.....	Ⓛ2, ↓, Ⓛ2, ↓
McLaren F1 LM	Ⓞ, Ⓛ1, Ⓞ, Ⓛ1
.....	Ⓜ, →, Ⓜ, →
Mercedes CLK GTR	Ⓛ2, Ⓛ2, Ⓛ2, Ⓛ2
.....	↓, Ⓜ, ↓, Ⓜ
Porsche Carrera GT	↓, →, ↓, →
.....	Ⓛ2, Ⓛ2, Ⓛ2, Ⓛ2

## NEED FOR SPEED: UNDERGROUND

### UNLOCK ALL CIRCUIT TRACKS

Press ↓, Ⓛ1, Ⓛ1, Ⓛ1, Ⓛ2, Ⓛ2, Ⓛ2, Ⓞ at the Main Menu.

### UNLOCK ALL SPRINT TRACKS

Press ↑, Ⓛ2, Ⓛ2, Ⓛ2, Ⓛ1, ↓, ↓, ↓ at the Main Menu.

### UNLOCK ALL DRAG TRACKS

Press →, Ⓞ, ←, Ⓛ1, Ⓞ, Ⓛ1, Ⓛ2, Ⓛ2 at the Main Menu.

### UNLOCK ALL DRIFT TRACKS

Press ←, ←, ←, ←, →, Ⓛ2, Ⓛ1, Ⓛ2 at the Main Menu.

### ENABLE DRIFT PHYSICS FOR ALL RACES

Press Ⓛ1, ↑, ↑, ↑, ↓, ↓, ↓, Ⓛ1 at the Main Menu.

## NO ONE LIVES FOREVER LEVEL SELECT

To select a mission, highlight 'Load Game' at the Main Menu, then hold down L3 + R3 and press **X** to enter the Select Mission screen. From here you can choose any starting point from any mission.

## ONI

Press **PS** during the game. Go to 'Help', then press **L2**, **L1**, **L2**, **□**, **○**, **□**. This enables the master code. The master code must be entered before you can use the following codes. To disable a code, enter it again.

**Unlimited health**.....R3, L3, R3, **○**  
**One-hit kills**.....L3, R3, **○**, **□**  
**Level skip**.....L3, R3, **L2**, **L1**  
**Tiny characters**.....L3, R3, **□**, **○**  
**Big characters**.....R3, **□**, **○**, L3  
**Fists Of Legend mode**.....R3, L3, **○**, **□**  
**Gatling Guns mode**.....**L2**, **L2**, **L1**, L3  
**Unlimited phase cloak**.....**L1**, R3, **L2**, L3  
**Unlimited ammo**.....**L2**, **L2**, **L1**, L3  
**Fill up the ballistic ammunition clips**.....**○**, **○**, **○**, R3

### SELECT A CHARACTER

Enable the master code by pressing **L2** four times. Keep pressing **L2** to cycle through the characters available on the current level. Each available character has special moves that are different from Konoko's moves.

## ONIMUSHA 2

### EASY MODE

Begin a game and die three times and you'll be given this easier option. You cannot achieve an Onimusha rank when playing in Easy mode.

### HARD MODE

Complete the game under the Normal difficulty setting and the Hard difficulty setting will become available to you.

### ENDING BONUSES

Complete the whole game to unlock the Scenario Route option, the Man In Black Suit mini-game, the Oni Organisation mini-game and the Puzzle Illusion Dream Dimension mini-game.

### STRONGEST EQUIPMENT MODE

Complete the game under the Hard difficulty

setting. Start a new game to begin with the Blazing Fire Sword, 20,000 in money, 30 Intense Medicines, 10 Wood, all level 3 armours, unlimited ammunition and skill always full.

### ISSEN MODE

Complete the Oni Organisation mini-game. You must hit with a One Flash attack in order to do damage to opponents.

### PUZZLE ILLUSION DREAM DIMENSION

Complete the game with all Paintings of Beauties.

### LEATHER COSTUME

Complete the game with the Onimusha rank to get this desirable costume.

### OYU'S ALTERNATE COSTUME

Get a 100% scenario completion.

### KICK ASS MODE

Complete the game on the Hard difficulty to unlock this majorly hard mode.

## ONIMUSHA: WARLORDS

### UNLOCK ONI SPIRITS

Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavoury enemies and before your energy/timer runs out.

### UNLOCK ULTIMATE MODE

If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that

has the combined power of your three standard swords and can kill most enemies with a single swipe!

## UNLOCK EXTRA COSTUMES

Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press **□** to raise and lower your mask. If you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

## GET AN 'S' RANKING

If you've played a *Resident Evil* game, you will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls.

As time isn't important when you're doing this, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly massacre them. The more souls you absorb, the better your chances are of getting the ultimate top ranking.

## PARAPPA THE RAPPER 2 QUICK START

Hold **□** + **△** when you select a stage.

## BONUS STAGE

Finish a stage with a score of around 1,000 points and you'll earn the chance to rap your way through a bonus stage.

## BLUE HAT

Beat the game once and you'll be able to don the tasteless Blue Hat.

## PINK HAT

Finish the game with the Blue Hat.

## YELLOW HAT

Beat the game with the Pink Hat.

## SOUNDTRACK

Finish the game with the Yellow Hat and you will be able to listen to any song from levels you beat with a 'cool' rating.

## SHURIKEN MODE

To replace the button icons with Ninja stars (which are wild cards, luckily), hold **□** + **△** when you select a stage.

## PREMIER MANAGER 2003 UNLIMITED MONEY

Enter the name I'M SKINT.

## NON-EURO LEAGUES

Enter SILLY EUROPEANS as your name.

## PRIMAL

At the Main Menu hold **□** + **△** + **○** for about five seconds. A window will then appear and you'll be able to input the codes below. Now press **○** to accept the completed code and press **△** to go back to the game.

Invulnerability.....	DEMONISE
Solum scenes .....	SNOWFLIGHT
Aquis scenes .....	CHARYBDIS
Aetha scenes .....	FLINTLOCK
Volca scenes .....	SUNSTONE
Tarot gallery .....	ARCANUM
Easy kill .....	MORTIFIC
Bonus A .....	SEABREEZE
Bonus B .....	AURORA
Bonus C .....	PSYCHOSIS
Bonus D .....	MIRRORY
Bonus E .....	OBLIVION
Bonus F .....	ASCENDENT

## 'MAKING OF' VIDEO

Complete the Aquis realm to unlock this.

**CONCEPT ART**

Collect the various Tarot Cards and you'll be able to view them all after you have completed the first part of the game.

**ACTORS FEATURETTE FMV**

Complete the Solum realm to unlock the Actors Featurette movie, where you'll be able to put the real faces to the voices.

**PROGRAMMER INTERVIEW**

Complete the Aetha realm to unlock the interview with the programmers.

**TRAILER FMV**

Complete the Volca realm and you'll unlock the Trailer video.

**PRISONER OF WAR**

Enter the appropriate cheat. Note that the codes are case-sensitive, so type in capitals and lower-case exactly as we have.

**All levels unlocked** .....ger1eng5  
**All daily events** .....alltimes  
**All core events** .....coretimes  
**First-person view** .....Boston  
**Overhead view** .....Foxy  
**Unlimited money or rocks** .....Dino  
**Change guard size** .....Muffin  
**Change guard awareness** .....Quincy  
**Cannot be shot** .....Defiance  
**No levels unlocked** .....defaultm  
**No core events except**  
**the current ones** .....farleymydog

**PRO EVOLUTION SOCCER 2  
EURO ALL-STARS**

To unlock the European All-Stars as a playable team, win the International Cup playing as any team.

**WORLD ALL-STARS**

To unlock the World All-stars, win the International League playing as any team.

**CLASSIC EUROPEAN TEAMS**

To unlock Classic teams for England, Germany, France, Holland or Italy, you must win the European Cup. You will be awarded the All-Star team for whichever country you win the European Cup with. Win with each team and collect all five!

**CLASSIC SOUTH AMERICAN TEAMS**

Similar to the way you unlocked the Classic European teams, you have to win the South American Cup playing as the team you wish to unlock. Your choice is more limited with the South American teams, though - you can only unlock Argentina and Brazil.

**PRINCE OF PERSIA:  
THE SANDS OF TIME  
UNLOCK CLASSIC PRINCE OF PERSIA  
MINI-GAME**

Complete the game once.

**SECRET LEVEL**

Start a new game, but don't move from the balcony where you begin. Press and hold L3 and press **X**, **D**, **A**, **C**, **A**, **X**, **D**, **C**. You will now enter a secret level, which is a 3D version of the first level from the original *Prince Of Persia*. However, the level hasn't been completed so it can't be, er, completed.

**PROJECT EDEN  
CHEAT MODE**

During the game, press **X** to bring up the Team menu. Hold down **PS**, and with it held press the left analogue stick forwards and rotate it clockwise three times, then anticlockwise three times. Your selected character will run around while you're doing that, but don't worry. When you've done that, a new icon will have appeared under the Log icon at the bottom-right of the screen. Highlight it and press **X** to bring up the Cheat menu. This new menu enables you to unlock infinite health, all weapons, infinite weapon energy and a level select.

## PROJECT ZERO UNLOCKING GOODIES

Complete the game once and you'll unlock the following treats: Battle Mode, extra costumes, ghost list, special function and the sound test.

## NIGHTMARE MODE

Finish the game in Battle Mode.

## ALTERNATE ENDING

Play the game from start to finish in Nightmare Mode and you'll get to see the alternate ending.

## QUAKE III REVOLUTION LEVEL SKIP

At any point during a game, hold **R1** + **R2** + **L1** + **SELECT** and press **X**, **O**, **D**, **A**, **X**, **O**, **D** and **A**. If it's been entered correctly, you'll hear a sound and automatically win the match you're currently playing.

## RATCHET AND CLANK

After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

### BIG HEAD MODE FOR RATCHET

Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

### BIG HEAD MODE FOR CLANK

Press Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

### BIG HEAD MODE FOR ENEMIES

Press Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

### BIG HEAD MODE FOR NPCs

Press Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike.

## TEMPORARY INVINCIBILITY WHENEVER HEALTH IS FULL

Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about 30 seconds of invincibility whenever a Life Blue Ball is collected. Very nice.

## MIRRORED LEVELS

Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2), Double Jump, Flip Right (x2), Double Jump, Full Second Crouch.

## TRIPPY CONTRAILS

Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

## RAYMAN 3: HOODLUM HAVOC THE FAIRY COUNCIL

Beat the ninja crab then jump onto the platform to the left of the arch to reach the gangway that leads to a secret room.

## GREENLEAF FOREST

At the start, turn around and head back to find a hole leading to a secret room.

## THE BOG OF MURK

Approaching Razoff's mansion you'll have some nautical battling to do. The first boat travels in a wide circle rather than stop. Board it and it'll pass in front of a small island.

## THE LAND OF THE LIVID DEAD (1)

Early on there's an area where Globox blow bubbles. Accumulate, then smash the cracked wall and bubble up to the next room.

## THE LAND OF THE LIVID DEAD (2)

In the room where you kill the Bouclius, look in the nook for a hidden passage leading to your next surprise.

## THE LAND OF THE LIVID DEAD (3)

In the level after fighting the horrible giant spider robot, kill all the enemies but don't

jump into the sphere. Instead, snipe at the two interruptors under the roof and the door to the secret room should be slightly visible on the left of the room.

## RAYMAN M ALL CHARACTERS

Enter PUPPETS as a name, then press **L2** + **Ⓞ** + **Ⓢ** to enter it. A sound will confirm that you've done it correctly.

## ALL LEVELS

Enter ALLRAYMANM as a name, then press **L2** + **Ⓞ** + **Ⓢ**. Again, a sound will confirm that the cheat's worked.

## ALL BATTLE LEVELS

Enter ALLFISH as a name, then press **L2** + **Ⓞ** + **Ⓢ** to enter it. A sound will confirm correct code entry.

## ALL RACE LEVELS

Enter ALLTRIBES as a name, then press **L2** + **Ⓞ** + **Ⓢ** to enter it. Wait for that sound... hear it? Good, the cheat's worked.

## RAYMAN REVOLUTION SECRET MULTIPLAYER MAPS

Go to the first map, then to the 'Options' screen. Choose 'Language', 'Voices'. Highlight 'Raymanian', then hold down **L1** + **R1** and press **L2**, **R2**, **L2**, **R2**, **L2**, **R2**. You'll unlock three extra multiplayer maps for our limless hero to lark around in.

## CHEAT MODE

Go to a map (not the first one) and then to the 'Options' screen. Choose 'Sound', 'Mute' and then hold **L1** + **R1** and press **L2**, **R2**, **L2**, **R2**, **L2**, **R2**. A Cheat Menu will appear.

## BABY SOCCER SECRET MAP

During the game, hold **L1** + **R1** and press **L2**, **R2**, **L2**, **R2**, **L2**, **R2**.

## READY 2 RUMBLE BOXING: ROUND 2

### MASTER CODE

At the Character Select screen, press **←**, **→**, **←**, **←**, **→**, **↑**, **↓**, **R1**, **R1**, **R1**, **R1**, **R1**, **R2**. If the cheat has worked then all characters and cheats will be unlocked, saving you hours of pointless play.

### EXTRA CHEATS

Enter the following codes on the Character Select screen for the desired effect.

**All characters** ..... **←**, **←**, **→**, **R2**, **←**,  
..... **→**, **→**, **R1**, **R1**, **R2**  
**Championship costumes**.... **←**, **↓**, **→**, **→**, **↑**,  
..... **R1**, **R2**, **R1** x20, **R2**  
**Holiday costumes**..... **←** x2 **↓**, **→**, **↑**,  
..... **R1** x8, **R2**, **R1** x4, **R2**  
**All training**..... **←**, **↓**, **↑**, **↓**,  
..... **↑**, **R1** x20, **R2**  
**New Year's Day** ..... **→**, **↑**, **↓**, **↓**, **↓**, **R1**, **R2**  
**Valentine's Day** ..... **→**, **↑**, **↓**, **↓**,  
..... **↓**, **R1**, **R1**, **R2**  
**St Patrick's Day** ..... **→**, **↑**, **↓**, **↓**, **↓**,  
..... **R1**, **R1**, **R1**, **R2**  
**Easter secrets**..... **→**, **↑**, **↓**, **↓**, **↓**,  
..... **R1**, **R1**, **R1**, **R1**, **R2**  
**Independence Day** ..... **→**, **↑**, **↓**, **↓**, **↓**, **R1**,  
..... **R1**, **R1**, **R1**, **R1**, **R2**  
**Halloween** ..... **→**, **↑**, **↓**, **↓**, **↓**, **R1** x6, **R2**  
**Thanksgiving** ..... **→**, **↑**, **↓**, **↓**, **↓**, **R1** x7, **R2**  
**Christmas** ..... **→**, **↑**, **↓**, **↓**, **↓**, **R1** x8, **R2**  
**Thin boxers** ..... **→**, **↑**, **↓**, **→**, **R1**, **R2**  
**Fat boxers** ..... **→**, **→**, **↑**, **↓**, **→**, **R1**, **R1**, **R2**  
**Faster speed** ..... **→**, **→**, **↑**, **↓**, **→**,  
..... **R1**, **R1**, **R1**, **R1**, **R2**  
**Zombie boxers** ..... **←**, **↑**, **→**, **↓**, **R1**, **R1**, **R2**  
**Big gloves** ..... **←**, **→**, **↑**, **↓**, **R1**, **R2**

### EXTRA CAMERA ANGLES

At the Character Select screen, press **R1** x20, **R2**, **R1**, **R2**, **R1** x18, **R2**, **R1** x9, **R2**, **R1** x14, **R2**, **R1** x5, **R2**, **R1** x9, **←**, **→**, **↑**, **↓** and **R2**. If it's worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

## VIEW ENDING SEQUENCE

At the Character Select screen, press **RB** x20, **R2**, **RT**, **R2**, **RT** x18, **R2**, **RT** x9, **R2**, **RT** x14, **R2**, **RT** x5, **R2**, **RT** x9, **←**, **→**, **↑**, **↓** and **R2**. If the cheat has worked then you'll hear a sound to confirm.

## FULL RUMBLE METER (LEVEL ONE)

Pause the game at any time and press **RB**, **R2**, **↓**, **↑**, **↑**, **←**, **RT**, **RT**, **RT**, **RT**.

## FULL RUMBLE METER (LEVEL TWO)

Pause the game at any time and press **RT**, **RT**, **R2**, **↓**, **↑**, **↑**, **←**, **RT**, **RT**, **RT**, **RT**, **R2**.

## FULL RUMBLE METER (LEVEL THREE)

Pause the game at any time and press **R2**, **RT**, **RT**, **R2**, **RT**, **RT**, **RT**, **RT**, **R2**, **←**, **→**, **↑**, **↓**.

## UNLOCK HIDDEN CHARACTERS

To unlock the hidden characters, complete Arcade Mode a certain number of times.

Freak E. Deke .....	1
Michael Jackson .....	2
G. C. Thunder .....	3
Wild 'Stubby' Corley .....	4
Shaquille O'Neal .....	5
Freedom Brock .....	6
Rocket Samchay .....	7
Robox Rese-4 .....	8
Bill Clinton .....	9
Hillary Clinton .....	10

## UNLOCK RUMBLEMAN

Complete Arcade Mode with every character, including the hidden ones, then complete the game once more in Hard Mode.

## PS2 DATE COSTUMES

By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes. Here are those all-important dates...

Joey T's baby suit .....	01/01/01
Ref's leprechaun suit .....	17/03/01

Lulu's kinky lovers suit .....	14/02/01
Mama Tua's bunny suit .....	23/04/01
G. C. Thunder's Uncle Sam suit .....	04/07/01
J. R. Flurry's skeleton suit .....	31/10/01
Selene Strike's elf suit .....	25/12/01
Rumbleman's snowman suit .....	25/12/01
Thanksgiving ring .....	23/11/00

## RED CARD SOCCER 2003 UNLOCK EVERYTHING

To instantly unlock everything in the game, enter BIGTANK as your profile name.

## UNLOCK APES TEAM

To unlock the Apes team, conquer the African continent and beat them in World Conquest Mode. You will also unlock the Victoria Falls stadium to play your apes on. If you wish.

## UNLOCK DOLPHINS TEAM

To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest Mode. You will also unlock the Nautilus Stadium.

## UNLOCK SWAT TEAM

To unlock the SWAT team, conquer the North American continent and beat them in World Conquest Mode.

## UNLOCK SAMURAI TEAM

To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest Mode. You will also unlock the Youhi Gardens stadium.

## UNLOCK FINALS MODE

To unlock Finals Mode, complete all matches in World Conquest Mode. A new tournament lies in wait to see if you really are a master.

## RED FACTION

To get 100% accuracy with any gun in *Red Faction*, hold **↑** on the D-pad when you shoot and we promise your bullets will always hit their target.

## RED FACTION II

To enter these, simply go to the 'Cheats' screen in the main Options Menu and get tapping with your fingers...

Unlock all cheats	□, ○, △, ○, □, ×, △, ×
Unlock all options	△, △, ×, ×, □, ○, □, ○
Level select	○, □, ×, △, □, ○, ×, ×
Super health	×, ×, □, △, □, △, ○
Unlimited ammo	□, △, ×, ○, □, ○, ×, △
Unlimited grenades	○, ×, ○, □, ×, ○, ×, ○, ×, ○, ×, ○
Rapid rails	○, □, ○, □, ×, ×, △, △
Bouncy grenades	○, ○, ○, ○, ○, ○, ○, ○
Gibby explosions	△, ○, ×, □, △, ○, ×, □
Gibby bullets	○, ○, ○, ○, △, ×, ○, ○
Instagib ammunition	×, ×, ×, ×, □, ○, ×, ×
Director's cut	□, ×, ○, △, ○, ×, ○, △
Walking dead	×, ×, ×, ×, ×, ×, ×, ×
Wacky deaths	△, △, △, △, △, △, △, △
Rain of fire	□, □, □, □, □, □, □, □

## REIGN OF FIRE

### LEVEL SELECT

At the Main Menu, press ↑, ←, ○, ○, ←, ←, □, ↓, ↑, ○ to be able to instantly access any level in the game.

### IN-GAME CHEATS

Enter any of the following codes during play...

Level skip	□, △, ←, ↓, →, △, →, ↑, ×
------------	---------------------------

Invincibility	×, △, →, ←, ○, ↑, ↓, ↓, →, ○, ○
Extra damage	×, △, →, ↑, →, △, ○, →
Burn everything	□, △, ←, ↓, □, ○
Goat mode	△, →, ←, ←, ○, △, □, →, ↑

## RESIDENT EVIL CODE: VERONICA X

### UNLOCK BATTLE MODE

Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

### UNLOCK STEVE BURNSIDE IN BATTLE MODE

Get the Gold Luger replica from the basement office. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

### UNLOCK ALBERT WESKER IN BATTLE MODE

Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finishing Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs. Perhaps he'll cook you something nice, eh?

### UNLOCK ALTERNATE CLAIRE IN BATTLE MODE

Perform well with the original Claire and get the best ranking to unlock her alter-ego.

### UNLOCK ALTERNATE CHRIS IN BATTLE MODE

Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

### UNLOCK LINEAR LAUNCHER IN BATTLE MODE



Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It really is one meaty piece of hardware!

## **RESIDENT EVIL: GUN SURVIVOR 2**

### **UNLOCK CHRIS REDFIELD**

Complete Inferno mission 6 and Chris Redfield will be unlocked (plus a handy Linear Launcher with unlimited ammunition) in Dungeon mode.

### **UNLOCK RODRIGO**

To unlock Rodrigo in Dungeon mode (armed only with a knife), complete all of the Dungeon scenarios.

### **UNLOCK VS ROACH MODE**

Complete the first Dungeon mode mission to unlock VS Roach mode.

### **UNLOCK THE SECRET REPORT**

Collect all of the messages in each level.

### **UNLOCK PANZERFAUST EX WITH UNLIMITED AMMO**

Complete VS Roach mode.

## **RESIDENT EVIL: DEAD AIM**

### **UNLOCK FONGLING**

Complete the game with any rank and start a new game with your completed game data to play as Fongling.

## **REZ**

### **AREA 5**

Notch up a 100% rating for Areas 1-4 to unlock this.

### **LOST AREA**

Either complete Area 5 or play for over five hours.

## **TRANCEMISSION**

Rank top in the Lost Area to unlock this.

## **BONUS SCORE ATTACK AREAS**

Unlock these by completing Score Attack Mode.

## **BONUS BEAM TYPES**

Beat a combination of Areas in Score Attack Mode. Every five times you do this a new beam is unlocked.

## **NEAR VIEW**

Get first place in two areas in Score Attack Mode to unlock this new view.

## **FAR VIEW**

Rank first in three areas in Score Attack Mode.

## **DYNAMIC VIEW**

Rank top in four areas in Score Attack Mode.

## **FIRST-PERSON VIEW**

Get first place in five area in Score Attack Mode.

## **ZERO FORM & SECOND FORM PLAYER SKIN**

Get a 100% rating in any area.

## **THIRD FORM PLAYER SKIN**

Get a ranking of 100% in any two areas or play for over six hours.

## **FOURTH FORM PLAYER SKIN**

Get a 100% ranking in any three areas or play for over seven hours.

## **FIFTH FORM PLAYER SKIN**

Get a 100% ranking in any four areas or play for over eight hours.

## **FINAL FORM PLAYER SKIN**

Get a 100% ranking in any five areas or play for over nine hours.

## **MOROLIEN PLAYER SKIN**

Get a 100% ranking for every area or play for over ten hours.

### BOSS RUSH MODE

Get a 95% ranking in areas 1-5.

### IMMORTALITY MODE

Finish the Direct Assault - Trance option in the Beyond Mode Menu.

### OVER DRIVE INFINITY:

Rank first in Boss Rush Mode to unlock this.

### UNLOCK LASERS

To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers.

### ROCKY

Yo Adriann... here's some hard-hittin' codes that need to be entered at the Main Menu after first holding the **PS** button.

- Double punch damage .....→, ↓, ←, ↑, ←, **PS**
- Double speed boxing ....↓, ←, ↓, ↑, →, **PS**
- All default boxers and arenas .....→, ↓, ↑, ←, ↑, **PS**
- All default boxers, arenas, and Rocky Statue .....→, →, →, ←, →, **PS**
- All default boxers, arenas, Rocky Statue and Mickey .....↑, ↓, ↓, ←, ←, **PS**
- Full stats in Tournament .....←, ↑, ↑, ↓, →, **PS**
- and Exhibition modes .....↓, →, **PS**
- Full stats in Movie mode .....→, ↓, ↓, ↑, ←, **PS**
- Win fight in Movie mode\* .....→, →, ←, ←, ↑, **PS**

\*Press **L2** + **R2** during a fight in Movie Mode to automatically win.

### RUMBLE RACING CHEAT CODES

Enter these codes as passwords. Go to the Options screen and change Load/Save to

'Passwords'. Note that sometimes the codes don't work. If this happens, try substituting the 'l' for a '1', '8' for 'B' '0' for 'O' and vice versa and keep your fingers crossed.

- Blue Devil .....LEAITEPUC
- Buckshot .....UBTKCKSTOH
- Cataclysm .....P1PROC1PU
- Direwolf .....ILQTEC3PU
- Escargot .....Q2PROC2YT
- Gamecus .....BSUIGASUM
- High Roller .....HGIROLREL
- Interceptor .....CDAAPTNI
- Jolly Roger .....ILETEC1MB
- Malice .....ILCTEC2VB
- Redneck Rocket .....KCEROC TEC or KCEROC TEC
- Revolution .....PTOATRT01
- Road Kill .....AEPPROPUC
- Road Trip .....ABOGOBOGA
- Sporticus .....OPSRITISUC
- Stinger .....AMHBRAMH
- Thor .....THTORHROT
- Van Itty .....VTYANIYTT
- Vortex .....1AREXT1AR
- XKS Tomcat .....NALDSHSD
- Circus Minimus Track .....ZEAGTLUKE
- Pro Cup 2 .....P1PROC1PU
- Pro Cup 3 .....Q2PROC2YT
- Elite Cup 1 .....AEPPROPUC
- Elite Cup 2 .....ILETEC1MB
- Elite Cup 3 .....ILCTEC2VB
- Elite Cup 4 .....ILQTEC3PU
- EA Elite Cup .....LEAITEPUC
- Grand Champion Vides .....YEAMLOWW

### RUNE: VIKING WARLORD

Pause the game when you're playing it and then press in the code for the cheat you want.

- Invincibility.....⊖, ⊙, ←, →, ⊙, ⊙
- Full Rune power.....↑, ↓, ←, →, ⊖, ⊙

### SCOOBY DOO: NIGHT OF 100 FRIGHTS

Change your PlayStation 2 system date to one of the following entries to see special holiday

effects occur in the front yard and the mystic playground. Nothing earth-shattering, but it's a pleasant way to pass a few minutes.

- 2002/07/04.....Independence Day fireworks
- 2002/12/25 .....Christmas snowflakes
- 2002/01/01.....New Year's Day fireworks
- 2002/10/31 .....Halloween bats

Simply enter these codes by pausing the game, holding **(L1) + (L2) + (R1) + (R2)** and then pressing the following button sequences...

- All power-ups .....**(O), (S), (O), (S), (O), (S), (O)**,  
.....**(S), (O), (O), (S), (O), (O), (O)**
- All FMV sequences.....**(S), (S), (S), (O), (O)**,  
.....**(O), (S), (O), (S)**
- View credits.....**(S), (O), (O), (S), (O), (S)**

## THE SCORPION KING

Use **PAUSE** to pause the game, then press in the code for the cheat you want.

- Master code .....**↑, ↓, ←, →,**  
.....**←, →, (S), (R2)**
- Full health and weapons .....**↑, ↓, ←, →,**  
.....**←, →, (S), (O)**
- Meat club\* .....**↑, ↓, ←, →,**  
.....**←, →, ←, ←**
- Minotaur.....**↑, ↓, ←, →,**  
.....**←, →, →, →**

\*Unlock the one-handed class weapon bonus before using this cheat.

## SHADOW OF MEMORIES UNLOCK REPLAY MODE

When you complete the game one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better.

### EXTRA ENDING

If you unlock all five normal endings then a special Prologue will appear which allows

you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Not sure who she is, but we think she might be dead.

### HIDDEN FMV

By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those snippets.

- Spring 2000 Tokyo Game Show .....1
- European Trade Show .....3
- Autumn 2000 Tokyo Game Show ....5 + Extra

## SHAUN PALMER'S PRO SNOWBOARDER

Go to the Main Menu and highlight Options, then press in the code for the cheat you want.

- Master code.....Hold **(R2) + ←**, press **(A)**,  
.....**(S), (A), (O), (A)**
- Level select .....Hold **(R1) + →**, press **(A)**,  
.....**(S), (A), (O), (A)**
- All character goals.....Hold **(R2) + →**, press **(A)**,  
and boards .....**(S), (A), (O), (A)**
- Maximum stats.....Hold **(L1) + →**, press **(A)**,  
.....**(A), (O), (A)**
- All FMV sequences .....Hold **(R1) + ←**, press **(A)**,  
.....**(A), (O), (A)**

## SHINOBI EXTRA OPTIONS

By obtaining 20 Oboro Coins, you will unlock several new features in the Options Menu - namely the Art Gallery (subsequent exhibits are unlocked by collecting further coinage), Movie (so you can watch the movies you have already seen) and Stage Select (play any previously completed stage again in case you missed anything).

### EXTRA CHARACTERS

There are two hidden characters in *Shinobi* and here's how you get 'em - Moritsune

(collect 30 Oboro Coins) and Joe Musashi (collect 40 Oboro Coins).

## EXTRA STAGES

By collecting 50 Oboro Coins (that's basically every Coin in the game), you'll unlock nine VR-style levels designed to further enhance your skills. To access them, scroll past level 8-B on the Stage Select screen.

## UNLOCK HARD MODE

Complete the game on Normal Mode to unlock the Hard difficulty setting on the Main Menu. This mode has more coins and much more challenging enemy encounters.

## UNLOCK SUPER MODE

Complete the game on Hard Mode to unlock the Super difficulty setting with yet more Coins and enemies so challenging you'll weep.

## SILENT HILL 2 BONUS OPTIONS

Press **L1** + **R1** to reveal an extra bonus menu which enables you to toggle blood colour (boo!) and map zoom (useful).

## CHAINSAW

Finish the game on Normal difficulty setting and begin a new one. A chainsaw awaits collection in a pile of logs near the cemetery and Silent Hill Ranch.

## HYPER SPRAY

Beat the game twice to unlock a Hyper Spray weapon, which you'll find lying to the south side of the Motor Home.

## RESET

To reset the game at any time, press **L1** + **L2** + **R1** + **R2** + **START** + **START**.

## SILENT HILL 3 EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select the

'Extra Costume' option and enter any of the following case sensitive codes. Begin a game and equip the new costumes during gameplay. Note that the Transform Costume appears in your items as a wand.

<b>Heather Shirt</b> .....	HappyBirthDay
<b>Onsen</b> .....	!_Love_You
<b>Block Head</b> .....	PutHere2FeelJoy
<b>Don't Touch</b> .....	TOUCH_MY_HEART
<b>God Of Thunder</b> .....	GangsterGirl
<b>The Light</b> .....	LightToFuture
<b>Transience</b> .....	ShogyouMujou
<b>Killer Rabbit</b> .....	BlueRobbieWin
<b>Royal Flush</b> .....	01_03_08_11_12
<b>Golden Rooster</b> .....	cockadoodledoo
<b>Transform Costume</b> .....	Princess Heart
<b>Zipper</b> .....	Shut_your_mouth
<b>GameReactor</b> .....	SH3_Wrestlarn
<b>Play</b> .....	sLmldGhSmKfBfH

## EXTRA OPTIONS MENU

Press **L1**, **R1**, **L2** + **R2** at the Main Menu to unlock Extra Options.

## EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a wimp-friendly Beginner fighting difficulty setting.

## SEMI-NAKED DOUGLAS

Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press **↑**, **↑**, **↓**, **↓**, **←**, **→**, **←**, **→**, **○**, **⊗**. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers. Why? Why not.

## SPECIAL WEAPON LOCATIONS

You can unlock special weapons by completing the game. Here's how to unlock the various Special Weapons and where you can find them in the game.

## FLAMETHROWER

When playing you must kill most enemies by

shooting rather than fighting. If you don't receive this weapon upon first completion of the game, you will receive it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

## BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. Again, if you don't receive this weapon upon first completion of the game, you will receive it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

## GOLD & SILVER PIPES

To unlock these, throw your steel pipe into the sewers and answer the questions: No, No, Yes.

## HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. It will automatically be equipped when Heather isn't holding another weapon.

## INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinite ammo sub-machine gun, go left after escaping through the toilet window.

## SIMPSONS HIT & RUN, THE

Go to the Options Menu, press and hold **LB** + **RB** and enter any of the following codes.

**Cars explode on impact** ..... **A**, **A**, **B**, **B**  
**Invincible car** ..... **A**, **X**, **A**, **X**  
**Fast acceleration** ..... **A**, **A**, **A**  
**No top speed** ..... **B**, **B**, **B**, **B**  
**Car can jump (press L3)** ..... **B**, **B**, **B**, **A**  
**On-screen speedo** ..... **A**, **A**, **C**, **B**  
**Change Rocket**  
**Car appearance** ..... **C**, **C**, **A**, **B**

## ITCHY AND SCRATCHY CARTOON

Find all the Collector Cards and go to Lisa's level. Visit the comic shop and buy the ticket

from Comic Book Guy. Now take the ticket to the Aztec Theatre and settle down for an *Itchy And Scratchy* cartoon.

## SIMPSONS ROAD RAGE, THE

Go to the Options menu, hold down **LB** + **RB** and press any of these button sequences for the desired effect. If the code has worked you'll hear a sound.

**Extra money** ..... **C** (x4)  
**More camera views** ..... **A** (x4)  
**Overhead view** ..... **C** (x3)  
**Night time** ..... **X** (x4)  
**Flat characters** ..... **C** (x4)  
**Show collision lines** ..... **A**, **A**, **X**, **X**  
**No map** ..... **B**, **A**, **A**, **C**  
**Drive red soapbox car** ..... **A**, **A**, **B**, **C**  
**Drive as Smithers in**  
**Mr Burns' car** ..... **A**, **A**, **B**, **B**  
**Drive nuclear bus** ..... **A**, **A**, **B**, **X**  
**Stop time\*** ..... **C**, **A**, **B**, **X**  
**Slow motion** ..... **X**, **C**, **A**, **B**  
**Halloween Mode** ..... **A**, **A**, **C**, **X**  
**New Year's Day Mode** ..... **A**, **A**, **C**, **B**  
**Thanksgiving Mode** ..... **A**, **A**, **C**, **B**  
**Christmas Mode** ..... **A**, **A**, **C**, **A**

\*Press **Start** to start, stop and reset *Simpsons Road Rage's* in-game timer.

## SIMPSONS SKATEBOARDING, THE

Bart always was a rebel – what other reason could *The Simpsons Skateboarding* have to ignore all of Tony Hawk's advice and turn out so horribly bad? D'oh, indeed. Well, we could hardly expect Homer to conjure up something to rival the master with his donut-addled mind. So here are some codes to make it a bit more bearable. Hold down **LB** + **L2** + **RB** + **RB** and enter the following codes at the character select screen for the desired effect.

**All boards** ..... **X**, **A**, **C**, **B**  
**Level select** ..... **A**, **X**, **B**, **C**  
**Get \$99.00** ..... **A**, **X**, **C**, **B**

All skaters .....	Ⓞ, ⓐ, ⓧ, Ⓟ
Big head Homer .....	Ⓞ, ⓧ, ⓐ, Ⓟ
Underwear Homer .....	ⓐ, Ⓞ, ⓧ, Ⓟ
Big head Bart .....	ⓧ, Ⓟ, Ⓞ, ⓐ
Gangsta Bart .....	Ⓞ, ⓧ, Ⓟ, ⓐ
Demon Marge .....	ⓧ, Ⓟ, ⓐ, Ⓞ
Big head Lisa .....	Ⓟ, ⓐ, ⓧ, Ⓞ
Gangsta Lisa .....	Ⓟ, ⓐ, Ⓞ, ⓧ
Big head Nelson .....	ⓐ, Ⓟ, Ⓞ, ⓧ
Ballerina Nelson .....	ⓐ, Ⓟ, Ⓞ, Ⓞ
Sunglasses Otto .....	Ⓟ, ⓧ, Ⓞ, ⓐ
Big head Frink .....	Ⓟ, ⓧ, ⓐ, Ⓞ
Groovy Frink .....	ⓧ, Ⓞ, ⓐ, Ⓟ
Business suit Krusty .....	Ⓞ, ⓐ, Ⓟ, ⓧ
Big head Wiggum .....	ⓧ, Ⓞ, Ⓟ, ⓐ
Man eater Wiggum .....	ⓐ, Ⓞ, Ⓟ, ⓧ

## SIMS, THE ACTIVATE CHEAT MODE

At the Main Menu, press **L1** + **R1** + **L2** + **R2** and you will unlock the Cheat Menu. Now simply enter any of the following codes...

### MIDAS MODE

Enter MIDAS at the Cheat Menu. Start 'Get A Life' Mode, get into the hot tub with the girl and press **▶**. Select 'Quit', followed by 'Just Quit' and you will unlock all two-player games, locked objects and skins.

### FREE MODE

Enter FREEALL at the game's Cheat Menu. Then start a game and note that all the objects will now cost zero Simoleons – that's Zilch in old money. You will not be able to sell any items for money and this code has no effect on the cost of paying for bills and other services.

### PARTY MOTEL MODE

Enter PARTY M at the Cheat Menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' Mode.

### PLAY THE SIMS MODE

Enter SIMS at the Cheat Menu. Play The Sims Mode will now be unlocked.

Here's how to unlock cool stuff in Story Mode.

## MONEY FROM MOM HOUSE

Unlock Aroma Machine.....	Cook a successful dinner
Unlock Vanity Mirror.....	Fix the TV
Unlock Treadmill .....	Get a job
Unlock Museum (two-player game).....	Borrow \$800 from Mom
Unlock Beejaphone	
Electric Guitar .....	Complete house in 24 hours or less

## REALITY BITES HOUSE

Unlock Ice Chest.....	Get promoted to level two
Unlock Teppanyaki Table .....	Get promoted to level three
Unlock Bug Zapper .....	Increase house value from \$34,561 to \$35,711
Unlock Frat House (two-player game) .....	Move in with Dudley or Mimi
Unlock Repairman .....	Repair all broken objects
Unlock Maid .....	Clean up all the mess
Unlock Coat of Arms.....	Complete house in four days or less

## PARTY ANIMALS HOUSE

Unlock Strip Poker Table .....	Get promoted to level four
Unlock Master Suite Tub .....	Get promoted to level five
Unlock Tree swing .....	Increase house value from \$53,180 to \$54,680
Unlock Motel (two-player game).....	Throw a raging party
Unlock Park (two-player game) .....	Greet and feed Bobo the Bum
Unlock Head in Jar Curio .....	Complete house in eight days or less

## HOT TO TROT HOUSE

Unlock Sonic Shower.....	Get promoted to level six
Unlock Carving Block .....	Get promoted to level seven

**Unlock Love Bed**.....Increase house value from .....\$46,050 to \$48,050

**Unlock Club Abhi (two-player game)**.....Throw a raging party  
**Unlock Park (two-player game)** .....Greet and feed

.....Bobo the Bum  
**Unlock Wurl N'** .....Complete house in  
**Hurl Jukebox** .....eight days or less

## WHO LOVES YA BABY HOUSE

**Unlock Sand Box** ....Raise first child from baby

**Unlock Lawn Sprinkler**.....Raise second child .....from baby

**Unlock Maid's House**.....Get promoted to .....level eight

**Unlock Two**

**Swimming Pools**...Get promoted to level nine

**Unlock Park (two-player game)**.....Greet and feed .....Bobo the Bum

**Unlock Bearskin Rug**.....Complete house in .....eight days or less

## THE LAST SIMOLEON HOUSE

**Unlock Monkey Butler**...Send children to prep .....school with straight A's

**Unlock Park**

**(two-player game)**..Get promoted to level ten

**Unlock Rhino Trophy**.....Complete house in .....eight days or less

## SIMS: BUSTIN' OUT, THE CHEAT GNOME

Quickly press **□**, **○**, **△**, **▽**, **←**, **⊙** during play. If you have entered the code correctly and quickly enough (you have to be fast) you will hear a Sim say 'Oooo' and a shimmering blue gnome will appear at the front of the house your Sim is currently in. This is the Cheat Gnome and it is your friend.

Once the Cheat Gnome is activated, your Sim will receive a phone call everyday and – when answered – your Sim will be given Simoleons. Once the Cheat Gnome is activated, you can enter any of the following cheats to enhance your quality of life.

## EASY MONEY

Ensure the Cheat Gnome is activated, pause the game and quickly press **□**, **△**, **→**, **⊙**, L3. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Give Money' option. Select this to be awarded 10,000 Simoleons.

## FILL MOTIVES

Ensure the Cheat Gnome is activated, pause the game and quickly press **△**, **□**, **←**, **⊙**, **↑**. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Fill All Motives' option. Select this to fill all your motives except the 'Room' motive.

## UNLOCK ALL OBJECTS

Ensure the Cheat Gnome is activated. Quickly press **△**, **△**, **↑**, **⊙**, L3 during play. A Sim will say 'Oooo' to confirm correct code entry.

## UNLOCK ALL VISIT LOCATIONS

Ensure the Cheat Gnome is activated. Quickly press **△**, R3, L3, **△**, **□**, **△** during play. A Sim will say 'Oooo' to confirm correct code entry.

## SMASH COURT TENNIS PRO TOURNAMENT

### UNLOCK RED ACE

Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition Mode, just move past Pat Rafter on the Character Select screen.

### UNLOCK HITOMI YOSHINO

Win the game in Arcade Mode under the Hard difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition Mode, just move past Pat Rafter on the Character Select screen.

### UNLOCK ULTIMATE MODE

Complete Time Attack Mode under the Hard difficulty setting to unlock this evil mode.

## SMUGGLER'S RUN

Pause the game to use these cheats.

Invisibility .....	R1, L1, L2, R2, L1, L1, L2
Lighter cars .....	L1, R1, R1, L2, R2, R2
No gravity .....	R0, R2, R1, R2, ↑, ↑, ↑
Increase time warp .....	R1, L1, L2, R2, ..... →, →, →
Decrease time warp .....	R2, L2, L1, R1, ..... ←, ←, ←

## SMUGGLER'S RUN 2

Pause the game and enter these codes.

Invisibility .....	R0, L1, L1, R2, L1, L1, L2
Lighter cars .....	L1, R1, R1, L2, R2, R2
No gravity .....	R0, R2, R1, R2, ↑, ↑, ↑
Increase time warp .....	R1, L1, L2, R2, ..... →, →, →
Decrease time warp .....	R2, L2, L1, R1, ..... ←, ←, ←

## SOCOM: US NAVY SEALS SECRET COMMANDS

There are a few headset commands that aren't mentioned in the manual:

### 'Bravo open/close door.'

Just point your crosshair at the door you want opened.

### 'Hands up, get down.'

Say it after you have managed to sneak up unseen behind a guard.

### 'Bravo defuse bomb.'

Point the crosshairs towards the bomb that you want defused.

### 'Breach. Bang. Clear.'

Point the crosshairs at a room and your team will throw in two grenades.

### 'Team low profile.'

Your squad will be even quieter and deadlier.

### 'Don't ask, don't tell.'

Your team will be less helpful.

### 'Bravo Snipe.'

Arm Specter or Jester with a sniper rifle to use at this command.

### 'Team commit suicide.'

Your team will lob grenades at each other.

### 'Bravo kill me.'

Your team will try to kill you.

### 'Bravo report status.'

Your team report what they're doing.


### 'Bravo get naked.'

Don't worry, they won't. But they will say "Are you sure, sir?" Hmm... naked soldiers.


## SOLDIER OF FORTUNE

We've dispatched these re-inforcements...


### INVINCIBILITY

Press  during play, then hold R1 + L1 + R2 + L2 + C and press ←. A message and sound will confirm correct entry. To disable the code, simply input it again.


### FULL AMMUNITION

Press  during play, then hold R1 + C and press ←. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

### HEAVY WEAPONS

Press  during play, then hold L2 + R2 + C and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.


### HAND-TO-HAND WEAPONS AND EXPLOSIVES

Press  during play, then hold L1 + R1 + C and press ←. A message and sound will




confirm correct code entry. To disable the code, simply input it again.



## NO CLIPPING

Press  during play, then hold **L1** + **L2** + **R1** + **△** and press **←**. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

## NO TARGET

Press  during play, then hold **L1** + **L2** + **△** and press **←**. A message and sound will confirm correct code entry. To disable the code, simply input it again.

## NO GRAVITY

Press  during play, then hold **L1** + **L2** + **R2** + **←** + **△** and press . A message and sound will confirm correct entry. To disable it, input it again.

## SOUL CALIBUR II FIGHT AS YOSHIMITSU

Beat him in Weapon Master Mode (Chapter 2).

## FIGHT AS CHARADE

Beat him in Weapon Master Mode (Chapter 3).

## FIGHT AS CERVANTES

Beat him in Weapon Master Mode (Chapter 3).

## FIGHT AS SOPHITIA

Beat her in Weapon Master Mode (Chapter 4).

## FIGHT AS SEUNG MINA


Beat him in Weapon Master Mode (Chapter 4).

## TAUNT

Press **⊗** while a stage loads in Arcade mode to hear your character taunt your opponent.

## SPACE CHANNEL 5: PART 2

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at any time during play, then hold **L1** + **R1** and press **○**,

**△**, **⊙**. If you enter the code correctly, you will hear a sound. Press  to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal. If you're having trouble the CPU will show you where you're going wrong.

## SPIDER-MAN: THE MOVIE

We have been on the, erm, web to sling you these Marvel-ous cheats! Just as you would expect, this game is jam packed with a whole host of things for you to unlock. They range from the weird to the wonderful and some of them are just as you would expect.

## MASTER CODE

Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm it and all regular levels, FMV sequences and gallery pictures will be unlocked. If you repeat the code the effects will be disabled.

## WEB-SLINGING CHEATS

The Master Code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again – a sound will confirm it has been successfully deactivated.

Unlimited webbing.....	ORGANICWEBBING
All fighting controls .....	KOALA
Level select .....	IMIARMAS
Level skip.....	ROMITAS
Bonus training levels.....	HEADEXPLODY
Play as Mary Jane .....	GIRLNEXTDOOR
Play as The Shocker .....	HERMANSCULTZ
Play as a scientist .....	SERUM
Play as a police officer.....	REALHERO
Play as Captain Stacey.....	CAPTAINSTACEY
Play as thug model #1.....	KNUCKLES
Play as thug model #2 .....	STICKYRICE
Play as thug model #3 .....	THUGSRUS
Matrix-style attacks .....	DODGETHIS

<b>Goblin-style costume</b> .....	FREAKOUT
<b>Small Spider-Man</b> .....	SPIDERBYTE
<b>Big head Spider-Man</b> .....	GOESTOYOURHEAD
<b>Big head enemies</b> .....	JOELSPEANUTS
<b>First-person view</b> .....	UNDERTHEMASK
<b>Super coolant</b> .....	CHILLOUT

### PINHEAD BOWLING MINI-GAME

Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training Menu.

### VULTURE FMV SEQUENCE

Accumulate 20,000 points during play to unlock a special Vulture FMV sequence in the CG menu.

### SHOCKER FMV SEQUENCE

Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu for you to enjoy at your leisure.

### GREEN GOBLIN FMV SEQUENCE

Successfully complete the game under the 'Hero' or greater difficulty setting.

### PLAY AS ALEX ROSS

Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' Menu.

### PLAY AS PETER PARKER

Complete the game to unlock the Peter Parker costume in the 'Specials' Menu.

### PLAY AS WRESTLER

Complete the game to unlock the Wrestler costume in the 'Specials' Menu.

### PLAY AS THE GREEN GOBLIN

Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons, in an alternate storyline where he tries to correct the Osborn family's dreadful reputation – we guess that prancing

around in a green lycra suit would be a start. And he's got a potty mouth.

To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side that you want to explore in more depth...

## SPLINTER CELL

### KEYCODES

#### Training

The keypad door: 28469

#### Mission 1: Police Station

Blaustein's balcony: 091772

#### Mission 2: Ministry

No keypad doors.

#### Mission 3: Oil Refinery

No keypad doors.

#### Mission 4: CIA HQ

Technical Services room: 7687

Battery generator backup room: 110598

Storage room: 2977

Main server room: 2019

Weapons testing department: 110700

West entrance to information retrieval: 0614

#### Mission 5: Kalinatek

Security door: 97531

Archives department: 33575

Back door on the third floor: 1250

#### Mission 6: Nuclear Power Plant

Cooling rod control room: 560627

Door to maintenance shaft: 151822

Maintenance shaft: 795021

## SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN

### UNLOCK JELLY FISHING GEAR COSTUME

At the Krusty Krab, body slam the target to make a tent appear and unlock the jelly fishing gear costume.

### UNLOCK REEP BLOWER COSTUME

Travel to Jelly Fish Fields and win the 100 jelly fishing contest. Your prize will be the Reep Blower costume.

## SPY HUNTER

To unlock cheats, you need to complete missions in certain times. Go to the System Options, and select Extras and Cheat Grid. Below is a list of missions and the times you need to complete them in, followed by the reward you get if you manage to do it. Well, what are you waiting for?

1/3:40	.....Saliva Spy Hunter Video
2/3:35	.....Green HUD
3/2:40	.....Saliva Your Disease Video
4/3:15	.....Night Vision
5/3:25	.....Early Test Animatic Video
6/3:45	.....Extra Cameras
7/3:10	.....Rainbow HUD
8/3:05	.....Inversion Camera
9/3:45	.....Concept Art Video
10/3:15	.....Fisheye View
11/3:10	.....Camera Flip
12/3:30	.....Puke Camera
13/2:15	.....Making Of Video
14/5:10	.....Tiny Spy
Whole game	.....Hover Spy

## SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any of the hard-to-find gems on any level by holding down L3 and R3. Your little buddy Sparks will then subtly point to the missing treasure. All you have to do is follow his lead.

## SSX

### MASTER CODE

On the Character Select Screen, press **Ⓢ** to go to the Options Menu, then hold **Ⓢ** + **Ⓢ** + **Ⓢ** + **Ⓢ** and press **↓**, **←**, **↑**, **→**, **ⓧ**, **Ⓞ**, **Ⓜ**, **Ⓢ**. If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable its delightful effects. Not that you'll want to something stupid like that.

### CHEAT CODES

Enter the following codes by going to the Character Select Screen first, pressing **Ⓢ** and then going to the Options Menu, holding down **Ⓢ** + **Ⓢ** + **Ⓢ** and **Ⓢ**. If the codes have worked then you'll hear a sound to confirm correct entry.

All characters and courses	..... <b>↓</b> , <b>←</b> , <b>↑</b> , <b>→</b> ; ..... <b>ⓧ</b> , <b>Ⓞ</b> , <b>Ⓜ</b> , <b>Ⓢ</b>
Running Man mode	..... <b>Ⓢ</b> , <b>Ⓜ</b> , <b>Ⓞ</b> , <b>ⓧ</b> , ..... <b>Ⓢ</b> , <b>Ⓜ</b> , <b>Ⓞ</b> , <b>ⓧ</b> , <b>Ⓢ</b>
All course hints	..... <b>Ⓞ</b> , <b>ⓧ</b> , <b>Ⓞ</b> , <b>ⓧ</b> , ..... <b>Ⓞ</b> , <b>ⓧ</b> , <b>Ⓞ</b> , <b>ⓧ</b>
Full attributes	..... <b>ⓧ</b> , <b>ⓧ</b> , <b>ⓧ</b> , <b>ⓧ</b> , ..... <b>ⓧ</b> , <b>ⓧ</b> , <b>ⓧ</b> , <b>Ⓢ</b>
No outfits	..... <b>Ⓞ</b> , <b>Ⓞ</b> , <b>Ⓞ</b> , <b>Ⓞ</b> , ..... <b>Ⓞ</b> , <b>Ⓞ</b> , <b>Ⓞ</b> , <b>ⓧ</b>
Mallorca board	..... <b>ⓧ</b> , <b>ⓧ</b> , <b>ⓧ</b> , <b>ⓧ</b> , ..... <b>Ⓜ</b> , <b>Ⓜ</b> , <b>Ⓜ</b> , <b>Ⓜ</b>

### MERCURY CITY MELTDOWN COURSE

Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

### MESABLANCA COURSE

Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

### TOKYO MEGAPLEX COURSE

Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

### ALOHA ICE JAM COURSE

Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

**PIPEDREAM COURSE**

Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

**UNTRACKED COURSE**

Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

**PLAY AS JURGEN**

Earn one gold medal in any mode to unlock Jurgen.

**PLAY AS JP**

Earn two gold medals in any mode to unlock JP.

**PLAY AS ZOE**

Earn three gold medals in any mode to unlock Zoe.

**PLAY AS HIRO**

Earn four gold medals in any mode to unlock Hiro.

**THIRD COSTUME**

Successfully complete all green circle tricks to unlock the third costume.

**FOURTH COSTUME**

Successfully complete all blue square tricks to unlock the fourth costume.

**THIRD BOARD**

Reach the Rookie rank to unlock the third board.

**FOURTH BOARD**

Reach the Sensei rank to unlock the fourth board.

**FIFTH BOARD**

Reach the contender rank to unlock the Fifth Board.

**SIXTH BOARD**

Reach the natural rank to unlock the Sixth Board.

**SEVENTH BOARD**

Reach the Star rank to unlock the seventh board.

**EIGHTH BOARD**

Reach the Veteran rank to unlock the eighth board.

**NINTH BOARD**

Reach the Champ rank to unlock the ninth board.

**TENTH BOARD**

Reach the Superstar rank to unlock the tenth board.

**ELEVENTH BOARD**

Reach the Master rank to unlock the 11th board.

**SSX TRICKY  
MASTER CODE**

Hold **L1** + **R1** and press **X**, **A**, **→**, **○**, **○**, **↓**, **A**, **○**, **←**, **○**, **X**, **↑** at the title screen. Then release **L1** + **R1** and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

**FULL STAT POINTS**

Hold **L1** + **R1** and press **A**, **A**, **→**, **A**, **A**, **↓**, **X**, **X**, **←**, **X**, **X**, **↑** at the title screen. Release **L1** + **R1** and a sound will confirm correct code entry. All boarders will now have full stat points.

**MALLORA BOARD**

Hold **L1** + **R1** and press **X**, **X**, **→**, **○**, **○**, **↓**, **A**, **A**, **←**, **○**, **○**, **↑** at the title screen. Release **L1** + **R1** and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallora Board and blue duds

**STICKY BOARDS**

Hold **L1** + **R1** and press **○**, **○**, **→**, **A**, **A**, **↓**, **○**, **○**, **←**, **X**, **X**, **↑** at the title screen. Then release **L1** + **R1** and a sound will confirm correct code entry.

## MIX MASTER MIKE

Hold **□** + **△** and press **⊗**, **⊗**, **→**, **⊗**, **⊗**, **↓**, **⊗**, **⊗**, **←**, **⊗**, **⊗**, **↑** at the title screen. Release **□** + **△** and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike on the course.

## RECTORATOR

In World Circuit mode, enter RECOR as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.

## SSX 3

### UNLOCK EDDIE

Press **Ⓢ** at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'worm' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 1 Lodge.

### UNLOCK LUTHER

Press **Ⓢ** at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'bronco' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 2 Lodge.

### OTHER UNLOCKABLES

**Brodi skin**.....Complete the Peak 1 lodge  
**JP**.....Complete the Peak 1 lodge  
**Marisol**.....Complete the Peak 1 lodge  
**Jurgen**.....Complete all Peak 1 goals  
**Eddie skin**.....Complete the Peak 2 lodge  
**Luther skin**.....Complete the Peak 2 lodge  
**Marty**.....Complete the Peak 2 lodge  
**Seeiah**.....Complete the Peak 2 lodge  
**Snowballs**.....Complete all Peak 2 goals  
**Canhuck**.....Complete Peak 3 exploration goals  
**Churchill**.....Complete Peak 3 freestyle

**Cudmore**....Complete the Peak 3 earnings goal  
**NW legend**.....Complete all Peak 3 goals  
**Unknown rider**.....Complete all Peak 3 race goals  
**Bunny San**.....Complete all the art  
**Far East Myth**.....Get 100% in all mountain stats  
**Gutless**.....Get a medal in all events  
**Hiro**.....Collect all the trading cards  
**Stretch**.....Collect all the posters  
**Svelte Luther**.....Collect all the toys

## STARSKY & HUTCH

Want to take this cop caper to a higher level? The answer is here! Enter the following codes at the Pause menu - note that the cheats are only active for about 30 seconds. Here's the word on the street...

**Invisible Car**.....↑, →, ↓, ←,  
 ..... ↓, ←, →, ←  
**Monster Truck**.....**□**, **△**, ←, →,  
 ..... ↓, ↓, ↓, ↓  
**Trippy Cam**.....**L1**, **L2**, **R1**, **R2**,  
 ..... ←, ←, ↑, ↑  
**Three-wheeled Bike**.....↑, ↑, ←, ←,  
 ..... **R1**, **R2**, **L1**, **L2**

## STAR WARS: BOUNTY HUNTER

They sell them in all good confectionery stores, you know. But if you're still hunting the 'taste of paradise', here are all the level codes you need. What? eh? Oh. Not the chocolate. I'm such a dumbass.

**Chapter 1**.....SEEHOWTHEYRUN  
**Chapter 2**.....CITYPLANET  
**Chapter 3**.....LOCKDOWN  
**Chapter 4**.....DUGSOPLenty  
**Chapter 5**.....BANTHAPOODOO  
**Chapter 6**.....MANDALORIANWAY  
**Mission 1**.....BEAST PIT  
**Mission 2**.....GIMMEMYJETPACK  
**Mission 3**.....CONVEYORAMA  
**Mission 4**.....BIGCITYNIGHTS  
**Mission 5**.....IEATNERFMEAT  
**Mission 6**.....VOTE4TRELL

Mission 7 .....	LOCKUP
Mission 8 .....	WHAT A RIOT
Mission 9 .....	SHAFTED
Mission 10 .....	BIGMOSQUITOS
Mission 11 .....	ONEDEADDUG
Mission 12 .....	WISHIHADMYSHIP
Mission 13 .....	MOSGAMOS
Mission 14 .....	TUSKENS R US
Mission 15 .....	BIG BAD DRAGON
Mission 16 .....	MONTROSSISBAD
Mission 17 .....	VOSAISBADDER
Mission 18 .....	JANGOISBADDEST
Concept Art .....	R ARTISTS ROCK
WOTC Cards .....	GO FISH

## STAR WARS: THE CLONE WARS

Enter the following cheat codes. Or, if you're one of the more accomplished Jedis, here are the extras you can unlock.

Invincibility .....	DARKSIDE
Multi-player level select .....	JORG SACUL
Campaign level select .....	DOORDONOT
Unlimited secondary and special weapon .....	SUPERLASER
Three bonus objectives for current mission .....	GIMME
Battle Droid unlocked in Academy: Geonosis level .....	TRADEFED
Padme Amidala unlocked in Academy: Geonosis level .....	NATALIE
Wookiee unlocked in Academy: Geonosis level .....	NERFHERDER
Programming team photographs .....	JEDICOUNCIL
All FMV sequences .....	12 PARSECS

### EXTRAS

#### Unlock Raxus Duel multiplayer level

Collect a total of five bonus points.

#### Unlock Thule Moon Control multiplayer level

Collect a total of ten bonus points.

#### Unlock Rhen Var multiplayer level

Collect 15 points.

#### Unlock Jedi Academy multiplayer level

Collect a grand total of 20 bonus points.

#### Unlock Unit Viewer option

Collect a total of 25 bonus points.

#### Unlock 'Making Of...' FMV sequence

Collect a total of 30 bonus points.

#### Unlock CD player option

Collect a total of 35 bonus points.

#### Unlock the interesting Sketchbook option

Collect a total of 40 bonus points during gameplay. You can do it, Jedi!

#### Yoda unlocked in Academy

Geonosis level: Collect a total of 45 bonus points.

## STAR WARS: JEDI STARFIGHTER MASTER CODE

Go to the Options Menu and then select Code. Enter the code PNYRCAD and the message 'Everything Unlocked' will appear in the window. You will now have immediate access to all missions, all bonus challenges, all bonus crafts and all bonus materials.

### EXTRA CODES

Enter the following cheats codes on the Code Screen in the Options Menu.

Invincibility .....	QUENTIN
No HUD .....	NOHUD
Fly-by Mode .....	DIRECTOR

## STAR WARS: STARFIGHTER MASTER CODE

Select Options and then enter the Codes screen. Now input OVERSEER as a code to unlock everything (except multiplayer levels).










### ADDITIONAL CODES

Go to the Options Menu, then to the Codes screen to enter these.

Invincibility.....	MINIME
Bonus ship .....	BLUENSF
Multiplayer levels .....	ANDREW
Disable cockpit displays.....	NOHUD
Enemy ship gallery .....	SHIPS
Cast pictures.....	HEROES
Pre-production art.....	PLANETS
Reversed controls.....	JARJAR
Programmer message.....	LTDJGD
Programming team .....	TEAM
Pictures of Simon	
James' day off work pics .....	SIMON JAMES
Christmas bonus FMV.....	WOZ
Extra camera angles.....	DIRECTOR

## STAR WARS: SUPER BOMBAD RACING

Press in these cheat codes at the Main Menu.

Race as AAT battle tank.....	○, □, ○, □
Disable AAT Battle tank ....	○, □, △, ○, □
Race as Boba Fett .....	□, ○, △, ○, □
Disable Boba Fett .....	□, ○, ○, □
Power Queen Amidala .....	↓,  , ↑, 
.....	←, →, 
Arena Battle tracks .....	↑, ↑, ↓, ↓,
.....	←, →, ←
Death Star mode.....	○, ○, ○, ○, ↑, ←
Super honk.....	○, ○, ○, ○, 
Race backwards.....	 ,  , 
Fast and small racers .....	○, ○, ○,
.....	
Spinning mode.....	↑, ←, ↓, →, ←, ↑, ↓
Slippery mode .....	←, →, □, ○, 

## VERSUS MODE

Go to the Press Start screen, and press ○, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑ to unlock the moderately enjoyable Versus mode.

## DISCO MODE

Go to the main title screen and highlight Options, then, with a finger/D-pad combination, press ↑, ↓, ↓, ⊗, △, ←, →, □. Still awake? Oh, there's plenty more where that came from.

## UNLIMITED AMMO/HEALTH

Pause the game, press **L1 L1, L2 L2, R1 R1, L1 L1, R1 R1, R2 R2**. Your level will be penalised each time this code is used.

## STATE OF EMERGENCY

The fighting fun is all kicking off as the city starts rioting, and you can make things even wilder by entering these cheats.

Unlock Bull .....	→, →, →, →, ⊗
Unlock Freak .....	→, →, →, →, ○
Unlock Spanky.....	→, →, →, →, △
Invincibility.....	<b>L1 L2, R1 R2</b> , ⊗
Infinite ammo* .....	<b>L1 L2, R1 R1</b> , △
Infinite time .....	<b>L1 L2, R1 R2</b> , ○
Decapitating punches.....	<b>L1 L2, R1 R2</b> , □
Increase looting.....	<b>R1 L1, R2 L1</b> , △
Small people .....	<b>R1 R2, L1 L2</b> , ⊗
Large people .....	<b>R1 R2, L1 L2</b> , △
Normal-sized people.....	<b>R1 R2, L1 L2</b> , ○
All weapons .....	<b>L1 L1, R2 R2</b> , ⊗
Pistol .....	←, →, ↓, <b>L1</b> , △
Tazer .....	←, →, ↓, <b>L1</b> , ○
Pepper Spray.....	←, →, ↓, <b>L1</b> , □
Tear Gas .....	←, →, ↓, <b>L1</b> , ⊗
Shotgun .....	←, →, ↓, <b>L2</b> , △
Minigun .....	←, →, ↓, <b>R1</b> , △
Flame Thrower .....	←, →, ↓, <b>R1</b> , ○
Grenade Launcher .....	←, →, ↓, <b>R1</b> , □
Rocket Launcher .....	←, →, ↓, <b>R1</b> , ⊗
AK47 .....	←, →, ↓, <b>R2</b> , △
M16 .....	←, →, ↓, <b>R2</b> , ○
Grenade .....	←, →, ↓, <b>R2</b> , □
Molotov Cocktail .....	←, →, ↓, <b>R2</b> , ⊗
Mission skip .....	←, ←, ←, ←, △
Mission select .....	<b>L1 L2, L2 L2, L1</b> , ⊗
Unlock a policeman .....	(hold <b>L1</b> ) <b>R2</b> ,
.....	<b>R2 L2, R1</b>

\*Won't work if you're holding a weapon

## STUNTMAN

### ALL DRIVING GAMES, CARS AND TOYS

Enter BINdErS as a case sensitive name at the 'New Game' menu. All driving games, cars and toys will be included.

**ALL TOYS**

Enter Turnips as a case-sensitive name at the 'New Game' menu.

**ALL TRAILERS**

Enter BonNeTT as a case-sensitive name at the 'New Game' menu.

**ALL CARS**

Enter Sez4Jnr as a case-sensitive name at the 'New Game' menu.

**SUMMER HEAT  
BEACH VOLLEYBALL****UNLOCK TINA**

Complete the Training mode.

**UNLOCK MANNEQUIN**

Win all of the tournaments on Easy.

**VEXX AND BURNOUT 2 TRAILERS**

Complete the Arcade mode and the subsequent bonus match on Easy.

**UNLOCK ARTEMIS**

Complete the Arcade mode and the subsequent bonus match on Expert.

**UNLOCK HEPHAESTUS**

Complete the Arcade mode and the subsequent bonus match on Hard to receive this gold character.

**SUMMONER  
HIDDEN FMV**

Select the 'Credits' option from the Main Menu and then press **X** whilst the credits are rolling to unlock a rather amusing FMV sequence showing some of the Summoner and Red Faction characters playing *Dungeons & Dragons*! No really, it's actually quite funny.

**ALTERNATE ENDING**

After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance.

**SUPER BUST-A-MOVE 2  
ANOTHER WORLD**

Go to the the Push Start screen, and press **△**, **↓**, **↑**, **△**. If you entered it correctly, an icon will appear at the top right of the screen. Now choose Puzzle Mode and then Arcade Mode.

**SECRET CHARACTERS**

Go to the Push Start screen, and press **△**, **↑**, **↓**, **△**. Again, an icon will appear if you have entered the right code. Smiley and Weepy will be unlocked in all modes except Story Mode.

**SUPER FARM**

Plough the fields and scatter good cheats on the land...

Enter any of the following codes at the Main Menu. You should hear a 'ping' to confirm that you've entered the codes correctly.

**Note:** When you are entering the codes, you must press and briefly hold each button for the codes to work. If that sounds complicated, it isn't really. Just fiddle around and you will get the timing right pretty quickly. If you catch my drift...

Cheat Menu .....	<b>L1, R1, L2, R2,</b> <b>↑, ↓, ↑, ↓</b>
Buck the Duck .....	<b>L1, ↓, ↑, ↑, ↑, L1</b>
Frank the Bull .....	<b>L1, L2, △, △, △, L2</b>
Stingy the Rat .....	<b>R1, R1, L1, △, △, △</b>
Joey the Donkey .....	<b>L2, L1, L1, △, △, △</b>
Sheaty the Fly .....	<b>L1, L1, R1, R1, ↑, △</b>
Bill the Rooster .....	<b>R1, R2, L1, L1, △, △</b>
Kofmunship Level .....	<b>△, L2, L2, R2, R2</b>
Pamela Level .....	<b>△, △, △, △, R1</b>
Jail Level .....	<b>R1, R1, △, △, R1</b>
Gladiator Level .....	<b>△, △, L1, L1, L1</b>

**SUPERMAN: SHADOW  
OF APOKOLIPS**

Go to the 'Options' menu and enter these codes at the 'Cheat Code' screen.

Unlock everything .....**WXYZPTLK**



Invulnerable .....	SMALLVILLE
Infinite superpowers .....	JOR EL
Expert mode .....	BIZZARO
Unlock all FMV .....	LANA LANG
Unlock all biographies .....	LARA

## TAK AND THE POWER OF JUJU

### CHEAT CODES

Enter the following codes during the game.

All cheats .....	←, →, ⊙, ⊙, ⊙, ⊙, ←, →
All Plants .....	⊙, △, ⊙, ←, ↑, →, ↓, ↓
All Moonstones .....	△, △, ⊙, ⊙, ⊙, ⊙, ←, →
All Juju Power-ups .....	↑, →, ←, ↓, △, ⊙, ⊙
All Yorbels .....	↑, △, ←, ⊙, →, ⊙, ↓
100 Feathers .....	⊙, △, ⊙, ⊙, △, ⊙, ⊙, △

### STORYBOARDS

Collect 200 Yorbels to unlock the Storyboards.

### CONCEPT ART

Collect all 12 Plants to unlock the Concept Art.

## TEKKEN 4

### UNLOCK EDDY GORDO

Successfully complete Story Mode as Christie Monteiro. To play as Eddy, highlight Christie at the character selection screen and press △.

### UNLOCK MIHARU HIRANO

Successfully complete Story Mode as Ling Xiaoyu. To play as Miharu, highlight Xiaoyu at the character selection screen and press ⊙.

### UNLOCK LING XIAOYU'S SCHOOL UNIFORM COSTUME

Successfully complete Story Mode as Xiaoyu. To play in this alternate costume, highlight Xiaoyu at the character selection screen and press △.

### FIGHT AS PANDA

Highlight Kuma (see below for how to unlock Kuma) at the character selection screen and press ⊙.

### FIGHT AS VIOLET LEE

Highlight Lee at the character selection screen and press ⊙.

### UNLOCKING ALL CHARACTERS

Successfully complete Story Mode with the following fighters to unlock the corresponding characters for use in any mode.

Hwoarang .....	Jin Kazama
Christie .....	Eddy
Xiaoyou .....	Kuma/Panda
Yoshimitsu .....	Bryan Fury
Bryan .....	Violet Lee
Violet Lee .....	Comboto
Kazuya .....	Nina
Nina .....	Lei
Law/Paul/Marduk .....	Heihachi

### UNLOCK DOJO STAGE

Successfully complete the Tekken Force Mode with any character.

### UNLOCK THEATRE MODE

Successfully complete the entire Story Mode with any character.

## TEKKEN TAG TOURNAMENT PRACTICE MODE STAGE SELECT

Highlight Practice Mode at the Main Menu. Hold ⊞ and press ⊞ the indicated number of times to select the stage...

Law (new) .....	1
Yoshimitsu (light snow) .....	2
Ling .....	3
Hwoarang .....	4
Lei .....	5
Ogre .....	6
Schl Stage .....	7
Jin (evening) .....	8
Nina .....	9

Eddy (sunset).....10  
 King.....11  
 Heihachi.....12  
 Eddy (daytime).....13  
 Unknown.....14  
 Law (old).....15  
 School Stage (daytime).....16  
 Jin (daytime).....17  
 Nina (night time).....18  
 Yoshimitsu (heavy snow).....19  
 Paul.....20

**UNLOCK GALLERY MODE**  
 Unlock Devil and Angel to access Gallery Mode.

**UNLOCK THEATRE MODE**  
 Successfully complete the game in Arcade Mode under any difficulty setting once to unlock Theatre Mode. This allows the character endings you've unlocked to be viewed.

**UNLOCK TEKKEN BOWL MODE**  
 Unlock Ogre to access Tekken Bowl Mode. This fun bowling game is played best with a combo of Heihachi and Anna – with Heihachi you can get a strike every time!  
 Contrary to popular belief, you can't unlock Dr Boskonovitch by either knocking him down or getting the highest score on the leader board. Sorry.

**UNLOCK TEKKEN BOWL JUKE BOX**  
 Score more than 200 points in Tekken Bowl. To access it, press **START** to pause a game, select 'Bowling Options', and choose any music.

**UNLOCK ULTRA HARD DIFFICULTY SETTING**  
 Successfully complete the game under the Very Hard difficulty setting. After you defeat Unknown, the Ultra Hard difficulty setting will be unlocked in the Options menu.

**PAIR PLAY MODE**  
 Press **←** at the Main Menu. This mode allows you to have a controller two tag partner or controller two opponent with his/her partner.

**SECRET CHARACTERS**  
 Successfully complete the game in Arcade Mode various times under any difficulty setting to unlock a secret character. The characters will appear in the following order...

Kunimitsu.....1  
 Bruce Irvin.....2  
 Jack-2.....3  
 Lee Chaolan.....4  
 Wang Jinrey.....5  
 Roger & Alex.....6  
 Kuma & Panda.....7  
 Kazuya Mishima.....8  
 Ogre.....9  
 True Ogre.....10  
 Prototype Jack.....11  
 Mokujin & Tetsujin.....12  
 Devil & Angel.....13  
 Unknown.....14

**FIGHT AS GOLD TETSUJIN**  
 Win ten matches in Versus mode.

**FIGHT AS TIGER**  
 Complete the game with Eddy, then highlight him on the character select screen and simply press **START**.

**ARMOR KING'S ALTERNATE COSTUME**  
 Complete the game with King in his more traditional form, then highlight him on the character select screen and press **START**.

**HIDDEN ENDINGS**  
 If you complete the game as Panda, Ling in her School Uniform costume, Tiger and Angel, they will have different endings to Kuma, normal Ling, Eddy and Devil.

**TEENAGE MUTANT NINJA TURTLES ALTERNATE DONATELLO COSTUME**  
 Enter SRSMM as a password and hold **LB** or **RB** when choosing Donatello at the Character Select screen.

## ALTERNATE LEONARDO COSTUME

Enter RMLL as a password, then hold **L1** or **R1** when choosing Leonardo at the Character Select screen.

## ALTERNATE MICHELANGELO COSTUME

Enter RRLMD as a password and hold **L1** or **R1** when choosing Michelangelo at the character select screen.

## ALTERNATE RAPHAEL COSTUME

This is the last one, promise. Enter LMSDD as a password, then hold down the **L1** or **R1** button when choosing Raphael at the character select screen.

## LEONARDO GAINS ATTACKING POWER

Enter LMLSD as a password.

## MICHELANGELO GAINS ATTACKING POWER

Enter SMRDL as a password.

## MASTER SPLINTER

Enter LMSR as a password to unlock Splinter in Story mode.

## PLAYMATES TOY DATABASE

Enter LSDRM as a password.

## CHALLENGE MODE

Complete Story Mode with all four Turtles.

## UNLOCK CHARACTERS IN VERSUS MODE

Here's the level you have to reach and/or which character you need to use.

**Casey Jones** .....Complete Level 1 (Raphael)

**Evil Turtlebot**.....Complete level 3 (any)

**Hun** .....Complete level 6 (Michelangelo)

**Oroku Saki** .....Beat Saki (any)

## SHREDDER

Beat Shredder with any of the Turtles to unlock Shredder in versus mode.

## SPLINTER

Complete Dojo Level 3 (Leonardo).

## YOSHI HAMATO

Complete Challenge Mode (any).

## ALTERNATE COSTUMES

Set the PS2's internal clock to December 25 to see the Turtles with a Christmas theme.

## TENCHU 3: WRATH OF HEAVEN

Here's the complete set of killer codes, including some that can be entered at any time during play and others that need to be banged in on specific screens...

### RECOVER HEALTH

To replenish a portion of your health bar at any time during play, simply press **START** to pause the action and press **↑**, **↓**, **→**, **←**, **○**, **□**.

### TOGGLE SPECIAL ABILITIES

Press **START** to pause the game at any time, then hold **L1** + **R2** and press **↑**, **↓**, **→**, **←**. Release **L1** + **R2** and press **○**, **□**, **R1**, **R2**.

### INCREASE SCORE

Press **START** to pause the game then hold **L1** + **R1** and press **→**, **→**, **←**, **←** on controller two to add 100 points to your score.

### DISPLAY SCORE AND TIME

Press **START** to pause the game, then press **→**, **→**, **←**, **←** on controller two to activate the cheat.

### ALL CHARACTERS

**L1**, **R1**, **L2**, **R2**, **→**, **←**, L3, R3  
Where? Title screen

### ALL STORY MODE MISSIONS

**L1**, **R1**, **L2**, **R2**, **→**, **○**, L3, R3  
Where? Mission select screen

### ALL MULTIPLAYER MODE MISSIONS

**L1**, **R1**, **L2**, **R2**, **→**, **○**, L3, R3  
Where? Mission select screen

## ALL MISSION LAYOUTS

R3, L3, R2, L2, R1, L1

Where? Mission select screen

## BONUS RIKIMARU STAGE

L3, ↑, R3, ↓, L2, →, R2, ←

Where? Title screen

## HIDDEN LEVEL

↑, ↓, →, ←, ⊗, ⊗, ⊗

Where? Title screen

## UNLOCK ALL ITEMS

Hold R1 + L1 and press ↑, ⊙, ⊙, ←, ⊙,

⊙, ↓, ⊙, ⊙, →, ⊙, ⊙.

Where? Item select screen

## INCREASE ITEMS

Hold R2 + L2 and press ⊙, ⊙, ⊙, ↑, ←,

↓, →.

Where? Item select screen

## UNLIMITED ITEM CAPACITY

L1 + L2 + R1 + R2 and press ⊙, ⊙, ⊙, ⊙, ↑,

←, ↓, →, ⊙, ↑, →, ↓, ←.

Where? Item select screen

## FUNNY DIALOGUE

Hold L1 + R2 and press ↓, ⊙, ↑, ⊙, →,

⊙, ←, ⊙ at the opening screen with the

Tenchu logo. Select 'Options', 'Audio',

'Language' to access the 'B-Side' option to

play the game with witty dialogue.

## TEST DRIVE OFF-ROAD: WIDE OPEN

### UNLOCK PRO CLASS TRUCKS

Complete the first nine tracks in Single Race Mode.

### UNLOCK UNLIMITED CLASS TRUCKS

Complete the first 27 tracks in the Single Race Mode.

### UNLOCK HUMVEE

Finish first in the first three seasons of Career Mode in all divisions.

## UNLOCK SHELBY DODGE DURANGO

You need to finish first in season four in the Speed division for this one.

## UNLOCK DODGE T-REX

Finish first in season four of Career Mode in the power division.

## UNLOCK ROD HALL HUMMER

Finish first in all divisions in Career Mode.

## CONTROLLED LANDING

Hold R1 after a jump, then use the left analogue stick to steer your descent.

## UNLOCK MONSTER TRUCK

On the Hard Difficulty, complete all 36 tracks in Single Race Mode.

## THEME PARK ROLLER COASTER

Enter these codes while you're in the park.

All Items Researched ..... ↑, ↓, ↑, ↓, ←,

..... ↑, ↓, ↑, ↑, ↓, ↑,

..... ↓, ←, ↑, ↓, ↑

.....(Repeat sequence four times)

Everything Is Free ..... ←, ↓, ⊗, ⊙, ←,

..... ↓, ⊗, ⊙, ←, ↓,

..... ⊗, ⊙, ←, ↓, ⊗, ⊙

.....(Repeat sequence twice)

Golden Tickets ..... ↑, ↓, ←, →, ⊙,

..... →, ←, ↓, ↑, ⊙

.....(Repeat sequence four times)

All awards ..... ↑, ↓, ←, →, ⊙,

..... →, ←, ↓, ↑, ⊙

.....(Repeat sequence five times)

## ROLLERCOASTER TEST PARK

Build 10 ultimate-rated rollercoasters and you'll unlock this – you get it when you start a new game or reload a saved one.

## THIS IS FOOTBALL 2003

View credits ..... L2, L1, L1, L2, L2, L2

Farm sounds ..... L1, L1, R2, ↑, ↓, →

**Clown sounds** ..... L1, L1, L2, R2, R2, R1  
**Fast announcers** ..... L2, R2, R1, R2, L2, R2  
**FMV sequences** ..... L2, L1, R1, L1, L2, R2

## BEAT...

European All-Stars to win the Euro Cup.  
 African All-Stars to win the African Cup.  
 American All-Stars to win the American Cup.  
 Asia/Oceania All-Stars to win the Asia/Oceania Cup.  
 South American All-Stars to win the SA Cup.  
 World All-Stars to win the World Cup.  
 Timewarp teams to win the Timewarp Cup and the Timewarp League.

## THUNDERSTRIKE: OPERATION PHOENIX LEVEL SELECT

Go to the Options screen and set 'Vibration' to 1 and 'Sound effects' and 'Music' to 0. Hold down L1 + L2 + R1 + R2 + C + B until the message 'Spooky Cat' appears.

## TIGER WOODS PGA TOUR 2003

Never disappoint 'er indoors again with these codes to get super wood every time.

**All golfers** ..... ALLTW3  
**All courses** ..... 14COURSES  
**Super Tiger Woods** ..... SUNDAY  
**Brad Faxon** ..... XON  
**Cedric Andrews** ..... IAM.1  
**Charles Howell III** ..... BANDPANTS  
**Dominic Donatello** ..... GODFATHER  
**Hamish** ..... MCRUFF  
**Jim Furyk** ..... THESWING  
**Josey Scott** ..... SUPERSTAR  
**Justin Leonard** ..... JUSTINTIME  
**Kellie Newman** ..... COWGIRL  
**Mark Calavecchia** ..... CALCULATE  
**Mark Omeara** ..... TB  
**Melvin Tanigawa** ..... YOYOYO  
**Notah BeGay III** ..... NOTABLY  
**Solita Lopez** ..... SOLITARY1  
**Steve Stricker** ..... SS  
**Stewart Cink** ..... SINK

**Stuart Appleby** ..... ORANGES  
**Takeharu Moto** ..... ZTON  
**Ty Tryon** ..... TYNO  
**Val Summers** ..... VALENTINE  
**Vijay Singh** ..... VJSING

## MEMORY CARD BONUSES

Insert a Memory Card with a save of *Tiger Woods 2002* on it while loading up this game, and you'll earn yourself the coveted Black Rock Cove course.

## TIGER WOODS PGA TOUR 2004

Select 'Password' from the Options Menu and enter any of the following as case sensitive codes. A voice confirms correct code entry.

**All golfers and courses** ..... THEKITCHENSINK  
**All golfers** ..... CANYOUPICKONE  
**All courses** ..... ALLTHETRACKS  
**Cedric 'Ace' Andrews** ..... ACEINTHEHOLE  
**Cedric The Entertainer** ..... CEDDYBEAR  
**Dominic 'The Don' Donatello** ..... DISCOKING  
**Felicia 'Downtown' Brown** ..... DTBROWN  
**Edwin 'Pops' Masterson** ..... EDDIE  
**Erica 'Ice' Von Severin** ..... ICYONE  
**Hamish 'Mulligan' McGregor** ..... DWILBY  
**Moa 'Big Mo' Ta'a Vatu** ..... ERUPTION  
**Solita Lopez** ..... SHORTGAME  
**Sunday Tiger Woods** ..... 4REDSHIRTS  
**Takeharu 'Tsunami' Moto** ..... EMERALDCHAMP  
**Val 'Sunshine' Summers** ..... BEVERLYHILLS  
**Melvin 'Yosh' Tanigawa** ..... THENEWLEFTH  
**Target World Challenge Game** ..... SHERWOOD TARGET

## TIME CRISIS 2 ORANGE GUYS

When playing solo it's possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

## YELLOW GUYS

When terrorists dressed in yellow appear, shoot them quickly to get big bonus points. Serves them right for wearing yellow.

## AUTOMATIC WEAPONS

Complete Story Mode twice.

## UNLIMITED AMMO

Complete Story Mode three times.

## WIDE-EFFECT AMMO

To get this improved ammunition complete Story Mode four times.

## MIRROR MODE

Complete Story Mode without using any continues. At all.

## UNLIMITED CREDITS

To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits.

## TOCA RACE DRIVER

### ALL CARS

Enter CARS as a cheat code while you are at the Bonus screen to unlock every car in the game in Free Time Mode.

### ALL TRACKS

Enter TRACKS as a code at the Bonus screen to unlock every track in Free Time Mode.

### REALISTIC HANDLING

Enter SIM as a code at the Bonus screen to make the cars handle more authentically.

### BETTER DAMAGE

Enter DAMAGE as a code at the Bonus screen to cause more dramatic damage to each car when they are struck.

### VIEW CREDITS

Enter CREDITS as a code at the Bonus screen to view a full list of the game's creators.

## BONUS COMPETITIONS

When you complete the LOLA World Championship, you need \$8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

## TOKYO EXTREME RACER ZERO LITTLE MAN MASCOT

When you're choosing your transmission type, hold down **RB** until the game has finished loading. When you go to first-person view, you'll see a little man dangling from the roof of your car.

## GENKI GREMLIN MASCOT

When you're choosing your shift assist, hold down **RT** + **X** + **C**, and keep the buttons depressed until the game has finished loading. When you go to first-person view, you'll see a little gremlin dangling from the roof of your car.

## BLUE MOSQUITO MASCOT

When you're choosing your shift assist, hold down **RT** + **X** + **C**, and keep the buttons depressed until the game has finished loading. When you go to first-person view, you'll see a blue mosquito dangling from the roof of your car.

## HORNED DOG MASCOT

When you're choosing your shift assist, hold down **RT** + **X** + **C**, and keep the buttons depressed until the game has finished loading. When you go to first-person view, you'll see a little horned dog dangling from the roof of your car.

## PINK ANIMAL MASCOT

When you're choosing your shift assist, hold

down **R1** + **X** + **C**, and keep the buttons depressed until the game has finished loading. When you go to first-person view, you'll see a pink animal dangling from the roof of your car.

## TOMB RAIDER: THE ANGEL OF DARKNESS HANDSTAND

While hanging from a ledge, hold **R1** and push forward on the left analogue stick. Lara will pull herself up into a handstand.

## SWAN DIVE

While you are pushing forward on the left analogue stick, press and hold **R2** and press **C**. As well as being used to leap spectacularly from high ledges, it also comes in handy as a forward roll move while on the ground.

## DIVE INTO WATER

Stand at the water's edge, hold **R1** and press **X**. This is a much more graceful alternative to simply bombing into the water.

## QUICK TURNS UNDERWATER

Press **C** while Lara is underwater to turn 180°.

## QUICK WEAPON SELECT

While you have a weapon equipped, press **↑** or **↓** on the D-pad to change the weapon that you are holding. This saves you having to go all the way to the Weapons Menu.

## SNAPPING NECKS

Creep up behind a guard in stealth mode, make sure you're not pushing the left analogue stick in any direction (ie, it's centred) and press **X**. Lara will snap their neck.

## TONY HAWK'S PRO SKATER 3

A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters.

## MASTER CODE

Go to the Options Menu and select Cheats.

Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

## ALL CHEATS AND CHARACTERS UNLOCKED

Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

## LEVEL SELECT

Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

## UNLOCK ALL FMV

Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences in the game.

## MINI HAWKS

On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

## TONY HAWK'S PRO SKATER 4 ENABLE MOON PHYSICS

To give your chosen skater more height on their jumps, thus allowing you more time to string combos together and land them, go to the Options menu, select Cheats and then enter Superfly as a case-sensitive code (yes, that means a capital 'S', doofus) You will now be able to toggle Moon Physics on from the main cheats menu in the game.

## HIDDEN CREATED SKATERS

Enter one of the following character names at the Create-A-Skater screen and their hidden stats will appear...

**Aaron Skillman, Adam Lippman, Andrew Skates, Andy Marchal, Angus, Atiba Jefferson, Ben Scott Pye, Big Tex, Brian**

Jennings, Captain Liberty, Chauwa Steel, Chris Peacock, ConMan, Danaconda, Dave Stohl, DDT, DeadEndRoad, Fakes The Clown, Fritz, Gary Jesdanun, grjost, Henry Ji, Jason Uyeda, Jim Jagger, Joe Favazza, John Rosser, Jow, Kenzo, Kevin Mulhall, Kraken, Lindsey Hayes, Lisa G Davies, Little Man, Marilena Rixfor, Mat Hoffman, Matt Mcpherson, Maya's Daddy, Meek West, Mike Day, Mike Lashever, Mike Ward, Mr. Brad, Nolan Nelson, Parking Guy, Peasus, Pete Day, Pooper, Rick Thorne, Sik, Stacey D, Stacey Ytuarte, Stealing Is Bad, Team Chicken, Ted Barber, Todd Wahoske, Top Bloke, Wardcore, Zac ZIG Drake

Here's the complete list of secret cheat codes. Enter in the Cheats screen (via Options) before you start. To activate, go to the Cheats Menu after pausing and toggle them on (or off).

Master code .....watch\_me\_xplode  
 Unlock Jango, Eddie and Mike .....homielist  
 Unlock Daisy .....(o)(o)  
 Always Special .....doasuper  
 Perfect Manuals .....mullenpower  
 Perfect Grinds .....ssbsts  
 Moon Physics .....superfly  
 Matrix Mode.....nospoon

## TONY HAWK'S UNDERGROUND

Choose Cheat Codes at the Options Menu, then enter these cheats. You can also unlock the items by getting all 129 goals.

Perfect rail balances .....letitslide  
 Perfect manuals .....keepitsteady  
 Moon gravity .....noforce  
 All FMV sequences .....digivid  
 Official THUG song.....holeshot

## PLAY AS GENE SIMMONS

Complete Story Mode on Normal difficulty. To unlock the KISS FMV, collect K-I-S-S in the Hotter Than Hell level. Collect it again to start the KISS Concert.

## PLAY AS IRON MAN

Complete Story Mode on the Beginner difficulty for this top character.

## PLAY AS T.H.U.D.

Complete Story Mode on the Sick difficulty.

## PLAY AS PEDESTRIANS

Clear all gaps in the game.

## LOST FOOTAGE FMV SEQUENCE

Complete the game under the too easy and beginner difficulty settings to unlock a new "Lost Footage Tape", in which instead of challenging Eric, you punch him and take the tape. Chortle.

## ALTERNATE ENDING

Complete Story Mode twice or complete Sick Mode to view an alternate ending.

## TRIPLE PLAY BASEBALL 2002 GRAND SLAM BATTER

Create a player and enter the name SLUGGER. He will always hit a grand slam if he's batting with the bases loaded.

## ALL-STAR TEAMS

Hold **(L1) + (L2) + (R1) + (R2)** and press **↑, △, →, ⊙**. The all-star teams from 1970s, 1980s, and 1990s will be unlocked.

## HOMERUN SOUNDS

Press **△** or **⊙** to hear air horns or **⊙** to hear whistles while running around the bases after hitting a homerun.

## 110 MPH PITCHES

Create a player and enter the name STRONG ARM for super fast pitches.

## TRUE CRIME: STREETS OF LA

Enter any of this lot as your licence plate save name to play as the self-same character. You must hold **(L1) + (R1)** when entering each letter and also when you select 'OK' to confirm.



Become a biker .....	HAWG
Become a Korean chef .....	PHAM
Become a commando .....	M1K3
Become a famous boxer .....	BRUZ
Become a pole dancer .....	BOOB
Become a gangster .....	TFAN
Become a tattooed lady .....	TATS
Become a male punk .....	MNKY
Become a zombie .....	J1MM
Become a pimp .....	PIMP
Become George the police officer .....	FATT
Become a S.W.A.T. team member .....	5WAT
Become a tramp .....	BOOZ
Become a gambler .....	MRFU
Become Johnson the police officer .....	FUZZ
Become your female boss .....	B1G1
Become your partner Rosie .....	ROSA
Become Rosie in pants .....	HURT_M3

## UNLOCK ALL UPGRADES

Press ↑, →, ↓, ←, ↑, ⊗ at the City Map screen.

## UNLOCK ALL ATTACKS AND GRAPPLES

Press ↑, ↓, ↑, ↓, ⊗ at the City Map screen.

## UNLOCK ALL CARS AND DRIVING MANOEUVRES

Press ←, →, ←, →, ⊗ at the City Map screen.

## UNLOCK ALL GUNS AND WEAPON UPGRADES

Press →, ←, →, ←, ⊗ at the City Map screen.

## SHOW COORDINATES

Press ⊗, ⊙, ⊕, w at the City Map screen. Nick's coordinates will now appear in the top left corner.

## LICENCE PLATE SYMBOLS

When entering a licence, save name, hold ⊕ + ⊕ and tap the D-pad ← or → for a selection.

## SELECT CAR COLOUR

When entering a licence plate, save the name,

hold ⊕ + ⊕ and push the left analog-stick ↑ or ↓ to change the colour of the strip below the licence plate. When you select your licence plate, the saved name will be the colour of Nick Kang's car. Plate stuff.

## HARD CRASHES

While in a car, pause the game and press ↓, ↓, ↓, ⊗ at the City Map screen. When you hit other cars they will – literally – go flying.

## SOFT CRASHES

While in a car, display the map screen. Press ↑, ↑, ↑, ⊗ at the City Map screen. When you hit other cars they will hardly move.

## TUROK EVOLUTION

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start or else it won't work.

Invincibility .....	emerpus
Invisibility .....	slewwh
Unlimited ammo .....	madman
Unlock all levels .....	sellout
Unlock all weapons .....	texas

## TWISTED METAL: BLACK CHEAT CODES

While locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down ⊕ + ⊕ + ⊕ + ⊕.

Invincibility .....	↑, ↓, ←, →,
.....	→, ←, ↓, ↑
Mega Machine-guns .....	⊗, ⊗, ⊕
One hit kills .....	⊗, ⊗, ⊕
God mode .....	↑, ⊗, ←, ⊕
Weapons for health .....	⊕, ⊗, ⊕, ⊕

## TY THE TASMANIAN TIGER

The only platform hero we can think of who

uses bent sticks as his weapons of choice. Get those 'rangs!

## UNLOCK ZOOMERANG

Collect ten Cogs.

## UNLOCK MULTIRANG

Collect 20 Cogs.

## UNLOCK INFRARANG

Collect 30 Cogs.

## TECHNORANGS

During the game, press **LB**, **RB**, **LT**, **RT**, **A**, **A**, **C**, **A**, **C**.

## AQUARANG, ELEMENTAL BOOMERANGS, DIVE AND SWIM ABILITIES

During the game, press **LB**, **RT**, **LT**, **RB**, **A**, **A**, **C**, **C**, **A**, **C**.

## SHOW OBJECTS

During the game, press **LB**, **RT**, **LT**, **RB**, **A**, **A**, **C**, **C**, **C**, **C**, **C**, **R2**, **R2**.

## BONUS LEVEL

Complete the game with every Cog, Opal and Egg to be found and you will be awarded a bonus level and an alternate game ending.

## VIRTUA FIGHTER 4 PLAYING AS DURAL

Beat Dural in the Kumite Mode then she (yes, that is a 'she' by all accounts) becomes playable in Versus Mode. You'll be glad to have her on your side, even if she isn't the sexiest of birds.

## PLAYABLE TRAINING STAGES

Below is how to get the three extra training stages for use in Versus Mode. Nice scenery!

### TRAINING STAGE ONE

Gain 1st Dan rank in Kumite Mode.

### TRAINING STAGE TWO

Gain 5th Dan rank in Kumite Mode.

### TRAINING STAGE THREE

Gain Monarch rank in Kumite Mode.

## UNLOCKING DURAL'S STAGE

Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage – The Hangar.

## VIRTUA FIGHTER 1 MODELS

Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold **RT** (or Punch + Kick if you prefer) until the round starts. Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy waaay back.

## VIRTUA TENNIS 2

Some ace extras can be unlocked in this smashing tennis game – but have you got the strokes to savour them?

## ALTERNATE COSTUMES

Hold **LB** or **RB** and select a character at the selection screen.

## PLAY AS KING OR QUEEN

Win all matches without using any continues. If you're using a male character, you will face King. Otherwise you will face Queen. Defeat them to unlock them as playable characters.

## SPECIAL RACKETS

In the World Tour Mode, defeat opponents on Level 3 and higher without losing a set. If you win a straight set you will get a special racket in every championship that you won.

## KING'S COURT

This will be unlocked if you defeat King and Queen (mixed doubles) on level 5 in World Tour Mode. You must win the mixed double match on Level 4.

## V-RALLY 3

Are there any hidden cars in *V-Rally 3*? You bet your fluffy dice there are. Below is a list of the four additional vehicles available and how to unlock them. Once unlocked, you can select these four-wheeled fancies by choosing the Bonus Cars option from the Car Category Menu.

### MITSUBISHI LANCER EVOLUTION VI

Win the 1.6L Championship in V-Rally Mode.

### SUBARU IMPREZA 2000

Win the 2.0L Championship in V-Rally Mode.

### SEAT CORDOBA REPSOL

Successfully complete the Challenge Mode.

### TOYOTA COROLLA V-RALLY

Set a record time for every track.

### REVERSED TRACKS

In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

### HOVER CARS

Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

**Small cars** .....01041977 BIGJIM

**Squishy cars** .....25121975 PILOU

## WACKY RACES

Enter all of the following codes at the Cheat Codes screen.

**All tracks** .....CHIMPGIVEAWAY

**All gadgets** .....GADGETDEAROUT

**All cars** .....MONKEYSPOILERS

**Kid mode** .....THOSEWACKYKIDS

## WAR OF THE MONSTERS

### PLAY AS MECHA-SWEET TOOTH

Use a Memory Card with a save game from *Twisted Metal: Black* with Sweet Tooth

completed. When *WoTM* loads, you'll get a message saying that Mecha-Sweet Tooth is available. Play as Agamo and pick costume four.

Unlock	Cost (Battle tokens)
<b>Volcano level</b> .....	45,000
<b>Mini Baytown level</b> .....	65,000
<b>Capitol level</b> .....	85,000
<b>UFO level</b> .....	105,000
<b>Dodgeball mini-game</b> .....	105,000
<b>Big Shot mini-game</b> .....	65,000
<b>Crush-0-Rama mini-game</b> .....	85,000
<b>Play as Raptros</b> .....	200,000
<b>Play as Zorgulon</b> .....	200,000

## WIPEOUT FUSION

Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

<b>Features unlocked</b> .....	⊗, △, ⊙, △, ⊙
<b>Unlimited weapons</b> .....	△, ⊙, ⊗, ⊙, ⊕
<b>Unlimited shields</b> .....	△, △, ⊕, ⊕, ⊕
<b>Retro ships</b> .....	⊗, ⊙, △, ⊕, ⊗
<b>Animal ships</b> .....	△, ⊙, ⊙, △, ⊗
<b>Fast(er) ships</b> .....	⊕, ⊗, ⊗, ⊗, △

## WORLD CHAMPIONSHIP SNOOKER 2003

Input the following code at the Main Menu to unlock everything (players, locations, baize colours, etc). A click can be heard to confirm that the code has been entered correctly.

**Everything** ..... R1, L1, ⊕, △, ⊕, R1

## WORLD RALLY CHAMPIONSHIP

At last, some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little, select the Extra option from the main menu, then enter any of the following in the Code section.

**Greater acceleration** .....EVOPOWER  
**Comedy commentary** .....HELIUM/DAID  
**No chassis**.....THAT'SSTUPID  
**Flying cars (in replays)**.....FLOATYLIGHT  
**Overhead camera** .....DOWNBELOW  
**Reversed camera** .....ONTHECEILING  
**Underwater graphics** .....WIBBLYWOBBLY  
**Psychedelic graphics** .....IMGOINGCRAZY

## WWE CRUSH HOUR ALL LEVELS AND CHARACTERS/VEHICLES

At the Character/Vehicle selection screen, press  
□, △, ○, ○, ○, ○, ○, △, ○, ○, △.

## FILL SPECIAL METER QUICKLY

Pause during game play, hold L3 and press  
△, ○, ○, ○, ○.

## UNLIMITED TURBO

Pause during game play, hold L3 and press  
×, △, ○, ○, △.

## WWE SMACKDOWN! SHUT YOUR MOUTH

These are choices of unlockable options once you have won a PPV match.

### WrestleMania PPV

Hulk Hogan (in Season Mode)  
Faarooq's attire  
Bradshaw's attire  
Moves 1  
Create Parts 7  
WrestleMania X8 arena

### Backlash

The Rock's attire  
Christian's attire  
Create Parts 1  
Foam Hands A  
Backlash arena

### Judgment Day

RVD's attire  
Vince McMahon's attire  
Eddie Guerrero's attire

Undertaker's attire  
Create Parts 2  
Judgment Day arena

### Rebellion

Chris Jericho's attire  
Stacy Keibler's attire  
Brock Lesnar's attire  
Moves 10  
Rebellion arena

### Vengeance

Lance Storm's attire  
Raven's attire  
Billy Kidman's attire  
Create Parts 3  
Vengeance arena A  
Vengeance arena B

### Armageddon

Ric Flair's attire  
Chuck's attire  
Billy's attire  
Armageddon arena  
Winter Plaza arena  
Winter Times Square arena

### Unforgiven

Chris Benoit's attire  
Trish Stratus' attire  
Moves 3  
Create Parts 5  
Foam Hands B  
Unforgiven arena

### No Mercy

Shawn Michaels' attire  
Stephanie McMahon's attire  
Rikishi's attire  
D-Von's attire  
Molly Holly's attire  
No Mercy arena

### Survivor Series

Matt Hardy's attire  
Hardcore Holly's attire  
Moves 7  
Moves 8

30 ability points  
Survivor Series arena

## King of the Ring

Kurt Angle's attire  
Edge's attire  
Moves 2  
Create parts 8  
King of the ring arena  
Plaza B backstage area

## Royal Rumble

Triple H's attire  
Steve Austin's attire  
Bubba Ray's attire  
Create Parts 6  
Royal Rumble arena  
WWE Superstar Special Movie

## No Way Out

Kevin Nash (in Season Mode)  
X-Pac (in Season Mode)  
Big Show's attire  
The Big Valbowski's attire  
Moves 5  
No Way Out arena

## SummerSlam

Booker T's attire  
Torrie Wilson's attire  
Moves 4, Moves 6  
Create Parts 9  
SummerSlam arena

## Insurrexion PPV

Jeff Hardy's attire  
William Regal's attire  
Moves 9  
Create Parts 4  
Insurrexion arena

## WWE SMACKDOWN! HERE COMES THE PAIN CREDIT MOVIE

Beat season mode once with any  
superstar/CAW

## SKIP MATCHES

Complete the season mode once

## DEFEAT BACKSTAGE OPPONENTS EASILY

Here's how to get an easy backstage win: go to the parking lot and whip your opponent into the large WWE truck on the far right. Your opponent will jump up onto the truck, and as there isn't another way to get down, they'll HAVE to walk off. Ha! This causes unprecedented damage to pretty much their entire body. And all you have to do is repeat the trick until your opponent is damaged so badly he can't kick out of a pin. Easy. Sneakily easy, you might say.

## EASY WINS IN HARDCORE MATCHES

In the corridor with the cage structure, climb up the cage and then break the two panels on top. Okay? Okay. Now stand at the upper right hand side of it, and watch in awe as your computer opponent seems incapable of doing anything other than blindly walking into the hole, damaging himself as he falls down. This is a top trick for scoring big-style.

## X2: WOLVERINE'S REVENGE UNLOCK LEVEL SELECT AND CHALLENGES

Press **(A)**, **(O)**, **(A)**, **(B)**, **(A)**, **(O)**, **(L)** + **(R)** at the Main Menu to activate this cheat.

## UNLOCK ALL COSTUMES, CEREBRO FILES AND MOVIES

Press **(A)**, **(O)**, **(A)**, **(B)**, **(B)**, **(B)**, **(L)** + **(R)** at the Main Menu to activate this cheat.

## UNLOCK CHEATS OPTION

Press **(A)**, **(A)**, **(O)**, **(O)**, **(B)**, **(B)**, **(O)**, **(O)**, **(L)** + **(R)** + **(L)** + **(R)** at the Main Menu. A Cheats Menu is then accessible by pausing the game. The Cheats Menu consists of Invulnerability and Freeze Frame options which you can switch on and off when you eventually become tired of them. On the other hand, you may just want to keep them on because they are pretty damn good cheats after all!

## FUNNY FMV

Unlock all the Movies either by completing the game or by using the Unlock Movie cheat. Select 'Bonus' from the Main Menu, go to 'Gallery' and choose 'Play Movies'. The two movies at the right-hand end of the bottom row are amusing out-take style clips which are actually funny.

## X-MEN: NEXT DIMENSION UNLOCK EVERYTHING

On the Main Menu, hold down **LB**, press **→**, **→**, **←**, **←**, **↓**, **↑**, **○**.

### PLAY AS BASTION

Beat Story Mode once.

### PLAY AS BISHOP

Beat Arcade Mode with Gambit.

### PLAY AS BLOB

Beat Arcade Mode as Bishop.

### PLAY AS PSYLOCKE

Beat Arcade Mode with Betsy.

### PLAY AS SENTINEL A

Beat the Arcade Mode with Cyclops.

## YU-GI-OH! THE DUELISTS OF THE ROSES

Go to the 'Build Deck' screen, press R3 and enter one of the following passwords for your required card.

Ancient Tree Of Enlightenment.....	EKJHQ109
Aqua Dragon .....	JXCB6FU7
Barrel Dragon .....	GTXSBJ7
Beast King Of The Swamp .....	QXNTQPAX
Birdface .....	N54T4TY5
Black Hole.....	UMJ10MQB
Blast Sphere .....	CZN5GD2X
Change Of Heart .....	SBYDQM8B
Crush Card.....	SRA7L5YR
Dragonseeker .....	81EZCH8B
Earthshaker .....	Y34PN15V

Elf's Light .....	E5G3NRAD
Exodia's Head .....	37689434
Fairy King Trusdale .....	YF07QVEZ
Fairy's Gift .....	NVE7A3EZ
Goblin Fan .....	92886423
Gravity Bind .....	0HNF69WX
Greenkappa .....	YBJMCD6Z
Harpy's Feather Sweep .....	8HJHQPNP
Horn Of The Unicorn .....	S14FGKQ1
Left Arm Of Exodia.....	A5CF6HSH
Magician Of Faith.....	GME1S3UM
Meteor Dragon .....	86985631
Mimicat.....	69YDQM85
Mirror Wall .....	53297534
Mystical Capture Chains .....	N1NDJMQ3
Robotic Knight.....	S557NKNH

## ZONE OF THE ENDERS REFILL AMMO AND HEALTH

Pause the game at any time and press **LB**, **LB**, **○**, **○**, **○**, **○**, **○**, **○**, **○**, **○**, **○**, **○**, **○**.

## UNLOCK VERSUS MODE

At the 'Press Start' screen, press **○**, **⊗**, **→**, **←**, **→**, **←**, **↓**, **↓**, **↑**, **↑**. Alternately, you could successfully complete single-player Mode under any difficulty setting.

## ALL CHARACTERS AND LEVELS IN VERSUS MODE

Successfully complete the game on Easy Mode, getting at least a 'D' ranking.

## ZONE OF THE ENDERS: THE 2ND RUNNER EXTRA JEHUTY OFS

Successfully complete the game to unlock the additional Jehuty Orbital Frames: Jehuty Ver.2, Damaged Jehuty and Naked Jehuty. Use when playing through the game again after loading your 'Clear Data' game save. They can also be used in Extra Missions and, with the exception of Naked Jehuty, Versus Mode.

## UNLIMITED SUBWEAPON ENERGY

Successfully complete the game and restart

from your 'Clear Data' game save. Select Naked Jehuty as your OF and equip all subweapons. You can now play through the game with unlimited subweapon energy.

### ALTERNATE RANKING IMAGES

Successfully complete the game with an 'A' Rank to view a different background picture at the Rankings screen, which follows the credits. To view another different background picture at the Rankings screen, complete the game with an 'S' or 'SS' Rank.

### VERSUS MODE

Successfully complete the game to unlock Versus Mode. In this mode you can fight against either a computer or human controlled Orbital Frame.

### UNLOCK ZORADIUS MINI-GAME

Successfully complete the game and choose the 'Extra Missions' options from the Main Title screen. Choose any of the Jehuty OFs at the Character Selection screen, but notice that the box below Naked Jehuty is filled with a '?'. Once you have selected a character, choose 'Boss Battle' at the Mode Selection screen and then choose to fight against Vic Viper, which is Stage 03. When the mission starts, pause the game and enter the following code: **↑, ↑, ↓, ↓, ←, →, ←, →, □, □**. A sound will confirm correct code entry.

Exit and return to the Extra Missions Character Selection screen. Vic Viper should now be a selectable character below Naked Jehuty. Choose Vic Viper to play the Zoradius mini-game.

### ZORADIUS POWER-UP CHEAT

Begin the Zoradius mini-game, pause the game and enter the following code: **↑, ↑, ↓, ↓, ←, →, ←, →, □, □**. This will give you all power-ups with the exception of Speed Up.

### ALTERNATE ZORADIUS IMAGE

Successfully complete the Zoradius mini-game with a score higher than 570,000 to view a different image at the end of the game.

### UNLOCK NAKED JEHUTY IN VERSUS MODE

Successfully complete the game and restart from your 'Clear Data' game save, but make sure you are NOT playing as Naked Jehuty. Play almost all the way through the game, up to the point where you descend down a sloped underground cargo route (just after the massive LEV battle). When you reach the cargo route exit (which leads to the tunnel where the energy beam pushes Jehuty back), look below the exit and you'll see two corridors that are blocked by red lasers. Shoot the lasers to disable them and go through into a secret area. Inside you'll be confronted by Naked Jehuty – defeat it and grab the Vs Mech icon from the centre of the room.

### UNLOCK INHERT IN VERSUS MODE

Successfully complete the game and restart from your 'Clear Data' game save. Play through the game until you have to descend through the three rooms with the retractable horizontal pillars just before the Inherit fight. The Vs Mech icon can be found on one of the corner platforms in the second room. It's a bit tricky to find, but if you kill all the enemies in the room and then use **□** to switch targets you'll soon locate it.

### UNLOCK AUMAAN ANUBIS IN VERSUS MODE

Successfully complete the game and restart from your 'Clear Data' game save, but make sure you start with all subweapons equipped. Play through the game until you reach Capri Canyon, where you have to destroy two protective locks in order to gain access to the entrance at the mouth of the canyon.

Head down the left-hand path until you see another path leading off to the left. Follow this new path to a dead-end and use the Vector Cannon to blast a hole in the wall by the pile of boulders. Go through either of the two tunnels that are revealed and follow it until you're confronted by Aumaan Anubis. Defeat Nohman's OF and grab the Vs Mech icon that appears. □

Your chance!

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