

GAMEPRO PRESENTS...

# PRO STRATEGIES

## HALO 3

## ZELDA

Twilight Princess



# GOD OF WAR II

- BIOSHOCK • HEAVENLY SWORD
- MARIO STRIKERS CHARGED

# Halo 3 Multiplayer War Tactics

Halo 3, is all about practice, practice, practice! This guide is geared toward multiplayer mode, but it should help you in a Solo Game or Campaign, too.



## General Tips

### Achieve Perfection

Winning a match with 15 or more kills without dying gets you the hard-to-get Perfection Medal.

### Bomb Squad

Don't lose hope when someone plants a bomb in your base—it's not necessarily over yet. You can disarm the bomb, causing it to re-spawn at the opposing team's base.

### Buy Injured Teammates Time



If you are near a teammate who is under fire, try to get the attacker's attention for a brief time while your teammate heals. After they've recovered you can both fight back, or flee.

### Customize Your Spartan

Want to change the color of your Spartan but don't know how? In the Lobby, **press Start** and then **press Right**. You should see an option that says Appearance. Click there and customize your Spartan to your heart's content.

### Dodge Bullets

When you are in a close-quarters gun fight, make sure you circle strafe so you become a harder target to hit.

### Earning the MVP

Want to get the spotlight as the MVP for your team? It's not always about the amount of kills you get.

If you are playing an objective game, just try to back up your teammates and be the ball/bomb/flag carrier. Even in Slayer, back up your teammates as much as possible. MVP is not always about the most dominant player, it can also be the best supporting player.

### End Killing Spree

If you kill someone who's on a killing spree you'll get the Killjoy medal, which usually gets a spot on the top medals.

### Find Better Routes

During Bomb and Capture the Flag games, the shortest route isn't always the *best* route. Try to find ways that the enemy won't know, as these routes will most often grant much more cover than others will.

### Go to the Preferences Menu

Are you getting too much lag? Do you end up in matches with people four or five levels above you? Remember that before you start the game, you can set your matchmaking preference to Same Language, Good Connection, and Similar Skill Levels.

### Know Where Spawn Points are

Learning the spawn locations on each map will assist you greatly in figuring out where to find the closest weapons, as well as good spots to take cover as soon as you appear.

### Live and Let Die

When going after an opponent with the help of a teammate, always make sure that you've separated yourself a fair distance from your teammate. If you or your teammate gets taken out with a grenade or a rocket, at least your opponents' will only get one kill.

### The Oddball, Flag, or Bomb

Keep your distance from enemies who are carrying the Oddball, flag, or bomb, unless you can sneak up and take them out from behind. Since they are able to kill you in just one hit, it's best to approach them with caution...as well as with a few other teammates for backup.

## Play with Two

In Land Grab, always have two people per flag, one to grab the Land and one to play defense. Remember, the goal is to get three per round to ensure victory.

## Practice Melee Attacks

Learn the distance in which the melee attack will hit successfully. Attacking too soon because you thought you were close enough usually will not end well. It takes practice, but you'll pick it up in no time.

## Rank Up

If you aren't going for a True Skill Rank (the number next to your name in Ranked Games), but rather your rank status (such as General, Lieutenant, etc.), make sure not to quit any games. Your rank status all depends on your Rating Points that you earn after winning a game. This can be in a social or ranked match. If you quit a game, you lose one Rating Point which isn't necessarily hard to get back, but it can make the process longer to earn a rank if you quit matches constantly.

## Revisit Old Matches

Don't hesitate to save films of game matches, so you can reexamine what you did right, or wrong. Select Switch (in the Matchmaking Lobby), then select Theater to see the saved films. The option to save the game footage is at the end of each match. This is also a great way to look at some of the strategies your opponents used against you, that you can in turn learn for future matches.

## Rocket Launchers: Bad for Flesh



If you hear the familiar sound of a rocket, jump! Be ready to jump again if you dodged the rocket, because a second one will most likely be on its way.

## Strength in Numbers

During VIP matches it is crucial for all teammates to stick together so everyone can protect the VIP. Also remember when working in large clusters to keep your eye out for any explosives.

## Travel Quicker

Jumping up hills, steps, and other obstacles will get you to your destination quicker than just simply running.

## How to Make Custom Games



Want to make the ultimate custom game in the Forge? This primer gets you started.

### “Plasma Punch & Stick”



The goal here is to hone your melee and grenade stick skills. Points are only awarded for assassinations, beatdowns, and grenade sticks.

**Step 1:** Go to the Custom Games Lobby. Select Slayer as the base Game Type to edit. **Press X** to edit the Game Type options.

**Step 2:** Set Score to Win to your preference (we recommend 25 kills).

**Step 3:** Go to Slayer Settings. Click on the Scoring options. Leave every option as is, except the following (that need be altered):

- Kill Points: 0
- Beatdown Bonus: 1
- Assassination Bonus: 1
- Sticky Bonus: 1

**Step 4:** Head back to the main Slayer options menu. Go to Weapons and Vehicles. The following options need to be as follows:

- Primary Weapon: Plasma Pistol
- Weapons on Map: No Weapons

**Step 5:** Return to the main Slayer options menu. Go to General Settings. We now need to edit the Base Player Traits.

**Step 6:** Go to Weapons and Damage. Once there, Enable Infinite Ammo.

**Step 7:** **Press X** to save these settings. Select “Save as New...” Character space is tight, so name these settings something shorter, like “Plsma Pnch&Stck.”

You're now ready to play a Custom Game of Plasma Punch & Stick with friends on any map! Go the extra mile in the Forge to replace all the frag grenades with plasma and spike grenades for extra sticky fun.

## Advanced Tips

### Confuse the Needler User

When being shot at by an enemy using the Needler, remember to strafe left and right and don't try to pursue the player head on. Another useful tip is to keep running around in a circle against the Needler user. The player should miss most of their shots assuming you don't stop moving. It should also be easy to kill the person using the Needler as long as you don't run in a straight line, in which case you will end up just getting pummeled.

### Caution During Reloading

When reloading, the minute you see your clip is reloaded, immediately **press B** to melee. What this does is cancel the rest of the reload motion and can save you at least half a second before you can start shooting again. This is vital in situations when someone is about to turn a corner and you need to reload.

### Countering Snipers



The best way to counter an opponent using the sniper rifle is to use a battle rifle or carbine. If they are far away, put a few shots in them to take them out of their scope. While the Spartan laser is another useful weapon, it takes way too long to charge up. Use the Spartan laser only if they are either not looking at you or if it's almost charged up and you are behind a rock. This should help you to hit the sniper the second you get up.

### Duck and Jump

When you are responsible for carrying the ball, flag, or bomb, it is wise to crouch-jump forward. When you land, it gives you an extra boost forward, and the longer you do it, the bigger the boost. This is useful especially in High Ground when you grab the flag and get outside. With the downhill slope, the crouch-jump not only helps to give you a boost, but if you die in the air, it makes the flag go an extra foot or two forward. This is essential since you can't keep throwing the flag forward anymore as it drops downward when you do.

### Learn from the Pros

Did you end up in a match against someone that was exceptionally good? Use the file share feature to see if they have any videos that are sharing—the best way to figure out advanced tactics is to learn from the best. Watch their strategies, such as what they do in troubled situations.

### Melee Fake Out

If you prefer the satisfaction of a grenade stick versus a close-quarters punchout, run up as if you were to perform a melee attack but instead slap them with a plasma or spike grenade (à la Gears of War). More often than not this will earn you a quick kill.

### Sniping is Key

In Rumble Pit, far range shooting is key. You never want to be right in the midst of any battle, nor do you want to get shot at while running away every moment of the game. Pick up a good ranged weapon and just sit back, picking off players one by one. Look especially for those that are having a duel. Wait for their shields to drop and just pick them both off for a double kill. Camping can work wonders in Rumble Pit, but just remember to camp out in a spot where the far range weapons spawn and try to hold it down in that area.

## Frag Tips

### Deactivate Shields

If you have the sniper rifle and someone is chasing you, quickly scope in and hit them in the body or face, if possible. This will take away their entire shield, and they will only need one more shot to the face with a carbine or battle rifle, or even just a few shots with the assault rifle. Remember that it can be quite useful to scope in when moving around corners just in case someone is coming that way. It can be even more devastating if you get the first shot and they don't fire back (in which case your view will not leave the scope). This can help you get off the second snipe shot, which should guarantee a kill.

### Dominate Team Rockets

When you are playing Team Rockets, don't be cheap! You have unlimited ammo, so make sure to shoot every corner and door before going in them. Considering you only need 25 kills to win, shoot constantly and make the other team hesitate to reach places that give them an advantage. Keep them at ground level especially to help yourself when going up in a duel. If they are on top of a base, shooting down at you gives them an advantage for the fact that you have a much greater chance of missing them.

## Duck Out of Radars

Similar to how it was in Halo 2, remember to crouch to avoid being seen on radar. This is especially vital when you are trying to run away with the sniper rifle or any powerful weapons, but are surrounded from above and below. This is also great to assassinate players with ease. Use those hard-to-see corners to your advantage. Also note that it takes two melees to kill a player if you hit them in the front or side, and one melee to kill if you hit them from behind.

## Face Vehicles with Missiles

The new missile pod is the best way to take care of vehicles. It will lock on to any vehicle that comes across your reticle. It's possible to get a triple kill by taking out a fully loaded Warthog using the missile pod.

## Fight Drivers

An easy way to take out the driver of any vehicle is to jump up (avoiding the vehicle) and then look down and melee the driver. If you hit them in the back it's an instant death, but even if you miss it's a good way to make the driver hesitate to come back at you.

## Finish them with the Assault Rifle



Switch weapons in the middle of a fight! Remember: the assault rifle is your best friend. So if you run out of ammo for your second gun, immediately switch to your assault rifle for the finishing touches. Switching weapons is great since the assault rifle has limited ammo that often makes it hard to kill a target in one clip, so using it as a secondary can be very useful.

## Fire from Above

Taking your enemies out from a higher elevation is much easier than simply challenging them head-on. Being higher up makes it easier for headshots, and it takes them longer to spot you, especially if you have somewhere nearby to take cover.

## Keep Your Hand Steady

Remember the auto aim is not a huge factor in this game. So even if someone gets the first and even second BR/carbine/assault rifle shot on you, try to be steady with your shot while strafing and you can still kill them. The best thing to do when strafing is to mix it up with a few jumps to throw their shot off which can give you an advantage to get headshots and hopefully win the duel.

## How to Make Custom Games (Continued)

### "Fallen Vampire"



Fallen Vampire is a variation of Juggernaut. One player is selected to be the ultra-powerful Vampire; when the Vampire dies, the spirit is passed on to another player. Points are awarded for killing the Vampire as well as scoring kills as the Vampire.

**Step 1:** Go to the Custom Games Lobby, select Juggernaut as the base Game Type to edit, and then **press X** to edit its Game Type options.

**Step 2:** Set the Score to Win option (we recommend 10 to 20 kills).

**Step 3:** Go to Juggernaut Settings. Change the following options on this screen:

- Next Juggernaut: Random
- Next Juggernaut Delay: No Delay

**Step 4:** Go to Juggernaut Traits. There are many options we need to alter here. First, go to Shields and Health and change the following:

- Damage Resistance: 200%
- Shield Recharge Rate: 100% (Normal)
- Shield Vampirism: 50% Leech
- Immune to Headshots: Enabled

**Step 5:** Go back to the Juggernaut Traits option menu. Go to Weapons and Damage. The following options need be changed:

- Damage Modifier: 200%
- Infinite Ammo: Enabled
- Weapon Pickup: Disabled

**Step 6:** Go back to the Juggernaut Traits option menu. Go to Movement and change the following:

- Player Speed: 150%
- Player Gravity: 50%

**Step 7:** Return to the Juggernaut Traits option menu. Go to Appearance and change these options:

- Active Camo: Poor Camo
- Waypoint: No Waypoint
- Forced Color: Black

**Step 8:** **Press X** to save these settings. Select "Save as New..." Name this gametype "Fallen Vampire."

You're now ready to play a Custom Game of Fallen Vampire with friends on any map. Fallen Vampire is best played on smaller maps such as Guardian, Snowbound, and Epitaph.

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## Kill with Burst Fire

When you are not in close range of an opponent and you have the AR out, burst fire! Three to six shot bursts are more accurate than full auto. For example, if two AR-wielding players encounter each other, one holding RT and the other burst firing, the burst firing player would kill the other one right around the time the other was reloading.

## Laser from Behind

If you are using the Spartan laser, a good strategy is to try to shoot people from behind. They will most likely take cover if they see the red laser pointed at them.

## Play Offense During VIP

When playing as the VIP, try to play offensively rather than defensively. Remember that four players shooting are always better than three. Back your teammates up and keep pushing forward until you are ready to strike their VIP. Confuse the VIP by double teaming and having one person go in for the assassination. As the VIP, the Needle is your best friend. It can take a player out instantly and it is a very good weapon for taking out the VIP in a small amount of time without getting yourself killed. Dual plasma rifles also work well too. If you have the sniper rifle, three shots to the head should do the trick.

## Resort to Your Fists

Use your melee! Many people just **press and hold RT** in a face-to-face fight, and forget that two melee hits will kill someone. Also, around 10 AR shots and a quick melee hit is a kill. The melee attack is a great way to finish any close-quarters fight.

## Set Traps

If you make a few kills sniping from a certain location, try changing locations and keep a lookout on your previous spot. You may be able to get a few more kills by checking to see if your enemies go after you in your previous location, assuming you're still there.

## Strafe, Jump, Repeat

A very important skill to master is learning to strafe and jump while in a firefight. Moving around and jumping every few seconds can help throw off your opponent's aim, while you keep them in your line of sight.

## Take Body Shots

It's not always necessary to worry about getting head shots with the sniper rifle. Two shots to anywhere on the body with this weapon will kill an opponent.

## Try Auto-Centering

If you haven't been playing with auto-look centering on, it's a good feature to try out the next time you get online. Auto-look centering is very helpful to get more precise shots.

## Gear Tips

### Another Use for the Spike Grenade

Spike grenades can be very useful especially when trying to run away. They can stick not only to other players, but also to surfaces. With this said, when you are being chased, throw your spike grenades on the ground, or when you reach a corner, immediately throw one on your side. When your opponent reaches that corner, it'll be an instant death for them, or they'll be the ones running for cover.

### Deal Death by Grenades

One of the most important tips is to learn how to throw the different types of grenades. Whether they're frags, plasmas, or spikes, throwing grenades is one of the easiest and most effective ways to kill your enemies. Learn how to bounce frags off walls, and how to stick the other two types onto your opponents. After one or two well-placed throws, finish them with your AR for a relatively easy kill.

### Demolish Ghosts

Having trouble taking out a Ghost? Similarly to how they were dealt with in Halo 2, shoot the circular object on the left side of the Ghost (from the viewpoint of the rider, it'd be to the left, if it is facing you, then it'd be to the right). Depending on the weapon you have, it is much easier to disable a Ghost this way rather than having to shoot it over and over again, wasting time and wasting tons of ammo.

### Get Around there Fast



Use the Mongoose for what it was meant for: getting around the map. Don't try to run opposing players over unless they are completely unaware of you (it's very easy for someone to gun you down if you keep circling them on a Mongoose). Remember how quickly you got killed in the Warthog in the first Halo? It's very similar in the Mongoose.

### Grenades are not Scarce

When you think there is an enemy nearby, throw grenades first, and ask questions later. There is an abundance of grenades in each level, so don't be

cheap when it comes to using them. Throw them in a corner, throw them in a room, throw them above you...anything to ensure that you are either safe or the person crouching near you has been hit with your grenade, which will give you a big advantage. Never run into a room carelessly, especially when you know that the enemies are lurking nearby. If they don't spawn outside of the base like in High Ground, assume they spawn in the base with your team.

## In Case of Emergency

The bubble shield can be used for more than just protecting yourself. When you see an opponent with rockets coming your way, immediately drop the bubble shield in front of them. When they shoot, the bubble shield will block the shot causing them to accidentally commit suicide or considerable damage.

## Man Cannons

You can fire off anything you put in the man cannon across the map. This includes vehicles, explosive barrels, and trip mines.

## Not Much Elbow Room in a Bubble



A good strategy to use when activating the bubble shield is not to stay inside, but to circle strafe around it. There isn't really much room inside within a bubble shield, so staying out of it and gunning down whoever pops out of it is often times what you should do.

## Shoot Inside Bubbles

When you see someone with a bubble shield, come from behind and enter the bubble with your gun blazing. Bullets can't penetrate the bubble, but they work just fine inside of it.

## Snipe from the Perimeters

When using the sniper rifle, try to stay on the edges of each level. In Snowbound, for instance, go to the edges where the automatic turrets are or stay on top of the bases. In Valhalla stay in the base, the top middle section or the eastern and westernmost side of the levels. The top middle section is very risky, but you'll be able to pick them off from their base which can be very rewarding. In High Ground, stay near the sniper spawn or in the camo ramp. This gives you a great view of the base and can easily make for a turning point in the game.

## 13 Secret Skulls



Gold Skulls make the game harder, and co-operative play more challenging; Silver Skulls make things easier (or stranger). When you find a Skull, stand over it and then **press and hold RB** until you pick it up. To view collected Skulls, enter Campaign, and in the Campaign Lobby, **press X**.

**NOTE:** All Skull hunters—there are two skills that make you jump slightly higher than normal!

■ **Crouch Jumping:** Press A to jump and then click and hold the Left Analog stick to crouch in midair.

■ **Grenade Jumping:** Place a grenade in front of you and then press A to jump; just make sure no opponents (or teammates) are near you because during this sequence you are vulnerable to a one-hit kill.

### ■ SILVER: Blind Skull

■ **Effect:** Your HUD disappears.

■ **Location:** Sierra 117 (Walk It Off)

■ **Difficulty:** Easy

Just moments after you face your first Gold Armor Brute, a couple of Phantom dropships come into sight; approach the ship that is furthest away from you. Stay to your right, and keep moving forward until you see the rock overhang—the Blind Skull is on top of it.

### ■ GOLD: Iron Skull

■ **Effect:** Respawn at the beginning of the level.

■ **Location:** Sierra 117 (Quid Pro Quo)

■ **Difficulty:** Very Easy

A Pelican will land nearby, but don't board it. Instead, make your way to the left of the Pelican until you are able to jump up onto a ledge that you'll be able to traverse to another ledge that sits against a building. Follow this ledge around the side of the building, and in the furthermost corner where the ledge ends, you can find the Iron Skull.

### ■ GOLD: Black Eye Skull

■ **Effect:** Melee attack enemies to restore your shield.

■ **Location:** Crow's Nest (Know Your Role)

■ **Difficulty:** Very Easy

As soon as the stage begins, go up a small set of stairs and walk to the left—you'll see a box with letters and numbers written on the side. Jump onto the box and position yourself so that you can see the red metal scaffolding up above. Make a well-timed jump up onto the scaffolding, and from here turn left and jump onto the large gray pipe. The Skull is at the far end of the pipe.

## Stall Vehicles

Stop the vehicles! The plasma pistol isn't just useful for dropping your opponent's shield, it also works on vehicles. It can stop a vehicle for a few seconds, which leaves the passengers vulnerable to easy sniping and rockets.

## "Trip" Mines: Not in Name Only

Trip mines aren't only deadly when stepped on, but if someone is near one and being very cautious not to step on it, just shoot the mine to detonate it. Depending on the distance from the mine, it can cause instant death or at least the loss of an entire shield.

## Trip Mine Sabotage



A good strategy to throw off the opposing team when they least expect it is to smack the new trip mines on the bottom of vehicles. If anyone plans to drive that vehicle away, they'll be in for a surprise.

## Vehicles Aren't Always the Answer

If you don't have possession of the rockets or Spartan laser, beware: You might want to think twice before riding a vehicle, especially when you have two players on a Mongoose or three on a Warthog. Doing so could be a quick way for the other team to get that double or triple kill. Also be aware of where those weapons are located and who has them in their possession.

## Environmental Tips

### High Ground

#### Capturing the Flag

The easiest way to capture the flag is to first have one of your teammates open the gates for you. Go through the gates, pick up the flag, and head onto the bridge to the right. Jump into the broken pipe and get to the other end. Lastly, get your team to help you out all the way to the waterfront.

#### Hide in the River

Get the sniper rifle and run into the water. It will be harder for your opponents to see you, and you'll get a clear view of all the fights at the top of the hill.

## Kill the Person Inside the Bunker

If someone's in the circular base in front of the gate, throw grenades and shoot through the windows on the southern side of the base.

## Open the Gates

A quick way to open the gates if you are on the offensive team in an objective game is to immediately grab the gravity lift on the left side of the broken bunker. Drop it in front of the Spartan laser tower and lift yourself up there. Then go forward and jump on the ledge. If you look down, you should find the switch to open the gates. Immediately drop down and press RB.

## The Portable Elevator

If you spawn outside of the base remember to pick up the gravity lift that is on the opposite side of the rockets. This will give you easy access onto the top of the base. In addition this will be very important in Skirmish games in order to open the gates for your teammates. It does disappear after a certain period of time, but the gravity lift will spawn again and can be used almost anywhere. Use it to your advantage!

## Race to the Sniper Rifle

If you happen to start next to the Mongoose on the beach, hop on and make your way towards the spot where the sniper rifle spawns. An opponent will most likely be making a run for this gun as well, so splatter them with the Mongoose and take the sniper rifle for yourself.

## Snipe from the Beach

When you are playing an objective game and you start out on the beach, grab the sniper rifle and try to pick off the opponent who picks up the Spartan laser. In most matches there will be a player who will go right for this devastating weapon, so taking them out early will give you a huge advantage for the remainder of the match.

## Trees Can Save Your Hide

Remember to use the trees for good coverage. Besides staying behind the trees, you can get onto the branches too! This comes in handy, especially in Territories where you can guard a teammate while they get territory number one. Additionally, hiding in the branches while sniping can help you take out multiple opponents without being seen.

## Two of the Deadliest Weapons

The sniper rifle and rocket launcher are located in the south-east section of the map (if you're facing the main compound).

## Two Ways in

There are two great ways to get into the base. The first is to grab a portable gravity lift and the bottom

of the hill, throw it below the Spartan laser tower, and then jump up there. The second way is to go up the same hill as before, but instead go onto the roof of the little base and break open the latch to drop down inside.

## Use the Mongoose



If you spawn inside the base while playing Team Slayer, put the Mongoose to good use. Immediately drive outside and take the rockets that should enable you to take out the sniper with ease. Likewise, if you spawn outside the base, just be aware of the rush to the rockets. If you get the sniper, immediately go to the rocks near the camouflage just to play it safe to a certain amount of time. Keep in mind that the gate is already opened in Team Slayer and Rumble Pit. It is only closed (and can be opened up) in Team Skirmish.

## Caution: Spartan Laser Campers

Be wary of the top left corner of the gate, where the Spartan laser is located. Players often like to camp up there and use the laser to rack up easy kills.

### King of the Hill

#### Exit the Hill Every so Often

It can be very difficult to see inside the Hill. Every five seconds or so, leave the Hill and look around to see where the opposing players are coming from. You'll be able to better focus your attacks in that direction and immediately start firing away.

#### Stay in the Hill

In the Rumble Pit, remember to use the bubble shield constantly when in the Hill. The best strategy is to waste as much time as possible in the Hill, making the other players work for their kill by having to melee you inside. Remember that the other five players will be gunning for you inside the Hill, so be strategic and leave the Hill when they start rushing it. Let them fight for the Hill, and when you see that their shields have gone down a fair amount, go in for the kills. Also keep note that the Hill moves every 30 seconds, so don't stay in the Hill if there are only a few more seconds left before it moves.

## Skulls (Continued)

### Skull: SILVER: Grunt Birthday Party Skull

- **Effect:** Grunt head-shots result in cheers and confetti.
- **Location:** Crow's Nest (Gift With Purchase)
- **Difficulty:** Easy

Right before you join up with the Arbiter, there's a hole you're supposed to drop into. Instead of jumping all the way to the bottom, jump on the slight ledge which is placed towards your back. If you peer down the pipe before jumping in, you'll have a better chance of landing onto a hidden area with the Skull.

### Skull: GOLD: Tough Luck Skull

- **Effect:** Enemies are far more vicious in battle.
- **Location:** Tsavo Highway (Full Contact Safari)
- **Difficulty:** Medium

After you pass the shield that blocks the road, you'll reach Tsavo Highway. A huge Covenant ship will fly overhead. At this point, move towards the large pipe to the left of the highway. Jump down onto the grassy area directly below the yellow ladder that's connected to the pipe. Jump further down onto a gray platform, which has a narrow ledge connected on the right. Jump onto this tiny ledge, then jump to the larger platform on your left. Walk all the way to the end—on the left-hand side you'll see a rock cliff with the Skull. Make the long jump over and snag it.

### Skull: GOLD: Catch Skull

- **Effect:** Foes constantly lob grenades at you.
- **Location:** The Storm (Ghost Town)
- **Difficulty:** Medium

Once you get outside, hop into a vehicle. There will be a small circular building to the upper-right corner of the plains. The Skull is on top of this building. The easiest way to get on top is to jump from the top of a vehicle. You can also try grenade jumping.

### Skull: GOLD: Fog Skull

- **Effect:** Play without your motion sensor.
- **Location:** Floodgate (It Followed Me Home)
- **Difficulty:** Hard

As soon as you enter the town, zoom in on the top of the building to the right. Time it right, and shoot the enemy right before he jumps off the edge of the building. If you did this correctly, the Skull will drop to the ground ahead of you. Watch the Skull so you can locate it after it falls. Messed it up? Reset and try, try, try again.

### Skull: GOLD: Famine Skull

- **Effect:** Enemies drop half as much ammunition.
- **Location:** The Ark (Installation 00)
- **Difficulty:** Hard

When the road branches, go right; you should find a large metal overhang (if you face the overhang, the Skull is on the left-most strut). Make your way up the rock formation to the left and jump the narrow gap to access the structure. Run to the far end of the structure; if you zoom in here, you'll spot the Skull resting in a small alcove. Use a grenade jump. If you're playing coop, use a buddy to stand on before jumping.

## Armor Permutations

Wanna unlock some cool armor including the coveted Hayabusa (Ninja Gaiden) set? Here's how.

### Elite Armor Permutations

- **Asctic Body:** Assassinate or melee attack five enemies online in a ranked free-for-all match (also unlocks "Up Close and Personal" achievement).
- **Asctic Head:** Score a triple kill while wielding the energy sword in a ranked free-for-all match (also unlocks "Steppin' Razor" achievement).
- **Asctic Shoulders:** Kill four enemies within as many seconds of one another during a ranked free-for-all match (also unlocks "Overkill" achievement).
- **Commando Body:** Kill three enemies within 4 seconds of one another during a ranked free-for-all match.
- **Commando Head:** Same as Asctic Shoulders.
- **Commando Shoulders:** Kill 10 enemies without dying in a ranked free-for-all playlist (also unlocks "Killing Frenzy" achievement).
- **Flight Body:** Complete Tsavo Highway in Campaign mode on Heroic or Legendary.
- **Flight Head:** Complete Campaign mode on Heroic or Legendary.
- **Flight Shoulders:** Complete The Ark in Campaign mode on Heroic or Legendary.

### Spartan Armor Permutations

- **EOD Body:** Complete Tsavo Highway in Campaign mode on Legendary.
- **EOD Head:** Complete Campaign mode on Legendary.
- **EOD Shoulders:** Complete The Ark in Campaign mode on Legendary.
- **EVA Body:** Complete Tsavo Highway on Normal, Heroic, or Legendary.
- **EVA Head:** Complete Campaign mode on Normal or higher.
- **EVA Shoulders:** Complete The Ark in Campaign mode on Normal or higher.
- **Hayabusa Body:** Collect six secret Skulls.
- **Hayabusa Head:** Collect all 13 secret Skulls.
- **Hayabusa Shoulders:** Collect nine secret Skulls.
- **Hayabusa Katana:** Unlock every single achievement in the game and own the complete Hayabusa armor set (Body, Head, and Shoulders).
- **Mark V Head:** Rank up to Sergeant grade online (also unlocks "UNSC Spartan" achievement).
- **ODST Head:** Earn 5 EXP or play through 10 online games (also unlocks "Spartan Graduate" achievement).
- **Rogue Head:** Rank up to Officer online (also unlocks "Spartan Officer" achievement).
- **Scout Body:** Use the Spartan laser or missile pod to blow up a Banshee in Campaign or online mode (also unlocks "Too Close to the Sun" achievement).
- **Scout Head:** Destroy a vehicle containing three enemies in Campaign or online mode (also unlocks "Used Car Salesman" achievement).
- **Scout Shoulders:** Obliterate an enemy vehicle using a piece of equipment in Campaign or online mode (also unlocks "We're in for Some Chop" achievement).
- **Security Head:** Earn 1000 Gamer Points by unlocking various achievements.
- **Security Shoulders:** Earn 750 Gamer Points.

## To Be the King of the Hill

When playing King of the Hill, remember to only have one person in the hill. Keep everyone else as a lookout and defend that hill. To make things even more complicated for the other team, have a bubble shield ready for your teammate inside the hill to force the other team to melee the person inside the hill (who is also protected by the bubble shield) in order to kill them. Remember to play smart, for it only takes one minute and 40 seconds to win a match of King of the Hill.

## Use Grenades on the Hill

While running to the hill try throwing grenades with or without someone in the hill. This will help you get more time. You will either clear out the hill or take out enemies running into it, leaving it empty for you.

## Snowbound

### Don't Enter No Man's Land

Don't stray to far off the map; if you do, the turrets will take you out in a matter of seconds.

### Hide Inside the Shield Doors

The shield doors in Snowbound can protect you from any kind of weapon. If you need somewhere to hide out, this spot can be a welcome haven.

### Oddball

When playing Oddball, immediately bring the ball down under the base in the shielded rooms. Keep it in a room where there are only two ways to get in. The person holding the ball should stand right in front of the shield while a person equipped with a shotgun should stand on the other side. Remember that it is a one-hit kill with the ball, so no one should be able to penetrate other than the people that have spike grenades. Even then, they would have to get through your three other teammates.

### Shotgun Surprise

There is a shotgun in the main room of the underground cave near the back shield door. Grab it and the spike grenades that are very close by. Wait on one side of the shield doors and when an opponent walks through—kaboom! Shield doors force players to dance toe-to-toe, and a shotgun is devastating at close range. If they toy with you, walk though the shield door and stick them with the spike grenade.

### Slaying the Oddball Player

Remember that whoever is holding the Oddball is visible at all times. Keep the Oddball player under the base. Make your teammates hide in the corners of the entrance while the Oddball holder is standing in the middle trying to avoid any sticky grenades as they go through. Also, the players hiding

in the corners should be crouching. If this works, the opposing team will be concentrating on killing the Oddball holder and most of the opposing team can be assassinated with ease.

## Valhalla

### Clean Up with the Missile Pod

When playing Territories, use the missile pod to easily clear out your territories that are being taken over, or to clear out territories that are being defended.

### Don't be a Flying Human Target

It can be dangerous to use the man cannon if the match is well underway. The chance of being sniped is very likely; the opposing team will be watching for easy targets to pick off.

### Finding Equipment

Some of the most important equipment locations are the bubble shield found on the opposite side of the map from the downed Pelican. The energy drain is found next to the downed Pelican. Trip mines can be found on the barriers of each base, near two spikers.

### Gain Control of Middle Ground



The best spot to take over is the middle ground. If you are playing VIP or regular Team Slayer, it is vital for the sniper to take that spot—it gives great cover to the player that picks up the Spartan laser and also traps the other team to just stay in their base. If they go into the man cannon, they will get sniped. If they try to use a vehicle for transportation, they will get shot with the laser. Remember to watch out for the other team's sniper, and if that player can be taken out your VIP will have a much easier time of just camping in the base or even moving to the middle to provide some firepower when needed.

### Pick the Right Path

Remember that the Mongoose is very slow on water, so try to keep driving on land as much as possible. Try to drive on the broken dropship side more than the other side with the stationed Mongoose. The side with the Mongoose is much more open and you will be more vulnerable to being sniped or hit with the Spartan laser. ■

## Skulls (Continued)

### 💀 SILVER: Cowbell Skull

- **Effect:** Explosions are much larger.
- **Location:** The Ark (Forward Until Dawn/Real Men Don't Read Maps)
- **Difficulty:** Medium

Destroy the Scarab and then enter the building in the middle of the sandy area. Pick up the Grav Lift and continue to the spire where the Arbiter awaits. Enter the next sub-level, Real Men Don't Read Maps, and after passing through several rooms, look for a doorway with four openings above it at the bottom of a small ramp. Put the Grav Lift on the ground near the bottom of the ramp and use it to jump to the top opening—the Skull is inside.

### 💀 GOLD: Thunderstorm Skull

- **Effect:** Enemies are ranked up to next higher class.
- **Location:** The Covenant (If You Want it Done Right...)
- **Difficulty:** Very Easy

Land your Hornet in the middle of the second tower, between the two diagonal platforms, and look for the Skull at the far end of the middle platform.

### 💀 SILVER: IWHBYD Skull

- **Effect:** Secret dialogue throughout the Campaign.
- **Location:** The Covenant (Revelation)
- **Difficulty:** Very Hard

In order to earn the I Would Have Been Your Daddy (IWHBYD) Skull, first reach the area where there are the seven holographic rings. Jump through the rings in the following (specific) order: 4, 6, 5, 4, 5, 3, 4 (1 is the ring at the start of the bridge). The IWHBYD Skull should appear next to where you meet the Prophet of Truth.

### 💀 GOLD: Tilt Skull

- **Effect:** Certain enemies are only hurt with specific weapons.
- **Location:** Cortana (Rampant)
- **Difficulty:** Medium

After you jump through a hole in the floor, keep your eyes open for a room containing a Flood and two ramps separated by a small divider. Jump onto the divider, and then jump again to reach the tip-top of the divider. Once on top, look to your left to see a strange-looking outgrowth coming out of the wall above you. Jump onto this platform from the divider. You'll find another strange outgrowth to jump to if you turn a little bit more to the left, and from that area turn a full 180 degrees and you'll see the final strange platform. From here, walk across the vine-looking rock to a new area with some splattered guts and the Skull on the ground.

### 💀 GOLD: Mythic Skull

- **Effect:** Enemies health is doubled.
- **Location:** Halo (Full Circle)
- **Difficulty:** Very Easy

At the start of the level, enter the cave up ahead of you. Hug the wall to the right until you reach a narrow passage that will continue to wind around to the right. Once the passage gets a bit darker, you should spot the Mythic Skull on the ground right in front of you.



# RAPTURE SURVIVAL GUIDE FOR —BIOSHOCK—

RAPTURE WAS INTENDED TO BE HEAVEN...BUT IT TURNED OUT TO BE HELL.  
HERE'S HOW TO SURVIVE AND PROSPER IN THIS HAUNTED UNDERWATER UTOPIA.



## —WELCOME HOME—



Rapture is a horrific maze of insanity, and BioShock is all about choice and exploration.

## —THE ARSENAL—



Almost every weapon can be upgraded and use three different types of ammo.

### CHEMICAL THROWER

- **Basic Ammo:** Napalm
- **Advanced Ammo:** Liquid Nitrogen
- **Invented Ammo:** Electric Gel

The chemical thrower gives you three ways to defeat enemies. Yet, if you use liquid nitrogen to freeze a foe and then shatter them, you will not find any items because there will be no corpse to search.

### CROSSBOW

- **Basic Ammo:** Steel-Tip Bolt
- **Advanced Ammo:** Incendiary Bolt
- **Invented Ammo:** Trap Bolt

Another weapon found later in the game, the crossbow has a pokey reloading rate, but is deadly effi-

cient when its ammo hits the mark...plus, you can occasionally retrieve bolts that you've fired.

### GRENADE LAUNCHER

- **Basic Ammo:** Frag Grenade
- **Advanced Ammo:** Proximity Mine
- **Invented Ammo:** Heat-seeking RPG

Fires explosive rounds that inflict major damage. Like the shotgun and pistol, this weapon can be modified using powerful custom ammunition.

### MACHINE GUN



- **Basic Ammo:** Machine Gun Rounds
- **Advanced Ammo:** Antipersonnel Auto Rounds
- **Invented Ammo:** Armor-piercing Auto Rounds

BioShock's machine gun deals less damage than the pistol, but has a wicked-fast firing rate. It's your classic 1940s gangsta Tommy gun and is great for shredding multiple fast-moving opponents.

### PISTOL

- **Basic Ammo:** Pistol Rounds
- **Advanced Ammo:** Armor-piercing Pistol Rounds
- **Invented Ammo:** Antipersonnel Pistol Rounds

Another early weapon, the pistol is capable of dealing massive amounts of damage, but at a price. As with all six-shooters, the pistol can only hold as many rounds of ammunition. The ammunition for the pistol, however, is unique; you can purchase more special rounds from various vending machines scattered throughout Rapture.

### SECURITY CAMERA

Although not a weapon, the camera is stored with your weapons. You can take photographs of enemies using the camera to research their strengths

and weaknesses. You can experiment catching enemies in various poses (such as frozen or attacking) and unlock achievements, too.

## SHOTGUN

- **Basic Ammo:** 00 Buck
- **Advanced Ammo:** Electric Buck
- **Invented Ammo:** Exploding Buck

The shotgun is found deep inside Rapture, but it's well worth the wait. Like the pistol, the shotgun can be modified with special ammunition that changes the properties of the gun almost entirely—such as the very potent electric buckshot ammo upgrade.

## WRENCH

The first weapon you find in the haunted city of Rapture, the wrench proves to be a reliable tool—especially when combined with the ElectroBolt Plasmid. The trick is to first zap your opponent with the ElectroBolt, and while they shake with convulsions, whack them upside the head.

## —PLASMIDS—



Science rules all in Rapture. Gene-altering Plasmids, derived from a rare undersea creature, were harnessed by Rapture founder and tycoon Andrew Ryan. These Plasmids gave the people of Rapture supernatural powers...in many cases, at the cost of their sanity. If you want to survive Rapture's gruesome civil war, shooting up Plasmids may be your best bet...if you don't mind risking your very humanity.

## CYCLONE

Using this Plasmid will create a subdued whirlpool of wind until an unsuspecting victim walks by it and they're sent spiraling upwards only to come crashing down. It's not as flashy as Incinerate, but it's actually quite useful as a makeshift trap—just lay one down and wait for an enemy to approach.

## ELECTROBOLT

The ElectroBolt is the first Plasmid you encounter. It grants the power to shoot powerful bolts of electricity from your fingertips, that can be used to stun enemies in preparation for a follow-up attack. The ElectroBolt Plasmid is best used on groups of enemies standing in a pool of water; and being a

## UPGRADE EVERY WEAPON



You must find Power to the People machines (they can only be used on one weapon once before going out of order) to upgrade your weapons. It's possible to fully upgrade every weapon in your arsenal (except the wrench or security camera) if you find every Power to the People machine. Here are the machine locations.

- ❑ **Machine #1 (Neptune's Bounty):** The first Power to the People machine is on the ground floor of the freezer room in Fontaine Fisheries.
- ❑ **Machine #2 (Arcadia):** The second machine is in the middle of Tree Farm.
- ❑ **Machine #3 (Farmer's Market):** The third machine is on Winery Cellar Bottom Floor.
- ❑ **Machine #4 (Fort Frolic):** Go to the cocktail lounge in Le Marquis D'Epoch. Once inside the lounge, head downstairs to the fourth machine.
- ❑ **Machine #5 (Fort Frolic):** Enter the Sinclair Spirits shop and then search for the button that opens the door to the room with the fifth Power to the People machine. *Note: Do not kill Sander Cohen in Fort Frolic; otherwise you can't get machine #9.*
- ❑ **Machine #6 (Hephaestus):** Search the Core area for the sixth machine.
- ❑ **Machine #7 (Hephaestus):** The seventh machine is inside Kyburz's locked office.
- ❑ **Machine #8 (Olympus Heights):** The eighth machine is on the ground floor of Mercury Suites (on the same shaft as the elevator).
- ❑ **Machine #9 (Olympus Heights):** One of the harder machines to get to, this one is inside Cohen's Apartment, but it can't be accessed if you killed Sander Cohen in Fort Frolic. Once inside Cohen's Apartment, kill the dancing couple (take the Electric Buck rounds under the record player or play the grand piano to start the fight). After the couple is defeated, Sander Cohen arrives; defeat him and take the Sander Cohen Muse Key to open the locked door in his apartment. Go upstairs and find the ninth machine.
- ❑ **Machine #10 (Apollo Square):** To find the tenth machine, go to Hestia Fourth Floor (go to Hestia Fifth Floor and take the descending staircase to the Fourth Floor).
- ❑ **Machine #11 (Point Prometheus):** The eleventh machine is in the Atrium.
- ❑ **Machine #12 (Point Prometheus):** The final machine is in the room labeled Eugenetic Analysis in Optimized Eugenetics.

dilapidated underwater city, there are plenty of opportunities to fry more than one Splicer at a time.

### ENRAGE

Any target hit with the Enrage Plasmid becomes incredibly pissed and attacks the closest humanoid. Enrage is best used on groups of enemies; isolated individuals attack the nearest person—you!

### HYPNOTIZE BIG DADDY

Big Daddy protects you as if you were a Little Sister by following you around and obliterating any attackers.

### INCINERATE

This supernatural power doesn't stun enemies, but lights them on fire and slowly depletes their health over time. It's especially useful in crowds as one torched-up enemy can light another on fire if they touch. But beware, as enemies can jump into a nearby pool of water to extinguish the blaze. Incinerate can also melt icy barriers or objects that hinder your progress.

### INSECT SWARM

Unleashes a barrage of deadly flying insects that temporarily immobilize a target, thus allowing you to pulverize them with any weapon you choose.

### SECURITY BULLSEYE

Use the Security Bullseye to tag your opponents with biomechanical insects that attract security cameras and sentry turrets. When low on health or in a tight bind, these handy flies can buy you some precious time.

### TARGETING DUMMY

Targeting Dummy creates a realistic holographic image of you that foes think is the real thing.

### TELEKINESIS



Telekinesis is actually quite similar to pushing and pulling objects with *Star Wars*' Force powers, and leads to some inventive techniques. Try mixing Telekinesis with Incinerate by first igniting enemies and then using their charred remains as a flaming projectile. You can also move nearby objects to clear a path or erect a hasty barrier.

### WINTER BLAST

Give your enemies the cold shoulder with the power of sheer frost. Winter Blast allows you to freeze enemies and shatter them into tiny pieces. In a handy twist, Winter Blast will neutralize any nearby flames, including flaming barriers.

## -GENE TONICS-



Gene Tonics offer additional supernatural powers. Instantly alter your genetic code in three different categories: Physical, Engineering, and Combat.

### PHYSICAL TONICS

Alter your physical prowess to become more powerful than you ever thought possible.

### BLOODLUST

Bloodlust will grant you extra life every time you make a successful attack with the wrench.

### BOOZE HOUND

Although we don't condone the consuming large quantities of alcohol at once, the Booze Hound Physical Tonic lets you drink up for a massive health boost, but without the painful headaches.

### EVE LINK

Think of it as mana. EVE is the fuel required to use the various Plasmid powers. The EVE Link Physical Tonic is especially useful if you prefer the use of Plasmids over weapons. When powered up in this particular section of the Gene Bank, the use of first aid kits will also give you an EVE boost.

### HACKER'S DELIGHT

Hacker's Delight enables you to heal yourself using a hacked machine's electrical current. A handy tool for keeping your health topped off in the dangerous world of Rapture.

### MEDICAL EXPERT

This tonic is almost essential to your survival in the later portions of the game. Being a Medical Expert will enable you to extract more juice from first aid kits and other various healing agents.

## ENGINEERING TONICS



Anyone can swing a wrench, but hacking machinery is another bag of tricks entirely.

### HACKING EXPERT

Don't waste time sifting through frustrating puzzle pieces: A Hacking Expert conveniently bypasses these annoying mini-games.

### SECURITY EXPERT

As a Security Expert, you can hack through defensive security measures with a snap of your fingers.

### VENDING EXPERT

By altering your genes to become a Vending Expert, you can buy items from vending machines at a vastly reduced price. This is handy, particularly if you need to stock up on ammo and items.

## COMBAT TONICS

If you're going to dish out the pain, Combat Tonics are the only way to fly...plus, they can save your hide in tight situations. Here are some highlights.

### ARMORED SHELL

This Combat Tonic gives you extra-thick skin for enhanced defensive capabilities. You take less damage when hit...more importantly, you save a bundle on first-aid kits.

### ELECTRIC FLESH

With ElectroBolt Plasmids and electrically infused ammunition running rampant in Rapture, you're going to need some defensive measures against the shock. Electric Flesh makes you invulnerable to all electrical damage.

### STATIC DISCHARGE

Similar to the ElectroBolt Plasmid, Static Discharge alters your genes to emit a burst of electrical current when you are struck, frying nearby enemies.

### WRENCH JOCKEY/LURKER

Powering up in the Jockey or Lurker allows you to wield the wrench more effectively—put more power into it, or execute stealth kills!

## 8 WAYS TO SLAUGHTER A BIG DADDY



There are countless ways that you can take down the Big Daddies, but here are our eight favorite techniques for destroying these armored oafs.

### #1. THE BIG FREEZE



Stopping an enraged and charging Big Daddy before he smashes into you can be done by freezing him in one of two ways: You can either use your Winter Blast Plasmid, or bust out your chemical thrower and hose him down with liquid nitrogen. Once you freeze the attacking Big Daddy, pick another weapon to wear down his health and repeat this process until he's finished.

### #2. DADDY TRAP



There are many variations of this technique, but the simplest way to go about it is to load up the crossbow with trap bolts and then plant them where you anticipate your Big Daddy target will run. Lure the Big Daddy in the direction of your trap—make sure you don't set off the trap bolts yourself—and then enjoy the fireworks.

### #3. ELECTRIC GEL SPATTER

An extremely simple way to defeat a Big Daddy is to spray him down with electric gel using the chemical thrower. This specific kind of chemical thrower ammo is relatively scarce because you must use a U-Invent machine to make it; however, it's extremely effective against Big Daddies, not to mention it can get you out of a bind in a jiffy.

## ENEMIES

Unfortunately, you aren't alone in Rapture! Here's the lowdown on some of its inhabitants.

### BIG DADDY



Protectors of Little Sisters, Big Daddies are built for hand-to-hand combat, and their intimidating size and fast reflexes make them the toughest foes in the game. Luckily, encounters are few and far between, and you don't have to fight them if you don't want to. Daddies come in two flavors: Bouncer and Rosie. Rosie fires rivet gun and throws proximity mines; Bouncer likes to pound the ground with shockwaves that disorient you long enough for it to charge. Rosie and Bouncer come in tougher Elite forms later in the game. Big Daddies ignore you until you threaten a Little Sister. Your choice: Will you attack a Little Sister to harvest her Adam, thus enraging the Big Daddy? Or will you mind your own business and brave Rapture without the power of Adam?

### LOCKED? NO PROBLEM!



Here are the passcodes to open various locked safes and doors. Some combinations can be found in Audio Diaries or scrawled on paper.

- ❑ **Medical Pavilion (Twilight Fields):** 0451
- ❑ **Neptune's Bounty (Fontaine Fisheries):** 5380
- ❑ **Neptune's Bounty (McDonagh's Top Floor):** 7533
- ❑ **Arcadia (Langford's Office, behind picture):** 9457
- ❑ **Farmer's Market (Market, "Pump Room"):** 0512
- ❑ **Fort Frolic (Poseidon):** 7774
- ❑ **Hephaestus (Lower Workshops):** 0126
- ❑ **Olympus Heights (Mercury Suites, Fontaine's Apartment):** 5744
- ❑ **Point Prometheus (Failsafe Armored Escorts):** 1921

### LITTLE SISTER



At the height of Rapture's boom, the production of Rapture's most precious resource, Adam, came to a screeching halt. Scientists quickly found that the dead citizens of Rapture carried enough Adam to keep the city up and running.



Manufactured by a Dr. Tanenbaum, the Little Sisters were created for the sole purpose of extracting Adam from the deceased residents of Rapture. They extract the Adam using a gruesome syringe, and then swallow it. Once consumed, the Little Sister's complex digestive track processes the raw Adam into its more usable form, EVE, which is the energy required for Plasmids.

### SPLICERS



Once the jubilant citizens of Rapture, Splisters come in five different flavors—Houdini, Leadhead, Nitro, Spider, and Thuggish. Genetically mutated and deranged (they frequently fight each other) Splisters roam the flooded corridors of the city in search of Adam. For the much of the game, Splisters will be your biggest threat. Their genetically enhanced genome gives them greater strength, speed, wall-crawling abilities, and other surprises.

## -ODDS & ENDS-



Here are a few more things to be aware of as you trek through Rapture.

### INVENTION SYSTEM

Sick of the shotgun's electric buckshot or armor-piercing pistol rounds? Try inventing new ammo!

### SECURITY BOTS AND TURRETS

Flying security bots are armed with machine guns and attack when you are spotted by a security camera. Bots are also telepathically controlled by Splicers. Sentry turrets are strewn throughout Rapture, and defend against unwanted intruders by firing bullets, grenades, or flame, and could be your best friend or worst enemy. Hack them and they can be made to fire on or chase down and kill enemies.

### VENDING MACHINES

Vending machines—Circus of Values, El Ammo Bandito!, U-Invent, and Gatherer's Garden—are littered throughout the city of Rapture. They take cash, Adam, and random objects as payment and offer health, EVE, ammo, and more—all at a frustratingly high price. Better learn to hack!

### VITA-CHAMBER

Vita-Chambers serve as checkpoints, so if you die, you'll immediately resurrect at the nearest one. ■



## 8 WAYS TO SLAUGHTER A BIG DADDY (CONTINUED)

### #4. FIGHT WITH BIG DADDY



If you're in the presence of two Big Daddies, use the Enrage Plasmid to sic one on the other and watch them tear each other to shreds. The Big Daddy that survives shouldn't have much health left.

### #5. HOMEMADE BOMB

One of the most inventive ways to slay a Big Daddy is to build a homemade bomb of proximity mines. Start off by sticking a bunch of proximity mines to a barrel, a corpse, or just about any other loose object in your environment. Once you've attached the desired amount of mines to your object, lift it off the ground with your Telekinesis Plasmid, and then launch your cluster of explosives at Big Daddy and blow him to kingdom come.

### #6. INSECT ONSLAUGHT



You'd think bees would do little harm to Big Daddies considering the heavy deep sea diver suits they wear, but sending a swarm of bees to sting the hell out of your armored adversaries is a powerful way to stop them. Follow this up with some shotgun blasts, ideally with the electric buck shot rounds if you have some.

### #7. NAPALM DEATH

This method is one of the more creative in the game. To start, splash the Big Daddy with napalm and then step away from him. As your enemy is engulfed in flames, switch to your grenade launcher and fire some heat-seeking RPGs at the big guy.

### #8. SECURITY SUFFOCATION

Pelt the Big Daddy with the Hypnotize Big Daddy Plasmid to befriend him, lead him to an area rife with security bots, and then sabotage your ally by throwing a Security Bullseye Plasmid at it. Once you do this, watch as security bots attack your hulking opponent by giving him lead showers.

# HEAVENLY SWORD



## THE 6 MOST PUNISHING MOMENTS IN **HEAVENLY SWORD**

...AND HOW TO BEAT THEM



WE GUIDE YOU THROUGH THE MOST BACKBREAKING MOMENTS IN HEAVENLY SWORD. WITH THESE KEY STRATEGIES ON YOUR SIDE, THE GAME IS AS GOOD AS BEATEN!

### I

#### CHAPTER 1: NIGHT ATTACK

DIFFICULTY: MODERATELY HARD



The Night Attack sequence is extraordinarily difficult mainly because this is not only one of the very first things you do in the game, this is also the first time in *Heavenly Sword* where you use arrows. There is literally no tutorial or explanation on how to do what you need to do.

**Step 1:** Bohan's foot soldiers will attempt to sneak up on your fort from three directions, from the front and from the left and the right. Make sure you vigilantly guard each area to prevent them reaching the building.

**Step 2:** Snipe distant enemies by using the Sixaxis to guide your arrows and use quick shots to kill off enemies that have made their way within a few feet of the fort.

**Step 3:** Keep trying to impale the invaders with your arrows. To maximize precision, aim at the center of targets, and then keep your PS3 controller level at the time of firing (as if the arrows were being fired out of the controller's USB port).

**Step 4:** Remember that arrows not guided with the Sixaxis are a great deal less deadly and if you don't nail someone in the face or chest with the quick shot, it will take several arrows to kill them.

### II

#### CHAPTER 2: DEFENDING SHEN

DIFFICULTY: MODERATELY HARD



As Shen bleeds all over the place during his escape, he is completely defenseless. Rain down on his attackers with arrows to shield your injured ally.

**Step 1:** The archers to your left are the first enemies that you need to gore with your arrows. After you take them out, Shen will come into sight.

**Step 2:** As Shen hobble towards your direction, fire on the first wave of soldiers by guiding your arrows into their flesh with the Sixaxis. The enemies come from your side of the bridge, so tag them as soon as you see them.

**Step 3:** Make sure you kill off the attackers who are closest to Shen first because once one of them gets to him they will execute him with a single blow.

**Step 4:** Eventually, attackers will emerge from behind Shen, and you'll have an even shorter amount of time to nail them, and even less of a chance to miss your living targets.

**Step 5:** You can use the second camera that is focused on Shen to show you when soldiers start coming from behind.

## III

CHAPTER 2:  
BOSS: WHIPTAIL  
DIFFICULTY: HARD

Definitely one of the toughest bosses in Heavenly Sword is this rotten toothed female creature. In order to vanquish Whiptail for good, you have to fight her in two sequences, but you should be able to conquer her if you follow these guidelines.



**Step 1:** Use your more focused range attack (**press and hold L1** and then **press Δ**) to break the narrow waves that Whiptail sends in your direction. You won't take damage from these if you time your attacks correctly.

**Step 2:** Charge after her once she's still and **press ○** to counter her grabs. Belt her with your combo attacks when you see the opportunity to do so.

**Step 3:** Whiptail will start using different wave attacks, tidal waves that can only be shattered by using your widest-range attack. To do so, **press and hold L1** and then **press □** before the waves smash into you.

**Step 4:** You eventually get the chance to **press ○** to gouge her tail with your weapon. Do it.

**Step 5:** Continue to whittle down Whiptail's health and stab her tail once again. After you've beaten her significantly, you'll be able to drown her to complete the first sequence of this boss fight.

**Step 6:** Once the second sequence of this fight begins, use the same tactics as before and wait for the final Circle prompt that notes the end of the battle.

## HEAVENLY TIPS

HERE ARE SOME STRATEGIES THAT ARE HELPFUL AT VARIOUS POINTS IN THE GAME.

## MAKE THEM STAY DOWN



Make sure you always stab every enemy you've knocked off their feet. They won't get back up when you do this and multi-enemy skirmishes will be a lot shorter.

## HATS, CORPSES, AND SWORDS

Dead enemies drop weapons and objects that you can use as projectiles. These can be used either as weapons or to solve puzzles, and if the enemy doesn't drop anything you can use their body as a projectile instead.

## GLOWING RED VASES

Be sure to keep an eye out for glowing red vases which are scattered throughout the game. Smashing them will give you points which unlock concept art, videos, and other delicious bonus content.

## HELLISH HEAVENLY SWORD

Think the game too easy or just wondering if it has replay value? Complete Heavenly Sword in its entirety and Hell Mode, a much harder difficulty setting, will be made available.

## THE RED DEATH

An enemy that starts to glow red is executing an unblockable attack. Use the Right Analog stick to roll out of harm's way whenever an enemy unleashes attacks on you while in this state.

## MANY WAYS TO MASSACRE



There are over 120 combos that you can unlock in Heavenly Sword. Make sure you view each from the combo menu and practice them all so they become part of your killing repertoire.

CONTINUED ▶

# HEAVENLY SWORD

**IV**

## CHAPTER 3: BOSS: ROACH

DIFFICULTY: HARD



Bohan's son is fat and stupid, but what Roach lacks in fitness and intelligence, he makes up for in raw might. Unless you know how to slowly chip away at this walking behemoth's defenses, you don't stand a chance.

**Step 1:** Roach will immediately start doing his Sonic the Hedgehog impression once this battle has begun. After he stops spinning, he'll be fatigued and vulnerable to your attacks.



**Step 2:** You need to wait until your lardy enemy stabs his blades into the ground which will make him stuck. Run behind him and press the sequence of buttons as they flash across the screen to rip part of Roach's turtle shell-like armor off.

**Step 3:** An effective strategy to use when he keeps blocking is to simply roll out of the way and strike him from another angle.

**Step 4:** Roach will stick his weapons into the ground two more times, and you need to get behind him and press the sequence of buttons as they flash across the screen each time he does. The third time you do this, Roach's back armor will shatter.

**Step 5:** Roach will become enraged once you've cracked his favorite fashion accessory. He'll jump up into the air and then land, using his weight to demolish the arena. Roach will attempt to use your body as a Louisville Slugger to smash nearby structures, so press the sequence of buttons as they flash across the screen to prevent this from happening.

**V**

## CHAPTER 4: BOSS: FLYING FOX

DIFFICULTY: VERY HARD



If you thought beating Flying Fox was rough the first time you encountered this repulsive character, put on that diaper because this second encounter with the annoying enemy is about to get ugly. These tips will enlighten you on the trick to killing him once and for all.

**Step 1:** Counter Flying Fox's projectiles by striking them out of the air just before they smack into you. He'll send a few your way before he moves on to different tactics.

**Step 2:** After he's done throwing things at you, lay into Fox with a combination of your speed attacks and power attacks. Make sure you aren't just standing in one spot when he strikes back at you.



**Step 3:** When you've depleted enough of Fox's health, he will summon a couple of clones to take over the fight for him. Destroy these look-alikes as quickly as possible and then direct your onslaught at Fox.

**Step 4:** Fox will eventually summon another huge group of clones that almost fill up the entire arena. Your range attacks are highly effective in this situation and can clear them out with minimal effort.

**Step 5:** Once Fox has received a considerable clobbering, you switch perspectives and play as Kai for a brief moment. Shoot an arrow into the winged freak to end his life and this boss battle.

## VI

CHAPTER 5:  
BOHAN'S ARMY

DIFFICULTY: VERY HARD



28

Slaughtering your way through Bohan's legion of seasoned warriors is unquestionably the toughest moment in Heavenly Sword. You won't be able to beat this part of the game while slouching in your couch, unfocused and trying wolf down a 7-11 taquito cream log.

**Step 1:** Thwart Bohan's army's attempt to penetrate the fortress' wall by using a cannon to fire on them.

**Step 2:** The rushing infantry are like ants to the stronghold, so don't waste a single projectile on them. Instead, fire on the approaching catapults by perpetually launching cannonballs in their direction, aiming for their weak points which are indicated by four red circular objects on them.

**Step 3:** While the catapults are your primary threat, you cannot let the burning barrels make contact with the wall as a single hit by one of them will take a significant chunk out of the wall's strength.



**Step 4:** You have to wreck Bohan's catapults quickly because when they get within close enough range of your position, you're finished. The trick to nailing things with the cannon is aiming above your targets and then dipping down at the last minute. This is because cannonballs are too heavy to catch wind and they only move in a downward direction after they've been dispatched. ■

## IRRITATING PUZZLES

HEAVENLY SWORD ISN'T ALL ABOUT COMBAT—THERE ARE SOME MOMENTS IN THE GAME THAT CHALLENGE YOUR BRAINS, TOO.

## THE BANQUET HALL

**Chapter 2:** To get the circular door which leads to the banquet hall to open up for you, first climb the ladder to the wooden structure to your right. A box of aerodynamic hats is on the structure. Press **X** to grab one, point your body in the direction of the statue in front of the banquet hall, throw the hat, and guide it into the statue's shield. You must get it to ricochet off the shield and then hit the gong facing it.

## PRISON PUZZLE

**Chapter 2:** To solve this puzzle, pull the lever to send the ladder down and then climb it. Strike the gong at the top of the ladder and enter the cell closest to you that opens. Take a hat out of the box in the cell, exit the cell, and throw the hat, guiding it into the gong on the opposite side of the room. Go through the door that opens and then use a hat in the next box you come across to hit the last gong. Head through the door that opens and then pull the lever to free your clansmen who are trapped on the ground level.

## PASSWORD TO THE ARMORY

**Chapter 3:** The voice over the loudspeaker says you can acquire the password for the armory from the commander of the West Tower. He won't give it to you once you get there and you need to fire a flaming arrow towards the West Tower, through its small window and into the pile of explosives to convince the commander.

## PARALYZING YOUR FRIENDS



**Chapter 3:** While not your traditional puzzle, the dilemma towards the end of this chapter is a puzzle of sorts. While stuck in a pit with your own clansmen who are being forced to fight you, you need to paralyze as many of them as you can. Take them on one by one to reduce the amount of casualties and use the paralysis technique instead of hacking them to death.

THE 8 BEST CHEATS FOR

## MARIO STRIKERS CHARGED

IN MARIO STRIKERS CHARGED, THERE ARE A BUNCH OF CHEATS YOU CAN EARN BY BREAKING YOUR FINGERS IN ALL OF THE STRIKER CHALLENGES. SOME OF THE CHEATS ARE PRETTY LAME; THEREFORE WE HAVE COMPILED THIS GUIDE THAT WILL TELL YOU WHICH CHEATS ARE THE BEST AND HOW TO GET YOUR HANDS ON THEM.



### ALWAYS WHITE BALL



You will play with a fully charged ball at all times with this cheat switched on, making the ball's core glow a hot white. Both teams will score a whole lot more as white balls have a better chance of getting net. The Always White Ball cheat makes matches a whole lot more intense.

**How to Unlock:** In the "Tag Team Tussle" challenge, you must defeat Donkey Kong as Petey, but both teams have only two players apiece. To make matters worse, both your players are as slow as molasses and the opposing team has Toad. Use Petey to win by maintaining as much ball control as possible, knocking players off you with Petey's deke, and vomiting brown goo all over the place, which will clear out enough room out to execute a Megastrike.

### HIGH VOLTAGE



Now you don't have to slam into electric fences to be electrocuted by them. With the High Voltage cheat, players who merely wander too close to the electric fences are in for a shock.

**How to Unlock:** As Peach, you need to vanquish "the other princess" in three minutes during the

"Battle for the Crown" challenge. The hard part is that you have to win by at least five goals, so don't hoard your power-ups and Megastrike; unleash them on the enemy whenever the situation demands it.

### DEVASTATING HITS



With this cheat activated, every single player on the field becomes as mighty as "power" characters, making all body checks and slide tackles crushingly powerful. The level of aggression on the field goes way up once this cheat is on.

**How to Unlock:** As Daisy, you must shutout Waluigi in the "Brick Wall Baby" challenge. You have to prevent him from scoring for three whole minutes until the clock runs out. Take heed of lava pools that erupt on the field randomly, and use them to your advantage by forcing players into the molten deathtrap. Also watch out for Waluigi as he'll try to squeeze you out of defending your goal with his "Wall-Luigi" special move.

### CLASSIC MODE



The Classic Mode cheat is the easiest to unlock, and is also the most useful. When turned on, it allows

you to play the game without Skillshots or Megastrikes, making the game play more like real soccer.

**How to Unlock:** Set the A.I. for the “Till Death Do Us Part” on the easiest difficulty. As Mario, you need to score on Donkey Kong in a game that has gone into sudden death. The trick to winning is staying focused on keeping the ball on their side of the field. Mario’s Super Mario special ability can be used to squash any opposing players defending their goal.

### SAFE MEGASTRIKE



Once you play with the Safe Megastrike cheat on, your team captain will remain invincible the moment they begin a Megastrike, making all attempts to break the charge-up useless. The results are a ridiculous number of goals in the final score.

**How to Unlock:** The Safe Megastrike cheat can be gained by completing the “Sibling Rivalry” challenge. Down by two goals, Luigi needs to take the lead and emerge victorious against his blubbery brother. Do it quickly because you only have a minute; you should be able to do it on the first try as this challenge is set on “Rookie,” the easiest difficulty.

### SECURE STADIUMS



Tired of getting annihilated by flying cattle, construction vehicles, and other environmental nuisances? Turn on the Secure Stadiums cheat to eliminate all arena hazards.

**How to Unlock:** As Waluigi, beat the benevolent version of yourself, Luigi, by at least three goals in 50 seconds in the “Three Goals Away” challenge.

Take advantage of the stage you are playing on, as you can literally bash opponents out of the arena, leaving their goal wide open.

### FIELD TILT



One of the most fun cheats to use in Strikers is the Field Tilt, which makes it so that every goal scored causes the field to tilt in the direction of the winning team’s goal. If a team keeps scoring on the other, the field’s slant will continue to get even more steep.

**How to Unlock:** Play the “Zero Tolerance” challenge and then torch Peach and her teammates with Bowser’s fire breath to stay in control of the ball. Get one or two goals in and focus on playing dirty to defend your goal.

### ALWAYS SIDEKICK SKILLSHOT



Bring chaos to the field with the Always Sidekick Skillshot cheat which will make every single shot by Sidekicks (non-captain players) automatically full-charged.

**How to Unlock:** The “Against All Odds” challenge will take many attempts before you’ll be able to beat it as it is one of the hardest in Strikers. As Bowser Jr., you have to destroy daddy Bowser without the use of any power-ups. To make things even gnarlier, the A.I. is on the hardest difficulty, “Megastriker,” and your team setup is horrible for the situation at hand. You have to play keep away with Bowser, because he will incapacitate all of your players with his various abilities and then launch perfect “on the red” Megastrikes without fail. ■



FIVE MURDEROUSLY DIFFICULT BATTLES IN

# GOD OF WAR II



God of War II has its share of challenging moments, from gigantic enemies you must topple to frustrating puzzles that you have to solve. To save you the mental anguish of dying over and over again, we've provided strategies for getting past five murderously difficult battles in the game.

## I. THE COLOSSUS OF RHODES

### THE COLOSSUS: STEP 1



God of War II doesn't waste any time throwing Kratos in the action. His first battle is against a giant statue that is brought to life by the very gods with whom Kratos sits.

The hulking Colossus will try to pancake Kratos with his massive hand, so **press Left or Right with the Right Analog stick** to roll out of the way just before this happens. Unleash either the Wrath of Poseidon on his hand or an onslaught of attacks with Athena's Blades. When your huge nemesis appears fatigued and hangs his head down, fire the boulder loaded into the ballista at his head. Next load Kratos into the weapon and launch him into the giant's face.

**Press □** a total of four times as the icon flashes across the screen and Kratos carves up the Colossus of Rhodes, and even impale one of his glowing blue eyes.



### THE COLOSSUS: STEP 2



The Colossus will eventually attempt to stomp you with his enormous sandal. When this happens, **press ○** repeatedly to hurl him off of you. At this point in the battle, your towering enemy means business, and when he raises both of his fists in rage you better roll out of the way. He'll smash his fists into the ground, so counter with one of Kratos' combo attacks (**press and hold R1** and then **press △, ○, or □**).

The Colossus collapses twice during this phase of the fight, and he does so on opposite sides of the arena. As soon as he does, you will need to enter a series of buttons in the order they appear on the screen. When the giant collapses on the left side of the screen, you'll be prompted to **press ○, ○, □, □**, and when he collapses on the right side of the screen, **press △, △, X, X**. Even after the thrashing you handed to him, he still has the strength to choke you in between his fingers. Alternate between **pressing L1 and R1 rapidly** to prevent the behemoth statue from squeezing the life out of you.

## THE COLOSSUS: STEP 3



Cross the stone bridge fast because the Colossus will demolish it when he spots Kratos running across it. Pick up the giant's severed hand with Athena's Blades and then pitch it back into him. This impact from this will cause the giant to be temporarily stunned and you need to take advantage of the situation by draining your godly powers into Zeus' Sword of Olympus. He will cause fractures to form in the ground and you need to stand still in the middle of them. Strike the enemy after he brings both of his arms down on the arena, causing a shockwave that you need to jump over.

After bleeding your powers into the Sword of Olympus three times, Kratos will tear the sword out of the ground and you can then use it on the Colossus' arm as he takes a breather. Watch out as the Colossus will retaliate with the fire that sprays out of one of his severed wrists. After dealing a final blow to the Colossus, you will enter the enemy.

## THE COLOSSUS: STEP 4



While scaling the innards of the Colossus, ram your new present from Zeus into the core of the giant after shattering the chains that protect his wooden spine. You must also stick it into him in a different spot which is located higher up inside the body of the live statue. As you travel your way up his guts, hack up the warriors that have somehow trapped themselves inside the Colossus and keep ascending until you find yourself directly behind the face of the giant. A lever can be pulled to drop a pendu-

lum down. Whack the pendulum with your sword to get it to swing, and then pull the lever once again to raise it. The pendulum will block the hazardous shafts of light that illuminate the Colossus' eyes. Stab your sword into the center of the giant one last time and he will begin to cave in. Hurry up and escape out of his mouth before the Colossus of Rhodes erupts into a ball of fire and debris.

## II. THESEIS

### THESEIS: STEP 1



Theseis' double-edged weapon has a huge reach on it and the key to staying alive long enough to kill this Grecian warrior is to keep a good two yards in between you and your beefy adversary. The chains that Athena's Blades are attached to are long enough for you to tag Theseis from this distance. Connect a couple of hits with your Blades and then roll away from him to avoid his powerful counterattacks.

When Theseus grabs hold of you with his weapon, a green arrow will flash on the screen and you will need to move the left analog stick in the direction indicated. If you do this successfully, you will overpower Theseus, lifting him up off the ground and slamming his body onto the floor. Blue sparks will start pouring out of both ends of his staff-like weapon, so be extra careful not to get clocked by Theseus as you will take more damage from his weapon. Once you've dealt significant damage to Theseus, he flees to the roof top like a little coward.

### QUICK TIP

#### THE TYPHON'S BANE

If you're about to die and your magic isn't completely depleted, Typhon's Bane can save your hide. This powerful bow and arrow automatically locks onto enemies and you can blast them from a relatively great distance.

# GOD OF WAR II

## THESEIS: STEP 2



If you're not used to multitasking, get used to it because you're going to have to be doing a number of things at once during this phase of the fight to the death with Theseus. Roll away from the bursts of energy that he fires at you and keep moving around the arena even after he has ceased this particular attack. Take out your Typhon's Bane and blast him with as many shots as you can before the Minotaurs join the battle. Work on only one of the mythological beasts at a time, while keeping an eye on Theseus and the bolts of energy he showers you with. This is an ideal time to activate your Rage of the Titans power and wreak havoc on the bodies of the Minotaurs. When a Circle appears over one of the monsters' heads, tackle them and **press** **○** repeatedly to jam your weapon into its throat. After slaying two Minotaurs, there will be a break before you fight two more. This is the time to pelt Theseus with your Typhon's Bane.

## THESEIS: STEP 3



Huge blocks of ice will rise from the floor, but you have a moment to move out of the way because the ground will light up where the frozen shards are about to erupt. You can also use these to your advantage by luring the Minotaurs over the spots in the arena where the ice is about to sprout out. As you are battling the monstrous creatures and avoiding Theseus' bolts of energy, don't forget about weakening him with your Typhon's Bane. When you've wounded him enough with your

weapon, he will lose his balance, and hang from the roof he was just standing on. A Circle will appear over his head and you can **press** **○** to initiate the final stage of his punishment. Hook onto the enemy with your Blades and rotate the Left Analog stick to yank him off the roof. After the warrior falls to the ground, Kratos will gore Theseus' own weapon straight through his torso.

As gallons of blood spill out of your dying enemy, you have to finish him off by **pressing** **○** repeatedly to crush his head by slamming the door on it over and over again.

## III. BARBARIAN

### BARBARIAN: STEP 1



It turns out that the rotting barbarian riding on the scary-looking horse is someone that Kratos beheaded in the past, and now he wants Kratos' head on a platter. As he drags you across the swamp, press the sequence of buttons that flash across the screen. After you enter the four buttons that appear, the barbarian of The Bog of the Forgotten will pull you to the arena where he wishes to fight you.

### BARBARIAN: STEP 2



The barbarian will start firing his arrows at you as he circles the arena on his demonic horse. Roll out of the trajectory of the arrow and keep the husky enemy chasing you. He will also lunge at you while

on his horse every so often. Get behind the barbarian and his horse and unleash a chain of attacks on their backsides. Your Typhon's Bane is also particularly useful during this battle as you'll be able to hit the barbarian from afar. When a Circle icon appears over his head, get over to him and **press O** to knock him off of his horse. Kratos will then slaughter the horse by knifing his Blades into its throat.

The souls that buzz around your shaggy opponent like flies to a corpse will eventually be summoned by the barbarian to spear down on your body. They are extremely difficult to dodge completely as they do this, but try anyway as they will shave down your health if you just stand still.

### BARBARIAN: STEP 3



After a while, the barbarian summons four ghosts of the dead to aid him in this fight. If one of them starts to bear hug you, **rattle the Left Analog stick Left and Right** to break free of his hold. The ghosts are easiest killed by **pressing O**. If you do this, Kratos will lop off both of a ghost's legs and finish him off by decapitating him. The barbarian will summon another four for you to battle after you've eliminated the first round of ghosts. As you're picking them off, make sure you don't forget about the big guy because he will come down on you with that gigantic meat mallet he carries around.

When you finish off the second round of the ghosts, you'll have to fight the souls of two more enemies. One will actually recognize Kratos, but he is just as easy to destroy as the others. The barbarian will suck all of the lingering souls up and grow three times larger as a result. This is an ideal time to activate The Rage of the Titans and whip him as mercilessly as you can while still in this mode. Remember that when he starts swinging around his hammer, there are three opportunities for you to get clobbered. Only leap in and start hacking away at him once he has completely finished swinging.

### BARBARIAN: STEP 4



In addition to trying to bat the life out of you with his giant hammer and firing souls at you, the barbarian will use a new attack—smacking the ground with his weapon that creates a wave of deadly energy. When he has taken enough hits, a Circle icon appears over his head. When it does, **Press O** and then **press O repeatedly** to pry the hammer from his hands. Press the series of buttons that flash across the screen as they appear and you will bludgeon the mighty barbarian for the last time. When you win, you get the Barbarian's Hammer. Several enemies will emerge from the swamp and they are perfect targets for you to try out your new toy on.

## IV. EURYALE

### EURYALE: STEP 1



If you learn to anticipate Eurayle's various attacks, you will be on your way to killing this vile creature in no time. The snake-haired Euryale will crawl on her belly after you, so don't stop moving. Sneak in some attacks with your Athena's Blades, but don't get carried away because she'll pummel you with her tail if you stand still for too long.

The key to victory is using the Golden Fleece (from Cerberus) correctly. Activate the Fleece by blocking just before her beam hits you. Triggering the Fleece at the precise moment prevents you from

## GOD OF WAR II

turning into stone, and it will also damage her. Being able to block her beam every time she shoots it at you will give you a huge advantage over Euryale, so try to get the timing right early on during this match.

### EURYALE: STEP 2



Try not to jump too much during this fight, especially if you haven't mastered using the Golden Fleece to reflect Euryale's beam. If you're turned to stone while in midair, you'll shatter on the floor like a teacup; if you turn into stone on your feet, **rattle the Left Analog stick Left and Right** to reverse the effect. In time, she starts using her petrifying magic in two other forms: projectiles and waves that travel across the entire room. Counter her projectiles the same way you've been blocking her beams, but use the Golden Fleece. Her waves of energy can be jumped over, but it is highly recommended to try to negate their effects with the Fleece.

When Euryale wraps herself around one of the pillars, she periodically belly flops on the arena floor. When she does, jump. Don't think you're safe just because you're far away from her when she does this because the shockwave that's created from her belly flop spreads across the arena. After she lands, this is an opportune time to rip through her with your Athena's Blades.

### EURYALE: STEP 3



Eventually a Circle icon appears over Euryale's head. **Press O** to sink your Blades into her, and **rotate the Left Analog stick** to yank her off of the pillar she clings to. You'll have to do this to her one

more time and then Euryale will become enraged, chasing you while bashing her fists into the ground. Fight back by activating your Rage of the Titans and grind her up. As she continues to whip at you with her massive tail, fire projectiles, and smash her fists into the floor, keep weakening her and a Circle appears over her head. **Press O** and then enter the series that flash across the screen.

## V. PERSEUS

### PERSEUS: STEP 1



During the first third of this battle, you will have to fight Perseus while he is invisible, but there are ways to fight blind. Luckily, the two of you are standing in about two feet of water, so keeping your eyes locked on where splashes occur will let you know where your enemy is while he is moving. He is also partially visible at times, a blur vaguely in the shape of a man. Do not use any of Kratos' combo attacks on Perseus while he is invisible because they take too long to complete, leaving you vulnerable to his attacks. Just use your light and heavy attacks and continue to diminish his health.

### PERSEUS: STEP 2



After you have connected enough strikes to the invisible Perseus, he will appear with a Circle icon above his head. You must react quickly by **pressing O** or you will have to continue to fight Perseus

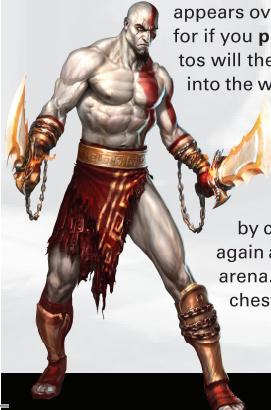
while he is cloaked in invisibility. If you do this successfully, Kratos will smash the helmet that makes Perseus invisible. Now that you can see your opponent, this is the time to use your combo attacks. Magic such as Typhon's Bane and Chronos' Rage is also effective. Your Rage of the Titans meter should be full too, so use it to drain Perseus of his health.

A Circle icon will appear over an exhausted Perseus a second time. Press **○** and Kratos will shank him with his Athena's Blades and snap Perseus' sword in half. But don't start celebrating yet as he still has a few tricks up his sleeve such as a projectile that he swings around his head and then launches at you. Roll out of the way when he does this or use your Golden Fleece to deflect it.

### PERSEUS: STEP 3



Keep hacking away at Perseus and make sure that you are avoiding as many of those projectiles as possible because they will put a significant dent in your life bar. When he raises his shield and the screen turns white, this will give Kratos a piercing headache. **Rattle the Left Analog stick Left and Right** as fast as you can to break out of the trance Perseus has put you under. Roll out of the way as soon as you have broken this magic spell because Perseus will follow this up with an attack. He will put you under this trance several times. Continue to shave down his health with your Athena's Blades because the longer you are in the watery arena with him, the better his chances are of finishing you off first. The next time a Circle icon appears over his head, Perseus is done for if you **press ○** quickly enough. Kratos will then grab his head and bash it into the wall.



**Press □**, and then **rattle the Left Analog stick Left and Right** to start drowning him. **Press □** once more to kill Perseus by cracking his head on the wall again and launching him out of the arena. A hook will run through his chest, killing him instantly. ■

## QUICK TIPS

### ALWAYS LEVEL UP YOUR WEAPONS



Kratos accumulates red orbs (that can be used to level up his weapons) by killing enemies and opening red orb chests. Even though leveling up secondary weapons, such as the Spear of Destiny, is important, Athena's Blades is what you should be pouring most of your red orbs into. Remember, a batch of new moves is unlocked every time you level up any weapon.

### BUY YOURSELF TIME

If you find that you can't move Kratos fast enough to get past an obstacle such as a gate that shuts after a few seconds, often times this is because you must activate your Amulet of the Fates, which slows down time itself. Even though the Amulet doesn't slow down Kratos, you should still move fast because this relic's effects are temporary.

### CHRONOS' RAGE

If you're surrounded by a horde of enemies and running low on health, trigger your Chronos' Rage to electrocute everything around you. Often times, this is the safest way to damage all of the enemies that are on the screen.

### EYEBALLS 'N FEATHERS

Explore areas you come across comprehensively. Take extra time to look for any hidden chests that grant you more Gorgon Eyes and Phoenix Feathers. When you collect enough Eyes, your overall health is increased, and if you collect enough Feathers, your overall magic will be increased, too.

### MAKE LIFE EASY ON YOURSELF

Dying repeatedly is infuriating enough, but when it's at exactly the same part in the game, you want to tear your hair out by the roots. If you can't progress and die over and over again, the game will give you the option to switch to an easier mode.

# Conquering All 21 Bosses in **The Legend of Zelda: Twilight Princess**



The Legend of Zelda: Twilight Princess is yet another epic adventure in Nintendo's prized franchise, and here's how to defeat every single boss in the game.

## Boss 1: Ook

Difficulty: ↗



The first boss in *Twilight Princess*, encountered during The Forest Temple chapter, is a crazed baboon that loves nothing more than slapping his own inflamed rear end. Despite Ook's amusing performance, he is a danger to you as he brandishes a Gale Boomerang. This disturbed primate is not the only enemy that you will have to fight during this boss battle as there are several Baba Serpents in the area that want to chew on Link. Deal with them by slitting their throats once they expose them.

Ook will chuck the Boomerang, but he cannot catch it when it returns to him. After he beams himself with his own weapon, run up to the hairy beast, **press and hold Z** to focus on his plump rear, and then cut some butt with your steel. Ook will jump back on the pole, so you need to roll into it to bring him down. Sink your sword into his butt flesh a few more times and then Ook will be finished, giving you the Gale Boomerang in addition to a victory.

## Boss 2: Twilit Parasite Diababa

Difficulty: 



You will be faced with two Diababa Serpents as soon as this boss battle begins. Use your Gale Boomerang to pick up one of the Bomblings and then feed it to either of the Diababa Serpents. Repeat this process to explode the face of the monster's sibling and prepare for phase two of this fight.

The two enemies will reemerge, but this time the Twilit Parasite Diababa will be with them. Ook will swing from a rope, carrying a Bombling, and you must target him with your Gale Boomerang to detonate the bodies of the twin monsters. Do the same to the Twilit Parasite Diababa, and when it falls over, stab its elongated tonsil with your sword. The Parasite will then try to boil you with his purple vomit, so dodge it. Toss your Boomerang at Ook when he swings in front of you to blast the Parasite with a Bombling. Smack the Parasite's throat-worm again to defeat him.

## Boss Difficulty Key:

- = No Problemo
- = Easy...Sort Of
- = Medium
- = Hard
- = Memorize This Guide
- = A Long Fight

## Boss 3: King Bulbin

Difficulty: 



The King's horsemen need to be killed off one by one before you can get a shot at the horned boss. Chop up his minions with your sword as quickly as possible and then speed up to the King on your horse. Match the King's speed so you will be able to strike him. Ride through the extinguished fires to heal yourself whenever you need to. Once you reach the bridge, make sure that you are riding slow enough to slash him. Hit him again on your second pass to launch his fat body off the bridge.

## Boss 4: Dangoro

Difficulty: 



Wait for the armored Dangoro to leave open his gut and then unleash hell on his slab with your blade. Be careful though because the morbidly obese Dangoro will bash you if you don't block. He will eventually try to squash you by rolling into a ball after you've landed several hits on him. Equip the Iron Boots. **Press A** to grab him at the precise moment and then throw him before he squashes you.

Once you throw him, he won't be very happy. Get Link to the rim of the arena and wait for Dangoro to come after you with his fury. Slice up his tummy one more time when he shows it to you, and then grab onto him like you did before. Throw

him and he will be deep fried in lava. After you have successfully slain the boss, the Hero's Bow appears in a nearby chest.

## Boss 5: Fyrus

Difficulty: 



The flaming freak will snap free of his chains immediately, so be ready for his fiery attacks by equipping the weapon fit to extinguish Fyrus, the Hero's Bow. Fyrus will roast you with his ability to manipulate fire and you should make sure that he is at a safe distance from you when he has stopped moving because this is when he is ready to roast.

Fire an arrow into the glowing object in between his eyes and then quickly run over to the downed Fyrus. **Press A** to grab onto a chain and then equip your Iron Boots so you can pull him with the chain. When he falls to the floor, unequip your boots, take out your sword and slice him up as mercilessly as you can. Fyrus will rise to his feet and you need to repeat what you just did to him two more times before he dies.

## Boss 6: Kargarok

Difficulty: 



This jumbo version of the Kargarok creature attacks you in the Lanayru Province and is the first

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boss that you fight in wolf form. By implementing the following strategy, the oversized Kargarok and its rider will be a chew toy for you to munch on.

The archer riding the Kargarok will first shower you with arrows. Keep moving so you aren't an easy target for him to impale. The creature will eventually fly low enough for you to **press Z** to zoom in and then jump attack it. Repeat this battle tactic one more time to force the flying monster to throw the archer off of it.

## Boss 7:Bloat

**Difficulty:** ↗↗↗

This overfed insect surfaces out of the water in the Lanayru Province. Avoid Bloat when he electrifies his shell and dashes towards you. A platform nearby can be jumped onto for temporary safety. When he stops moving, jump onto his stomach and bite one of his nubs to burst it.

Bloat will then dive into the water, circling you, so stay as far away from the water as you can or else you will be electrocuted. Chew on Bloat's stomach two more times to render his stumpy body useless, and then use Midna's area-of-effect attack to finish off the bug.

## Boss 8:Deku Toad

**Difficulty:** ↗↗↗

Use your sword for some frog-infanticide and don't stop spin attacking until all of the baby toads have been gutted. Once you've sent them all to frog hell, big momma will try to crush you under her lard, so roll out of the way. The Deku Toad's tongue will unravel. Lock onto it and then pierce it with your blade. When she opens her mouth, throw a bomb into it.

Sink a couple more bombs into the Toad, while also slashing its tongue and the Deku Toad will be conquered. After the mother toad disintegrates, a chest will appear containing the Clawshot.

## Boss 9:Morpheel

**Difficulty:** ↗↗↗↗

To slay the hideous Morpheel you first need to equip and fire your Clawshot at its eyeball. The eye will pop off of the boss and you need to reel it in and then take out your steel so you can hack the hell

out of it. While you are doing this, the Morpheel will discharge several Bombfish. Strike each of them with your sword and swim away from them before they have a chance to explode in your face.

After you've wounded the Morpheel's eye enough, he will go berserk, smashing his horrific body through underwater structures. Aim for his eyeball again with your Clawshot and get onto the boss' back. Jam your sword into his eyeball and the Morpheel will breathe its last putrid breath.

## Boss 10: Skull Kid

**Difficulty:** ↗↗



The Skull Kid makes an appearance in Twilight Princess during The Great Hylian Treasure Hunt. The Kid summons a legion of puppets that go after you and you can clear them out by execution spin attacks.

Don't be concerned only with destroying the Skull Kid's puppets because the master needs to be wounded in order for this boss battle to end. When you see the puppeteer on a platform, lock onto him and carve him up with your sword. If you take too long to attack the Skull Kid, he will teleport to a different location. Keep on him and the Skull Kid will eventually unlock a door for you after he has taken a significant beating.

## Boss 11: Death Sword

**Difficulty:** ↗↗↗↗↗



The wielder of the Death Sword can only be seen once you are in wolf form. Use your sense view to see the

warrior. Don't allow him to gore you with his weapon, and bite the hell out of him when he lights up.

Transform into human form and fire an arrow into the Death Sword's wielder. After this happens, run towards him and hail his body with sword blows. Continue these tactics until the boss melts away.

## Boss 12: Stallord

**Difficulty:** 

The first thing you must do to smash this monstrous skeleton encountered in the Arbiter's Grounds is equip your Spinner. Move your Spinner around the Stallord, avoiding the spiked Spinner as you do this. Stallord will then spit out a blackened cloud of poison, so don't let it touch you. Cadaverous warriors called StalTroops will appear, but don't worry about them as they aren't anywhere as deadly as they look. Gather some speed on your Spinner, head towards the Stallord's spinal cord, and then **press B** to strike the creature. Bash Stallord's spine a few more times and he will sink in the sand.

Fit your Spinner into the slot located in the middle of the room, and then start spinning to raise a cylindrical pillar. Stallord is back (well, his head is anyway) and he wants Link's head on a platter. Ride your Spinner along the indentations on the cylindrical pillar. Jump across to the outer indentations to dodge the boss' balls of fire. Stallord will face you and, when he does, this is your cue to jump at him and smash up his bony mug. He will crash into the ground after you do this. Withdraw your sword, **press Z** to target him, and then stick him. Repeat all of the aforementioned steps mentioned to beat Stallord once and for all.

## Boss 13: Darkhammer

**Difficulty:** 

You will meet this reptilian knight in the Snowpeak Ruins. Darkhammer is one of the toughest enemies in the entire game. Before he stomps the life out of you, aim your Clawshot at one of the objects on the ceiling. Pull yourself upwards with the device and then stab your sword into Darkhammer.

Roll around on the floor to avoid his ball and chain which can shatter you like a toy. Get in close, **press Z** to focus on his tail, and then shred it with your blade. Strike Darkhammer a few more times by launching attacks while clinging to the ceiling with your Clawshot. Slash up his tail a couple more times and Darkhammer will be defeated.

## Boss 14: Blizzeta

**Difficulty:** 

The second boss encountered in the Snowpeak Ruins, Blizzeta, is no match for the Ball and Chain you acquired from Darkhammer. Bash all of the frosty armor off of Blizzeta by repeatedly clocking her with the Ball and Chain. Use this weapon to knock away icicles that fall from her.

Start rolling like crazy to avoid becoming a Link popsicle and after the ice stops falling down on you, take out your Ball and Chain for some serious destruction. When Blizzeta is within striking distance, move towards her and attack with your medieval weaponry. Repeat these strategies and this blizzard beast will eventually give up.

## Boss 15: Darknut

**Difficulty:** 

Sword fight this evil knight of the Temple of Time by using extreme caution. When Darknut raises his mammoth sword, jump backwards before his weapon can split you in two and **press A** to retaliate with your sword. Keep employing this strategy until you have stripped him of a bunch of his armor.

Darknut becomes more aggressive and even hurls his sword at you. Finish the battle with this knight by rolling around and hitting him several times with your sword when he isn't blocking.

## Boss 16: Armogohma

**Difficulty:** 



The showdown with the spider boss Armogohma begins with her trying to scorch you from above with a beam of fire. Roll away from the blaze or you'll be toast. The overgrown spider retreats to one of the far corners and this is when you need to

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skewer that eyeball growing out of her back with an arrow from your Hero's Bow.

Whip out your Dominion Rod and use it on the statue, making it hammer its fist down on the arachnid. Watch out for baby spiders that she births and tear them to shreds with your spin attack. Continue to implement these strategies and the Armogohma will blow up when her health is sapped. Shoot a few arrows into her eyeball and then there will be nothing left of your enemy.

## Boss 17: Aeralfos

Difficulty: 

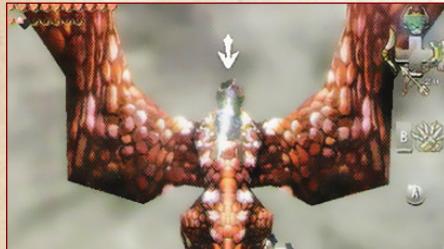


This winged beast confronts you in the City in the Sky. When Aeralfos isn't attacking you, get out your Clawshot, **press Z** to target him, and then fire away. Yank the creature to get an open shot and then quickly dice him up with your sword.

Aeralfos will eventually try to dive-bomb you, so be prepared to get out of his way. Keep executing the Clawshot and sword attack combo until this boss has been vanquished.

## Boss 18: Argarok

Difficulty: 



If you thought Aeralfos was menacing, then you will wet your pants at the sight of the eighteenth boss in Twilight Princess, Argarok. Climb the pillars by using the Clawshot. Drop down before the

dragon has a chance to cremate you with his breath. Argarok will swoop down and this is your chance to grab his tail with the Clawshot and pull him so he smacks into the ground.

Slip on your Iron Boots because the dragon's wings will create powerful gusts of wind that can literally blow you away. Climb up the pillars with the Clawshot as you did before. Now you can use the orbs that are floating in the air to get close enough to the dragon to jump on his back. When you're on top of Argarok, waste no time and rip though his back with your sword. You will need to repeat these steps two more times before the dragon finally perishes.

## Boss 19: Phantom Zant

Difficulty: 

Phantom Zant commands two separate hordes of enemies that you will need to defeat, but both are easily dealt with. The first wave of enemies, the Twilit Keese, can be taken out with a several carefully aimed sword slashes. After you eliminate them, **press Z** to target Zant's ghost and stab him while he is doing his disappearing act.

The second group of enemies, the Twilit Vermin, should be beaten to death as quickly as possible as Phantom Zant is your primary concern. Exorcise Zant's specter by executing some well-timed targeted attacks and he will throw in the towel.

## Boss 20: Usurper King Zant

Difficulty: 



The battle with the flesh and blood version of Zant begins with him transporting you to the Forest Temple. When you arrive, dodge Zant's blasts of magic and take out your Gale Boomerang. Strike him with the Boomerang, unsheathe your sword, and slice him up ruthlessly with a sword combo.

He then transports you to the Gorgon Mines. Avoid his energy attacks just like you did before and quickly throw on your Iron Boots before he starts banging on the ground. Take off your boots and then brutalize Zant's body with your weapon.

In the third place Zant transports you to, the Lakebed Temple, you need the Clawshot and the Iron Boots. Use the Clawshot on Zant to pull him out of safety so you can issue him a thrashing with your sword. Zant then takes you to the Forest Temple, and all you need to do is roll into the totem pole he is perched on. Deliver a fury of sword slashes once he has fallen from the pole. When Zant transports you to Yeta's frozen bedroom, fish out your Ball and Chain, belt him with it, and then follow it with a sword combo. Zant will transport you to one more location. Block his wrathful attacks with your shield and be ready to put on your Iron Boots so he can't knock you over with his spin attack. You'll soon get a chance to flog him with your sword. Do this until he bites the dust.

## Final Boss (21): Ganondorf

Difficulty: 



It might be a good idea to bust out some snacks because the final boss in The Legend of Zelda: Twilight Princess takes a while to defeat. Ganondorf starts off this battle by possessing Zelda. Jump out of her death triangles, **press Z** to target the orbs of energy that she fires from her sword, and send them back to her by slashing them. You must tag her with an orb two more times before this sequence of the boss battle ends.

Ready your Hero's Bow as Ganon mutates into a grotesque monster. Roll out of the way as he attempts to crush you with his weight. When portals appear, take out your Bow, aim at the bluish portal, and launch an arrow into the face of the metamorphosed Ganon. **Press Z** to target his stomach and then hack away with your blade. Transform into wolf form and **press A** when prompted to toss the beast around. Return to human form and then beat him with your sword.

Keep away from Ganon's Phantom Riders and buy Zelda enough time for her to help you with her arrows. Match Ganon's speed by spurring Epona and then attack Ganon with your sword when he is vulnerable. The last sequence of this boss battle is a sword fight to the death. Release the fairy trapped in one of the skulls in the room by shattering the skulls with your sword. **Press A** when prompted to do so and you and Ganondorf will lock steel. Continue to **press A rapidly** to push him backwards and then carve him up with your sword. Repeat these tactics and then **press A** when prompted to and kill Ganondorf. ■

## Classic Zelda Strategy: The Legend of Zelda

(NES/Wii Virtual Console)

Difficulty: 



Many Zelda fans are hailing Twilight Princess as the best game in the series since the NES original, and since The Legend of Zelda is now available by download on the Wii Virtual Console, we thought it would be only proper to reveal how the King of Evil, Ganon, is conquered in this classic 1987 adventure.

Destroying the hog-headed final boss in The Legend of Zelda requires both the Silver Arrows and a sword. The Magical Sword is the ideal weapon to wield during this battle, but the weaker alternatives, the White Sword and the Wooden Sword, will kill him eventually. The pink-fleshed Ganon now has the power to vanish due to the Triforce of Power and you will need to anticipate where he is in the skull-shaped room. Start stabbing like crazy even though you can't see him and don't stand in one place for too long or you will be burned by Ganon's nasty fireballs. When your sword slashes Ganon he will reappear and this is when you need to fire Silver Arrows at him. Before you know it, Ganon will be reduced to a pile of bacon bits.

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you  
decide

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Battle of Next Gen Video Games



VS



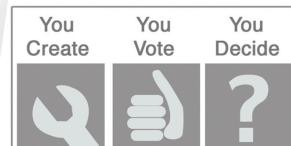
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