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Marvel: Ultimate Alliance (PlayStation3)

From GameWinners

Cheat Codes

Cheat mode

Enter one of the following codes at the indicated screen to activate the corresponding cheat function. Note: Some of the codes may need to be used multiple times before they have any effect.

Daredevil

Go to a S.H.E.I.L.D. save zone and select "Change Team". Delete all selected characters. Once all of your team slots are empty, press **Left(2), Right(2), Up, Down, Up, Down, Start**. A sound will confirm correct code entry. Note: This code may also be enabled at the main menu.

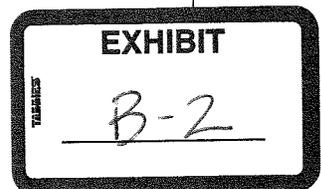
Alternately, collect the five Daredevil action figures. One is found in each Act.

Silver Surfer

Go to a S.H.E.I.L.D. save zone and select

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"Change Team". Delete all selected characters. Once all of your team slots are empty, press **Down, Left(2), Up, Right, Up, Down, Left, Start**. A sound will confirm correct code entry. Note: This code may also be enabled at the main menu.

oawtcsbaib dedeftprgr

Alternately, complete all Comic missions.

All characters

Press **Up(2), Down(2), Left(3), Start** at a S.H.E.I.L.D. save zone menu or the main menu.

All powers

Press **Left, Right, Left, Right, Up, Down, Up, Down, Left, Right, Start** at a S.H.E.I.L.D. save zone menu or the main menu.

All costumes

Press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Down, Start** at a S.H.E.I.L.D. save zone menu or the main menu.

The Courses

Press **Up, Right, Left, Down, Up, Right, Left, Down, Start** at the simulator terminal screen where you choose a Comic Book mission.

All comic book covers

Press **Left, Right(2), Left, Up(2), Right, Start** at the Review menu.

All concept art

Press **Down(3), Right(2), Left, Down, Start** at the Review menu.

All cinematics

Press **Up, Left(2), Up, Right(2), Up, Start** at the Review menu.

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All wallpapers

Press **Up, Down, Right, Left, Up(2), Down, Start** at the Review menu.

Filler

Press **Left, Right(2), Left, Up, Down(2), Up, Start** during game play. Your extreme attack will always be available with no energy cost.

God Mode

Press **Up, Down, Up, Down, Up, Left, Down, Right, Start** during game play.

Touch of Death

Press **Left, Right, Down(2), Right, Left, Start** during game play.

Super Speed

Press **Up, Left, Up, Right, Down, Right, Start** during game play.

100,000 Gold Coins

Press **Up(3), Left, Right, Left, Start** at the team menu or hero management screen.

Level 99 team

Press **Up, Left, Up, Left, Down, Right, Down, Right, Start** at the team menu. Note: This code will only work with the heroes you selected (there should be four of them).

Jonathan Long

Unlockables

Team bonuses

Create a team with the indicated characters to receive the corresponding bonus.

Agents of Shield (Captain America, Nick Fury, Spider-Woman, Wolverine): +5 to all resistances.

Agile Warriors (Spider-Man, DD, Elektra, Deadpool, Black Panther): 10% reduced energy cost

Air Force (Thor, Storm, Human Torch, Ms. Marvel): +15% maximum health

Alternate Identities: (Phantom Rider, War Machine, Sharon Ventura, Secret Wars Spider-Woman, Beta Ray Bill): +5% Criticals

Assassins (Wolverine, Deadpool, Blade, Elektra): 60% increase to S.H.I.E.L.D. credit drops

Avengers (Captain America, Thor, Iron Man, Ms. Marvel, Spider-Woman): +5% damage

Bad To The Bone (Blade, Ghost Rider, Luke Cage, Wolverine): 5% damage inflicted goes to health

Bruisers (Luke Cage, Captain America, Thing, Colossus, Ms. Marvel): +15 Striking

Classic Avengers (Captain America, Thor, Iron Man, Black Panther): +15% maximum energy
 Dark Past (Blade, Elektra, Ghost Rider, Spider-Woman): +5% XP
 Defenders (Iceman, Luke Cage, Dr. Strange, Silver Surfer): 5% damage inflicted goes to health
 Double Date (Invisible Woman, Mr. Fantastic, Black Panther, Storm): +5 Health regeneration
 Fantastic Four (Mr. Fantastic, Invisible Woman, Human Torch, Thing): +20 health per KO.
 Femme Fatale (Any four females):+5% damage
 Flashback (Classic Iceman, WWII Captain America, Original Daredevil, Classic Iron Man, Original Ms. Marvel, Classic Wolverine, Original Ghost Rider): +15% Max Health
 Martial Artists (Black Panther, Captain America, Daredevil, Nick Fury): +15 Striking
 Marvel Knights (Spider-Man, Dr. Strange, Daredevil, Black Panther, Luke Cage): +6 to all stats
 Marvel Royalty (Black Panther, Dr. Strange, Thor, Storm): +60% Credit Drop
 Natural Forces (Human Torch, Iceman, Storm, Thor): 5% Damage inflicted as health gain.
 Natural Leaders (Captain America, Dr. Strange, Mr. Fantastic, Nick Fury, Storm): +5% XP
 New Avengers (Captain America, Spider-Man, Iron Man, Luke Cage, Spider-Woman, Wolverine): +5% to All resistances
 New Fantastic Four (Wolverine, Luke Cage, Ghost Rider, and Spider-Man): +15% maximum energy
 Power Platoon (Ms. Marvel, Silver Surfer, Thor, Iron Man): +20 energy per KO.
 Raven Ultimates (Silver Surfer, Thing, Colossus, Iceman, Deadpool, Moon Knight): +6 to all stats
 Secret Defenders (Silver Surfer, Hulk, Ghost Rider and Dr. Strange): +5% damage
 Scorchers (Ghost Rider, Human Torch, Storm, Thor): +10% reduced power cost
 Supernatural (Blade, Dr. Strange, Thor, Ghost Rider): +5 Health regeneration
 Think Tanks (Spider-Man, Mr. Fantastic, Iron Man, Dr. Strange): 15% maximum health
 X-Men (Storm, Iceman, Colossus, Logan): +15% maximum energy

Black Panther

Collect the five Black Panther action figures. One is found in each Act.

Blade

Win the toy grab mini-game in the Carnival at Murderworld.

Dr. Strange

Save Dr. Strange in Mandarin's Palace.

Ghost Rider

Trade places with Ghost Rider in Hell in order to save his soul

Nick Fury

Successfully complete the game.

Hard mode

Successfully complete the game under the normal difficulty setting.

Second and third alternate costumes

Gain between two and four levels with a character. Alternately, defeat 30 enemies with a character to unlock his or her second costume. Defeat 175 enemies with a character to unlock his or her second costume.

Fourth alternate costume

Complete the Combat Training challenge for a character. Alternately, get a "Bronze" rank in a character's Comic Mission to unlock his or her fourth costume.

Video

Walkthrough

Hints

Trivia answers

Iron Man Comic mission

PlayStation3 Xbox 360 When you get to the end of the mission to battle Ultimo, run back to the door you came in. Ultimo is so big he cannot pass the edge of the room he is in. You can just sit back and hit him with your ranged attacks. Then when needed, fly in and collect the health and energy vials he drops.
SKUZA 23

Completing the Comic missions

To complete all the Comic missions easily and unlock Silver Surfer and get gold at the same time, wait and play all the missions at the end of the game when your characters have leveled up and have decent powers. If some are still too difficult to complete, do some Versus mode missions with those characters to level them up, or to pick up some Shield Tokens to add to their costume.
SKUZA 23

Hard mode

Do not be afraid of the hard difficulty setting. When you start a game under hard mode, you can load your characters from a previously saved game. For example, if you have a level 50 Wolverine from normal mode, you can start the game with him and all his powers, gear, and costumes that you have gained. It also adds five more dots to level up your powers with. If you have one maxed out in normal mode, there is even more room for improvement.
SKUZA 23

Character specific items

When picking up character specific items, such as "Iron Man's Coil", it is described as doing +3 Damage

and +3 Rocket Uppercut. This is not +3 to damage for the hit; it means that it adds three dots in the Powers area. With this single item you can go from 129 Damage to 289 Damage. Character specific gear are thus very valuable.

SKUZA 23

Easy experience and money

When lighting the candles in Mephisto's Realm, there is an area where you are meant to throw the demon jumpers into the fire to lower the pedestal. If you stand in by the edges of the level where the jumpers respawn, you can kill as many as desired. Try this as Spider-Man or any rapid fire projectile user. The enemies constantly drop money and energy refills. If one walks too far away, hopefully your teammates will chase after them and you can use the momentum move to wipe them out. Do this for easy experience and money.

Trip

Defeating Bosses

Use Wolverine and have Lunge attack. It normally knocks down and opponent and slashes them, however because you are facing a Boss this will not happen. Keep using that attack and it will do more damage than melee attacks. It will not knock them back. When you run out of energy, the Boss should eventually produce some.

LeO NaVaRRo

Recommended team

- Use the following trick to make a hard to kill team. Make a team consisting of Wolverine, Blade, Ghost Rider, and Luke Cage (the Bad To the Bone team). The team bonus will be that 5% of all damage will be regained as health. Also, all these characters have a way to regenerate health. Equip the following outfits. For Wolverine, Astonishing, Max Out Health Regen and Defense. For Blade, Ultimate, Max Out Health Regen and Defense. For Luke Cage, New Avengers, Max out Health Regen and Defense. For Ghost Rider, Original, Max out Resurrect Ally and Defense. It is also recommended that Ghost Rider be equipped with The Heart of Mephisto (10% of attack damage turned into health) or a similar item because he is the only character without a Health Regen. Equip other characters with gear that increases defense or dodging capabilities. Not only will your team be difficult to hurt, but they will be absorbing and regenerating most of the damage they take. If a teammate dies, Ghost Rider will have a 50% chance of resurrecting them. Note that Ghost Rider is the weak point. He does not regenerate, and if he dies resurrection is lost. Also, Wolverine will regenerate the fastest because he has an inherent ability to regenerate in addition to the suit's bonus.

James Solonika

- For easy money, health, energy, Extreme Momentum Orbs, and experience for leveling. make a team consisting of Luke Cage, Elektra, and Dr. Strange. When they each have a full Momentum bar, get a group of enemies around you. Then, use the power. Elektra will stun all enemies with her Curse of the Hand. Then Dr. Strange uses his Mystic Maelstrom to kill all stunned enemies, causing them to drop Extreme Momentum Orbs for each enemy killed. Then, Luke Cage uses his Sweet Christmas to kill any of the remaining enemies, giving you +472% more money for each enemy killed in the attack sequence. This trick is especially useful for leveling characters, unlocking costumes, and maxing out stats. The best place to do this is in the Shield training

simulator on the Thunderball mission. Even if you run out of time you will still get the levels and money; do not worry about killing the Boss. Just get your momentum on Luke Cage, Dr. Strange, and Elektra.

Demonicorpse

***Hitchhiker's Guide To The Galaxy* reference**

After the third level, go to Iron Man's lab and talk to Spider-Man. He will say "The only thing that could make this worse is if Earth was blown up to make an intergalactic highway".

pd951dx

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More:Need For Speed Most Wanted: Blacklist

From GameWinners

Blacklist milestones

- Blacklist milestones are things you need to do to rack up your bounty so you can challenge the next person on the Blacklist. Check out these so you know what you need to do to rack up the points. Once the milestones are completed, you must work on racking up the points. The best way to do this is to cause as much major damage as possible by taking out police cars, traffic, and crashing through shops (for example the donut shop and others you will notice in the later levels). Try to rack up as much bounty and escape before your status has reached level 4. If your status is already level 4, then choose a different car for awhile until the status goes down before returning to your favorite car. Once your status hits level 4, it is harder to get into cool down mode to find somewhere to hide. Avoid getting caught, as you will lose the bounty you have racked up during the chase.
Miggs
- If you are having difficulty achieving some milestones, start a milestone event and go to the docks. Race around in that area by the boat, and if you are fast enough, the cops cannot touch you, no matter what level of police attention you have. Also, they will not make roadblocks or lay down spike strips. This makes it very easy to draw out a pursuit or completely evade them at any time. Just stay in that area, and if you want to lose them, make some tight turns and go down behind the boat to a covered tunnel. If you are fast enough, they will completely lose you and you can sit there until the Cooldown bar is full.
quack3
- When you are on lower heat levels, try to get as much bounty as possible. This will make it easier when you need to get over 1 million bounty to challenge the black list rival.
bk937cdb
- An easy way to get milestones is to go to the Rosewood outer ring road, otherwise known as Highway 99. Drive around there until you get the milestones you need. To lose the cops, turn into the stadium. Hit the sign too get rid of all of your pursuers. Then, hide in the hiding zone until your cooldown fills.
michael coppen
- Make sure you can reach Pursuit level 4 or higher, then pick your fastest car. Start a pursuit with your car in manual. Keep it in first gear so it reaches about 40 to 80 mph. The cops will not know what to do. They will just follow you around aimlessly. This an easy way to get milestones.
gdt, ee ysopsti Judykay2005

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More:Need For Speed Most Wanted: Police

From GameWinners

Avoid police

- When completing a race, if the police radio in your car you are driving and you do not want to run from them, press **Down** and choose another race. Alternately, you may also jump to your safe house (must be done before you are seen or pursuit begins). If not, you must drive to it yourself in cool down mode. To jump to the safe house press **Start** and press **Right** until seen.
ronnie besch
- Upon reaching level 4 (Most Wanted) there will be an overwhelming amount of police officers coming after you. At this level, cops are excellent at boxing you in. If you cannot move forward, use reverse for two seconds to get away from the block. Spin your car around and get out of there.
Command Station
- The best way to escape the cops is to evade long enough to get into cool down mode, than find a hiding spot. By sticking to the cities you will find lots of cool down spots to sit and hide your car until the heat is off. This is also a good way to avoid helicopters which appear if your reach level 4 on your map. Another good method is to run into the triangles on your map, which mark places where you can ram into shops and other roadside items to disable the cops. Highways are good places to get blockades and strike strips which are challenges for milestones.
Miggs

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- 6 Always remain in Heat level 6
- 7 Avoid and remove strikes
- 8 Get strikes off your car
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- 10 Easy bounty



- For an easy way to get away from cops at high wanted levels, find the baseball field. Look on the map for a small triangle towards the top left. Use highways in a circle around the field to achieve your missions. Once you have gained enough bounty, city damage, roadblocks, etc., drive through an entrance to the baseball field, hitting the pursuit breaker on the way in. Make sure that you slow down some before hitting the breaker so that it does not send you through the other side of the field. Once you make it in the field, stay there and wait out the cool down period. The cops should be off of you, and cannot find you. This works almost all the time to get rid of the cops. Just driving through random blockers rarely works when you are at wanted levels 4 and 5.
Clint
- Never respawn your car in a pursuit, as the police will always catch you.
MoodyPWH
- When approaching any roadblock with a heat level greater than four, use the slow-motion effect to avoid spikes strips completely.
- Once you complete Razor's (Blacklist #1) five challenge races, an intermission sequence featuring you, Mia, Razor, and the other Blacklist members will start. Once you get your car back (BMW M3 GTR), you will go to a heat level 6. Every cop in all cities will try to bust you. You must evade them for five minutes, then you will get a call for Mia. Try getting to the golf course. There is a little building that you can crash into to get rid of the cops. Then, try to wait it out until you get Mia's call. An icon will then appear on your map. Quickly get there as soon as possible. Get to the spot, jump the bridge, and you will be home free.
cndh7
- When heading for a roadblock, make sure to hit the trunk of a car instead of when the engine is located.
NATHAN FETSCH
- When at level 6, cops and feds are everywhere. There is a blind spot where the cops cannot get you at the bus terminal. Normally you would go left or right to take the jump or drive up the middle to take the shortcut. Instead of using the ramps to jump, stop at the apex of the ramp, then turn and drive in the middle of the walkway. Stop there and wait. The cops will not come up the ramp after you if you are in the middle of the walkway. No matter what the heat level, the cops will not get you and they will eventually drive away.
Command Station
- Use the following trick to evade all the police, even at level 5. In the first part of the world where you start out, just around main street is the bus station. Notice in cruise mode that there is a second floor part of it, near the edge. In any chase, just drive to that and go on the second floor. Drive back and forth until you get the green evading bar to start to get to the cool down bar. This does take slightly longer to cool down, but it is definitely easier than driving all over trying to find a place. This is especially useful in Challenge 40 with the McLaren, where you have to evade for at least ten minutes.
John Hoge
- When the police try to box you in after you hit something, turn 90 degrees away from them. Then, use your nitrous to turn the other 90 degrees, otherwise you might spin out. By doing this, you will get a head start and will not get busted.
WhyHateJustEnvy

- The easiest way to shake off the police is to exact a PIT maneuver on them. With a lot of speed, aim for the police car's back left or back right area, near the rear right wheel or the rear left wheel. Sometimes on Heat levels 1 and 2, this maneuver (when over 120 mph) will disable their pursuit car immediately. Spinning the level 5 police cars out of control is a good way to evade them. As for the "Rhinos", getting to a high speed (over 150 mph), and drive head on at the Rhino. Swerve out of the way at the last moment. If the helicopter tries to push you over, just keep swerving and crossing lanes quickly. This should prevent it from knocking you over.
- When approaching a roadblock which you cannot escape, press **Speedbraker** and ram into the lightest of the vehicles. When the Speedbraker is activated, your car does not jump as high and has more maneuverability. If you do not have your Speedbraker enabled when ramming into police vehicles, you will sometimes jump on top of the police car and get busted. If you have it on, it prevents your car from jumping and allows an easy getaway.

James T

- When trying to evade the cops, go to the bus station in Rosewood. Go up the ramp and make sure none of the cops follow you up. Go to the very end of the buses and watch your bounty go up as the cops destroy themselves. Watch behind you for any cop smart enough to find their way up. For a better way to do this and avoid getting busted, put the front end of the car facing the ramp at the end of the buses. This trick is useful for making milestone for time and is also good for racking up bounty. To get through the cooldown and more fun, go to the walkway beside the ramp and sit there. Watch the cops as they fly off the ramps and go crazy running into the wall and destroying each other till the cooldown is over.

Eddie

- Draw the cops to the surrounding highways of Rosewood (the town you start at) and keep circling the highways until you have completed your milestones or wish to end the pursuit. When you pass the baseball stadium, which on the map has two Pursuit Breakers on it, drive through the first Pursuit Breaker so that you are in the stadium and the cops have stopped on the other side of the rubble. You can then drive past the Pursuit Breaker on the other side (making sure you do not hit it). Make a U-turn and drive straight through the Pursuit Breaker and cops will not find you. Note: This only works if you are under a level 4 heat; otherwise the helicopter can see you.

James Toohey

- Use the following trick when you are in a race and become involved in a police pursuit, but do not want to be after the race. At the end of the race, restart it, then quit to free roam mode, The cops will not be looking for you, and you will still get everything you did for the win (bounty, money, and credit).

xELEMENTsk8r05

- When you are in a police chase and they start putting roadblocks down, you can get through them easier by ramming the police cars near the rear section of the car. The back is lighter and this will make the car fly easier out of your way.
- To hide from cops, and still get bounty and heat, go to the bus depot and drive up the ramp. Go to the side where the buses are not found. Go all the way to the end. You should be facing a gas station. Stay up there, but pay attention to your evade-busted meter, as you can accidentally evade the pursuit. If the cool-down meter appears, drive off and look for cops. After you find them, drive back up there. It is important that you drive all the way to the end or else the cops will hit you. The cops normally drive off of the side of the elevated platform.

ncaabuckeyefan

- When in a pursuit, use the Pursuit Breaker at the gas station. After you have immobilized all the policemen around you, make a U-turn with the Speed Breaker and go behind the gas station where the hiding spot is located.
A. Dubb
- Sit on the very edge of the hospital or jail and let the cops drive past you. Your heat will go up, but they cannot catch you. Also, if you want to lose the cops, just fall off and let your car reset (do not reset it yourself). You will lose them instantly.
Neo
- Find a circle or a small square made up of roads. Keep going around it for about five laps. You can do it more and make sure the cops see you once in awhile to get a huge time bounty (over half an hour long). You will never be stopped by a roadblock or a spike strip, because they will place them on the outside roads, and not in the circle. To get away, wait until the cops say "We've lost em", then turn out of the circle and drive away. Make sure the cops do not see you trying to get away or it will not work and you will have to return to the circle and repeat the trick.
IAmMikeWhoRyou
- When you are cruising and hear the cops on the radio, drive at least to the speed limit. If you see the cop, pretend to be a normal driver and do not break the law or he will chase you.
tuluz
- When entering a milestone, use the map and go to the stadium in the far left corner of the map. Go through the right side entrance and knock down the sign for the stadium. The cops cannot follow you because it blocks almost the entire entrance. Exit out the other side and go under the small parking garage. As soon as cool down mode, starts there is a hiding location nearby.
Scott Bell
- When the police are chasing you, go in to the bus station. Get on top of the buses and turn your car 180 degrees so that you are facing the terminal. When the police chase after you, hit reverse and fall off the buses. Choose to respawn. You should now be back on top of the buses with no police. When doing this, watch the bar at the bottom of the screen. If you respawn while near busted, you will get busted.
Eric
- If you are in a pursuit and cannot shake the police, go to a gas station and hide behind it. This works most of the time if done correctly.
Heydrk7
- When you finish a race with a maximum chance of getting caught by the police and they radio in a report, immediately choose "Jump To Safe House" and you will not get caught.
matt
- Go to the heart of Rosewood. There will be three Pursuit Breakers near each other. Hit all three and you will lose the police. Note: One is a doughnut shop, another is a gas station, and the last one is a tire store.
Brian Schaaf
- An easy way to destroy police cars or dodge roadblocks is to press **Time Stop** before you hit them. A better way to do this is with a maxed out Mustang because most of the time it will even

smash heavy SUVs.
daniel

- If the police are after you, go to the baseball field. There is a side that has something sticking out of the ground by the highway that is elevated. Go up to the object and press **Nitro**. If you land it correctly you will be on the elevated highway driving away and leaving the cops wondering where you went. Note: This may not always work.
wally henry
- If your car has high heat level with the police, bring it to a One Stop Shop. Change your car's paint color until you have your desired rating. Then, change the color back to its original version and get out of the shop. The police will not recognize your car and you will have a low heat rating.
- Use the following tricks to to avoid the police at high heat levels.
Brian Stafford
 - Always check your mini-map for road blocks and helicopters.
 - Use the speed-breaker at road blocks, hit the trunk or go through them.
 - Do not worry about the helicopters. Just out-last them or hide under bridges.
 - Watch out for SUVs, as they will try to hit you head-on. The best advice is to try and swerve at the last second.
 - Do not forget your nitrous. It will get you out of many a tough spot.
 - Pursuit breakers are helpful, but wait until the cops are directly behind you.
 - Try turning and taking a lot of different roads all the time. You will lose most of the cops this way.
 - Speed also helps; never break if you can help it. Although they can stay with you, you will have a distance advantage.
 - Look out for rolling stops and box-ins. The best thing to do is pass a rolling stop, and back-up or nitrous you way out of a box-in.
 - Police during races usually do not catch up to you, so do not worry about them in this type of situation.
 - To get your heat down without modding your car, just leave it in your garage for a while. The heat will slowly go down.
 - If you hit a spike strip of get boxed in, say hello to a strike and a fine. Always save the game before leaving.

Levels of police action

The various levels of police action are as follows.

- **Level 1:** Marked patrol cars and cruisers. They mostly chase and try to run you off the road. If you have a quick car you will get away from these easily.
Miggs
- **Level 2:** Unmarked patrol cars and cruisers, roadblocks. They mainly try to ram you off the road and setup roadblocks. Avoid roadblocks by doing an emergency brake lock U-turn or go through them. You can get through by ramming the cars on either end of the roadblock or by going through a weak point like the sawhorse or a gap between the cars. Use Speedbreaker to see the weak point in the roadblocks and use nitrous to ram straight through. Some road blocks will not extend all the way across the road -- you can go through where they haven not placed a car.

Miggs

- **Level 3:** Marked GTO (Monaro) police cars, marked 4WDs (Rhinos), rolling road blocks, roadblocks. These are quicker and you need to use objects to knock down in front of them to disable them. Lead the chase with these vehicles through the cities to use knock down points (for example, the giant donut sign, etc.) to disable the vehicles and end the chase. Then, find somewhere to hide when you hit cool down mode. "Rhinos" will ram you from the front. Listen for the call over the police radio. You can usually see these coming on your map or on the road ahead. Depending on which car you have, you can get away with ramming them head on. Otherwise, just use Speedbreaker again to change lanes before they ram you.

Miggs

- **Level 4:** Unmarked GTO (Monaro) police cars, helicopters, spike strips. The unmarked GTOs (Monaros) usually chase in packs and are very difficult to avoid. They will try to box you in by surrounding the car from the front and back and slamming the brakes to not give you any room to escape. Avoid this by staying ahead and using the same tactics used in level 3. For the helicopters, use tunnels and underground parking lots to escape from them. Once they spot you, they can radio the police to your location. Spike strips are set up usually on main roads and highways. You can see them on the map, when you see only one vehicle over to left of the road not driving (i.e., pulled over). Aim for the police car and use nitrous to ram it and get away. If you hit the spike strip you will get caught.

Miggs

- **Level 5:** You will not have to worry about this until you are at Blacklist #3. By then if you are still running and the level reaches 5, all the best and toughest police come out. The helicopters get more aggressive, there are more spikes, and more belts are called in on you. You must also deal with "cross" cop Corvettes. Cross and his team will apprehend you at all cost. Like in level 4. the unmarked GTO cars will surround and box you in and hit the brakes. Corvettes will also try to use rolling road blocks. If you run into the level 5, make sure you are in your fastest vehicle. You will need the nitrous.

ronnie besch

- **Level 6:** You will only reach this level of police in the last race of the game when you already have retrieved the BMW M3 GTR that you have lost to Razor in the beginning of the game. In the last race, you will be up against a type of Corvette police car that has more power than the normal Corvette police cars. For the ultimate challenge they will make spike strips, road blocks, a more aggressive police chopper and more powerful SUVs. You cannot run away from them and the only choice is to go to the road that finishes the game when Mia will call to you and indicates the place on the map.

Joao Artur Amaral Guarienti

Police radio codes

These codes are commonly used by the police. You should be aware of them of their meaning to know what to expect.

Atsuke and Jeremy Inhoff

10-4: Message received and understood.

10-6: Responding from a distance

10-7: Detailed, out of service

10-8: In Service
10-10: Negative, Standing by
10-20: My location is...
10-23: On Scene
10-25: Out of Service
10-29: Run for wants and Warrents
10-32: Wanted Suspect
10-33: Emergency, officer needs assistance
10-34: Request Zulu unit
10-36: Police Unit traffic Collision
10-37: Request Wrecker
10-38: Request Ambulance
10-39: PIT Maneuver
10-41: Self PIT
10-42: Traffic Accident
10-43: Traffic Tie Up
10-44: Request Rhino
10-45: Ram Suspect
10-50: Hit and run
10-59: Herding
10-63: Offset
10-65: Vehicle box
10-67: Spike Strip
10-70: Notify city engineering
10-71: Request Air Support
10-73: Roadblock
10-75: Rolling Roadblock
10-83: Set up quadrant
10-85: Need additional unit
10-87: Vehicle pursuit
10-96: Traffic Stop
Code 1: Situation under control
Code 2: ASAP no lights or siren/ASAP lights, no siren
Code 3: Lights and siren

Unit request handles:

Fast Air: Eagle 1 helicopter

Rhino: SUV units

Zulu: Sport pursuit Cruiser

SRU: Street racing unit

Achieving higher Heat levels

- You will start campaign mode only being able to only achieve Heat levels 1 and 2 (City Police). By defeating certain Blacklist Rivals, you can then achieve the higher Heat Levels.
Wurd

Heat level 3 (State Police): Defeat the Blacklist #13 rival.

Heat level 4 (Undercover State Troopers): Defeat the Blacklist #9 rival.

Heat level 5 (Federal Authorities): Defeat the Blacklist #5 rival. After you beat the Rockport's Most Wanted level, Heat level 5 will then consist of both the Federal Authorities

and Cross' Street Racin' Unit.

Heat level 6 (Undercover Federal Authorities): On the final challenge (Challenge Series mode) and on the final level of Campaign Mode. Sgt. Cross joins in the pursuit in the final level.

- Use the following trick to get to Heat level 5. Race all the Blacklist racers and complete Career mode. Complete the final pursuit by clearing the gorge. Then, use the BMW MR GTR in all your pursuits. The heat on the BMW will never go under level 5.

Mitch barclay

Lowering Heal levels

To lower the Heat from your car, go to a Stop Shop and go in. Then, change the color of your car. Leave and do not move. Press **Up** to go back in and change the car back to its original color. Your Heat will be lower by 1. Do this multiple times to reach condition 1 again.

Ivan Diaz

Always remain in Heat level 6

- If you start a new career, play the game up until you get to Razor (Blacklist Member #1). Then, get his race wins, milestones, and bounty. Before you challenge him, save the game. After you defeat him in all five of his races, a prologue featuring you, Mia, Razor, and all the other Blacklist members will begin. After Razor gets done taunting you, Mia will come in and reveal herself as a cop. The cops will swarm in. Mia gives you the keys and you will run. Before the prologue ends, Cross comes in and gets mad. He wants everybody on you. The prologue ends and you will be in your BMW M3 GTR. The police are on you at Heat level 6. Intentionally get busted. After the police camera leaves, you will be in your car, with the pause menu on screen. Choose "Quit To Main Menu". Save the game. Every time you now go to Career mode, the prologue will appear and you will go back to the Heat level 6 pursuit. Do not save the game again. Even if you get past the pursuit, do not save and you will always be able to play at that Heat level.

Evantoman

- If you have already completed the game, finish the Challenge Series. The last event will be in Heat level 6 and you have to last in pursuit for at least thirty minutes.

Evantoman

Avoid and remove strikes

After getting busted and taking a strike, turn off the system the next time you get pulled over. Resume the game and you will have no strikes again.

EJ Hanson

Get strikes off your car

If you get busted in a pursuit, turn off the game before saving it. When the game is played again the strike will be gone. Note: This will not work if you can only get one more strike.

rbowar

Pursuit Breakers

If you are driving toward a Pursuit Breaker and there is a spike strip immediately after it, do not hit the Pursuit Breaker. During the intermission sequence, the CPU will take control of your car and will drive through the spike strip, ending the pursuit.

sportsfreak3492

Easy bounty

- Get some cops after you then go to the bus stop. Go on top of the buses. Make sure that the front of the car is at the edge of the last bus so that the cops can see you and do not lose you. Keep looking behind you because the cops will sometimes find a way on top of the buses. When they do that, just reverse as soon as you see them coming and push them off. Only one cop car will come on top of the bus. Do this for as long as desired. When you want to lose them, just reverse, park in the middle of the buses, and wait until your cool down bar fills. The cops will also drive crazy and crash into themselves, giving you extra bounty and bring up your rap sheet rankings on police vehicles immobilized and police vehicles involved.

Rojah Powell

- When you get to third place on the Blacklist, more Bounty is required before you challenge the next racer. The best strategy is to go to number 11 on the Bounty selection screen. Build up your Bounty by knocking into the side of police cars. Do not go too fast and keep "lightly" hitting into the sides of the cops until you reach level 3 or level 4 heat. Notice how quickly your bounty points mount up and milestones should be unlocked faster by taking your time. If roadblocks appear, use your nitrous and blast through the cops. Afterward, slow down and keep "lightly" hitting into the sides of the cop cars. Accumulating bounty points becomes easier using this method.

Command Station

- When you have a bounty of four or five heat, use the following trick to get lots of bounty and/or some milestones (like the time bounty). First, select "Blacklist" then "Bounty" and choose the first bounty location. Quickly bust out of the police station and take a right, making sure that the police that started the pursuit are still behind you. Keep going straight past the gas station until you reach the bus station. Enter the bus station and do a 180 up the right ramp. Drive with a little speed and jump on top of the buses. Make sure you do not fall off the buses and try to go to the front-most bus as much forward as possible. The police will go crazy, smashing into the buses and each other. This is an excellent way to rack up bounty and some milestones. Occasionally some cops will get smart and be able to get up the ramp to the buses. When this happens you can do one of two things. The first is to go in reverse and smash the cop off the buses. The second, and easier option, is to wait until the cop gets a little close to you and jump off the bus. As soon as you hit the ground, press **Back** to respawn on top of the buses and the cop will have fallen off. When you want to escape, try hiding in the middle of the buses. You can then reach cooldown and remain stay hiding in the middle until it is done.

Michael Favela

- Get into a chase with the police and drive towards the bus station. Instead of sitting on top of the buses, go straight up the ramp on the right and drive towards the end. The police will not be able to reach you there and you will begin to rack up a large bounty. When you need to lose them, go backwards and forwards a few times. They will slowly begin to leave. Once there are only one or two police cars remaining, reverse into the station just out of sight and wait for evasion bar to reach the maximum. Then, drive away with as much bounty as desired. Also, do not worry about looking behind you, as the police will not go up there if you are at the very end.

Jazzy5380

- In any car in free roam mode, you will notice a lot of huge eighteen wheelers about. These are a great opportunity to earn lots of bounty points. When you speed under these correctly in a chase, they will stop. Any cops chasing you will smash into them and explode. This is a great method, but requires a lot of practice.
Ross MacGregor
- During a pursuit, access the map. Close to the middle of the map (if you have all the regions unlocked), there is a space that is very big with A Pursuit Breaker above it. This is the bus station. Set your GPS for that Pursuit Breaker. When entering the station, if you are facing the ramps, take the one on the right and go all the way down. The cops will not come up the ramp with you. When your bounty reaches the desired amount, back up, but do not fall off. Use your nitrous and drive towards the gas station on your right. From there, turn right and hit the doughnut shop, and later the water tower. There is a very small chance all the cops will survive all three Pursuit Breakers.
sportsfreak3492
- Go to the bus station. Go through the glass, and drive up to the ramp to the left or the right. When you go up the ramp on the left, there will be buses lined up. Stay as close as you can to the end of the buses. You can do this on both sides. If you are notified that you have evaded the police, off the buses then go back on them. They will not go on the buses.
Atq2006
- To gain bounty without getting heat, get into as many pursuits as possible before defeating Blacklist Rival #13. Your heat level will not go above heat level 2.
Michael Eckard
- Use the following trick to get an easy \$100,000 bounty. Activate the Blacklist menu. Then, go to the bounty challenges. The first one should be at the police station. When you start it, there should be a squad car directly in front of you. Hit it head on then hit the radio tower after the car. You will then be on the main road. Go to the safe house that is down the street. You will get \$10,000 bounty. Do this ten times. Note: You need condition 4 to do this. Do not be surprised if you cannot get in the safe house.
Brian Schaaf
- Use the following trick for easy bounty and milestones. First, go to the "Bounty" icon, then go to the police station. From there, go straight then turn right. Keep going straight until you pass the gas station, then turn right into the bus station. Swerve to the left until you are in line with the ramp behind you. Start backing up using your rearview mirror as a guide. You will smash through the glass and continue to drive backwards along a cemented rooftop. Back up all the way to the end and just wait it out. The cops will smash their cars to bits and even become disabled, which will add to your property damage. The more you wait, the more cop cars will get smashed, and the more time you spend up there, the more your bounty will go up. This will also increase your milestones.
Matt Redmann
- Take one car from your garage that you are not using. Heat it to at least to the level 3. Go the bus station. Make sure to have one police car in front of you, because they will stop and block you to the corner. Also try to avoid big cruiser cars like jeeps. Although they do give you a lot of bounty, if you lose control of your car you will get busted. When you get to the bus station get on top of

the buses. Go to the corner and turn around facing the windows. You can stay there as long as desired, but watch out for the cops to get on the top of the buses. If that happens, push them off by using your nitrous. If you stay there until level 4 or 5, be very careful. The cops will try to push you off. Also watch out for two cop car on the top of the buses. Simply hit reverse and jump off the buses then quickly go around on the top. After awhile you will get over 500,000 bounty. You can do that as many times as desired.

Johnny kuznetsov

- To get good bounty get your car's heat to level 3 or higher. Stay close to the Pursuit Breakers to lose the cops faster. Get your bounty to around \$200,000 and lose the cops as quickly as possible. Do not go to the bus station.

Johnny kuznetsov

- Go to the boardwalk. At one end is a water tower. When the chopper is over you, hit the water tower. The chopper will crash and you will receive 40,000 in bounty.

dixieandjanene

- Get to a five heat wanted level, then go onto the Rockport Freeway with the police in pursuit. Keep going around in a circuit on the freeway until you have completed all your milestones and have the desired amount of bounty. Then try to get all the police off you by hitting as many Pursuit Breakers as possible. Once that is done, go to a hiding place. If done correctly you can earn a large amount of bounty.

Dylan Keller

- When you first start the game (after the introduction where you lose the car), it is impossible to get over two levels of heat. You can use this to your advantage, because you can go on the buses and there will not be any helicopters or SUVs. Also, the cars are dumber and almost never come up on the top where you are. To complete the game easily keep doing this until you have over 10 million bounty (the requirement amount to challenge Razor). Note: Do this as soon as possible, because after you defeat a certain number of Blacklist members you can get the maximum heat and this trick will no longer work.

David McKenna

- Use the following trick to get bounty without the risk of being busted. If you have police after you and cannot get away from them, drive to the bus station. Drive up the ramp and on top of the buses. If they were far enough away from you when you reached the buses they will not come after you. You can sit on top of the buses for as long as desired and still get bounty for the pursuit duration. Note: Sometimes the police will drive on the buses; in that case be ready to drive off the buses and away to safety.

Mitch Barclay

- In the later levels, you may find it harder to evade the police using the second story of the bus station. Under level 3 and 4 Heat, the police can and will chase you to the second floor making evading a bit harder. The easiest way to avoid capture by the police under these Heat levels is to lead the pack to the amphitheater. On your map, it will be a small circular opening among the roads. Drive in a circle around the covered stage until the cops are a bit behind you. Then, make your way to the stage via one of the convenient ramps on either side. The police will not follow you and will eventually retreat. The helicopter will hover above for the duration of the pursuit and will eventually give up. If you need more Bounty after the police have left, go round up some others and repeat the tactic.

N. Jurd

- When you have access to Rockport (final borough), speed on the main highway that loops around. This is a good way to rack up some bounty. If you are speeding along the highway, take one of the turns off of it. If you are at the correct turn off, there will be two exit things. One will be a low wall and another will be a jump. Make your way at top speed without the police, and try to lose any cops on your tail. Stop just before the jump and you will enter Cooldown mode. This may require a few attempts. Only do this when you are not up to heat level 4 because the helicopters will always find you.
djc
- When in a pursuit, drive to the bus station in Rosewood (by Diggy's Cafe). There should be a line of buses, and on the other side is a platform. Go on the platform. The police will not be able to get you.
Lee Smitt
- To get some easy Bounty, do not cool down your best car in any way. Once it gets up to Condition 5 (or Heat level 5), you will get about 1,000,000 bounty per pursuit if you can drive well.
Chris Nodzo
- For more easy bounty, go on the highway and just drive around. Highway 201 (the one that runs by the stadium) and Highway 99 (the one with all the intersections) are recommended.
Chris Nodzo

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More:Need For Speed Most Wanted: Speed

From GameWinners

Better times

On Heritage and Omega, to get through the curves do no use the shortcuts. It will only slow you down. Just take the turns and it will save you some time. It can help you build up some speed for the rest of the track.
cutecowgirl1

Quick start

Pay close attention to your tachometer when launching from the start line. Grab a perfect launch to gain a few precious seconds. When the needle turns blue drop the clutch and hold on.
Jokester21

If you are using a two wheel drive vehicle, starting out can be difficult because of your burnout. To get off the line faster, just as you start press **Nitrous** until you are no longer burning out. Your tires will gain traction and get going a lot faster.
CHUCK

Nitrous and grip

Hitting nitrous torques the chassis back, giving the rear tires immensely more weight under the new acceleration. The end effect is that you will go straight. If you find your tail sliding out or are about to spin out of control, hit your nitrous. You will be surprised at how fast you will get straight again. This is a great trick in combination with Speedbreaker. With the correct timing, there is no corner you cannot take at any speed.
Jokester21

Drifting

Use the following trick to do a prefect drift without Speedbreaker. Tune the car with engine, transmission, suspension and turbo with ultimate parts. Go to performance tuning and tune the car with Ride Height set to "-3", Aerodynamics set to "-5", and Turbo set to "+4". When reaching a long turn,

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do the following. Brake the car. With a manual transmission, downshift, Use the emergency brake then counter-steer. Then, hit the gas and regain control of the car.

Nitrous boosting

- It is critical when you get past Blacklist Member #6 to use your nitrous wisely and strategically. Instead of just holding **Nitrous** in desperation to get ahead, press and release it when the tachometer is about to shift to the next gear. Upon the next gear shift, continue pressing **Nitrous** until the next upcoming gear shift. This is the way precious milliseconds are spared.
Command Station
- Use the in-game tuning to your advantage. When you are on a straight path, adjust your nitrous to be weaker but have a longer duration. If you are between tough racers and are having trouble keeping your position, adjust your nitrous to be stronger and last shorter.

Longer lasting nitrous

When you are racing and want to use boost or nitrous, press it as fast as you can to have more or have it last longer.
pablo reyes

Timebreaker

The Timebreaker can be used to improve handling at difficult turns. It can also be used to blast cars from a roadblock. The Timebreaker adds mass to the vehicle, thus blasting cop cars easier. Hit cop cars like this, and if you are lucky you can send them spinning in the air; often hitting the level boundary in the sky.
Atsuke

Sharp turns

When there is a sharp turn coming up, use your Speed Breaker when you are a little farther away from the turn. Turn your wheel to the direction that you are turning, then turn your wheel to the opposite side. Try to use Speed Breaker only half of while you are taking the turn. If you use it for the entire turn, you will likely turn around. Once you have turned, quickly use nitrous. If done correctly, you will turn three times faster than the CPU cars.
Prince Vaghani

Xbox 360 Use the following trick easy corner turns. When you get to a corner turn, press **B** and turn hard. When you are facing the desired direction, press **Nitro**. You will still be going the same speed as before the turn.

Easy wins

Pay attention to the destructible objects such as the donut stands, movie screens, or anything else that you can use to distract or total a cop. During a race, you can hit those objects and they will they fall and scatter all over the ground. This causes all the other racers behind you to crash or slow down, giving you more breathing room and make it easier to win the race. It works better if they are not on your rear end.
JD

Use a car that is low powered, such as a Cobalt or Golf, and only use nitrous power-ups. Do the races as they come. You will see that the CPU cars are only as tuned as your car, making it easier to win.
michael jacobson

When on a race and are desperate to be first, use Speedbreaker until the meter goes halfway. Nothing may happen at first, but you will learn that Speedbreaker makes the CPU cars go slower, thus making you advance.
jan070195

Easy upgrades

Before you can do anything, you must win the Burger King Challenge. When you win it, you will unlock all unique parts (also called Junkman parts). Get any car and put all the parts except performance. Once you have your car the way you desire,

go to the performance shop. Max out your car. Then, put the Junkman parts on. Max out your car again. Then put on the Junkman parts again. Your car should be fully upgraded.

Joshua

Junkman parts

If you try to put Junkman parts on you car in career mode, it will not work. You can only do this at the main menu.

Alex Kelts

When you can race Taz, try him. Lose or win, you probably will get the Junkman engine upgrade in performance.

JarydAnthony

Recommended car

- The best start car is the Cobalt SS. Use that car until you get the Eclipse. When you win Blacklist races, try for the three "?" markers. You can get cash or the pink slip car. If you get their car, go to the safe house and sell it. You can get good money by doing this, and get unique upgrades after you start getting into the visuals (after you switch from the Cobalt).
13Bobby37
- After you defeat Ming, if you get his Lamborghini it should make progressing further in the game easier. When you get his Lamborghini, go to the tuner shop and add in any upgrades needed for performance.
JMBaseballplaya9
- After beating Blacklist #8, you will have a choice to buy the Lotus Elise, You should by now have enough money to buy it. If not, you may want sell it to make enough. Once you have the money, buy that car. It is great at road handling, and is very fast. This is after you have maxed out its performance to the best it will let you. Note: The stock top speed and the handling do not look high at first.
ronnie besch
- Take the Volkswagen Golf from Sonny and keep getting unique performance parts. Put them on that car to max it out before Blacklist #3 or #4. Note: You will still have to buy ultimate upgrades from the performance shop.
Andy Babinchak
- In career mode, the best car to have is the Clio Sport. If you get this car early enough you should be able to max it out. If you put a few unique performance parts in there, it will be the best car to have. Also, if you just go to "My Cars" and max the Clio, you will be able to compare it to other cars.
Mark
- Start out with a Lexus and as time goes on, use the Supra. Drive the Supra winning the Aston Martin DB9. You should get as much bounty as possible in the beginning. You need 10 million to go against Razor.
Nick
- After defeating Izzy, get her Mazda RX-8 and tune it out further, as much as possible. And after awhile you can make it as fast as it can go. Note: Use Junkman parts -- they work great.
NFSmaniac
- The fastest car is Ming's Gallado. It is already tuned all the way.
Alex McSwain
- When you start new career, buy the Lexus. By doing this you do not have to upgrade your car to win every race if you do not want to spend your money. When you compete against Issy on the Blacklist use the car that you won from Taz. If you sold it, you can still win the race by trying it several times. When you race, try to slow down as much as possible on the corners. If you did not upgrade your car you will lose control. You can still catch up to the other racers on the quick turns or highways.
Johnny kuznetsov
- Enable the "Burger King challenge" and "One Stop Shop marker" codes. Win the Burger King challenge. Buy the Fiat as your first car. Defeat the Bosses and win their cars. Each time, sell their car to make a large amount of money. When you get the Lamborghini Gallardo, go to the One Stop parts shop. You should have a lot of Junkman Markers and a few Boss Markers (optional) by now. Put the Junkman parts on the Lamborghini. It should have almost maxed out

acceleration and top speed with over maximum handling.

Amir N.

- You can use the starter car to defeat all the Blacklist racers easily by upgrading it by choosing the unique performance marker. You do not need to buy new cars to improve performance.

Recommended car tuning

If you are performance tuning your car, try to raise "Top Speed", "Acceleration", and "Handling" at the same time, and keep them even as much as possible.

Pieter Moonen

Try these settings for high speed tracks: Steering +2, Handling +2, Brakes +3, Aerodynamics 0 (middle), Ride Height -3, Turbo +3. Try setting Aerodynamics to -3 for even more speed but less control. For tighter tracks, set Aerodynamics to +3 and Turbo to -3. For even better results during a race, pause game play switch between high speed and tighter track settings on the tuning screen to maximize performance.

Chris Major

Use the following trick when trying to defeat a Blacklist member past #5. All you need is a fully modified Corvette (Webster's will do). Go to the tuning section at the start menu and set the following options: Steering -2, Handling middle, Brakes +3, Ride Height -3, Aerodynamics +2, Nitrous -1, and Supercharger +2 or 3. After you have completed this, take it to the highway and test it out. It is possible to reach 365 km/h. Note: You can change the steering, brakes, and handling to suit your driving style.

nick seve

Accelerate faster

Xbox 360 Press **A** + **Right Analog-stick Forward** to accelerate even faster than normal.

Mark Osborne

Big air

Go to Riverside Stadium. Drive through the football field. Go to the pile of dirt. Turn around and drive as fast as you can back the same way you came. Hit the jump that is suspended by chains. You should fly over a highway and land on the higher roadway.

Mitch barclay

Car test

If you are unsure which car is the best to use when upgraded, you can upgrade all the cars that are unlocked for free in the main menu.-Go to "My Cars", choose a car that is available, and upgrade it with the parts that are available. By doing this, you will not waste all your money in career mode.

Miggs

Better car performance

After getting your car upgraded with engines, suspension, brakes, etc., press **Start** and go to "Performance Tuning". For better handling for the Lamborghini, Porsche, Corvette, and Viper, set the "Height" of you car to "-1". If you need more gripping power either take the "Height" to "-2" or set the "Aerodynamics" to "+1". If you go overboard with the performance tuning options (anything past "+3" or "-3"), the car will actually handle worse.

Command Station

Go to "My Cars". Choose one of your cars and go to "Performance". Set "Ultimate Parts" on. If you won the Extra Race, put in Junkman Parts.

stephen wade

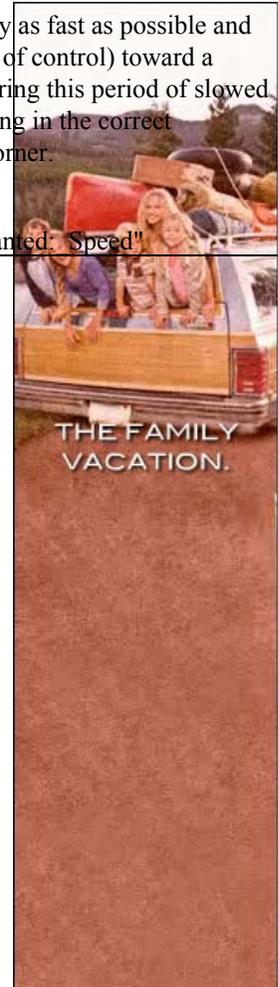
Regaining control

When approaching a corner at top speed, quickly assess whether or not you can get through it cleanly as fast as possible and without touching the inside or outside barriers. If you find yourself drifting (or worse, careening out of control) toward a barrier, turn on your Speedbreaker in order to regain control via increased handling and traction. During this period of slowed time, straighten out your car and put it back into an ideal racing line. Once you are straight and driving in the correct direction, quickly turn off Speedbreaker and hit the Nitrous hard to rip out of the remainder of the corner.

Command Station

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Unlockables

Bonuses

Complete the indicated task to unlock the corresponding bonus.

Arc Charger weapon: Successfully complete the game.

Backlash Grenade weapon: Successfully complete the game.

Bedroll 2, Pouches, Pouch (Fanny Pack) in Online mode: Reach level 34 - Captain status online.

Beret, American Camouflage Uniform in Online mode: Reach level 13 - Gunnery Sergeant status online.

British Brick Uniform, Grenade Pouch, Leather Packs in Online mode: Reach level 07 - Corporal status online.

British Camouflage Uniform, Knife, Head 10 in Online mode: Reach level 58 - Supreme Commander status online.

British Goggles, Radio, Binoculars in Online mode: Reach level 16 - Staff Sergeant status online.

Camouflage Helmet, Leather Backpack, Back Holster in Online mode: Reach level 43 - Colonel status online.

Cartwright skin, Leather Pouch, Canteen in Online mode: Reach level 55 - General status online.

Chest Pouches, Head Pouches, Head 5 in Online mode: Reach level 25 - Sergeant Major status online.

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- 1 Unlockables
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 - 1.3 Medals
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Clank Backpacks: Get 100 skill points.

Cloven Skin: Register on myresistance.net (<http://myresistance.net/>) and look at your profile for an online code specific to your game.

Commando Body, Commando Standard Uniform, Head 4 in Online mode: Reach level 19 - 1st Class Sergeant status online.

Commando Camouflage Uniform, Belt knife, Backpack in Online mode: Reach level 22 - Sergeant Major status online.

Commando Leather Uniform, Chest Radio, Shirtless Skin in Online mode: Reach level 40 - Lieutenant Colonel status online.

Concept Art Pack 1: Get 10 skill points.

Concept Art Pack 2: Get 20 skill points.

Flip Levels: Get 70 skill points.

Head 6, British Desert Uniform, VTOL Pilot Skin in Online mode: Reach level 31 - Lieutenant status online.

Head 7, British Helmet, Backpack in Online mode: Reach level 37 - Major status online.

Head 8, Canteen 1, Radio in Online mode: Reach level 46 - Brigadier General status online.

Head 9, American Helmet, American Arctic Uniform, Canteen in Online mode: Reach level 52 - Lieutenant General status online.

L11-2 Dragon weapon: Successfully complete the game.

Medic Helmet, Bedroll 1, Chute Pack in Online mode: Reach level 28 - Sergeant Major of the Army status online.

Movie Player: Complete the game.

Mechanic skin in Online mode: Get 126 skill points.

MP Soldier skin: Complete the game under the Superhuman difficulty.

Nathan Hale skin, belt packs, shovel, backpack in Online mode: Reach level 60 - Supreme Commander (3 PIPS) status online.

Pouches, Medic Helmet 2, Head 3 in Online mode: Reach level 10 - Sergeant status online.

Reaper weapon: Successfully complete the game.

Splitter weapon: Successfully complete the game.

The Mighty Wrench: Get 40 skill points.

UK Solider Body, British Green Uniform, Canteen 2 in Online mode: Reach level 04 - Private First Class status online.

US Solider Body, Head 1 and 2, Small Helmet, American Standard and Dirty Uniforms in Online mode: Reach level 01 - Private status online.

Winters Skin, American Advanced Uniform,, Hip Bag in Online mode: Reach level 49 - Major General status online.

Skill points

Complete the indicated task to unlock the corresponding skill point.

20th Sentry: Do not get hit by a laser mine.

A New Kind of Sourdough: Kill every enemy in the cafeteria using the Sapper in Bristol Mission, Evacuation.

Acupuncture Is Cheaper: Kill three enemies at once with the hedgehog.

Break'in The Law: Destroy the reactor in the Tower level without using the L209 LAARK.

Chicks Dig Eyestrain: Twenty Intelligence reports.

Chimera Pate: Run over ten enemies with the tank in York.

Don't Worry, Insurance Has It Covered: Break Chimeran Box in level 30.

Fast Like The Tortoise: Take no damage from Slipskulls in the outskirts of London.

Fetch: Kill a Howler with a grenade.

Gasping for Air: Kill two Hybrids in a level only after severing all of their hoses.
Homing Beacons: Tag four Hybrids with the Bullseye.
I Believe This Is Yours: Use only Chimeran weapons to kill enemies in level 72.
I Can See My House From Here!: Jump at least 50m in the LU-P Lynx in Cheddar Gorge.
In 1 Ear, Out the Other: Get five headshots with L23Fareye in Nottingham.
In For a Penny: Kill three Hybrids with a single grenade.
Karma's a Bitch: Kill every Chimera in Bracknell with their native weapon.
Le Parkour Complete battlefields and rooftops in Thames within five minutes.
Leapin' Lizards: Take no damage from Rollers in the outskirts of London.
Lightfoot: Take no damage from the mines in Manchester.
Lovely Parting Gifts: Squat over fifteen dead Hybrids.
Mechanical Thumbs: Complete the game under the Hard difficulty.
Mirror, Mirror: Destroy all glass objects in all three sections of the level.
Misplaced Aggression: Blow up all cars in town section of Somerset.
Next Speed Trap, 50 miles: Complete Somerset in less than 7:45.
Nowhere to Hide: Kill five enemies in a level by shooting them through a wall with the Auger.
One Eye Dog: Kill a Howler with the L23 Fareye.
Passive Aggressive: Kill four Hybrids or Menials with non-weapon damage.
Personal Space Bubble: Do not let any Menial grab you during level 30.
Pint in One Hand, Darts in the Other: Shoot the center of the four dartboards using the Fareye in Bristol Mission, Evacuation.
Reading Is Fun!: Ten Intelligence reports.
Return to Sender: Shoot five objects thrown at you by an Angel before they reach you in the Tower Missions.
Supersonic Meat Cubes: Kill three Leapers with a Frag grenade.
Tag, You're It: Kill five enemies with the Bullseye in thirty seconds.
They Came From Behind: Run over three Hybrids while driving in reverse.
This Is My House: Do not let Chimera stand on the mining platform for more than ten seconds in Bracknell..
This is My Rifle, This is My Gun: Kill the Stalker in Manchester Traffic Circle using only the M5A2.
Too Many Secrets: Collect all Intelligence reports.
Turrets: Use the Chimeran Sentry gun to kill six enemies.
Twirly-Whirly: Kill five Menials with Bullseye Trap.
Vanilla Only, Please: Complete Tower Mission, Last Hope, without using alternate fire or grenades.
We've Lost the Security Deposit Anyway: Break ten medical lamps.
What Would Hale Do?: Kill an Angel using only the Shotgun in the Tower Missions.
Why Are These Candles Screaming?: Kill eight Hybrids with fire in twenty seconds.

Medals

Complete the indicated task in online multi-player mode to earn the corresponding medal. Press **L1** or **R1** at the character stat screen to view your currently earned medals.

Assassin: Kill consecutive 20 enemies without dying.
Auger Marksman: Kill 100 enemies with the Auger.
Base Defender: Get 2,000 defensive kills across all game modes.
BBQ Chef: Kill 100 enemies with the L11-2 Dragon.
Elite Soldier: Kill consecutive 10 enemies without dying.

Fanatic: Participate in 1,000 online matches.
Fry Cook: Kill 100 enemies with the Arc Charger.
Ghost: Get 100 stealth kills.
Going Commando: Get 100 node or flag captures.
Grenadier: Kill 100 enemies with grenades.
Heavy Weapons Expert: Kill 100 enemies with rockets.
Helping Hand: Get 100 assist kills.
Hero: Play 200 ranked matches and place first at least 60 times.
Insomniac: Compete in 5,000 online matches.
Legend: Play 300 ranked matches and place first at least 100 times.
Marksman: Kill 100 enemies with the M5A2 Carbine.
Martial Artist: Get 30 melee kills.
Nathan Hale: Complete single player mode.
Ninja: Get at least 60 melee kills.
Precise Shot: Finish 10 matches with an accuracy of least 85%.
Professional: Get 100 headshots.
Reclaimer: Get 200 node or flag recaptures.
Savant: Play 100 ranked matches and place first at least 30 times.
Sharpshooter: Kill 100 enemies with the L23 Fareye.
Shotgunner: Kill 100 enemies with the Rossmore 236.
Tagger: Kills 100 enemies with the bullseye.
Unerring Aim: Finish 20 matches with an accuracy of least 85%.
Unknown: Compete in 5,000 online matches.
Up Your Arsenal: Get 100 kills with every weapon.

Superhuman mode

Successfully complete the game under the hard difficulty setting to unlock the Superhuman difficulty.
ghivrr lamftrra

Movie player

Successfully complete the game.

Multi-player skins

Successfully complete the game under the Superhuman difficulty setting to unlock the soldier skin for multi-player mode.

Successfully complete the game under the Superhuman difficulty setting with all Skill points to unlock the Black Ops and skull head skin for multi-player mode.

Hidden cinematic

After completing the game under any difficulty setting select "Options" at the main menu and then go to "Cinematics". Look for the last movie in the list called "Stranger Than Fission". This is a humorous outtake featuring the scene from the last battle in the game.

neozatan

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SCARFACE: THE WORLD IS YOURS

Cheat mode:

Pause game play, then enter one of the following codes at the "Cheats" screen. Mission cheats are unlocked after playing a mission. Saving the game is disabled while cheat codes are active.

Effect

Full health
Suicide
1,000 Balls, trigger blind rage
Full ammunition
Repair vehicle
Increase gang heat
Decrease gang heat
Increase cop heat
Decrease cop heat
Change time of day
Rain
Lightning
Black suit
Blue suit
White suit
Grey suit
Sandy shirt
Tiger shirt

Code

MEDIK
KILTONY
FPATCH
AMMO
TBURGLR
GOBALLS
NOBALLS
DONUT
FLYSTRT
MARTHA
RAINY
SHAZAAM
BLACK
BLUE
WHITE
GREY
TANSHRT
TIGSHRT

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RENT A CAR





Hawaiian shirt	HAWAII
Blue Suit with shades	BLUESH
White Suit with shades	WHITESH
Grey Suit with shades	GREYSH
Sandy Shirt with shades	TANSH
Tiger Shirt with shades	TIGERSH
Hawaiian shirt with shades	HAWAII G
Real "The World is Yours" music track	TUNEME
Bulldozer	DOZER
Ariel MK III race car	OLDFAST
Odin VH88 dump truck	DUMPER
Bodog Stampede	BUMMER
Babylon Club Redux level	S13
Cabana Cigar/Oakely Drive In level	DW_FRON
Deliver level	S12
Freedom Town Redux level	S07A
Marina Storage level	F_M_SHA
Nacho Contreras level	S09
Nacho's Tanker level	S10
Ogrady's level	DW_FRON
The Dock Boss level	A51
Un-Load level	S11

[maurice klarenbeek.](#)

Hint: Get stronger weapons earlier:

Some characters like the assassin and enforcer have stronger weapons. For example, play as the enforcer. Call for one of Tony's cars. once it arrives, go to the weapons trunk. Place the grenade launcher in the trunk, then switch back to Tony. When you go to the weapons trunk, the grenade launcher will still be there. You can do the same thing with the assassin to get the PSG-1.

[Brad Hamilton.](#)

Hint: Easy money:

Go down the road from your mansion. Make a left turn at the end to the parking lot where the trailer is parked in the corner of the yellowish brick wall. Enable the **FPATCH** code here. It fills your ball meter. After enabling the code, press **E** to exchange your balls for money. Repeat this as many times as

desired. The higher your rep, the more money you will get for your balls. [[Screenshot 1](#)] [[Screenshot 2](#)]
[jake socks](#).

After selling drugs to a dealer, kill him and take his money and drugs.
[mike hunt](#).

On the Sandman Island, look for any Sandman leads that have you in a boat. Shoot the targets, then destroy their boats to have two crates appear; one with money and one with ammunition. Collect both crates for a sizable amount of ammunition and money. This is an easy way to get money and ammunition, as you do not have any time limits on the boat missions.
[NJNightfire](#).

In Little Havana, start at the front entrance of Pedro's pawn shop. Go south until you get to the auto clinic then turn right. At the southern end of the auto clinic building you will see a yellow pole separating the building and a wall. Run through this small doorway and go all the way to the back to a sperm bank, where you can sell your balls. Keep enabling the **FPATCH** code and keep selling them.
[howard alden](#).

To ensure you get better deals from the drug suppliers, make sure your Gang Heat is low. You will get more product for the same amount of money. This especially helps if your Gang Heat is at zero and your Cop Heat is on zero as well. 30 kg at \$100,000 should net you \$13 to \$15 million.
[Rich Strangfeld](#).

On the island with the docks and winding roads, go by where the docks are located, at the top right corner of the island on the map. Follow the road to the building (the orange spot with the bank symbol on it). There should be a building with a sign that reads "Bodog" It is a bar. There should be a cage as soon as you walk in. You can bet on cock fights and people fighting. You can bet as high as \$25,000. There is also a casino in that building where you can also make money.
[GsXTaLoNTuRbO](#).

First sell the drugs then shoot the drug dealer in the legs. Do not kill him. If you kill him you will get gang heat. Let your henchmen make the kill. You will not get any gang heat.

[Kahil Dandridge](#).

Call your driver and keep your henchman. Go to the small dealers and sell cocaine to them. After the sale, push them to make them shoot at you. Then, pull out your gun but do not shoot at them. Your henchman will kill them for you. You will not gain any gang heat and will get the cocaine and money.

[SOWHATCHAWANTHUH](#).

When you are in a gang's territory enable the **BUMMER** code. Kill all the gang members. When you are done, get out of the car and collect all the money. You will have at least \$20,000.

[einabryl eegwtRrpantoja](#).

If you have some keys in your warehouse then you can distribute them. Enable the "Decrease Gang Heat" code then grab the first two boxes. Lower you gang heat with the "Decrease Gang Heat" code, then grab another one. Once again, lower you heat. Keep repeating this. There will be no chases or attacks on your turf. Note: This was done with all gangs killed in both areas.

[Sneil](#).

Go to the island. Begin to search and kill as many gangsters as you can find. Each one will generally drop about \$10,000 if you eliminate the entire group.

[Mike Kroll](#).

Hint: Increase health:

After you collect enough balls (possibly about 400,000) and you have found the girl in the black dress and she is at your mansion, go to your business page. If it mentions something about a gift from her, go to your mansion and talk to her. You will get a permanent health increase. This can be done with the other girls as well, so start collecting them.

[Mike Kroll](#).

Hint: "Finding Gomez" mission: Easier completion:

When doing the first mission against Gasper

Gomez, take out the helicopter when you are in his lounge. Taking out one will keep both of them from pursuing you as you are attempting to get the cash to your bank in the armored car.

[Mike Kroll](#).

**Hint: "Nacho Contreras" mission:
Defeating Nacho's snipers:**

During the mission when you have to kill Nacho, there will be a point where two snipers will guard one area. These snipers are deadly and will usually kill you. There are four ways to defeat them. The first is to conceal yourself and shoot the fuel barrels. They will generate a cloud of smoke that you can use as cover. Move quickly when doing this because the smoke does not last too long. After you shoot a barrel, advance and dive for cover. If you die doing this, this tactic can no longer be used the Xbox version, due to unexplained reasons. The barrels will disappear and the tanker may become invisible. The other tactic is to advance quick and slow. Dive for cover, then advance very slowly up there. If you go behind boxes with nothing stacked on top of them, you will need to duck. Once you get three-quarters of the way there and if you have plenty of life, storm up there and finish them. This can also be done another way; shoot as you advance up there. This causes the snipers to hesitate slightly. Use this opportunity to get as close as you can. If all else fails, you can go back and build up rage mode. You are invincible during this. Use this as a way to kill the snipers.

[Mike Kroll](#).

Hint: Killing gang members:

Enable the **BUMMER** code. Then, go after the gangs with it. The gun will have unlimited ammunition and enough armor to take them all out. If you run low on your vehicle's health, enable the **TBURGLR** code. However, you must move your Hummer once in awhile or they will pull you out. This also is very useful when taking over the storehouses because of all the armor it has.

[Brad Hudson](#).

Use the following trick to eliminate gangs during cop interference. If a cop comes by

during a fight with a gang, run away and go by his vehicle. The cop will ignore you and go after the gang instead. When he is killed, resume your attack. Make sure to put your weapon away or you will have to evade the cops.

[Mike Kroll](#).

Hint: Lowering gang heat:

Note: This trick can also be used for easy money. Go to the island and shoot as many gangsters as you can find. Stay as long as desired and collect as much coke as possible. If you stay long enough, you will have full gang heat when you return. After collecting about 2,000 to 3,000 grams, return to Miami with a plane. Once you return, call your car as soon as possible. If a front is not attacked when you arrive, the gangs will come after you. Survive their attack or defend your front. Once done with any other annoyances, begin to sell as much coke as possible. Each 100 gram can lower your heat gang heat by 300 per successful transaction. By the time you are done, your heat will be at zero and you will have lots of extra money, which you should launder as soon as possible. It is also a good idea to do this before distributing kilos of coke because low gang heat during a distribution mission will result in very little attackers and almost no chance of a front being attacked during it.

[Mike Kroll](#).

Use the following trick to keeping your heat low during a gang fight. Go into blind rage at the start when there are plenty of people nearby. You will generate no visibility during blind rage. Use this to eliminate as many gangsters as possible before risking your visibility.

[Mike Kroll](#).

Hint: Taking a car without cop heat:

The only way to get a car off the road is to get in front of it and push **T**. Keep pressing it. If the person gets out, you get balls.

[Frank P. Farrell](#).

Hint: Execution attack:

You can finish off an enemy on the spot by knocking him to the ground. Once he is on the ground and is getting up, go over him and

look down while holding a weapon. If you press [Fire], Tony will execute a Mortal Kombat-like fatality while saying things like, "See you in Hell mother*****".

[Mike Kroll](#).

Hint: Keeping visibility low during gang fight:

Upgrade the Micro SMG three times. The third upgrade results in a silencer which cuts visibility by half or reduces it to none during a fight (unless you are out in the open). Note: The .48 pistol on its first upgrade also has a silencer which also can assist during this.

[Mike Kroll](#).

Hint: Interest rates:

The higher your cop heat is, the higher your rates will be at the bank.

[Bob McConnell](#).

Hint: Evading sharks:

If you are stranded out at sea, call a boat quickly. This keeps the shark from coming after you. If you are on a mission, you might be unable to call a boat. If this happens get to an island quickly (especially if you have lots of money). This scenario will most likely happen in the islands. If you are unable to call a boat, keep moving and do not stop. Swim to the nearest island regardless how far away from the mainland it is. Observe your surroundings. Determine which island is closer, and swim there. If you survive the swim, do the same with the next. Continue with this tactic until you are safe. However, there is a 75% chance this will fail. Do not swim for the mainland unless you are sure you can make it.

[Mike Kroll](#).

In order to avoid a shark attack, if your character is ever stranded in the water, try to stay near large objects or boats in the water while swimming. As long as you are near a large object, the shark will never attack and you will even be able to sprint swim to other large objects (as long as they are not far away), until you get to a place that is out of danger. Also, if you have no soundtrack playing at the time the music will change to a "Jaws"-like tune. This indicates that the shark is after you; find a large object to swim to

quickly.

[Brannigan Carter](#).

Hint: Shark attack:

Save the game before attempting this. Go into the ocean from anywhere and start swimming, preferably away from land. After a while a giant shark will appear and eat Tony.

[Garen Badalyan](#).

Hint: Montana investments:

You can find these under the "Exotics" menu, and "Investments" option. The purpose of the investments is to provide upgrades to the game or to your player. You will need at least \$1.5 million (\$40 million for Montana Legal and \$20 million for Montana Sports) to purchase most of these investments. The investments will help you level up faster.

[NjNightfire](#).

Montana Records: Unlocks new music tracks and create a new playlist.

Montana Holdings: Fronts will cost you 10% less to purchase.

Montana Fitness: All your henchmen gain 50% health.

Montana Productions: Unlocks all of Tony's clothing options in the cheat menu.

Montana Legal: Visibility Events reduced by half (cops look the other way).

Montana Sports: Maximum bets go up for all your gambling.

Montana Financial: Launder all of your cash with 0% interest.

Montana Defense: Carry an extra weapon and maximum ammunition.

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Hidden audio:

Place the game disc in a PC compatible CD-ROM drive to find audio files of the title music.

Sega Swirl:

Place the game disc in a PC compatible CD-ROM drive and click on "swirl.exe" to extract and install the PC version of Sega Swirl.

Information in this section was contributed by [Mr. Bad Guy](#).

Altered Beast

Continue game play:

After losing a life, hold **X** and tap **Start** until restarting at the last game location played..

Options menu:

Hold **A** and press **Start** at the title screen. An options menu will appear.

Level select:

Enable the "Options menu" code. Select a level from the options menu and hold **X** + **Start** at the title screen to begin game play at that location.

Beast select:

Hold **X** + **A** + **B** + **Down/Left** and press **Start** at the title screen. A menu that allows selection of the beast for each round will appear. Use the **D-pad** to change beasts and **Start** to exit the menu.

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Sound test:

Hold **X** + **B** + **Up/Right** and press **Start** at the title screen.

Interactive credits:

The credits will appear after Athena is rescued. Punch or kick the credits to force them to scroll downward.

Two-player mode:

Press **Start** on controller two to begin game play.

Higher jumps:

Hold **Up** while jumping.

Hint: Defeating the second Boss:

When Nelf turns into the big eye, get close to the middle of the eye when he is still in smoke form. Then use the electricity attack and he will die instantly. Note: You may still get hit while attacking. This trick works best with a controller with a turbo feature.

Hint: Defeating the final Boss:

When you get to the Boss, duck and shoot your fireball. This works quickly and is effective. This is easy, because he uses his arms more than his legs -- he will only kick with about one in every ten punches. Note: You will still get hit -- jump back and forth if needed.

Information in this section was contributed by [Tom Beckham](#).

Columns

Second magic jewel:

Create one row of normal jewels stacked almost to the top of the playfield. Allow a vertical space for only two of the three jewels in the next block to fit. Watch the preview window for the next magic jewel block. When it appears, quickly move it to the top of the prepared stack. The magic jewel will eliminate the "touching" color jewels, and all of the remaining jewels will drop down, as will the single magic jewel that was off the playfield. This single magic jewel will drop down and eliminate another group of colored jewels.

10,000 bonus points:

Create one vertical column that is empty all the way to the bottom of the playfield. Watch the preview window for the next magic jewel block. Position it in a way so it falls down this column to the bottom.

Create magic jewel:

Begin game play in easy arcade mode. Fill the two columns on the far left or far right as high as possible with jewels to create a magic jewel.

Information in this section was contributed by [Tom Beckham](#).

Golden Axe

Level select:

Select arcade mode. Hold **Down/Left** + **A** and press **Start** at the character selection screen. A number that corresponds to the starting level will appear in the upper left corner of the screen. Use the **D-pad** to change this value.

Nine continues:

Select arcade mode. Hold **Down/Left** + **X** + **B**. Release the buttons and press **Start**.

Two player mode:

Press **Start** on controller two in arcade, beginner , or duel mode.

Information in this section was contributed by [Tom Beckham](#).

Phantasy Star 2

Slow motion:

Pause game play while in the countryside by holding **Start** + **A**. Keep **A** pressed to move in slow motion.

No opponents in dungeons:

Continuously press **B** to display the control menu and **A** to close it while holding the **D-pad** in any direction.

Information in this section was contributed by [Tom Beckham](#).

Hint: Shortcut:

After leaving the second town (the one the bandits destroyed), go west along the bottom of the isle to the side of the tunnel. The side of the tunnel is a secret entrance and saves either a long trip back, or 60M for the teleporter.

Information in this section was contributed by [Marvin Cox](#).

Hint: Zema slowdown:

In the town of Zema (a resort town), after the biolab, the people are all tourists or elderly, and will habitually block the bridges and paths in town. Patience is a plus.

Information in this section was contributed by [Marvin Cox](#).

Hint: Visit Zema and Kueri at the same time:

Due to the fact that the monsters in and around Zema and Kueri are very similar, the game allows for both cities to be visited at the same time. Use this to get better armor and weapons, get and level up Kain the wrecker, and level up your party twice as much, making the dump tower (Roron) much easier to defeat.

Information in this section was contributed by [Marvin Cox](#).

Hint: Easy Ceramic Knives:

When Rolf is at level 5, he needs to level up to go to the abandoned building where the "scoundrels" are hiding. The knives he is using are almost useless. The Ceramic Knives in the second town have a hit value of about 25 points for most enemies, but cost 2800M. To buy these knives, build your characters EXP and M around the abandoned building. The monsters here have a value of about 80 to over 100 M most of the time, allowing the knives to be bought just about the time the characters are ready for the abandoned building. This also allows you to buy Rudo's Sonic Guns and Shotgun.

Information in this section was contributed by [Marvin Cox](#).

Hint: Amy with knives:

Contrary to other sources, Amy can use knives. To best suit her abilities, pair the best knives in the Aria with her best shot weapon. Also use knives until a decent shot weapon becomes available.

Information in this section was contributed by [Marvin Cox](#).

Hint: Saving money:

When the doctor charges large fees to heal, go to Paseo (the first town), where the doctor only charges a small fee. You will also be in Paseo if you are using the Visiphone and the Ryuka Technique, or retrieving Shir the thief when she steals something.

Information in this section was contributed by [Marvin Cox](#).

Hint: Stealing items:

When you get Shir the thief and she is leveled up properly (about level 10) take her to shops. When the text finishes appearing on the screen, press **B(2)** to leave. Repeat this until Rolf says that Shir is gone. Go back to Rolf's house and she will be there, and the item she stole will be in her inventory. Use this trick in the Central Tower in the first city for the Visiphone, and in the second city (the burnt out one) for the Fire Staff. Shir often finds rare items, but you must have patience. She only steals at random, and has a knack for grabbing daggers and other cheap items first.

Information in this section was contributed by [Marvin Cox](#).

Glitch: Catman:

Look closely at the Catman on Uzo Island. It is actually a shapely Catwoman.

Information in this section was contributed by [Marvin Cox](#).

Revenge Of Shinobi

Unlimited shurikens:

Select the "Shurikens" choice on the options screen and set it to 00. After approximately ten seconds this value will change to an infinity symbol.

End bonus:

Complete any level with a number of shurikens equal to 11 times the number of remaining lives. 30,000 bonus points will be added to your score.

Information in this section was contributed by [Tom Beckham](#).

Sega Swirl

Higher score:

Execute a big move then pause game play during the animation. Choose to restart, and the move you just did will register on your new game.

Information in this section was contributed by [Tom Beckham](#).

Shining Force

Battle test:

Hold **Start** on controller two and reset the Genesis. Release the button when the Sega logo appears and hold **X + B** on controller two. Select the continue option and wait until girl begins to say "Good Luck". Hold **X** on controller one while still holding the buttons on controller two. Any of the game's 30 battles may be selected for practice.

Dialogue test:

Hold **A** at when the girl begins to say "Good Luck". Any section of the game's dialogue can be viewed.

Information in this section was contributed by [Tom Beckham](#).

Rename characters:

Start a new game, enter anything as the starting character's name, but do not accept the name. Highlight "Enter", then hold **Start + X + A + B** on controller B while holding **Start + X + B** on controller A. You will now be allowed to name any character that joins your party.

Information in this section was contributed by [Terry929649](#).

Saving the game:

Use the following steps to save your *Shining Force* game. You wukk get to a point where you talk to a old man in a chapel-like building. This man helps you with your quests. You have four options. The one at the top is "SAVE". There are also "REVISE", "PROMOTE", and "CURE" options. Do not quit the game until you get to this point, or you will lose your game data. After you choose to have the old man save your progress (the game will tell you that it is saving, but it actually does not unless you use the in-game "Save Game" option). To open up the in-game option screen, hold **Start** and press **A + B + X + Y**. The in-game option screen will appear. Go to "Save Game" and press **A**. Do not quit without using the in-game "Save Game" option. To restore your game at a later time, start the game and you will go to thescreen

where the girl talks to you. Hold **B** to advance past all of the text. She will give you the option to continue, start a new quest, and other choices.

Information in this section was contributed by [Tom Beckham](#).

Glitch: Misspelling:

When you see Kane in the world (for example, in Gaurdiania) his name will be spelled "Kane". However when you battle him in Dragonia his name is spelled "Cain".

Sonic The Hedgehog

Level select:

Press **Up, Down, Left, Right** at the title screen. A chime will confirm correct code entry. Hold **X + Start** to begin game play.

All Chaos Emeralds:

Enable the "Level select" code. Select the "Bonus level" option on the level selection screen. Obtain the Chaos Emerald, reset the game, and repeat the process until all of them are in your possession. Allow the game to continue after obtaining the last Chaos Emerald to start in the Green Hill Zone.

Debug mode:

Press **Up, C, Down, C, Left, C, Right, C, Start**, then hold **X** at the title screen. Continue to hold **X** until game play begins. Screen coordinates will appear instead of a score and the number of objects displayed will appear instead of the time remaining. Use one of the following controller actions to enable the corresponding debug code. Note: This code may only be enabled on the first version of the game.

Object transformation

Press **A** during game play to change Sonic into a game object. Press **X** to change into a new object. Press **B** to place an object on the screen. Press **A** again to revert back to Sonic. Note: The type of object that may be selectable will vary from level to level.

Invincibility

Sonic is, by default, invincible in debug mode.

Slow motion

Pause game play and hold **A**.

Restart

Pause game play and press **X**.

Frame advance

Pause game play and press **B**.

Crazy Sonic:

Hold **X + A + B** during demonstration mode for force Sonic to run into objects and act strangely. Note: This may also be done during the ending sequence after completing the Final Zone.

Bonus points:

Complete Green Hill Zone 1-1 or 1-2 in 29 seconds or less to receive 50,000 bonus points.

Unlimited lives:

Collect the extra life at the very bottom of Green Hill Zone - Act 3. Accumulate 100 rings to obtain another extra life. Collect a third extra life located at the top of the loop-the-loop. Intentionally lose a life and repeat the process.

Control ending sequence:

Enable the "Debug mode" code. Press **A** when Sonic is running with the animals at the end, then turn back into Sonic. You can now control yourself.

Information in this section was contributed by [Tom Beckham](#).

Streets Of Rage 2

Cheat mode:

Highlight the "Options" selection at the main menu, then hold **X + A** on controller two, then press and hold **B** on controller one. Keep all buttons held until additional options that allow level selection, new difficulty levels (Mania and Very Easy), and increasing number of lives up to nine appear.

Two players as same character:

Hold **Down/Right + A** on controller one and **Left + X** on controller two at the title screen. Press **B** on controller two while all buttons are held. Select two player mode and choose the same character. Note: Both characters will appear identical.

Two players as same character (European version):

Hold **Right + A** on controller one and **Left + X** on controller two at the title screen. Press **B** on controller two while all buttons are held. Select two player mode and choose the same character. Note: Both characters will appear identical.

Bonus life locations:

At the very start of stage 1, move to the bottom left of the screen and press **A**.

In the first scene of stage 1, if a player

defeats Altet (the second opponent that appears from a manhole), he/she will get extra points and may earn an extra life.

In stage 2, after leaving the supply truck, go back in, move to the top, and press **A**.

In the alien house, stage 3, defeat Dehelits then search in the bushes at the bottom of the screen for an extra life.

Reveal cheat menu code:

Successfully complete the game under the hardest difficulty. The game will reveal the cheat code during the last picture of the ending credits.

Kill one Boss only (stage 6):

In stage 6, with the 2 bosses, defeat Souther (the Boss with claws) and Stealth (the other Boss) will die as well.

Information in this section was contributed by [Tom Beckham](#).

Vectorman

Debug mode:

Press **X, A(2), X, Down, X, A(2), X** at the options screen. A debug menu, including level select, will be displayed.

Full health:

Pause game play and press **X, A, Right, X, B, X, Down, X, A, Right, X**.

Level bonuses:

Complete a level without shooting any targets for a point bonus. Complete a level without using photons for a photon bonus.

Collision detection dots visible:

Pause game play and press **X, A, X, B, X, A**. Four dots will appear around Vectorman. If any projectile or enemy touches or passes through the area that these dots surround, Vectorman will be hit and usually take damage. There is also a fifth dot that represents Vectorman's boot blast. When you use the boot blast, the dot will move downward. If it touches an enemy, the enemy will be hit by the boot blast and take damage.

Slow motion:

Pause game play and press **Down, Right, X, B, Up, Left, X**. The game will slow down when Vectorman is hit. Repeat the code to revert back to normal speed.

Free movement:

Pause game play and press **B, X, Left(2), X, B, X, A**.

Vectorman will transform into a cursor that can be moved to any location in the level. Opponents, except for Bosses, are eliminated if they are touched by the cursor. Repeat the code to revert back to normal mode. Note: Enable this code when Vectorman is a bomb for invisibility and invincibility for the remainder of the level.

Level warp:

Move Vectorman below the Sega logo screen and shoot it 24 times. Jump and hit the logo with Vectorman's head 12 times. The phrase "Get Ready" will appear, then each letter in "Sega" will begin to fall. Collect 90 to 109 letters to warp to level 5. Catch 110 or more to warp to level 10.

View map coordinates:

Pause game play and press **A, X, Left(2)**, or **A, X, Left, Down**.

Invincibility:

Note: This trick only works in a level that contains a morph icon. Get any morph icon, then before you completely change, pause game play and enable the "Free movement" code. Resume game play, then pause game play again and repeat the "Free movement" code. If done correctly, all enemies can be killed by simply walking into them.

Destroy the Sega logo:

Position Vectorman on the ground just to the right of the Sega logo at the opening screen. Shoot directly up into the air to hit a hidden TV. Jump up from the logo towards that hidden location to collect the Orb power-up that was in the TV. Use the Orb to destroy the Sega logo.

Hint: Hover:

To hover in mid-air, aim down from where Vectorman is falling, then keep shooting. To go higher while hovering, use your jet pack feet. Note: A controller with a turbo feature will make this trick easier.

Hint: Invisible and invincible:

Collect the power-up to turn into a grenade. Pause game play when it explodes. Enable the "Free movement" code. This should allow you to move anywhere in the level as an exploding bomb. Locate the Boss, if available, at the end of the level. Enable the "Free movement" code again to face the Boss invisible and invincible.

Hint: Item preview:

To view the various items and power-ups in the game, simply point the option menu cursor to "Information" and press **Start**.

Information in this section was contributed by [Tom Beckham](#).

Virtua Cop 2

Big head mode:

Successfully complete the game under the easy difficulty setting. Press **X, A, Y, B(3), Up(5)** on controller D when the game returns to "Press Start Button" screen. A sound will confirm correct code entry.

Mirror mode:

Successfully complete the game under the normal difficulty setting. Press **L, Left, L, Right, L, Down, L, Up, R, Left, R, Right, R, Down, R, Up** on controller D when the game returns to "Press Start Button" screen. A sound will confirm correct code entry.

Random mode:

Successfully complete the game under the hard difficulty setting. Press **B, Left, X, Y, X, Y, B, A, B, A, Right, Left, Right, Left** on controller D when the game returns to "Press Start Button" screen. A sound will confirm correct code entry.

Information in this section was contributed by [Tom Beckham](#).

Play as Janet:

Start a new game, select a level, then hold **Start** at the file selection screen.

Information in this section was contributed by [estlaurent](#).

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SUPERMAN RETURNS: THE VIDEOGAME

Cheat mode:

Press **Start** to pause game play to display the "Fortress of Solitude" menu. Enter one of the following codes at this menu to activate the corresponding cheat function. A sound will confirm correct code entry. Note: Some codes cannot be done until after level 3.

God mode:

Press **Up(2), Down(2), Left, Right, Left, Right, Y, X.**

All power-ups:

Press **Left, Y, Right, X, Down, Y, Up, Down, X, Y, X.**

All unlockables:

Press **Left, Up, Right, Down, Y, X, Y, Up, Right, X.**

Unlimited city health:

Press **Y, Right, Y, Right,, Up,, Left, Right, Y.**

Bizarro in Free Roam mode:

Press **Up, Right, Down, Right, Up, Left, Down, Right, Up.** Fly to the marker at the top of the GNN building to change to Bizarro. To change back to Superman, go to the marker at the other end of Metropolis.





Golden Age Superman costume:
Save Metropolis from the tornadoes.

Pod costume:
Defeat Bizarro.

Hint: Trophies:
Complete the indicated task to unlock the corresponding trophy.

Bizzaro Unchampion: Complete all Bizzaro mini-games.

Globe Bowling: Pick up the Daily Planet globe.

Kitten Finder Extraordinaire: Rescue all 100 kittens.

Meteor Mayhem: Complete level 1.

Outstanding Valet: Pick up 500 cars.

Photo Finish: Defeat 500 opponents.

Hint: Break the sound barrier:
When flying as Superman at hyper speed, he goes through stages where after an amount of time of continuous flying he gains a burst in speed. He accelerates and becomes faster and faster. If you fly for long enough (doing a lap or two of the entire city flying above the sea recommended), he eventually breaks the sound barrier. It is about the fourth jump in speed. You will know this has happened when the sound of him ripping through the air is suddenly silent. This is because Superman is traveling faster than his own sound.

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Superman Returns (Xbox 360)

From GameWinners

Cheat Codes

Cheat mode

Press **Start** to pause game play to display the "Fortress of Solitude" menu. Enter one of the following codes at this menu to activate the corresponding cheat function. A sound will confirm correct code entry. Note: Some codes cannot be done until after level 3.

God mode

Press **Up(2), Down(2), Left, Right, Left, Right, Y, X**.

All power-ups

Press **Left, Y, Right, X, Down, Y, Up, Down, X, Y, X**.

All unlockables

Press **Left, Up, Right, Down, Y, X, Y, Up, Right, X**.

Unlimited city health

Press **Y, Right, Y, Right,, Up,, Left, Right, Y**.

Bizarro in Free Roam mode

Press **Up, Right, Down, Right, Up, Left, Down, Right, Up**. Fly to the marker at the top of the GNN building to change to Bizarro. To change back to Superman, go to the marker at the other end of Metropolis. Note: Enter this code when you load your game, at the menu that lets you choose Metropolis or Fortress of Solitude before starting.

Jason Voorhees

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- 5 More...

Fast traffic

Press **Right, Up, Y, Y, Up, Right, Down, Up, X**.

Ice Machine model change

Press **X, Y, X, Y, Left, Up, Right, Down**. Repeat this code to disable its effect.

Modern Phone Booth model change

Press **X, Y, X, Y, Up, Right, Down, Left**. Repeat this code to disable its effect.

Potted Plant model change

Press **X, Y, X, Y, Up, Down, Right, Left**. Repeat this code to disable its effect.

Vending Machine 1 model change

Press **X, Y, X, Y, Up, Down, Left, Right**. Repeat this code to disable its effect.

Vending Machine 2 model change

Press **X, Y, X, Y, Up, Left, Down, Right**. Repeat this code to disable its effect.

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

Jason Voorhees

Hero of Metropolis (200 points): Complete All Metro Events And Mini-Games.

Armageddon Averted (30 points): Complete Level 01: Meteor Storm.

Mr. What's-his-name (50 points): Complete All Mini-Games.

You Am Bizarro! (20 points): Complete The Bizarro Mini-Game.

Super Sonic (20 points): Finished All Fast Flyer Mini-Games.

Mr. Whiskers (50 points): Find All Kittens.

Souped-Up Superman (30 points): Obtain All 15 Power-Ups.

Frequent Flyer (30 points): Travel For 10,000 Miles.

Roadside Assistance (30 points): Pick Up 100 Cars Throughout The Game.

The Greatest Day (30 points): Play A Total Of 12 Hours.

Heavy Lifting (30 points): Lift 10,000 Tons Throughout The Game.

Additionally, there are seven secret achievements.

Jeff McDowell

Warworld (50 points): Visited and dominated Warworld.

Metallo Mastered (100 points): Stopped Metallo in the name of justice.

Me aM savE yOU 100 points): By you is Bizarro not undefeated!.

The Mongul Hordes (100 points): Vanquished Mongul once again.

Twisted (100 points): Saved Metropolis from the rampaging tornado.

Versatile Fighter (30 points): Perform 99 fighting combos.

Not That Super (0 points): Entered a cheat code.

Unlockables

Golden Age Superman costume

Save Metropolis from the tornadoes.
oyios wdwb dbfhvnwane myiawet

Pod costume

Defeat Bizarro.

Trophies

Complete the indicated task to unlock the corresponding trophy.

- Bizzaro Unchampion: Complete all Bizzaro mini-games.
- Globe Bowling: Pick up the Daily Planet globe.
- Kitten Finder Extraordinaire: Rescue all 100 kittens.
- Meteor Mayhem: Complete level 1.
- Outstanding Valet: Pick up 500 cars.
- Photo Finish: Defeat 500 opponents.

Hints

Break the sound barrier

When flying as Superman at hyper speed, he goes through stages where after an amount of time of continuous flying he gains a burst in speed. He accelerates and becomes faster and faster. If you fly for long enough (doing a lap or two of the entire city flying above the sea recommended), he eventually breaks the sound barrier. It is about the fourth jump in speed. You will know this has happened when the sound of him ripping through the air is suddenly silent. This is because Superman is traveling faster than his own sound.

Tiisetso Murray

Defeating Metallo

To defeat Metallo the last time, enable the "Unlimited city health" code. Pick up something and throw it at him. Make sure you are behind him or you will get hit. Repeat this until he is defeated. He then will shoot a missile and you have to ram it. Use Hyperspeed to ram it and you will have to fight Metallo again. This time he will use a beam to hurt you, and you must have to tap the buttons that appear on screen.

Huot Tang

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Cheat mode:

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God mode:

Press **Up(2), Down(2), Left, Right, Left, Right, Circle(2)**.

All power-ups:

Press **Left, Circle, Right, Circle, Down, Circle, Up, Down, Circle(2)**.

All unlockables:

Press **Left, Up, Right, Down, Circle(3), Up, Right, Circle**.
namid.

Unlimited city health:

Press **Circle, Right, Circle, Right, Up, Left, Right, Circle**.

Bizarro in Free Roam mode:

Press **Up, Right, Down, Right, Up, Left, Down, Right, Up**. Fly to the marker at the top of the GNN building to change to Bizarro. To change back to Superman, go to the marker at the other end of



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RUNNING



Metropolis.

Golden Age Superman costume:

Save Metropolis from the tornadoes.

Pod costume:

Defeat Bizarro.

Hint: Trophies:

Complete the indicated task to unlock the corresponding trophy.

Bizzaro Unchampion: Complete all

Bizzaro mini-games.

Globe Bowling: Pick up the Daily Planet globe.

Kitten Finder Extraordinaire: Rescue all 100 kittens.

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[Tiisetso Murray.](#)

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To Cigarettes.

The Elder Scrolls 4: Oblivion (PC)

From GameWinners

Cheat Codes

Cheat mode

Item codes

Book and scroll codes

Location codes

Screenshots

Note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "oblivion_default.ini" file in the "\\my documents\\my games\\oblivion\\" directory. Change the "bAllowScreenShot=0" to "bAllowScreenShot=1". Press **[PrtScn]** during game play to save a .BMP file of the current screen.

Test Hall

Enable the **coc testhall** code. Inside the Test Hall is a Creature Test room, an NPC Test Hall, a secret town called Hawkhaven, weapon, armor, clothing, low-high class decor rooms, and lockpick tests. Note: If you go in and just pick items up (if you have the God mode enabled) the game will be incompleteable. You will

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get quest items and you cannot drop them. You will be stuck doing different quests. Also if you pick up a lot of items the game will lag when you go to where you dropped everything.

Aaron Stoelb

No bounty

When you have a bounty, enter third person mode, select yourself, then enter **payfinethief** as a code.

Joe Moose Gull

Video

Main quests

Fighter's Guild quests

Dark Brotherhood Guild quests

Mages Guild quests

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- 4.8 Mace Of Death
- 5 More...



- For the quest to cure vampirism, the Count Of Skingrad asks you find a cure for his wife because she does not want to be a vampire. After meeting with a witch who lives along a river to the east, she has you find five Grand Soul Gems, two Bloodgrass, six Garlic, five Nightshade, Blood Of An Argonian, and Dust Of A Vampire. She then uses these to make a two potions; one for the count and one for you. Upon giving it to the count, he will give you a reward of 500 gold. Talk to him again and select "Reward". He will give it to you again. Repeat this for unlimited gold.
Mark Overholt
- After you have completed the vampire quest, talk to Count Hassildor of Skingrad. When it is time to ask for your reward, he will give you a hefty 10,000 gp. If you continue to ask the Count for the reward, he will continue to give you your reward. Repeat this many times as desired.
Emeka Uwazurike
- Go to the Talos Plaza District of the Imperial City. Find a house owned by a men named Dorian (Dorian's House) in the southeast section of the district. Break into his house and find him. When he tells you to leave, kill him. To loot him, take each item individually, finishing with the gold, which will not run out once it hits 8 pieces. Just keep selecting the gold he is carrying take it. Do this repeatedly, and the number of gold pieces remaining will freeze when it gets down to 8 gold pieces. It will not go any lower, but will just keep giving you as much gold as desired. Note: After you break in and he tells you to get out, talk to him. Go to "Persuade" and bribe him a lot. After that, kill him. He will now have more money to loot, which makes it easier to get more faster.
Richard Vagts
- Note: To get unlimited gold from Dorian easier, use the following trick. First, bribe him until you cannot do so anymore. Then, hit him with your weakest weapon. preferably your fists. Then, quickly hold block and talk to yield to him. Because he is your friend, he will stop fighting. Then, talk to him again. His relationship will have drooped because you hit him, allowing you to bribe him more. Make sure you do not hit him too much or he will run away. Once his health gets low, the guards will probably charge you. After spending your time or paying them, go back to his house. Notice that his health is still low from your attacks. Wait exactly 24 hours and his health will be reset. repeat the entire process to get the desired amount of gold. Once you select the money from his pocket it will not go away, leaving you with unlimited money.
Mistro
- Go to Dorian's house in the Imperial City Talos Plaza District. Once you are inside, open the door on your right and you should see Dorian. Bribe him until his disposition is maxed, then run upstairs. When you are upstairs there should be a door directly in front of you. Open it then go back downstairs and strike Dorian with your fists. He should now follow you. Have him follow you upstairs and go through the door you opened earlier. When you get Dorian inside the room, close the door and stand in front of it. This will keep the guards from running into the room. When you are inside, kill Dorian. Make sure he does not leave the room. After he is dead, search his body. He should have a fair amount of gold. Click on the gold and it will go down. When it reaches a certain amount it will stop decreasing. This allows you to have as much gold as desired. Note: Do not select "Take All", as it may cause the game to freeze. Get as much gold as you desired when you kill him, because his body will disappear after you leave the house for awhile.
Matthew Haston
- Use the "Duplicate items" glitch inside a store. Make sure that the item you duplicate is worth alot. Sell all but one of the item that was duplicated then repeat the process as many times as desired. It is possible to make up to 50,000 gold in a few minutes.
SkinNBones

Unlimited arrows

In the Arena, you will have unlimited arrows. Go into the Bloodworks and shoot at one of the props (barrel, targets, etc.). Then, quickly activate the arrow before it disappears. The arrow you shot is not recorded as a lost arrow because you are on the Arena grounds. However, the arrow you picked up is a completely new arrow and is added to your quiver. Do this as many times as desired. It will work for any arrow.

paranoiact

Invisible sheep

North of the Imperial City, on your map there is a road called "The Red Ring Road". Go to where the tail of the "G" is in "Ring" on the map to find a farm called "Aleswell". Use a detect life item or spell to see that the seemingly empty small pasture actually contains some invisible sheep. If you do not have any life detect items, just look closely to see that there actually are sheep. If you kill them they become visible again.

Hugh Westermeyer

100% Chameleon-like effect

Have your character in the third person view (where you can see your character). Open the console window and select your character. Type **kill** at the console window and you should hear the death music. Next, type **resurrect** on your character and exit the console screen. Enter the first person view and you should have the 100% Chameleon effect on your character. To return to normal, go back to your body and type **resurrect** on him. Note: Your body may disappear after awhile, so you may need to take trips back to your body.

Colin Bost

Dancing brush jar

When you are in a shop and there is brush jar on the table, kick it. It will fall down. When you kick it good, it will keep "dancing".

Veerek

Floating paintbrushes

There are paintbrushes stored in random containers at various locations. If you take one out and drop it, it will not fall. It will just float in the location you were looking at when you dropped it. You can drop them in sets of two or more and use them as steps to reach high places. You can also use them as barriers between you and enemies.

Michael Atiles

Main quest

This trick requires ten to fifteen paintbrushes. they can be found anywhere in the game, particularly in boxes, shelves, etc. You can use this glitch even if you have not started the main quest yet. Once you acquire the of paintbrushes, go in front of the Temple Of The One in the Imperial City Temple District.

Climb your way to the top using the "Floating paintbrushes" glitch. Once you are close to the top, jump on the roof. You will go through, landing inside The Temple Of The One. You can see everybody else but they cannot see you. Walk close to where the door would be if you were inside it normally. You will see the top half of the same door you are in front of. Select it to enter the real interior of The Temple Of The One. Notice the hole in the ceiling where the light comes down. You will see a red sky. Walk outside and two Oblivion Gates will be opened. Your quest will be updated, stating that Dagon is here and that you should talk to Martin. Even if you are not close to completing the main quest this glitch will still work. Go inside both of the Oblivion Gates and get the Sigil Stones. Later you will end up crossing over Dagon. Kill him then talk to Martin in the Cloud Ruler temple.

Mistro

Mace Of Death

The "Mace of Death" was put in by the development team, but removed. Use the following trick to get it back. Download the update for the game and go to an expansion-only area. Save, then exit the game. Delete the expansion and load your game. You will be in a bizarre version of Bruma, and there will be a random troll in a building. There will also be a "Mace of Death" on the ground or in a chest. It does at least 4,000 damage. Pick it up, save the game, and re-download the expansion. You now have the best weapon in the game.

angiemorgan

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From GameWinners

Ald'Ruhn: Powerful spear

Use the following trick to get a powerful spear that has Soul Trap 1,000 points cast when hit. Go to Ald'Ruhn and start looting people's homes on the right side just before you hit Skar, the giant shell thing. In one of the houses (probably the ones that are locked), you will find a blonde woman. Kill her if desired, then go to her bed beside the closet. There will be a spear called Buerketnths or something similar. Take it and get a lot of Greater and Grand Soul Gems, as everything you attack gets trapped.

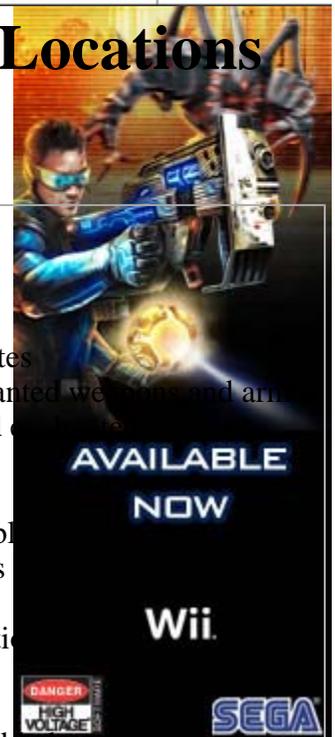
Xavier Figueroa

Ayled ruins: Shoot through gates

Notice the round hole in the middle of the sliding gates in Ayleid ruins. It is there so that you can use your bow to sweep the area on the other side of the gate clean while the enemies helplessly bash at the closed gate. If

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you see a pressure plate before the gate, jump over it. Clean the area using the bow or spells, then step on the plate to open the gate.

bradley stirling

Border Watch: Glass and enchanted weapons and armor

There is a city called Border Watch, northwest of Leyawin. Everyone there has nice Glass weapons, some of which are enchanted. You cannot steal them while they are sleeping,

but can steal their armor (mithril). The Sheregoth shrine allows you to do a quest here. The Daedric asks you to fulfill a prophesy. Do the quest, which include three tasks and your done. After this, go to one of the people's houses. You should be about level 15. Have a good sword ready, then go in sneak mode. Hit the person with a sneak attack x6. Do not stop and they will appear dazed. Once they are dead you can get their items, which are worth a lot of gold. Do this repeatedly to any house desired. Do not do it to the shaman unless you are at a higher level. Some houses have two people inside. You can sometimes kill one person without the other waking up, then kill the other person.

Wehrmacht



Brindle Home: Strong bow and enchanted arrows

Go to Brindle Home, north of Skingrad. You will find a man named Torbal The Sufficient. Kill him and loot his corpse. You will get a lot of enchanted arrows and the Bow of Blizzards. This is an enchanted bow that does 20 points of ice damage. If you equip this bow and the Arrow of the North Winds, which does 60 points of damage on its own, you will have a very strong bow.

Bruma: Escaping from jail

If you get sent to jail in Bruma, you will be in a cell with another person named Jorundr. If you punch him once, the jailer will unlock your cell, kill Jorundr, and leave the cell door open. You can now escape from jail by killing the jailer or sneaking out. You can only do this once. Note: Jorundr is a character in the "Two Sides of the Coin" quest. If you kill him, you cannot complete the quest. Do not kill him until you finish the quest.

Bruma: Funny hero statue

Before doing the mission where you are supposed to close the Great Gate at Bruma (the mission just after you must go to every city and ask for help), try to get a full set of Daedric armor. Then, do the mission in that armor. After you have closed the gate, go back to Bruma a few weeks later. There should be a statue of yourself resurrected as the hero of Bruma. If you are wearing the Daedric armor at the end of the mission, then there will be a huge statue of a Daedric Lord there, holding his sword high. Note: The statue will be of whatever armor you wear for the mission. For example, if you only are wearing underwear it will appear that way.

BRANNIGAN CARTER

Crayfish Cave: Dead drunk goblin

In Crayfish Cave, go to the vents then to Soggy Bottom. In the area called Soggy Bottom is a room where a dead goblin has its head underneath the spout of a wine barrel. On a shelf next to the barrel are 20 or 30 beers.

Jasonrocks7391

Deepscorn: Sithis shrine and its benefits

Buy the Deepscorn Hollow. The Ichor of Sithis will activate the shrine in Deepscorn. This shrine will give you blessings depending upon your infamy level. If your infamy is 0 the shrine will tell you to "Recant your honorable nature" and not give you a blessing. If it is 1 to 20, it gives you Call Of Sithis curing disease, fortifying health, and restoring attributes. If it is over 20 and under 50, it gives you Increased Fortify Health and adds Agility and Sneak boost to everything else. If it is 50 to 90, it increases the Fortify Health, Agility, and Sneak boost. At over 90 it increases them yet again with a powerful Chameleon enchantment along with everything else.

gameguy

Fort Redman: Giant skull

Go to Fort Redman. It is located along the riverbank southwest of Fieldhouse cave. Once inside, go forward until you see a bridge. The bridge should come down when you get near it, but a trap will also be sprung. Cross the bridge and keep going straight. You should see a statue on a ledge. If you have a high enough Acrobatics skill you can jump up to it. Behind the statue is a skull that is about four times the size of a regular skull.

Jasonrocks7391

Imperial Arena: Easy completions

Get a bow or some decent spells. Make sure you have at least 30 in Acrobatics. As soon as the gate drops, run to your right, to where the right gate meets the fence. Jump onto the stone piece that juts out. Then, jump again to get on top of the little piece sticking out above it. Once on top, turn and fire on your helpless victims. When you have to fight mages or archers, stay on the ground and strafe behind the four central pillars for easy kills.

FLiPsiDeWarLord

Make sure you are already a Champion in the Arena. Talk to the Grand Champion about his nobility and how he needs proof of his nobility. He will send you on a quest to Crowhaven and give you a key. Use the fast travel system to get to Anvil. You will then need to travel northwest to get to the Crowhaven ruin. Beware of the skeleton archer and skeleton guardian. The archer is easy, but the guardian is not. Just block and strike. You will eventually kill the guardian. Once you get inside the ruin, watch out for wolves. There will be one to the right as you enter. Just follow the path through the ruin, killing the wolves and skeleton archers. There will be a gate that needs a key, but the Grand Champ already gave it to you. Unlock the gate and walk through. The only "monster" will be a half naked man with an Elven dagger. Take your time and block and strike twice. Do not underestimate the little dagger. Once he is

dead, find the journal. Your quest will be updated. Once you go out of the gate that you unlocked with the key, there is a door down to your left. Beware, as there are three vampires and one wolf. The vampires will give you a disease. There is not anything special down here, and is an optional area. Exit the ruin and fast travel back to the Arena. Talk to the Grand Champion and he will become extremely depressed and not want to live. Challenge him in the arena. Talk to Ysabela about the challenge. Go up to the Arena. Once the gates drop he will charge at you. However, he will not attack you. He will tell you to kill him to put him out of his misery. Hack away at him. Once he dies you will get an Elven longsword and Dwarven shield (heavy). Bring back his Raiment Of Valor to get your own.

sadisticplezur

Go to the Imperial Arena and place a bet with the gatekeeper. The best amount to place is 100, as you are guaranteed to win. Then, go through the door up to the balcony where you watch the fights. While the announcer is giving the intro speech, Quick Save the game. Let the fight go through. If your fighter did not win, select Quick Load. The fight will be different each time. Repeat this until you win the fight. This will always allow you to walk away with your pockets full.

Dylan Clarke

Imperial City: Hidden bag

In the Imperial City waterfront, in The Bloated Float, rent the room. If you look on the table behind a jar, you should see a bag. Inside are some jewels.

Alien

Imperial City: Free house

When you first arrive at the Imperial City, travel to the waterfront and walk onto the boat with two pirates on it. The pirates will attack you. When they do, run and find a guard. The guard will kill them for you and you will now have access to the ship. It is not considered a crime to enter the boat and you can take whatever desired. During the Dark Brotherhood quest line, you must kill an elf called Baelin. Avoid killing his manservant, Grom. Grom will attack you when you next visit the house. Leave the house and run for a guard. The guards will kill Grom and you can treat Baelin's house as your own.

Sammy

Imperial City: Akaviri Sunderblade

A great weapon that can be bought for about 4,000 gp in the Imperial City is the Akaviri Sunderblade, with disintegrate weapon and armor 100 points each. Start off with it to destroy their weapon and armor, then use whatever weapon desired.

James Stretch

Kvatch: Severed head

In the city of Kvatch is a building on the left just when you enter with a few planks of wood leading into it. Go up the plank that is closest to the fallen chapel and turn right. There is a small room/hallway with a fairly large severed head on a stool that has a gash in its head.

Jasonrocks7391

Leyawin: Horse racing

You first need to get a black horse (for example, at the stable by Chaydenhall). Go to Leyawin and start up the road to the right that does not go to Bruma. Go follow the road for awhile. Ignore the small town to your right. Go a little past the town and a woman on a black horse should cut you off. Note: This may not work every time. You must be at that location at 6:45 to 7:00 a.m.

Alex Higgins

Rockmilk Cave: Glass armor and weapons

Make sure you are at least to level 15 before doing this, as there will be better armor and weapons inside. Travel on the west road from Leyawiin and keep walking on the trail until you get to Waters Edge (a small town). From Waters Edge, walk northwest until you reach Rockmilk Cave. This cave is very close to Waters Edge. Go inside and follow the trails. You will encounter some thieves inside the cave. If they do not notice you they will fight each other. You can let them fight or join in and have some fun hacking away. They are not difficult if you are leveled up. Go through the cave and you will find at least fifteen people inside. Each of them has their own set of Glass, Orcish, Daedric, or Elven armor and weapons. You can fill up with items and sell about four times.

R J

Skingrad: Hidden treasure

Buy the house in Skingrad and the upgrades for it. You should have a deer head mounted in the wall. Jump on it and retrieve the note. It should say that the man who is writing it is being sent to the prison, but left a clue to his treasure for his loved one. However she never found it. The answer to the riddle is an hourglass. Go in the basement of the house. The hourglass can be found at the top of a support beam with the garlic hanging from it. Pick it up and you should get about seven flawless gems and the Ring Of The Grey.

Kadamss

Skingrad: Ebony and Glass equipment

Go northeast of Skingrad's East Gate to find a fort named Fort Wooden Hand. Kill the people in here to get the full Ebony armor set and some Glass equipment as well. You can also get some Daedric armor from the warlord.

Skingrad: Song reference

When you go to Skingrad Castle (where the Lord is the Vampire), follow the lizard woman wearing a green tunic. After awhile she will stop and talk to a passerby in the castle. She will start talking about some wine she had drank from the nearest wine vender in town. The passerby replies "Yes he is a very good friend of mine. He let me drink his wine. It was a mighty fine wine!". These are lyrics to the song "Joy To The World" by Three Dog Night.

SadShadow

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