

6. Copies of these saved webpages have been attached as Exhibit B.

I declare under the penalty of perjury that the foregoing are true and correct statements.

Dated this 31st day of July 2009.

Kevin Brett
Kevin Brett

STATE OF Illinois)

)SS:

COUNTY OF Cook)

The foregoing AFFIDAVIT OF KEVIN BRETT has been subscribed and sworn to me before this 31st day of July 2009, by Kevin Brett.



Lyudmila Janusonis
Notary Public

My Commission Expires: 7-31-2012

AFFIDAVIT OF KEVIN BRETT

LIST OF URLS

EXHIBIT A

Game	Site Name	Link to Site
Gears of War	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:Gears_Of_War:_Combat
Gears of War	Game Winners	http://www.gamewinners.com/Cheats/index.php/Gears_Of_War_%28Xbox_360%29
Grand Theft Auto Liberty City Stories	Game Winners	http://www.gamewinners.com/playstation2/GrandTheftAutoLibertyCityStories.htm
Halo 2: Multiplayer Map Pack	Game Winners	http://www.gamewinners.com/xbox/Halo2MultiplayerMapPack.htm
Marvel Ultimate Alliance	Game Winners	http://www.gamewinners.com/Cheats/index.php/Marvel:_Ultimate_Alliance_(PlayStation3)
Need For Speed	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:Need_For_Speed_Most_Wanted:_Police
Need For Speed	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:Need_For_Speed_Most_Wanted:_Blacklist
Need For Speed	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:Need_For_Speed_Most_Wanted:_Speed
Resistance: Fall of Man	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:Resistance:_Fall_Of_Man:_Unlockables#Hidden_cinematic
Scarface: The World Is Yours	Game Winners	http://www.gamewinners.com/DOSWIN/blscarface.htm
Superman Returns	Game Winners	http://www.gamewinners.com/xbox/SupermanReturnsTheVideogame.htm
Superman Returns	Game Winners	http://www.gamewinners.com/playstation2/SupermanReturnsTheVideogame.htm
X Men Legends 2	Game Winners	http://www.gamewinners.com/playstation2/X-MenLegends2RiseOfApocalypse.htm
Sega Smash Pack	Game Winners	http://www.gamewinners.com/DC/SegaSmashpackVolume1.htm
Elder Scrolls IV: Oblivion	Game Winners	http://www.gamewinners.com/Cheats/index.php/The_Elder_Scrolls_4:_Oblivion_(PC)
Elder Scrolls IV: Oblivion	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:The_Elder_Scrolls_4:_Oblivion:_Vampirism

Elder Scrolls IV: Oblivion	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:The_Elder_Scrolls_4:_Oblivion:_Locations
Elder Scrolls IV: Oblivion	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:The_Elder_Scrolls_4:_Oblivion:_Skills
Elder Scrolls IV: Oblivion	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:The_Elder_Scrolls_4:_Oblivion:_Quests
Legend of Zelda: Twilight Princess	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:The_Legend_Of_Zelda:_Twilight_Princess:_Combat
Legend of Zelda: Twilight Princess	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:The_Legend_Of_Zelda:_Twilight_Princess:_Items
Legend of Zelda: Twilight Princess	Game Winners	http://www.gamewinners.com/Cheats/index.php/More:The_Legend_Of_Zelda:_Twilight_Princess:_Actions

AFFIDAVIT OF KEVIN BRETT

WEBPAGES

EXHIBIT B

GameWinners.com

HOME | CHEATS | NEWS | REVIEWS | VIDEOS | FORUMS

NBwebexpress.com

EDEF



“Win the Ultimate Cigar Cave from Partagas.”
Tony Siragusa, longtime star pro defensive tackle and current network football analyst.

SURGEON GENERAL
Cigars Are Not A Safe
To Cigarettes.

Gears Of War (Xbox 360)

From GameWinners

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

Jason Voorhees

Prison Breakout (10 points):

Completed tutorial level on any skill level.

Completed Act 1 on Casual (10 points): Complete Act 1 on Casual Difficulty.

Completed Act 2 on Casual (10 points): Complete Act 2 on Casual Difficulty

Completed Act 3 on Casual (10 points): Complete Act 3 on Casual Difficulty.

Completed Act 4 on Casual (10 points): Complete Act 4 on Casual Difficulty.

Completed Act 5 on Casual (10 points): Complete Act 5 on Casual Difficulty.

Mercenary (10 points): Complete all acts on Casual Difficulty.

Completed Act 1 on Hardcore (20 points): Complete Act 1 on Hardcore Difficulty.

Completed Act 2 on Hardcore (20

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shop new balance

RUNNING

+ SHOP

points): Complete Act 2 on Hardcore Difficulty.

Completed Act 3 on Hardcore (20 points): Complete Act 3 on Hardcore Difficulty.

Completed Act 4 on Hardcore (20 points): Complete Act 4 on Hardcore Difficulty.

Completed Act 5 on Hardcore (20 points): Complete Act 5 on Hardcore Difficulty.

Soldier (20 points): Complete all acts on Hardcore Difficulty.

Completed Act 1 on Insane (20 points): Complete Act 1 on Insane Difficulty.

Completed Act 2 on Insane (30 points): Complete Act 2 on Insane Difficulty.

Completed Act 3 on Insane (30 points): Complete Act 3 on Insane Difficulty.

Completed Act 4 on Insane (30 points): Complete Act 4 on Insane Difficulty.

Completed Act 5 on Insane (30 points): Complete Act 5 on Insane Difficulty.

Commando (30 points): Complete all acts on Insane Difficulty.

Time to Remember (10 points): Recover one-third of the COG tags (on any difficulty).

Honor-Bound (20 points): Recover two-thirds of the COG tags (on any difficulty).

For the Fallen (30 points): Recover all of the COG tags (on any difficulty).

My Love for You Is Like a Truck (30 points): Defeat a Berserker on Hardcore Difficulty.

Broken Fingers (30 points): Defeat a Corpser on Hardcore Difficulty.

A Dish Best Served Cold (30 points): Defeat General RAAM on Hardcore Difficulty.

Zen and the Art of Reloading (10 points): Perform 25 perfect active reloads (on any difficulty).

Zen and the Art Part 2 (20 points): Perform 5 perfect active reloads in a row (on any difficulty).

Clusterluck (20 points): Kill 3 enemies at once 10 different times (on any difficulty).

A Series of Tubes (20 points): Host and complete 50 ranked matches.

Dom-curious (10 points): Complete 1 co-op chapter as Dominic Santiago on any difficulty.

Domination (20 points): Complete 10 different co-op chapters as Dominic Santiago on any difficulty.

I Can't Quit You Dom (30 points): Complete all acts in co-op as Dominic Santiago on any difficulty.

Don't You Die On Me (10 points): Revive 100 teammates in ranked matches.

Fall Down Go Boom (20 points): Kill 100 enemies in ranked matches with the Boomshot.

Pistolero (20 points): Kill 100 enemies in ranked matches with a pistol.

The Nuge (20 points): Kill 100 enemies in ranked matches with the Torque Bow.

I Spy with My Little Eye (20 points): Kill 100 enemies in ranked matches with the Longshot.

Don't Hurt 'Em (20 points): Kill 100 enemies in ranked matches with the Hammer of Dawn.

It's a Massacre (10 points): Kill 100 enemies in ranked matches with the Chainsaw.

Curb Appeal (20 points): Kill 100 enemies in ranked matches with the curb stomp.

Capital Punishment (20 points): Kill 100 enemies in ranked matches with an execution.

Is It A Spider (30 points): Kill 100 enemies in ranked matches with grenade tag.

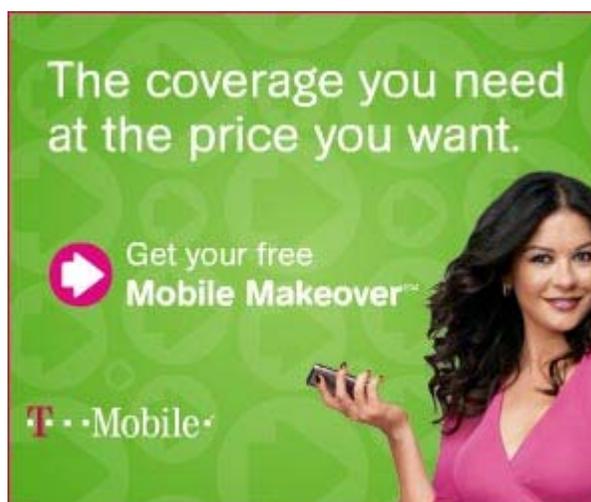
The Money Shot (20 points): Kill 100 enemies in ranked matches with a headshot.

Always Remember Your First (10 points): Finish playing a versus ranked match.

Don't Hate the Player (10 points): Finish with the highest points in a ranked match.

Mix It Up (30 points): Win a ranked match in every versus game type.

Around the World (30 points): Win a ranked match on every versus map.



Can't Touch Me (20 points): Win 10 ranked matches without losing a round.

Seriously... (50 points): Kill 10,000 people in versus ranked match total.

The following achievements require the downloadable content update for Annex mode and the Hidden Font Maps.

Jim Berry

"THIS! IS! ANNEX!" (40 points): Complete 100 multi-player matches of over 3 rounds in Annex and capture 3 objectives in each match.

"Inconceivable!" (30 points): Win 20 rounds of multi-player matches in Annex by fewer than 5 points.

"Nub Pwn3r" (30 points): Win 20 rounds of multi-player matches in Annex by shutting out the opposing team.

"You Down With E.P.I.C?" (30): Win a multi-player match of over 3 rounds in any game type on 6 different downloadable maps.

"Green Thumb" (30 points): Win 20 multi-player matches of over 3 rounds in any game type on the Garden multi-player map.

"Mind the Gap" (30 points): Win 20 multi-player matches of over 3 rounds in any game type on the Subway multi-player map.

"All That Juice" (30 points): Win 20 multi-player matches of over 3 rounds in any game type on the Process multi-player map.

"Purdy Mouth" (30 points): Win 20 multi-player matches of over 3 rounds in any game type on the Bullet Marsh multi-player map.

Unlockables

Insane difficulty

Successfully complete under the Casual or Hardcore difficulty setting.

Secret Gamerpics

Successfully complete the game under the Insane difficulty setting to unlock a secret Gamepic. It has the Red Gear's Symbol behind Marcus.

Phillip Guld

Earn the "Seriously ..." achievement to unlock the corresponding Gamepic.

Earn the "THIS! IS! ANNEX!" achievement to unlock the corresponding Gamepic.

Complete any ranked versus mach to unlock a Gamepic featuring Marcus running in the rain.

Additional video

Turn on the game and wait for the "Gears of War: Press Start" screen to appear. Do not press **Start**. Allow the screen to idle for a few of minutes, and a video will begin to play about Emergence Day.

Irishman

Hints

Easy "Clusterluck" achievement

Play Act 1 under the Casual difficulty setting. Play the very first chapter "14 Days after E-day" until reaching the part where you are about to go outside for the second time. This is when the Locusts are about to break open the door. Run to the door that is not in front of them or you will die. Make sure you have frag grenades equipped. When they break open the door, stick the very first Locust that comes through the door then stand in front of him so he cannot run away. When the grenade explodes it should kill all three of the Locusts and you might survive. If you survived make sure that you killed all three of them then pause game play. Load the last checkpoint and do this ten times. You do not have to survive while trying to get this achievement.

Reuben Rojas

Play the "Evolution" section of Chapter 3. After you rescue the stranded, you will reach a point where you must cross wooden floor boards that may fall away. Cross all the way to the other side where the respawning grenades are located. Standing just at the edge of the planks, wait until a few wretches gather underneath. Then, toss a grenade in the middle of the group. Refill your grenades as needed. To make it even easier, do this in co-op mode and have your partner stand on the planks looking down into the pit.

Sam B. in NH.

Easy achievements

Instead of completing the game three times, just play it under the Insane difficulty to get all three achievements for each act, completing the game, the Broken Fingers, and A Dish Best Served Cold all at the same time.

knoxtryb

When playing online, search for a one round Warzone game with a round length of 1 minute. This is called an achievement match. You get free kills towards your achievements. Each player takes a turn. One person from each team will go to the opposite side of the map while his teammates stand behind and wait for a person from the other team to come over to them. The one player from the other team kills everyone, except for the one person who is killing on the other team. The other players should stand there and let him kill them any way desired. If you swing your smoke grenade or throw it, the person will down your teammates and you can revive them, so you can get your revive achievement. When there is only one person on each team remaining, wait for the time to run out so you can start again, with another person on your team turn taking their turn to earn the achievements.

michael blanton

Easy achievement points for Co-Op mode

When starting a Co-Op campaign, instead of logging into your main Gamertag as player one, log in as player two. Doing this from the beginning or while replaying chapters will let you play as Dominic Santiago. There are several achievements that you will unlock playing as him. Also if you start as Dominic from the beginning, you will not gain any less points than you would as the main character and it will save you a lot of time.

The L3prachaun

Navigating the Rotten Wood room

Refer to this **map** (<http://www.gamewinners.com/map.php?file=GearsOfWar-RottenWoodRoom.png>) of the "Rotten Wood" room in Act 3. This is an annoying part of the level for first time players because there is no way to identify rotten wood and is thus time consuming. The map should provide a clear path of safety, however it is not to scale. It also provides the location of the COG tags located in the room.
Hammer

Easy Xbox Live kills

When playing on Xbox Live have a boomshot and a sniper ready. When your enemy is taking cover fire two boomshot bullets as fast as you can. They will think you are out of ammunition. Take out the sniper and aim at their position. As soon as they come out, get a head shot.

SaverinoFam

When a player is teasing you by ducking up and down behind cover, time his ups and downs. Just before he ducks, shoot but do not hit him. He will then come up again. Immediately blast him.

SaverinoFam

Put away all your guns and say that you have nothing remaining. Most of the time they will come for you, but have a sniper ready. Try to spot him and shoot him in the head.

SaverinoFam

"Roadie Run" directly at your opponent with your shotgun. When you get close (a few feet away), release **A** and immediately shoot. You can get some easy kills by doing this. It works best if you sneak up on your enemy from behind.

Sam Spokowski

On any small multi-player map like Mansion, to know where the enemies are located, go inside the door and throw a smoke. Other peoples may say something like "Incoming smoke!" and you will now know that the enemies are near.

Cosme Gonzalez

"About face" maneuver

This type of move is done when your character whips around 180 degrees quickly. To do it, hold **Analog-stick Away** to start walking backwards + **A** for a short time. Release **A** when your character turns around to perform it. To avoid frag grenades or retreat somewhere fast, keep holding **A** and Marcus will "Roadie Run" in the opposite direction.

Irishman

Two player path block

Use the following trick while playing in two player mode and you reach a difficult part with a doorway. Have one player die in the doorway. This creates a block that the Locust cannot get past. They will usually line up behind your dead partner, allowing you a safe zone to easily pick off the queued up

enemy. Once it is clear, just revive your friend and move on.

kevin merrel

Spinning kill

When close to a downed enemy, take out your chainsaw and hold the **Right Analog-stick Right** or **Left**. This will make you spin while you slice them in half.

Patrick Donohue

Chainsaw rev

When you have the chainsaw activated, hold **B** and tap **RT**. This should make the chainsaw emit a loud grinding sound.

Acavina

When you are in melee combat hold **B** and tap **RT** to rip through your opponent.

kdog99

Combat

Items

Locations

Glitches

Glitches

Video

Walkthrough

More...

Strategy guides (<http://www.gamefaqs.com/console/xbox360/game/928234.html>) from GameFAQs

Published strategy guides (<http://www.amazon.com/exec/obidos/ASIN/0744008360/gamewinnersstrat>)

Reviews (<http://reviews.gamewinners.com/data/censura.php?cmd=details&itemid=9010>)

Retrieved from "http://www.gamewinners.com/Cheats/index.php/Gears_Of_War_%28Xbox_360%29"

Categories: Xbox 360 | Xbox 360 (North America) | Xbox 360 (Europe) | Xbox 360 (Australia) | Xbox 360 (Japan)

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From GameWinners

Defeating Berserkers

In the final level, you first need to get the Berserker's attention. Berserkers are blind. They only go off smell and sound. Lead her all the way back to the very first train car. While she is still on it, quickly run off and press the button to release the car. Have fun watching the train car collapse and have the Berserker go with it.

Killing Berserkers usually takes two hits with the Hammer Of Dawn. However if you stick a grenade to them while they are still glowing red, then it saves the trouble of aiming again with the Hammer Of Dawn. This is easier with two players, but not too difficult to do solo.

kevin merrel

Xbox 360 Use the following trick for an alternate method to defeat the final Berserker in Act 5. Instead of pushing the button on the train car, lead the Berserker to the very back of the train. Walk to the very end of the train where there is an opening. Do not worry; its impossible to fall off. Stand in the opening, have the Berserker run at you, then roll out of the way. The Berserker will run off the train. Then if you look back, you will see the Berserker laying on the tracks. Also, once you have done that, look at the boxes all over the ground near you. They all say "Gears Crunch" (cereal boxes). If you hold **LT** to look closer, some of them advertise

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- 1 Defeating Berserkers
- 2 Defeating Boomers
- 3 Defeating Corpser
- 4 Defeating Locusts
- 5 Defeating Wretches
- 6 Defeating General RAAM
- 7 Defeating the Corpser
- 8 Easy group kill
- 9 Easy kills
- 10 Closing Emergence Holes
- 11 Faster reload times

*Based on recent sample
of consumers who have
used BillShrink.com.



that "you can win a tiny pillow."

illinoisfan37

When fighting the third Berserker on the train, have Marcus or Dom run onto the train piece that can be disconnected. Have the Berserker get on the piece with you, then have the other person disconnect the two. If done correctly, the Berserker will die and the other character will be dead, but sitting on the rails. An intermission sequence should start. The character who fell off will have a pitch black screen and be able to move and fire. Have the other person continue through the level and the character with the black screen should teleport onto the train.

SGMech

After a Hammer Of Dawn hit, quickly hit it with a Torque Bow. It will go down with one bow just like the Boomers. This is useful when playing in Insane mode where the Berserker sometimes may take four Hammer Of Dawn shots. Also, using a Torque Bow is much safer then tagging with a grenade.

Rocky Gonzalez

Use the following trick before you try to open the door that Jack has to "rip" that leads into the train car. Shoot the fuel tank until black smoke starts to come out of it. After the Berserker appears, go back to the fuel tank. The Berserker needs to be on the same car as the tank or any car behind it. Simply throw a grenade under the fuel tank and make sure you are not on the same car. The tank will explode and will detach the car, killing the Berserker and sending the cars and everything on them flying.

Darkstorm55

Defeating Boomers

Boomers have rocket launchers and can usually kill you in one hit. In order to kill them safely, take cover and wait until they shoot at you before you start shooting back. Just as they start reloading is the best time to shoot them, because their gun has a very slow reload. After they reload, hide again and let them fire. Repeat this a few times to kill them.

brandon mizera

Xbox 360 Equip a grenade. After the Boomer fires their weapon, run next to them and press **B**. If done correctly you will hear a sound that indicates that the grenade has attached to the Boomer. Run away. You can kill a Boomer instantly and save ammunition by doing this. Another method that can be done later in the game is when you receive the Torque Bow. If you have the Torque Bow, wait until they fire, then launch an arrow at them. This also kills them very quickly.

Eddie The Big Yeti Guerra

Take cover and wait for him to reload. Then, use a sniper to shoot him in the head. It will explode after about three shots. When you are reloading let him shoot so that he can reload.

Ryan Scopio

Take cover and wait for the Boomer to walk up to you. Let him fire so that he can reload. Then, equip a grenade, run up to him, and punch him with it (and therefore stick it to him). Dive and roll out of the way.

Ryan Scopio

Equip a Toque Bow and hold the trigger until you see the arc straighten. This indicates that the bolt will stick. Then, fire it onto the Boomer. It should kill them in one hit, even under the high difficulties.

Acavina

Defeating Corpser

In Act 3 (Belly Of The Beast) you and Dom must fight a Corpser with attacking Wretches. Note: This is easier to do in Co-op mode. After the intermission sequence, have yourself or the other player kill the attacking Wretches. Have the other person shoot at the Corpser on the body part closer to the ground. After the Corpser raises it legs in the air aim for the neck and shoot it. After doing that about three times he will back up on a platform. Repeat the process, but do not shoot him in the neck. Get close to one of the platform's latch. The Corpser will try to hit you, but hit the latch instead. Wait for one side to break then do the same for the other. An intermission sequence will start. In single player mode, do the same thing but you will also have to fight the Corpser and the Wretches a little more.

marc flannery

Walk across until the Corpser jumps down from the ceiling and you have to battle him. The fastest way to defeat it under any difficulty is to wait until he opens up his legs. When you see a gap, Roadie Run to his abdomen. This is easiest with the shotgun. Shoot him in the stomach until he arches back in pain, then shoot him in the neck. Repeat this until he flings you back as he moves away. Repeat this cycle until the "look here" icon appears. Shoot the couplings quickly when the Corpser is on top. Do not worry about the Wretches; allow your partner to take care of them.

Brian Stafford

Defeating Locusts

Under the Hardcore and Insane difficulty settings, use the following trick when you take cover and there are a lot of Locusts swarming you. Select your cover wisely and move to cover quickly. The locusts will move to your position when they can get a chance. When the Locusts soldiers (in the red and have Torque Bow) appear, you just have to only shoot at those and take cover while waiting. Shoot them before the gun lights up.

Logan May

Defeating Wretches

When playing under the Casual difficulty setting and the non-glowing Wretches are coming after you, switch to anything but the Lancer. This works well when there is a pack coming for you. When the glowing Wretches are coming for you, melee them then back-away.

Logan May

Defeating General RAAM

When you get to General RAAM at the end of the last Act, he will have a Gatlin type gun and is surrounded by the Bird Locust. There will also be flying Locusts attacking from the side of the train (ignore them). You can only damage General RAAM when the Bird Locusts leaves him and goes for you. Stay in the light or the birds can kill you. When you start fighting him, hide behind the first rectangular block that is directly in front of the doors you came from. He will start walking towards you and shoot. When the birds leave him, start shooting. After a while he will get directly in front of where you are hiding. When he does, run around him and hide on the other side of the platform. Stay in the

light as you run. Hide, then continue shooting him until he dies.
brandon mizera

Get General RAAM off the Gatlin gun. When he starts walking towards you, let Dominic get his attention. Then, run towards the Gatlin gun and shoot him with it. This should kill him in seconds. This is easier in co-op mode.
shayne colton

If you have a difficult time accessing the second Troika-gun, try this specific gun-combo. At the level start, ensure that the Lancer Rifle and the Torque Bow are in your inventory. Collect the extra ammunition from the train car and enter the next area. When the intermission scene ends, proceed to the vault over the cement slab. Enter cover behind any of the cement blocks. You must hit RAAM with the Torque Bow to drive off the Kryll. When they fly away, immediately switch to the Lancer Rifle to execute as many headshots as possible. This may require at least a clip of ammunition each time. When the Kryll regroup, reload the Lancer Rifle immediately, and switch to the Torque Bow. Depending on various timing-issues, RAAM will advance to your location, requiring that you use the "switch cover" action to force RAAM to adapt his path-finding. Whenever RAAM's AI pauses to change direction, repeat the use of the Torque Bow/Lancer Rifle combination. This method may require at least five combos to defeat RAAM. If you run out of Torque Bow arrows, the grenades may be used as a means of "scaring off" the Kryll.
matt

Before you actually start fighting General RAAM, make sure you have the Longshot (sniper rifle) and Torque Bow with full ammo. You can get the Longshot in the car before fighting RAAM, and ammo is also found there. When you fight RAAM, first tell Dom to cease fire. By doing this, Dom is not firing and is safe. Apparently this stops RAAM from coming towards you. The only way you can hurt RAAM is when the Kryll (the bats around him) are not shielding him. Use the Torque Bow to get rid of the shielding Kryll, then take out the Longshot and give RAAM a headshot. It is very important to reload quickly. If you are lucky and can get a couple of active reloads, you can headshot RAAM twice before the Kryll shield him. Continue this process until RAAM is dead and you complete the game.
Ali Hussain

To defeat RAAM at the end of the game, simply duck behind the first blockade (the one you start at). Use the sniper rifle to shoot RAAM from a distance and remain ducked until he gets to the other side of the block. Stay ducked on the light and when he sends the Krill guarding him to attack you, blind shoot and him. At this spot he is unable to shoot you. Just continue until he is dead. Also, do not worry about saving your teammate or shooting the Reavers as they are only distractions.
Cam

Before you exit the room to fight General RAAM, you should still have the bow. Do not trade it with the sniper. Cover behind the first spot that you can and wait for him to get close to you. When he gets close enough, run up to the turret so that the bat Locusts cannot hurt you. When you get to the turret, shoot RAAM with the bow and the bat Locusts will leave him. When this happens, get into the turret as quickly as possible and blast him away.
Donovan Wilder

Play in co-op mode. Player one must have a Lancer (chainsaw) and a Longshot (sniper). Player two must have a Lancer and a Torque Bow. Make sure both players have full ammunition. Go out to fight

the general. Once the RAAM scene ends, have Player one switch to the Longshot and player two switch to the Torque Bow. Have player two shoot the general with the Torque Bow. This should take the Kryll off of him. Then, have player one try to get as many headshots as possible before the Kryll come back to guard RAAM. Keep doing this until the Torque Bow is out of ammunition. When this happens, have player two take out his Lancer then have both players wait for the Kryll to hit the light. Both players should continue doing this until the Longshot has run out of ammunition. At this point player one will do the same thing as player two and take out his Lancer and shoot RAAM when he is in the light. Keep doing this until he is dead.

Nelson Grande

When you are on the train on the last chapter as you go to face General RAAM, you will need the Torque Bow and the Lancer. As the intermission sequence finishes, stay at the part of the train where you are currently at. Take out the Torque Bow and shoot General RAAM. Make sure you hold it in long enough to make it stick. If you held it long enough, it should blow up and the birds should leave him for about ten seconds. Take out the Lancer and shoot him. Get a perfect reload and shot him again. When he gets close to you, run to the other end but make sure you stay in the light. If you can revive Don, do so because it will make RAAM focus on him and you can continue to shoot him with the Torque Bow and the Lancer.

jrاندtامmy

Use the following trick to kill General RAAM under the Insane difficulty setting. Collect any Boom Shots guns or Grenade Launchers from all the Boomers found on the previous chapters. The guns must be full with twelve bombs each and you must be playing in Co-op mode. Both players must have the guns. Stay in the first block and start shooting at him until he dies. This is a lot easier than the Torque Bow and Sniper.

Carlos Arroyo and Christian.

Xbox 360 In co-op mode, have at least one person with the revolver with only one shot in the clip (optional) and both with the Lancer (fully loaded). Duck behind the first block. When the Kryll leave RAAM, have both players shoot at him with the Lancer to get him off the Troikia. Do not worry about the Kryll flying towards you or RAAM hitting you with the Troikia. Once he leaves the Troikia, keep firing at him till the Kryll return. He will start walking towards you. Have the player with the revolver switch to it. If it only has one shot, fire it and get an active reload. Have the other player remain with the Lancer. When the Kryll leave him again, the Lancer player should shot him nonstop while the revolver player gets headshots (press **LT** + **LB** to zoom). Do this until he dies. If he gets too close, run to the other block. To defeating RAAM under the Hard Core difficulty setting, use the same steps, but have a sniper instead of a revolver. Active reload headshots are very effective.

a leprechaun

Use the following trick to defeat General RAAM under the Insane difficulty setting. This requires only the Torque Bow and four grenades. Make sure you have full Torque Bow ammo, Take cover on the first block on the right-hand corner. Charge the Torque Bow before you aim it to ensure you do not get shot up. Aim and fire the bow then get the active reload on it. The grenades are used when he gets about 30 feet away from you; about where some pipes are located. Blind throw the grenades at him to where they land very close to him. This will knock the Kryll away and hurt him at the same time. When you run out of grenades, use the Torque Bow again. This should kill him in about a minute or two.

japajo3

Note: This trick requires a teammate. Have a player get the Torque Bow and the other player get the sniper rifle. As soon as General RAAM can be hit, Torque Bow him. The Torque Bow arrow explosion makes the Kryll fly off of him, which is a perfect time to snipe. If possible, get as many headshots and active reloads as possible. Continue the Torque and snipe barrage until he dies. It is possible to defeat him in Insane mode in under five minutes with this strategy.

Rocky Gonzalez

Use the following trick to defeat General RAAM under the Insane difficulty setting. For this to work you have your teammate stay back. On the train carriage you start on, there are four square stones at the end near RAAM. Quickly run to the top right hand stone. Take cover behind it and get RAAM's attention. He will then walk towards you and get next to you. If done correctly, he will get stuck behind it and cannot shoot. If he does, no damage will be done and he will be unable to move. Shoot torch bows next to him onto the floor so the Kryll leave him then blind fire a clip into him. Because he is at close range, no bullets will miss. When you run out of torch bow ammunition, use grenades and bounce them off the wall to his feet.

Craig Davies

This trick only works in Co-op mode. On the last Act you will face RAMM. Proceed through the doors. First, shoot the sides down with the Lancer. The sides are the brown panels sticking up in the air. RAMM will be on a big Gattlin gun. Take cover in front of you. RAMM has Kyrll around him. Shoot the Kyrll and do this again until he gets close. Keep to the light and run down the sides (where the brown panels are located). Run to the Gattlin gun at the end. Have player one get on the Gattlin gun. Have player two shoot the Kyrll with the Lancer until they go. Player two should stay in the light. Next have player one shoot RAMM with the Gattlin gun until he dies. If he does not, repeat the last two steps.

Josh Bell

Use the following trick to defeat General RAAM under the Insane difficulty setting. Make sure you have ten Torque Bow shots, four grenades and a longshot rifle. When you walk into the start of the mission, stay in cover behind the first barricade. Then, continuously fire the Torque Bow at him. make sure you hit him at least nine times. As he gets close to you, throw all four grenades at him. Finally, take out your long shot and hit him once. There is no need for active on that shot. He should be dead.

gearsislife723

Before going into the "ammo car" before the fight with General RAMM, make sure you have a shotgun. When you get to the "ammo car", pick up the Longshot, so you have the sniper rifle and shotgun. As soon as the battle begins, shoot off all but one shell in your shotgun. When the Kryll come off of RAAM and fly towards you, shoot RAAM in the head with the sniper rifle. You should be able to get in at least three headshots every time he sends his Kryll after you. When he gets very close to you, switch to your shotgun and perform a perfect reload for the damage bonus. When he is in range, unload on him. When he starts to come around the barrier you started behind, pop out on the opposite side and Roadie Run to the barrier on the next car, then revive Dom if he is down, as he makes a great distraction. Repeat this until RAAM is dead. Note: This works well under the Insane difficulty setting.

Darkstorm55

Defeating the Corpser

In Act 3, you are in the Locust tunnels and must plant the Resonater in the building behind a lava filled lake. There are rocks on top of the lava, allowing you to just walk across. However, it is not that easy. About one third of the way across an intermission sequence starts, with a giant spider creature, the Corpser. For this battle all you need is a shotgun and machine gun. This will be a fairly long range fight. It is an easy fight but Wretches that come from everywhere complicate it. When the Corpser raises all his legs and slams them down, most likely your teammate will yell "Wretches!". This is your cue to bring out a shotgun or use your machine gun. At the beginning you should have a point of interest on the stomach, which is your cue to shoot it. You can always get a shot on it, even when the Corpser shields itself; or you can wait till it try an attack then unload on its belly. After that there will be another point of interest, which is in its mouth. After you shoot the belly it cringes and its mouth opens as it screams. Shut it up by shooting the mouth. While you are doing this, watch out for the Corpser's Ground Pound. It not only brings Wretches (watch the ceiling), but also takes away part of the arena in the back. If your character dies in the back he might be lost. Your ammo cases may also be lost. Keep repeating the process of shooting the belly and the mouth full of lead until the Corpser backs up as far as it. It can no longer be hurt. There will now be a point of interest around the smashable latches. There are two of them. Shoot both of the latches so that they pop, and the platform that the Corpser is on will be sent into the lava.

attrda daindhm tyhlm

In the Act named "Belly Of The Beast", there is a giant spider that you have to fight. It will hide itself behind its legs (which are bullet proof). In order to hurt it you must move to a location where you can shoot its belly. After a few shots it will move its legs and scream. You must now have to shoot it in the mouth, which will cause it to back up. After doing this a few times it should back up onto a metal platform that is over lava. There will be two hatches that are holding the platform up. You must stand on them until the spider tries to stomp on you. Just before it hits you, jump out of the way. It will hit the hatch instead of you. This will begin breaking the hatches. Doing this a few times on both hatches should break them and kill the spider. Note: Doing this under the Hardcore difficulty will earn you an achievement. Also, there will be Wretches that will attack you while you fight the spider. Be sure to kill them before they kill you.

brandon mizera

The easiest way to defeat the Corpser is with a sniper rifle and Lancer combination. As soon as it lands, it will not move. Once it starts moving its legs slightly, shoot its belly with the sniper rifle. This is a fairly easy shot. It will groan in pain, exposing its face. Using the Lancer, spray at its chin. This will hurt it more and it will move back. Continue this process until it is on the plank. Once on the plank either you or your teammate can simply shotgun the latches and they will open up. One shot should do it. If you do not have a teammate, try shooting the latch with the sniper rifle. Obviously, this is slightly easier with a teammate. Either way, this strategy will allow you to kill the Corpser before the wretches come out, and give you less things to worry about.

Rocky Gonzalez

Easy group kill

When you get the Torque Bow wait until you see groups of Locusts then shoot one in the head. After you wait a few seconds it will blow up and kill all of them.

An'iya

Easy kills

Use the following trick for easy kills with the shotgun. Normally shot guns take many hits to kill an enemy even at point blank range. To kill in one shot you must first get close to the enemy by diving or running. Then, press **B** to melee him. Fire the shotgun after the melee. If the melee and shot hit the enemy he will die immediately.

Will Pessemier

Closing Emergence Holes

When an Emergence Hole opens up, toss a grenade into it. This will automatically close the hole, and therefore keep the Locusts from coming out.

rudelizard999

The Hammer of Dawn can easily Destroy Emergence holes. You must activate it by targeting an enemy first, and then aim it toward the Emergence Hole.

Antoine T. Lowray

Fire a Torque Bow arrow into the hole. This is somewhat challenging to do, due to the straight line of fire given by the bow. However, if you are close enough to fire while the line of fire is arced, it is possible to make it into the hole. For the dead-eye player, a Torque Arrow stuck in the top of the hole will close it equally well.

Daniel Reeves

Xbox 360 When there is an Emergence Hole, take out your Lancer, go over the hole, and hold **B**. When you do this, every enemy that comes out of the hole will get chain-sawed.

vS EngagEd

It is not necessary to put an explosive in the hole; it only needs to hit very close to it.

Mikey T

Faster reload times

Xbox 360 In order to reload, press **RB**. There will now be a clear bar with a small white segment somewhere along it. It will appear where your bullets used to be. There will also be a smaller white bar moving across the clear bar. As soon as the white bar gets inside the white segment, press **RB** again. This will make you reload much faster, and if timed just perfectly can give your gun an extra boost in fire power. However if you do not time it correctly, the clear bar will become red and it will take even longer to reload than if you had not attempted it.

brandon mizera

When doing a active reload, melee about a second or two before the reload finishes. The magazine will be full after the melee.

tomvibs

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GRAND THEFT AUTO: LIBERTY CITY STORIES

Cheat mode:

Enter one of the following codes during game play. A message will confirm correct code entry. Note: Some of the following codes cannot be disabled. Do not save the game while they are active. Other codes may be disabled by repeating code entry.

Weapons (tier 1):

Press **Up, Square(2), Down, Left, Square(2), Right** during game play.
[rallygsc.](#)

Weapons (tier 2):

Press **Up, Circle(2), Down, Left, Circle(2), Right** during game play.
[rallygsc.](#)

Weapons (tier 3):

Press **Up, X(2), Down, Left, X(2), Right** during game play.
[rallygsc.](#)

\$250,000:

Press **L1, R1, Triangle, L1, R1, Circle, L1, R1** during game play.
[rallygsc.](#)

Body armor:

Press **L1, R1, Circle, L1, R1, X, L1, R1** during game play.

RPG

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rallygsc and SPENCDIMAONDS.

Full health:

Press **L1, R1, X, L1, R1, Square, L1, R1** during game play.

rallygsc and SPENCDIMAONDS.

Note: This will also repair a damaged car when activated while inside. The body damage will stay the same but the smoke will go away, leaving it 100% fixed with a damaged body.

[Sidekick](#).

Wanted level increased:

Press **L1, R1, Square, L1, R1, Triangle, L1, R1** during game play.

[rallygsc](#).

Wanted level disabled:

Press **L1(2), Triangle, R1(2), X, Square, Circle** during game play.

[rallygsc](#).

Better handling vehicles:

Press **L1, Up, Left, R1, Triangle, Circle, Down, X** during game play. Note: Press **Down** to have your vehicle jump.

[rallygsc](#).

Change motorcycle tire size:

Press **Circle, Right, X, Up, Right, X, L1, Square** during game play. Repeat the code to cycle the tire sizes between large, small, and normal.

[rallygsc](#).

Destroy all cars:

Press **L1(2), Left, L1(2), Right, X, Square** during game play.

[rallygsc](#).

Drive on water:

Press **Circle, X, Down, Circle, X, Up, L1(2)** during game play.

[rallygsc](#).

Black traffic:

Press **Circle(2), R1, Triangle(2), L1, Square(2)** during game play.

[rallygsc](#).

Chrome traffic:

Press **Triangle, R1, L1, Down(2), R1(2),**

Triangle during game play.

[rallygsc.](#)

White traffic:

Press **X(2), R1, Circle(2), L1, Triangle(2)** during game play.

[rallygsc.](#)

Traffic lights always green:

Press **Triangle(2), R1, Square(2), L1, X(2)** during game play.

[rallygsc.](#)

Aggressive drivers:

Press **Square(2), R1, X(2), L1, Circle(2)** during game play.

[rallygsc.](#)

Pedestrians have weapons:

Press **R1(2), L1, R1(2), L1, Right, Circle** during game play.

[rallygsc.](#)

Random pedestrian costumes:

Press **L1(2), Left, L1(2), Right, Square, Triangle** during game play.

[rallygsc.](#)

Clear weather:

Press **Up, Down, Circle, Up, Down, Square, L1, R1** during game play.

[rallygsc.](#)

Sunny weather:

Press **L1(2), Circle, R1(2), Square, Triangle, X** during game play.

[rallygsc.](#)

Foggy weather:

Press **Up, Down, Triangle, Up, Down, X, L1, R1** during game play.

[rallygsc.](#)

Overcast weather:

Press **Up, Down, X, Up, Down, Triangle, L1, R1** during game play.

[rallygsc.](#)

Rainy weather:

Press **Up, Down, Square, Up, Down, Circle, L1, R1** during game play.

[rallygsc.](#)

Faster game time:

Press **L1(2), Left, L1(2), Right, Circle, X** during game play.

[rallygsc.](#)

Faster game play:

Press **R1(2), L1, R1(2), L1, Down, X** during game play.

[rallygsc.](#)

Slower game play:

Press **R1, Triangle, X, R1, Square, Circle, Left, Right** during game play.

[rallygsc.](#)

Pedestrians attack you:

Press **L1(2), R1, L1(2), R1, Up, Triangle** during game play.

[rallygsc.](#)

Pedestrians riot:

Press **L1(2), R1, L1(2), R1, Left, Square** during game play.

[rallygsc.](#)

Pedestrians follow you:

Press **Down(3), Triangle(2), Circle, L1, R1** during game play.

[rallygsc.](#)

Nearest pedestrian enters your vehicle:

Press **X, Square, Down, X, Square, Up, R1(2)** during game play.

[Saurabh Rathod.](#)

Big head mode:

Press **Down(3), Circle(2), X, L1, R1** during game play.

[rallygsc.](#)

Spawn Rhino:

Press **L1(2), Left, L1(2), Right, Triangle, Circle** during game play.

[rallygsc.](#)

Spawn Trashmaster:

Press **Triangle, Circle, Down, Triangle, Circle, Up, L1(2)** during game play.

[rallygsc.](#)

Commit suicide:

Press **L1, Down, Left, R1, X, Circle, Up, Triangle**

during game play.

[rallygsc.](#)

View media attention level:

Press **L1, Up, Right, R1, Triangle, Square, Down, X** during game play. Keep breaking the law until the media attention level is displayed.

[rallygsc.](#)

Upside down:

Press **Down(3), X(2), Square, R1, L1** during game play.

[rallygsc.](#)

Upside down (alternate):

Press **X(3), Down(2), Right, L1, R1** during game play.

[rallygsc.](#)

Return to normal from upside down:

Press **Triangle(3), Up(2), Right, L, R** during game play.

[rallygsc.](#)

Return to normal from upside down

(alternate):

Press **Up(3), Triangle(2), Square, R, L** during game play.

[rallygsc.](#)

View game credits:

Press **L1, R1, L1, R1, Up, Down, L1, R1** during game play.

[rallygsc.](#)

Completion bonuses:

Get a 100% completion by finishing all story line missions, all side jobs, finish all races in first place, complete the car list for Love Media, find all 100 hidden packages, complete all 24 unique jumps, and survive all 20 rampages. A tank will now appear in Fort Staunton, and speedboats can be taken in Portland. Additionally, all multi-player costumes will now be available in single player mode.

Complete all Rampages to have the M60 to spawn at your safehouses. Note: The M60 is not in any of the weapon codes.

[amdhw orn tgbtn.](#)

Taxi missions bonus:

Steal a taxi and press **Up** to start the Taxi missions. After a total of 100 successful fares you will unlock the '76 Bickle cab.

[Matt3d.](#)

Paramedic mission bonus:

Steal a ambulance and press **Up** to start the Paramedic missions. After reaching level 12, you will have unlimited sprinting.

[Matt3d.](#)

Firefighter mission bonus:

Steal a ambulance and press **Up** to start the Firefighter missions. After reaching level 12, you will be fireproof.

[Matt3d.](#)

Food delivery mission bonus:

Go to the Well Stacked Pizza shop in Staunton Island or the Noodle Punk shop in Portland. Start the delivery missions and reach level 9 to increase your maximum health by 25 points.

Vigilante mission bonus:

Steal a police car and press **Up** to start the Vigilante missions. After reaching level 12, you can get a maximum of 150 points of body armor.

[Matt3d.](#)

No cost when busted:

Complete the Avenging Angel missions in Staunton Island.

[Cruentas.](#)

Spirit E and PJC at Staunton Island safe house:

Deliver all sixteen vehicles on the list to the Love Media garage in Bedford.

Super Angel Bike (bulletproof) at Portland safe-house:

Complete Avenging Angels missions in Portland.

Super Land Stalker (bulletproof) at Shoreside Vale safe-house:

Complete all twelve "Seeing the Sights" missions.

[Cruentas.](#)

Upgraded Sanchez:

Complete all ten courses in the "Bump & Grinds" at the dirt bike course in Portland.

Antonio costume:

Successfully complete the "Making Toni" mission.

Avenging Angel costume:

Successfully complete the "Frighteners" mission.

Chauffeur costume:

Successfully complete the "Rollercoaster Ride" mission.

Cox Mascot costume:

Win SlashTV two times.

Dragon Jumpsuit costume:

Successfully complete the "Crazy 69" mission.

Goodfella costume:

Successfully complete the "Overdose Of Trouble" mission.

King' Jumpsuit costume:

Successfully complete all missions.

Overalls costume:

Successfully complete "The Portland Chainsaw Masquerade" mission.

Superhero costume:

Complete the Avenging Angel missions in Shoreside Vale.

[Cruentas](#).

Sweats costume:

Successfully complete the "A Walk In The Park" mission.

Tuxedo costume:

Successfully complete the "A Date with Death" mission .

Underwear costume:

Complete one unique jump.

Wise Guy costume:

Successfully complete the "Shoot The Messenger" mission.

Hidden package rewards:

There are a total of 100 hidden packages in the game, 40 in Portland, 30 in Staunton Island, and 30 in Shoreside Vale. Besides getting \$250 as each

package is collected, the following reward will appear in your safe houses as you collect the required number of packages.

Handgun: 10 hidden packages.
Shotgun: 20 hidden packages.
Body armor: 30 hidden packages.
MP5 gun: 40 hidden packages.
Python gun: 50 hidden packages.
M4 gun: 60 hidden packages.
Laser aimed sniper rifle: 70 hidden packages.
Flamethrower: 80 hidden packages.
Rocket launcher: 90 hidden packages.
\$50,000: 100 hidden packages.

Hint: Avenging Angels missions:

After completing Leon McAffrey's "Crazy 69" mission, you unlock the "Avenging Angels" side missions. Go to the same park where the mission took place dressed in the Avenging Angels fatigues at night. Look for another Avenging Angel (they are dressed the same). Press **R3** near him to start the vigilante-style killing spree. On these missions you will fight various groups of hoodlums around Staunton Island. The best strategy is to run them down in a car, or use a bladed melee weapon to cut them down. Using Molotov cocktails, grenades, and other weapons capable of taking out multiple opponents at once. If your Avenging Angel friend dies, you must find another one within the time limit or the mission ends.

AAM.

Hint: Booby Prize mission: Easy completion:

This tip is easy for those skilled on the PCJ-600. When you enter the race, all three opponents are on a Sanchez. Steal the PCJ-600 and try not to get your back tire bumped by one of your opponent's front tires. As long as you do not get bumped or knocked off the bike, you should not have that much of a problem finishing in first place.

[junkdoodle101](#).

Hint: False Idols mission: Easy completion:

After you go to the church in Stanton Island, you make sure that there are no cars around you. Then, enable the "Destroy all cars" codes during the first thirty seconds. Because all of the idols are in a car or a boat you will be able to complete the mission easily.

[Cody Joyce](#).

Hint: Friggin' the Riggin' mission: Easy completion:

Before going to Donald Love to start the mission, go to the Staunton Island Ammu-Nation. Buy body armor and an AK-47 with at least 200 rounds of ammunition. Next, steal a Patriot or other maneuverable heavy vehicle. Bring it the area where you begin the mission (Don's office). Begin the mission and fly through the intermission sequence. When you reach the Forreli Riggin' Garage, plow over the first two Forelli's. Get out of your car and pick up the grenades that are located between two white Pony's on your left. Blow up Pony's or you will have to chase them down later. Next, use the leftover grenades to blow up the Riggin' machines and save some flamethrower ammunition. Using the AK-47, shoot down any Forelli gang members that enter the building. It is recommended that you pick up the sub-machine gun ammo that the Forelli's drop to save money. After you have lit all the ballots on fire, you will have a bit of trouble getting out of Fort Staunton. Shooting down all the attacking Forelli's will give you a wanted level of two to four stars. However, once you have escaped Fort Staunton, the mission will be completed and you will have collected \$1,500 as a reward.

[CityNightRush117](#).

Hint: Grease Sucho mission: Easy completion:

Steal an LCPD car and turn on the siren before entering the corona, and keep in throughout the race. This will help keep collisions to oncoming traffic to a minimum. You also do not have to go through the corona as long as you pass by it closely. After the mission there will be an intermission sequence where Sucho will drive past you and take off. You must kill him in order to finish the mission. Keep the siren on the police car and take off in pursuit. Drive by and shoot the Thunderrod with your gun (Mac 10, Uzi, or Tech 9). He will get out and run. Just run him over or shoot him. You might have to give chase on foot to finish him off.

[junkdoodle101](#).

Hint: No Son Of Mine mission: Easy completion:

Use the shotgun and aim for the hitman behind the cars. Forget about the hitman behind the wall for the moment if they cannot hit you. Doing this will result in the car exploding, killing all hitmen. The high traffic might also cause a chain reaction with

other cars exploding. If done correctly, this reaction could last until the other hitmen arrive and can also cause the arriving hitman car to be set on fire. When the reaction stops and other hitmen arrive, the burned cars can help provide a little cover from all of them shooting you at once. However, after about ten to twenty seconds worth of explosions you can get a one star wanted level.

[junkdoodle101](#).

Hint: Slacker mission: Early Molotov cocktail:

On the "Slacker" mission when you go to pick up the dealer, there will be a man sitting on the middle bench near by the yellow marker. There will be a man in a red hat and brown coat. He has a Molotov cocktail. If you kill him you can take it. You can fail that mission, start it again, kill the man again, and get another Molotov cocktail.

[weston10000](#).

Hint: The Portland Chainsaw Masquerade mission: Easy completion:

As soon as you enter the tanker, go straight until you see two halls (one to your left and one to your right). Take the right hall to find a Magnum. This has a decent one-hit kill shot power. Take the hallway that was toward your left to find another hall to your left. Go down that hall to get Body Armor. Continue down the stairwell to begin the actual fight. Using the Magnum you picked up, shoot at each of the Leone goons. You cannot simply stay in one area and shoot them all down. After you are surrounded with two or more goons, run around the room until you get a good distance between you and them. Continue aiming and shooting down the Leones until an intermission sequence shows a much tougher goon enter the hold. Use the rest of your Magnum ammo on him, then take out another good offensive weapon. Finish him off with that weapon. If you managed to finish this mission fairly quickly, he will leave behind a powerful sub-machine gun or AK. You will unlock both the Overalls outfit (Jason attire) and the Chainsaw TV mini-game event.

[CityNightRush117](#).

Hint: Taking the Peace mission: Easy completion:

During this mission you must take control of Paulie Siddaco's car and kill the gang members. Enable the "Pedestrians follow you" code. After taking control of his car, he will exit. Drive to the area where you kill the gang and they will not attack

you, making it easier for you to kill them. After you complete the mission, Paulie Siddaco will be in your van.

[d3monic.](#)

Hint: Wong Side Of The Tracks mission:

Chinese food:

After completing the Wong Side Of The Tracks side mission, go directly to your Portland safehouse. You should see Chinese food on the table in the safehouse.

Hint: Paramedic missions: Save time:

When you are going to do the Paramedic missions, first take out the ambulance's doors so that patients can enter faster.

[Frank.](#)

Hint: Shoreside Vale: Hellanbach GT:

If you are looking for a Hellanbach GT for LoveMedia crazy car give-away, there are two ways to get one. The first is to complete level 4 in the car salesman missions. It will appear in the showroom. The second place it can be found is at Shoreside Vale. Go to the first house on the bottom row of houses in the Cedar Grove area. Look in the driveway to the garage. If one is not there, drive left or right, then turn back. There should be one sitting in front of the garage.

Hint: Shoreside Vale: M60:

There is an M60 in the airport. Go to the parking lot. There should be a small opening to your left. When you go through it, there is a ramp going on top of the fire station. To your left when you are up there is a ledge going around the airport. There is a secret package and magnum. Keep going around the airport until reaching a dead end. There is a small gap between the edge and an airplane hanger. Drive off the edge onto the airplane hanger to find an M60 with 100 ammo.

[mike walz.](#)

Hint: Staunton Island: Smiley face sign:

Look for the place where you have to chase the "priest" to in the Church missions. It is a garage-type place. Look for the white stairs and climb up. Jump over to the roof to your right then run straight ahead. Jump off to the right of the wall. Follow this wall until you find the ramp. Once you reach the ramp, do not go up it. Keep following the wall and run to the back. Turn to the left to find the hidden location. In *Grand Theft Auto 3* the sign said

" You are not suppose to be here". Instead, the sign has a smiley face with the message ""You just can't get enough of this alley, can you?".

Hint: Barracks OL (army truck):

Find the junkyard and go into it. Next to a wall there will be a truck. It is a Barrack OL (army truck).

Hint: Hearse:

Use the following trick to find a Hearse for the Love Media crazy give away. Go to Staunton Island. At the back of the hospital there are a few parking slots. In one is a black car with a blue stripe. It is a Hearse. If you do not see it, leave the area and return.

Hint: Hellenbach GT:

You can also get the Hellenbach GT during the mission where you must kill the Sindacco gang member. JP calls and tells you to take his car as a down payment on the money that he owes you. That car is a Hellenbach GT. Save the car in your garage until you need it for the Love Fist car giveaway.

Enter the first circuit race for cars (by using the phone in Trenton next to Portland Harbor). Go to the start line. Race and drive one street too far over to miss the checkpoint (towards the end when you are in Chinatown). Then, meet up with the other drivers at the end checkpoint. Make sure you get in the passenger side of the opponent's car then go back and finish the race. You will lose the race, but appear with the car.

[Celmcon1](#).

Hint: PCJ 600: Bulletproof:

Steal Wayne's PCJ-600 during the "Biker Heat" mission.

Hint: Thunder-Rodd:

When you do the third or fourth mission for Ma Cipriani called "Grease Sucho," you must win a race. When you win, you must kill Sucho. He is in a car with flames down the side, called a Thunder-Rodd. You must ram the car to get him out so that you can kill him. However, do not let the car explode. If you do, it will be impossible to complete the game later. In the "Love Media" mission, you must deliver sixteen different cars. and the Thunder-Rodd is one of them. After you ram

Sucho's car just enough that he gets out, kill him then take the car and put it in your garage.

weston10000.

Go to the building next to the bridge in Portland. In one of the parking spaces is a Thunder-Rodd.

[Mike Ventimiglia](#).

When doing the Love Media Car-Razy missions, you will find that it is hard to find the Thunder-Rodd car unless u saved it from a mission earlier in the game. On Portland Island where the Policeman's Ball in *Grand Theft Auto 3* was held, near the end of Callahan Bridge is a parked Thunder-Rodd. There is also a hidden package there in a platter block.

[chris volz](#).

Hint: Good citizen bonus:

Occasionally you will see a cop chasing someone down the sidewalk. If you run up to the person being chased and punch him, you will get a \$50 Good Citizen Bonus. Make sure to only punch him once; if you continue and kill the person, the cop will want to fight you.

Hint: Katana:

After completing the "Crazy 69" mission for Leon McAffery you will keep the ninja sword used during the mission. This is a very good weapon for your melee slot, as it will usually kill enemies in one slice. Use it for the "Avenging Angels" missions when fighting gangs to conserve ammunition for later levels. You can cut down many swarming opponents at once if you keep moving around and tapping **Circle**.

AAM.

Hint: Unlimited shotgun ammunition:

Stand outside the Ammu-Nation store and target the man behind the counter. Kill him, then take his shotgun and drive away a few blocks. Return to the store, and he will have respawned with another shotgun, which you can once again take from him.

Hint: Free shotgun and ammunition:

Find a cop car to get a free shotgun or bullets for it.

Hint: Free items:

In the beginning of the game you can buy anything desired. During one of the first missions you must go to Ammu-Nation. Select the a pistol and you will not be charged. You can also go to the Pay N Spray

for free the first few times.

Hint: Run longer:

Instead of holding **X** to run, repeatedly tap it.

Hint: Winning fist fights:

When targeting an enemy during a fist fight (or using brass knuckles), run towards them and tap **Circle** repeatedly. Even though you will just be running into them and may remain stationary, you will keep executing the "running" punch attack. If you keep tapping **Circle**, Toni will keep doing this attack rapidly and your enemy will not have a chance to strike back.

AAM.

Hint: Easy police killing:

Use the following trick for a safer and easier way to kill cops (for example, when getting chased). Go to the apartment. When you enter the apartment walk straight. You should be at the window. Enable a "Weapon" code to get the sniper rifle or rocket launcher. Shoot cops and people from there.

[Cody Love](#).

Hint: Steal a police car with a cop at the wheel:

Note: This highly recommended on the first mission. When you first start out, do not get into Vincent's car. Go directly to Portland Harbor and get the Uzi, which is located behind the portable construction office. Alternately, enable the weapons code to get a Mac 10, Uzi, or Tech 9. Find a roaming LCPD car. Stop the car before it gets to a light. To do this, block it with another car. Go to the passenger's side of the car and open the door. The door will be locked. When the door unlocks, enter the car and accelerate. As soon as the cop gets out, shoot him with the gun. This requires some practice. If done fast enough where the cop cannot pull you out, kill him and drive off. Once done you are free to roam about the city in a stolen LCPD police car.

[junkdoodle101](#).

Hint: Get busted without a wanted level:

For best results do this at the start of the game. Find a police car with a cop driving. Try this on the first mission where you cannot get a wanted level. Go to the driver's side and try to enter the car. When the cop leaves, enter the vehicle. He then will pull you out and you will be busted. Note there was no wanted level. The star might blink but it will go

away, but you still will be busted. Note: You do not need the wanted level code for this one, as it will not work.

[junkdoodle101](#).

Another way to do this is to find an LCPD car in Chinatown, or the Red Light District. Drive beside the car while in an LCPD car and shoot at the car. Because you cannot get a wanted level he does not come after you, but will instead drive off in a blind panic. Corner him in a building. He will still try to drive off. At this point enter the passenger's or driver's side door. He will get out and pull you out. He then will kick you just like everyone else and bust you. Note: Doing this will result failing the first mission. You will have to start the mission over, however you will not have to return to Sal's place. The game will automatically bring you back to restart the mission.

[junkdoodle101](#).

Hint: Destroying a police car with cop still in it:

Note: Do this on the first mission where you cannot get a wanted level to save time saver. Find a car and get the Uzi. Find a cop parked at a light somewhere and start firing. The officer will just sit in his car and his car will catch fire. He will drive normally until his car explodes. You can do this as many times as desired.

[junkdoodle101](#).

Hint: Policeman passenger:

Steal a police car and drive it near a policeman. Enable the "Nearest pedestrian enters your vehicle" code. The policeman will enter your police car. Note: After you exit the police car and re-enter it again, the policeman will exit your car and try to steal it from you.

[Saurabh Rathod](#).

Hint: Motorcycle passenger:

Use a vehicle to ram a motorcycle with two people sitting on it. Make sure you hit them hard enough so that they both fly off the bike. Then, get on the bike and shoot the driver (and not the back passenger). If done correctly, the remaining passenger will hop back on the bike and sit behind you as you drive around. It should be noted that you will not be able to bail from the bike while moving, as the back passenger blocks you from being able to jump off. To get rid of the passenger, simply get off the bike and shoot him or her.

[Andy L..](#)

Hint: Easier mission completion:

When you get to the point where you can do missions for Ma Cipriani ("C" on the map), do not continue them until they are your only option. After Ma's "No Son Of Mine" mission, she will send hit men after you. They will continue to appear until they are all killed, making future missions more difficult to complete.

Hint: Easy Vigilante mission completion:

Enable the "Spawn Rhino tank" code, get in then press **Up** to start the Vigilante missions. Crash into the cars and bikes you are chasing and they will explode.

Hint: Easy money:

Get a vehicle and go to the junk yard. Place the vehicle in the location surrounded with tires. The money you can earn depends on the look and the health of the vehicle. Note: It will not work with trucks.

[ahmed alsajjan.](#)

Hint: Big air:

To catch air off any car, enable the "Change motorcycle tire size" code, and use any bike to fly over cars.

Go at maximum speed on a PCJ-600 on the wrong side of the road. When you see a Banshee, drive directly into it .It works better with a Sanchez.

Hint: Better turns:

Braking helps during turns, but leaning back while braking and turning helps even more.

[weston10000.](#)

Hint: Faster tank:

When in a Rhino tank, turn the cannon so it faces the back while you are driving forward. Start firing the cannon to make the tank move faster.

[fernando.](#)

Hint: FBI car:

Get a five star wanted level. FBI cars will appear. As soon as you see one, enable the "Wanted level disabled" code and quickly get in an FBI before it leaves. When you are driving the FBI car, turn on the siren. All of the other cars will move out of the way. It also has good speed and handling.

Hint: Assassins:

After you pass the "No Son Of Mine" mission, Ma puts a "hit" on you. When a assassin tries to attack, do not run away. You can kill him easily. He should be carrying money, body armor, and a nice gun.

Hint: Get To other areas early:

To reach Staunton Island early, enable the "Drive on water" code and go to the Calahan bridge. Drive off the bridge and into the water then go to the docks. Drive your car onto the docks. Make sure it is not a nice car, as you cannot take it with you. You are now on Stanton Island. This also works for Liberty City.

Hint: Real car equivalents:

A.A.M.

Banshee: Dodge Viper RT/10 or Shelby Series One

Hellenbach GT: Dodge Challenger or AMC AMX

Infernus: Jaguar XJR-15 or XJ 220

Deimos SP: Nissan 300ZX

Cheetah: Ferrari Testarossa

V8 Ghost: Lotus Espirit V8

Phobos VT: Chevrolet Camaro/Pontiac Firebird TransAm

Stinger/Yakuza Stinger: Porsche Boxter

Thunder Rodd: 1939 Dodge Sedan Delivery

Police: Chevrolet Caprice pursuit

Taxi: Chevrolet Caprice

FBI Cruiser: Chevrolet Caprice pursuit

Forelli Exsess: Pontiac Grand Am

Stallion: Ford Mustang?

Sentinel/Leone Sentinel: BMW 3 Series

Yardie Lobo: Chevrolet Impala/El Camino

Patriot: Hummer H1

Stretch: Lincoln Continental Limousine

Ambulance: Ford E350 Ambulance

Rumpo: Ford E250 Econoline Van

Firetruck: American LaFrance pumper truck

Esparanto: Cadillac Coupe DeVille

Kuruma: Dodge Stratus

Cabbie: Chevrolet Bel Air

Landstalker: Mitsubishi Montero Sport

Bobcat: Ford Ranger

Blista: Dodge Caravan

BF Injection: Modified Volkswagen sand buggy

Idaho: 70's Dodge 440 two-door
Manana: Geo Storm
Bus: International Blue Bird
Moonbeam: Chevy Van
Yankee/Triad Fish Van: Ford Econoline
350
Linerunner: Freightliner/Peterbuilt Cab
Freeway/Angel: Harley Davidson
Faggio: Vespa Scooter

Hint: *Grand Theft Auto: Vice City* reference:

During the introduction sequence for the Biker Heat mission, the poster above Maria's bed depicts members of the imaginary rock band Love Fist, which was the band Tommy Vercetti befriended and completed missions for in *Grand Theft Auto: Vice City*.

Hint: *Game Of Death* reference:

After completing the "Crazy 69" mission where you run around in the park and kill gang members with a samurai sword, you will receive the "Dragon jumpsuit" clothing option at your safehouse. This article of clothing is exactly the same as the one Bruce Lee wore in his 1973 film *Game Of Death*.
AAM.

Glitch: Increase garage capacity:

Park a vehicle already in your garage halfway out to keep the door up. Then, drive in as many other vehicles as you can fit. Make sure you can reach the doors on them or you may not be able to get them out.

AAM.

Use the following trick if you have a garage that only takes one car and you need other cars in it. Make sure you have a car in the garage, then get another car. Park it a few feet away from the garage. Open the garage and jump into the car. Then drive it halfway in so that the garage cannot close. Make sure that the garage has some space for the other car. Get out of the car and jump in the other one. Drive the car into the garage and go out. Enter the other car and drive it in. You will now have two cars in your garage. The garage does not have any more space. To enter one of the cars, press **Triangle**.

Soni.

Glitch: Enter a locked patrolling police car:

Enable the "Wanted level disabled" code. Take out a sniper rifle. Find and block a police car with a car

or bike. Move around to the side of the car to the driver's seat. Aim the sniper rifle through the door and fire at the policeman's head. If done correctly the cop should fall out and the door should remain open. This is useful because it will not damage the car (unlike firing through the windscreen).

[Cox783](#) and [Ozy783](#).

Glitch: Free Pay n' Spray:

Enable the "Full health" code six to ten times while your car is heavily damaged, then go to a Pay n' Spray. You will be charged nothing for the repair.

[Saurabh Rathod](#).

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HALO 2 MULTIPLAYER MAP PACK



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this game in the [Halo
forum](#).

Hint: Backwash: Sniping location:

Get a sniper rifle and a shotgun. Then, go to the Blue base and face the big structure in the middle of the level. Next, go forward up the hill until you see two groups of trees with the structure in the middle. Next, walk between the two groups and look at the group to the right. You will notice that there are two trees with big glowing green things on them. They look like two big green warts. Next, look at the tree with the big green wart to the left. You will see that it is arched. Step back slightly, run, then jump onto the tree. Note: This may require a few attempts. Be careful when climbing the tree as you may fall. When you get all the way to the top, turn around and you will see that you are even with the huge bar object that connects the Red and Blue base to the big structure. Turn back to the right slightly until you see a little platform that you can jump on. Step back as far as you can on the tree, then run full speed until you fall off slightly, jump, and land on that little platform. You can now walk/jump





around up there. This is also a good sniping location when playing Capture The Flag, Slayer, Team Slayer, or Phantoms.

[Killa_staten1992.](#)

Hint: Backwash: Gargoyle:

Go to the big building in the middle of the map. Look above the doorway. If it is not there, keep going around the building until you see it.

[eugdr fmgv rwtm vntiaok.a.henry.](#)

Hint: Gemini: Sniping location:

Get the beam rifle then go to the Prophet statue. Get in his crown for a very good sniping location.

[KrazyItalian95.](#)

Hint: Relic Hide underwater:

When facing the alien sniper tower, line it up with the relic. Once it is lined up, you can crouch and walk backwards until you are underwater. You cannot see out of the water, and people can not see in. However, you may shoot bullets in and out, but not explosives.

[Gamertag FireIsGood.](#)

When on the beach on the opposite side as the sniper tower, find a rock on a small cliff, and the hole that leads into the teleport room. Line up the rock and the hole and walk backwards very slowly. It is a very difficult place to hide in, but once there it is almost impossible to be found. The lining up of rock and hole is not exact, but is a guideline very close to the actual place.

[Gamertag FireIsGood.](#)

Hint: Relic: Get on the top of the tower:

Start by going over to where the Pelican has crashed. You will notice three shields nearby. Push the small one over next to the tower. You can use melee hits or a vehicle to do this. Once you get it close enough, grab a rocket launcher and stand on the little stick coming out of its bottom. Try to stand as far back on the stick as you can without falling out. Next, shoot towards the top of the shield. Do not aim at the very top, but slightly below. This may take a few attempts. If done correctly, it will send you very high into the air. You will be high enough to land on top of the big tower. This is the perfect sniping location.

test.

Hint: Terminal: Sniping location:

On the second floor of the parking garage near the two doorways, there is a open vent if you look straight up. You cannot jump into this opening. You must take a Scorpion Tank and maneuver it into position under the vent. Then, jump on the main gun, then into the opening. You now are on a balcony that gives you a wide view of the map. Make sure to destroy the tank upon entering to avoid sneak attacks. Also be careful, because this is a spawn point. Keep the sword or shotgun with your sniper rifle.

[DaBim357.](#)

Note: This trick requires overshields. Get a Scorpion Tank and go to the area where a wall and the train station meet. Then, drive the tank up the wall. The tank should flip over. Get on top of the tank and press **X**. The tank will flip over and you will fly on top of the roof. This may require several attempts.

[EagleSniperTNK.](#)

Glitch: Gemini: Leave level boundary:

Go to the beam rifle in the back with a partner and swords. Go through the Blue teleporter and you will be outside. Turn to your left and walk on the small pole that is sticking out of the edge. Jump to the small slanted box and crouch. You will slide for a moment, then land on a flat surface. Have your partner do the same thing. Walk up it and sword cancel up to the roof (press **R + X** at the same time). Go to the edge and have your partner jump toward you and sword cancel. Go to the next wall and sword cancel over it. You are now past the map's boundaries. Walk straight to the end and hit the invisible wall. Then, walk left and fall. Lean against the invisible floor while doing so. If done correctly, you and your partner will be at the very bottom of the level.

[Treetoad.](#)

Have two people with energy swords. Have both go outside beside the teleporter. Walk along the spikes beside it and jump onto the back of the teleporter platform. After that, have a player go to the top of the teleporter while the other is a little further down on the

slope. The person at the top must jump and the other must sword cancel off the player in mid-air by lunging and pressing **X** immediately afterwards. When the first person is up he or she must go to the edge for the other to sword cancel off that person. Both players will be on top of the level. Continue upwards with sword canceling. You can leave the level entirely and explore the bottom of it.

[FireIsGood.](#)

Glitch: Relic: Get stuck in ceiling:

Push a barricade into the rock near the teleporter that is next to the big broken tree. Position it so that the part that you stand on is half way into the rock... Stand on the barricade, in between the rock and the barricade. Have three other players shoot the barricade to launch you, just like on turf. Note: It may help to be the Connection Host. If done correctly, you will fly up into the air. If you are lucky you will get stuck to the ceiling.

[momo Vujisc.](#)

Glitch: Relic: Teleport to other point:

Locate either of the telporters. Note: Do not activate them. Once you have found the teleporter, stand on top of it and aim down so that your reticule is pointed at the very center. Jump up and as you begin to fall you will be teleported to the other point. It may require a few attempts. This is very useful in CTF games.

[Matthew Schindler.](#)

Glitch: Relic: Launch sniper nest:

Get the rocket launcher, then fire two shots very quickly at the Covenant sniper nest (the blue object on the gravity lift). If both shots hit at the correct moment, it will fall off the lift and you will be able to blast it around the level. Note: If you shoot it from the wrong side, it will fall into the water. This may require a few attempts.

[yohuh yohuh.](#)

Glitch: Relic: Shoot through sniper nest:

Have two people on Xbox Live fire rockets at the sniping nest at the same time and it should fall. Make it tumble into the water so that it disappears. Have someone in your

party leave so you get to the "blue" screen, where it says "Setting up game" and reloads it. When the game resumes, go back to the sniper nest. It should be back. If you shoot at it now, all bullets will go through it, as if it was not there. However players will still be able to stand inside of it without falling though.

[BadBiker86](#).

Glitch: Relic: Get to top of tower:

This trick requires an overshield, a rocket launcher, and preferably a Warthog. Use the Warthog to push the small barrier by the shoreline up the left ramp next to the tower. Align the small barrier parallel with the tower at the top of the ramp. Then, stand on the bar sticking out from the small barrier. Next, shoot the top of the small barrier. It will shoot you up to the top of the tower. Make sure to move closer to the tower as you are flying up. This may require several attempts.

[Newmillenium10](#).

This trick requires overshields, the rocket launcher, and swords. Go to where the Warthog respawns (near the Pelican), Go to one of the shield-type things and get behind it. Start hitting it with your sword to the Relic point (straight ahead). This may take awhile, but it is worth it. Once you are there and have the shield facing it, make sure it is slightly back up away from it. Stand on the support to the shield and use your rocket launcher on the top of it. You will begin to launch very high. When you just start to launch press **Forward**. This may require a few attempts. When you make it up there, you will be able to see all your opponents and you will be in lock on range on any vehicle.

[benny and bobby](#).

Glitch: Relic: Get to top of level:

Make sure that you have a sword and a friend when playing this map. Go to the tower in the middle. To the left as you are facing the crashed ship will be a ledge. Go to the ledge and jump on your friend's head to get on the sloped part. Then, have the person who is not on the slope sword cancel up. Do this by aiming at the opposite player and pressing **X** + **R** with the sword. After doing this, walk to the top of the slope. Walk on the flat part

until you reach the end. Upon reaching the end, have one player jump on the others then perform a sword climb. Do this by having the player on the bottom press **B + X** rapidly and have the player on top jump repeatedly until you reach the top. As you climb up, move slowly to the left. When you reach the top, press **Forward**.

Glitch: Sanctuary: Invisible turret:

There are two turrets that you can use. Find one and once you get to it, back away and throw a fragmentation grenade and it will disappear. Go up to the turret and "Click x to use the turret" will appear. You can now use an invisible turret.

[Ryan Bauling](#).

Glitch: Sanctuary: Super bounce:

Go to the Blue base. Face the middle and look to your right to see the ramp going up in to middle base. Just before the ramp there is a big rock to crouch under. Then, turn out and go up the first and second part of the ramp, then stop. Turn to the left and from up above look at ground to find a little plant. Jump on it to go flying. You can land in certain parts of the tree.

[Outlikecelery](#).

Glitch: Warlock: Super jump:

Go to the Blue base. Go over to the corner where the "vine" is going down. Turn so that you are facing the vine or root. Make sure that the wall is to the right of you. Then, crouch walk into the root. Get up, run, and jump off the edge closest to the air vent. Once you land you should jump very high.

Go to the Blue base. There will be a large tree with a root hanging down. Crouch down and walk under the root. Release your crouch once you are under the root, but do not stop pressing **Forward**. Walk forward into the root for about five seconds. Then, walk away from the root without releasing **Forward**. Walk towards the ledge which drops straight down to an alley near the shotgun and the airlift. Jump down while pressing **Forward** to the area near the ramp, teleporter, and shotgun. This may require a few attempts, but eventually it will launch you upward into the upper areas of the level. Occasionally it will

only launch you up slightly, but usually it will launch you up high.

[HereticLeader13](#).

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