

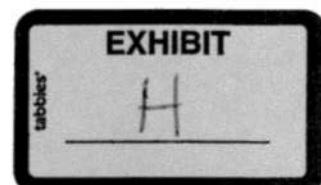
UNITED STATES DISTRICT COURT
SOUTHERN DISTRICT OF OHIO
EASTERN DIVISION

DAVID ALLISON, doing business as)	
CHEAT CODE CENTRAL, a sole)	
proprietorship,)	
)	
Plaintiff,)	
)	Case No. 2008-cv-157-MHW-MRA
vs.)	
)	
JEREMY N. WISE, an individual, and)	
WISE BUY NOW LLC, an Ohio)	
Corporation,)	
)	
Defendants.)	

AFFIDAVIT OF JEREMY N. WISE

I, Jeremy N. Wise, being duly sworn, do hereby declare, testify and state as follows:

1. I am a resident and citizen of the State of Ohio.
2. Both I and Wise Buy Now, LLC are Defendants in the above-captioned litigation.
3. I provide the following statements based upon my present knowledge.
4. I manage and operate the affairs of Wise Buy Now, LLC.
5. Wise Buy Now, LLC owns and operate sites which cater to the same audience as Plaintiff and include www.cheatmasters.com and www.playstation2-cheats.co.uk.
6. The www.cheatmasters.com website has been in operation since 1994.
7. I purchased the www.cheatmasters.com website in 2001. The site is now owned by Wise Buy Now, LLC.
8. The www.cheatmasters.com website covers over 19,000 software titles from the most popular gaming platforms as well as additional categories (such as Neopets) that are not covered on Plaintiff's website.



9. The www.cheatmasters.com site alone has more than 100,000 web pages not including its blog and forum.

10. Prior to 2006, the time period at issue in this lawsuit, www.cheatmasters.com had been in operation for 12 years. The content covered several thousand games. All of this content was in place prior to any additions which Plaintiff alleges to have been copied from his website.

11. Wise Buy Now, LLC and I also operate other gaming websites named in this suit that cover several other gaming systems that are not covered by Plaintiff's website.

12. When referring to "cheats" or "game hints" in this affidavit I am referring to the narrative instructions displayed on a gaming website which aid users in gaining certain advantages in video games. When referring to "codes" or "cheat codes" I am referring to alphanumeric codes or code-words. These codes can be built in to the software from the programmers or for use with cheat devices such as the "Game Shark" which is used in conjunction with a gaming console to gain certain advantages in video games.

13. Although Plaintiff purports to have originated the selection of Game Shark cheat codes on his site, I do not believe that any "selection" took place. In my experience it is customary to post every available code. In fact, Plaintiff even publishes codes for which the result is "unknown." Both Wise Buy Now, LLC's and Plaintiff's sites are simply directories of cheats and codes that users can draw from to gain advantages in video games.

14. Based on my review of the Game Shark website, www.gameshark.com, submitted with Defendants' Response to Plaintiff's Motion for Partial Summary Judgment and the lists of codes included in them, as well as other websites which list codes, I do not believe that Plaintiff organized his Game Shark charts in any original way. These websites, including www.gamewinners.com (that Plaintiff has historically copied from), also list codes in descending

order of importance and group them according to character and level title. There is nothing original about this.

15. Although I used Plaintiff's site as a source for cheats for a period of two months in 2006, I did not copy his selection and arrangement of those cheats. Instead, I rearranged cheats in a different format, such as alphabetically, on www.cheatmasters.com.

Gears of War

16. By way of example, I attach hereto as Exhibit 1 a printout of the cheats for the game "Gears of War" from Plaintiff's website www.cheatcc.com. These cheats represented one of the original twelve examples of alleged infringement submitted by Plaintiff in discovery. Additionally, I attach in Exhibit 1 a printout of cheats for the same game found on Defendant Wise Buy Now, LLC's site www.cheatmasters.com.

17. With respect to "Gears of War", the selection and arrangement of cheats on www.cheatmasters.com differs significantly from www.cheatcc.com. First, the games are listed alphabetically on www.cheatmasters.com. They are not so listed on Plaintiff's site, www.cheatcc.com.

18. Wise Buy Now, LLC's site shows significantly more content than Plaintiff with respect to this game. Wise Buy Now, LLC's site includes a question and answer section which is depicted at the bottom third of this printout and continues on for two pages (not shown). Plaintiff's site, www.cheatcc.com, does not contain this feature.

19. Several titles of cheats are different. For example, on Wise Buy Now, LLC's site, the same cheat is labeled "Berserkers" and on Plaintiff's site it is labeled "Defeating Berserkers." On www.cheatmaster.com, another cheat is labeled "Cluster achievement" and Plaintiff's site is

labeled “Easy Cluster achievement.” A cheat labeled “Corpser” on www.cheatmaster.com is labeled “Defeating Corpser” on Plaintiff’s site.

20. On www.cheatmasters.com, the game name is added with the cheat title (i.e. “Achievements *Gears Of War*”). They are not so labeled on Plaintiff’s site.

21. Additionally, www.cheatmasters.com shows user submitted cheats in one section and unverified cheats in a separate section. Plaintiff’s site does not have this separation.

22. On www.cheatmasters.com, member comments/reviews for the game are shown at the very bottom, if there are any. Plaintiff’s site does not show this.

23. On www.cheatmasters.com, details are shown at the top of the page for each game such as publisher and developer, there is a section for related links to affiliate websites, and there is a gaming news section for article titles to link to. Plaintiff’s site does not show this.

Bioshock 2

24. Attached as Exhibit 2 is an example of printouts from both Plaintiff’s site www.cheatcc.com and the third-party site www.gamewinners.com of cheats for the game Bioshock 2. This example clearly shows five different cheats appearing on www.gamewinners.com before they appear on Plaintiff’s site. Based on the other cheats being copied, it is evident that nearly all cheats appearing on Plaintiff’s site were on www.gamewinners.com first.

25. The first two printouts from February 11, 2010 show the following cheats on www.gamewinners.com but these cheats are absent from Plaintiff’s site on the same day: Cheat Mode, Achievements, Alternate endings and Weapon Upgrade station.

26. Though they first appear at www.gamewinners.com, the following cheats appear on Plaintiff’s site on February 12, 2010 in the third print-out: Alternate endings, and Weapon

Upgrade station. The following cheats appear on Plaintiff's site on February 17, 2010 on the fourth printout: Cheat Mode, and Achievements.

27. The following cheats appeared on www.gamewinners.com on February 17, 2010 but were absent from Plaintiff's site on the same day: Multi-player rank Bonuses. It then appears on Plaintiff's site in the final printout on February 19, 2010.

28. As this example shows, Plaintiff is well aware that we have been monitoring his site but still engages in copying from www.gamewinners.com.

Assassin's Creed 2

29. Attached as Exhibit 3 is another example of printouts from Plaintiff's site www.cheatcc.com, third-party site www.gamewinners.com, and Wise Buy Now, LLC's site www.cheatmasters.com of cheats for the game Assassin's Creed 2. This example shows copying by Plaintiff of cheats from Defendant Wise Buy Now, LLC's website including one originally authored by me.

30. The First three printouts in Exhibit 3 show all three sites as they appeared on November 20, 2009. Note that Plaintiff's site is missing the list of Feather Locations cheats which is on Wise Buy Now, LLC's site that day.

31. Subsequently, the cheats for "Auditore Cape", "Condottiero War Hammer", and "Defeating harder enemies" appear on Plaintiff's site and have been copied from www.gamewinners.com as they appeared on www.gamewinners.com the previous day, including the identical selection and arrangement of cheats.

32. The subsequent printout shows Plaintiff's site on December 7, 2009 having copied the Feather Locations cheat from Wise Buy Now, LLC's site but without the "Combat Tips" cheat I authored, described below.

33. The subsequent printout shows Wise Buy Now, LLC's site as of December 7, 2009, including the cheat I authored for "Combat Tips."

34. The final printout shows Plaintiff's site as of December 9, 2009, having copied the cheat for "Combat Tips" which was originally authored by me.

Author Affidavits

35. In my investigation of Plaintiff's site compared to www.gamewinners.com, I found well over five hundred (500) cheats that were credited to someone on www.gamewinners.com that also appear on Plaintiff's site without credit to anyone. I tried to contact many of those that still had valid email addresses. Of those, over one-hundred and sixty (160) replied claiming they were the authors of and found the cheat themselves. In some cases, they described in detail how they discovered them as well. Twenty-eight (28) authors agreed to provide signed affidavits.

36. Attached as Exhibit I to Defendants' Motion for Summary Judgment are the affidavits I obtained from the following individuals: Brandon Mizera, Kevin Merrel, Shane Colton, James Stretch, Cameron Benoit, and Jason Watene. These affiants claim authorship to several cheats from the twelve examples of alleged infringement first produced by Plaintiff.

37. Attached as Exhibit J to Defendants' Motion for Summary Judgment are the affidavits I obtained from the following individuals: Aaron Holmes, Anthony Hugh M. Barrett, Joakim Jern, Matthew Clark, Eric Bigras, Darryl D. Smith, Robert Anthony Hoots, Cody Murphy, Mark Johnson, Greg Farrell, Filip Stelling, Daniel Axelrod, Tomas Benada, Michael C. Lemontagne, Mike Martinell, Ellery Johannessen, Roderick Barkley, Christopher Luke Jonavic, Darryl Johnson, Carl de Jong, Matthew Little, and Tom Carroll.

38. Although some list cheats which appeared on Plaintiff's site subsequent to the January 2007 copyright date, I have confirmed that all of the affiants listed in Exhibit I authored cheats which appear in the deposit materials submitted by Plaintiff in applying for his Registration No. TX 6-516-407 (January 29, 2007).

39. I have confirmed that Aaron M. Holmes and Joakim Jern authored cheats which appear in the deposit materials submitted by Plaintiff in applying for his Registration No. TX 6-162-180 (May 12, 2005). These cheats also appeared in the deposit materials for the January 29, 2007 copyright.

40. As shown in Exhibit I to Defendants' Motion for Summary Judgment, Kevin Merrill authored the following cheat:

Defeating Berserkers

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

41. The above cheat appeared on www.gamewinners.com as attributed to Kevin Merrill for the game Gears of War. It appeared in one of the examples of infringement alleged by Plaintiff Allison and appears in the deposit materials attributed to the January 2007 registration.

42. As shown in Exhibit I to Defendants' Motion for Summary Judgment, Brandon Mizera authored the following cheats:

Defeating Boomers

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

Defeating General RAAM

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

43. The above cheats appeared on www.gamewinners.com as attributed to "brandon mizera" for the game Gears of War. It appeared in one of the examples of infringement alleged

by Plaintiff Allison and appears in the deposit materials attributed to the January 2007 registration.

44. As shown in Exhibit I to Defendants' Motion for Summary Judgment, Shane Colton authored the following cheat:

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

42. The above cheat appeared on www.gamewinners.com as attributed to "shane colton" for the game Gears of War. It appeared in one of the examples of infringement alleged by Plaintiff Allison and appears in the deposit materials attributed to the January 2007 registration.

43. As shown in Exhibit I to Defendants' Motion for Summary Judgment, James Strech authored the following cheats:

Before you become a vampire, it is recommended that you become a member of the Mages Guild, access to the Arcane University, and either a member of the Dark Brotherhood or started the Order of the Virtuous Blood quest.

Dark Brotherhood Story: Become a member of the Dark Brotherhood by killing an innocent person, going to sleep in an inn, traveling to the Inn of Ill Omen, and killing Rufio. Travel to the Sanctuary and talk to Vicente and finish all of his contracts. He will then ask if you wish to become a vampire. Say "Yes", then sleep on the slab. When you wake up, sleep again for twenty four hours three times. You are now a full-fledged vampire.

Order of Virtuous Blood Story: It is not required to begin the quest, but if you do the vampires will be easier to kill. If you have not, travel along the river just to the east of Imperial City until you find a cave. Go in and you should find lots of vampires. Attack one and let it hit you a few times. Kill it, then go back to Imperial City. Get a room in an inn and sleep for twenty four hours three times. You are now a full-fledged vampire.

This is why you need to be allowed in the University. Go in and talk to the mage. He will tell you to talk to a man in Skingrad. Do as he says and run errands for whoever you need to talk to. Eventually you will be allowed to get rid of your Vampiricy.

44. The above cheats appeared on www.gamewinners.com as attributed to "James Stretch" for the game The_Elder_Scolls_4:_Oblivion. It appeared in one of the examples of

infringement alleged by Plaintiff Allison and appears in the deposit materials attributed to the January 2007 registration.

45. As shown in Exhibit I to Defendants' Motion for Summary Judgment, James Stretch also authored the following cheat:

Despite the name, this battle can be very easy. Equip Oathkeeper and the abilities Reaction Boost, Explosion, and EXP Up for some extra levels. First, use Rising Sun to get yourself into a corner. Then, keep on using air combos on the floating Heartless and ground combos and Rising Sun on the infantry. Whenever you can, Snag a floater and use Sparkle Ray, then finish off the survivors. Oathkeeper will give you fast powerful combos; Explosion can kill about eight Heartless every time you use it; and EXP Up will ensure that you get lots of levels if you have low health. After the fight you will see some intermission sequences, have a chance to go back to other worlds and finish them, and obtain the Gullwing keychain from Yuna, Rikku, and Paine.

46. The above cheats appeared on www.gamewinners.com as attributed to "James Stretch" for the game Kingdom Hearts 2 released in 2005. It has been copied to cheatcc.com and appears in the deposit materials attributed to the January 2007 registration.

47. As shown in Exhibit I to Defendants' Motion for Summary Judgment, Cameron Benoit authored the following cheat:

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

48. The above cheats appeared on www.gamewinners.com as attributed to "Cam" for the game Gears of War. It appeared in one of the examples of infringement alleged by Plaintiff Allison and appears in the deposit materials attributed to the January 2007 registration.

49. Jason Watene authored the following cheats:

Make Midna mad

When you are restoring items such as the bridge in Kakariko Gorge, the fountain in Zora's Domain and the bridge north of East Hyrule, go to each of these items. Then, warp somewhere besides where the location should be. She will get frustrated with you and will yell at you.

Get berated by Malo

Malo is the little child who resembles an infant or toddler, but is in fact probably one of the smartest children in Hyrule. He is so smart that he tends to make fun of everyone he encounters.

When your showing everyone how to use the sword and the slingshot listen to this child's response.

When you find him in Kakariko Village, enter his shop he will say rude things to you.

When you are showing off your archery skills to the children, cancel. He will ask if you need more arrows. Say no and he will ask if you want to give up. Select "I am no quitter". He will then quickly respond with some snide comment about how slow you are.

Also after the store is closed in Kakariko Village, come back at certain times of the night. Before morning, he will leave comments on his door.

Invisible sprinkler system

When you finish restoring Darbus back to normal, go over to the bomb shop and enter the building. Find and stand next to Barnes. Take out your lantern and he will quickly tell you to put it out. Then, stand somewhere else out of sight of him. He will stomp the ground and spray water all over you. It does not matter where you are in the building. You will always get water sprayed on you if you pull out your lantern.

Strange looking Malo

Whenever you get the Slingshot or Bow and arrow, look for Malo. He is the child that resembles a little infant. Pull out either of these objects and stand in front of him. Shoot him with it. He will pull his head back and say nothing. Alternately, when you defeat the Darbus from Death Mountain go back into Kakariko Village and find Malo. He is up on one of the higher ledges scouting the area for monsters. He will ask if you can show him how to use a bow. Say yes and you will be brought down next to Malo for instructions. Turn your camera but do not move yourself and look at Malo. His eyes will make him look like a child from a horror movie.

Sinking Lure

Go to the fishing hole. Catch and keep the following fish: Hylian Pike, Hylian Bass, and an Ordonian Catfish. Once you acquire these three fish, leave the fishing hole and re-enter it to save the stats of the fish. Do not warp out or you will not keep the fish in the tank. Next, get the Coral Earring. This can be found by meeting Ashei and retrieving the Drawing Of The Beast. Take this drawing to the Zora Child who is standing next to his father's grave behind the cemetery in Kakariko Village. He then will give you the Coral Earring. After you acquire the earring, go the fishing hole and follow the path to the right. Cross the bridge where you retrieved the Empty Bottle and go as far north as possible. Once you get to the fishing bank, take out your fishing pole and face north. Cast your line and in a few attempts you should have the long awaited Sinking Lure. Note: Do not use this lure while fishing with Hena. She will take it away from you. If you dare to use it, just go over to where you acquired it before and you will be able to attain this lure again.

50. The above cheat appeared on www.gamewinners.com as attributed to Jason Watene for the game The Legend Of Zelda: Twilight Princess. It appeared in one of the examples of infringement alleged by Plaintiff Allison and appears in the deposit materials attributed to the January 2007 registration.

51. Below are examples from the twenty-two additional affidavits I have received from true authors of cheats on Plaintiff's site.

52. Aaron M. Holmes

I first contacted Mr. Holmes on Oct. 6, 2009 using the email address of player.72985@gmail.com. I found a cheat on www.cheatcc.com for the game titled "Fable 2" that was nearly identical to one on www.gamewinners.com attributed to "Player_72985" as the author. Mr. Holmes replied the same day claiming he wrote that cheat himself and he sent it to www.gamewinners.com. Mr. Holmes signed a declaration on November 25, 2009 claiming he was the author to that cheat and several more that he submitted to www.gamewinners.com and were copied to www.cheatcc.com. Mr. Holmes also uses the username "Player_72985 Kota_sniper". As shown in Exhibit J, the following is a list of games and the cheats that were copied to www.cheatcc.com that were authored by Aaron M. Holmes:

Fable 2

Rescuing Charlie" quest

During the quest, wait until Charles asks you to help him open the tomb/coffin. After the Hollowmen start appearing, you can kill Charles, take his hat, and still finish the quest and get the reward. Alternately, you can just kill all the Hollowmen and make it to the exit with Charles and get a different dialog from his gran.

Easy gold

Once you have acquired enough gold in Bowerstone Market from the Blacksmith job, go to the Bowerstone Slums and buy the most expensive weapons from the weapon trader. Next, go to Fairfax Gardens and sell them to one of the wandering merchants (must be a weapon trader). You will gain over 30% in profit. Continue this process until you are very rich.

Wii Sports : Bowling

Alternate ball color

When starting a game of Bowling, hold the D-pad in one of the following directions to change the color of your bowling ball. Press Up for blue (default color), Left for pink/red, Down for green, or Right for gold.

Viva Pinata: Trouble In Paradise

Fertilizer

When it is possible to use the fertilizer bag, use the following fertilizer colors for indicated plant.

Turnip: Purple

Buttercup: Yellow

Daisy: Yellow

Poppy: Red

Hollybush: Red

Gooseberry Bush: Green

Apple Tree: Red

Bluebell: Blue

Watercress: Green

Sunflower: Yellow
Bird of Paradise: Orange

Food effects

Feeding a Pinata certain fruits or vegetables can change their color or evolve them into a new Pinata. Some examples are as follows.

Flutterscotch (Blue): Feed a White Flutterscotch a Bluebell Flowerhead.

Flutterscotch (Green): Feed a White Flutterscotch a Watercress Flowerhead.

Flutterscotch (Orange): Feed a White Flutterscotch a Bird of Paradise Flowerhead.

Flutterscotch (Red): Feed a White Flutterscotch a Poppy Flowerhead.

Flutterscotch (Yellow): Feed a White Flutterscotch a Buttercup Flowerhead.

Hoghurt: Feed a Rashberry a Cheesecake.

Whirlm (Purple): Feed a Whirlm a Turnip.

Baten Kaitos Origins

Hint: EX Combos:

No.41 Character: Milly

Name: Reverse Knight

Description: EX combo for Milly, triggered by a combination of attack magnus. Milly unleashes her emotions directly at the enemy, beating them unrecognizable and driving them to sleep.

Cards required for combo: Weak Attack B and Medium Attack.

No.44 Character: Milly

Name: Horse Prance

Description: Ex combo for Milly, triggered by a combination of attack magnus. Milly kicks upward from an extremely low crouch, preempting any defenses by attacking from a blind spot.

Cards required for combo: Weak Attack, Pegasus Jump and Medium Attack B.

No.57 Character: Milly

Name: Swallows Flight

Description: Ex combo triggered by a combination of physical-based special attack Swallowtail and other attack magnus. Offers the quickened turnover speed common in Milly's combos.

Cards required for combo: Weak Attack B, Medium Attack, Strong Attack B and Swallowtail.

No.98 Character: Guillo

Name: Two-Palmed Defense

Description: Ex combo pairing ice-based magic Twin Ice Auger with an ice weapon. Boasts an absolute wall of icy, two-fisted defense.

Cards required for combo: Weak Attack, Medium Attack B, Strong Attack and Twin Ice Auger.

Metroid Prime 2

Hint: Defeating Chykka Larvae:

This first part is actually very simple. Basically, just stay in the center and fire. The larvae just swims around in a circle, then dives down. Get ready, because it will jump out of the water, allowing you to cause some damage to it. However, when it crashes into the water, make sure you jump over the shockwave or it will knock you into the poisonous water. Occasionally, it will send some Dark Shredders against you. Just shoot them with charged shots or missiles. They are mainly there for refills. Eventually, the larvae will emerge from the water, exposing its front. Use Light Beam charged shots as many times as possible. You should leave this battle with almost all of your health intact. You will also be constantly healing due to the Light Crystal field. Eventually, it will "die".

Hint: Defeating Chykka Adult:

The field is divided into three platforms, each separated by nothing but a grappling point and poisonous water. The Chykka Adult has a projectile attack that easily blasts you off the platform and into the deadly water. The Chykka Adult must first be stunned by shooting it up front. Then, you must grapple onto a platform behind the Chykka Adult and shoot its wings (preferably with Super Missiles to just hit each point one by one). This can prove to be very difficult if you have not mastered the Grappling Beam.

The Chykka Adult will not stay stunned for long -- be quick about it. After destroying all four weak points on the back of its wings, the creature will fall into the water and mutate into the Dark Chykka Adult. The only thing you can do to this creature is shoot its pouch. Take out the Light Beam and blast away. Charged Light Beam shots work the best. It may sometimes launch a group of small creatures at you (mainly to kill and get some refills). After defeating the Dark Chykka Adult, it will revert back to the normal Chykka Adult again. You must repeat the same process again; stun the creature, grapple behind it, and blast the back of its wings with missiles. It may sometimes try to run into you, but usually fails. Then when it turns into the Dark Chykka Adult, use the same strategy and hit its pouch with charged Light Beam shots.

This battle could take a while, so be prepared. For all your efforts, you are awarded the Dark Visor.

53. Of the above cheats, I found the following cheats in the deposit materials that Plaintiff submitted in his application for the May 2005 copyright which total 2 cheats: Metroid Prime 2: Echoes (GameCube) – 2004

54. Anthony Barrett

I first contacted Mr. Barrett on Nov. 17, 2009 using the email address of tonyb1988@hotmail.com. I had found seven cheats that were nearly identical on www.cheatcc.com for the game titled “Pro Evolution Soccer 2010” that was on www.gamewinners.com attributed to “Anthony Barrett” as the author. Mr. Barrett replied the following day claiming he wrote those cheats himself, he did not get that information from another website, and he sent them to www.gamewinners.com. Mr. Barrett signed a declaration claiming he was the author to those cheats and several more that he submitted to www.gamewinners.com and were copied to www.cheatcc.com on November 27, 2009. Mr. Barrett also sent me the original emails to many of the cheats he sent to www.gamewinners.com. The following is a list of games and the titles of the narrative cheats that were copied to www.cheatcc.com that were authored by Anthony Barrett:

Pro Evolution Soccer 2010

- Renewing contract
- Free agents
- Youth team
- Keeping your team happy
- Real names
- Real team names

FIFA 10

- Renewing contract
- Loaning players out
- Insult the crowd

Pro Evolution Soccer 2009

- Classic players
- Real Names
- Real team names

Pro Evolution Soccer Management

- Hint: Good free agents
- Hint: Have legends in your team season
- Hint: Injuries
- Hint: Getting money out of owners
- Hint: Renewing contracts
- Hint: Retired players

55. Of the above cheats currently copied to www.cheatcc.com, I found the following cheats in the deposit materials that Plaintiff submitted in his application for the January 2007 copyright which all together total 6 (6) cheats:

Pro Evolution Soccer Management

- Hint: Good free agents
- Hint: Have legends in your team season
- Hint: Injuries
- Hint: Getting money out of owners
- Hint: Renewing contracts
- Hint: Retired players

56. Joakim Jern

I first contacted Mr. Jern on October, 15, 2009 using the email address of chessjern@tele2.se. I had found 2 cheats that were nearly identical on cheatcc.com for the game titled "The Incredible Hulk" that was on www.gamewinners.com attributed to "The X Factor" as the author. Mr. Jern replied the following day claiming he wrote those cheats himself, how he found the cheats, and he sent them to www.gamewinners.com. Mr. Jern signed a declaration on

October 23, 2009 claiming he was the author to those cheats and several more that he submitted to www.gamewinners.com and were copied to www.cheatcc.com. Mr. Jern also sent me the original emails to many of the cheats he sent to www.gamewinners.com. Mr. Jern also uses the username "ironmanken". The following is a list of games and the titles of the narrative cheats that were copied to www.cheatcc.com that were authored by Joakim Jern:

The Incredible Hulk

- Fighting
- Defeating Ironclad
- Defeating "Skull"
- Defeating Vapor
- Defeating Vector
- Easy "Enemy Of The Empire State" achievement
- Easy "Around The World In 80 Steps" achievement
- Easy "Master Of Disaster" achievement
- Easy "Sightseeing" achievement

RALLY CHAMPIONSHIP (GameCube)

- Championship mode:
- World Pro mode:
- Bonus cars:
- Hint: Save money:
- Hint: Suspension:
- Visual warnings:
- Hint: Recommended cars:
- Hint: USA:
- Hint: Scotland:
- Hint: Africa:
- Hint: Wales:
- Hint: Lapland:
- Hint: Manx:

RALLY CHAMPIONSHIP (Playstation 2)

- Championship mode:
- World Pro mode:
- Bonus cars:
- Hint: Save money:
- Hint: Suspension:
- Visual warnings:
- Hint: Recommended cars:
- Hint: USA:

- Hint: Scotland:
- Hint: Africa:
- Hint: Wales:
- Hint: Lapland:
- Hint: Manx:

Sega Rally Revo

- New liveries
- Pro races
- Pro races
- Final race
- Cars
- Quick start

57. Of the above cheats currently copied to www.cheatcc.com, I found the following cheats in the deposit materials that Plaintiff submitted in his application for the May 2005 copyright which all together total twenty-six (26) cheats: RALLY CHAMPIONSHIP (GameCube) – 2003; and RALLY CHAMPIONSHIP (Playstation 2) – 2003.

58. I also found similar instances of copying by Plaintiff from www.gamewinners.com of cheats for several other games including: Marvel: Ultimate Alliance 2, Battle Tanks, Dirt 2, Heroes Over Europe, TV Show King, Shatter, Shadow Complex, Defense Grid The Awakening, Ashes Cricket 2009, Katsuragi Misato Houdou Keikaku, and Cabela's Big Game Hunter 2010.

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

Dated this 3 day of March 2010.

Jeremy N. Wise
Jeremy N. Wise

STATE OF OHIO)

)SS:

COUNTY OF MUSKINGHAM

The foregoing AFFIDAVIT OF JEREMY N. WISE has been subscribed and sworn to me before this 3RD day of ~~January~~ March 2010, by Jeremy N. Wise.

Frederick L. Smeltzer
Notary Public

My Commission Expires:

9-18-12

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- Insane mode

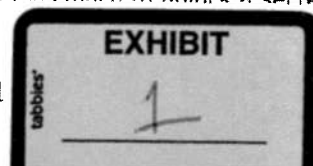
Successfully complete Campaign mode on the Casual or Hardcore difficulty setting to unlock Insane difficulty setting.

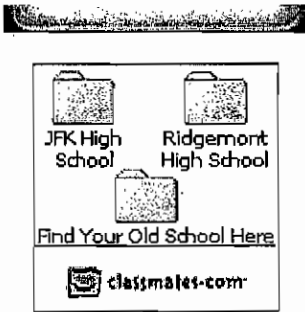
- Secret Gamerpics

Successfully complete Campaign mode on the Insane difficulty setting to unlock a secret Gamerpic, which has the Red Gear's Symbol behind Marcus.

Accomplish the "Seriously..." achievement by getting 10,000 total kills in versus ranked matches to unlock a secret Gamerpic.

Successfully complete any ranked versus mach to unlock a secret Gamerpic





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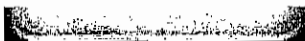
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featuring Marcus running in the rain.

- Hidden video

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

- Faster reload times

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

- About Face maneuver

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

- Closing Emergence Holes

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

The Hammer Of Dawn can easily destroy Emergence Holes. You must activate it by targeting an enemy first, and then aim it toward the Emergence Hole.

Fire a Torque Bow arrow into an Emergence Hole. This is somewhat challenging to do, due to the straight line of fire given by the bow. However, if you are close enough to fire while the line of fire is arced, it is possible to make it into the hole. A Torque Arrow stuck in the top of the hole will close it as well.

- Finding C.O.G. tags

In Campaign mode, look for the dead soldier symbol (red gear with skull inside) painted on a wall, floor, or other location. This indicates that the Locust have killed some Gear soldiers in the area. Because Gear soldiers wear C.O.G. tags, you should be able to find one nearby.

- C.O.G. tag locations

The following is a list of the C.O.G. tag locations:

Act 1

Prison Area

1. After you choose paths go straight ahead. The tag is under the logo.
2. In the room where the Locust cut through the door. If you are facing away from the door it is to the back of the right side.

3. When you enter the outside courtyard, go up the small staircase on your left. It is in the corner on your left.

Trial By Fire

4. It is in the small courtyard after you exit the building. It is to the right of the Gears logo. Your team will point it out to you.

5. After you cross a bridge you enter a building with a lot of broken pillars. There are two Emergence Holes in this room. The tag is behind the second one in the grass.

6. This one is in the large battle area with the fountain in the middle. The tag is in the back left corner if you face the logo.

Knock Knock

7. When you enter the outside area (in front of the House Of Sovereigns) with lots of stairs, there is a van with a logo on it and a big hole to the left. If you follow the edge of the hole up, the tag is in that corner.

8. In the hallway where you fight all the wretches, the tag is in the left corner if you face the door Jack is ripping. It is easier to get it after killing everything.

9. You will enter a small room where you find the body of Rojas (a dead Alpha soldier). The tag is in the direct right corner after coming down the stairs. Its behind the column.

China Shop

10. Immediately after the Berserker intermission sequence, the tag is in the flaming area to one of your sides. There is a logo in there.

11. You must get the Berserker to smash down doors. In the third room before the final door, the tag is in the last alcove to your left if you are facing the door.

12. Once you get outside after tag #11, you will enter a courtyard. Go to the left and follow the wall. The tag is behind one of the broken blocks along the wall. You must get this one before you kill the Berserker.

Act 2

Tick Tick Boom

13. After you split up but later meet again, you reach a room with stairs in the middle. They lead to a couch. The tag is under the couch.

14. There is a room that you enter in which you walk on catwalks. After you leave this room, you go down some stairs that lead to the street. The tag is down under and behind the stairs.

15. When you come up on the stranded gateway (not in it but prior), there is a tag back behind the newspaper dispensers. There is a logo above it.

Outpost

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16. After the first checkpoint there is an outside area where an Emergence Hole appears. After that there is a shed to the left. There is a propane tank in it. Shoot the tank before going to get the tag in the shed.

Lethal Dusk-Dark Labyrinth

17. This one is in the area that you must use the spotlight and guide Dom. It is in far left corner of the street, next to a pile of rubble. Shine the light on the tag after Dom has pulled the switch.

Dark Labyrinth

18. After you exit a destroyed building, there is a tag to the right just around the corner. This is before you reach the gas station.

Act 3

Downpour

19. After you split up to find an entrance to the factory, you will reach an area outside. There are little shelters along the way. There is a shelter with an elevator in it. Behind it is a dock that leads out to sea. The tag is on the end of the dock.

20. It is in the room in which you must walk on the broken floorboards. It is in the far right corner. Make sure to stay on the metal beams to reach the tag.

Evolution - Coalition Cargo

21. When you enter the room with the mine carts that you ride, go down the stairs and turn to the right. The tag is next to the stairs. Make sure to get it before activating the carts.

Darkest Before Dawn

22. After you enter the caves on the drilling platforms, follow the path and stay to the right. Go down the right path and you will reach a steel door. The tag is in front of it.

23. A little bit after tag #22, you will enter an area where you will fight some Locust, and there is a small building to the right. The tag is to the right of the stairs leading to it.

24. After you and Dom split and meet, you will go down a narrow passage with Locust in it. After this you will see a Corpser moving to your left. There is a small ledge to your right. There is a tag on it. There is also some ammo at this location.

Act 4

Campus Grinder

25. When you enter the first area with a big fountain, look to the right. There are two small staircases. The tag is behind the second, or farther, one.

Bad To Worse

26. After you leave Delta 2 behind, you will reach a street with a car to one side and a walkway with a ton of columns on the other side. The tag is behind the left side of the car (If you are facing the car and not the columns).

Imaginary Place

27. In the second section of the house you will enter an office-like room. It has lots of books and a desk. Destroy the desk. The tag is under it.

Act 5

Train Wreck

28. This tag is just inside the door that Jack rips open. It is on the left side of the room.

29. This tag is on the floor just before you climb the ladder to the roof of the train.

30. Get to the second train car that you must drop the big tanks in order to cross. You should be on the right side of the car. There is a storage corridor to your left on the same car. You must go around to the left and into the storage room. The final tag is at the end of the corridor. Make sure to get the tag before you enter the next door.

- Two player path block

Use the following trick while playing in two player mode and you reach a difficult part with a doorway. Have one player die in the doorway. This will create a block that the Locust cannot get past. They will usually line up behind your dead partner, allowing you a safe zone to easily pick them off. Once it is clear, just revive your partner and move on.

- Chainsaw cuts through objects

The chainsaw on your Lancer has the ability to cut through many things if you get close to it and start it up. This includes doors, walls, and boxes.

- Rapid fire Longshot, Boomshot, or Torque Bow

Shoot the Longshot, Boomshot, or Torque Bow. When the active reload bar gets to the broad area, press RB + B and immediately fire the weapon. If done correctly, you can keep shooting without reloading. This glitch does not do damage but can be a distraction.

- Clearing landing zone with Hammer Of Dawn in Act 1: Ashes - Wrath

In Act 1: Ashes - Wrath, you will have to go up a set of stairs to get to the roof of the building. On the roof there will be Troikas and you must pick off the Locusts down on the landing zone. Near the Troika directly in front of the steps, where there is a Locust already running it, is a Hammer Of Dawn hidden in the grass. You can use the Hammer Of Dawn to kill all of the Locust on the ground.

- Easily complete Act 2: Nightfall - Last Stand

In Act 2: Nightfall - Last Stand, you must fight off a group of Locusts. At the end, an Emergence Hole will appear with a few Boomers inside. To kill them all in one shot, take cover and wait for a small metal sheet to fall into the hole. Behind the sheet is a gas tank. Shooting this will trigger a reaction in which a

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giant fuel tank rolls down over the gas tank, then falls and kills all of the Boomers in one shot. After doing this, Cole will say "Yeah, burn biatches!".

Note: This will not earn you the Clusterluck achievement if repeated ten times.

- Defeating Berserkers

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

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

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

Another alternate method to defeat the final Berserker in Act 5 is to use the Torque Bow to shoot the fuel tank from far away. After a couple of shots the tank should explode, taking the whole car down and the Berserker with it. -
From: Matthew Hillger

Paragraph omitted

- Defeating Boomers

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

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

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

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

- Defeating Corpser

In Act 3, you are in the Locust tunnels and must plant the Resonater in the building behind a lava filled lake. There are rocks on top of the lava, allowing you to walk across; however, it is not that easy. About one third of the way across an intermission sequence starts, with a giant spider creature, the Corpser. All you need for this battle is a shotgun and machine gun. This will be

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a fairly long range fight. It is an easy fight but the Wretches that come from everywhere complicate it. When the Corpser raises all his legs and slams them down, your teammate will probably yell "Wretches!". This is your cue to take out a shotgun or use your machine gun. At the beginning you should have a point of interest on the stomach, which is your cue to shoot it. You can always get a shot on it, even when the Corpser shields itself; or you can wait until it tries an attack then shoot its stomach. After that there will be another point of interest, which is in its mouth. When you shoot the stomach it will cringe and its mouth will open as it screams. Then, shoot it in the mouth. While you are doing this, watch out for the Corpser's Ground Pound. It not only brings Wretches (watch the ceiling), but also takes away part of the arena in the back. If your character dies in the back he might be lost. Your ammo cases may also be lost. Keep repeating the process of shooting the stomach and the mouth until the Corpser backs up as far as it. It can no longer be hurt. There will now be a point of interest around the smashable latches. There are two of them. Shoot both of the latches so that they pop, and the platform that the Corpser is on will be sent into the lava.

- Defeating General RAAM

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Once you reach General RAAM at the end of the last Act, he will have a Gatlin type gun and will be surrounded by the bird locust. There will also be flying locusts attacking from the side of the train (ignore them). You can only damage General RAAM when the bird locusts leave him and go after you. Stay in the light or the birds can kill you. When you start fighting him, hide behind the first rectangular block that is directly in front of the doors you came from. He will start walking towards you and shoot. When the birds leave him, start shooting. After a while he will get directly in front of where you are hiding. When he does, run around him and hide on the other side of the platform. Stay in the light as you run. Hide, then continue shooting him until he dies.

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

(Paragraph omitted)

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

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

Before you start fighting General RAAM, make sure you have the Longshot (sniper rifle) and Torque Bow with full ammunition. You can get the Longshot

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along with its ammunition in the car before fighting RAAM. When you fight RAAM, first tell Dom to cease fire. By doing this, Dom is not firing and is safe. This should also stop RAAM from coming towards you. The only way you can hurt RAAM is when the Kryll (the bats around him) are not shielding him. Use the Torque Bow to get rid of the shielding Kryll, then take out the Longshot and shoot RAAM in the head. Try to reload quickly. If you are lucky and can get a couple of active reloads, you can headshot RAAM twice before the Kryll shield him. Continue this process until RAAM is dead.

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

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

Play in Co-op mode. Player one must have a Lancer (chainsaw) and a Longshot (sniper). Player two must have a Lancer and a Torque Bow. Make sure both players have full ammunition. Once the battle begins, have player one switch to the Longshot and player two switch to the Torque Bow. Have player two shoot the general with the Torque Bow. This should take the Kryll off of him. Then, have player one try to get as many headshots as possible before the Kryll come back to guard RAAM. Keep doing this until the Torque Bow is out of ammunition. When this happens, have player two take out his Lancer and then have both players wait for the Kryll to hit the light. Both players should continue doing this until the Longshot has run out of ammunition. At this point, player one will do the same thing as player two and take out his Lancer and shoot RAAM when he is in the light. Keep doing this until he is dead.

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

- Easy achievements

Start a new campaign on the Casual difficulty setting. Right before you fight a Berserker, Corpser, and General RAAM, exit out to the main menu. Select "Continue Campaign" and switch the difficulty to Hardcore to still get the My Love for You Is Like a Truck, Broken Fingers, and A Dish Best Served Cold achievements. -From: JarJar Binks

Instead of completing the game three times, just play it on the Insane difficulty to get all three achievements for each act, completing the game, the My Love for You Is Like a Truck, Broken Fingers, and A Dish Best Served Cold.

- Easy Clusterluck achievement

Play Act 1 on the Casual difficulty setting. Play the first chapter "14 Days after E-day" until reaching the part where you are about to go outside for the second time. This is when the Locusts are about to break open the door. Run to the door that is not in front of them or you will die. Make sure you have frag grenades equipped. When they break open the door, stick the very first Locust that comes through the door then stand in front of him so he cannot run away.

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survive. If you survived make sure that you killed all three of them then pause the game. Load the last checkpoint and do this ten times. You do not have to survive while trying to get this achievement.

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

- Easy achievement points in Co-op mode

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

- No gun

To drop your gun, walk up to a weapon that you can swap with (cannot be grenades or a pistol) and hold X. The moment after you press X, hold B. This will cause you to drop your gun. While you have no gun in your hands, you cannot shoot or punch but you can still switch weapons.

- Super jump

Note: This glitch only works online when you are not the host. Take out your Lancer and find a cover object that you can jump over. Stand a few feet away from the object and press Forward while tapping A + B. If done correctly, you will super jump over the object. Sometimes the glitch will cause you to jump over nothing at all.

- Get under level in Fuel Depot

Walk into the large warehouse in the middle of the level. If you walked in from the front, you will see a large shelf with a few racks on the left side in the middle of the warehouse. Shoot all of the loose objects off the shelf until you see a small yellow object. Behind the shelf, there is a small indentation that leads to the left that you can climb on top of to lead you to a higher platform. Kick the yellow object into the top left corner of that indentation. Then, take cover against the object. It will appear as if you are taking cover against a wall. Climb over the wall and you will be under the level. **Note:** Once under the level you cannot get out.

- Dead man on toilet in Rooftops

On the Rooftops multiplayer map, to the right near of one of the spawn points will be some broken windows in a building. Throw a smoke grenade or make an explosion in them to see a dead man sitting on a toilet. The window you should aim at is the one with the frames that are still unbroken. If there is a fence blocking your way, you are in the wrong spawn point.

- Leave level boundary in Clocktower

Host or join a game online at the Clocktower. Go to the middle area of this map (not upstairs). Go to the east or west area of the middle area, depending on your spawn point. Go to the larger area that is a bridge. You will see a pickup truck with a weapon in the back. Take cover on the back of the truck in front

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of the bed. Wield your lancer and blindfire it into the bed of the pickup truck. Then, do a bad active reload. As you are bad active reloading, you must jump into the bed of the pickup. If done correctly, you will fall off the bridge and can run around under the map in the river. **Note:** This may require a few attempts.

- Leave level boundary in Tyro Station

Go to where the Torque Bow is found and take cover on the wall away from the train tracks. Run back and forth on the little "C"-shaped wall part until you "pop" up. Press A to get off the wall. Walk along the "invisible" wall away from the level. Do not worry -- you cannot fall off. When you go back slightly, you can see to your left or right (which ever side you went on) behind the rocks. Go to one of the giant pillar objects and tap A in a diagonal direction to dive and get through. If desired, you can get through to where it is all black. You will fall for about a minute and end up on top of the grenades and die.

- Achievements

Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

Prison Breakout (10 points): Completed tutorial level on any skill level.

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

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

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

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

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

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

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

Completed Act 2 on Hardcore (20 points): Complete Act 2 on Hardcore Difficulty.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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Difficulty.

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

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

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

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

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

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

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

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

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

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

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

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

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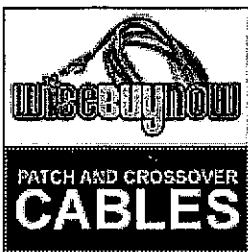
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Submitted cheat codes / hints / tips

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Restart reload meter

This cheat only works for the coalition weapon, when the reload meter appears rev up the chain saw by pressing b button, then the reload meter should start all over again

By: Unregistered Rating: 41%

Was this cheat: **Bogus** or **Helpful**

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About Face Maneuver

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

Achievements *Gears Of War*

Accomplish the listed achievement to get the listed number of Gamerscore points:

Prison Breakout (10 points): Completed tutorial level on any skill level.

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

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

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

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

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

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

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

Completed Act 2 on Hardcore (20 points): Complete Act 2 on Hardcore Difficulty.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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Members will also be emailed when their question is answered and have less banners.

You can also find out more help for Gears Of War in our **Forum** 

Berserkers Gears Of War

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

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

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

Boomers (Gears Of War)

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

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

Take cover and wait for the Boomer to reload. Then, use a sniper to shoot him in the head. It will explode after about three shots.

A

A

When you are reloading let him shoot so that he can reload.

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

C.O.G. tag locations -Gears Of War

Act 1

Prison Area

1. After you choose paths go straight ahead. The tag is under the logo.
2. In the room where the Locust cut through the door. If you are facing away from the door it is to the back of the right side.
3. When you enter the outside courtyard, go up the small staircase on your left. It is in the corner on your left.

Trial By Fire

4. It is in the small courtyard after you exit the building. It is to the right of the Gears logo. Your team will point it out to you.
5. After you cross a bridge you enter a building with a lot of broken pillars. There are two Emergence Holes in this room. The tag is behind the second one in the grass.
6. This one is in the large battle area with the fountain in the middle. The tag is in the back left corner if you face the logo.

Knock Knock

7. When you enter the outside area (in front of the House Of Sovereigns) with lots of stairs, there is a van with a logo on it and a big hole to the left. If you follow the edge of the hole up, the tag is in that corner.
8. In the hallway where you fight all the wretches, the tag is in the left corner if you face the door Jack is ripping. It is easier to get it after killing everything.
9. You will enter a small room where you find the body of Rojas (a dead Alpha soldier). The tag is in the direct right corner after coming down the stairs. Its behind the column.

China Shop

10. Immediately after the Berserker intermission sequence, the tag is in the flaming area to one of your sides. There is a logo in there.
11. You must get the Berserker to smash down doors. In the third room before the final door, the tag is in the last alcove to your left if you are facing the door.
12. Once you get outside after tag #11, you will enter a courtyard. Go to the left and follow the wall. The tag is behind one of the broken blocks along the wall. You must get this one before you kill the Berserker.

Act 2

Tick Tick Boom

13. After you split up but later meet again, you reach a room with stairs in the middle. They lead to a couch. The tag is under the couch.

14. There is a room that you enter in which you walk on catwalks. After you leave this room, you go down some stairs that lead to the street. The tag is down under and behind the stairs.

15. When you come up on the stranded gateway (not in it but prior), there is a tag back behind the newspaper dispensers. There is a logo above it.

Outpost

16. After the first checkpoint there is an outside area where an Emergence Hole appears. After that there is a shed to the left. There is a propane tank in it. Shoot the tank before going to get the tag in the shed.

Lethal Dusk-Dark Labyrinth

17. This one is in the area that you must use the spotlight and guide Dom. It is in far left corner of the street, next to a pile of rubble. Shine the light on the tag after Dom has pulled the switch.

Dark Labyrinth

18. After you exit a destroyed building, there is a tag to the right just around the corner. This is before you reach the gas station.

Act 3

Downpour

19. After you split up to find an entrance to the factory, you will reach an area outside. There are little shelters along the way. There is a shelter with an elevator in it. Behind it is a dock that leads out to sea. The tag is on the end of the dock.

20. It is in the room in which you must walk on the broken floorboards. It is in the far right corner. Make sure to stay on the metal beams to reach the tag.

Evolution - Coalition Cargo

21. When you enter the room with the mine carts that you ride, go down the stairs and turn to the right. The tag is next to the stairs. Make sure to get it before activating the carts.

Darkest Before Dawn

22. After you enter the caves on the drilling platforms, follow the path and stay to the right. Go down the right path and you will reach a steel door. The tag is in front of it.

23. A little bit after tag #22, you will enter an area where you will fight some Locust, and there is a small building to the right. The tag is to the right of the stairs leading to it.

24. After you and Dom split and meet, you will go down a narrow passage with Locust in it. After this you will see a Corpser moving to your left. There is a small ledge to your right. There is a tag on it. There is also some ammo at this location.

Act 4

Campus Grinder

25. When you enter the first area with a big fountain, look to the right. There are two small staircases. The tag is behind the second, or farther, one.

Bad To Worse

26. After you leave Delta 2 behind, you will reach a street with a car to one side and a walkway with a ton of columns on the other side. The tag is behind the left side of the car (if you are facing the car and not the columns).

Imaginary Place

27. In the second section of the house you will enter an office-like room. It has lots of books and a desk. Destroy the desk. The tag is under it.

Act 5

Train Wreck

28. This tag is just inside the door that Jack rips open. It is on the left side of the room.

29. This tag is on the floor just before you climb the ladder to the roof of the train.

30. Get to the second train car that you must drop the big tanks in order to cross. You should be on the right side of the car. There is a storage corridor to your left on the same car. You must go around to the left and into the storage room. The final tag is at the end of the corridor. Make sure to get the tag before you enter the next door.

Clusterluck achievement (Gears Of War)

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

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

(B)

down into the pit.

Corpser

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

Easy achievement points in Co-Op mode -[Gears Of War]

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

Emergence holes *Gears Of War*

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

The Hammer Of Dawn can easily destroy emergence holes. You must activate it by targeting an enemy first, and then aim it toward the emergence hole.

Faster reload times

When you press RB to reload, there will be a clear bar with a small white segment somewhere along it. It will appear where your bullets used to be. There will also be a smaller white bar moving across the clear bar. As soon as the white bare gets inside the white segment, press RB again. This will reload your

weapon much faster, and if timed just perfectly, will give your gun an extra boost in fire power. However, if you do not time it correctly, the clear bar will become red and it will take even longer to reload than if you had not attempted it.

Finding C.O.G. tags -Gears Of War

In Campaign mode, look for the dead soldier symbol (red gear with skull inside) painted on a wall, floor, or other location. This indicates that the Locust have killed some Gear soldiers in the area. Because Gear soldiers wear C.O.G. tags, you should be able to find one nearby.

General RAAM (Gears Of War)

Once you reach General RAAM at the end, he will have a **Gatlin** type gun and will be surrounded by bird locust. There will also be flying locusts attacking from the side of the train (ignore them). You can only damage General RAAM when the bird locusts leave him and go after you. Stay in the light or the birds can kill you. When you start fighting him, hide behind the first rectangular block that is directly in front of the doors you came from. He will start walking towards you and shoot. When the birds leave him, start shooting. After a while he will get directly in front of where you are hiding. When he does, run around him and hide on the other side of the platform. Stay in the light as you run. Hide, then continue shooting him until he dies.

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

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

Before you start fighting General RAAM, make sure you have the Longshot (sniper rifle) and Torque Bow with full ammunition. You can get the Longshot along with its ammunition in the car before fighting RAAM. When you fight RAAM, first tell Dom to cease fire.

D

By doing this, Dom is not firing and is safe. This should also stop RAAM from coming towards you. The only way you can hurt RAAM is when the Kryll (the bats around him) are not shielding him. Use the Torque Bow to get rid of the shielding Kryll, then take out the Longshot and shoot RAAM in the head. Try to reload quickly. If you are lucky and can get a couple of active reloads, you can headshot RAAM twice before the Kryll shield him. Continue this process until RAAM is dead.

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

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

Play in Co-Op mode. Player one must have a Lancer (chainsaw) and a Longshot (sniper). Player two must have a Lancer and a Torque Bow. Make sure both players have full ammunition. Once the battle begins, have player one switch to the Longshot and player two switch to the Torque Bow. Have player two shoot the general with the Torque Bow. This should take the Kryll off of him. Then, have player one try to get as many headshots as possible before the Kryll come back to guard RAAM. Keep doing this until the Torque Bow is out of ammunition. When this happens, have player two take out his Lancer and then have both players wait for the Kryll to hit the light. Both players should continue doing this until the Longshot has run out of ammunition. At this point, player one will do the same thing as player two and take out his Lancer and shoot RAAM when he is in the light. Keep doing this until he is dead.

Get under level in Fuel Depot *Gears Of War*

Walk into the large warehouse in the middle of the level. If you walked in from the front, you will see a large shelf with a few racks on the left side in the middle of the warehouse. Shoot all of the loose objects off the shelf until you see a small yellow object. Behind the shelf, there is a small indentation that leads to the left that you can climb on top of to lead you to a higher platform. Kick the yellow object into the top left corner of that indentation. Then, take cover against the object. It will appear as if you are taking cover against a wall. Climb over the wall and you will be under the level. *** Once under the level you cannot get out.

Hidden video -Gears Of War

D

grammar

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

Insane difficulty Mode *Gears Of War*

Complete Campaign mode on the Casual or Hardcore difficulty setting to unlock Insane difficulty setting.

My Love for You Is Like a Truck and Broken Fingers achievements

Start a new campaign on the Easy difficulty setting. Right before you fight the Berserker and Corpser, exit out to the main menu. Select "Continue Campaign" and switch the difficulty to Hardcore to still get the achievements.

Secret Gamer images *Gears Of War*

Complete Campaign mode on the **Insane difficulty** setting to unlock a secret Gamer image, which has the Red Gear's Symbol behind Marcus.

Accomplish the "Seriously..." achievement by getting 10,000 total kills in versus ranked matches to unlock a secret Gamer image.

Complete any ranked versus mach to unlock a secret Gamer image featuring Marcus running in the rain.

Two player path block Gears Of War

Use the following trick while playing in two player mode and you reach a difficult part with a doorway. Have one player die in the doorway. This will create a block that the Locust cannot get past. They will usually line up behind your dead partner, allowing you a safe zone to easily pick them off. Once it is clear, just revive your partner and move on.

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Questions / Answers

Gears Of War



Q:How do you kill RAAM?



Question from: Unregistered

Rating: 62%

Was this QA: **Bogus** or **Helpful**

Q:What are the 4 hidden achievements because if each

game has 4 almost impossible achievements what is this games 4 hidden achievements.?



Question from: Unregistered

Rating: 57%

Was this QA: **Bogus** or Helpful

Q:Hey does anyone know what all those gears of war symbols mean in the game all over the maps or are they just something the producers put in for fun cause I have found two COG tags under them one in insane and one in hardcore?



Question from: Unregistered

Rating: 52%

Was this QA: **Bogus** or Helpful

Q:I need help with act for bad to worse.I need to know what to do to get the beast out side?

+ I needed help with that also, i spent an hour trying that level but couldnt figure it out -Answer by: **Unregistered**

+ To get the monster out side...well you can you have to make him hit the polls like the first one he knocked down keep this going till there all knocked down. Then use the hammer of god will he is in the middle...(NOTE:remember you have to knock down all the polls first.) While he is in the sunlight blast him with the hammer of god! -Answer by: **Unregistered**

+ You have to stand in front of three diffrent doors and when he is running at you jump ot run out of the way so he can brake the door down.. -Answer by: **Unregistered**

+ Its Easy when in last room in the large conservatory make the beserker destroy on of the smash-able pillars. This causes the glass panels on the ceiling to shatter then lure the beserker under the now open roof and fire at her with the Hammer of Dawn. -Answer by: **Unregistered**

+ Okay that is an easy one have the beserker follow u to the door when it charges barrel roll out the way and do it until u get out side after a bout 3 doors also so dom doesnot get in the way tell him to cease fire - Answer by: **Unregistered**

+ Let him come out of the door and dodge him. then go through the door and get into the hallway. after half way hell run through the wall on the right so just roadie run past him into the next room. Try to make him crash through the tree and then into the pillars.This should let light come in after he knocks 1 pillar over and u can use the "HAMMER" on his ass. -Answer by: **Unregistered**



Question from: Unregistered

Rating: 52%

Was this QA: **Bogus** or Helpful

Q:When the objective is to check the bodies by the emergence hole, what does this mean,do I go into the hole?



Question from: Unregistered

Rating: 52%

Was this QA: **Bogus** or **Helpful**

Q:Is there an asier way to get the Don't You Die On Me Achivement? Can some one give me a strategie or something



Question from: Unregistered

Rating: 51%

Was this QA: **Bogus** or **Helpful**

Q:How to defeat the corpser?

Shoot it in the belly each time it opens it's legs to attack. It will scream and back up. Do this about 4 or 5 times and he + will eventually back up onto a platform. Shoot the control on the ground. Then shoot him in the belly a few more times. Eventually he will fall into the lava. -Answer by: **Unregistered**

Shoot it in the belly where it shows you when you press Y (Should say soft belly), when the corpser (could be a she) + lifts its head and opens its mouth shout at the yellow part of the mouth opening, it will scream and back up 4 to 5 times and then fall off the platform -Answer by: **Unregistered**

Shoot above the metal belt then when it opens it's mouth + shoot the lower jaw and then it will back up on a clamp and then you shoot the clamp and he/she(the corpser)will fall into the lava. -Answer by: **Unregistered**

+ Shoot the corpser in the bottom part and then in the mouth. Reapeat until dead -Answer by: **Unregistered**

30 sec to 1.5 min is all it takes. when his legs open up shoot his "softbelly" then his neck should pop up and shoot him there he sould retreat back. if you repat this method you will + drive him to a platform where u can shoot the platforms two suspenders. this should kill him fast and easy. Also if you do this he gets so distracted that he never calls the wrtches. - Answer by: **Unregistered**



Question from: Unregistered

Rating: 51%

Was this QA: **Bogus** or **Helpful**

Q:How do I roll over (not jump over) obstacles? I ve seen some people doing it online.....

You can only roll over obstacles if you are a certain character, +I believe carmine is the only one that does it but I might be wrong on that -Answer by: **Unregistered**

Thats the animation that only your teammates and opponets
+ can see in multiplayer when someone jumps over something.

-Answer by: **Unregistered**

+ Press A to take cover then push forward on the right Analog
stick and press A again!! -Answer by: **Unregistered**

+ Yet again interactive error. -TYran(again.. ive responded so
much and ive forgotten my name so many times... except
once) -Answer by: **Unregistered**



Question from: **Unregistered**

Rating: **49%**

Was this QA: **Bogus or Helpful**

Q:How do you kill the berseker?

The beserker is blind and so only reacts to sound and smell.
If you look around thelevel you will find that it's basically a
long corridor that ends with a "breakable door". Stand in
front of it and fire a weapon to attract the beserker. when it
gets close to you it will charge - use "A" to dive sideways at
the last minute and the beserker will smash the door. While
it's disoriented quickly run past it into the next room.

+ Rinse. Repeat.
+ Rinse. Repeat.

Now you should be outside. Take cover behind a block and
use the Hammer of god to call in a satellite kill on the
beserker. it may take 2 or 3 hits - but it will go down. just
keep holding the button to make the satellite beam last
longer.

Piece of cake. -Answer by: **Unregistered**

+ Berserker can only be killed by the Hammer of Dawn. -Answer
by: **Unregistered**

+ You can kill the beserker with the hammer of dawn after you
+ lure it outside. -Answer by: **Unregistered**

+ Theres a room on the right take that go straight theres a
+ door stand there bersker with come after you shel run the
door down. coutine you this perseger -Answer by: **Unregistered**

+ Just throw grenades in front of you as you run through the
doors, they fall down and you don't have to risk the
+ berzerker charging you. Then once outside I just found a
good safe position and waited for him to exit into the light. -
Answer by: **Unregistered**

+ Its soooo easy!! jus lure it outside and jus kill it with the
+ hammer of dawn!! amazin game init! -Answer by: **Unregistered**

+ Okay heres an easier way to kill the berseker (You must play
co-op to do this).while hitting cvthe beserker with the
+ hammer of Dawn (not God people) have your buddy get as
close as he can (with out dieying) to the beserker. You see
when the Beserker is hit with the "HAMMER" he'll become red

which makes his skin soft and tender enough for bullet to hurt him. use a shot gun to the head. repeat if on insane. -

Answer by: **Unregistered**



Question from: **Unregistered**

Rating: **49%**

Was this QA: **Bogus** or **Helpful**

Q:How to defeat General RAAM?

I'm stuck too. I've seen that if you crouch over the lights at the end of the stack of pipes that will help protect you from the "night bat whatever". Wait for them to leave RAAM and fire away, just be careful as sometimes they will hit you too. + When he gets too close run to the nearest "once wall now platform" and evade him to get to the Jersey barrier and get behind it. Repeat between there and the pipes. (I think.) Either way it's a bitch. -Answer by: **Unregistered**


Stick behind well lit cover at first, and when RAAM is right + beside you, jump the rock and rush to the turret/Troika on the next car. Remember to stay in the light to avoid kryll. - Answer by: **Unregistered**

He is only vulnerable when his kryll sheild are not around + him. lure him into the light so the kryll leave and blast him. do this several times and he's dead. -Answer by: **Unregistered**

I just kept unloading my assault rifle on him, doing the perfect + reload, where you get a bonus with your gun. It took quit a bit but he'll go down. Don't save Dom once he falls, just keep shooting RAAM. -Answer by: **Unregistered**

You will need either long range weapons; the long range rifle or tourqe bow, and preferably shotgun but lancer will do it will just take longer. When you enter the car with General RAAM get and stay crouched behind the barrier you start at. When the kryll surrounding General RAAM leave to come attack you squeeze off a couple of head shots with your long range weapon, this is where all that practice with active reload will come in handy. You may sustain minor damage but not enough to kill + you as long as you dont keep your body above barrier for to long. Reavers will come from the backsides of the train but also minimal damage taken. Do this until RAAM is on the opposite side of the barrier you are crouched behind. Note do not leave barrier unless you want to revive DOM and do it quick, I did not need him. Once RAAM is on opposite side of barrier switch to shotgun. Once again when the Kryll leave to come attack you get body shots on RAAM with shotgun using the blind shot option from the crouched position. If RAAM comes around to your side just switch sides with him, repeat if necessary. -Answer by: **Unregistered**

I did it in Co-Op. You have to stay in the light to survive, All i + did was keep him on me while my friend kept hamming him. i t doesnt look like he's taking damage but he does. Also to increase your chance make sure you take out the flying

baddies on the sides of train. -Answer by: Unregistered	
I did it on co-op, just unload on him with the torque bow, the explosion causes the kryll to leave him and become vulnerable, he goes down before he can get to your side on any difficulty. -Answer by: Unregistered	
The first thing I did, was to get cover. I let Dom just do his kamikaze thing, this made RAAM get his attention (for a while). When RAAM had his "kryll shield" on, I threw grenades or used the Torque Bow to make the krylls fly off him, then I just simply blasted him to pieces. (I did this a couple of times) -Answer by: Unregistered	
I just beat Raam after trying for 4 days at about 2 hours per session. Go to www.youtube.com and search for Raam insane etc. This will show you how someone beat him in under 3 minutes. All you do is run and shoot him in the head when the Kryll are off him. Use the sniper rifle on long distances so you can sight him in better and use the lancer when he is close.	
Good luck. -Answer by: Unregistered	
After a few tries I beat RAAM in literally 2 minutes. All I did was run to the machine gun in the back of the train and unloaded on him. It was almost too easy -Answer by: Unregistered	
Me and a buddy were just goofing off one day and we went against this RAAM, it was pretty simple, he had the Lancer (chainsaw gun) and a shotgun, I had a shotgun and the Torque Bow. when the light hit RAAM the Kryll (bats) left and I unloaded 3 arrows into his head. when he got real close my friend went behind him and shot 2 shells. then I went right in front of him and planted 5 shotgun shells in him. pretty simple. cant wait for GOW2 -Answer by: Unregistered	
	
Question from: Unregistered	Rating: 48%
Was this QA: Bogus or Helpful	

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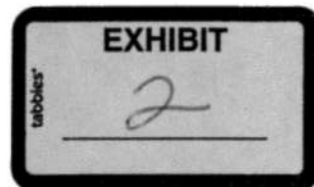
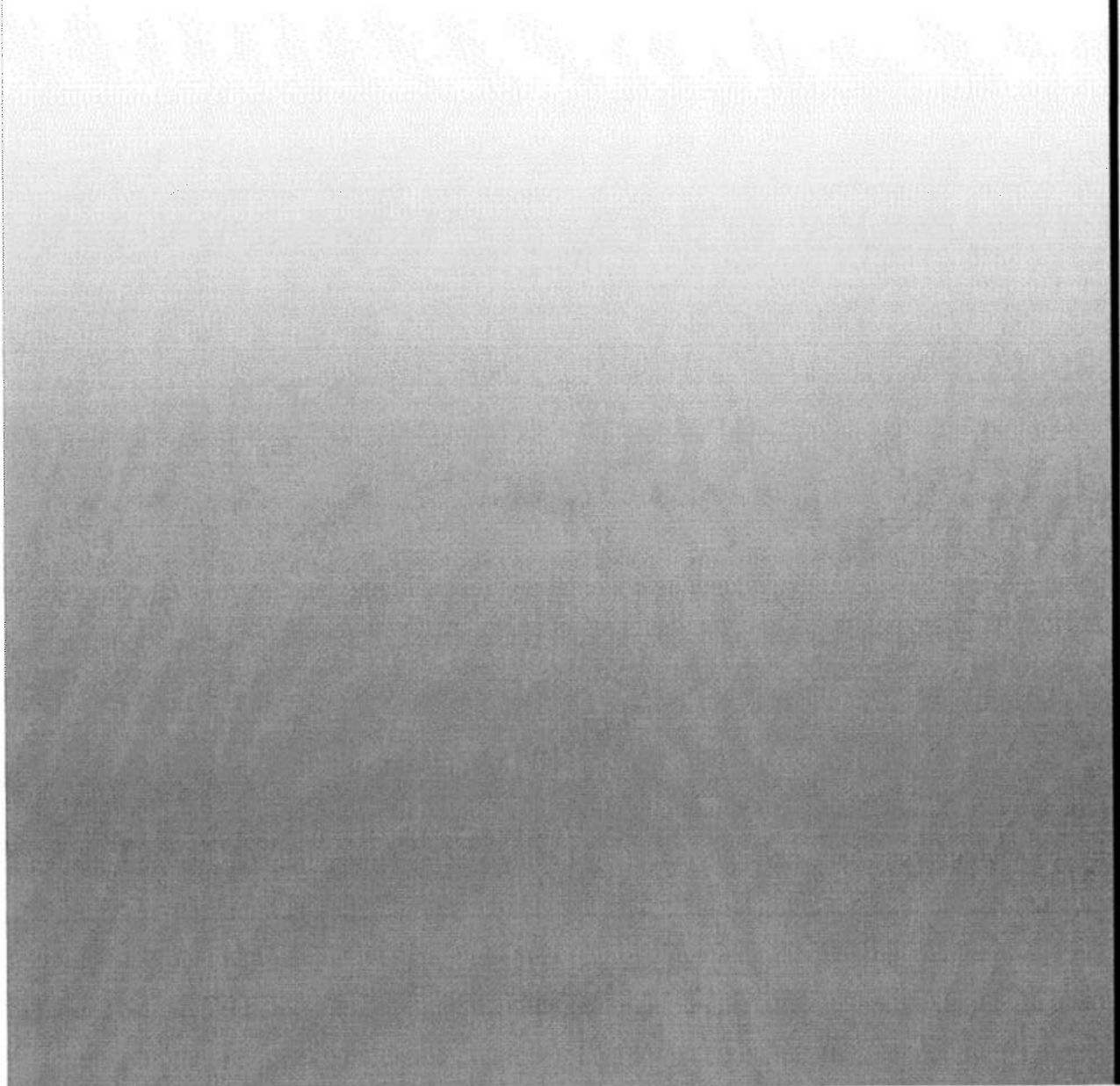
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- Free Telekinesis

Use the following trick to pull normal items toward you with Telekinesis and not use any Eve. Eve is only used when you release the button to throw an item with Telekinesis. Use Telekinesis to pull items such as ammunition or first aid kits toward you to collect without wasting any of your Eve. If you take an item you are already maxed out of, you will either be stuck holding it with Telekinesis or have to release the button to throw it and use some Eve. However, if you display the Plasmid [wheel](#) and select another Plasmid attack, you can release the button to drop the item without Telekinesis automatically throwing it. Thus, you will not use any Eve by dropping an item you cannot carry. This can also be used when pulling electrified [trip](#) wires out of walls. To do this, pull the item toward you with Telekinesis, and without releasing the trigger, display the Plasmid [wheel](#) to select another plasmid. When you close the Plasmid wheel and release the trigger, you will drop the item.
- Defeating Rumlbers

When fighting a Rumbler (Big Daddy with rockets), use Telekinesis to grab the [rockets](#) it fires and throw them back at it.

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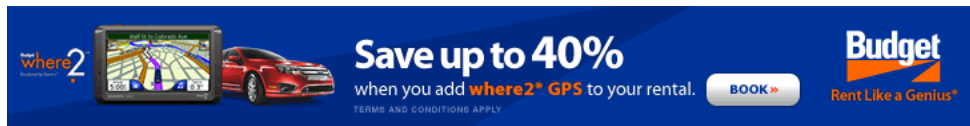


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What do you think of sequels?

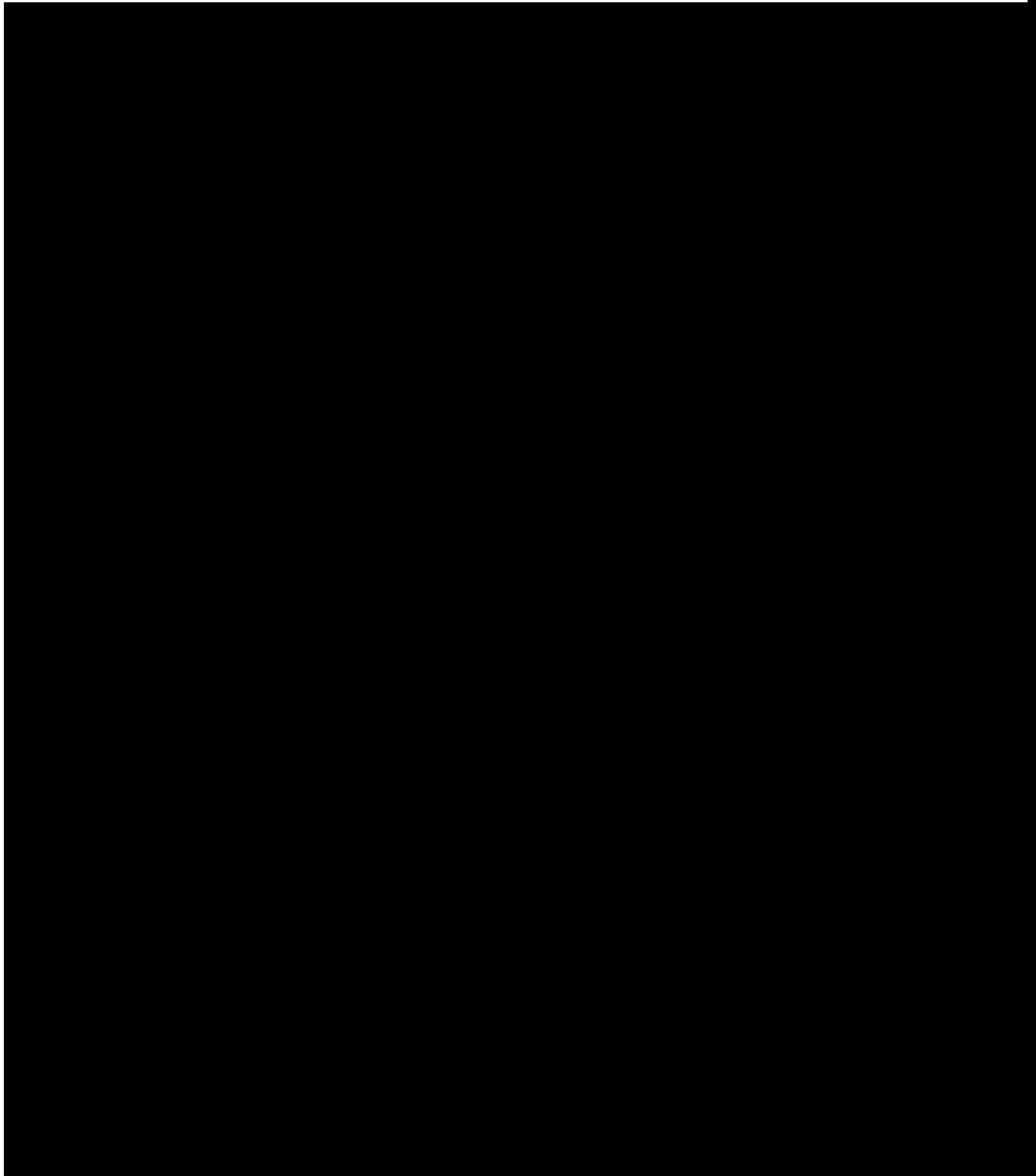
- They give me more of what I love!
- They improve upon good games
- They're often great, sometimes terrible
- They drag out a franchise too long
- They supplant creativity
- They shouldn't exist
- I don't know

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BioShock 2 (PC)

From GameWinners

Cheat Codes

Cheat mode

Note: This procedure involves editing a game file; create a backup copy of the files before proceeding. You will need to allow hidden files and folders to be shown in order to edit this particular .INI file. Use a text editor to edit the "User.ini" file found in the following locations:

- Windows XP: "C:\Documents and Settings\\Application Data\Bioshock2\"
- Windows Vista: "C:\Users\\AppData\Roaming\Bioshock2\"

Set a key binding in the "User.ini" file to any of the following codes (for example, "F10=god"). Then, press the corresponding key during game play to activate the corresponding cheat function. Note: Any active codes are disabled when a new area loads or intermission sequence plays. General codes are as follows:

Effect	Code
God mode	god
\$600	igbigbucks
Refill EVE	givebioammo

Billy Beeman

Unlockables

Achievements

- Bought a Slot (5 points):** Buy one Plasmid or Tonic Slot at a Gatherer's Garden.
- Max Plasmid Slots (10 points):** Fully upgrade to the maximum number of Plasmid Slots.
- Upgraded a Weapon (10 points):** Upgrade any weapon at a Power to the People Station.
- Fully Upgraded a Weapon (10 points):** Install the third and final upgrade to any of your weapons.
- All Weapon Upgrades (20 points):** Find all 14 Power to the People weapon upgrades in the game.
- Prolific Hacker (20 points):** Successfully hack at least one of every type of machine.
- Master Hacker (20 points):** Hack 30 machines at a distance with the Hack Tool.
- First Research (5 points):** Research a Splicer with the Research Camera.
- One Research Track (20 points):** Max out one Research Track.
- Research Master (20 points):** Max out research on all 9 research subjects.
- Grand Daddy (25 points):** Defeat 3 Big Daddies without dying during the fight.
- Master Gatherer (30 points):** Gather 600 ADAM with Little Sisters.

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- 4 Hints
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 - 4.2 Defeating Enemies
 - 4.3 Easy Locations
 - 4.4 Help from Security Bots
 - 4.5 Weapon Upgrade stations
- 5 More...



Fully Upgraded a Plasmid (10 points): Fully upgrade one of your Plasmids to the level 3 version at a Gatherer's Garden.

All Plasmids (20 points): Find or purchase all 11 basic Plasmid types.

Trap Master (15 points): Kill 30 enemies using only Traps.

Master Protector (15 points): Get through a Gather with no damage and no one getting to the Little Sister.

Big Spender (15 points): Spend 2000 dollars at Vending Machines.

Dealt with Every Little Sister (50 points): Either Harvest or Save every Little Sister in the game.

Against All Odds (30 points): Finish the game on the hardest difficulty level.

Big Brass Balls (25 points): Finish the game without using Vita-Chambers.

Rapture Historian (40 points): Find 100 audio diaries.

Unnatural Selection (10 points): Score your first kill in a non-private match.

Welcome to Rapture (10 points): Complete your first non-private match.

Disgusting Frankenstein (10 points): Become a Big Daddy for the first time in a non-private match.

"Mr. Bubbles-- No!" (20 points): Take down your first Big Daddy in a non-private match.

Mother Goose (20 points): Save your first Little Sister in a non-private match.

Two-Bit Heroics (10 points): Complete your first trial in a non-private match.

Parasite (10 points): Achieve Rank 10.

Little Moth (20 points): Achieve Rank 20.

Skin Job (20 points): Achieve Rank 30.

Choose the Impossible (50 points): Achieve Rank 40.

Proving Grounds (20 points): Win your first non-private match.

Man About Town (10 points): Play at least one non-private match on each multiplayer map.

Additionally there are seventeen secret achievements.

Daddy's Home (10 points): Found your way back into the ruins of Rapture.

Protector (20 points): Defended yourself against Lamb's assault in the train station.

Sinclair's Solution (20 points): Joined forces with Sinclair in Ryan Amusements.

Confronted Grace (10 points): Confronted Lamb's lieutenant in Pauper's Drop.

Defeated the Preacher (20 points): Defeated the Preacher.

Nose for News (20 points): Uncovered the secret of Dionysus Park.

Found Lamb's Hideout (20 points): Gained access to Lamb's stronghold.

Reunion (50 points): Reunited with your original Little Sister.

Heading to the Surface (25 points): Headed to the surface on the side of Sinclair's escape pod.

Escape (100 points): Escaped Rapture.

9-Irony (5 points): Paid your respects to the founder of Rapture.

Distance Hacker (5 points): Used the Hack Tool to hack an object at a distance.

Unbreakable (20 points): Defended yourself against the Big Sister without dying.

Look at You, Hacker (15 points): Killed 50 enemies using only hacked Security.

Adopted a Little Sister (5 points): Adopted a new Little Sister for the first time.

Savior (25 points): Saved every Little Sister and spared Grace, Stanley and Gil.

Counterattack (5 points): Killed an enemy with its own projectile.

Alternate endings

Created by Robbaz.

There are six alternate endings: rise to surface (good and evil), abandoned (good and evil), and the standard ending (good and evil).

Video

Walkthrough

Hints

Free Telekinesis

- Use the following trick to use Telekinesis to pull normal items toward you without using any of your Eve reserve. Eve is only used when you release the trigger and throw an item with Telekinesis. Use Telekinesis to pull items such as ammunition or first aid kits toward you to collect without wasting any of your meter. Note that if you take an item that you are already maxed out of, you will be stuck holding it with Telekinesis or release the trigger to throw it and waste your meter. However, if you display the Plasmid wheel and select another Plasmid attack, you can release the trigger to drop the item without Telekinesis automatically throwing it. By doing this you will not waste any of your meter dropping an item that you cannot carry. This also can be done when pulling electrified trip wires out of walls. To do this, pull the item toward you with Telekinesis and without releasing the trigger, display the Plasmid wheel to select another plasmid. When you close the Plasmid wheel and release the trigger you will drop the item.

PlayStation3 When bringing an item to you that you do not want to throw, and therefore keep from having to use your EVE, press **Square** to drop the object or press **X** to take the item if it can go into your inventory.

Alex Branham

Defeating Rumlbers

When facing a Rumbler (Big Daddy with rockets) use Telekinesis to grab the rockets it fires then turn them back towards it.

Easy loot

Hack a vending machine and stop the needle in the blue section to get free ammo or a free Eve. When the same thing is done at a health station you can get a first-aid kit.

p, namp a, cte, r bwtfmvue

Help from Security Bots

Hack Security Bots when they appear after an alarm is triggered. They will remain in the area and fight for you. Note: Try stunning them with an electric attack first.

Weapon Upgrade stations

Weapon Upgrade stations can be found at the following locations.

Derrick

- **1. Ryan Amusements:** Going to get the ticket.
- **2. Ryan Amusements:** After the family display, through the door.
- **3. Pauper's Drop:** From Journal 039, go out the door, down the stairs.
- **4. Pauper's Drop:** In the back of skid row, in the limbo room. It will be behind the stage
- **5. Pauper's Drop:** After breaking into hotel, when you are going through the halls, you will go through a hole. To your left you will see a blue sheet. To the right is the station.
- **6. Siren Alley:** In Mermaid Lounge, go upstairs hack the gate. Drop through a hole in the floor.
- **7. Siren Alley:** Just before Pump station 5.
- **8. Dionysus Park:** Behind the door, combination 1080.
- **9. Dionysus Park:** On the path to the train.
- **10. Fontaine Futuristics:** After you destroy the flying Gil bot, you can enter where you get access to laboratory.
- **11. Fontaine Futuristics:** After you turn on the lights, it will be in the bottom of the holding cells area.
- **12. Persephone Outer:** On your left.
- **13. Inner Persephone:** After you gain access to Sinclair look back in the room.
- **14. Inner Persephone:** Just after ward B in the room with the rocket turret.

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- Easy XP in Multiplayer mode

Have a friend join your game while it is in progress on any team-based game, putting him or her on the other team. Find a turret anywhere in the map, and make sure there is nobody around. You and your friend can hack the turret back and forth for 10 XP per hack. Repeat this as many times as desired. -From: Christian Manzi

- Alternate endings

There are six different endings: Rise To Surface (good and evil), Abandoned (good and evil), and the standard ending (good and evil).

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- Power To The People weapon [upgrade](#) station locations

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BioShock 2

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Cheat Codes

Note: This procedure involves editing a game file; create a backup copy of the files before proceeding. You must enable hidden files and folders to be shown in order to edit this particular .INI file. Use a text editor to edit the "User.ini" file found in one of the following locations:

Windows XP: "C:\Documents and Settings\[username]\Application Data\Bioshock2\
Windows Vista: "C:\Users\[username]\AppData\Roaming\Bioshock2\"

Set a key binding in the "User.ini" file to any of the following codes (for example, "F11=god"). Then while playing the game, press the corresponding key to activate the corresponding cheat function. **Note:** Any active codes are disabled when a new area loads or intermission sequence plays.

Result	Cheat Code
God mode	god
Refill EVE	givebioammo
\$600	igbigbucks

Easy health

Melee a health station, and a health kit will come out.

Easy money

Find an area that contains a working slot machine. For example, in the Siren Alley level inside the Mermaids Lounge, go upstairs into the room on the right side of the balcony that contains the slot machines. As you enter the room, turn left, and play the right-hand machine of the two that are facing you. Save the game before you start, and reset it every time your total money increases above where you started. If the machine does not payout after about a dozen turns, reload your saved game. It is possible to max out your wallet in approximately ten minutes. Repeat this as many times as desired.

Easy Security research

Find a hackable vending or health machine next to or near a Bot Shutdown Panel. Hack the machine, and stop the pointer on the red to activate the alarm, thus triggering the Security Bots to come after you. Once you see them, quickly take a picture of one of them with the camera, then use the Bot Shutdown Panel to shut them down. The disabled bot will still be highlighted by the research camera, allowing you to research Security easily.

Easy XP in Multiplayer mode

Have a friend join your game while it is in progress on any team-based

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The Daily Poll

Have you ever been in a fight?

- Yes, I throw down constantly
- Yeah, I've been known to rumble
- Only once
- No, not yet
- No, and I definitely don't plan on it anytime soon!
- Does Street Fighter count?

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Successfully complete the indicated tasks to get the corresponding ending. There are six different endings: Rise To Surface (good and evil), Abandoned (good and evil), and the standard ending (good and evil).

Good endings

Save all Little Sisters you adopt, and spare Grace Holloway, [Stanley Poole](#), or Gilbert Alexander.

Save all Little Sisters you adopt, and kill Grace Holloway, Stanley Poole, and Gilbert Alexander.

Standard endings

Save at least one Little Sister, and harvest at least one Little Sister. Choose to die at the end, and spare Grace Holloway, [Stanley Poole](#), and Gilbert Alexander.

Save at least one Little Sister, and harvest at least one Little Sister. Choose to die at the end, and kill Grace Holloway, Stanley Poole, or Gilbert Alexander.

Bad endings

Save at least one Little Sister, and harvest at least one Little Sister. Choose to live at the end, and spare Grace Holloway, Stanley Poole, and Gilbert Alexander. Alternately, harvest all Little Sisters you adopt, and spare Grace Holloway, Stanley Poole, and Gilbert Alexander.

Save at least one Little Sister, and harvest at least one Little Sister. Choose to live at the end, and kill Grace Holloway, Stanley Poole, or Gilbert Alexander. Alternately, harvest all Little Sisters you adopt, and kill Grace Holloway, Stanley Poole, or Gilbert Alexander.

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- Free Telekinesis

Use the following trick to pull normal items toward you with Telekinesis and not use any Eve. Eve is only used when you release the button to throw an item with Telekinesis. Use Telekinesis to pull items such as ammunition or first aid kits toward you to collect without wasting any of your Eve. If you take an item you are already maxed out of, you will either be stuck holding it with Telekinesis or have to release the button to throw it and use some Eve. However, if you display the Plasmid wheel and select another Plasmid attack, you can release the button to drop the item without Telekinesis automatically throwing it. Thus, you will not use any Eve by dropping an item you cannot carry. This can also be used when pulling electrified trip wires out of walls. To do this, pull the item toward you with Telekinesis, and without releasing the trigger, display the Plasmid wheel to select another plasmid. When you close the Plasmid wheel and release the trigger, you will drop the item.

- Defeating Rumblers

When fighting a Rumbler (Big Daddy with rockets), use Telekinesis to grab the rockets it fires and throw them back at it.

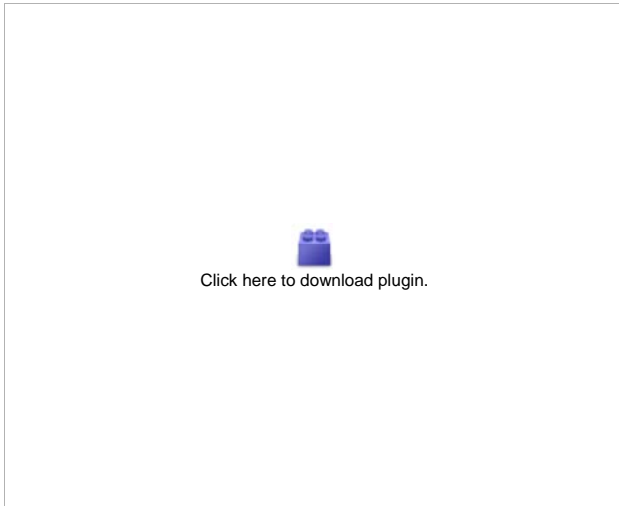
- Power To The People weapon upgrade station locations

Power To The People weapon upgrade stations can be found at the following locations:

1. Ryan Amusements: Going to get the ticket.
2. Ryan Amusements: After the family display, through the door.
3. Pauper's Drop: From Journal 039, go out the door, down the stairs.
4. Pauper's Drop: In the back of skid row, in the limbo room. It is behind the stage
5. Pauper's Drop: After breaking into the hotel, when you are going through the halls, you will go through a hole. To the left is a blue

- sheet. To the right is the station.
6. Siren Alley: In Mermaid Lounge, go upstairs, and hack the gate. Then, drop through a hole in the floor.
 7. Siren Alley: Just before Pump Station 5.
 8. Dionysus Park: Behind the door; combination is 1080.
 9. Dionysus Park: On the path to the [train](#).
 10. Fontaine Futuristics: After you destroy the flying Gil bot, you can enter where you gain access to the laboratory.
 11. Fontaine Futuristics: After you turn on the lights, it will be in the bottom of the holding cells area.
 12. Persephone Outer: On your left.
 13. Inner Persephone: After you gain access to Sinclair, look back in the room.
 14. Inner Persephone: Just after Ward B in the room with the rocket turret.

- Easy "Master Protector" achievement



- Achievements

Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

- Bought a Slot (5 points): Buy one Plasmid or Tonic Slot at a Gatherer's Garden.
- Max Plasmid Slots (10 points): Fully upgrade to the maximum number of Plasmid Slots.
- Upgraded a Weapon (10 points): Upgrade any weapon at a Power to the People Station.
- Fully Upgraded a Weapon (10 points): Install the third and final upgrade to any of your weapons.
- All Weapon Upgrades (20 points): Find all 14 Power to the People weapon upgrades in the game.
- Prolific Hacker (20 points): Successfully hack at least one of every type of machine.
- Master Hacker (20 points): Hack 30 machines at a distance with the Hack Tool.
- First Research (5 points): Research a Splicer with the Research Camera.
- One Research Track (20 points): Max out one Research Track.
- Research Master (20 points): Max out research on all 9 research subjects.
- Grand Daddy (25 points): Defeat 3 Big Daddies without dying during the fight.
- Master Gatherer (30 points): Gather 600 ADAM with Little Sisters.
- Fully Upgraded a Plasmid (10 points): Fully upgrade one of your Plasmids to the level 3 version at a Gatherer's Garden.
- All Plasmids (20 points): Find or purchase all 11 basic Plasmid types.
- Trap Master (15 points): Kill 30 enemies using only Traps.
- Master Protector (15 points): Get through a Gather with no damage and no one getting to the Little Sister.
- Big Spender (15 points): Spend 2000 dollars at Vending Machines.
- Dealt with Every Little Sister (50 points): Either Harvest or Save every Little Sister in the game.
- Against All Odds (30 points): Finish the game on the hardest difficulty level.
- Big Brass Balls (25 points): Finish the game without using Vita-Chambers.
- Rapture Historian (40 points): Find 100 audio diaries.
- Unnatural Selection (10 points): Score your first kill in a non-private match.
- Welcome to Rapture (10 points): Complete your first non-private match.
- Disgusting Frankenstein (10 points): Become a Big Daddy for the first time in a non-private match.
- "Mr. Bubbles - No!" (20 points): Take down your first Big Daddy in a non-private match.
- Mother Goose (20 points): Save your first Little Sister in a non-private match.
- Two-Bit Heroics (10 points): Complete your first trial in a non-private match.
- Parasite (10 points): Achieve Rank 10.
- Little Moth (20 points): Achieve Rank 20.
- Skin Job (20 points): Achieve Rank 30.

Choose the Impossible (50 points): Achieve Rank 40.
Proving Grounds (20 points): Win your first non-private match.
Man About Town (10 points): Play at least one non-private match on each multiplayer map.

Additionally, there are seventeen secret achievements:

Daddy's Home (10 points): Found your way back into the ruins of Rapture.
Protector (20 points): Defended yourself against Lamb's assault in the train station.
Sinclair's Solution (20 points): Joined forces with Sinclair in Ryan Amusements.
Confronted Grace (10 points): Confronted Lamb's lieutenant in Pauper's Drop.
Defeated the Preacher (20 points): Defeated the Preacher.
Nose for News (20 points): Uncovered the secret of Dionysus Park.
Found Lamb's Hideout (20 points): Gained access to Lamb's stronghold.
Reunion (50 points): Reunited with your original Little Sister.
Headed to the Surface (25 points): Headed to the surface on the side of Sinclair's escape pod.
Escape (100 points): Escaped Rapture.
9-Irony (5 points): Paid your respects to the founder of Rapture.
Distance Hacker (5 points): Used the Hack Tool to hack an object at a distance.
Unbreakable (20 points): Defended yourself against the Big Sister without dying.
Look at You, Hacker (15 points): Killed 50 enemies using only hacked Security.
Adopted a Little Sister (5 points): Adopted a new Little Sister for the first time.
Savior (25 points): Saved every Little Sister and spared Grace, Stanley and Gil.
Counterattack (5 points): Killed an enemy with its own projectile.

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Cheat Codes

Cheat mode

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- Windows Vista: "C:\Users\\AppData\Roaming\Bioshock2\"

Set a key binding in the "User.ini" file to any of the following codes (for example, "F10=god"). Then, press the corresponding key during game play to activate the corresponding cheat function. Note: Any active codes are disabled when a new area loads or intermission sequence plays. General codes are as follows:

Effect	Code
God mode	god

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 - 2.3 Multi-player rank bonus
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 - 4.5 Easy Security research
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 - 4.7 Weapon Upgrade stations
 - 4.8 Easy "Master Protector" achievement or trophy
- 5 More...

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 Refill EVE **givebioammo**

Billy Beeman

Unlockables

Achievements

Bought a Slot (5 points): Buy one Plasmid or Tonic Slot at a Gatherer's Garden.

Max Plasmid Slots (10 points): Fully upgrade to the maximum number of Plasmid Slots.

Upgraded a Weapon (10 points): Upgrade any weapon at a Power to the People Station.

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Choose the Impossible (50 points): Achieve Rank 40.

Proving Grounds (20 points): Win your first non-private match.

Man About Town (10 points): Play at least one non-private match on each multiplayer map.

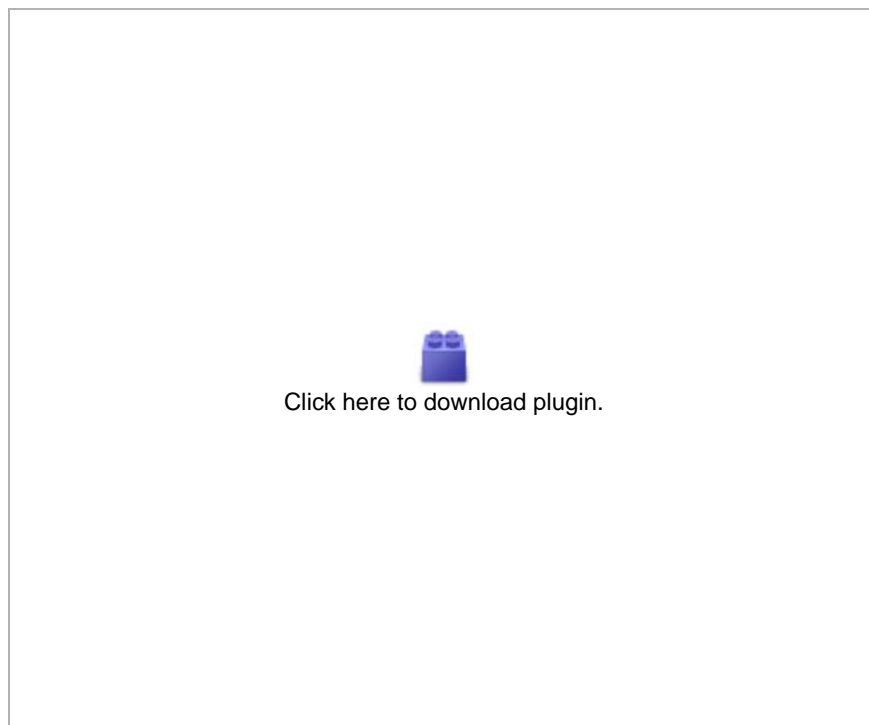
Additionally there are seventeen secret achievements.



- Daddy's Home (10 points):** Found your way back into the ruins of Rapture.
- Protector (20 points):** Defended yourself against Lamb's assault in the train station.
- Sinclair's Solution (20 points):** Joined forces with Sinclair in Ryan Amusements.
- Confronted Grace (10 points):** Confronted Lamb's lieutenant in Pauper's Drop.
- Defeated the Preacher (20 points):** Defeated the Preacher.
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- Adopted a Little Sister (5 points):** Adopted a new Little Sister for the first time.
- Savior (25 points):** Saved every Little Sister and spared Grace, Stanley and Gil.
- Counterattack (5 points):** Killed an enemy with its own projectile.

Alternate endings

Created by Robbaz.



There are six alternate endings: rise to surface (good and evil), abandoned (good and evil), and the standard ending (good and evil).

Good endings

- Rescue all Little Sisters that you dealt with and spare Grace Holloway, Stanley Poole, or Gilbert Alexander.
- Rescue all Little Sisters That you dealt with and kill Grace Holloway, Stanley Poole, and Gilbert Alexander.

Standard endings

- Rescue at least one Little Sister and harvest at least one Little Sister. Choose to die at the end and spare Grace Holloway, Stanley Poole, and Gilbert Alexander.
- Rescue at least one Little Sister and harvest at least one Little Sister. Choose to die at the end and kill Grace Holloway, Stanley Poole, or Gilbert Alexander.

Bad endings

- Rescue at least one Little Sister and harvest at least one Little Sister. Choose to live at the end and spare Grace Holloway, Stanley Poole, and Gilbert Alexander. Alternately, harvest all Little Sisters that you dealt with and spare Grace Holloway, Stanley Poole, and Gilbert Alexander.
- Rescue at least one Little Sister and harvest at least one Little Sister. Choose to live at the end and kill Grace Holloway, Stanley Poole, or Gilbert Alexander. Alternately, harvest all Little Sisters that you dealt with and kill Grace Holloway, Stanley Poole, or Gilbert Alexander.

Multi-player rank bonuses

Reach the indicated rank in multi-player mode to unlock the corresponding bonus.

Rank 1

Weapon: Pistol/Shotgun

Plasmid: Electro Bol/Winter Blast/Incinerate

Mask: Rabbit/Goat/Pink Feather

Melee: Wrench/Candle Stick/Pipe

Rank 2

Weapon: Machine Gun

Rank 3

Tonic: Expert Researcher/Security Evasion

Rank 4

Plasmid: Air Dash

Rank 5

Upgrade: Pistol Automatic Firing

Rank 6

Weapon: Grenade Launcher

Rank 7

Tonic: Speedy Recovery/Eve Saver

Rank 8

Plasmid: Geyser Trap

Rank 9

Upgrade: Shotgun Rate of Fire

Rank 10

Weapon: Crossbow

Mask: Eagle/Tragic Comedy

Melee: Machete/Rolling Pin

Rank 11

Tonic: Back Stabber

Rank 12

Plasmid: Telekenesis

Rank 13

Upgrade: Machine Gun Magazine Size

Rank 14

Weapon: Nail Gun

Rank 15

Tonic: Metabolic Eve

Rank 16**Plasmid:** Houdini**Rank 17****Upgrade:** Grenade Launcher Homing Grenades**Rank 18****Weapon:** Elephant Gun**Rank 19****Tonic:** Sabotage**Rank 20****Plasmid:** Insect Swarm**Mask:** Moon/Indigo Feather**Melee:** Mallet/Barbed Wire**Rank 21****Upgrade:** Crossbow Damage Increase**Rank 22****Tonic:** Repairman**Rank 23****Upgrade:** Nail Gun Magazine Size**Rank 24****Upgrade:** Speedy Hacker**Rank 25****Upgrade:** Elephant Gun Sniper Scope**Rank 26****Tonic:** Slugger**Rank 27****Upgrade:** Pistol Damage Upgrade**Rank 28****Tonic:** Leg Up**Rank 29****Upgrade:** Shotgun Automatic Reload**Rank 30****Tonic:** Fast Feet**Mask:** Peacock Feather/Sun God**Melee:** Crowbar/Flashlight**Rank 31****Upgrade:** Machine Gun Kickback Reduction**Rank 32****Tonic:** Deadly Machine**Rank 33****Upgrade:** Grenade Launcher Velocity Boost**Rank 34****Tonic:** Headhunter**Rank 35****Upgrade:** Crossbow Rate of Fire**Rank 36****Tonic:** Big Game Hunter**Rank 37****Upgrade:** Nail Gun Damage Increase**Rank 38****Tonic:** Death Trap**Rank 39**

Upgrade: Elephant Gun Damage Increase
Rank 40
Tonic: Resurrection
Mask: Octopus/Demon
Melee: Hatchet

Video

Walkthrough

Hints

Free Telekinesis

- Use the following trick to use Telekinesis to pull normal items toward you without using any of your Eve reserve. Eve is only used when you release the trigger and throw an item with Telekinesis. Use Telekinesis to pull items such as ammunition or first aid kits toward you to collect without wasting any of your meter. Note that if you take an item that you are already maxed out of, you will be stuck holding it with Telekinesis or release the trigger to throw it and waste your meter. However, if you display the Plasmid wheel and select another Plasmid attack, you can release the trigger to drop the item without Telekinesis automatically throwing it. By doing this you will not waste any of your meter dropping an item that you cannot carry. This also can be done when pulling electrified trip wires out of walls. To do this, pull the item toward you with Telekinesis and without releasing the trigger, display the Plasmid wheel to select another plasmid. When you close the Plasmid wheel and release the trigger you will drop the item.

PlayStation3 When bringing an item to you that you do not want to throw, and therefore keep from having to use your EVE, press **Square** to drop the object or press **X** to take the item if it can go into your inventory.
Alex Branham

Defeating Rumlbers

When facing a Rumbler (Big Daddy with rockets) use Telekinesis to grab the rockets it fires then turn them back towards it.

Easy loot

Hack a vending machine and stop the needle in the blue section to get free ammo or a free Eve. When the same thing is done at a health station you can get a first-aid kit.
fvtstia erdhsgil

Easy health

Go to a health station and melee it. A health kit will come out.
Aaron Fuentes

Easy Security research

Locate a hackable vending or health machine next to or near a Bot Shutdown Panel. Hack the machine and stop

the pointer on the red to activate the Security Bots to come for you. Quickly turn and snap the camera on one then shut them down at the panel. The disabled bot is still highlighted by the research camera and you can research Security easily.

Help from Security Bots

- Hack Security Bots when they appear after an alarm is triggered. They will remain in the area and fight for you. Note: Try stunning them with an electric attack first.
- There is an easy way to collect Security Bots to fight with you. First, locate a Bot Shutdown Panel that is quickly accessible near a vending machine. Hack the vending machine, but stop the pointer on the red to activate the Security Bots to come for you. Quickly run to the Bot Shutdown Panel and throw the switch. Then, locate a deactivated Security Bot and hack it. That Bot is now aiding you. Note: You can only have two Security Bots aiding you at one time.

Jared

Weapon Upgrade stations

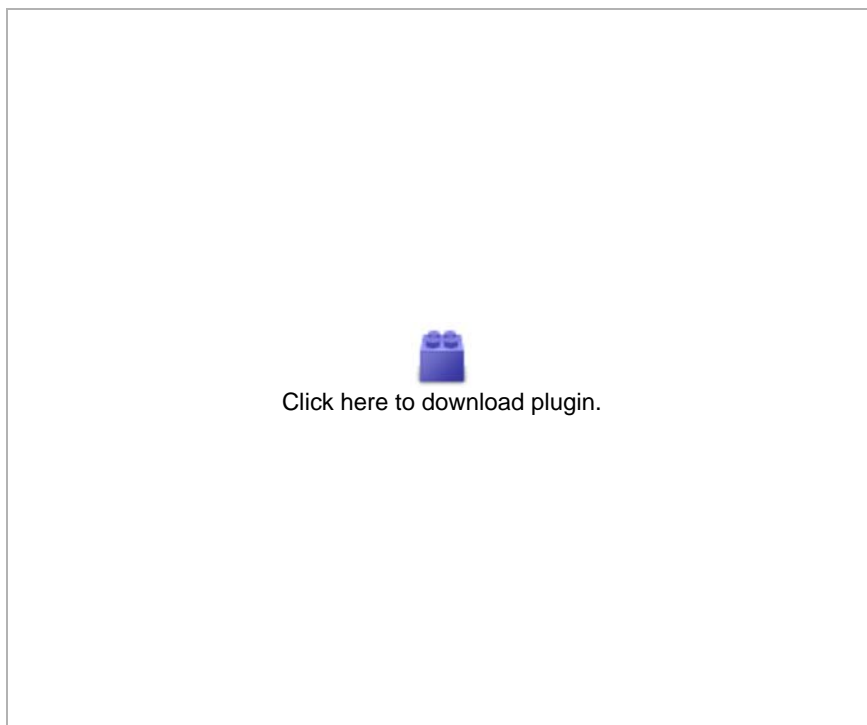
Weapon Upgrade stations can be found at the following locations.

Derrick

- **1. Ryan Amusements:** Going to get the ticket.
- **2. Ryan Amusements:** After the family display, through the door.
- **3. Pauper's Drop:** From Journal 039, go out the door, down the stairs.
- **4. Pauper's Drop:** In the back of skid row, in the limbo room. It will be behind the stage
- **5. Pauper's Drop:** After breaking into hotel, when you are going through the halls, you will go through a hole. To your left you will see a blue sheet. To the right is the station.
- **6. Siren Alley:** In Mermaid Lounge, go upstairs hack the gate. Drop through a hole in the floor.
- **7. Siren Alley:** Just before Pump station 5.
- **8. Dionysus Park:** Behind the door, combination 1080.
- **9. Dionysus Park:** On the path to the train.
- **10. Fontaine Futuristics:** After you destroy the flying Gil bot, you can enter where you get access to laboratory.
- **11. Fontaine Futuristics:** After you turn on the lights, it will be in the bottom of the holding cells area.
- **12. Persephone Outer:** On your left.
- **13. Inner Persephone:** After you gain access to Sinclair look back in the room.
- **14. Inner Persephone:** Just after ward B in the room with the rocket turret.

Easy "Master Protector" achievement or trophy

Created by XCVii007r1.



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Reviews (<http://reviews.gamewinners.com/data/censura.php?cmd=details&itemid=12884>)

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- Cheat Codes

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- [Windows XP:](#) "C:\Documents and Settings\[username]\Application Data\Bioshock2\"
- [Windows Vista:](#) "C:\Users\[username]\AppData\Roaming\Bioshock2\"

Set a key binding in the "User.ini" file to any of the following codes (for example, "F11=god"). Then while playing the game, press the corresponding key to activate the corresponding cheat function. **Note:** Any active codes are disabled when a new area loads or intermission sequence plays.

Result	Cheat Code
God mode	god
Refill EVE	givebioammo
\$600	igbigbucks

- Multiplayer unlockables

Reach the indicated rank in Multiplayer mode to unlock the corresponding bonus:

Rank 1

Weapon: Pistol/Shotgun
 Plasmid: Electro Bol/Winter Blast/Incinerate
 Mask: Rabbit/Goat/Pink Feather
 Melee: Wrench/Candle Stick/Pipe

Rank 2

Weapon: Machine Gun

Rank 3

Tonic: Expert Researcher/[Security](#) Evasion

Rank 4

Plasmid: Air Dash

Rank 5

Upgrade: Pistol Automatic Firing

Rank 6

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The Daily Poll

What's your favorite platform to play video games on?

- Arcade cabinet
- Home console
- Handheld
- Mobile phone
- PC

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Plasmid: Geysir Trap

Rank 9

Upgrade: Shotgun Rate of Fire

Rank 10

Weapon: Crossbow
Mask: Eagle/Tragic Comedy
Melee: Machete/Rolling Pin

Rank 11

Tonic: Back Stabber

Rank 12

Plasmid: Telekinesis

Rank 13

Upgrade: Machine Gun Magazine Size

Rank 14

Weapon: Nail Gun

Rank 15

Tonic: Metabolic Eve

Rank 16

Plasmid: Houdini

Rank 17

Upgrade: Grenade Launcher Homing Grenades

Rank 18

Weapon: Elephant Gun

Rank 19

Tonic: Sabotage

Rank 20

Plasmid: Insect Swarm
Mask: Moon/Indigo Feather
Melee: Mallet/Barbed Wire

Rank 21

Upgrade: Crossbow Damage Increase

Rank 22

Tonic: Repairman

Rank 23

Upgrade: Nail Gun Magazine Size

Rank 24

Upgrade: Speedy Hacker

Rank 25

Upgrade: Elephant Gun Sniper Scope

Rank 26

Tonic: Slugger

Rank 27

Upgrade: Pistol Damage Upgrade

Rank 28

Tonic: Leg Up

Rank 29

Upgrade: Shotgun Automatic Reload

Rank 30

Tonic: Fast Feet
Mask: Peacock Feather/Sun God
Melee: Crowbar/Flashlight

Rank 31

Upgrade: Machine Gun Kickback Reduction

Rank 32

Tonic: Deadly Machine

Rank 33

Upgrade: Grenade Launcher Velocity Boost

Rank 34

Tonic: Headhunter

Rank 35

Upgrade: Crossbow Rate of Fire

Rank 36

Tonic: Big Game Hunter

Rank 37

Upgrade: Nail Gun Damage Increase

Rank 38

Tonic: Death Trap

Rank 39

Upgrade: Elephant Gun Damage Increase

Rank 40

Tonic: Resurrection
Mask: Octopus/Demon
Melee: Hatchet

- Easy health

Melee a health station, and a health kit will come out.

- Easy money

Find an area that contains a working slot machine. For example, in the Siren Alley level inside the Mermaids Lounge, go upstairs into the room on the right side of the balcony that contains the slot machines. As you enter the room, turn left, and play the right-hand machine of the two that are facing you. Save the game before you start, and resave it every time your total money increases above where you started. If the machine does not [payout](#) after about a dozen turns, reload your saved game. It is possible to max out your wallet in approximately ten minutes. Repeat this as many times as desired.

- Easy Security research

Find a hackable vending or health machine next to or near a Bot Shutdown Panel. Hack the machine, and stop the pointer on the red to activate the alarm, thus triggering the Security Bots to come after you. Once you see them, quickly take a picture of one of them with the [camera](#), then use the Bot Shutdown Panel to shut them down. The disabled bot will still be highlighted by the research camera, allowing you to research [Security](#) easily.

- Easy XP in Multiplayer mode

Have a friend join your game while it is in progress on any team-based game, putting him or her on the other team. Find a turret anywhere in the map, and make sure there is nobody around. You and your friend can hack the turret back and forth for 10 XP per hack. Repeat this as many times as desired. -From: Christian Manzi

- Alternate endings

Successfully complete the indicated tasks to get the corresponding ending. There are six different endings: Rise To Surface (good and evil), Abandoned (good and evil), and the standard ending (good and evil).

Good endings

Save all Little Sisters you adopt, and spare Grace Holloway, Stanley Poole, or Gilbert Alexander.

Save all Little Sisters you adopt, and kill Grace Holloway, Stanley Poole, and Gilbert Alexander.

Standard endings

Save at least one Little Sister, and harvest at least one Little Sister. Choose to die at the end, and spare Grace Holloway, Stanley Poole, and Gilbert Alexander.

Save at least one Little Sister, and harvest at least one Little Sister. Choose to die at the end, and kill Grace Holloway, Stanley Poole, or Gilbert Alexander.

Bad endings

Save at least one Little Sister, and harvest at least one Little Sister. Choose to live at the end, and spare Grace Holloway, Stanley Poole, and Gilbert Alexander. Alternately, harvest all Little Sisters you adopt, and spare Grace Holloway, Stanley Poole, and Gilbert Alexander.

Save at least one Little Sister, and harvest at least one Little Sister. Choose to live at the end, and kill Grace Holloway, Stanley Poole, or Gilbert Alexander. Alternately, harvest all Little Sisters you adopt, and kill Grace Holloway, Stanley Poole, or Gilbert Alexander.



Click here to download plugin.

- Free Telekinesis

Use the following trick to pull normal items toward you with Telekinesis and not use any Eve. Eve is only used when you release the button to throw an item with Telekinesis. Use Telekinesis to pull items such as ammunition or first aid kits toward you to collect without wasting any of your Eve. If you take an item you are already maxed out of, you will either be stuck holding it with Telekinesis or have to release the button to throw it and use some Eve. However, if you display the Plasmid wheel and select another Plasmid attack, you can release the button to drop the item without Telekinesis automatically throwing it. Thus, you will not use any Eve by dropping an item you cannot carry. This can also be used when pulling electrified trip wires out of walls. To do this, pull the item toward you with Telekinesis, and without releasing the trigger, display the Plasmid wheel to select another plasmid. When you close the Plasmid wheel and release the trigger, you will drop the item.

- Defeating Rumbler

When fighting a Rumbler (Big Daddy with [rockets](#)), use Telekinesis to grab the rockets it fires and throw them back at it.

- Power To The People weapon upgrade station locations

Power To The People weapon upgrade stations can be found at the following locations:

1. Ryan Amusements: Going to get the ticket.
2. Ryan Amusements: After the family display, through the door.
3. Pauper's Drop: From Journal 039, go out the door, down the stairs.
4. Pauper's Drop: In the back of skid row, in the limbo room. It is behind the stage
5. Pauper's Drop: After breaking into the hotel, when you are going through the halls, you will go through a hole. To the left is a blue sheet. To the right is the station.
6. Siren Alley: In Mermaid Lounge, go upstairs, and hack the gate. Then, drop through a hole in the floor.
7. Siren Alley: Just before Pump Station 5.
8. Dionysus Park: Behind the door; combination is 1080.
9. Dionysus Park: On the path to the train.
10. Fontaine Futuristics: After you destroy the flying Gil bot, you can enter where you gain access to the laboratory.
11. Fontaine Futuristics: After you turn on the lights, it will be in the bottom of the holding cells area.
12. Persephone Outer: On your left.
13. Inner Persephone: After you gain access to Sinclair, look back in the room.
14. Inner Persephone: Just after Ward B in the room with the rocket turret.

- Easy "Master Protector" achievement



Click here to download plugin.

- Achievements

Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

- Bought a Slot (5 points): Buy one Plasmid or Tonic Slot at a Gatherer's Garden.
- Max Plasmid Slots (10 points): Fully upgrade to the maximum number of Plasmid Slots.
- Upgraded a Weapon (10 points): Upgrade any weapon at a Power to the People Station.
- Fully Upgraded a Weapon (10 points): Install the third and final upgrade to any of your weapons.
- All Weapon Upgrades (20 points): Find all 14 Power to the People weapon upgrades in the game.
- Prolific Hacker (20 points): Successfully hack at least one of every type of machine.
- Master Hacker (20 points): Hack 30 machines at a distance with the Hack Tool.
- First Research (5 points): Research a Splicer with the Research Camera.
- One Research Track (20 points): Max out one Research Track.
- Research Master (20 points): Max out research on all 9 research subjects.
- Grand Daddy (25 points): Defeat 3 Big Daddies without dying during the fight.
- Master Gatherer (30 points): Gather 600 ADAM with Little Sisters.
- Fully Upgraded a Plasmid (10 points): Fully upgrade one of your Plasmids to the level 3 version at a Gatherer's Garden.
- All Plasmids (20 points): Find or purchase all 11 basic Plasmid types.
- Trap Master (15 points): Kill 30 enemies using only Traps.
- Master Protector (15 points): Get through a Gather with no damage and no one getting to the Little Sister.
- Big Spender (15 points): Spend 2000 dollars at Vending Machines.
- Dealt with Every Little Sister (50 points): Either Harvest or Save every Little Sister in the game.
- Against All Odds (30 points): Finish the game on the hardest difficulty level.
- Big Brass Balls (25 points): Finish the game without using Vita-Chambers.
- Rapture Historian (40 points): Find 100 audio diaries.
- Unnatural Selection (10 points): Score your first kill in a non-private match.
- Welcome to Rapture (10 points): Complete your first non-private match.
- Disgusting Frankenstein (10 points): Become a Big Daddy for the first time in a non-private match.
- "Mr. Bubbles - No!" (20 points): Take down your first Big Daddy in a non-private match.
- Mother Goose (20 points): Save your first Little Sister in a non-private match.
- Two-Bit Heroics (10 points): Complete your first trial in a non-private match.
- Parasite (10 points): Achieve Rank 10.
- Little Moth (20 points): Achieve Rank 20.
- Skin Job (20 points): Achieve Rank 30.
- Choose the Impossible (50 points): Achieve Rank 40.
- Proving Grounds (20 points): Win your first non-private match.
- Man About Town (20 points): Play at least one non-private match on each multiplayer map.

Additionally, there are seventeen secret achievements:

- Daddy's Home (10 points): Found your way back into the ruins of Rapture.
- Protector (20 points): Defended yourself against Lamb's assault in the train station.
- Sinclair's Solution (20 points): Joined forces with Sinclair in Ryan Amusements.
- Confronted Grace (10 points): Confronted Lamb's lieutenant in Pauper's Drop.
- Defeated the Preacher (20 points): Defeated the Preacher.
- Nose for News (20 points): Uncovered the secret of Dionysus Park.
- Found Lamb's Hideout (20 points): Gained access to Lamb's

stronghold.
Reunion (50 points): Reunited with your original Little Sister.
Heading to the Surface (25 points): Headed to the surface on the side of Sinclair's escape pod.
Escape (100 points): Escaped Rapture.
9-Irony (5 points): Paid your respects to the founder of Rapture.
Distance Hacker (5 points): Used the Hack Tool to hack an object at a distance.
Unbreakable (20 points): Defended yourself against the Big Sister without dying.
Look at You, Hacker (15 points): Killed 50 enemies using only hacked Security.
Adopted a Little Sister (5 points): Adopted a new Little Sister for the first time.
Savior (25 points): Saved every Little Sister and spared Grace, Stanley and Gil.
Counterattack (5 points): Killed an enemy with its own projectile.

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This holiday, say "I love you" like never before.

Assassin's Creed 2

Videos

• Achievements

Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

- The Birth of an Assassin (20 points): Be reborn as Ezio Auditore Da Firenze.
- Arrivederci Abstergo (20 points): Break out of Abstergo.
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- Masquerade (30 points): Complete DNA Sequence 9.
- Bianca's Man (30 points): Complete DNA Sequence 10.
- The Prophet (30 points): Complete DNA Sequence 11.
- The Vault (30 points): Complete DNA Sequence 14.
- An Old Friend Returns (100 points): Escape the hideout.
- Myth Maker (5 points): Find the 8 statuettes in Monteriggioni.
- Vitruvian Man (20 points): Unlock all 20 pieces of Subject 16's video.
- Street Cleaner (10 points): Hide 5 dead bodies in a Bale of Hay.
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- Macho Man (10 points): Defend a woman's honor.
- Steal Home (10 points): Win a race against thieves!
- Show your Colors (10 points): Wear the Auditore cape in each city.
- Handy Man (10 points): Upgrade a building in the Stronghold.
- Like the ring (10 points): Complete the 10 Stronghold

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The Daily Poll

Do you actively play an MMO?

Yes, several hours a day

Yes, a few times a week

Yes, I divide my time between a few of them

Not anymore, but I used to be hooked

No, I'm waiting for something new in the genre

No, MMOs are a waste of time

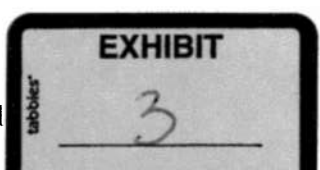
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High Dive (10 points): Perform a Leap of Faith from the Top of Florence's Giotto's Campanile.

Mailman (10 points): Intercept a Borgia Courier.

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Art Connoisseur (10 points): Buy a Painting from Florence and Venice.

Podestà of Monteriggioni (30 points): Reach 80% of your stronghold's total value.

Perfect Harmony (10 points): Tint your clothes with those colors:

Wetland Ebony and Wetland Ivory.

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Man of the People (10 points): Toss more than 300 florins on the ground.

Victory lies in preparation (10 points): Get all Hidden Blades, Item Pouches and Armor upgrades for Ezio.

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Assassin's Creed 2 (Xbox 360)

From GameWinners

Unlockables

Auditore Cape

Created by zwoooooosh.

Contents

- 1 Unlockables
 - 1.1 Auditore Cape
 - 1.2 Condottiero War Hammer
- 2 Video
 - 2.1 Walkthrough
- 3 Hints
 - 3.1 Defeating larger or harder enemies
 - 3.2 Mario series reference
- 4 Achievements
- 5 More...



Collect 100 feathers in the box in your villa then talk to your mother.

Condottiero War Hammer

Created by zwoooooosh.



Collect 50 feathers in the box in your villa then talk to your mother.

Video

Walkthrough

Hints

Defeating larger or harder enemies

Note: This can only be done after learning the Disarm move. Sometimes you will run into the big "Golden Knights" or the men who just fight better than normal soldiers. These opponents usually have unique weapons such as lances or big axes. They can also deflect attacks and counter more often, resulting in you being killed. To take them out more easily, simply disarm yourself. Put your weapon away by pressing **Down**. When they attack, press **X** Xbox 360 or **Square** PlayStation3 to counter and disarm them. This usually works in one attempt. Quickly press **X** Xbox 360 or **Square** PlayStation3 again to kill the unarmed man.

Brannigan Carter

Mario series reference

When Sequence 3 starts, you can hear Mario say "Itsa me; Mario!".

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

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Mailman (10 points): Intercept a Borgia Courier.
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Perfect Harmony (10 points): Tint your clothes with those colors: Wetland Ebony and Wetland Ivory.
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Assassin's Creed 2 (PS3) Cheats [Printed: Nov 20 2009]

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Assassin's Creed 2 PS3 - Trophies

[Submitted by: Toebin]

Complete each task to receive the listed Trophy

Title : Trophy : How To

A Piece of the Puzzle	Bronze	Unlock a piece of Subject 16's video
An Old Friend Returns	Gold	Escape the hideout
An Unexpected Journey	Silver	Complete DNA Sequence 6
Arrivederci Abstergo	Bronze	Break out of Abstergo
Art Connoisseur	Bronze	Buy a Painting from Florence and Venice
Assassin for Hire	Bronze	Complete your first assassination mission for Lorenzo II Magnifico
Blanca's Man	Silver	Complete DNA Sequence 10
Bleeding Effect	Silver	Complete training and reenter the Animus
Bloody Sunday	Silver	Complete DNA Sequence 4
Choir Boy	Bronze	Discover the Assassin's Tomb inside Santa Maria del Fiore (The Duomo)
Doctor	Bronze	Perform an Air Assassination on a Poisoned NPC
Exit the Son	Silver	Complete DNA Sequence 3
Fly Swatter	Bronze	Kick a Guard while using the Flying Machine
Hallowed be thy name	Bronze	Discover the Assassin's Tomb inside the Basilica di San Marco
Handy Man	Bronze	Upgrade a building in the Stronghold
High Dive	Bronze	Perform a Leap of Faith from the Top of Florence's Giotto's Campanile
I can see your house from here!	Bronze	Discover the Assassin's Tomb inside Torre Grossa
I like the view	Bronze	Synchronize 10 View Points
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Kleptomaniac	Bronze	Pickpocket 1000 Florins
Lightning Strike	Bronze	Sprint for 100 meters
Macho Man	Bronze	Defend a woman's honor
Mailman	Bronze	Intercept a Borgia Courier
Man of the People	Bronze	Toss more than 300 florins on the ground

Masquerade	Silver	Complete DNA Sequence 9
Messer Sandman	Bronze	Stun 4 guards at once by throwing sand in their face
Myth Maker	Bronze	Find the 8 statuettes in Monteriggioni
No-hitter	Bronze	Kill 10 enemies while remaining in conflict without being hit
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Sweeper	Bronze	Sweep 5 guards at once by using a Long Weapon
The Birth of an Assassin	Bronze	Be reborn as Ezio Auditore Da Firenze
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The Impenetrable Palazzo	Silver	Complete DNA Sequence 8
The Merchant of Venice	Silver	Complete DNA Sequence 7
The Pain of Betrayal	Silver	Complete DNA Sequence 1
The Prophet	Silver	Complete DNA Sequence 11
The Vault	Silver	Complete DNA Sequeunce 14
Tip of the Iceberg	Bronze	Use your Eagle Vision to scan a Glyph in the environment
Undertaker	Silver	Discover the Assassin's Tomb inside the catacombs under Santa Maria Novella
Venetian Gladiator	Bronze	Discover the Assassin's Tomb inside Santa Maria della Visitazione
Vengeance	Silver	Complete DNA Sequence 2
Victory lies in preparation	Bronze	Get all Hidden Blades, Item Pouches and Armor upgrades for Ezio
Vitruvian Man	Bronze	Unlock all 20 pieces of Subject 16's video
Welcome to the	Silver	Enter the Animus 2.0

Animus 2.0		
Master Assassin	Platinum	Unlock all trophies

Assassin's Creed 2: High Dive Achievement Guide (Video)

[Submitted by: akashptl]

Assassin's Creed 2: High Dive Achievement Guide

Assassins Creed 2 Feather Locations

[Submitted by: dcar777]

The Truth File 1: While standing on a roof, it's on a wall at Santa Croce. Shaun puts it on the map for you. — Solve the puzzle by choosing the paintings with an apple in them.

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The Truth File 7: While standing on a roof, it's on a wall at Torre Del Diavolo. — Solve the puzzle by choosing the paintings with red in them. I'm not sure if this has to be done in any specific order, if so it's: Christ Disrobed, Joseph, Jesus Christ, David and Goliath and Jason.

The Truth File 8: While standing on a roof, it's on a wall at San Lorenzo. — Solve the puzzle by finding the Pieces of Eden (success is listed with a sound). Then putting the flame over Joan on the world map. And finally, by moving Rasputin's photo to the top of Czar Nicholas II's photo.

The Truth File 9: While standing on a roof, it's on a wall at Mercato Vecchio. — Solve the puzzle by taking the hints literally, with the last one being 6=1.

The Truth File 10: While standing on a roof, it's on a wall at Monte Oliveto Maggiore. — Solve the puzzle by not looking for the Eagle Apollo lander on the moon. When found, it's best to rotate the layers of the puzzle from the inside out until they all align, but note that inner layer 1 rotates on its own despite being connected to layer 4 as well in one instance, same story for layer 6. Lastly, the Piece of Eden is on the Moon's surface.

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1=II. 2=III 3=I..

The Truth File 13: Climb the base lookout tower until you see it on part of the stone walling on Avamposto Veneziano. — Solve the puzzle by lining up the wheel like this: 5=circle, square, square. 2=circle 3=triangle. Next press the red button so-to-speak. The last part you will find near the left-middle bottom of the letter.

The Truth File 14: Swim under the Ponte Di Rialto bridge, where you will find it on a wall near the edge of the water. — Solve the puzzle by choosing the paintings with Gods in them: Jupiter, Zeus, Cupid, Swan (AKA Zeus again) and Europa.

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The Truth File 20: From the roof with a fire near it, it's there when you look down to a wall on the side of San Giacomo Di Rialto. — Solve the puzzle by working from the inside out, and realizing that these layers are not connected: 2nd inner layer, 5th outer layer. Then ID the sun. Next you can line up the code wheel any way you want to complete the puzzle. In the final puzzle, move the cursor over the bones to change the skeleton from a monkey into a human.

Super Mario Bros. Reference [Easter Egg]

Description: At the beginning Sequence 3, the character Mario exclaims "Itsa me, Mario!" A clear reference to the 52nd Governor of New York, Mario Cuomo. Or Super Mario. Your call!

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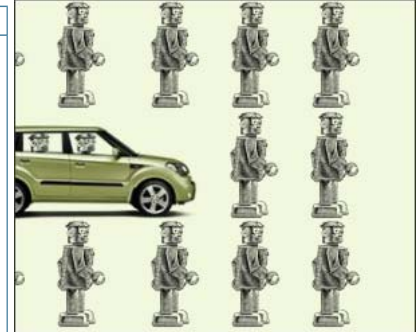


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Do you have a new cheat, hint, or want to share a strategy?

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Assassin's Creed 2 PS3 - Trophies

PS3 Cheat by: Toebin

Complete each task to receive the listed Trophy

Title : Trophy : How To

A Piece of the Puzzle	Bronze	Unlock a piece of Subject 16's video
An Old Friend Returns	Gold	Escape the hideout
An Unexpected Journey	Silver	Complete DNA Sequence 6
Arrivederci Abstergo	Bronze	Break out of Abstergo
Art Connoisseur	Bronze	Buy a Painting from Florence and Venice
Assassin for Hire	Bronze	Complete your first assassination mission for Lorenzo Il Magnifico
Bianca's Man	Silver	Complete DNA Sequence 10
Bleeding Effect	Silver	Complete training and reenter the Animus
Bloody Sunday	Silver	Complete DNA Sequence 4
Choir Boy	Bronze	Discover the Assassin's Tomb inside Santa Maria del Fiore (The Duomo)
Doctor	Bronze	Perform an Air Assassination on a Poisoned NPC
Exit the Son	Silver	Complete DNA Sequence 3

[Assassin's Creed 2: High Dive Achievement Guide \(Video\)](#)

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PS3 Cheat by: akashptl
 Assassin's Creed 2: High Dive Achievement Guide



Cheat Video

Assassins Creed 2 Feather Locations

PS3 Cheat by: dcar777

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- **Auditore Cape**
 Collect 100 feathers in the box in your villa, then talk to your mother to get the Auditore Cape.
- **Condottiero War Hammer**
 Collect 50 feathers in the box in your villa, then talk to your mother to get the Condottiero War Hammer.
- **Defeating harder enemies**
Note: This can only be done after learning the Disarm move. Sometimes you will run into the big "Golden Knights" or the men who fight better than normal soldiers and usually have unique weapons such as lances or big axes. They can also deflect attacks and counter more often. To defeat them more easily, disarm yourself by pressing Down to put your weapon away. When they attack, press X to counter and disarm them. This usually works in one attempt. Then, quickly press X again to kill the unarmed man.
- **Achievements**
 Accomplish the indicated achievement to get the corresponding number of Gamerscore points:
 - The Birth of an Assassin (20 points): Be reborn as Ezio Auditore Da Firenze.
 - Arrivederci Abstergo (20 points): Break out of Abstergo.
 - Welcome to the Animus 2.0 (20 points): Enter the Animus 2.0.
 - The Pain of Betrayal (30 points): Complete DNA Sequence 1.
 - Vengeance (30 points): Complete DNA Sequence 2.
 - Exit the Son (30 points): Complete DNA Sequence 3.
 - Bloody Sunday (30 points): Complete DNA Sequence 4.
 - Undertaker (20 points): [Discover](#) the Assassin's Tomb inside the catacombs under Santa Maria Novella.
 - The Conspirators (30 points): Complete DNA Sequence 5.
 - An Unexpected Journey (30 points): Complete DNA Sequence 6.
 - Bleeding Effect (30 points): Complete training and reenter the Animus.
 - The Merchant of Venice (30 points): Complete DNA Sequence 7.
 - The Impenetrable Palazzo (30 points): Complete DNA Sequence 8.
 - Masquerade (30 points): Complete DNA Sequence 9.
 - Bianca's Man (30 points): Complete DNA Sequence 10.
 - The Prophet (30 points): Complete DNA Sequence 11.
 - The Vault (30 points): Complete DNA Sequence 14.
 - An Old Friend Returns (100 points): [Escape](#) the hideout.
 - Myth Maker (5 points): Find the 8 statuettes in Monteriggioni.
 - Vitruvian Man (20 points): Unlock all 20 pieces of Subject 16's video.

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being hit.

Kleptomaniac (10 points): Pickpocket 1000 Florins.

Lightning Strike (10 points): [Sprint](#) for 100 meters.

Sweeper (10 points): Sweep 5 guards at once by using a Long Weapon.

Venetian Gladiator (20 points): [Discover](#) the Assassin's Tomb inside Santa Maria della Visitazione.

I can see [your house](#) from here! (20 points): Discover the Assassin's Tomb inside the Torre Grossa.

Hallowed be thy name (20 points): Discover the Assassin's Tomb inside the Basilica di San Marco.

Prison [Escape](#) (20 points): Discover the Assassin's Tomb inside the Rocca di Ravaldino fortress.

Choir Boy (20 points): Discover the Assassin's Tomb inside Santa Maria del Fiore (The Duomo).

Assassin For Hire (10 points): Complete your first assassination mission for Lorenzo Il Magnifico.

Macho Man (10 points): Defend a woman's honor.

Steal [Home](#) (10 points): Win a race against thieves!

Show your Colors (10 points): Wear the Auditore cape in each city.

Handy Man (10 points): Upgrade a building in the Stronghold.

I like the view (10 points): Synchronize 10 View Points.

High Dive (10 points): Perform a Leap of Faith from the Top of Florence's Giotto's Campanile.

Mailman (10 points): Intercept a Borgia Courier.

Tip of the Iceberg (10 points): Use your Eagle Vision to scan a Glyph in the [environment](#).

A Piece of the Puzzle (10 points): Unlock a piece of Subject 16's video.

Art Connoisseur (10 points): Buy a Painting from Florence and Venice.

Podestà of Monteriggioni (30 points): Reach 80% of your stronghold's total value.

Perfect Harmony (10 points): Tint your clothes with those colors: Wetland Ebony and Wetland Ivory.

In Memory of Petruccio (30 points): Collect all the Feathers.

Red Light Addict (10 points): Spend 5000 florins on Courtesans.

Man of the People (10 points): Toss more than 300 florins on the ground.

Victory lies in preparation (10 points): Get all Hidden Blades, Item Pouches and Armor upgrades for Ezio.

- 4 - It's an excellent game
- 3 - I'm enjoying it
- 2 - It's disappointing
- 1 - It's awful
- I haven't played it yet
- It doesn't interest me

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- **Auditore Cape**

Collect 100 feathers in the box in your villa, then talk to your mother to get the Auditore Cape.

- **Condottiero War Hammer**

Collect 50 feathers in the box in your villa to unlock the Condottiero War Hammer for purchase for 30,600 Florins at the blacksmith's shop at Villa Monteriggioni.

- **Extra abilities**

Successfully complete the indicated task to unlock the corresponding ability:

Climb Leap: Successfully complete Rosa's "Monkey See, Monkey Do" mission in Sequence 7. This ability allows you to make longer jumps while climbing and get hand holds that would normally be out of reach.

Disarm: Successfully complete Mario's "Evasive Maneuvers" mission in Sequence 5. This ability allows you to counter incoming attacks from weapons that are normally too heavy to counter, such as axes.

- **Shop renovations**

Renovate any of the five shops located in the Villa to increase the Villa's value and get special [discounts](#). Each shop has three renovation levels. The blacksmith and doctor are available at the beginning of the game. The following is how much each of the three renovation levels cost for each shop:

- Ant Merchant: 1,000, 5,000, 8,000 Florins
- Bank: 1,500, 5,000, 9,000 Florins
- Blacksmith: First renovation already available, 7,000, 12,000 Florins
- Doctor: First renovation already available, 3,000, 5,000 Florins
- Tailor: 1,000, 2,500, 5,000 Florins

- **Finding feathers**

Feathers are placed along the main quest areas of the game. This is unlike the

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The Daily Poll

Will the closing of Pandemic Studios affect sales of The Saboteur?

- Yes, it has tarnished the game's image
- Yes, people will be worried about a lack of ongoing support for the title
- Maybe
- No, the core development group is still intact
- No, if the game's good people will buy it, regardless
- No, that game was doomed to fail inspite of the studios' closing
- What's The Saboteur?
- What's Pandemic Studios?

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Vecchio. Solve the puzzle by taking the hints literally, with the last one being 6=1.

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The Truth File 20: From the roof with a fire near it, it is there when you look down to a wall on the side of San Giacomo Di Rialto. Solve the puzzle by working from the inside out, and realizing that these layers are not connected: second inner layer and fifth outer layer. Then, ID the sun. Next, you can line up the code wheel any way you want to complete the puzzle. In the final puzzle, move the cursor over the bones to change the skeleton from a monkey into a human.

- Achievements

Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

The Birth of an Assassin (20 points): Be reborn as Ezio Auditore Da Firenze.
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Exit the Son (30 points): Complete DNA Sequence 3.
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Messer Sandman (10 points): Stun 4 guards at once by throwing sand in their face.
Doctor (20 points): Perform an Air Assassination on a Poisoned NPC.
No-hitter (20 points): Kill 10 enemies while remaining in conflict without being hit.
Kleptomaniac (10 points): Pickpocket 1000 Florins.
Lightning Strike (10 points): [Sprint](#) for 100 meters.
Sweeper (10 points): Sweep 5 guards at once by using a Long Weapon.
Venetian Gladiator (20 points): Discover the Assassin's Tomb inside Santa Maria della Visitazione.
I can see your house from here! (20 points): Discover the Assassin's Tomb inside the Torre Grossa.
Hallowed be thy name (20 points): Discover the Assassin's Tomb inside the Basilica di San Marco.
Prison Escape (20 points): Discover the Assassin's Tomb inside the Rocca di Ravaldino fortress.
Choir Boy (20 points): Discover the Assassin's Tomb inside Santa Maria del Fiore (The Duomo).
Assassin For Hire (10 points): Complete your first assassination mission for Lorenzo Il Magnifico.
Macho Man (10 points): Defend a woman's honor.
Steal [Home](#) (10 points): Win a race against thieves!
Show your [Colors](#) (10 points): Wear the Auditore cape in each city.
Handy Man (10 points): Upgrade a building in the Stronghold.
I like the view (10 points): Synchronize 10 View Points.
High Dive (10 points): Perform a Leap of Faith from the Top of Florence's Giotto's Campanile.
Mailman (10 points): Intercept a Borgia Courier.
Tip of the Iceberg (10 points): Use your Eagle Vision to scan a Glyph in the environment.
A Piece of the Puzzle (10 points): Unlock a piece of Subject 16's video.
Art Connoisseur (10 points): Buy a Painting from Florence and Venice.
Podestà of Monteriggioni (30 points): Reach 80% of your stronghold's total value.
Perfect Harmony (10 points): Tint your clothes with those [colors](#): Wetland Ebony and Wetland Ivory.
In Memory of Petruccio (30 points): Collect all the Feathers.
[Red Light](#) Addict (10 points): Spend 5000 florins on Courtesans.
Man of the People (10 points): Toss more than 300 florins on the ground.
Victory lies in preparation (10 points): Get all Hidden Blades, Item Pouches and Armor upgrades for Ezio.



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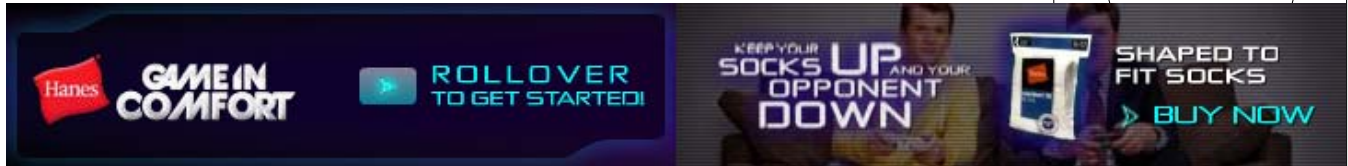
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Assassin's Creed 2 (Xbox 360)

From GameWinners

Unlockables

Abilities

Complete the indicated task to unlock the corresponding ability.

Climb Leap: Complete Rosa's mission "Monkey See, Monkey Do" in Sequence 7. Use this ability to make longer jumps while climbing and get hand holds that would normally be out of reach.

Disarm: Complete Mario's "Evasive Maneuvers" mission in Sequence 5. Use this ability to counter incoming attacks from weapons that are normally too heavy to counter (for example, axes).

Auditore Cape

Created by zwoooooosh.

Contents

- 1 Unlockables
 - 1.1 Abilities
 - 1.2 Auditore Cape
 - 1.3 Condottiero War Hammer
- 2 Video
 - 2.1 Walkthrough
- 3 Hints
 - 3.1 Defeating larger or harder enemies
 - 3.2 Smoke bombs
 - 3.3 Medicines and throwing knives
 - 3.4 Blunt weapon broom
 - 3.5 Reuse spears and axes
 - 3.6 Santa Maria della Visitazione: Giant squid
 - 3.7 Locating missing feathers
 - 3.8 Notoriety
 - 3.9 Loyal steed
 - 3.10 Fast travel
 - 3.11 Shop renovations
 - 3.12 Mario series reference
- 4 Achievements
- 5 More...



Collect 100 feathers in the box in your villa then talk to your mother. Talk to Mario at Villa Monteriggioni to get the cape.

Condottiero War Hammer

Created by zwoooooosh.



Collect 50 feathers in the box in your villa then talk to your mother. The Condottiero War Hammer will become available in the blacksmith's shop at Villa Monteriggioni.

Video

Walkthrough

Hints

Defeating larger or harder enemies

Note: This can only be done after learning the Disarm move. Sometimes you will run into the big "Golden Knights" or the men who just fight better than normal soldiers. These opponents usually have unique weapons such as lances or big axes. They can also deflect attacks and counter more often, resulting in you being killed. To take them out more easily, simply disarm yourself. Put your weapon away by pressing **Down**. When they attack, press **X** Xbox 360 or **Square** PlayStation3 to counter and disarm them. This usually works in one attempt. Quickly press **X** Xbox 360 or **Square** PlayStation3 again to kill the unarmed man.

Brannigan Carter

Smoke bombs

When you unlock the smoke bombs, you can use them to kill guards quicker. Equip the smoke bomb, then throw it. Once the guards are coughing, switch to your hidden blade for quicker kills.

BlackNIRose

Medicines and throwing knives

Loot bodies to find free medicines or throwing knives.

Blunt weapon broom

When you knock into a person with a broom or mop, pick it up. When you enter combat with it, the broom or mop will act as a mace, hammer, or other blunt weapon. It makes it seem as though you are cleaning up the trash.

Note: This can also be done with farmer's garden hoes.

Jack Donegan

Reuse spears and axes

If you lose a spear or axe inside an enemy while countering him, pick up your opponent's corpse then immediately drop it. You can now collect that weapon again and reuse it.

Santa Maria della Visitazione: Giant squid

Go to assassin's tomb. Find the large water filled room before the room where you get one of the seals required for the Armor of Altair. This room has an obstacle course. Activate the lever before going through the course and stand on the edge of the floor and look at the water. Remain idle until a large shape swims across the water. Use the lever again after the timer resets and stand on at same location. After awhile, a giant tentacle will appear.

Locating missing feathers

To find the last few feathers, pause game play and go to the DNA strand. There is a section at the end of the strand that shows you where the feathers are located. Then, go to the feather section and it will show you in what districts the missing feathers are located.

tmc1284

Notoriety

- Notoriety is essentially your wanted level. The higher it is, the closer to notorious you are. Notorious is the

state where guards take one look at you and say "Get him!". You want to keep the symbol of a head inside the gauge white. Gaining notoriety is easy; just do criminal activities, assassinate in front of people, kill guards in general, run across rooftops, and even just bumping into some guards by accident. Losing notoriety is also easy. The game tells you the three methods of losing it: rip down posters, bribe heralds, and kill officials. The first is the easiest because those are most abundant. However, because of that, they also give the smallest returns (up to 25% of your notoriety bar per poster, or four posters if you are notorious). If you are that bad off, four posters can seem next to impossible. However, you will be jumping about a lot anyways and will be bound to find a couple of them. The second method, heralds, is your middle ground, but it comes at a price: 500 Florins for up to 50% of the notoriety bar. The cost is 1,000 Florins if you are notorious. Do not be deterred by the cost. That cost turns into a very slight profit. The last method, the officials, give the best return, but are also difficult. Like the thieves and couriers that you chase down for cash, they run everywhere once they see you (up buildings, across beams, through crowds, and most especially towards guards). The reward is 75% of the bar for an official, but the time spent could have been better used ripping down posters and bribing heralds.

chris bell

- If you accidentally kill someone in front of some guards, kill an archer and his body falls to the ground, or do something else that gains notoriety, this trick will allow you to get rid of up to half of it and gain some money, all without having to hunt down posters or officials. First, find a herald. He will be noisy and talking about you. Bribe the herald. He will take 500 Florins and you will lose up to 50% of maximum notoriety. If you have under that, there will be no notoriety remaining for you. Here is where this expense can be turned into a very slight profit. Pickpocket the Herald. You will gain about 3 to 5 notoriety back, maximum. This is handled easily by a poster. Most heralds have at least 3 to 5 Florins, and the money you gave them goes into their pocket, so you will gain your bribe back plus whatever they already had. It is not much, but it gets rid of the bulk of your notoriety. The useful part is, if you have anything over halfway along the first diagonal of the notoriety gauge, just use this trick and find a poster afterwards.

chris bell

Loyal steed

The horses in the game can be very useful. Other than the obvious use for travel, they can be ridden into a potential fight and dismounted. Lure your enemy to the rear of the horse and it will kick them, doing good damage. They also will follow you after you dismount them until you enter a city, making them easier to relocate.

Michael Taber

Fast travel

You will start the game with only being able to go between cities or other locations via a horse. This becomes difficult once more locations are unlocked and you have to go back and forth between them frequently. You will be able to unlock and use fast travel stations in the game. These also appear on the map to make finding them easy. Using this option does have a cost of 100 Florins, but it is worth that amount to transport to your destination instead of a long horse ride.

Trade

Shop renovations

You will increase the Villa's value and receive special discounts by renovating any of the five shops located in the Villa. Each shop has three renovation levels. The blacksmith and doctor are available at the beginning of the game. The following is how much each of the three renovation levels cost for each shop.

tmc1284

Ant Merchant: 1,000, 5,000, 8,000 Florins.

Bank: 1,500, 5,000, 9,000 Florins.

Blacksmith: First renovation already available, 7,000, 12,000 Florins.

Doctor: First renovation already available, 3,000, 5,000 Florins.

Tailor: 1,000, 2,500, 5,000 Florins.

Mario series reference

When Sequence 3 starts and you are escorting Maria and Claudia to the villa, you will get ambushed by Pazzi and his men. You will be rescued by your Uncle Mario. When you first talk to him, he says "Don't you recognize me? Its-a me, Mario!"

oiyadh ygdi thedw

Achievements

Complete the following achievements to unlock Xbox Live Gamerscore points.

The Birth of an Assassin (20 points): Be reborn as Ezio Auditore Da Firenze.

Arrivederci Abstergo (20 points): Break out of Abstergo.

Welcome to the Animus 2.0 (20 points): Enter the Animus 2.0.

The Pain of Betrayal (30 points): Complete DNA Sequence 1.

Vengeance (30 points): Complete DNA Sequence 2.

Exit the Son (30 points): Complete DNA Sequence 3.

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In Memory of Petruccio (30 points): Collect all the Feathers.

Red Light Addict (10 points): Spend 5000 florins on Courtesans.

Man of the People (10 points): Toss more than 300 florins on the ground.

Victory lies in preparation (10 points): Get all Hidden Blades, Item Pouches and Armor upgrades for Ezio.

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Assassin's Creed 2 PS3 Cheats

Rating: 4.5/5 [VOTE](#)



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Verified Cheats: 19
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Below you will find cheats for **Assassin's Creed 2**. There are two main sections. The first cheat section is for verified cheats or those that have been rated high. The second sections are new cheats that have been submitted but have not received enough votes. Please have a look and do not forget to vote!

Have a Cheat or Hint?

Do you have a new cheat, hint, or want to share a strategy?

[Submit Cheats](#)



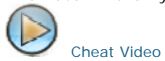
Assassin's Creed II PS3 Cheat List

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Assassin's Creed II cheat codes from Cheat Masters. Here you will find the latest and most popular cheat codes, hints and tips for your PS3 games. Whatever cheat codes you're looking for, it can all be found here. Check back often to find New cheats for Assassin's Creed 2.

Assassins Creed 2 : Tomb Guide 5

PS3 Cheat by: dcar777
 This video will show you where, and how to open the fifth and final tomb to unlock Altia's Armor.



Combat Tips Assassin's Creed II

PS3 Cheat by: Cheat Master

Seekers

Seekers are soldiers with spears. The trick to Seekers is grappling them. Just try to grab them first and kill them to remove that threat quickly.

Brutes

Brutes are the big armored soldiers. They are armed with two handed weapons such as axes and claymores. The trick to Brutes is to unarm them. Trying to reverse their moves will just result in you getting hurt if you have a weapon ready. You can take their weapons away from them and then kill them easily.

Groups of Enemies

When fighting a large group it is best to keep moving about so they do not surround you and attack from more than one side at once. The trick to fighting the group then is to keep your guard up and wait for one of them to attack and counter it. If there are Brutes or Seekers in the group it gets a bit tougher but the other tips listed here will help with



those. Try to avoid Brutes or Seekers at first and focus on the others.

Archers

Usually Archers are a little threat and more of a nuisance but in some areas there are a lot of them scattered around. If you find yourself in a fight and at the same time there are archers shooting at you, try to break off the fight and run to an archer. This makes them drop their bow and draw their sword. The more fun approach is to position the soldiers in the archer's line of fire and have them do your dirty work and hurt the solders attacking you.

Feather Unlockables

Description: These are the Unlockables for collecting the hidden Feathers in Assassin's Creed 2.

Unlockable	How to
Condottiero War Hammer	Place 50 Feathers in Maria's chest at Villa Auditore
Auditore Cape	Place 100 Feathers in Maria's chest at Villa Auditore

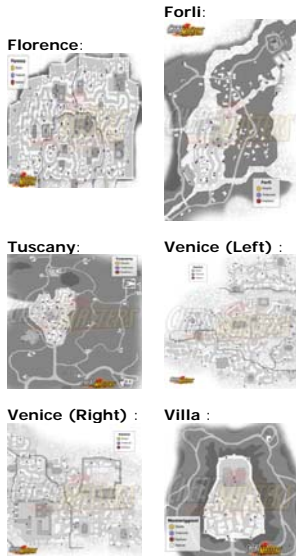
Free Medicines and Throwing Knives

How to: If you've got room in your inventory for more medicines or throwing knives, loot dead bodies and you will occasionally find these items for free.

Glyphs, Treasures, & Feathers Locations

Description: Maps to the Glyphs, Treasures, & Feathers Locations.

[[CLICK ON MAP](#)] for full view.



PS3/PSP Assassin's Creed 2 Inter-Connectivity

PS3 Cheat by: [Toebin](#)

Assassin's Creed Bloodline(PSP) and Assassin's Creed 2 (PS3) have an inter-connectivity between both games. Accomplish certain tasks in each game and it will make some perks in the specified game available to you. Just connect both game consoles via a link cable.

In Ubisoft's own words - PS3 Connectivity – Collect Templar Coins and Treasures on the PSP, connect to your PS3, and share value across both SKUs. Additionally, as players unlock Health and Weapons upgrades in Assassin's Creed 2 PS3, the same upgrade will be unlocked in Assassin's Creed: Bloodlines PSP.

For Example

PSP gold coins and beaten boss weapons get passed on to Ezio on the PS3
 PS3 codex can be translated into new weapons & more life for Altair on PSP

Assassins Creed II Un-lockables

- Bouchart's Blade
- Dark Oracle's Bone Dagger
- Fredrick's Hammer
- Maria Thorpe's Longsword
- Mace of the Bull
- Twins Rapier
- Transfer your Templar Coins

Assassin's Creed Bloodlines Un-lockables

Philosophical Codex

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Title	Date
Saboteur, The	Dec 8
Avatar: The Game	Dec 7
Guitar Hero: Van Halen	Dec 22
Dark Void	Jan 12
Army of Two: The 40th Day	Jan 12

PlayStation 3 in Stores Now

Title	Date
NCAA Basketball 10	Nov 7
Band Hero	Nov 7
Band Hero (Superbundle)	Nov 7
Dragon Ball: Raging Blast	Nov 7
Pro Evolution Soccer 2010	Nov 7

Which of these games are you most likely to purchase

Guitar Hero 5
 The Beatles: Rock Band
 Both

Results :: Polls

Hidden Blade Armor Codex : Altair can block with the hidden blade equipped
Hidden Blade Slim Blade Codex : Counterattacks do more damage, increased Counter kill skill
Hidden Gun Codex : Use hidden blade at medium range to fire Throwing Knives

Spear & Axe Reclamation - [Assassin's Creed II]

How to: When countering enemies with the axe or spear, Ezio will lose the weapon as it will be impaled or buried in the target.
You can easily reclaim the weapon by picking up the corpse and dropping it. The weapon embedded in the dead body will pop back out for re-use.

Super Mario Bros. Reference [Easter Egg]

Description: At the beginning Sequence 3, the character Mario exclaims "Itsa me, Mario!" A clear reference to the 52nd Governor of New York, Mario Cuomo. Or Super Mario. Your call!

Tomb Guide 1

PS3 Cheat by: [dcar777](#)
This video will show the way to open up the first assassins sarcophagus so that you may eventually unlock Altairs armor.



Cheat Video

Unlocking Fast Travel *Assassin's Creed II *

PS3 Cheat by: [CheatMaster](#)
You start the game with only being able to go between cities or other locations via a horse. This is fun at first but would really be a pain once more locations are opened up in the game and you have to go back and forth between location a lot. You will be able to unlock and use fast travel stations in the game. These also appear on the map to find easy. Using this option does have a cost of 100 florins but it is worth that to transport to your destination instead of the long horse ride.

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FAQ Title	Rating
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FAQ/Walkthrough	TheGum ★★★★★
Puzzle & Codex Contents & Analysis	DarkerCompanion ★ NEW ★

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Questions/Answers: 25 [[View All](#)]
Can you answer our visitors about Assassin's Creed 2? Need the answer? Click to find out!












Ask a Question

- Where do you find the 4th and final codex page? **Answers:** 1
- Whats the answer in database called "the truth" the hint the power they wielded will cut down their enemies **Answers:** 3
- Where in vience is san giacomo di rialto **Answers:** 2

How do I place the codex pages accordingly on the wall, please I need help can someone help me out easier

Additional Cheats

[Cheats for Assassin's Creed II](#)

-  stocked. [Answers: 7](#)
-  It wont let me climb the tower when I go back in time to arca to chase the man.. is there anoter way apart from the ledge? [Answers: 4](#)
-  How do you save in AC2? [Answers: 5](#)
-  X marks the spot whats the map [Answers: 5](#)
-  Where are all the codecs for the mission after you assassinate alberto [Answers: 2](#)
-  How do I get the last cape? [Answers: 1](#)
-  How do I play previous missions? ive gone in the dna memory and it wont let me relive memories! I can play secondary missions only! aahh! huh? ? please help [Answers: 0](#)
-  What is the solouion for the truth file video 17 [Answers: 0](#)
-  How do I open the catacomb door [Answers: 0](#)
-  How do you pass the codex wall? [Answers: 0](#)
-  After you beat the game, My Altair and butcher Knife are now gone :(how do I get them back? [Answers: 3](#)

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- Extra abilities

Successfully complete the indicated task to unlock the corresponding ability:

Climb Leap: Successfully complete Rosa's "Monkey See, Monkey Do" mission in Sequence 7. This ability allows you to make longer jumps while climbing and get hand holds that would normally be out of reach.

Disarm: Successfully complete Mario's "Evasive Maneuvers" mission in Sequence 5. This ability allows you to counter incoming attacks from weapons that are normally too heavy to counter, such as axes.

- Shop [renovations](#)

Renovate any of the five shops located in the Villa to increase the Villa's value and get special discounts. Each shop has three [renovation](#) levels. The blacksmith and doctor are available at the beginning of the game. The following is how much each of the three renovation levels cost for each shop:

Ant Merchant: 1,000, 5,000, 8,000 Florins
 Bank: 1,500, 5,000, 9,000 Florins
 Blacksmith: First renovation already available, 7,000, 12,000 Florins
 Doctor: First renovation already available, 3,000, 5,000 Florins
 Tailor: 1,000, 2,500, 5,000 Florins

- Finding feathers

Feathers are placed along the main quest areas of the game. This is unlike the flags in the original *Assassin's Creed*, which appeared seemingly at random throughout the world. Finding hidden feathers is best done by running across rooftops, since naturally that is where birds spend the most time losing them. Walk around the rooftops with Eagle Vision turned on to see feathers in a white glitch type of graphic.

To find the final few feathers, pause the game, and go to the DNA strand. There is a section at the end of the strand that shows you where the feathers are located. Then, go to the feather section to find out what districts the missing feathers are located in.

- Easy medicines and throwing knives

Loot bodies or pick-pocket people to get free medicines and throwing knives.

- Reusing axes and spears

If you lose an axe or spear inside an enemy while countering him, just pick up his corpse, and immediately drop it to be able to collect that weapon again and reuse it.

- Giant squid

In the assassin's tomb in Santa Maria Delle Visitazione, before the room where you get one of the seals required for the Armour of Altair, is a large room filled with water. This room has an obstacle course. Activate the lever before going through the course, then stand on the edge of the floor, and look at the water. Remain idle until a large shape swims across the water. Use the lever again after the timer resets, and stand at same location. After awhile, a giant tentacle will shoot out of the water that Ezio dodges at the last second.

- Easy kills

Once you unlock the smoke bomb, you can use it to kill guards quicker and easier. Equip the smoke bomb, then throw it. While the soldiers are coughing,

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use your hidden blade to quickly and easily kill them.

- Using horses

The horses in the game can be very useful for things other than obviously using them for travel. Ride them into a potential fight and dismount. Lure an enemy to the rear of the horse, and it will kick them, inflicting a good amount of damage. They also will follow you after you dismount them until you enter a city, making them easier to relocate.

- Defeating Archers

Normally Archers are not much of a threat and more of a nuisance, but in some areas there are a lot of them scattered around. If you are in a fight and there are also archers shooting at you, try to [get away](#) from the fight and run to the archer(s). This will make them drop their bow and draw their sword. You can also use the archer(s) to your advantage by positioning the soldiers in the archer's line of fire to have them wound the soldiers instead of you.

- Defeating Brutes

Brutes are the large armored soldiers with two handed weapons such as axes and claymores. The trick to killing Brutes is to first disarm them. You can take their weapons away from them, and then kill them easily. Trying to reverse their moves will just result in you getting hurt if you have a weapon ready.

- Defeating Seekers

Seekers are soldiers with spears. The trick to killing Seekers is grappling them. Grab them first to kill them quickly.

- Defeating groups of enemies

When fighting a large group of enemies, it is best to keep moving around so they do not surround you and attack from more than one side at once. Keep your guard up, and wait for one of them to attack, then counter it. If there are Brutes or Seekers in the group, it is a little tougher, but the other tips listed will help. Try avoiding Brutes and Seekers at first and focus on the other enemies.

When you are in a situation where you have to fight multiple guards, attack with a group (thieves or mercenaries). While they are attacking someone, come from behind with your hidden blade to instantly kill them. **Note:** This also works during the final battle where many Ezios fight the final Boss; however, instead of using your hidden blade (because it is never successful), use your main weapon.

- Defeating harder enemies

Note: This can only be done after learning the Disarm move. Sometimes you will run into the big "Golden Knights" or the men who fight better than normal soldiers and usually have unique weapons such as lances or big axes. They can also deflect attacks and counter more often. To defeat them more easily, disarm yourself by pressing Down to put your weapon away. When they attack, press X to counter and disarm them. This usually works in one attempt. Then, quickly press X again to kill the unarmed man.

- Glyph locations and puzzle solutions

Use Eagle Vision to scan for Glyphs in the indicated locations:

The Truth File 1: While standing on a roof, it is on a wall at Santa Croce. Solve the puzzle by choosing the paintings with an [apple](#) in them.

The Truth File 2: While standing on a roof, it is on a wall at Ospedale Degli Innocenti. Solve the puzzle by rotating the circle puzzle pieces

from smallest circle to largest.

The Truth File 3: While standing on a roof, it is on a wall at La Rosa Colta. Solve the puzzle by highlighting the circular object in each photo.

The Truth File 4: While hanging from the roof, it is on a wall at Villa Auditore. Solve the puzzle by taking the hints literally.

The Truth File 5: In the bottom dwellings of Santa Maria Assunta, it is on a wall near pillars. Solve the puzzle by choosing the paintings with a sword in them.

The Truth File 6: While standing on a roof, it is on a wall at Torri Dei Salvucci. Solve the puzzle by rotating the circle puzzle pieces from smallest circle to largest, while keeping an eye on the two outer layers that will connect.

The Truth File 7: While standing on a roof, it is on a wall at Torre Del Diavolo. Solve the puzzle by choosing the paintings with red in them; this can be done in any order.

The Truth File 8: While standing on a roof, it is on a wall at San Lorenzo. Solve the puzzle by finding the Pieces Of Eden (success is indicated with a sound). Then, put the flame over Joan on the world map. Finally, move Rasputin's photo to the top of Czar Nicholas II's photo.

The Truth File 9: While standing on a roof, it is on a wall at Mercato Vecchio. Solve the puzzle by taking the hints literally, with the last one being 6=1.

The Truth File 10: While standing on a roof, it is on a wall at Monte Oliveto Maggiore. Solve the puzzle by not looking for the Eagle Apollo Lander on the moon. Once found, it is best to rotate the layers of the puzzle from the inside out until they all align, but note that inner layer 1 rotates on its own despite being connected to layer 4 in one instance; this also happens with layer 6. Additionally, the Piece Of Eden is on the Moon's surface.

The Truth File 11: While standing on the floor, it is under a stone arch at Antico Teatro Romano. Solve the puzzle by highlighting the [light bulbs](#). After that, highlight the middle of the photo above the doorway. Then, highlight Nikola Tesla's lap.

The Truth File 12: While standing on a roof (not the church tower itself), look down to the side of a wall attached to where you stand at Abbazia Di San Mercuriale. Solve the puzzle by aligning red 4 with gray 1 on the wheel and entering the related code. Then, turn off all the lights on the globe. Select the orb in the middle of the next photo. Solve the last puzzle by lining up the wheel as follows: 1=II, 2=III, 3=I.

The Truth File 13: Climb the base lookout tower until you see it on part of the stone walling on Avamposto Veneziano. Solve the puzzle by lining up the wheel as follows: 5=circle, square, square; 2=circle; 3=triangle. After that, press the red button. The final part you will find near the left-middle bottom of the letter.

The Truth File 14: Swim under the Ponte Di Rialto bridge. It is on a wall near the edge of the water. Solve the puzzle by choosing the paintings with Gods in them: Jupiter, Zeus, Cupid, Swan, and Europa.

The Truth File 15: While standing on a roof, it is on a higher up wall at Gilda Dei Ladri Di Venezia, right above a wooden hatch. Solve the puzzle by working from the inside out, and realizing these layers are connected: 1 to 6, middle two, and 4 to 5.

The Truth File 16: Climb up the Campanile Di San Marco bell tower until you can climb in, then look on the floor. Solve the puzzle by looking around on the map for the answer to appear, which is as follows: Naples, Alaska, Greece, and Tunguska. Then, go to the staff, and stab the photo with it.

The Truth File 17: Climb up the Torre Dell 'Orologio, then look on the floor to find it. Solve the puzzle by lining up the wheel as follows: 7=broken square symbol, 9=six-sided hourglass symbol, 1=square with little square inside of it. The attic on the top-right will then reveal an Assassin symbol for you to ID.

The Truth File 18: While standing on a roof (not the highest roof), it is on a wall at San Pietro Di Castello. Solve the puzzle by lining up the wheel as follows: 6=M or YYY, 0=Chalice symbol, 3=<. Then, move the symbol over the thick blood vessels to finish the photo.

The Truth File 19: It is on the back of one of the rounded-top walls that stick out on the side-parts of Scuola Grande Di San Marco. Solve the puzzle by choosing the paintings with a sun in them: Aztec Calendar, Easter Gate, Sistine Chapel [Ceiling](#), Nazca Textile, and Book Of The Dead. Then, find the part of the sun photo that has the most radiation, and ID it.

The Truth File 20: From the roof with a fire near it, it is there when you look down to a wall on the side of San Giacomo Di Rialto. Solve the puzzle by working from the inside out, and realizing that these layers are not connected: second inner layer and fifth outer layer. Then, ID the sun. Next, you can line up the code wheel any way you want to complete the puzzle. In the final puzzle, move the cursor over the bones to change the skeleton from a monkey into a human.

- Mario series reference

When Sequence 3 begins and you are escorting Maria and Claudia to the Villa, you will get ambushed by Pazzi and his men. You will be rescued by your Uncle Mario. When you first talk to him, he will say "Don't you recognize me? Its-a me, Mario!"

- Achievements

Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

- The Birth of an Assassin (20 points): Be reborn as Ezio Auditore Da Firenze.
- Arrivederci Abstergo (20 points): Break out of Abstergo.
- Welcome to the Animus 2.0 (20 points): Enter the Animus 2.0.
- The Pain of Betrayal (30 points): Complete DNA Sequence 1.
- Vengeance (30 points): Complete DNA Sequence 2.
- Exit the Son (30 points): Complete DNA Sequence 3.
- Bloody Sunday (30 points): Complete DNA Sequence 4.
- Undertaker (20 points): Discover the Assassin's Tomb inside the catacombs under Santa Maria Novella.
- The Conspirators (30 points): Complete DNA Sequence 5.
- An Unexpected Journey (30 points): Complete DNA Sequence 6.
- Bleeding Effect (30 points): Complete training and reenter the Animus.
- The Merchant of Venice (30 points): Complete DNA Sequence 7.
- The Impenetrable Palazzo (30 points): Complete DNA Sequence 8.
- Masquerade (30 points): Complete DNA Sequence 9.
- Bianca's Man (30 points): Complete DNA Sequence 10.
- The Prophet (30 points): Complete DNA Sequence 11.
- The Vault (30 points): Complete DNA Sequence 14.

An [Old Friend](#) Returns (100 points): Escape the hideout.
Myth Maker (5 points): Find the 8 statuettes in Monteriggioni.
Vitruvian Man (20 points): Unlock all 20 pieces of Subject 16's video.
Street Cleaner (10 points): Hide 5 dead bodies in a Bale of Hay.
Fly Swatter (5 points): Kick a Guard while using the Flying Machine.
Messer Sandman (10 points): Stun 4 guards at once by throwing sand in their face.
Doctor (20 points): Perform an Air Assassination on a Poisoned NPC.
No-hitter (20 points): Kill 10 enemies while remaining in conflict without being hit.
Kleptomaniac (10 points): Pickpocket 1000 Florins.
Lightning Strike (10 points): Sprint for 100 meters.
Sweeper (10 points): Sweep 5 guards at once by using a Long Weapon.
Venetian Gladiator (20 points): Discover the Assassin's Tomb inside Santa Maria della Visitazione.
I can see your house from here! (20 points): Discover the Assassin's Tomb inside the Torre Grossa.
Hallowed be thy name (20 points): Discover the Assassin's Tomb inside the Basilica di San Marco.
Prison Escape (20 points): Discover the Assassin's Tomb inside the Rocca di Ravaldino fortress.
Choir Boy (20 points): Discover the Assassin's Tomb inside Santa Maria del Fiore (The Duomo).
Assassin For Hire (10 points): Complete your first assassination mission for Lorenzo Il Magnifico.
Macho Man (10 points): Defend a woman's honor.
Steal Home (10 points): Win a race against thieves!
Show your Colors (10 points): Wear the Auditore cape in each city.
Handy Man (10 points): Upgrade a building in the Stronghold.
I like the view (10 points): Synchronize 10 View Points.
High Dive (10 points): Perform a Leap of Faith from the Top of Florence's Giotto's Campanile.
Mailman (10 points): Intercept a Borgia Courier.
Tip of the Iceberg (10 points): Use your Eagle Vision to scan a Glyph in the environment.
A Piece of the Puzzle (10 points): Unlock a piece of Subject 16's video.
Art Connoisseur (10 points): Buy a Painting from Florence and Venice.
Podestà of Monteriggioni (30 points): Reach 80% of your stronghold's total value.
Perfect Harmony (10 points): Tint your [clothes](#) with those colors: Wetland Ebony and Wetland Ivory.
In Memory of Petruccio (30 points): Collect all the Feathers.
Red Light Addict (10 points): Spend 5000 florins on Courtesans.
Man of the People (10 points): Toss more than 300 florins on the ground.
Victory lies in preparation (10 points): Get all Hidden Blades, Item Pouches and Armor upgrades for Ezio.