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KILLZONE THE COMPLETE GUIDE

KILLZONE™

THE COMPLETE GUIDE

FULL GUIDES FOR

■ **DEF JAM FIGHT FOR NEW YORK**

■ **TIGER WOODS PGA TOUR 2005** ■ **FIFA 2005**

PLUS ALL NEW CHEATS!





EDITOR'S LETTER



“ AND FOR THE THIRD MONTH RUNNING, A *KILLZONE* EXCLUSIVE FOR YOU. FIRST THE REVIEW TWO MONTHS BEFORE ANYONE ELSE, THEN THE PLAYABLE DEMO A MONTH BEFORE THE GAME WAS DUE OUT AND NOW THE FULL GUIDE SO YOU CAN GET GOING FROM DAY ONE OF RELEASE! WE'VE ALWAYS BEEN THE ONLY PLACE FOR THE BIG GAMES. ”

Rich

RICHARD KEITH Editor

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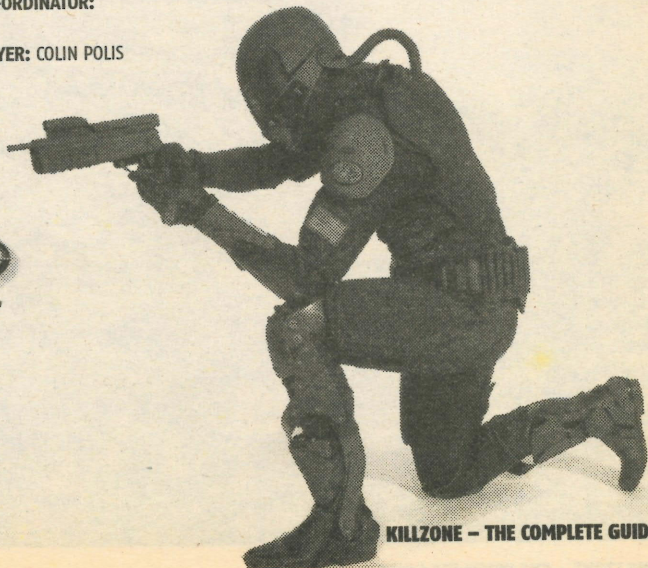
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KILLZONE - THE COMPLETE GUIDE 03

Killzone

KILLZONE



GENERAL TACTICS

There are loads of tips and tricks to help you get through the legions of Helghast in *Killzone*. And here's where we share them with you.

USING COVER

Killzone is jam-packed with hot-leaded death, and you're not going to last five minutes unless you engage that grey matter upstairs. You can't simply stand in the open and fire your guns until they're empty. You need to make cover your friend; there's lots of it available, you just have to look for it. Alcoves or doorways in walls make moving up a long street a lot safer, the piles of rubble or sandbags are obviously useful for ducking behind, and even the tents you'll come across afford some protection. Before you move, make sure you know where you're going, what cover there is and how you're going to get there safely.

BURST FIRE

With any of the bullet-fed weapons, like the rifles or the chain-gun, you need to be firing in short, sharp bursts. This way you'll be more accurate and won't get stuck having to reload out in the open because you've just emptied your whole clip at once. It's very important when using Rico's massive chain-gun – although you don't need to reload, it overheats through extended use, leaving you a sitting duck. Otherwise make sure you reload whenever you're safe (behind a wall normally) and always before moving to attack.

GRENADES

Lobbing your first primed pineapple can be a disorientating experience – as the view sways around it's easy to end up dropping the explosive at your own feet. You need to forget about the movement of the camera and remember that the grenade will be thrown straight ahead. Keep your head and don't move until it's in the air – or if you need to make a mad dash then try not to look up or down too much. That way it'll be much easier to predict where the grenade is going.

SPRINTING

Sprinting is really useful; it just takes some getting used to. In the early levels make sure you sprint between your covered positions so you get comfortable with how long you can run and how long it takes to recover. It's great for moving around while under fire from explosives, as when they land you've already run away. And by sprinting into hard cover you'll make yourself a much harder target – perfect for multiplayer.

WEAPON SELECTION

You'll work out your favourite piece quite early on, and with two other weapon slots available you shouldn't have a problem keeping an effective arsenal. It's a good idea to hold a good long-range weapon, like a standard rifle. Then you'll also want something that won't run out of ammo, like the Helghast rifle, or the light machine guns later on. Finally pick up something explosive that'll get you out of trouble – on later levels you should always have a grenade launcher to hand.

SQUAD SUPPORT

Although the rest of your squad don't exactly come to the rescue, they can be useful if you move yourself into forward positions. Don't worry about them, as they can't die. If Rico is nearby, run towards the enemy and find some cover. He'll normally follow and be able to offer heavy support while you out-flank the Helghast ahead. Luger is also useful to draw in as she's got some wicked accuracy and her rifle is pretty powerful too. Just keep moving up and they'll keep with you.

MELEE ATTACKS

These can be really hard to get working properly – aim wrong and you'll clobber the enemy but not kill them. But wait until you're right in their face (or behind them) and you'll kill them instantly. It's a good tactic to use the melee attacks when out-flanking the enemy because you need to kill as fast as possible. And against the fully armoured Helghast later on, an instant kill is a valuable asset – otherwise they'll simply shoot you in the face. And nobody wants that, do they? No. Because it's not nice.

CHARACTER PROFILES AND TACTICS

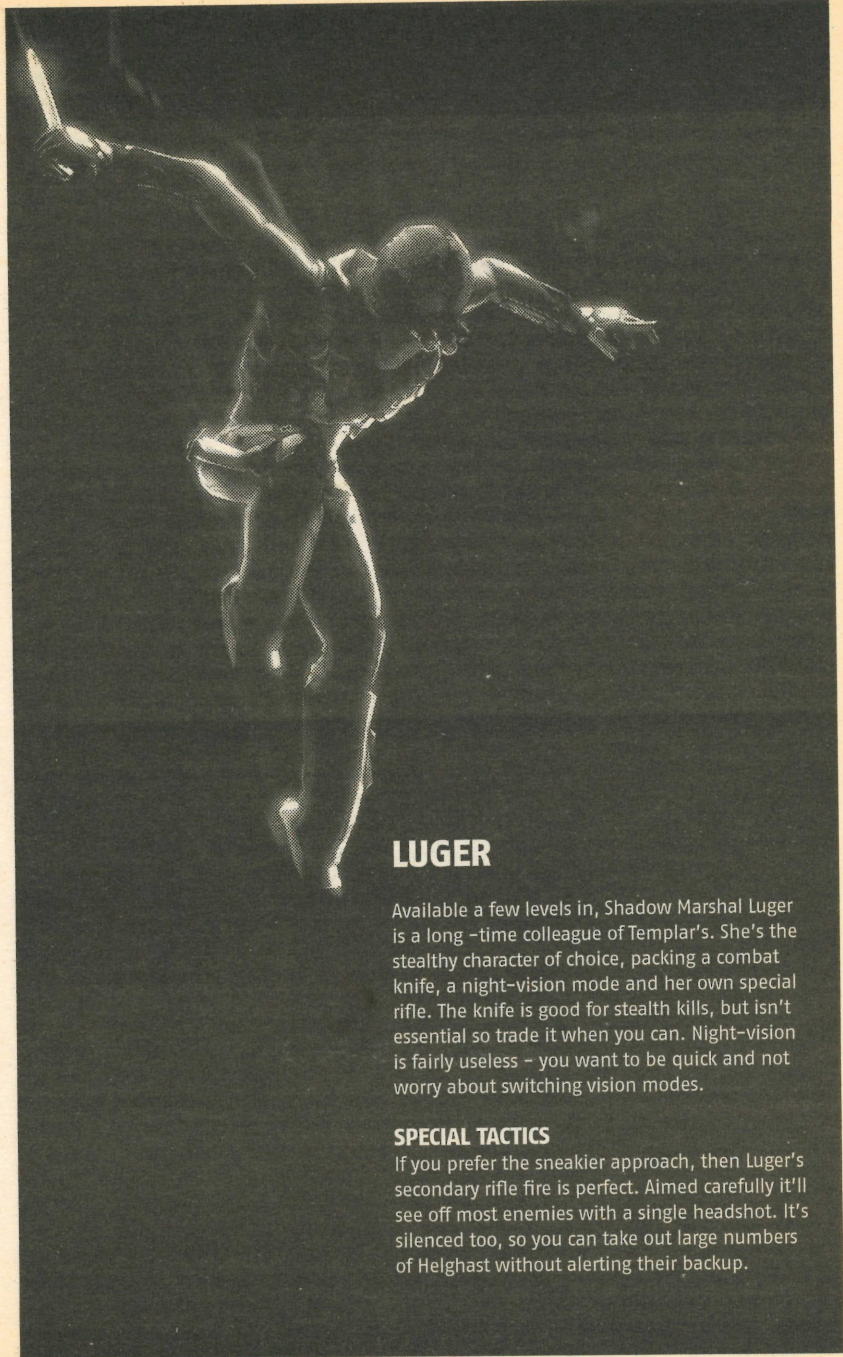


TEMPLAR

The first character you get to control, Templar is a veteran marine and close friend of General Vaughton. He comes equipped with the ISA standard rifle and a basic issue pistol. The pistol only holds a few rounds so you should pick up something else quick. Whereas the rifle's secondary grenade fire is invaluable in situations against large numbers of Helghast.

SPECIAL TACTICS

Never forget about his grenade launching rifle, but don't fritter it away. It's better to wait until three or more enemies are together – then aim high and try to land the explosive right in the middle of them.



LUGER

Available a few levels in, Shadow Marshal Luger is a long-time colleague of Templar's. She's the stealthy character of choice, packing a combat knife, a night-vision mode and her own special rifle. The knife is good for stealth kills, but isn't essential so trade it when you can. Night-vision is fairly useless - you want to be quick and not worry about switching vision modes.

SPECIAL TACTICS

If you prefer the sneakier approach, then Luger's secondary rifle fire is perfect. Aimed carefully it'll see off most enemies with a single headshot. It's silenced too, so you can take out large numbers of Helghast without alerting their backup.



RICO

You run into this man-mountain as he takes on a tank all by himself. He's not clever, but he's really quite tough. Wielding his massive chain-gun and a side-arm pistol he's the muscle of the group. The pistol is worthless – swap it for a rifle and use that to pick out enemy in cover.

SPECIAL TACTICS

The chain-gun is awesome, but don't waste it. It scoffs ammo so only use it to cut swathes through enemies out of cover. Oh, and don't forget that it also fires rockets – brilliant for dealing with large groups of Helghast or fortified gun positions.

HAKHA

After you rescue him from being tortured, Hakha acts as an informer to the ISA. With the Helghast rifle, an automatic pistol and his own nasty looking blade, Hakha can use both stealthy and brutally blunt tactics. Normally though, you'll want to throw away that pig-sticker and pick up something heavier.

SPECIAL TACTICS

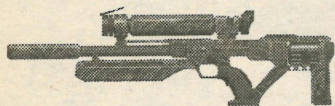
Hakha is an all rounder like Templar, so stealth kills aren't always possible. However, as a Helghast he can also bypass the enemy-sensitive mines they leave. By creeping up these routes you can launch a surprise ambush or get past heavily defended enemy positions with ease.



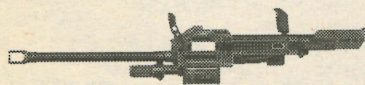
WEAPONS TACTICS HELGHAST WEAPONS



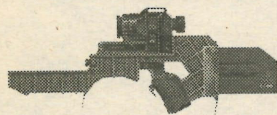
MACHINE PISTOL Most of the Helghast will have this sidearm. Normal fire is a cool semi-auto burst, while secondary lets off a single shot. Get your enemy to fire a few clips from their rifles first, and they should then switch to this.



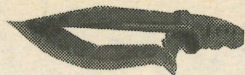
SNIPER RIFLE The orange-hued sight acts as a slight night-vision mode. Recoil is high, so don't fire off too many shots at once. Take your time – there's not much ammo around. Can be shot from the hip, but it takes a bit of practice.



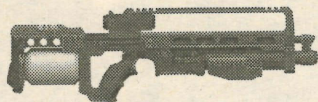
SQUAD CANNON Aiming this beast is an absolute bitch. It tends to kick up and fire high, so aim a little lower than you might do otherwise. Save the tiny amount of ammo for when it gets crowded. Explosive rounds are most effective.



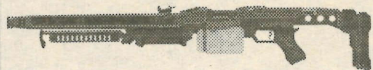
DESIGNATOR (LASER GUIDED ARTILLERY) Only available during the Forging A Path missions, the Designator calls in a huge barrage of laser guided artillery. Best used against tanks, APCs and fortified gun emplacements.



KNIFE Hakha starts off with this ugly blade, but it's not much use unless you're going for the stealthy approach. Time a melee attack right and you'll hurl the knife into your target's neck before cutting their throat to seal the deal.



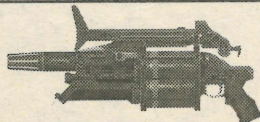
ASSAULT RIFLE Probably the commonest weapon, but by no means the worst. It holds lots of ammo and has a fast fire-rate, but accuracy suffers. Secondary fire is a powerful shotgun blast; keep this for close encounters.



LIGHT MACHINE GUN The second-commonest gun in the game, this holds a massive clip of 100 rounds. It spews bullets in a respectably accurate spread and offers real power. This should be one of your regular selections.



BATTLE PISTOL Only available later on – you shouldn't need it unless you don't already have the grenade launcher. The reload is nasty and it only fires one shot at a time. Used as a backup weapon, it can still be worthwhile.



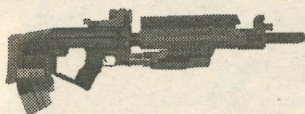
ROCKET LAUNCHER The Helghast rocket launcher is a hulking weapon. There's not much ammo around, but you don't need much to cause devastation. Load up all three tubes and secondary fire lets loose with the whole lot.

WEAPONS TACTICS

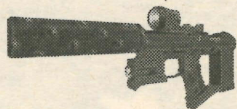
ISA WEAPONS



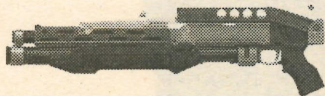
PISTOL The ISA standard issue backup weapon is pretty weak – it's not too powerful and only packs seven shots. It does fire quickly though, making for a solid last-ditch option.



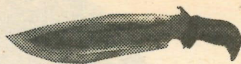
M82 ASSAULT RIFLE Templar's standard weapon carries a mini-grenade launcher under the barrel. It's effective at long range and has a good zoom for headshots. Plus it has a sweet 'banana-clip' reloading motion.



MACHINE GUN Luger's default shooter is pure class. Silenced, the normal fire is automatic and very powerful with great long-range accuracy. Secondary fire is single shot, and just as powerful as a sniper rifle. Looks sexy, too...



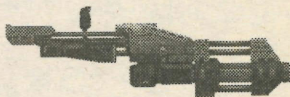
SHOTGUN There's not a lot of cause to use this weapon – but if you've still got a knife or pistol in your arsenal you could do worse than to grab one of these when you see them. Very powerful, just don't expect results at distance.



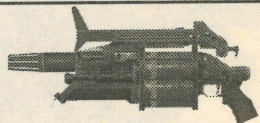
KNIFE Like Hakha, Luger carries a blade, making stealth kills much easier – and more vicious. Luger is better suited to sneakiness, but don't hang onto this if something better turns up.



GRENADE You can carry a maximum of five of these. Lob them into fortified positions rather than just at approaching troops. Learn how to 'cook' – by holding onto it while it lights up – so that your enemy can't escape the splash.



MACHINE GUN This is Rico's weapon of choice. Holding a max of 500 rounds, there's no reloading – just watch you don't overheat the feed with excessive firing. There's a rocket launcher strapped on for secondary fire.



GRENADE LAUNCHER The most essential firearm in the game but has lengthy reloads. Holding six explosive shells, there's plenty of ammo. Grasp the method of firing high lobbed shots to land among enemy groups and you'll go far.



MISSILE LAUNCHER The ISA launcher is only single shot, but flick on the secondary fire and you can guide your missile home with a nifty laser target. You won't see this around much, so it's best used on the bigger targets.

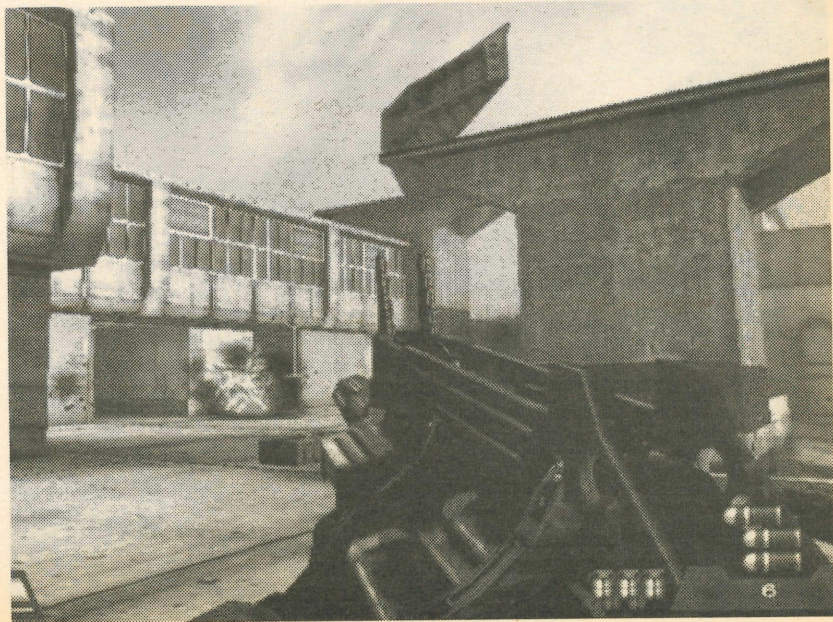


WALKTHROUGH

HELGHAST ASSAULT STAGE 1

From the start, look left and you'll see a transport pulling up and spilling Helghast troops. Take the advancing troops out with short bursts of rifle fire. Eventually another wave of Helghast will pour into the field from the left. Remember to make use of the **D** button to duck under the edge of the trench out of the hail of bullets - especially while reloading. Follow the ISA soldier when he tells you, and take cover in the next crater to lay down more fire at the invading Helghast. Keep your eyes open to cover a group of ISA survivors who run towards your position - they'll give you some grenades for your rifle. Don't bother using them yet - your enemy is in far too much cover. Once you've dealt with the Helghast, turn around and follow the

group, using L3 to sprint up to the wreck on your left and then through the barbed wire into the bunker. Take cover and return fire on the following enemy. Afterwards, turn and leave the bunker, go right and head down the trench. There's a Helghast around the next corner with a powerful shotgun attack, so take him out quickly and run into the bunker behind him. Hop up onto the fixed gun (press **X**) and deal with the waves of enemies that approach. Mind you don't overheat the weapon with continuous fire. Once you get the 'objective complete' message, leave the bunker and head down the next trench until you reach the ISA soldier guarding a bunker entrance. Use the grenades he gives you to take out the Helghast inside. Then follow him around the corner, jump down a level and use another grenade on the next doorway on your



left. There are two enemy guards around the next corner. Head on and to the right, where you'll be taught how to 'cook' a grenade. Deal with the Helghast in the bunker and go right, under the bridge and assist your comrades. Climb up the slope on the right wall, around and across the metal bridge and along the ledge into the corridor ahead.

STAGE 2

Immediately ahead is a group of ISA soldiers. Follow them to the water tower. Climb the ladder and retrieve the sniper rifle from the platform. Use R3 to zoom across the street, past the ruined tank, and take out the enemy sniper in the far window. Quickly move around the tower to the left, and take out the ambushing troops in the windows directly across the street from the tower. Climb down and follow the ISA through the barbed wire fence and around the corner. Cling to the sides, then take out the oncoming troops and snipers down the street once they attack. Once you've killed the snipers on the ground, there's an artillery bombardment, so keep in cover and advance down the street, taking out any remaining Helghast as you go. Dive

into the blasted end of the huge pipe and climb up. Creep onto the building level - there are several enemy soldiers here, so deal with them quickly. Climb down the rubble and across the street to the friendly soldier - follow him up the stairs and through the wrecked building. Make your way down the ruins and hop over the pipe with ⊗, then pick up the rocket launcher beside the body. Take aim carefully and blow away the approaching tank. A wave of Helghast will assault, so keep in cover and mop them up with the remaining rockets (there are more further down the trench). Now head through the door to the right and out to the next open area to deal with more enemy soldiers. Finally follow the fences around the corner and towards the small door to end the stage.

STAGE 3

A few seconds in and all hell breaks loose - take cover behind the cargo crate to the left and shoot down the enemy who appear through the nearby gap. Follow the ISA troops up the stairs. At the top, grab the sniper rifle and run down the right side of the platform, watching out for oncoming





Helghast. Go up the stairs at the end and take cover behind the closest boxes to take down the enemies to your extreme left. Use the sniper rifle to take out the ones at the far end of the walkway leading to the next building. When it's clear, sprint across the walkway and take cover - Helghast will attack from the opposite building and the passage to the right. Keep going down the platform and head down the stairs. Grab the missile launcher and listen to the instructions, then blow away the tanks below and run down the walkway.

STAGE 4

Head down the steps and follow the soldier to the ruins outside. Keep behind cover when the transport arrives, then gun down the soldiers as they assault up the hill. Find a good vantage point and keep putting down the fire. Don't bother trying to attack the tanks, just wait until your artillery blow them up. Leave the ruins and head to the main doors to follow another soldier into a building. Use the cover to outflank the Helghast and advance around the corner and up the stairs. Jump onto the fixed gun and shoot the enemy in the level below. Leave the

room via the doorway out onto the balcony and go down the ladder, around the corner to the right and jump into cover. Equip the rocket launcher and pummel the dropship repeatedly before following the soldier to the massive double doors and into the base.

VECTA EVACUATES STAGE 1

Run left until you reach the fighting - take up a position and cover the stairs. Use grenades to clear the room below and advance down the corridor using doorways for cover. Eventually you'll reach a large room - take cover behind the chairs first, then push back the Helghast and advance along the plant pots to the right. When the area is secure, go down the corridor until you meet another ISA soldier. Follow him through the rooms until you reach more stairs - out flank the enemy on the balcony by climbing up and chucking explosives at them. Carry on through the passages until you reach a group of friendly troops near a control desk. Take cover and deal with the wave of enemies that appear, then head around and pick up some supplies

from the office on the left. Go down the next corridor. There are lots of enemies at the end here – use the rifle grenades to kill them off. Advance left, then into the crater and take out the enemies in the doorway to the right. Keep going to regroup with more ISA and enter the small doorway they are guarding.

STAGE 2

Once in the courtyard, stay in cover until both Jetbikes are downed. Then grab the fixed gun and use it to take out the waves of Helghast directly ahead. Head down into the courtyard and across to the door with the green bio-lock on the left and wait for a soldier to open it.

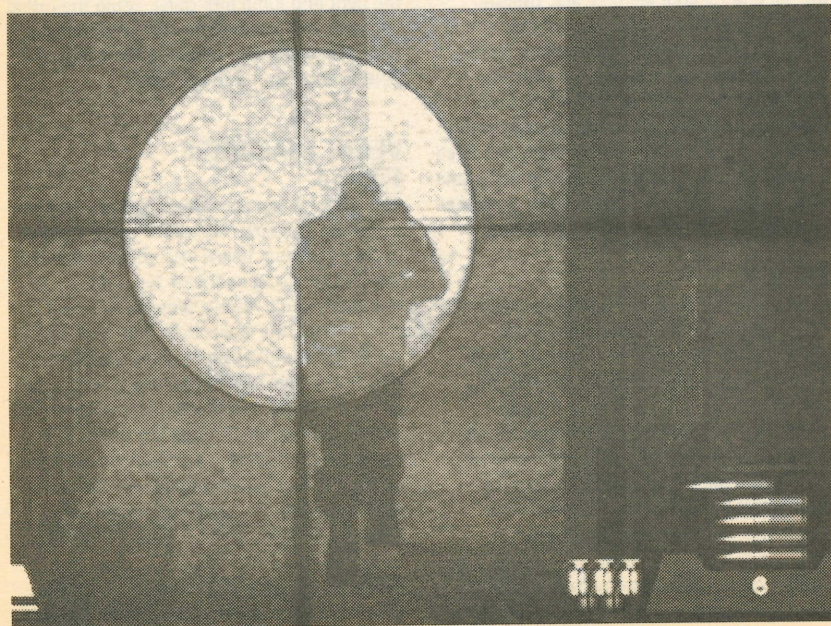
STAGE 3

Go straight on until you reach a room with a staircase. Kill the enemy soldiers, then go up the stairs and drop down the hole beyond and into a locker room – where you'll be ambushed. Leave and head on to the next room, where your comrades are under fire. Creep left to take cover in the office, watching the catwalk above for Helghast. Pick up the keycard to open the next door. There's a shotgun in here too if you want it. While the

ISA cover you, make your way through the room to the door. In the next room, head immediately right and go all the way around to outflank the Helghast in the other corner on the stairs. Go through the doors but watch out – there are plenty of soldiers in the next room. Go up the steps, through the corridor to the metal walkway and take out the enemy. Exit to the room you started in through the door in the corner and leave through the open doors behind the desk.

STAGE 4

Go down the steps, through the small door and along the pipelined corridor. In the next room Helghast are ambushing from the side windows, so head in and take them out – don't forget to pick up the grenades from the small office and lob them in among the enemy. Now go to the corridor in the left corner and take care of the Helghast further down. Keep going until you can turn left down some stairs. At the bottom, you'll be attacked from both sides – head left and go round that way to another set of stairs. Go down, retreat a bit and lob a grenade to the left, then mop up the survivors. Keep going left, until you



reach a room full of engines. Hide and lob grenades and explosive as the next wave of enemies attacks. Two of these are far more powerful soldiers with assault cannons - take these out quickly. Leave, and keep going until you get to another staircase to another circular room. Go right this time and keep in cover to deal with the enemies that appear. Now get into the centre of the room and go down the ladder. Go quickly along the walkway and you can take out the enemy without them seeing you. Head down the next ladder. Get out to the main room and up the stairs along the way, then round to the right, taking out the next room of Helghast. Go through the door and into the main control room - watch out for plenty of soldiers here. Exit via either of the two side doors and keep going to finish the level.

NEW ALLIES

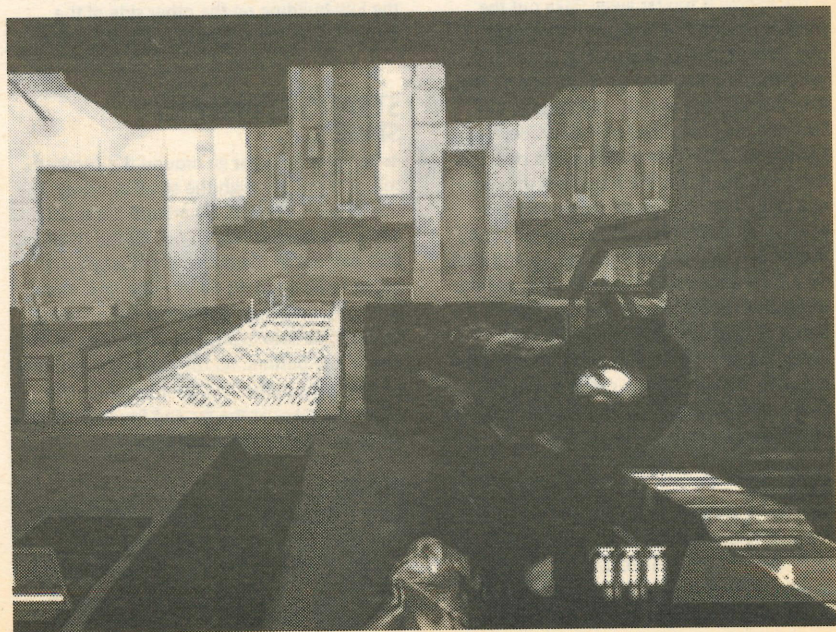
STAGE 1

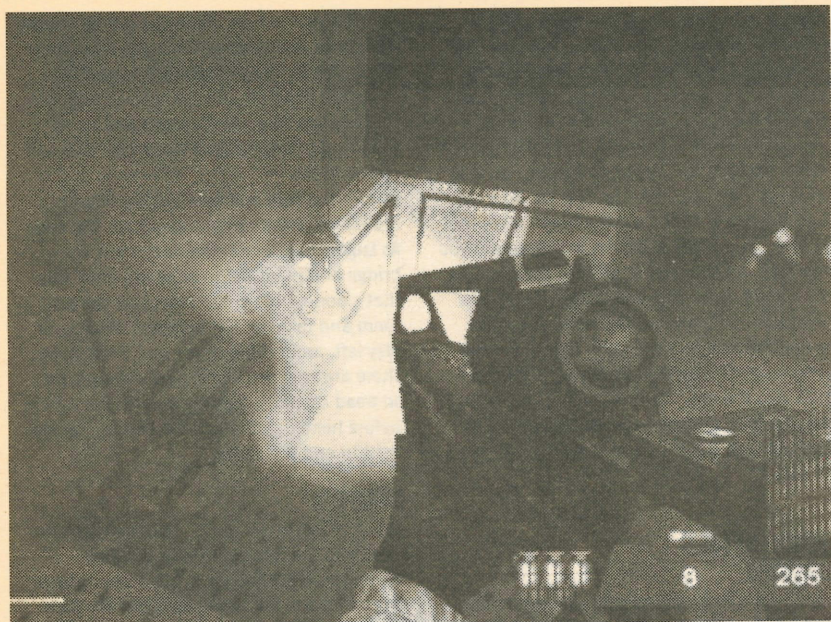
Enter the tunnel and silently go down past the rubble - this way you can ambush the two guards. Keep going, and use the blockades in the next tunnel as cover while you move

up. Now just run on, climb the ladder around the corner and head out into the open area. Watch out for the soldiers in the building opposite. Head off past the marine and into the safe building, up the stairs and up to the top. **As Templar** grab the sniper rifle and ammo in the next room, then stand at the hole in the wall and take out the enemy in the far windows while Luger blows the door. **As Luger** creep under the door, cross the bridge and plant TNT to blow the door. Once that's done, both characters enter the next room and take out the Helghast. Work your way left, around the chairs and downstairs. There are enemies above and in front here, so tread carefully, fighting around the rubble before heading off down the corridor on the right to end the stage.

STAGE 2

Set off down either stairs, watching for the enemy in the middle of each platform. When you reach the park, head slowly up to the sandbags. **As Luger** you could use your silenced rifle to take out the enemy one by one. Otherwise, just take cover and kill the enemy ahead and to the right. There are some





grenades in the bandstand structure. Keep going from here; ignore the gun emplacement – the enemy is too far away. Take out the soldiers around the tents and head right, and down to the next park area. Head left, towards the pillar, and cross the bridge, then over the next hill and the next bridge too. Clear the area from the left-hand side, then head around the cafe building and clear out the camp. Go down the steps past the camp and creep into the foliage on the right as you receive new orders. Snipe the guards by the artillery gun closest then get up and deal with the gunner. Now turn left, clear out the camp and kill the second gunner. There's a big wave of Helghast to deal with – use either the small fixed gun or the massive flak cannon – before you can exit the level by heading down the slope and around the now destroyed dropship.

STAGE 3

Take cover, putting down fire on the advancing troops, and Rico will finish off the tank. Now mop up the remaining enemy, before creeping around the hulk of a tank ahead and sniping the soldier manning a

fixed gun in the distance. Move through the trees, using them as cover, and fight towards the low building on the other side of the camp. Kill all the Helghast and walk inside.

STRANGE COMPANY STAGE 1

As **Templar** or **Luger** go around the corner to the right and through the small doorway. The others will be cut off. Go around the room and down the ladders. Watch out for the Helghast that pop out of the doors. Eventually you'll get to some open lift doors – the next room is full of soldiers, so grenade it before going through. As **Nico** head down the stairs all the way to the bottom. All the characters are now on the same path – in the last room, head down the steps at the far end from where you enter and follow the corridor round.

STAGE 2

Go to the doorway and move into the room, then back out – a group of enemies will climb the stairs, so grenade them. Now move into the room and use the balcony to take out some of the Helghast below. Go down

and take cover, before shooting the gunner across the street. Get to the other side, over the rubble and left to the fallen pillar. Use this as cover to take care of the soldiers that come around the corner. Head into the door from where they came. **As Luger** go up the slope and climb the cable on the left, then go through the corridor until you can enter a vent. Move through, sniping the enemy below, then leave the vent at the other end, kill the next guard and take the sniper rifle – use it to cover the other two below. **As Nico** or **Templar** head right after the slope, clear the next room and exit through the corridor. Outside, deal with the patrols and use the rubble as cover when the dropship comes in. All characters now need to climb the steps at the end, go through the room and down the other side. Then just go all the way to the other end to finish.

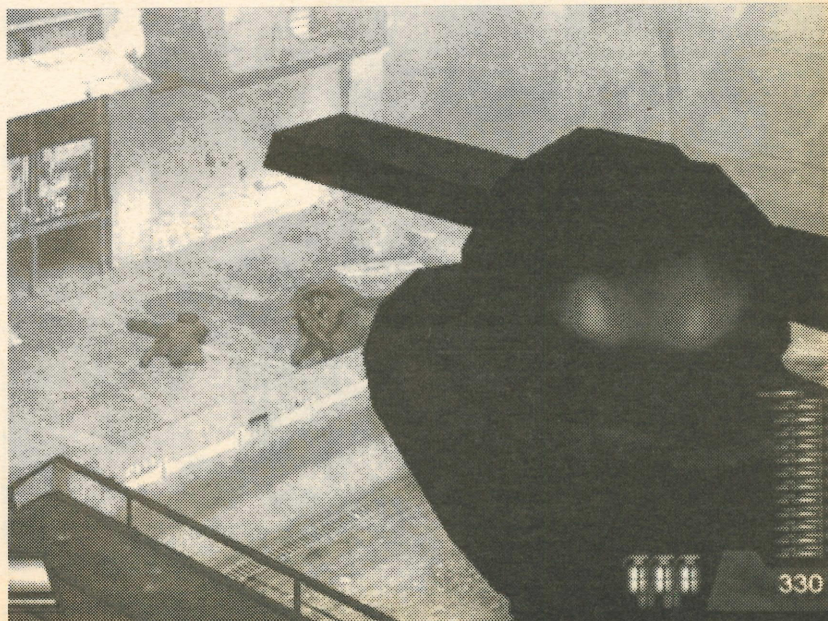
STAGE 3

Run up the steps, to the left, and go up the escalator to take out the Helghast. Take cover and snipe the soldiers down the far end of the hallway. When it's clear, go up the double escalators, then right, taking the right-hand

side of the hall. Go up the stairs at the end, being careful to take out the emplaced gun at the top on your right. Move down the room and up the escalators, then double back and fight your way across the walkways. There are three doorways at the end that lead to the end of the level.

STAGE 4

Move across the walkway, assisting the ISA beneath you. Follow the stairs at the end around and through another corridor onto a balcony full of Helghast. Kill them, then go down the steps and across the two bridges, watching out for the many troops above and around this area. Run up the steps at the end, then right and through the doorway, out onto another balcony. There are loads of Helghast on the level below, and a fixed gun at a window around the corner. Fight your way through this area until you reach a couple of huts. Climb the slope into the first hut and work your way through until you emerge past the dropship. Finish off the Helghast, climb the stairs and go through the corridor to the next balcony and the next crossroads. Head down into the area, then go left and support



the ISA around the corner. Keep going and you'll enter a dark, long room and the level will end.

ESCAPE STAGE 1

Move forwards and grab the grenade launcher – use it to blow the approaching tank. Mop up the Helghast and advance down the valley. When you see a ladder on the right, climb up and keep moving in the same direction – this way you can overlook the next corner when a wave of enemy troops arrives. Keep going along the beach until you see two troopships land up ahead. Use the grenade launcher again on the tank. When it's clear, head up the rise to the right and deal with the snipers, before moving on and entering the structure further down.

STAGE 2

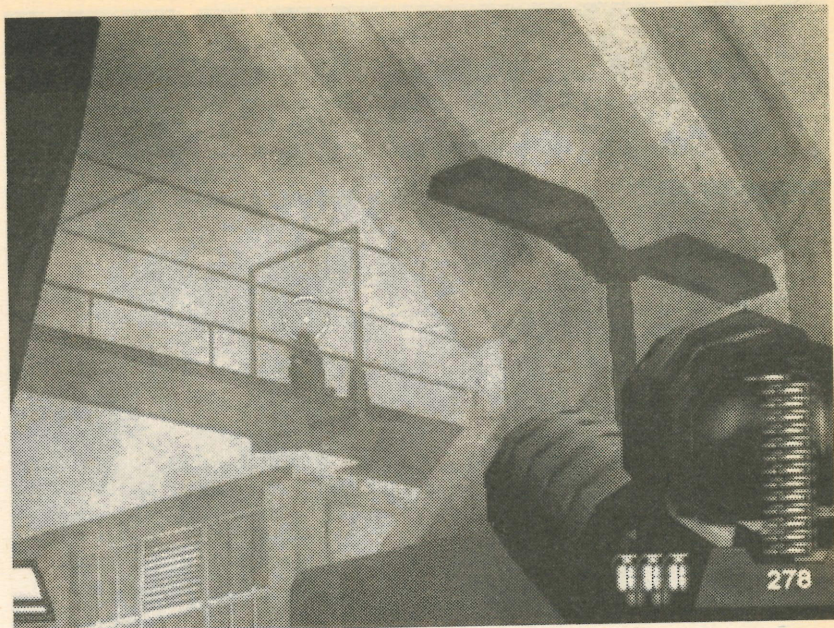
Go along until you get outside and prepare to repel the invasion. Take control of the gun turret and take out the running troops. When the tank arrives however, duck down and use your grenade launcher. There's more ammo along to the right. You'll need to wait for it to

get close, then lob the grenade very high. It'll probably take a few tries but it's the best way. Then return to the turret or just lob grenades and explosive rounds into the oncoming Helghast until it's over. When the invasion has finished, head along the slope to the right and through the ruins to repel more attackers. Keep going along the beach and kill any enemies you see. Watch out for the armoured missile soldier in the rocky outcrop ahead – take him out up close and personal with a melee attack if you're quick. Then assist the ISA below you in defeating the final assault, before heading up the slope of the huge building to end the level.

STAGE 3

Run down to the docks and use the turret to help destroy the Helghast assault boat. Then head off and up another slope which leads around to a construction area. Take out the soldiers – watching out for the two gun turrets. Climb the ladder away on the right, run along the platform and get to the edge – you can outflank the troops below and kill them easily. **As Luger** head down the steps and go up another slope and further around



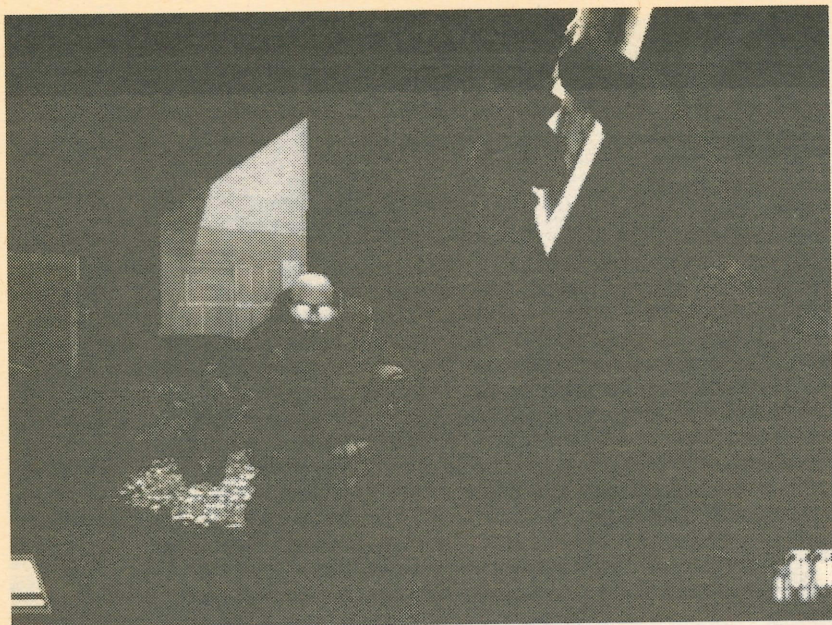


the docks, then climb down the ladder and up the cable to the top of the crane. Drop down near the head of the machine and work your way round to another ladder, then down to the dock floor. **As Templar, Rico or Hakha** go right to the corner of the dock area and through the passage to the other side. All characters now need to go to the slope leading to a set of stairs. Climb up and go left, down a wide corridor, through a small door and inside a building. Turn right and run down the passage into a room full of catwalks. Fight your way outside, go right and head up yet another slope around the front of the dock. Help your ISA comrades by shooting the gas tank beneath the crane and blowing it up. Head around the dock again, down and then up the stairs in the centre. Battle through the small building, out and left through a brightly lit doorway, down a slope. Follow the path around the dock, past a group of water pipes and then through a large opening.

STAGE 4

Head on, and around the dock area – across the top is best. Fight your way through, then go around the dock edge and into a

new area. **As Templar, Rico or Luger**, take the advice and head into the water pipe, going all the way down until you reach a fallen-in room. Exit once the door has been opened. Take your time; there are plenty of Helghast here. **As Hakha** go down the steps to the right through the mines – which won't go off – up the stairs and keep moving until you reach a series of barbed wire fences. You'll have to get to this point on your own, then flick a switch nearby to turn off the flowing water. **As Templar, Rico or Hakha**, make your way right, until you see a white and green building. It's full of soldiers – grenades are a good option here. When you've killed them, head around the walkway and through the series of rooms, also full of enemies. The next few areas are heaving with troops. Just keep in cover, remember to cook your grenades and move on. Eventually you'll have to cross a bridge – beneath you are the boats you've come to capture. **As Luger**, head up the ladder Hakha points out, then crawl through the hole in the wall, shooting the guards opposite. Leave through the door nearby, through the tunnels and up the ladder at the end. You'll come out on a roof. Move



along it until you can see a bridge. Clear the way behind and the boys will catch up. Now fight your way down and approach the boats.

MISTY WATERS STAGE 1

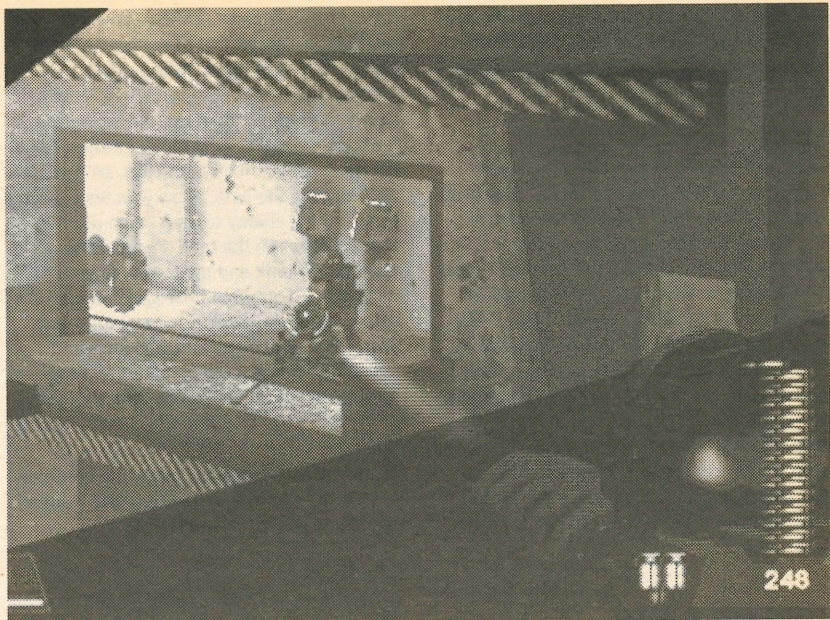
Lay down some fire on the approaching troops, but try to stay out of the way of the boat to the right. Hit it with explosives to blow it. Turn right and head down the river, past a boat wreck and up the ladder on the right to lower the net. Keep going upstream, and eventually there'll be another net barrier on the left. As **Rico** you can head straight on and clear out the pillboxes and Helghast base. As **Templar**, **Hakha** or **Luger** go left under the barrier and keep on up the river, watching out for gunboats. When you reach the base, go around to the right. Now all characters can cross the platforms (there's a grenade launcher in the corner shed) and head upstream again. Take out the boats and bunkers and keep on moving on until you reach the level end.

STAGE 2

Head on and bear right, under the walkway and up the slope. Go right and through the gap in the two barriers into a camp. Clear the camp and flick the switch in the main building. This lowers a barrier on the right and releases more Helghast. Go through the barrier and left, up the slope into a fortified position. Get rid of the soldiers, then flick the next switch on the right near another barrier. Head down the path and left, into an area with lots of soldiers and four huts. Once you've killed the soldiers, move down the field and plant explosives on the missile-launching tanks. Go to the right-hand side of the area and move through the next two barriers to reach a dock. Fight across the dock to reach the anti-aircraft gun. Hop in and shoot down the dropships. Leap into the water to complete the mission.

STAGE 3

Follow the course of the river until you can see a guard on your right, patrolling a short dock. Hug the cover to the right and move up close. There's a hut full of soldiers and one manning a gunboat, so take them out quickly once you're near enough. Outflank the remaining



troops by climbing up the shore on the right and slipping around the back of the hut. Head into the valley of land and towards the trees – you'll come out behind a group of Helghast attacking your ISA friends. Keep moving up through the rocks and finish off the enemy. Keep moving up the hillside and through the valley, taking out the soldiers on the way, until you reach the ISA fortress. It's under assault, so assist in repelling the attackers. Once you've killed them, enter the fortress through a hole in a wall. Go right at the end and through the doorway outside. Be careful – there's a dropship hanging around. Keep going around the walkway and through the doorway onto the main battlement. Fight past the Helghast and head into the tower.

SEVERING THE BEACON

STAGE 1

Get straight into cover – there are two automated hoverguns on the way. Take them out, then head onto the river and down between the black rocks. Watch to the left shore, it's teeming with soldiers. Hop onto land when you can and turn left, walking on

until you reach a turn littered with wreckage and three heavily armed Helghast. Go to the right until you reach another river and an enemy patrol. Head up the river in the direction they were coming from but watch out – you're about to be ambushed from ahead and the shore on the left. Keep going forwards through the rocks, towards a fallen tree. **As Rico** turn right and attack the enemy head on. **As Templar, Luger** or **Hakha** clamber over the log and work your way around to attack the Helghast from the side. Eventually all characters will reach the flaming wreck of a downed dropship. Take out the accompanying troops and head into the path cut into the land past the crash site.

STAGE 2

Move through the rocks and up the path, but watch out – there are three tanks at the top. Once you've destroyed them, go past and deal with the rocket-launching tank on the left. Now head up the river, through the crevasse and up the mountainside. Eventually the rocks will open up and you'll come out near a waterfall. Kill the Helghast on the shore and run left up onto land. There are two

automated hoverguns here so watch the skies and clear out the rest of the soldiers. Head up to the right between two tank barriers to finish the level.

STAGE 3

Head up the valley through the rocks and hang back until the barrage ceases. Now head left along the trench, avoiding the bunker fire further in. Creep through the trenches, trying to stay low to avoid the Helghast's laser bombardment. When you get close enough you can actually see the targeting laser - get out of the way if you do! Don't worry about your team, just try and take out the bunker positions before moving too close. Eventually you'll get in under the sight of the laser. Head into the camp on the right and around the rise with the beacon on top. Kill the soldier with the guidance gear hiding under the beacon, then head on after Hakha, through the trees to the right.

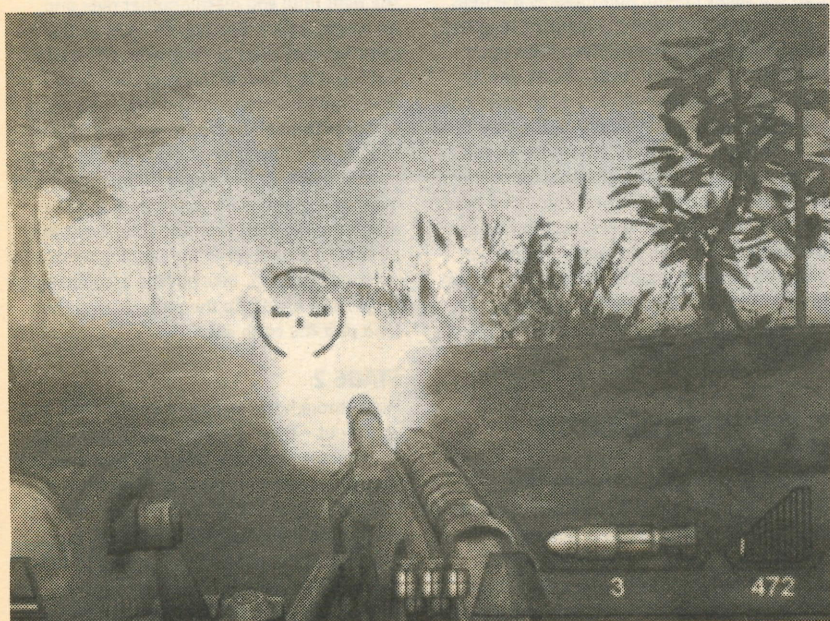
FORGING A PATH STAGE 1

Creep to the left and peer through the foliage

down to the Helghast position. When you can see the tank, target it with the laser guided artillery and take it out. Mop up the surviving infantry and head out of the valley. Move slowly up through the rocks, taking out the tanks with artillery strikes and watching for Helghast soldiers. When it's clear, go right until you see the base. Make your way towards it, taking out enemy soldiers, then use the artillery again on the tank nearby. Move towards the tank and right, watching out for Helghast and airborne hoverguns. Around the corner you'll see another base tower - grab one of the nearby grenade launchers and take it out from the brow of the hill. Keep moving down, then take cover and use the artillery strike to blow the heavy tank beyond the rocks. There's an APC further along too, so take it out the same way. Lower the barrier by flicking the switch near the hut, and head off into the jungle to finish the level.

STAGE 2

Go straight ahead and carefully round the corner - there's an APC charging up to meet you. Take it out, then go past towards a barrier. Don't get too close though, as a tank is





guarding the path. Get rid of it. Now go down the slope on the right, into the trees – your squad should be waiting at the head of this path. Keep on down the slope, watching out for Helghast patrols, and eventually it'll move through some rocks and start to go uphill. At the top, head left. There are more patrols up here and a camp past the trees. **As Templar, Rico or Hakha** go right along the trees and clear the base. **As Luger** you can crawl under the bridge to outflank the Helghast. Use the switch in the corner and go right and down the path. Around the corner there's a soldier on a ledge. **As Luger** climb the vine dead ahead and make your way along the ledge to offer support in the next area for the squad. **As Templar, Rico or Hakha** go under the tree roots and assault the enemy, using the artillery on the tank. All characters now move down the slope, around the rocks and keep on until you see a base in the distance. Move down slowly, taking out soldiers, and take cover to kill the enemy on the bridge. Run onto the side walkway of the bridge, down some steps and under the structure. Flick the switches at either end of the catwalk, then jump down to the land below. Go around the

rocks and into the jungle again. Keep going up the paths until you come out of the trees and meet your squad. Now turn and head down the slope to finish the level.

STAGE 3

As Templar or Hakha go to the left-hand side of your position and find a fallen tree. Vault over and move up the path, past the barbed wire and assault the base after destroying the cannon outpost. **As Rico** go straight on and attack the main base entrance. **As Luger** run up to the right, crawl under the barbed wire and infiltrate the base. All of the characters need to disable the gun turret, then pick up the explosives from under the canopy of the squat building nearby. Now go right, under the barricaded checkpoint and into the next camp. Work your way through and take out the soldiers at the next rise. There are three supply dumps here – one on the right, one on the left and one straight over the other side of the camp. Set charges in all three dumps, then retreat to a safe distance. Attack the next barrier and continue on, through the next camp, up a slope past a communication outpost and into a low building. Fight your

way through the rooms and kill all the Helghast troops. Enter the final room in the far corner to exit the mission.

HIDDEN PASTS STAGE 1

There's a ledge straight ahead on the left of the canyon that you can use to lay down fire on the troops below. Pass through the tunnel, but be careful of the APC on the other side. Head up the hill until you come to a fortified base. **As Hakha** pass into the base through the laser mines, kill the enemy and press the green switch in the bunker to deactivate the explosives. **As Templar, Luger or Rico** go up the pile of rubble on the left and inside, killing the Helghast on the way. Now all characters must jump onto one of the fixed guns along the walkway and take out any enemy units inside the bowl. Head over the bridge and onto the platform, then through the nearest door the wall on the left.

STAGE 2

Sneak through the next room and into the corridor to try and kill the guards beyond

before they can raise the alarm. **As Luger** you can sneak through the air vent in the first room and kill the guards silently. All characters now must go through the main entrance and down the slope into the base. The next area fills up with Helghast, so keep in cover and take them out. Go through the door on the left and follow the path round and downstairs. When the door opens chuck a grenade in and storm the room. Head around the corner and use the sprint move to avoid the fixed gun by running from cover to cover down the passage. Clear the area and move down the corridor to the right into a missile storage bay. **As Templar or Rico** go through the door on the left and through the rooms, watching out for Helghast barricades. You'll eventually get to a room with a big green screen and a switch nearby - hit it. Head into the next room and do the same again. **As Luger or Hakha** take the door on the right into the missile silos. When you reach the first silo, hit the red button to lock it down and open the way forwards - do the same in the next silo room. Now all characters need to head downstairs, through a corridor and into a room full of white cabinets. Take your time



clearing this area - there are many soldiers waiting. Leave through either doorway and up into a higher room to take out more Helghast troops. Exit out of here but be careful - outside are two hoverguns and more troops. Kill them all to finish the mission.

ONWARDS AND UPWARDS STAGE 1

Head through the rocks and around the mountain till you reach an enemy position at the foot of a valley. Kill all the Helghast then lower the barrier by flicking the switch near the crates. You'll be strafed by some airborne attackers, who will crash and cause a rockslide. **As Luger** you can climb a cable on the right and support the team from above as you advance. All characters need to keep going upwards until you reach an open area - sneak through here, keeping to cover and taking out the Helghast. **As Hakha** when you reach the top, go through the laser mines and up the mountainside to emerge behind the Helghast and rejoin your squad. **As Templar, Rico or Luger** keep going left at the top and head up the valley, fighting past the fixed gun

positions. Now all characters continue along the mountainside from the top of the climb, past two hoverguns and onto an enemy base. Pick off soldiers from the ledge overlooking the base, before heading down into it and clearing the area. There are loads of soldiers and hoverguns so watch out. Finally, flick the switch by the barrier and head off down the slope.

STAGE 2

As Luger go far left and climb the cable into the weather station. **As Templar, Rico or Hakha** run up and climb the long staircase to the top - there's a heavily armoured Helghast here so watch out. Enter the building and climb the stairs, then fight along the balcony. All characters go through the room full of crates and up the next staircase. The second open room houses the reboot switch - go and hit it. Continue up the stairs and through a long storeroom before exiting to an outside walkway. Sprint along the walkway and up the stairs, then use the crates on the platform for cover and move towards the slope on the left. Fight along the roof and flick the switch on one of the last blocks to realign the satellite



dish and drop the ramp to your right. Head off into the mountain pass and on until you can activate a metal bridge to another ledge. Cross the bridge, continue along the mountain and eventually you'll reach a huge structure. It's guarded, so use the rocks as cover, then run up the staircase and along the balcony to end the level.

HOPE STAGE 1

Run out onto the gantry and clear the room before going to the bottom level and hitting the switch to raise the shuttle. Go back up and exit through the room now open across from where you came in. Fight through the cargo area and up the steps, then along a crate-littered corridor. Go up the steps around the corner and onto the roof, under the tunnel and then hit hard cover while a dropship comes in. **As Hakha or Rico** take care of the Helghast assault and climb the stairs towards the shuttle. Hit the gantry release button on the end of the walkway and board the ship. **As Templar or Luger** run further along the roof and make your way up the control tower to flick the shuttle launch switch at

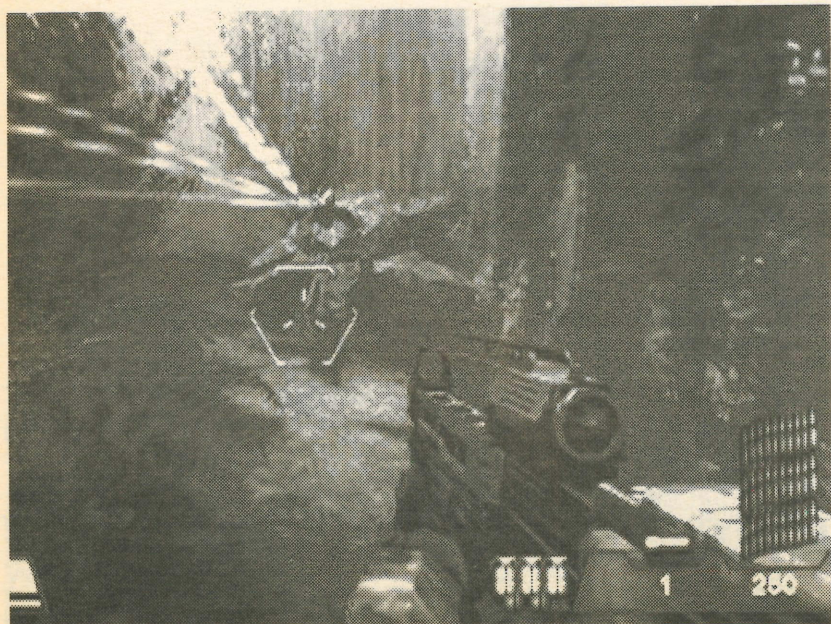
the very top. Now return to the gantry and board the ship.

STAGE 2

Head along the walkway and through the open port, shooting the enemies around the corner and following the path into the next docking area. Fight around the room and then go up through the next open port and you'll reach a control room - through here is a transport shuttle. Ride the shuttle to the next module, and keep moving through the corridors until the level ends.

STAGE 3

As Rico move on and head left - be prepared for troops to pour from the corridor ahead. Make your way through the ship, killing all and any resistance you meet. Eventually there'll be no one left and your way forward leads to the end of the level. **As Templar** head down the ladder in front of you, through the dark corridor and take out the Helghast beyond. Keep going down the corridors until you reach a two-tiered room. There's a switch in here to push on the right-hand wall, then climb the ladder and go along the walkway





into another room. Fight your way around and go down the ladder and through the open port into another room. Flick the switch in here, climb the ladder and take out the Helghast who jump out of a doorway. Climb the ladder in the room they burst from and head down the corridor to finish the mission.

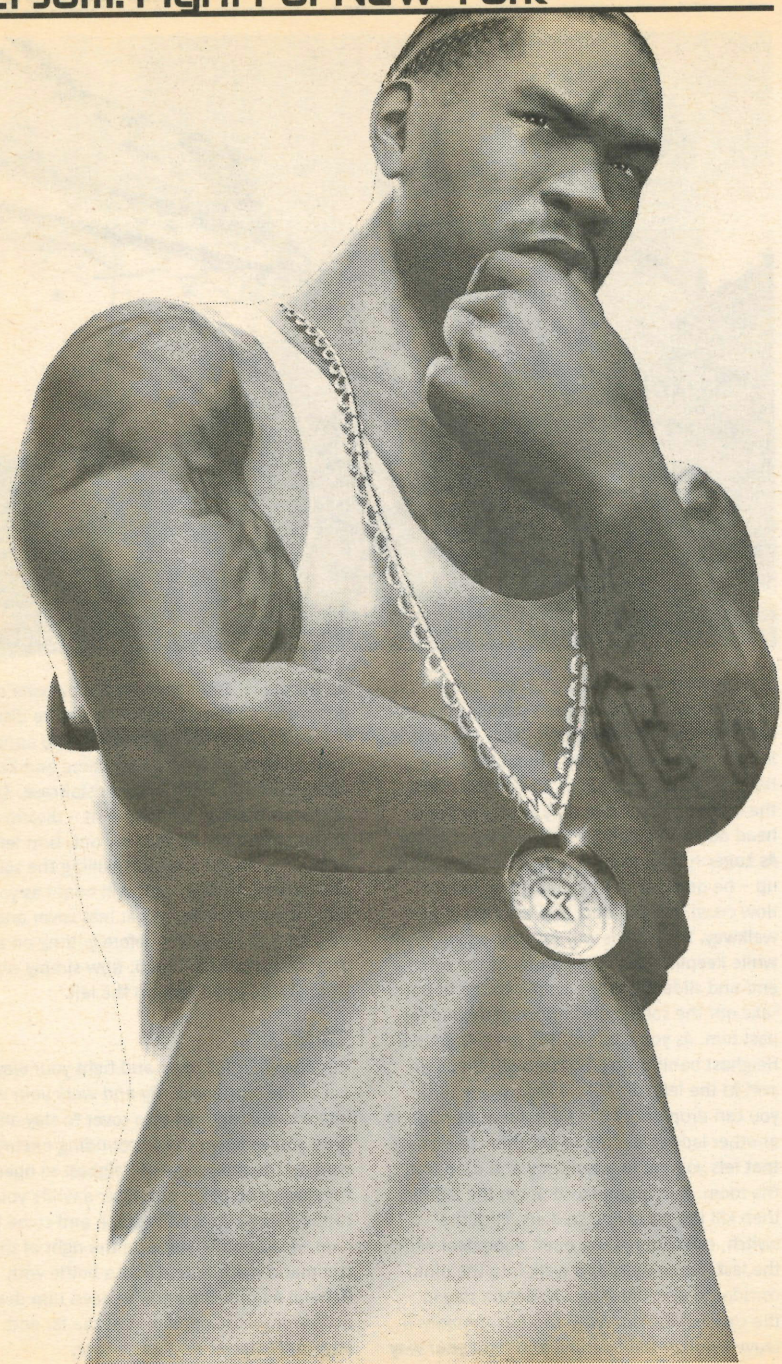
As Luger run up to the cable ahead and climb up - be quick so as to get past the guards. Now crawl into the duct and through to a walkway. The guards will see you, so kill them while keeping low. Crawl under at the other end and slide down the ladder to the bottom. Take out the soldier and climb up the ladder past him. As you come up the ramp there's a Helghast behind you. Exit through the open port in the left corner and keep going until you can drop under the floor. Crawl through to another ladder leading to another crawl space that lets you get to a walkway and drop into the room. Run around and down the ladder, then kill the patrolling soldiers. Flick the switch, run through the open door, deal with the last few soldiers and walk into the pink corridor to end the stage. **As Hakha** stay in the cover of the doorway and lob grenades in. Leave through the opening and fight your way

up the stairs. Enter through the parasite craft doors and go through it to the end to disarm the bomb. Fight off the soldiers who appear, then go through where they came and keep going until you reach another staircase. At the bottom is another parasite craft - disarm this in the same way. On the way out, turn left and head through the corridors, killing the soldiers on the way. Another craft will board as you enter the next room, so get into cover and deal with the invaders before getting on and disarming the final bomb. Now simply exit through the open port on the left.

STAGE 4

Hug the walls for cover and fight your way out of the bottleneck. Try and work your way into a corner and get into cover to stay alive. Once you've killed the surrounding enemy, wait for the next wave of Helghast to open the doors and come out. After a while your captive teammates will escape and come to help. Head up the slope on the right of the command module and into a battle with General Adams. Once you've seen him dead, exit through the open port at the far end. Mission complete and game over.

Def Jam: Fight For New York



DEF JAM: FIGHT FOR NEW YORK

STYLE CLASH

The first fighting style you choose will fundamentally affect your tactics throughout the game, so pay attention!

STRAIGHTENING

Wild and brutal, streetfighters are unsubtle brawlers who focus on savage punches and even headbutts.

PRIMARY STATS: Upper Strength, Toughness

TIPS: Your haymaker is a fantastic weapon, with surprisingly long range and devastating effect. Ideal times to use it are just after countering an attempted grapple, if you've picked someone up after a powerful move, or any other time when they're dizzy and incapable of blocking. Use it often, but only when you're sure they won't block it, because if they do, you are vulnerable for a short time. Using the punch button from a strong grapple gets you the same results, with the added bonus that they can't avoid it. If they constantly block your wild punches, throw in the occasional grapple to spice things up.

SPECIAL KO: Streetfighters can KO an opponent using a haymaker (hold **LB** and press **△**, works best on dizzy opponents at long range), or using any **△** attack from a heavy grapple.

KICKBOXING

Known for their quickfire, punishing kicks, they also utilise powerful punches, elbows and knees in swift, direct attacks.

PRIMARY STATS: Lower Strength, Speed

TIPS: You want to concentrate on strikes more than grapples, specifically kicks. You should be fast enough to be able to regularly interrupt their grapple attempts, so practise that early

on and master the timing against grapple-heavy opponents. Ideally you'll snap in a kick, make them dizzy or force them to block, then grapple them and start the sequence described below.

SPECIAL KO: From a strong grapple, they can execute a series of knees (where you knee them depends on the direction you press), finishing in a jumping turning side kick that will knock them spark out.

MARTIAL ARTS

Fast, agile fighters with sophisticated defensive techniques, martial artists can employ acrobatic high-flying attacks to defeat their opponents.

PRIMARY STATS: Speed, Health

TIPS: They don't have one specific offensive speciality (not counting the flying attacks), it's all about running rings around your opponent. Judging distances and timings will be absolutely crucial, as you can backstep out of the reach of slower foes only to hop back in with a tasty counter. Use your speed to interrupt their flow, escape dangerous situations and keep practising your counters and reversals, as they are a key feature of martial arts and can swiftly turn the tide of the fight in your favour.

SPECIAL KO: Running towards a solid object (a wall, jukebox, car, etc) or the ropes and pressing one of the attack buttons will make you run up it and leap back towards your opponent with a flying attack. If this hits them

Def Jam: Fight For New York

while they're in the danger zone, it'll easily finish them off.

WRESTLING

Grappling experts, wrestlers can inflict massive damage with high impact throws, bombs and slams. If they get their hands on you, you better start praying.

PRIMARY STATS: Upper Strength, Toughness

TIPS: Self-evidently, you will do most of your damage from the grapple position. However, don't ignore your kicks and punches, since your opponent will expect you to grab them and will be ready with a reversal. Be patient, don't go for your big power moves too early, but once you've hit a couple make sure you pick them up off the ground and keep the momentum going – don't give them any chance to recover.

SPECIAL KO: Big moves, like a Gutwrench Powerbomb from a Heavy Grapple can immediately KO an opponent, so make good use of them.

SUBMISSIONS

Unique among styles, submission fighters don't go for fancy strikes or showy grapples, but rather work on one body part with ruthless efficiency until the sheer pain forces their opponent to tap out.

PRIMARY STATS: Lower Strength, Health (but tend to be all-rounders)

TIPS: No other style requires as complete an understanding of its own (ever-evolving) move list as submissions. To achieve maximum efficiency, you'll need to remember which of your locks works on their head, which their arms, which their legs, and so on. That way you can vary the moves that you use, yet keep working the same body part and before you know it they'll be tapping out in agony. They don't even have to have low health, as long as the bar for that body part

runs out. Like wrestling, everything you do revolves around snaring them in a grapple, so being able to judge when they will be fresh enough to reverse you is vital.

SPECIAL KO: The whole style is really all about getting the style-specific KO, or rather tap out.

HONEY BE...?

At various points throughout Story Mode you'll be given choices, regarding one of the lovely ladies in the game. And what lovely ladies they are, despite being polygonal and, well, not actually real. Anyway, it doesn't really matter what you do, but here are the consequences you face.

Route 1: Choose either Shawonna, Lil' Kim, Kimora or Cindy J as your girlfriend, then later reject Carmen Electra's flirtatious glances (by choosing your girlfriend and winning the cat fight), and you'll keep your original girlfriend right to the end, when she gets kidnapped by Crow, and you finally rescue her from the burning Red Hook Tire building.

Route 2: Choose either Shawonna, Lil' Kim, Kimora, or Cindy J as your girlfriend, then later dump her for Carmen Electra. Just prior to the Sean Paul battle in Babylon, the new boyfriend of the snubbed girl will ambush you. Win, and things carry on as normal. Carmen will then get kidnapped/rescued in the exciting finale.

Route 3: Choose either Shawonna, Lil' Kim, Kimora, or Cindy J as your girlfriend, but lose the cat fight against Carmen Electra. A certain young lady named Shaniqua will take your sorry ass home, and boy – does Blaze let you know about it the next day.

Route 4: Choose either Shawonna, Lil' Kim, Kimora or Cindy J as your girlfriend, and dump her for Carmen. When the angry boyfriend ambushes you in Babylon, if you lose, Shaniqua is there to pick up the pieces.

VENUES

YOU CAN INTERACT WITH EACH VENUE IN DIFFERENT WAYS. WE SHOW YOU HOW...

1. FOUNDATION

Basement fight club where unproven fighters make a name for themselves



1 Keep watching the crowd for the moment one of them holds up a weapon. Simply walk into them to take it, but be careful. If you accidentally walk into the wrong guy they'll shove you away. Push your opponent into any of the crowd from a grapple and they'll either shove him back, allowing you to perform a High Rollin' move by pressing **X**. Or grab hold of him, enabling you to approach and press **X** for a random double team move which varies according to your style.

2 Throw your opponent against the wooden beams and he/she will slump against it. Pressing **X** again near them performs an environmental grapple (which varies depending on your style), but each time the beam will take more damage. After the third move on one beam, it will break, and if you try throwing them against it again they will simply stagger a bit.



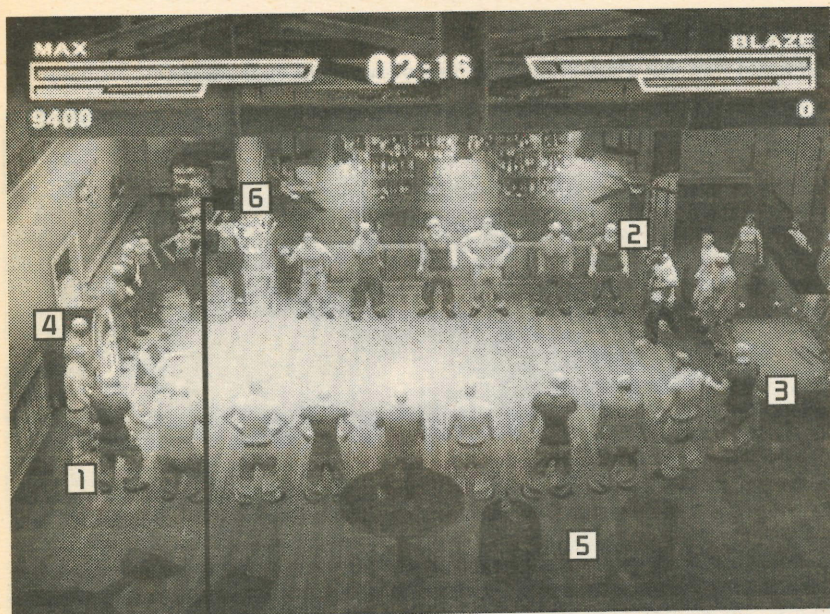
3 Throw your opponent onto the speaker, and press **X** again near them to perform an environmental grapple. The speaker will take damage after the first move and each subsequent time you throw them against it they will stagger, fall over and only take a little damage. If, instead, you have your back to the speaker when you grapple them towards it, you'll smash a bottle over their head.

4 If you position yourself so you are standing right next to the floor light with your back to it, push towards the light and hit **X** from a grapple position and you will DDT their head right into it.

Def Jam: Fight For New York

2. THE LIMIT

Roadhouse bar known for hot women and a very rough crowd



1 The crowd will occasionally hold out weapons for you. Check out point 1 in the Foundation club.

2 With your back to this pillar, grapple your enemy into it and you will snatch a pool cue from the rack and smack him over the head with it. It won't break, so you'll be able to follow up with a weapon attack or two. You can do this twice, as there are two cues in the rack. After that, the pillar is treated like a normal wall.

3 Throw your opponent into the side of the pool table and they will fall against it. Then press \otimes again when you're close by them to do the grapple. Even better, the table won't break, so you can repeat this grappling trick as many times as you like.

4 See that jukebox in the corner? It's not only for playing the latest hip-hop sounds y'know. Shove your opponent against it, they will fall and you can press \odot for a grapple. This time the jukebox will take more damage each time you throw your opponent onto it. After the third move it will explode, and if you chuck your opposing rapper onto it they will just fall over.

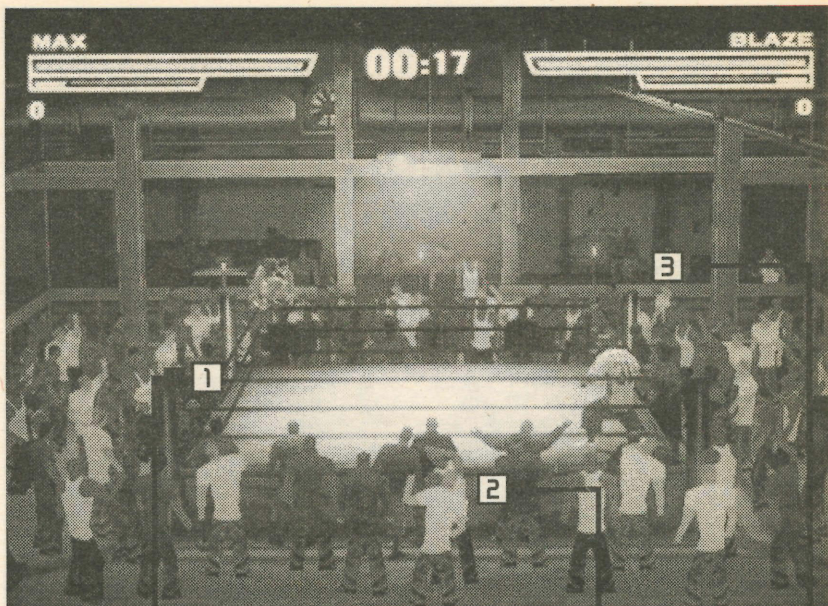
5 Throw your opponent into these bar stools and they will stagger and fall to the floor.

6 Throwing your opponent into the neon sign makes it explode, and causes them to crumple to the floor. After this, the pillar is treated like a wall-type environment.



3. CLUB-357 (HIGH STAKES)

D-Mob's boxing club hosts no-holds-barred fighting for big money



1 Occasionally one of the crowd will slip a weapon under the ropes, so keep an eye out around the edges of the ring

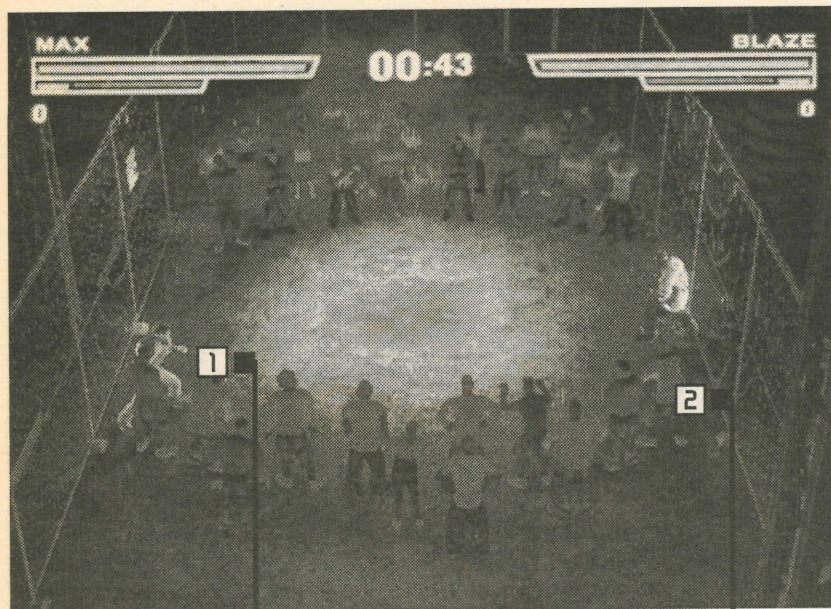
2 Throw your opponent against the ropes and they will bounce and run back towards you, allowing you to perform a free High Rollin' move by pressing **⊗**.

3 From a grapple, throw your opponent into the corner turnbuckle. Performing a normal or hard grapple will execute a special turnbuckle move, which will vary depending on your primary and secondary style. These moves can KO an opponent in danger.

Def Jam: Fight For New York

4. SYN ENERGY POWER PLANT

Neighbourhood fight spot plays host to vicious brawls

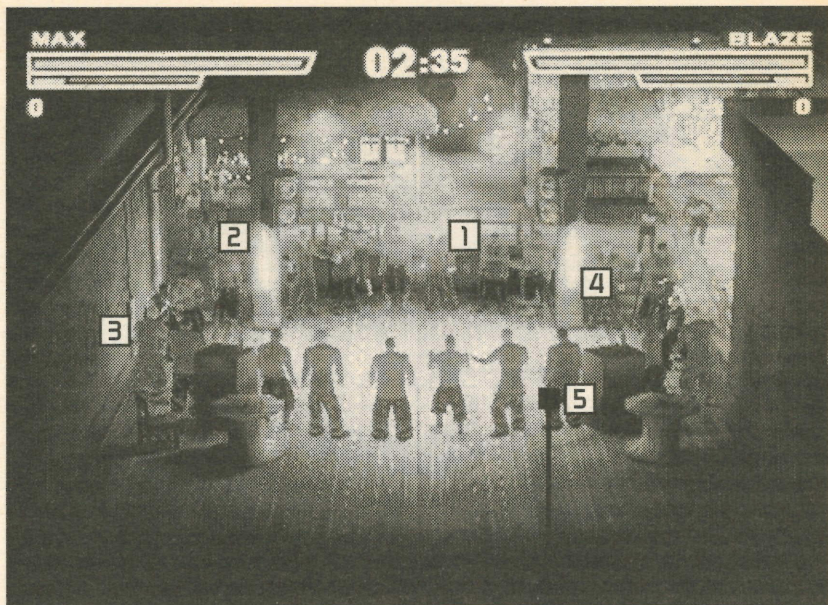


1 The crowd will hold out some weapons for you, check out point 1 in the Foundation club previously for exactly what to do.

2 There's not much to do in the Power Plant except using the crowd for the weapons and chucking your opponent against the fence. Just press **X** again near your rival fighter when he's standing next to the fence to do another fancy grapple which of course will vary according to your style.

5. BABYLON

A Jamaican hot spot notorious for illicit enterprise and high action fights



1 Once more, the crowd holds out weapons, check out point one of the Foundation club level on page 33.

2 Throw your rival rapper (or whatever he or she may be) into either wall, and watch them fall against it. Now just press \otimes again near him to unleash another environmental grapple.

3 Throw your opponent into the fuse box. If you throw them into it again, there's a little explosion and they'll collapse to the floor.

4 With your back to either pillar, grapple your rival and throw them back into it. You will grab the fluorescent light tube and smash it over their head. Or you can throw them into it the normal way, and it will explode with the impact. After the tube is gone, the pillar acts like a normal wall-type environment.



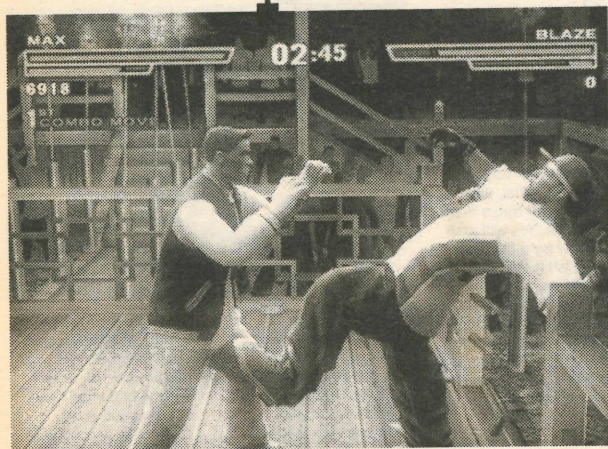
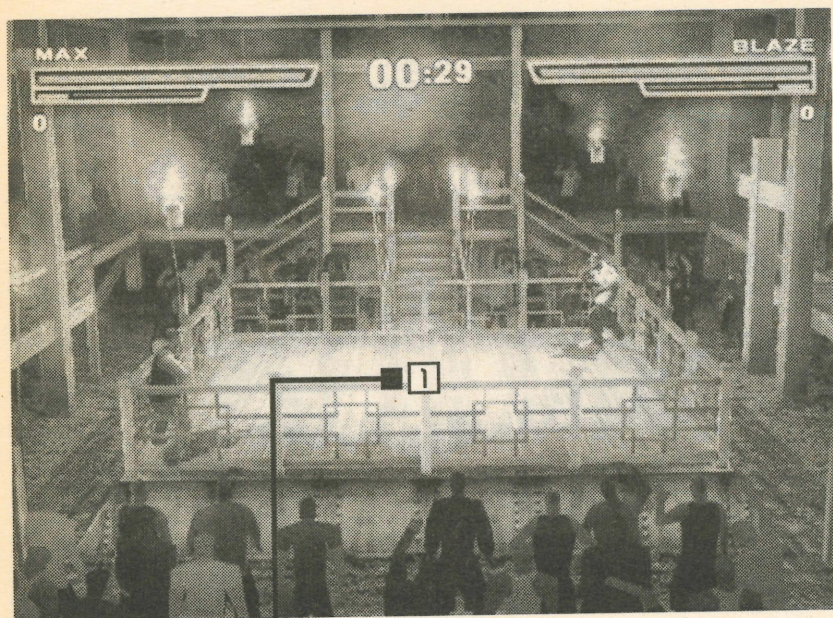
5 The speakers in the foreground both have bottles on top. Grapple your opponent with your back to the speaker and throw them backwards into it to grab the bottle and smash it over their head. Alternatively, throw them into it in the usual way and the bottle will

fall to the floor as they slump onto the speaker. Grappling them from this position executes an environmental move, but the speaker will break after one move and subsequent attempts to throw them into it just make them stagger and fall.

Def Jam: Fight For New York

6. DRAGON HOUSE

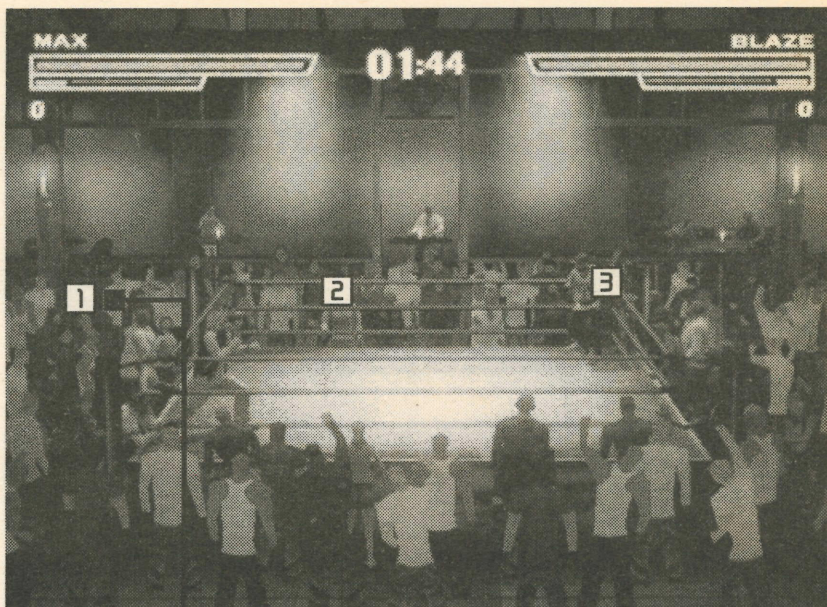
Triad-owned fight club where ring-out rules are always in effect



1 The low wooden walls are in sections and each one will completely smash after three environmental grapples are performed onto it. If you throw your opponent into the gap that appears, they will temporarily lose their balance. Landing any strike during this vulnerable moment will cause them to plummet for a ring-out.

7. RED ROOM

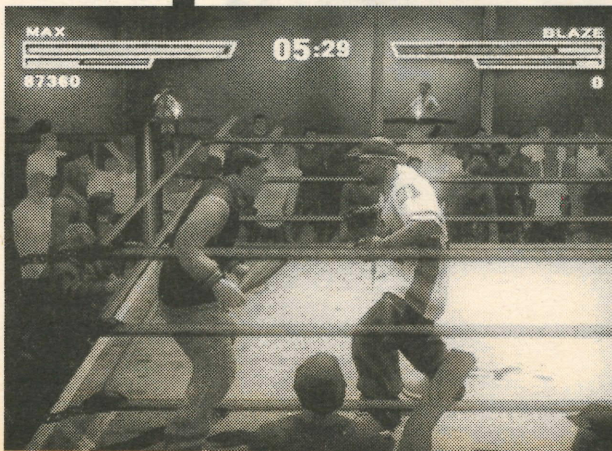
Crow's illegal boxing club and casino offers high stakes fighting after dark



1 Occasionally one of the crowd will slip a weapon under the ropes, so look around the edge of the ring.

2 Chuck your rival fighter against the ropes and they will bounce and run back towards you, enabling you to use a High Rollin' move by pressing \otimes .

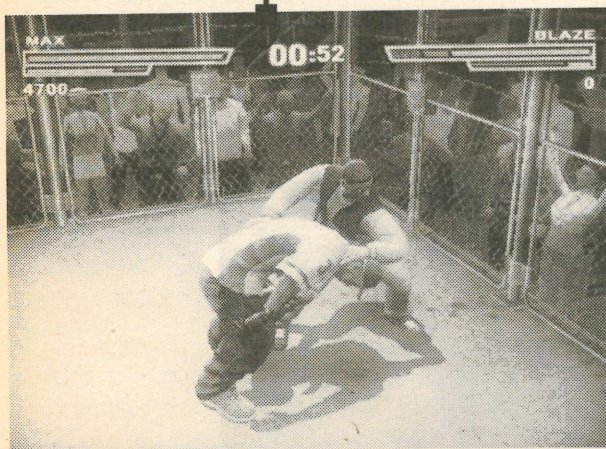
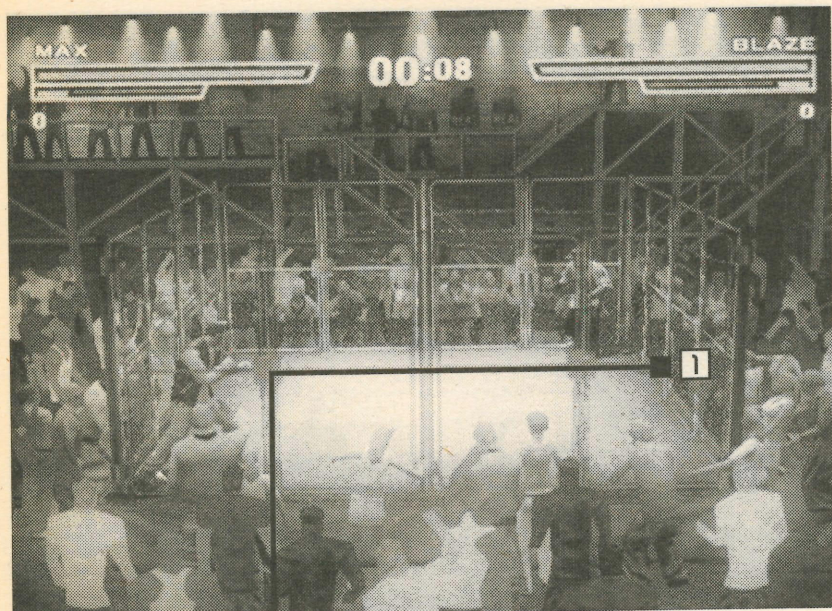
3 From a grapple, throw your opponent into the corner turnbuckle, where they will slump. Performing a normal or hard grapple will execute a special turnbuckle move, which will vary depending on your primary and secondary style. These moves can KO an opponent in Danger.



Def Jam: Fight For New York

8. CLUB MURDER

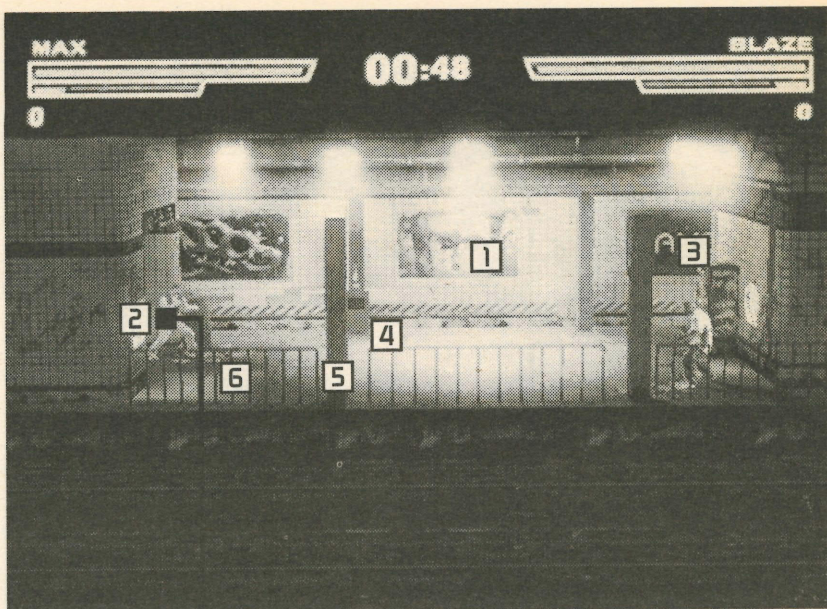
Crow's cage club plays host to some of the biggest events in the city



1 With a name like Club Murder you would have thought there would be all sorts of weapons here. But no, the only thing you can do is throw your opponent into one of the cage walls, then press **X** to grapple.

9. 125 STREET STATION

Dark subway platform and one-time site of an illegal streetfight



1 Throwing your opponent off the platform edge will cause them to temporarily lose their balance. Landing any strike during this vulnerable moment will knock them onto the tracks. If they are standing anywhere on the tracks when the train arrives, it's an instant KO. You can climb down onto the tracks and back up using \odot .

2 Throwing the enemy into either of the illuminated maps will cause them to slump against it. Hitting \otimes will drive them into it, causing it to explode. If you try to repeat the process, they will just stagger and fall over.

3 Next up is a vending machine. Chuck your opponent against it and slam him with a grapple (press \otimes). The third time you perform one of these moves on the vending machine, the front of it will smash and there is no point in throwing them against it any more and they will just stumble and fall.

4 There's a glass bottle on top of the newspaper machine. If you stand with your back to the machine, grapple them, push towards it and press \otimes , you will grab the bottle and smash it over your opponent's head. Or throw them into the machine the normal way and they will slump against it, ready to be grappled again. When you execute it, the bottle will fall to the floor ready to be picked up.



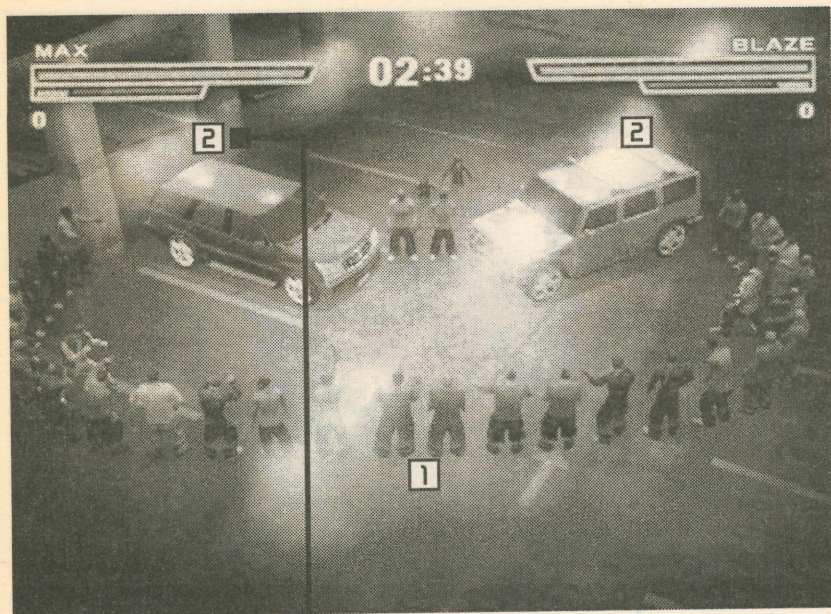
5 You can chuck your opponent into any side of the pillar. Then press \otimes again when you're near him for another one of those cool environmental grapples.

6 There's loads to do in this arena, but it's the same old method of attack with the fence. Yep, simply press \otimes again for your environmental grapple when your opponent is slumped against it.

Def Jam: Fight For New York

10. GUN HILL GARAGE

Underground parkade that was the site of a legendary rumble



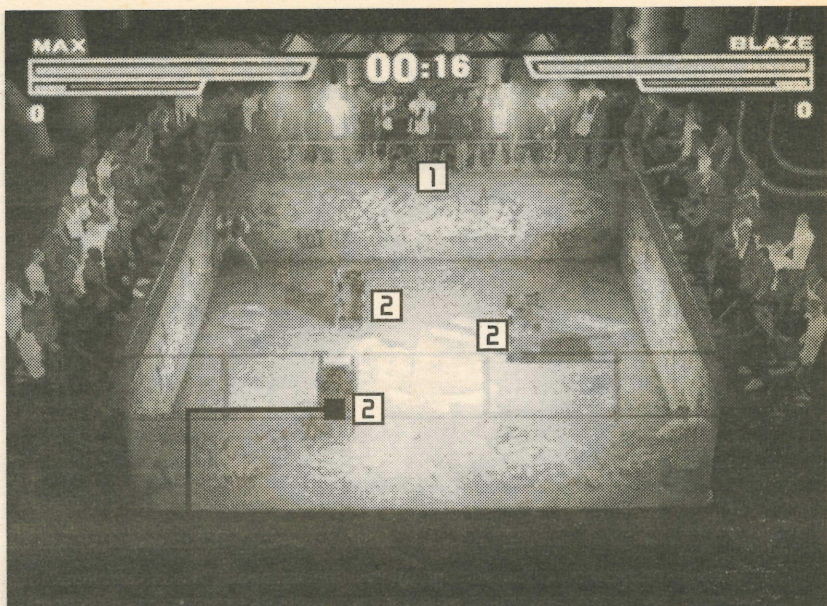
1 Yup, you guessed, they're blood thirsty, this crowd, and they're willing to give you weapons to see more of the red stuff.

2 Both cars have multiple interactive sections and throwing your opponent against any part of one will cause them to slump against it, allowing you to press **X** and execute an environmental attack. If you chose the appropriate match type, dealing a set amount of damage to one vehicle (you don't have to destroy the whole thing) will win you the match.



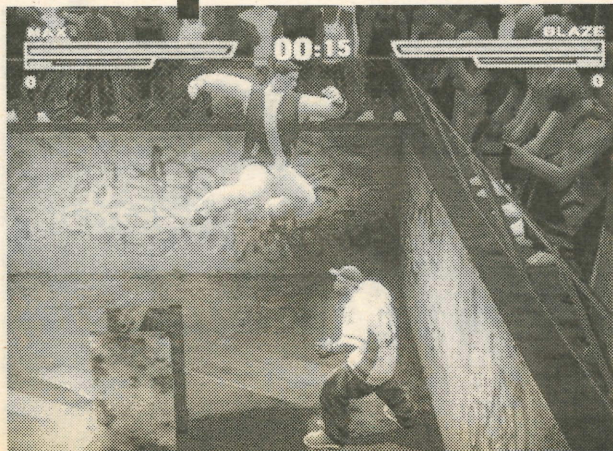
11. THE TERROR DOME

Underground pit-fighting club with an old-skool twist



1 First use the wall. Chuck them against it and they will do the usual slumping thing. Hitting \otimes again will kick off an environmental grapple.

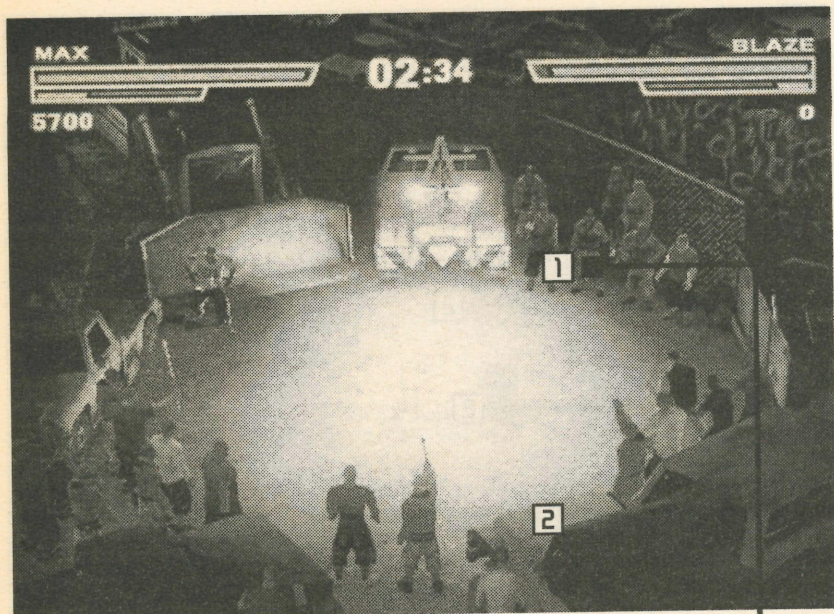
2 There are three pillars to chuck your opponent into. Of course you can attack them in the usual way by pressing \otimes again. But you can do a special move by hopping up onto the pillars using \odot , and performing a leaping attack by pressing \otimes , \odot or \triangle . The specific attack again depends on your style, and will change depending on their position – standing or lying down.



Def Jam: Fight For New York

12. HUNT'S POINT SCRAP YARD

Scene of a vicious late night beatdown



1 Weapons: you love them. The crowd loves them. See the Foundation club (point 1) on page 33 for more details on this.

2 You can use the car to nail your opponent. Just chuck your opponent against any of the cars or the side of the skip to make them fall against it. Then it's just a case of pressing

X again to launch an environmental attack. Apart from the car and the crowd there's not much to exploit in this arena, so you'll have to rely on your superior scrapping techniques.



13. HUNT'S POINT SCRAP YARD (AFTER HOURS)

Auto wrecker's is a disposal site for unwanted materials and fallen fighters



1 Again you can use a motor in this scrap yard by pressing **X** when your opponent has fallen against it. This will set off another one of your stylish grapples and you can watch him eat car dust!

2 Throw your opponent into the barrels and he'll stagger and fall to the ground. The barrels will tumble too. Throwing him into

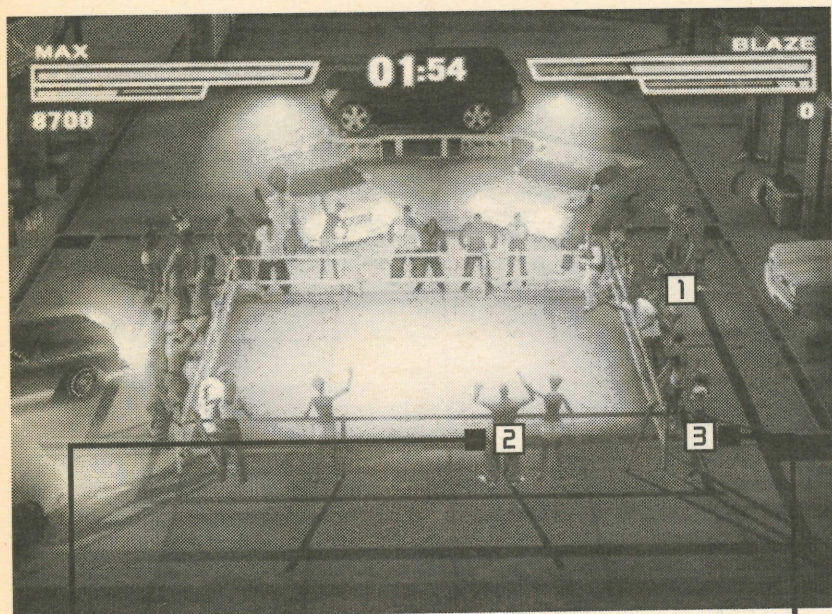
the same area again will cause him to lose his balance temporarily, allowing you a free hit/grapple if you're quick.



Def Jam: Fight For New York

14. CHOPSHOP

Nightly battles take place at this redistribution centre for stolen vehicles



1 The crowd will once again provide you with various blunt and sharp instruments for your delectation and delight. Check out point 1 at the Foundation (page 33) for more details.

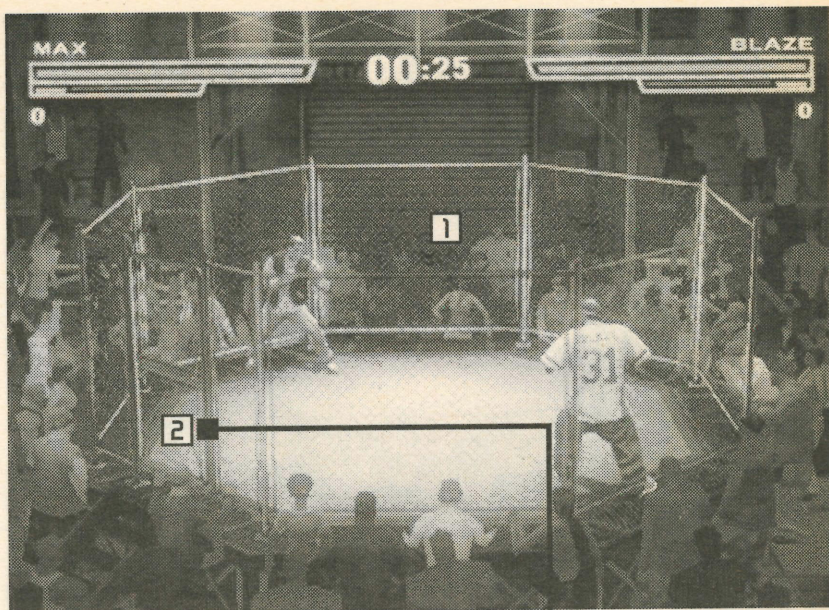
2 Of course it depends on which style you've chosen as to which grapple you perform, but if you get your opponent against the fence, just pressing \odot will launch your move.

3 From a grapple, throw your opponent into the corner, where they will fall. Now you can let fly with a special turnbuckle move if you do a normal or hard grapple. These will vary depending on your primary and secondary style, but either way these moves can KO an opponent in Danger.



15. THE GAUNTLET (INTENSE)

High octane fight venue with chain link fences to block the bloodthirsty crowds



1 Chuck your enemy onto the fence. Wait until he falls on to it and then press \otimes to use your grapple. As it's a cage match and the crowd are on the other side there isn't a great deal to do in this arena.

2 Grappling your slumped opponent after throwing them into the bottom-left section of wall will perform a special environmental attack where you slam the cell door onto their head.



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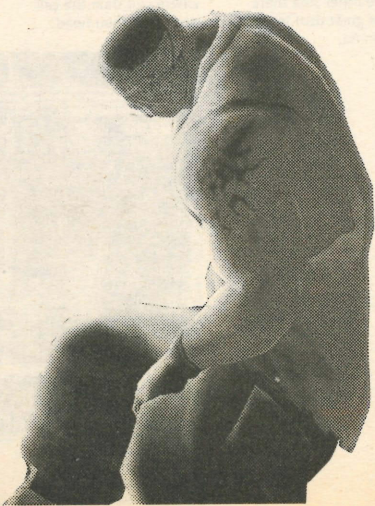
16. 7TH HEAVEN (CLUB DTP)

7th Heaven gets a make over from Ludacris and his DTP crew



Pressing **⊗** again executes an attack when your opponent is doubled over against the wall. Also, as a little bonus, bottles line the wall. So

if you have your back to a wall, grapple your opponent, and throw him towards it. Now you will grab the bottle and smash it on his head.



17. THE PIT

Rough and dirty construction yard where fights go down after dark



1 The crowd are a rowdy bunch again, they need to see blood and they'll give you weapons to make sure that they do. Oh well, the show must go on. Check out point 1 of the Foundation on page 33 for more info.

2 Throwing your opponent against the wooden wall to make them slump against it, then do the usual press \otimes trick to pull off your grapple and smash their heads through the wood. Once you've cracked each section of the wall, there is little point in throwing them into it as they will just stagger around a bit.

3 Like with the wall, you can smash the enemy through these wooden crates. Once again press \otimes when they're slumped against it, to crush the side of the crate. After that any attempts to throw them into it will result in them simply stumbling and falling over.

4 If you position yourself so you are standing right next to the floor light and with your back to it, push towards the light and press \otimes from a grapple position. You will DDT your enemy's head right into it. Brilliant!



Def Jam: Fight For New York

18. THE HEIGHTS

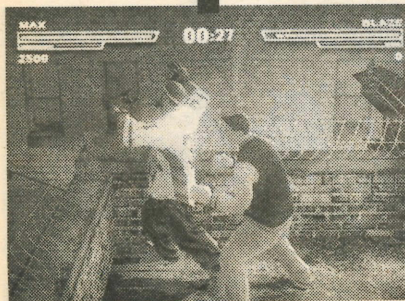
Roof top party spot with ruthless battles taking place every night



1 Once more, the crowd are armed to the teeth and willing to share. As usual, check out point 1 of the Foundation on page 33 for more details. Make sure you watch out if your opponent gets the weapon first. If this happens you can run towards him and get your attack in first. Then he'll drop the weapon and you can start battering him with it.

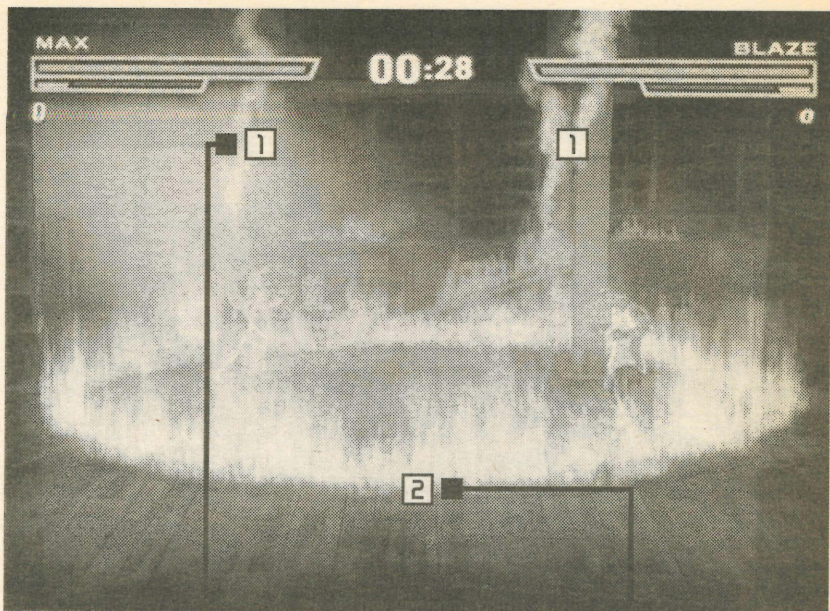
2 Throwing your opponent into the barbed-wire-topped walls will cause him to take a little damage, stagger and fall. It's nothing special, but is worth using if only to mix things up a little bit.

3 There are brick pillars just begging for a bit of enemy slumpage. Yep, you can chuck your opponent against either of the low brick pillars and press \odot again to pull off another one of those fancy grapple things.



19. RED HOOK TIRE CO

Sticky's combustible warehouse hideaway



1 Throwing your opponent against either of the burning wooden pillars will cause him to slump there. Just press \otimes again at this point for a good old-fashioned grapple. As if getting hideously burnt isn't bad enough...

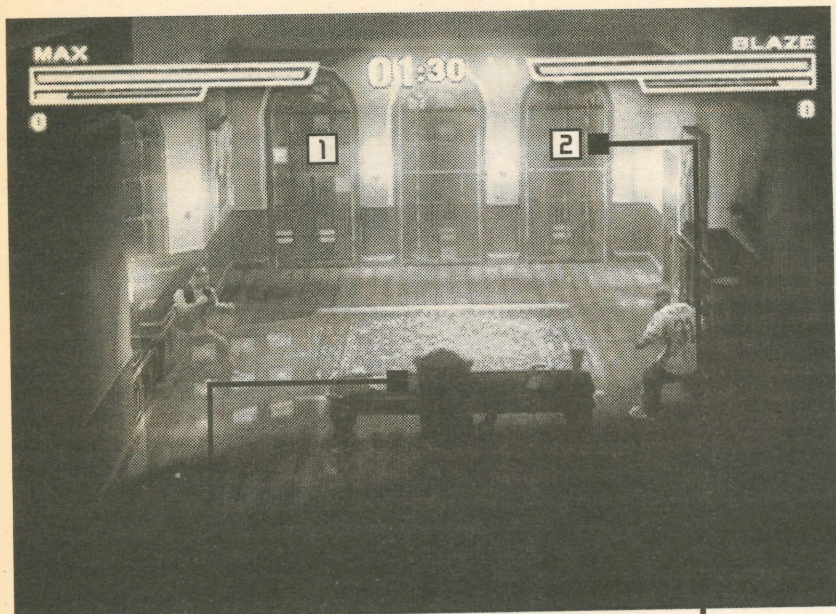
2 Throwing your opponent into any part of the circle of flame will cause him to take considerable damage and fall over. These fights are usually over pretty darn quickly, but if it drags on, you'll notice that the ring of fire is constantly shrinking. Uh oh.



Def Jam: Fight For New York

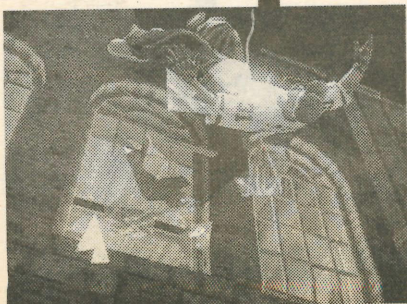
20. CROW'S OFFICE

Headquarters for Crow's criminal empire, overlooking the streets below



1 The most interesting thing here are the windows, but you can soften your opponent up by chucking him into the furniture or the walls. Press **X** when they're slumped against either one.

2 This is one of our favourite attacks. Of course your enemy will slump against the window when you chuck them against it, of course you press **X** for the attack, but if you pull off three of such attacks on a single pane, the third will send your opponent straight through to the street below, for an instant KO. Bosh!



21. STAPLETON ATHLETIC

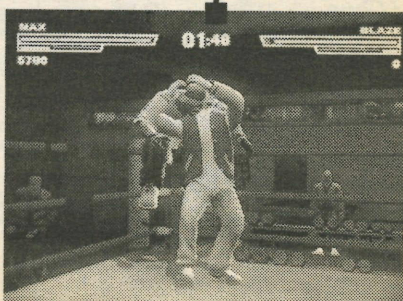
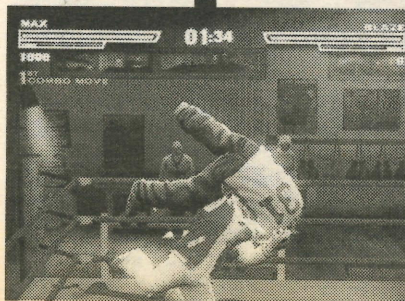
A rough and tumble gym where fighters train for the circuit



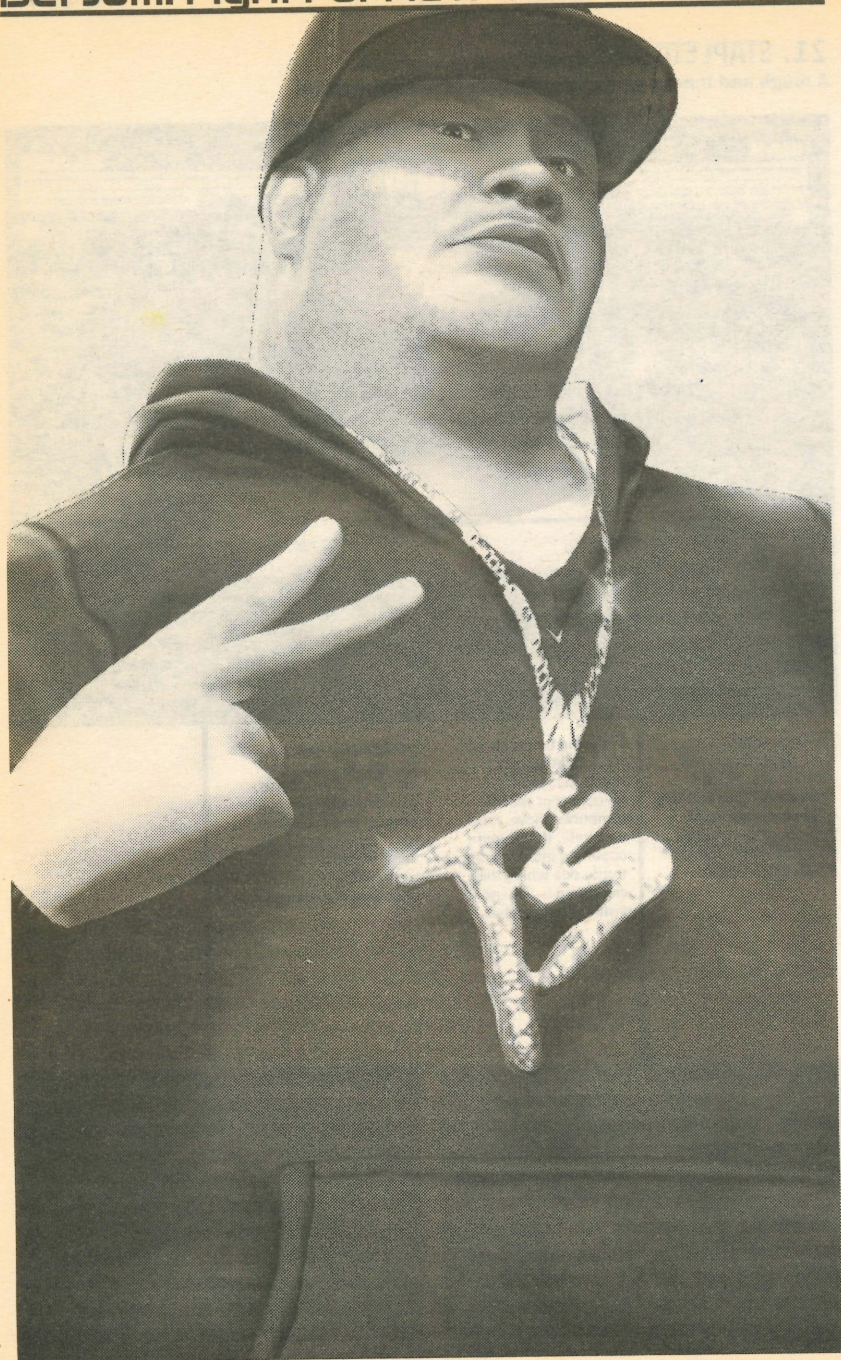
1 It's another ring fight, so you can chuck your opponent against the ropes and they will bounce and come flying back towards you, then just hit **ⓧ** to pull off a High Rollin' move.

2 The bonus about fighting in a ring is that you can unleash your special turnbuckle move. From a grapple, throw your opponent into the corner turnbuckle where they will slump in the usual fashion. A normal or

hard grapple will execute the special turnbuckle move. Of course, these vary depending on your primary and secondary style, but they're good and can deliver an instant KO if your opponent is in danger.



Def Jam: Fight For New York



STORY MODE

After the sparring session, you'll be given a place of your own. There will only be two locations open to you at first; the Foundation club, and the shop district. You've got \$1,000 to start forming your own look, but bear in mind that new options in every store will be unlocked at regular intervals throughout the story mode, giving you ample opportunity to refine your image and display your bling to those who care.

1. FOUNDATION CLUB

TRICK

Slow but strong, Trick is a streetfighter and will look for quick, savage attacks to surprise you. Make plentiful use of the environment (he won't, foolishly) and block those haymaker punches or he might KO you from nowhere.

- Development Points: 150
- Fighter: Trick
- Blazin' Move: Kidney Stones

BO

Fast and tough, Bo is relatively weak offensively so it's just a matter of wearing down his high toughness. He's a martial artist, so block his flying attacks and counter while he recovers.

- Development Points: 150
- Fighter: Bo
- Blazin' Move: Pop Your Collar

NYNE

A pretty good all-rounder, stat-wise, Nyne still shouldn't be too much of a challenge at this early stage. He's another martial artist, so he can KO you with a flying move if you don't block carefully, so be on your guard at all times.

- Development Points: 150
- Fighter: Nyne
- Blazin' Move: Speedbag

BOSS OE

The first real life character you encounter, but curiously he's an actor. He uses streetfighting, so don't let him get any momentum going. Basic blocking and punching tactics are enough to take him down in double quick time.

- Development Points: 500
- Fighter: OE
- Blazin' Move: Bombtrack

2. THE LIMIT SKULL

Uh oh. These guys have two styles, and you probably don't yet. This means they have a greater variety of moves in their list and can potentially start Blazin' quicker. Skull will use the environment quite often, so perfect your grapple reversals and counter when he tries.

- Development Points: 200
- Fighter: Skull
- Blazin' Move: Latin Twist

CRUZ

Pretty strong all around, we found it best to set the pace early and overwhelm him with attacks. Don't give him a chance to unleash those powerful grapples and punches.

- Development Points: 200
- Fighter: Cruz
- Blazin' Move: Flatline

BOSS TREJO

The toughest adversary yet, Trejo can run roughshod all over you if you let him. He prefers grapples to strikes, but will mix and match, and won't hesitate to pick you up off the floor and use the environment to his advantage. Take the match to him, but don't grapple him too early or he'll reverse you.

- Development Points: 500
- Venue: The Limit
- Fighter: Trejo
- Blazin' Move: Readjustment

Def Jam: Fight For New York

3. CLUB-357

BOSS

ICE-T

Only the Iceberg himself at this location: D-Mob's boxing club. He favours submission moves, which is pretty new, but in all our time playing this game, we never once lost by submitting, so take heart. He will also do plenty of flying attacks, but a quick dash out of the way will solve that problem. There's no crowd, so no double team moves, but you can use the corner turnbuckles to perform special grapples, and potentially KO him that way.

- Development Points: 1,500
- Song: O.G. Original Gangster
- Fighter: Ice-T
- Blazin' Move: Iceberg

4. SYN ENERGY POWER PLANT

This is the first Free For All (FFA) match of the game, pitting four fighters against each other. Your team is you, Trick, Bo and Havok. Expect to pair off early on, but every so often one of the other guys will get bored and switch their target. It's easy to know when this happens, as they point right at the new prey. As soon as the first guy is KO'd, try to make sure you are the odd one out, and watch as the other two beat the crap out of each other. It's a little bit cowardly, but it's effective. The worst case scenario is to have both guys attacking you at once, so try to either run until they turn on each other, or position yourself so they hit them, and not you, changing the focus. If your fundamentals are weak, you'll really suffer for it here, so make sure you know how to block, counter, and reverse. Ideally, when it comes to the last two, you'll have more health, more momentum and you can take advantage of this.

5. BABYLON ELEPHANT MAN

Arguably the toughest of the three, Elephant Man prefers strikes to grapples, and happily grabs weapons from the crowd. A couple of swings from a pool cue can turn the tide of this bout in a heartbeat and remember you can't block weapon strikes, but you can reverse them.

- Development Points: 370

- Fighter: Elephant Man
- Blazin' Move: Good 2 Go
- Defeating the first opponent triggers the second girlfriend sequence

MECA

He's a kickboxer, and a damn good one too. His kicks deliver a lot of power, and if he grapples you he'll drive his knees in until you manage to wriggle free. Block lots and look for a gap to counter attack.

- Development Points: 350
- Blazin' Move: Don't Come Back
- Fighter: Meca
- Defeating Meca triggers a cut-scene

SOLO

It's all about the punches with this guy. A streetfighter, capable of some killer haymakers. Watch for him rearing back and block early, then attack and keep attacking.

- Development Points: 350
- Fighter: Solo
- Blazin' Move: No Way Out

BOSS SEAN PAUL

The boss of the venue and almost completely incomprehensible. He's a martial artist with no secondary style. He's very fast, a strong kicker and quick to gain momentum. Defend against his kicks and hang back until he is recovering from a strong attack before letting fly with everything you've got.

- Development Points: 1,000
- Venue: Babylon
- Song: Anything Goes
- Jewellery: Sean Paul's Chain
- Fighter: Sean Paul
- Blazin' Move: Street Respect
- Before the Sean Paul fight, a cut-scene automatically occurs with your jilted girlfriend (assuming you dumped the first one you picked). Her new man will challenge you to a fight, but you should be fine here.

6. DRAGON HOUSE CHIANG

A very fast martial artist, he mixes up strikes

and grapples, but most of all loves throwing you against the low, fragile walls of the arena. He can smash you through the walls for the ring-out alarmingly quickly, so either do it to him first or stay the hell away from the walls.

- Development Points: 600
- Song: Koto
- Fighter: Chiang
- Blazin' Move: Back Attack

MASA

A pure submission fighter, he will be obsessed with knocking you out of the ring. His health is low so just get stuck in early with your attacks and the fight should be over quickly.

- Development Points: 600
- Song: Dragon House
- Fighter: Masa
- Blazin' Move: Chiropractor

SANTOS

He's very quick, with strong kicks and high toughness, but low upper body power, health and charisma. You can ring him out, but he's so weak you might as well not take the risk and just block and kick.

- Development Points: 600
- Fighter: Santos
- Blazin' Move: Filipino Pride

7. RED ROOM

BOSS WC

The flipside to Club-357. Red Room is Crow's illegal boxing club and again has a single opponent: the traitorous WC. His stats are all high, meaning that this will be a very tough fight and the arena has relatively few interactive spots. To make it worse, he has three different styles and a lot of different moves to pound you with. Make sure you've spent as many development points as possible pumping yourself up and then mix up your attacks, using all your best moves. Also make sure you use every weapon available to you.

- Development Points: 2,000
- Venue: Red Room
- Jewellery: WC's Chain

■ Defeating WC triggers a cut-scene setting up your fight with Crack

TOP TIP

You only get one chance to unlock some of the trophies in your cabinet, so make sure you know what is needed.

8. CLUB MURDER

BOSS CRACK

He's one seriously tough cookie and no mistake. His pedigree move does an obscene amount of damage to you, and he can knock your health down incredibly fast. You should have three styles by now, if not, we would strongly recommend getting them before this fight, if only because there's another fight right after it with no break in-between. Although he's primarily a grappler, he's also got that lethal long-range haymaker of a street fighter. It's crucial you block it quickly and take advantage of his recovery time to grapple him.

- Development Points: 3,000
- Venue: Club Murder
- Fighter: Crack
- Blazin' Move: The Crack Attack
- Defeating Crack triggers a cut-scene where D-Mob's limo is attacked by Crow's hoods

BOSS TREJO

He was a bugger last time, but now you're considerably tougher and it's time to show him who's boss once and for all. Throwing him onto the tracks just before a train arrives is still the easiest way to kill him, but you might want to stay away just in case you get a stroke of bad luck and end up with a face full of subway car.

- Defeating Trejo triggers a cut-scene vowing revenge on Crow

9. THE TERROR DOME

DAN G

He likes hopping up onto the pillars and leaping at you, but blocking or running away solves that problem. Business as usual against the kick-heavy fighter.

Def Jam: Fight For New York

■ Development Points: 500

■ Fighter: Dan G

BAXTER

This old skool fella loves to play to the crowd. Don't let him get the momentum boost, instead use his temporary vulnerability to unleash some powerful moves.

■ Development Points: 500

■ Fighter: Baxter

■ Blazin' Move: Old School Beat

BOSS

CRAZY LEGS

Crazy Legs by name and by nature, this breakdancing foo' flips all over the place and you need quick reactions to get past the blizzard of kicks. He isn't too sharp when it comes to blocking, so punch and kick combos meet with some success.

■ Development Points: 1,250

■ Jewellery: Crazy Legs' Chain

■ Fighter: Crazy Legs

■ Blazin' Moves: Rocksteady

10. HUNT'S POINT SCRAP YARD

Another step towards the FFA championship, and a pretty easy match against Bless, Memphis Bleek, and Joe Budden. Steer well clear of anyone who's Blazin', smash people against cars, and don't get double-teamed.

■ Development Points: 1,500

11. THE CHOPSHOP

After a brief cut-scene, you'll be given a choice of tag team partner; Ice-T or OE. It's entirely up to you, but there's no denying that Ice is the cooler out of the two of them. Prodigy/Havoc are your first two opponents, followed by WC/Mack 10, Elephant Man/Sean Paul, David Banner/Bonecrusher and finally Magic teamed with whoever you didn't choose at the beginning. You should be used to these fatal four-way matches by now; pairing off, finishing your guy as quickly as you can, then helping your partner mop up the leftovers with some nice double team moves.

■ Development Points: 750, 1,000, 1,500, 2,000, 3,500

■ Beating all five teams triggers a cut-scene where you win the car

12. SYN ENERGY POWER PLANT BLESS

You've probably just beaten this kickboxer/martial artist in the scrapyard, so you'll know his style. Quick, aggressive, with strong kicks and a propensity for knocking you down and immediately picking you up, grapples are his weakness so use them often.

■ Development Points: 500

■ Songs: Seize The Day, Get It Now

■ Fighter: Bless

■ Blazin' Move: Platinumberg

HAVOC

Havoc mixes up the grappling power of wrestling with some speedy martial arts, but excels at neither. Keep a sharp eye out to spot when he attacks and when he grapples then defend accordingly.

■ Development Points: 500

■ Fighter: Havoc

■ Blazin' Move: Hostility

ROME

The main thing we noticed about Rome was his tendency to grab weapons from the crowd. Dashing towards him with an attack will knock a steel pipe (or whatever) from his grasp, but it's a risky strategy if he clobbers you.

■ Development Points: 500

■ Fighter: Rome

■ Blazin' Move: Rough Night

BOSS SLICK RICK

He's a tricky customer because he's got a nasty habit of getting you in a clinch, kneeling you loads of times, then locking you up into a submission move. Weapons are crucial here - smash him with bottles and use the crowd to double team Rick whenever you can. Oh, and make sure you keep reversing his grapples.

- Development Points: 1,500
- Song: Poppa Large
- Fighter: Slick Rick
- Blazin' Move: The Show

13. FOUNDATION

In this semifinal fight against N.O.R.E, Bone Crusher, and Erick Sermon it will probably end up with you vs N.O.R.E. Try to eliminate your guy as quickly as possible, allowing you time to grab a weapon and watch the other two wear each other out.

- Development Points: 2, 500

14. THE GAUNTLET LIL' FLIP

He's the only adversary in this new venue, and he only has one style, but that doesn't mean it will be a walkover. He's a very fast martial artist, and there's not a lot of room to get away from him, so guard carefully against his kicks, wait until he is recovering from a combo and return fire with a combo or grapple to wear him down.

- Development Points: 2,500
- Song: Bust
- Venue: The Gauntlet
- Fighter: Lil' Flip
- Blazin' Move: Game Over
- Beating Lil' Flip triggers a cut-scene where Magic challenges you in the car park

BOSS MAGIC

There are two ways of winning this match. A KO will work, but you can also smash up Magic's car (using his body) to finish it. He's a tough old bugged with some annoying submission moves, but there are loads of different parts of his car you can grapple him into, so use them.

- Development Points: 2,500
- Fighter: Magic
- Blazin' Move: Call The Ambulance

15. 7TH HEAVEN BABY CHRIS

He's primarily a wrestler, but hasn't got the stats to be a significant threat. There are

bottles all over the place, so make sure you're using them and not him.

- Development Points: 750
- Fighter: Baby Chris
- Blazin' Move: Violator

FAM-LAY

A touch more dangerous, the same rules apply. Bottles as far as the eye can see, so make sure you're the one to use them.

- Development Points: 1,000
- Jewellery: Fam-Lay's Chain
- Fighter: Fam-Lay
- Blazin' Move: Final Frontier

BOSS BONECRUSHER

Immensely strong but painfully slow, you've already beaten Bonecrusher when he was partnered with David Banner. Constantly interrupt his grapple attempts with quick attacks until you've worn him down enough to mount a counter attack.

- Development Points: 1,500
- Venue: 7th Heaven
- Fighter: Bonecrusher
- Blazin' Move: Never Scared

16. CHOPSHOP WC

A pretty normal venue with a reasonably tough opponent. He recovers quickly from damage, and can even heal rapidly enough to survive what you thought would be a sure fire Blazin' move victory, so be especially persistent, keep picking him up off the floor, and be aggressive.

- Development Points: 1,000
- Fighter: WC
- Blazin' Move: Westside Special

WARREN G

Without Nate Dogg backing him up he ain't all that. He's a good all-rounder, but is a little too fond of those martial art leaps, which are easily blocked if you're got the presence of mind. Use the corners of the ring, since you don't get the chance very often.

Def Jam: Fight For New York

- Development Points: 1,000
- Fighter: Warren G
- Blazin' Move: Spine Splitter

BOSS MACK 10

This boss character isn't much more difficult than the previous two fighters and shouldn't pose a threat. No special super secret tactics, just block carefully then use your best attacks.

- Development Points: 1,500
- Fighter: Mack 10
- Blazin' Move: West Threat

17. THE LIMIT

BOSS XZIBIT

The sole fighter in the venue this time around, Xzibit is fast and very dangerous. His aggressive use of kicks and knees means that stopping the first one is crucial, or he'll just pile on the hurt. Also you should make best use of the wealth of environmental weapons at your disposal.

- Development Points: 3,500
- Jewellery: Xzibit's Chain
- Fighter: Xzibit
- Blazin' Move: Front To Back

18. BABYLON

The final of the Free For All tournament, against Lil' Flip, Manny, and Warren G (or sometimes Pockets). When the dust settles, it's likely to be you against Manny, and anyone who played the first game will know he's not to be underestimated. He's excellent at reversing grapples, so always try to stun him first, or use the environment. Babylon has loads of stuff you can take advantage of. If you end up fighting one of the other two, just remember how you beat them the last time.

- Development Points: 5,000

19. THE PIT CRUZ

He's barely tougher than the last time you beat him, and that was when you were quite

a bit weaker. Check page 55 if you've forgotten how to deal with him.

- Development Points: 1,000

SOLO

Yeah, so he punches hard. Yeah, so the crowd love him. Yeah, so he's got three styles now. He's still a walkover if you just block his moves and then counter.

- Development Points: 1,000

BUBBA SPARXXX

He hits hard, and can take a lot of damage. But in all other areas he's pretty mediocre. Slow to block, and rarely reversing, you need to be aggressive from the off to neutralise his threat and he turns into a pussy cat.

- Development Points: 1,500
- Fighter: Bubba Sparxxx
- Blazin' Move: Southern Hang

TOP TIP

Don't neglect your appearance. Looking good raises your charisma, allowing your Blazin' meter to rise faster.

BOSS DAVID BANNER

He's incredibly slow, but most of his other stats are scarily high. A nasty combination of streetfighting's brutal punches and wrestling's high impact grapples, you'll have to be careful. He loves using the haymaker punch, especially when you're dizzy and can't block, which can kill you in no time, so as soon as you see him swing back, block and then counter attack.

- Development Points: 2,500
- Blazin' Move: Animal Instincts

20. THE HEIGHTS BO

As before, Bo is one of the easiest opponents you'll face. Pretty tough, but without any other high stats. He's aggressive but annoying rather than deadly, so get stuck in first and control him.

- Development Points: 1,000

DAN G

You've beaten him before, you can do it again. Watch out for his kicks, but don't block all the time or you'll be too vulnerable to getting thrown about.

- Development Points: 1,000
- Blazin' Move: Break Beats

ELEPHANT MAN

Again, an old enemy. There's no one thing in particular he does that constitutes a serious threat, so use whatever strengths your character has evolved.

- Development Points: 1,500

BOSS PRODIGY

His highest stats are his upper and lower body power, with streetfighting and kickboxing respectively giving him loads of offensive welly. It's almost a relief when he slaps on a submission move, because they are less dangerous. He's all about attacking, so get him back on his heels early on with hard and powerful strikes.

- Development Points: 2,500
- Venue: The Heights
- Fighter: Prodigy
- Blazin' Move: Hell on Earth

21. THE GAUNTLET INTENSE

This is a series of one-on-one fights in that unforgiving steel cage, ending with a special guest boss. There's a lot of development points to be earned by winning all five matches, and you already know how each opponent fights.

- Match 1: Nyne (1,000 Development points)
- Match 2: Chiang (1,500 Development points)
- Match 3: Crack (2,500 Development points)
- Match 4: OE (5,000 Development points)

BOSS MATCH 5: HENRY ROLLINS

He knows every style except wrestling and he

favours strikes, so a defensive strategy is good here. Block a lot and counter. You don't get to see his stats beforehand, so here they are.

- Development Points: 7,500
- Venue: The Gauntlet Intense
- Blazin' Move: 2.13.61
- Defeating Henry Rollins triggers the most dramatic cut-scene of the game so far. Now you work for Crow

WELCOME TO THE DARK SIDE

From now almost until the end of the game, you'll be fighting for Crow against your friends, and winning back the clubs you spent so long stealing from him. You will now start matches in the player two position, and although it's completely optional we reckon you should make some changes to your fighter's look, to reflect his new position. Black is very in, as are goatees. You can pretend to be your own evil twin, or cover up your face as much as possible out of shame. We also like the symbolic use of the diamond-encrusted handcuff chain from Jabob's, which says "I may be earning lots of money, but I'm acting under duress and my hands are tied", but that may be over-egging the evil pudding. If you feel the need, you could also mix up your Blazin' Moves. Basically, the trick here is to do as much or as little as you like.

22. SYN ENERGY POWER PLANT COMP

After that massive dose of development points, you should be pretty pumped up. Comp is slow, and it doesn't take much to put him in the danger zone, but he deals a lot of damage with his wrestling moves, particularly that last ride style powerbomb. It's crucial to stay in control, so once you've knocked him down pick him up and don't give him a chance to recover.

- Development Points: 1,500
- Song: COMP
- Fighter: Comp
- Blazin' Move: Claw Buster

Def Jam: Fight For New York

HOUSE

A classic wrestler, he's strong and tough, but slow. Use weapons to soften him up and stop him reversing you quite so often, then wade in with your own attacks. At this stage in the game he simply isn't a match for you.

- Development Points: 1,000
- Fighter: House
- Blazin' Move: House Call (750 Development Points to learn)

BOSS FREWAY

This bearded buffoon is a fast and powerful kicker, quick to recover, but relatively slow to gain momentum. Be eagle-eyed, block his kick combos, but don't keep standing there or he'll use a grapple. His weakness is a tendency to not block, so be aggressive.

- Development Points: 2,500
- Jewellery: Freeway's Chain
- Fighter: Freeway
- Blazin' Move: North Philly

23. THE LIMIT TRICK

Assuming you've spent your recent glut of development points on upgrades, you'll be more than strong enough for what poor old Trick has to offer. No special tactics are required, just the basic 'soften them up then pull out the big guns' method.

- Development Points: 1,000

CHIANG

He's as fast as ever and will actively hunt you down, raining down kicks and punches. He's pretty easy to block and as soon as he finishes a combo, quickly grapple him while he's recovering. If you block too much he'll spot it and start grappling you first.

- Development Points: 1,000

BOSS MEMPHIS BLEEK

Solid all-round stats, even though he's a wrestler he favours striking moves and will only grapple if you sit there and block non-

stop. It's all a matter of dictating the pace and controlling the fight, rather than letting him come to you and trying to react.

- Development Points: 2,500
- Jewellery: Bleek's Marcy Chain
- Fighter: Memphis Bleek
- Blazin' Move: M.A.D.E.

24. DRAGON HOUSE BOSS GHOSTFACE KILLAH

The only inhabitant of this Triad-owned venue, Ghostface has very high stats overall, let down by an average speed. Luckily for you, the best way to win is still getting a ring out. Unluckily for you, it's also the quickest way to lose, so be sharp and hammer those buttons like a maniac if you find yourself slumped against the wall.

- Development Points: 4,000
- Fighter: Ghostface Killah
- Blazin' Move: Swing Time

25. THE HEIGHTS BOSS NORE

He'll start off mixing up strikes and grapples in a worryingly effective way, and will start using his submissions as he wears you down. Don't try and coast through the match or he'll have you. You're somewhere with a decent variety of environmental effects and the crowd bring weapons, too. Use it all.

- Development Points: 4,000
- Blazin' Move: Hang Hang

26. THE PIT BOSS ERICK SERMON

He's not as difficult as his high stats suggest, since he has a tendency to fail to block combos, even the last hit which will knock him down. He does like to go after weapons, so you'll probably need to time your dodges at some point. You can even try to run out of the way at the last moment and set him up for a rear grapple.

- Development Points: 5,000

- Fighter: Erick Sermon
- Blazin' Move: Double or Nothing

27. FOUNDATION

BOSS CAPONE

The main threat of Capone is his punches. If you let him string together too many combos he can whittle your health down very quickly. You should go after any weapon you see as soon as possible. This stops him reaching it, and also helps hurt him enough so he stops reversing you.

- Development Points: 4,000
- Jewellery: Capone's Chain
- Fighter: Capone
- Blazin' Move: Pushover

28. BABYLON POCKETS

Pockets combines the three striking styles, kickboxing, martial arts and streetfighting but don't be fooled, he's pretty keen on grappling, so blocking a lot is a mistake. He's quick, so don't let him control the pace, but interrupt his attacks and stun him enough to whack in your own punches, kicks, or grapples.

- Development Points: 1,000
- Fighter: Pockets
- Blazin' Move: Air Pocket

JOE BUDDEN

He favours strikes over grapples and his martial arts kicks and punches come out damn fast. Block often and counter when he's vulnerable. He limits his moves, rarely using submissions, and so doesn't Blaze very often.

- Development Points: 1,500
- Fighter: Joe Budden
- Blazin' Move: Pop Off

BOSS SCARFACE

We've seen this combination countless times before; wrestling and streetfighting. He can deal a lot of damage either punching or grappling, so you have to be on your toes and defend in the appropriate way. He blocks fairly well, rarely letting the last hit of a

combo through, and loves to taunt, building momentum quickly. Use weapons to wear him down for your big moves.

- Development Points: 5,000
- Fighter: Scarface
- Blazin' Move: The Fix

29. THE TERROR DOME

BOSS FLAVA FLAV

Flava has the most distinctive fighting style of anyone; drunken style kung fu! He's pretty weak and so relies on rapid flurries of attacks and (rarely) grapples to build up momentum and bang out a quick Blazin' Move. The crowd loves him and why not? Just look at him! Block often, especially when he uses flying attacks, and counter before he has time to recover.

- Development Points: 7,500
- Song: Move!
- Fighter: Flava Flav
- Blazin' Move: Time's Up

TOP TIP

Taunting when the opponent is down gives you a small boost to your momentum as the crowd gets right behind you.

30. 7TH HEAVEN (CLUB DTP)

BOSS LUDACRIS

He primarily uses kicking combos to try to take you out, so keep blocking until you see a gap in his defences, a moment where he is slow to recover. He doesn't grapple often, or use the bottles much, but you certainly should.

- Development Points: 7,500
- Venue: Club DTP
- Jewellery: Luda's Skull Chain
- Fighter: Ludacris
- Blazin' Move: Stand Up

31. HUNT'S POINT SCRAPYARD

BOSS TECK

He's pretty evil, mainly using his kickboxing to tie you up and knee you into oblivion. It takes a hell of a lot to hurt him and he's quick to recover from everything you hit him

Def Jam: Fight For New York

with, so don't get lazy. He will often follow a rapid punch/kick combo with a light grapple, leading into multiple knees. If he strings it all together he can do heaps of damage, so block then reverse when you see him grab you.

- Development Points: 5,000
- Venue: Hunt's Point Scrap Yard
- Fighter: Teck
- Blazin' Move: Throw Dem Bows

32. CLUB-357 HIGH STAKES

When you start this fight, you will start a chain of events that will finish with you completing story mode. This is your last chance to upgrade your stats, buy new Blazin' Moves, or change your outfit before finishing the game. You can do these things *after* finishing story mode.

BOSS DOC

Not as difficult as you might fear. A kick-heavy brawler with few grapples, he doesn't really use the ring posts or ropes much, but you should use them as much as possible. Occasionally weapons will appear around the edges, so keep an eye out.

- Development Points: 10,000
- Venue: Club-357 High Stakes
- Blazin' Move: Balls to the Wall

BOSS YOU & BLAZE vs MAGIC & CRACK

You start off at a considerable disadvantage in this fight. You'll be on the floor and Blaze will only have 50% health. Crack and Magic are both tough adversaries and although Blaze is powerful too, you may have to break away from your fight every so often to help him out. If you are fighting Crack and he is fighting Magic, he will be particularly vulnerable to Magic's submission moves and might tap out very quickly. Either make sure he's fighting Crack or keep an eye out and break up the holds when he gets locked up. If Blaze gets KO'd, it's very unlikely you'll survive getting double-teamed.

BOSS STICKY FINGAZ

This is the first and last time you'll see this

ring type in story mode. The usual strategies get thrown right out of the window (more about that in a second), and it's all about just grabbing hold of him and throwing him into the fire as much as possible to do the most possible damage. It doesn't hurt to use a few moves on him too, just to soften him up and make him less likely to reverse/counter you, but this is a fairly easy fight and it should be over quickly.

BOSS HERE COMES THE PANE

Finally, time to wreak your revenge. Crow is obviously going to be a handful and once again you start the fight flat on your back. The only weapon lying around is the sword/cane thingy he used to blindside you in the cut-scene and it's much better if you get hold of it than him. Use every trick and tactic you've learned over the course of the game, use the environment if possible, but watch out – if you get too close to the windows, he's definitely going to try and chuck you through it. Three smashes into a single pane and it's game over. The good news is that all you have to do is fill your momentum bar and perform one Blazin' Move on him to trigger an automatic sequence which ends up with him getting defenestrated. Smashed right through the window, to you and me.

UNLOCK MORE FIGHTERS

You will only unlock 60 of the 74 total wrestlers by completing Story Mode. If you're wondering how to get the rest, it's perfectly easy. Simply enter Battle Mode and earn reward points by winning two (or three, or four) player games. You only get five for a victory and the wrestlers cost up to a 100 points, so it can be a tedious process. Here's who you can earn:

- D-Mob (three versions in different outfits)
- Cindy J, Shawwna, Lil' Kim, Kimora, Carmen Electra (assuming you haven't unlocked them as your girlfriend in story mode)
- Snowman, Stingray and Jacob (the shopkeepers)
- Starks, Jervis and Lauren (the three cops in the intro sequence)
- Suspect (a maxed out Streetfighter, based

on the wanted poster)

AFTER THE DUST HAS SETTLED...

Once you've defeated Crow, go back into story mode to fight in several more tournaments. They consist of multiple rounds, you won't get all your health back, and there are no rematches, so you won't get any development points back if you lose. But if you win the points are huge!

THE PIT FREE FOR ALL TOURNAMENT

The key here is to target the opponent who will be most susceptible to your character's strengths and mount an aggressive assault. Watch, weapon in hand, as the other two beat the crap out of each other, making sure whichever is left to face you has as little health as possible, then finish off the job.

THE TERROR DOME

Team Tournament (partnered with Crack)
This is the only post-story Mode series of matches in which you get a partner, so make the most of him. As tough as he is, he can run into trouble, so keep one eye on his health. If he's getting a little low, run to help after knocking your guy down with a powerful move, to give you a few secs.

125 STREET STATION FREE FOR ALL TOURNAMENT

The tube station is a great place to fight, since your opponents will be too busy fighting to realise a train is about to hit them. It makes life much easier, as long as they don't gang up on you. If it gets to that stage, block/run away until one of them accidentally smacks the other, prompting them to scrap once more. Win and you'll unlock the valuable Pogo Stick Blazin' Move.

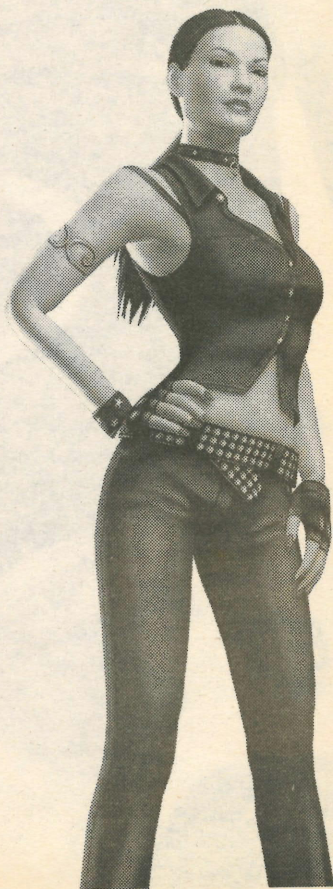
HUNT'S POINT SCRAP YARD AFTER HOURS D-MOB

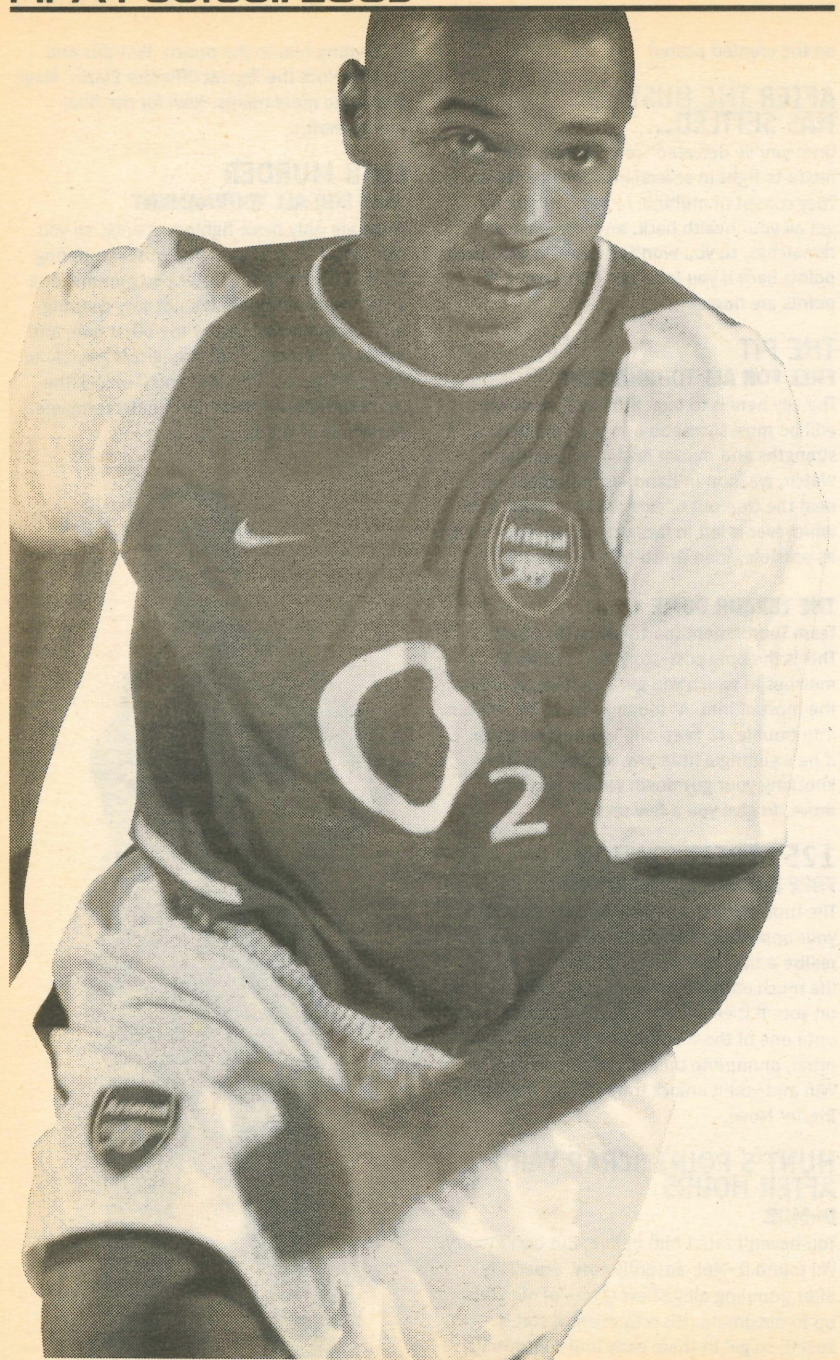
You haven't faced him before, but don't worry. We found D-Mob absurdly easy, especially after pumping almost every one of our stats up to maximum. His only average stat is Speed, so get in there early and concentrate

on beating him to the punch. Win this and you'll unlock the Repeat Offender Blazin' Move and some more points. Now for the final tournament...

CLUB MURDER FREE FOR ALL TOURNAMENT

There are only three fighters at once, so you can spend 90% of your time just wandering around watching the other two pummel one another into oblivion. It's not very sporting, but you can hover nearby the other two, and throw in the occasional strong rear grapple to speed things up. Win and you'll unlock the Over Hard Blazin' Move and finally complete the whole of the story mode.





FIFA FOOTBALL 2005

TOP TIP 1

When you receive a ball to the feet always use the right analogue stick to take your first touch. The quality of the touch will depend on the player's skill level, but it's the perfect way to take the ball into space or, even better, turn a defender and create a shooting opportunity.

TOP TIP 2

When you cross the ball into the penalty area, going for goal isn't always the best option. If the cross is hit beyond the far post or to the edge of the area, have a look to see your other players' positions. A considerate knock down header or lay-off could lead to a much better scoring opportunity.

TOP TIP 3

Slide tackling is a risky business indeed. Only slide when you're in a desperate situation or

you're sure that you will win the ball. A poorly judged slide will only lead to a free kick and a booking. When you're in the penalty area, always try to put in a block tackle, because the last thing you want is to concede a penalty.

TOP TIP 4

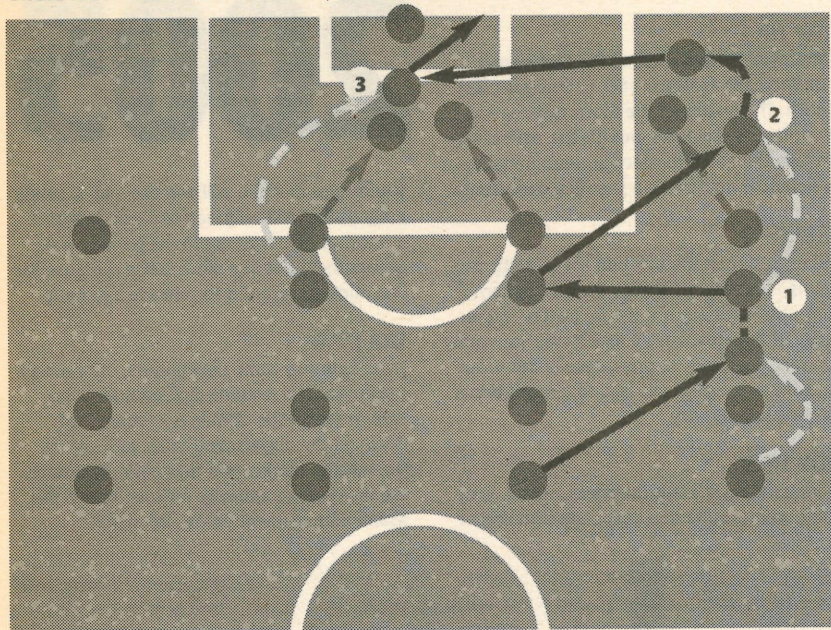
Looking to buy some new players, but haven't upgraded your scouting staff enough to be able to see all the attributes properly? Jot down all the players who catch your eye on the transfer market and then save, go back to the main menu and take a closer look in the squad management menu. Job done!



01. HOW TO... SCORE A GOAL

The opposition's defence can be really tough to penetrate. Here we slice them open like cadavers at a post mortem, with a few top goal scoring tricks and tips.

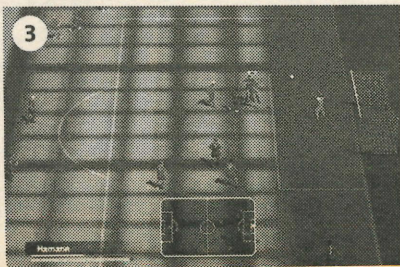
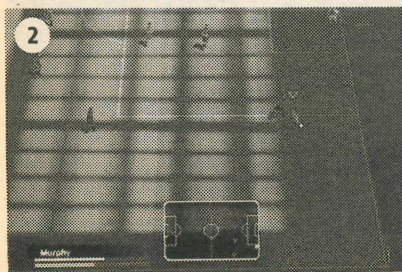
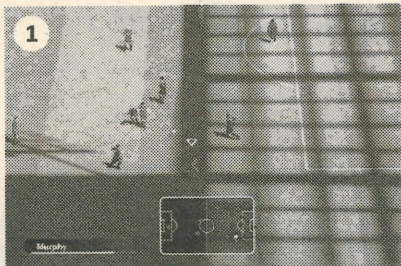
GOAL NUMBER ONE: GETTING IN BEHIND THE FULL BACK



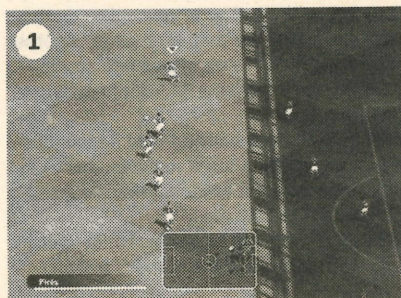
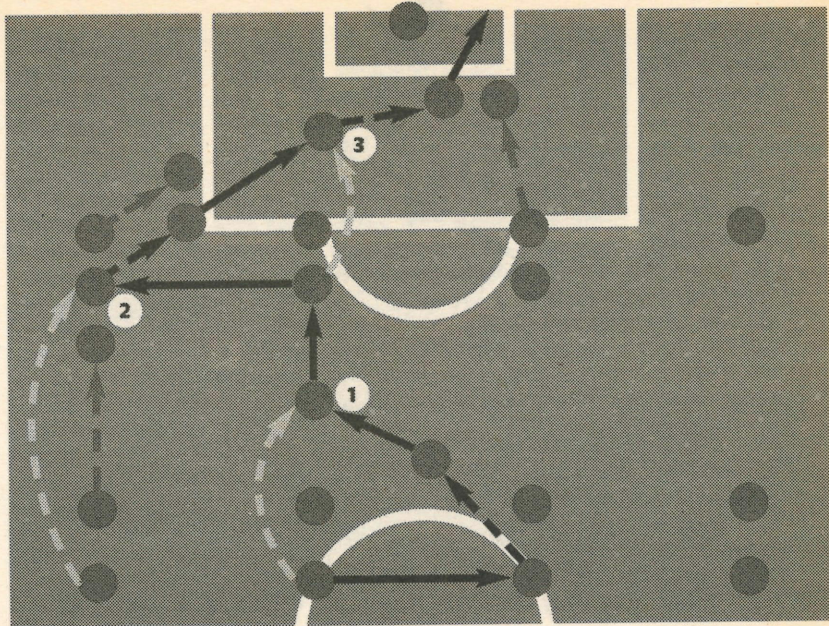
Step 1: As the fullback gets tight on your winger, play a one-two with your striker.

Step 2: Run to the by-line – keeping ahead of the fullback – and cross the ball to meet your striker's run.

Step 3: Plant a header into the near corner of the goal to leave the keeper with no chance.



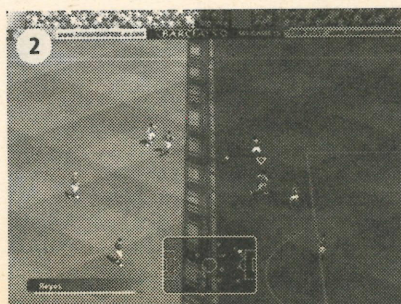
GOAL NUMBER TWO: WINGER PLAYING STRIKER IN



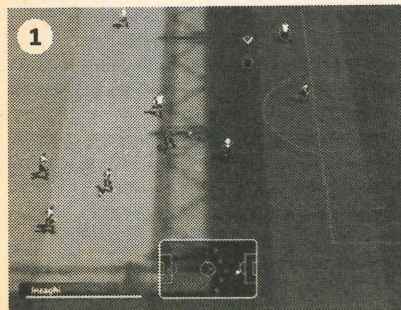
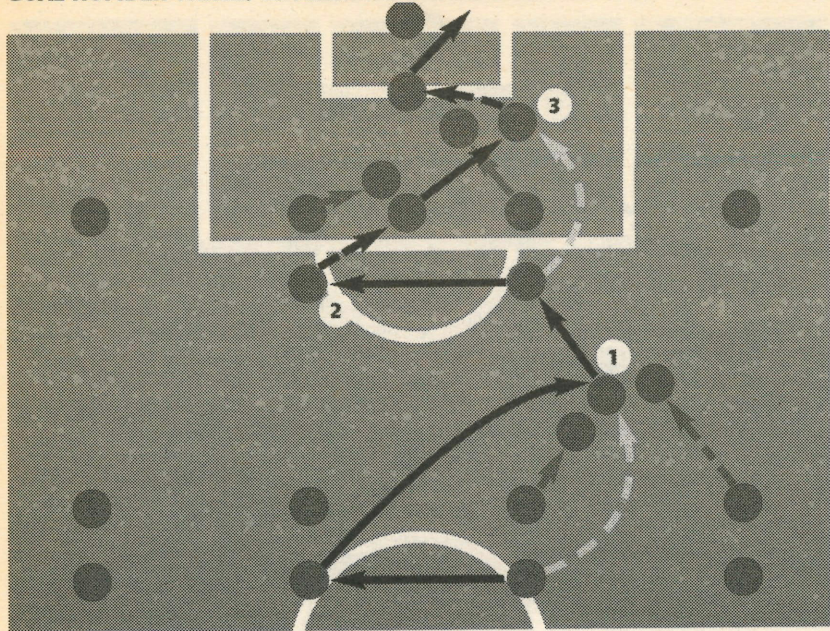
Step 1: Play the ball up to your striker and then play a one-two with the winger.

Step 2: Hold on to the ball until your striker is about to run in behind the defence and slip him in with a through ball.

Step 3: Cut inside and then finish with a low shot into the corner.



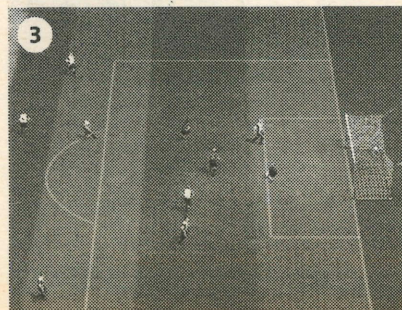
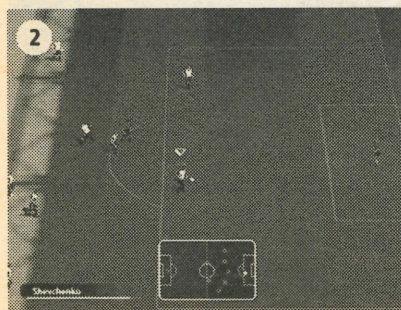
GOAL NUMBER THREE: EDGE OF THE BOX ONE-TWO



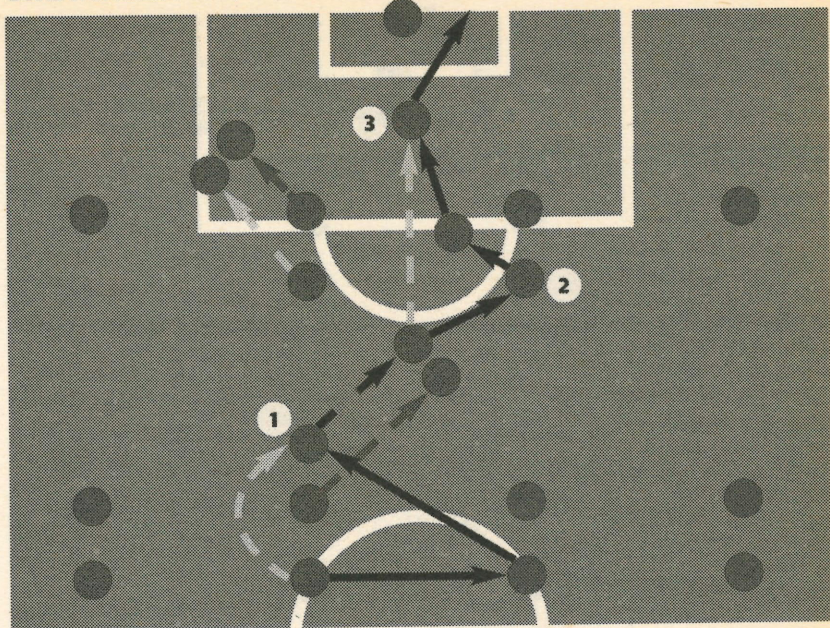
Step 1: Play the ball up to your striker on the edge of the box and then lay it off to the other striker – who should've moved into position nicely for you – pressing **□** just after you release the ball.

Step 2: Control the ball and hold it up until the runner is about to get in behind his marker. Release the ball just before he goes into an offside position.

Step 3: All that's left to do now is slot the ball into the corner out of the keeper's reach.



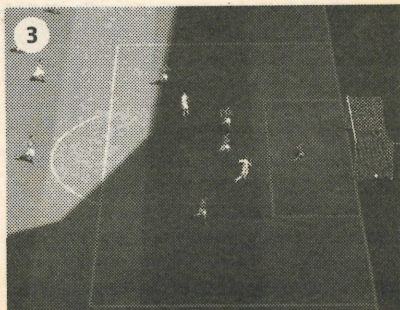
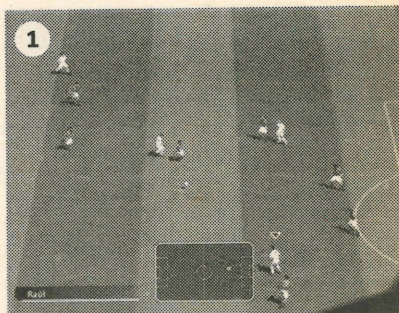
GOAL NUMBER FOUR: THE MIDFIELD RUNNER



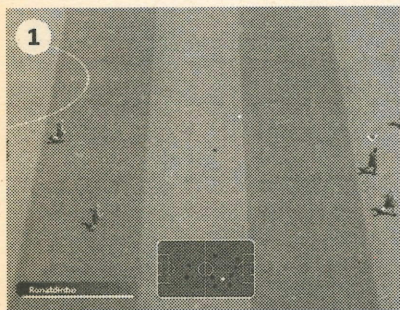
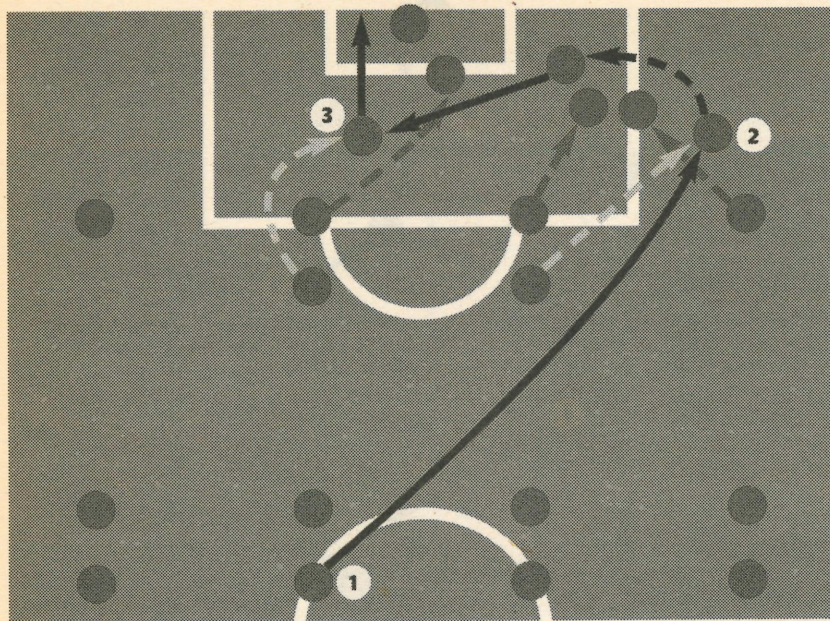
Step 1: Get an attacking midfielder in behind the opposition midfield and run him up the pitch towards your strikers.

Step 2: Next, play a one-two with a striker and continue your run beyond the defence.

Step 3: For added style points, hit a first time shot into the top corner.



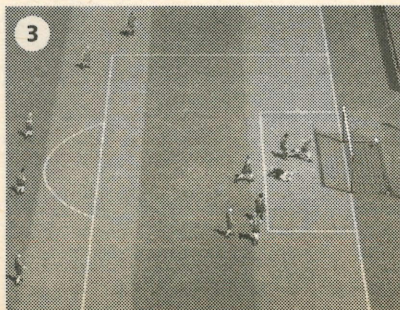
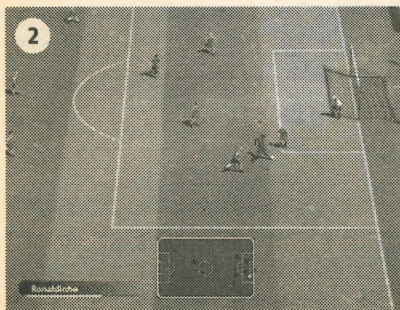
GOAL NUMBER FIVE: OVER THE TOP



Step 1: When you have possession in midfield, press **□** to send your striker on a forward run. Play a high through-ball to meet his run.

Step 2: Take possession with your striker and run in behind the square-footed defence. Watch the run of your strike partner and, when the defenders come in to close you down, roll the ball into his path.

Step 3: The keeper will be covering the near post, so all you'll have to do is simply tuck the ball away into the far corner.



02. HOW TO... SCORE FREE KICKS

Tired of your jealous mates ruining all your intricate approach play with hideous fouls? Make them pay by banging in the resulting free kicks.

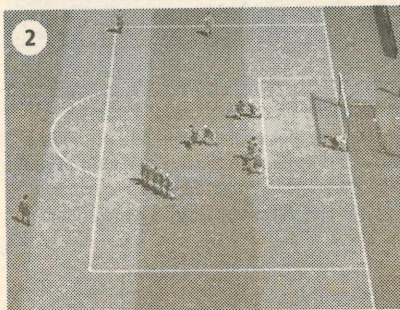
The first thing you need to remember is that the quality of your free kicks is entirely dependent on who's taking them. If you are taking on Career Mode as a lowly Division Two outfit, then you really shouldn't expect to score too many. Where free kicks really come into their own is among the big boys of Europe. Follow our advice and then put it into practice with the likes of Beckham, Ronaldinho and Roberto Carlos. You will be the scourge of your mates, finally teaching them the meaning of remorse...

01. Close Range

The closer you are to the goal, the harder it is to get the ball up over the wall and then down under the crossbar. Here, one of the world's undisputed experts shows you how it's done with style and class.



Always aim for the top corner from this kind of free kick otherwise you'll just hit the wall. No curve is required here, so simply set the power to about three-quarters and stop the marker in the green area as it comes back down.



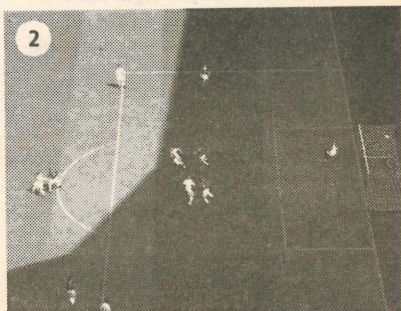
The wall will jump in vain to try and stop your perfect free kick, but it's hopeless. Just look at the keeper – he's made an incredible dive, but still his finger tips clutch at thin air.

02. Medium Range

This is unquestionably Golden Balls' territory, so who better to show you the ropes. He spent years refining his technique on freezing cold training grounds, but you don't have to. All you need to know is right here.



Use the right analogue stick to set some right-hand curve and then aim for the top corner. Now set the power to just below the red overflow and stop the marker in the green area for maximum accuracy.



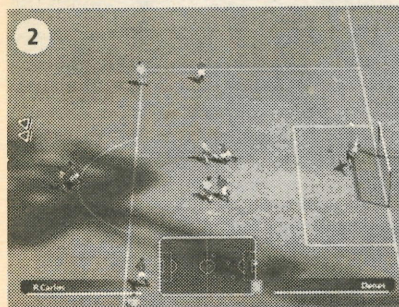
By setting the power so high you do run the risk of clearing the crossbar. But if you get it just right, the ball will be moving so fast that the keeper will have no chance of reaching it.

03. Long Range

There's only one man on the planet who can reasonably claim that he has a chance of scoring from this kind of range. Yes, Roberto Carlos is your man for this occasion.



Aim for the top corner and apply some left-hand spin. Set the power just below the red zone and stop the marker in the green area.



Roberto Carlos doesn't have thighs like tree trunks for nothing you know. Follow our instructions to the letter and your mates will be picking up their jaws from the floor.

04. Wide Angle

Sometimes you will be awarded a free kick in a wide area where you can't quite decide whether it's better to attempt a shot at goal or cross the ball. We advise you to shoot. If you hit the target you will either score, force a rebound or win a corner.



If there is one word to sum up Thierry Henry, it is audacious. So who better than to show you have to score this awesome free kick. Set the power to just below the red zone (Henry's is very small due to his incredible rating) and stop the marker in the green zone.



It's such a perfect strike that the dumb-founded keeper doesn't even bother moving. You will only be able to score this kind of goal with the most talented dead ball specialists, but it is one definitely worth saving up for.

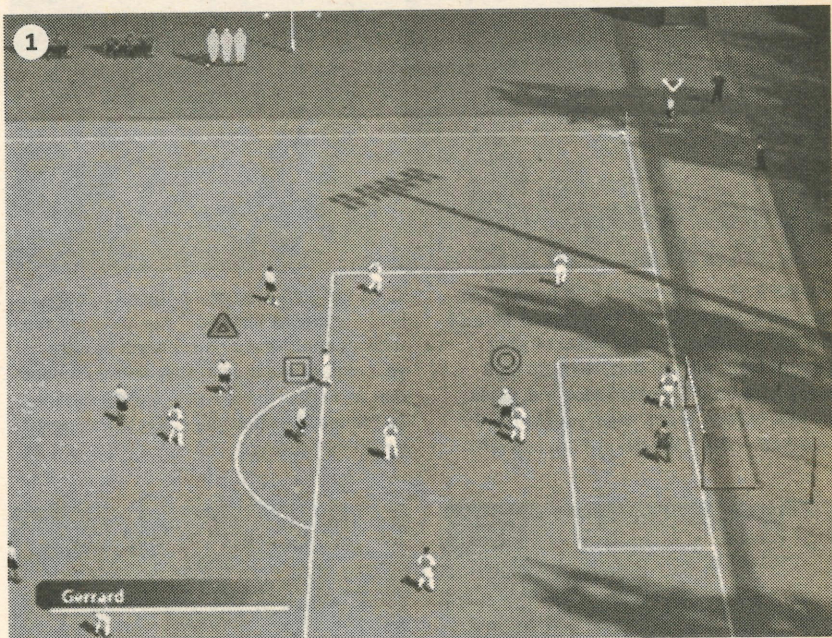
03. HOW TO... SCORE FROM CORNERS



You will be awarded plenty of corners in a standard game of regulation football, so we show you how to use them best to punish your opponent.


The keepers in *FIFA 2005* are of the highest calibre, no matter which league you are playing in. As a result, you will be awarded a lot of corners after they push your shots around the post, or tip them over the bar. From the multitude of corners on offer, you must choose three. Here, we take you through the most effective corner and how to convert it into a goal.

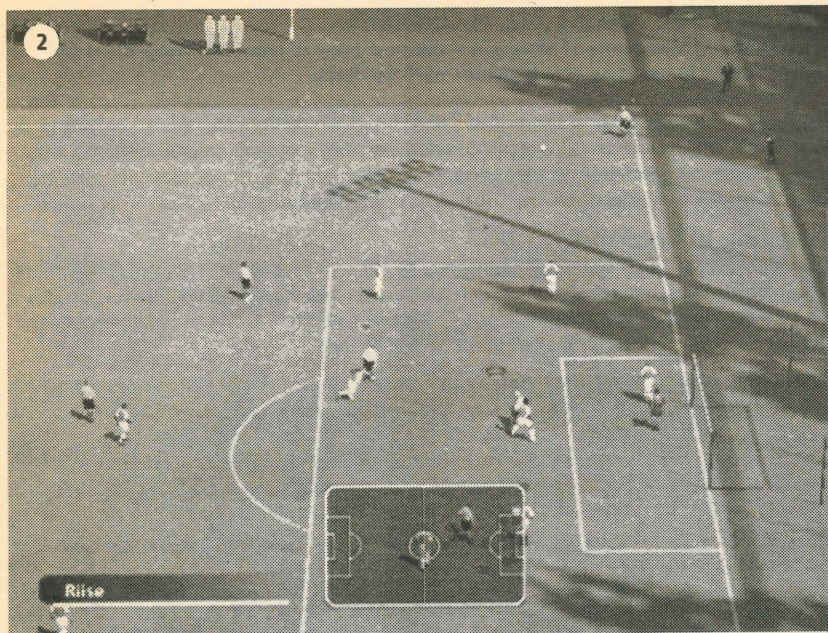
Swinging In Near Post

This will deliver a corner to the near post with curve. You can choose which player to take control of by pressing the corresponding face button. Because the ball is coming into the near post, it's almost impossible for the keeper to claim it. This is the most effective type of corner on offer and here we show you how to put the ball in the back of the net.



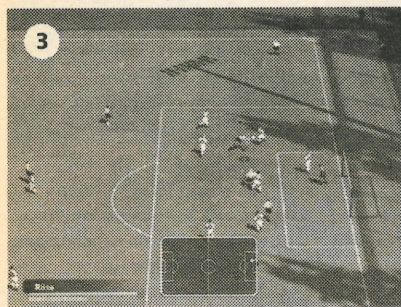
After you have chosen which type of corner you are going to take, you must decide which player you want to pick out. You have three choices here. If you choose , he will have to make a standing jump. In this kind of situation the defender always has the advantage. If you choose , the ball will be delivered too close to the keeper and

nine times out of ten he will claim it with a minimum of fuss. Plump for  for two reasons... firstly, he will be running into the box, which will give his jump and header plenty of momentum and, secondly, the ball will come into the near post. This gives you plenty of goal to aim a header at, and the keeper won't be able to claim the ball in the air.

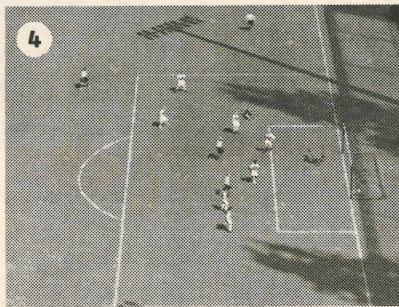


The key to scoring is timing your run perfectly. You will know when you've done this because the ball will virtually just bounce off your player's head without him having to fight for it. Keep an eye on the kicker and, when he puts his arm down, begin your run to the near post – don't use **RB**, just run normally.

We're not quite sure where the ref is, but he lets your marker block your run and push you without punishment. Run straight towards your marker and then quickly shimmy around him as he goes to block you. Make a beeline for the marker where the ball is at the perfect height for heading.



Get everything right and there isn't too much effort involved in scoring. Simply look for the keeper's position and aim a header or volley into the most open part of the goal. Another good thing about choosing this corner is that



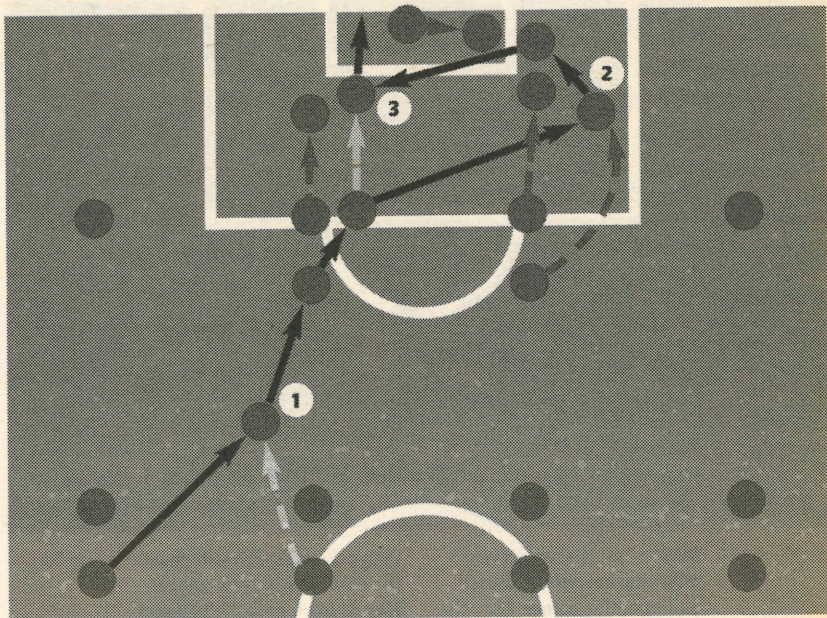
if your runner misses the ball, more often than not it will fall to your player already standing at the near post, who you overlooked earlier. It may be hard to pull off the first few times, but it'll become second nature with practice.

03. HOW TO... MOVE OFF THE BALL

Tapping **LB** to send your players on a run is one thing, but if you want to achieve perfection you're going to have to take matters into your own hands.

FIFA 2005 allows you to take control of two players at once. Press **LB** to bring up the off the ball icons and then keep pressing **LB** until the player you want to control is selected – control him using the right analogue stick. To begin with, trying to do two things at once seems impossible, but this is probably because you are trying to do too much. The off the ball movement is best used in short, sharp bursts. If you try to send a player on a long run, you will find it really hard to keep possession in the meantime. For situations like this, you are much better off pressing **LB**. Use the off the ball movement when things are tight and you need a clever run to open up the opposition. Here, we highlight three instances where off the ball movement is invaluable.

Goal Number One: Edge Of The Area

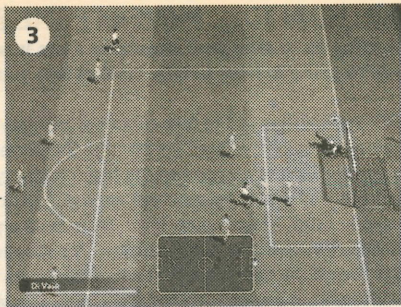
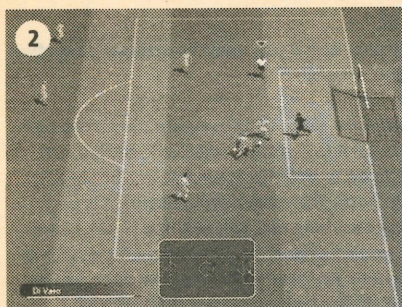


Step 1: Play the ball up to your left-hand striker, then take control of the right-hand one and take him outside his marker, but make sure you stay inside.

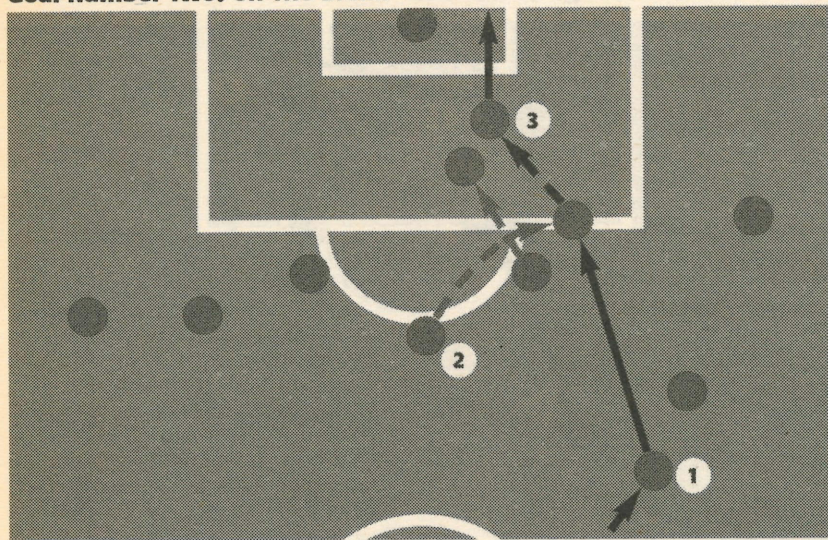
Step 2: Play a through ball and send your runner towards the by-line, leaving his marker in his wake. Keep an eye on your other striker and cut the ball back into his path.

Step 3: The opposition keeper will have moved to cover his near post, so you will be left with a simple tap in at the far post.





Goal Number Two: On The Break

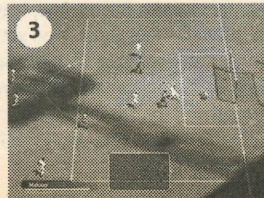
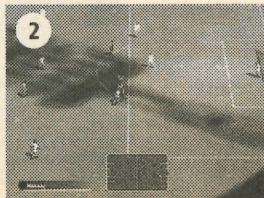
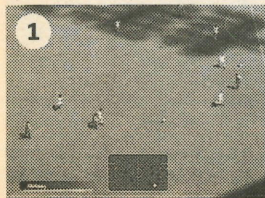


Step 1: This goal works best after your keeper has caused an opposition corner. Work the ball out to your winger and break into the opposition half.

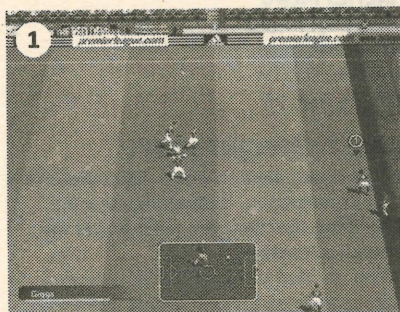
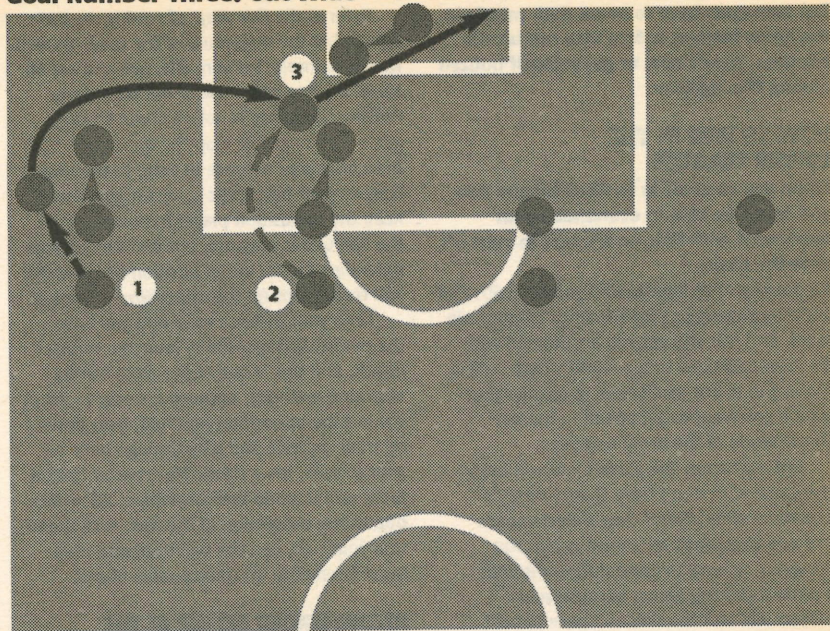
Step 2: Use off the ball to send your striker on a run in-between the centre backs, and

then play a through ball down the channel with your winger.

Step 3: Latch onto the ball and then use your first touch to bear down on goal. The keeper will advance, so simply slot the ball through the wide gap at the near post.



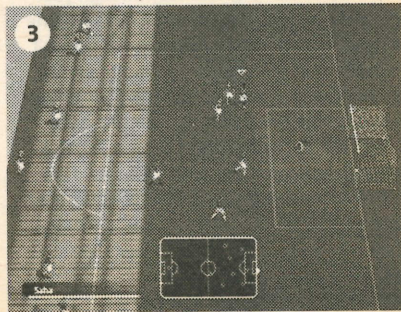
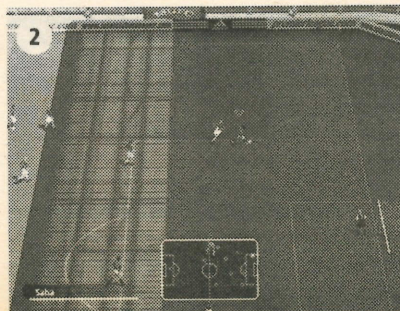
Goal Number Three: Out Wide



Step 1: Take on the opposition full-back with your winger and work some space so you can play a through ball into your striker as you control his run.

Step 2: Take control of your striker and make a run outside of your marker towards the corner of the six-yard box.

Step 3: Take the ball down and cut inside to slot it home past the stranded keeper.



CAREER MODE

Top managers have to prove their mettle in the lower leagues before they can hit the big time. Here's how to get yourself noticed among the big boys.

HOW TO WIN IN THE LOWER LEAGUES

When you start off in Football League Two you won't be able to overwhelm your opponents with flair, so it's best to start off with the basics.

No doubt you've familiarised yourself with *FIFA 2005* by playing as your favourite Premiership team, and this will get you acquainted with the new additions to the world's best-selling footie game, but you'll have to change your style if you want to get ahead in the cut-throat world of the lower leagues.

Unfortunately, the players you will begin the game with don't have Thierry Henry's outlandish flair, Djibril Cisse's electric pace or Frank Lampard's all-round game. You are going to have to grind out results with a patient passing game, because your players will lack the skill and pace to beat their opponents. The first skill you need to develop is patience, because it is all too easy to get frustrated. Knock the ball around with measured passes and your opponents will be pulled out of position, making space for your midfielders and strikers to exploit. A 4-4-2 formation provides a perfect balance between solidity and adaptability, which is essential for fighting your way up the leagues.

Your most effective weapon at this stage of your career is the **RT** button. Use this to keep your players on the move. After you pass, press **RT** to initiate a one-two – this is perfect for carving your way through your opponents' midfield. Once you have got one of your midfielders in possession of the ball – in the space in between your opponents and midfield – press **RT** to send your strikers on runs between defenders. As they come level with the opposition's defence, slide a through ball into their path. Once you have a striker through on goal, aim for the corners and go easy on the power. Keepers actually find it hardest to get down to low shots and even if they do make a save, there's a strong possibility that the rebound will fall to one of

your on-rushing players.

Refer to the five ways of scoring we have detailed at the beginning of the guide as well. They are simple, yet very effective and are all based on intelligent use of the **RT** button. However, winning is not all about scoring goals – you need to stop the opposition from breaching your defence as well. In the lower leagues your best tactic is, again, patience. Keep the opposition player in possession of the ball under pressure, but don't move your defenders too far out of position because this will create gaps for the opposition to exploit.

Keep your defence solid and you have the perfect springboard to launch a counter attack, and this is one of the most fruitful attacking methods, because it's easy to get in behind the opposition midfield, bear down on their defence and play through balls to your strikers. It's a classic Manchester United tactic and it works well anywhere. Allow the opposition possession of the ball, suck them into your half, win the ball back and then burst forward in an unstoppable attack.

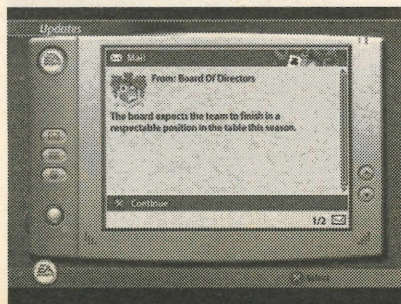
RECOMMENDED SET-UP AT THE TACTICS MENU

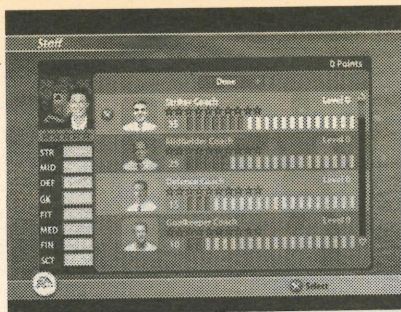
Mentality: Neutral
Attacking: Possession
Defence: Contain
Offside Trap: Off

HOW TO APPOINT STAFF

While career mode is not a comprehensive management sim, it does possess a full backroom staff that you need to use to your advantage.

When you start the game you are allocated 100 upgrade points to distribute between





your eight staff members and boost your team's performance. Each member of staff has ten levels, which requires 100 points to fill each level – with each individual upgrade requiring five points.

Points are accumulated through successful match results, with bonus points awarded for clean sheets, hat-tricks and numerous other special events. Here we advise you on how to make the best use of your upgrade points, in order of importance.

STRIKER COACH

This will be your main priority, because you need to have sharp strikers with good finishing skills. At the end of the day, if your team isn't scoring enough, your position as manager will quickly become tenuous and you're sure to have the board on your back.

MIDFIELDER COACH

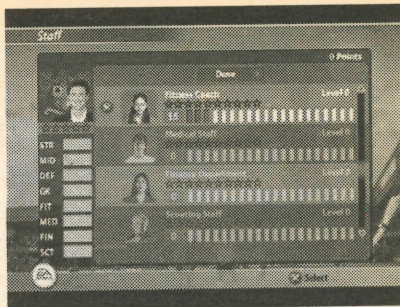
Your strikers need good service from midfield if they are going to get on the score sheet. Midfielders also act as a line of defence and can take some of the pressure off your defence. Make upgrading your midfielder coach your second priority.

DEFENCE COACH

Alan Hansen might see defending as the most important part of football, but it isn't called the beautiful game for nothing. Keep your defenders ticking over with a gradual improving of the defence coach.

FITNESS COACH

This is a very easy one to overlook, but you will quickly pay the price if you do. Boost the fitness coach early on in your career to make



sure that your players recover from matches satisfactorily and don't get exhausted while out on the pitch. Otherwise, your whole squad will be totally useless after a few games.

GOALKEEPER COACH

From our experience of *FIFA 2005*, the goalkeepers are pretty handy no matter what, and will get you out of nasty situations regularly. Don't waste too many upgrade points on this area because your outfield players need them more.

MEDICAL STAFF

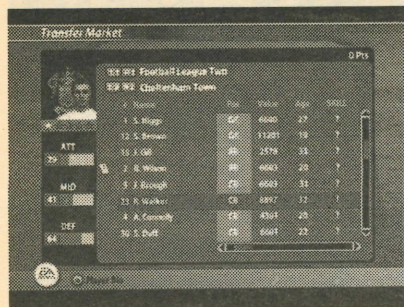
Every now and again one of your players will get injured and the quality of your medical staff will dictate how quickly they recover from their bashes and bruises. Upgrade this area every now and again but, again, you have other priorities.

FINANCE DEPARTMENT

Once you start delving into the transfer market, you will want to give this area a boost. Every upgrade affects your transfer kitty and the cost of the players available. However, to begin with don't pay this area too much attention in your game because you need to concentrate on improving your existing players more than this.

SCOUTING STAFF

As with the finance department, you will need to improve your scouts once you start making moves in the transfer market. A good scout improves the quality and content of the information you have on potential targets. To begin with you won't need to worry too much about this area of your staffing.



HOW TO BUY THE BEST PLAYERS

Unfortunately, you don't have Roman Abramovich's billions to bankroll your squad-building, so we're here to tip you off about the best bargain buys.

NB - All prices are listed as they stand at the very beginning of career mode.

FOOTBALL LEAGUE DIVISION TWO

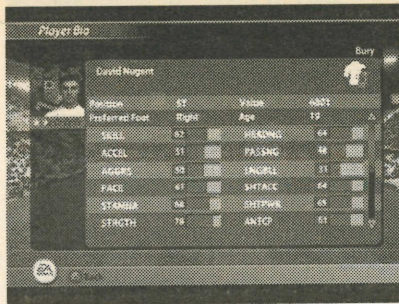
The talent on offer here might not be the most skillful around, but they will improve any team in this league.

POS.	NAME	CLUB	COST
GK	Glynn Garner	Bury	6,798
LB	Ronnie Bull	Grimsby Town	8,704
CB	Richard Walker	Cheltenham Town	8,697
CB	Mark Peters	Leyton Orient	8,699
RB	Curtis Fleming	Darlington	6,397
LM	Clint Easton	Wycombe Wndrs	6,897
CM	David Hunt	Leyton Orient	8,695
CM	John Finnigan	Cheltenham Town	6,404
RM	John Thorrington	Grimsby Town	8,697
ST	David Nugent	Bury	6,801
ST	Paul Aldridge	Kidderminster	6,396

FOOTBALL LEAGUE DIVISION ONE

The prices have risen, but you'll soon realise that so has the end product you've bought. It's time to add a smidgen of flair and pace to your side at a discount price.

POS.	NAME	CLUB	COST
GK	Nick Colgan	Barnsley	10,999
LB	Wayne Jacobs	Bradford City	8,700
CB	Steve Tutill	Chesterfield	6,895
CB	Michael Nelson	Hartlepool United	11,000
RB	Ian Hillier	Luton Town	11,004
LM	Curtis Woodhouse	Peterborough	11,000



CM	Mark Bonner	Oldham Athletic	8,695
CM	Marc Bridge	Stockport County	11,004
RM	Fraser McLachlan	Stockport County	11,002
ST	Allan Smart	Milton Keynes	9,198
ST	Lee Matthews	Port Vale	6,897

FOOTBALL LEAGUE CHAMPIONSHIP

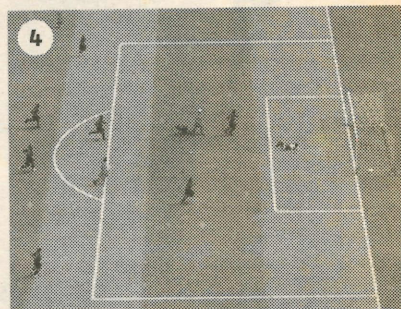
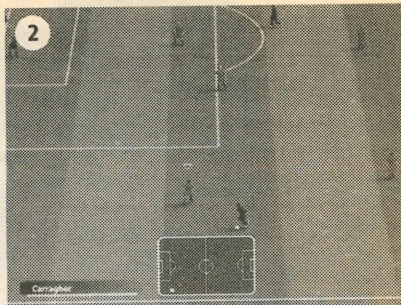
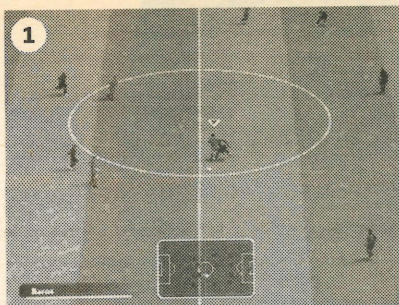
Here's your chance to get your hands on your first international player. It doesn't really matter which country they are from.

POS.	NAME	CLUB	COST
GK	Thomas Myhre	Sunderland	15,997
LB	Eric Deloumeaux	Coventry City	11,004
CB	Sean Dyche	Watford	9,199
CB	Thomas Repka	West Ham United	10,998
RB	Rhys Weston	Cardiff City	9,200
LM	Nathan Lowndes	Plymouth Argyle	15,603
CM	Tim Sherwood	Coventry City	11,002
CM	Kevin Horlock	Ipswich Town	11,004
RM	Lilian Nalis	Leicester City	15,602
ST	Shaun Goater	Reading	11,003
ST	Jason Norville	Watford	15,559

PREMIERSHIP

They might not feature in *Match Of The Day's* opening credits, but these cheap shots could just make all the difference.

POS.	NAME	CLUB	COST
GK	Gabor Kiraly	Crystal Palace	13,796
LB	Graeme Le Saux	Southampton	11,003
CB	Riccardo Scimeca	West Brom	15,595
CB	David Unsworth	Portsmouth	19,549
RB	Marc Edworthy	Norwich City	15,596
LM	Javier De Pedro	Blackburn Rovers	15,596
CM	Muzzy Izzet	Birmingham City	10,996
CM	Matthew Oakley	Southampton	15,602
RM	Andy Johnson	West Brom	15,601
ST	Yakubu	Portsmouth	21,348
ST	Robbie Fowler	Manchester City	21,350



HOW TO... BEAT ARSENAL

They hold the record for the longest unbeaten streak in top-flight football, but we'll show you how to make the Gunners backfire in four easy-to-master steps.

01. Defend From The Front

There is nothing that Gunners like more than to rip through their opposition with lightning quick passes. The best way to stop them is to close them down all over the pitch, starting at the front. Don't start cursing if your team loses possession, get your head down and block off the Gunners passing options.

02. Keep Your Defence Tight

Arsenal have a habit of being able to play through defences like they are made of Swiss cheese. In particular, Pires and Ljunberg love to get in behind the full backs, cut inside and then tee up an unmarked striker with a simple tap in. There's nothing you can do to stop Henry smashing one in from 30 yards, but you can combat this main source of goals. Simply keep your defenders in position at all times, not allowing the Arsenal attacking players to

pull you all over the park. Imagine your half as zones, with each player defending a zone. Switch between players as the ball moves between zones and support your full backs with your wide midfielders.

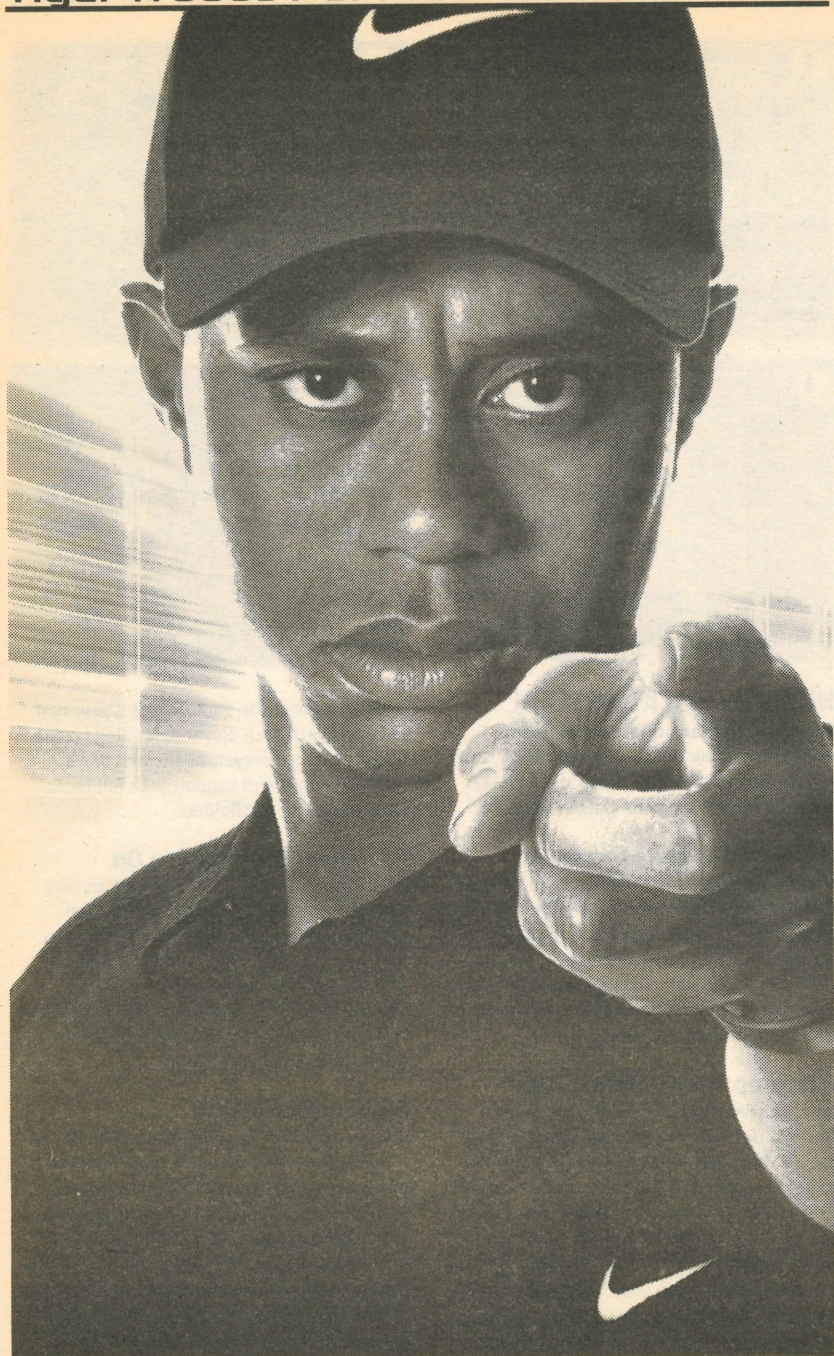
03. Keep The Pressure On

When you get into the Arsenal half, try and keep the pressure on them. Pass the ball around and tease their defenders, trying to pull them out of position with clever passes and jinking runs. When a chink of space appears make sure you use it. The off the ball movement is ideal for sending a player on a run into the smallest of gaps.

04. Counter Attack

Arsenal are prone to going forward *en masse* – both Lauren and Cole love to get forward down the flanks. Draw them on to you and then win the ball back around your penalty area, allowing you to carve holes in their depleted defences. It's a risky tactic but it can pay some very big dividends. There is nothing more satisfying than being on the defensive for most of the game but winning it one nil.

Tiger Woods PGA Tour 2005



TIGER WOODS PGA TOUR 2005

GENERAL TIPS

There's more to this game than 'swing at ball, knock ball into hole'. Here's some 'science' to apply to your game...



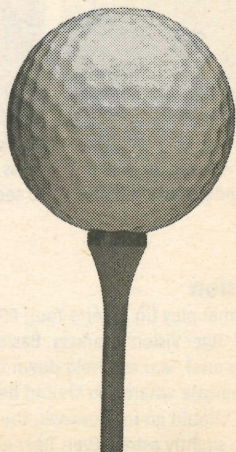
1. When you swing your club back in preparation of hitting the ball, if there are any 'trails' visible from your club, it means you're not swinging it back straight and this may result in you slicing your shot. Practice pulling back on the stick to ensure you get a trail-free up swing.



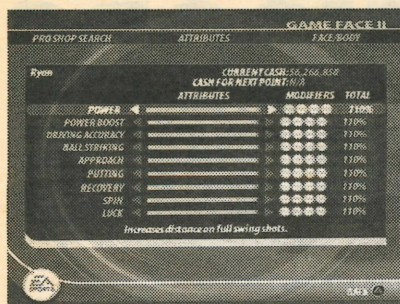
2. If you land in the rough or sand bunker then the distance achievable on your next shot is greatly reduced. Cycle through your clubs to over compensate the range but refrain from choosing woods. Adding a power boost can help but don't use this at the expense of direction.



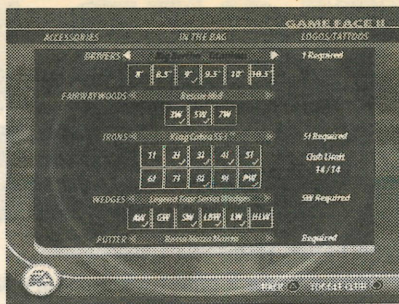
3. Master the art of 'draw' and 'fade' - especially if you are prone to slicing a lot of your tee shots. Fade allows you to put right-to-left curve on your ball and it's the opposite for the Draw shot. Make sure you aim left or right to the fairway to compensate.



Tiger Woods PGA Tour 2005



4. When building up your golfer, don't bother building up the 'Power Boost' category until last. Play it calm, don't use power (it affects your accuracy) and you'll undoubtedly reap the rewards. When you are confident of using boost, frantically hit the L1 button when swinging.



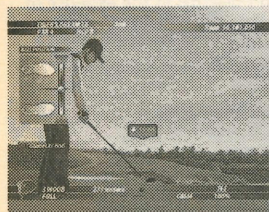
5. If you're getting beaten by the legends, try changing the clubs in your bag. It may be that a 5 Wood or a different Wedge will enable you to make a more accurate shot on a particular hole without having to lose accuracy through power or tone down your swing. Go to 'In The Bag' in Gameface II to make the adjustments.

WHAT'S NEW?

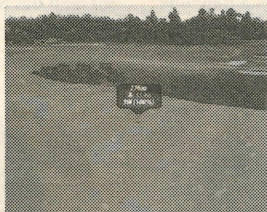
Here's what new features lurk in *TW2005* and, more importantly, how to exploit them to your advantage

Ball In Stance

You can now affect the ball's trajectory and roll by adjusting your stance when preparing to take the shot. When lining up the ball, press and hold **L2** and a 'ball position' guide will appear. By pressing up or down on the L3 stick, you'll be able to adjust your position you get behind the ball more to enable more loft or over the ball more to hit a lower, longer shot.



1. When lining up your shot, hold **L2** to display the ball position guide to the left of the screen.



2. With **L2** still held down, press and hold the **○** button to see where you're aiming



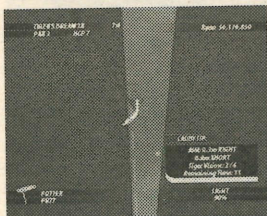
3. With those two buttons still held, press up or down on the L3 stick to see how each position affects your range.

Tiger Vision

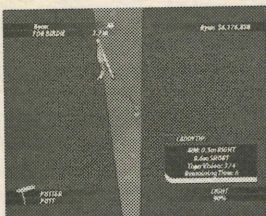
During normal play (in Legend Tour, PGA Tour Season mode, etc) you'll be allocated a certain amount of 'Tiger Vision' markers. Basically, when going for a putt on the green (and it's looking like a tricky one), you can hold down the **○** button and a special marker will appear on the green to indicate where you should be aiming. Line up your aimer with this marker, make your putt and it should go in. However, there is no concrete guarantee that it will go in, as the odd one will go slightly astray. Even Tiger gets it wrong sometimes.

Tiger Vision

During normal play (in Legend Tour, PGA Tour Season mode, etc) you'll be allocated a certain amount of 'Tiger Vision' markers. Basically, when going for a putt on the green (and it's looking like a tricky one), you can hold down the **LB** button and a special marker will appear on the green to indicate where you should be aiming. Line up your aimer with this marker, make your putt and it should go in. However, there is no concrete guarantee that it will go in, as the odd one will go slightly astray. Even Tiger gets it wrong sometimes.



1. When going for a putt, press and hold **LB** to bring up Tiger Vision, a slightly more stylish version of your standard aiming tool.



2. See the yellow marker? Position your aiming arrow so that it's directly on top of it.



3. Now release **LB** and make your putt - hopefully it should sail straight into the hole.

EXTRA COURSES!

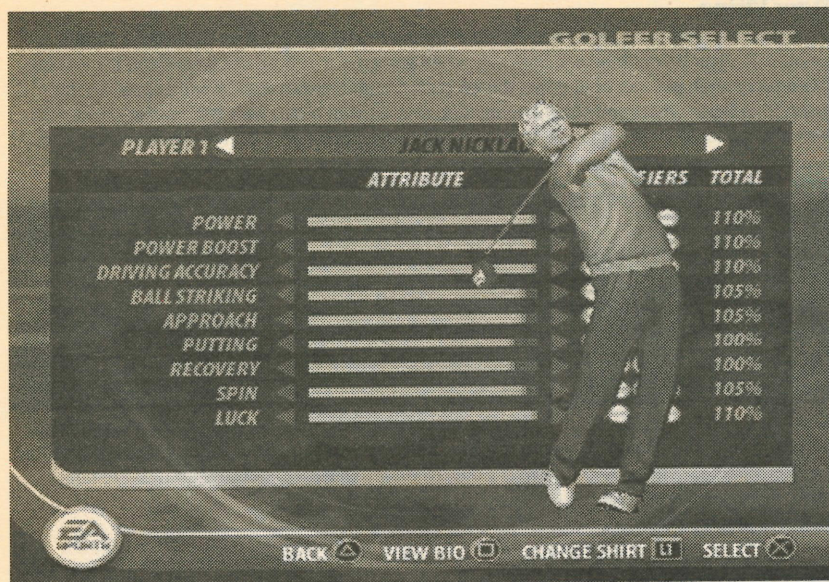
You start the game with 11 courses already unlocked but there's more for the taking - here's how you get them...

COURSE

HOW TO UNLOCK

Greek Isles	Earn \$1,500,000
Paradise Cover	Earn \$2,000,000
Emerald Dragon	Earn \$1,000,000
Legend Compilation #1	Defeat Hogan in Legend Tour
Legend Compilation #2	Defeat Player in Legend Tour
Legend Compilation #3	Defeat Ballesteros in Legend Tour
Legend Compilation #4	Defeat Palmer in Legend Tour
Legend Compilation #5	Defeat Nicklaus in Legend Tour
Tiger's Dream 18	Defeat Woods in Legend Tour
The Hustler's Dream 18	Defeat The Hustler in Legend Tour
EA Sports Favourites	Earn \$5,000,000
Mean8teen	Earn \$10,000,000
Fantasy Specials	Earn \$15,000,000

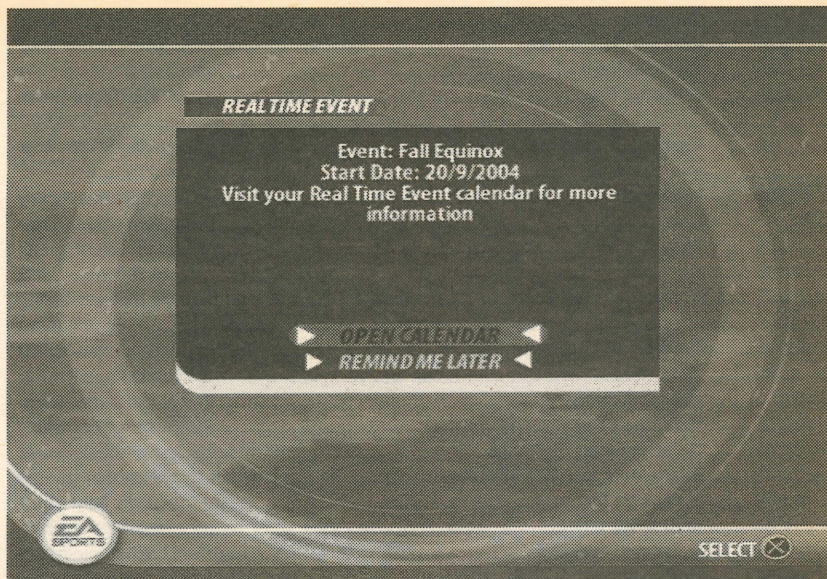




CHARACTERS

Even though you can't play the game without creating your own character, there are a bunch of others, from low-lives to legends, to unlock by battling your way through Legend Tour mode.

CHARACTER.....	HOW TO UNLOCK
Sunday Tiger Woods	Defeat in Legend Tour
Arnold Palmer.....	Defeat in Legend Tour
Ben Hogan	Defeat in Legend Tour
Seve Ballesteros.....	Defeat in Legend Tour
Jack Nicklaus	Defeat in Legend Tour
Gary Player.....	Defeat in Legend Tour
Tiffany 'Tiff' Williamson.....	Defeat in Legend Tour
Jeb 'Shooter' McGraw	Defeat in Legend Tour
Hunter 'Steelhead' Elmore.....	Defeat in Legend Tour
Alistair 'Captain' McFadden.....	Defeat in Legend Tour
Bev 'Boomer' Boucher	Defeat in Legend Tour
Adriana 'Sugar' Dulce	Defeat in Legend Tour
Aphrodite Papadopolus.....	Defeat in Legend Tour
Billy 'Bear' Hightower.....	Defeat in Legend Tour
Kendra 'Spike' Lovette	Defeat in Legend Tour
Dion 'Double D' Douglas.....	Defeat in Legend Tour
Raquel 'Rocky' Rogers.....	Defeat in Legend Tour
Bunjiro 'Bud' Tanaka	Defeat in Legend Tour
Caesar 'The Emperor' Rosado	Defeat in Legend Tour
Réginald 'Reg' Weathers	Defeat in Legend Tour
The Hustler.....	Defeat in Legend Tour



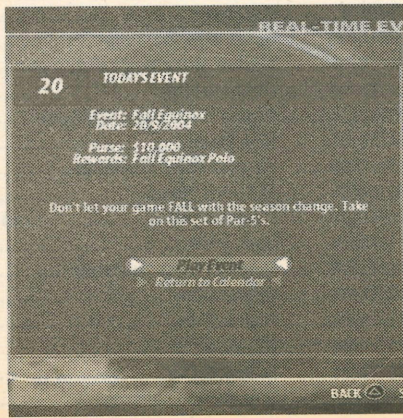
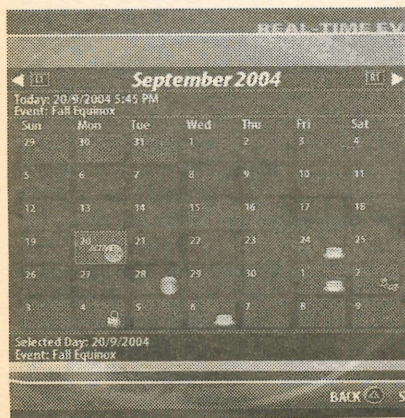
RTE CALENDAR

One of the coolest features about *Tiger Woods PGA Tour 2005*, like the 2004 version, is the Real-Time Event (RTE) Calendar. By monitoring your PS2's internal clock, the game will unlock special date-sensitive events for you to compete in, for one day only. You can bag \$10,000 for each RTE event you win, but a lot also unlock special items in the shop if you complete them successfully. This chart details which events give you unlockable prizes – but remember, you don't have to wait for the specific date to come around, simply change the date on your PS2's 'System Configuration' screen, load up the game and you'll be automatically prompted to play the RTE from the start.

DATE.....	EVENT	PRIZE
20/9/04	Fall Equinox	Fall Equinox Polo (shirt)
28/9/04	Full Moon	EA Full Spin (balls)
04/10/04	Greek Isles Challenge	Greek Isles Solid Polo (shirt)
06/10/04	Alastair McFadden's Birthday	Alastair's Scottish Cap/Traditional Kilt
11/10/04	Columbus Day	EA RTE Woods
12/10/04	Reginald Weathers' Birthday	Reg's African Hat
14/10/01	New Moon	EA Custom Colour Glove
15/10/04	Harbour Town Challenge	Harbour Town Solid Polo (shirt)
22/10/04	EA Sports Event	EA Custom Colour Shafts
28/10/04	Lunar Eclipse	EA Sports Lunar Eclipse Classics (glasses)/Wizard Cap
31/10/04	Halloween	Haunted Polo (shirt)
03/11/04	Fancourt Links Challenge	Fancourt Links Solid Polo (shirt)
11/11/04	Veterans Day	EA RTE Irons
25/11/04	Thanksgiving	Thanksgiving Turtleneck (shirt)
26/11/04	Full Moon	EA Full Spin (balls)
02/12/04	EA Sports Day	EA Custom Colour Shafts
04/12/04	St Andrews Challenge	St Andrews Solid Polo (shirt)

Tiger Woods PGA Tour 2005

08/12/04	Hanukkah	EA RTE Putter
14/12/04	Jeb McGraw's Birthday	Rawhide Cowboy Boot/Basic Cowboy Boot
21/12/04	Winter Solstice	Winter Solstice Wind Shirt
25/12/04	Christmas Day	EA RTE Forged Driver
		\$10,000
30/12/04	Tiger Woods' Birthday	Nike One Gold (balls)/RTE Wedges
01/01/05	New Year's Day	EA Sports Plaid Collection (hat)
02/01/05	Paradise Cove Challenge	Paradise Cove Solid Polo (shirt)
10/01/05	New Moon	EA Custom Colour Glove
18/01/05	EA Sports Event	EA Custom Colour Shafts
25/01/05	Full Moon	EA Full Spin (balls)
31/01/05	The Hustler's Birthday	The Hustler's Classic Slacks (x3)/The Hustler's Swing
		(animation)
01/02/05	Turnbury GC Challenge	Turnbury GC Solid Polo (shirt)
08/02/05	Mardi Gras	EA Sports Propeller Hat
09/02/05	Chinese New Year	EA Custom Colour Glove
14/02/05	Valentine's Day	Valentine's Mock (shirt)
01/03/05	TPC at Sawgrass Challenge	TPC at Sawgrass Solid Polo (shirt)
12/03/05	Bujiro 'Bud' Tanaka's Birthday	Tanaka's Heavy Lumber (shafts)
17/03/05	St Patrick's Day	4-Leaf Lucky Polo (shirt)
01/04/05	April Fool's Day	Fools Mock (shirt)
02/04/05	Colonial CC Challenge	Colonial CC Solid Polo (shirt)
22/04/05	Earth Day	EA Sports Straw Hat
03/05/05	Troon Monument Challenge	Troon Monument Solid Polo (shirt)
02/06/05	Ty Tryon's Birthday	Ty Tryon's Swing (animation)
03/06/05	Couer d'Alene Challenge	Couer d'Alene Solid Polo (shirt)
02/07/05	Edgewood GC Challenge	Edgewood GC Solid Polo (shirt)
04/07/05	Fourth of July	4th Of July Tee (shirt)
02/08/05	Sherwood CC Challenge	Sherwood CC Solid Polo (shirt)
06/08/05	Bev 'Boomer' Bouchier's Birthday	Boomer's Pink Designs (shafts)
21/08/05	Hunter Elmore's Birthday	Steelhead's Lucky Cammo Shorts
01/09/05	Pebble Beach Challenge	Pebble Beach Solid Polo (shirt)
08/09/05	EA Sports Event	EA Custom Colour Shafts
15/09/05	Emerald Dragon Challenge	Emerald Dragon Solid Polo (shirt)
19/11/05	EA Sports Event	EA Custom Colour Shafts



TROPHY BALLS

With more trophies and bonuses to win than ever before, it's just as well that EA has included your very own museum wing to store them all in. By selecting 'Hall Of Legends' in 'My Legend Pursuit' mode, you'll be able to free-roam around, admiring your own accomplishments - like the stack of Trophy Balls up for grabs that you win by performing special feats. Here's what you can bag and how...

BALL

DESCRIPTION

HINT

LONG DRIVE CHALLENGE

Hit a drive over 350 yards
Max-out your 'Power' and 'Power Boost' stats and combine them!

LONG PUTT CHALLENGE

Sink a putt over 55ft
Use a 'Tiger Vision'

FAIRWAY CHALLENGE

Hit every fairway in a round
Take your time, avoid power boosting and keep swinging until you hit it straight

GIR CHALLENGE

Land on every green in a round
It doesn't count if you chip in from outside the green - a shot must land on it

PIN SEEKER

Hit the flag pole
This can be done on a long putt or by chipping it in from off the green

ACES WILD

Fluke a hole in one!
One par 3, plus a whole load of luck!

CHIP IN CHALLENGE

Sink the ball from 30 yards
You must not already be on the green

LOW ROUND

Shoot under 60 in a round
Get your stats up and play a tournament in the PGA Tour Season mode

BIRDIE STREAK

Get six Birdies in a row
Get your stats up in Legends mode then this should be easy in PGA Tour Season mode

BIRDIE BUSTER

Get 12 Birdies in a round
Again, with very high stats, do this in PGA Tour Season mode

BACK-TO-BACK EAGLES

Get two Eagles in a row
Try this on the Coeur d'Alene course on a par four followed by a five

RECORD FOUR

Eagles in a round
Again, the Coeur d'Alene course is fairly easy

TOP OF THE TOURNAMENTS

Win every tournament in PGA Tour Season mode
With maxed stats, this is a doddle!

SCENARIO CHALLENGE

Complete every scenario
You need golds - certainly the most painstaking Trophy Ball!

LEGEND TOUR

Complete Legend Tour mode
This is your main aim in the game, so work at it

EAGLE HUNT

Get every Par five Eagle in the game
Time consuming, but with maxed stats and a bit of power boost, anything is possible

MY FIRST EAGLE

Sink an Eagle
Well, it's gonna come sooner or later

MY FIRST DOUBLE EAGLE

Sink a hole three under Par
Find an easy Par five and practice like mad on it

Tiger Woods PGA Tour 2005

MY FIRST TOURNAMENT WIN

Place first in any tournament
Pretty straightforward, really

MY FIRST ROUND UNDER PAR

Complete a round under Par
You don't have to win the round

MY FIRST BOGEY FREE ROUND

Complete a round without finishing a hole one over Par

With experience and a familiar course, this is easy

MY FIRST PAR 4

Green In One
We recommend hole X on the Coeur d'Alene course.

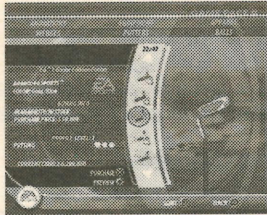
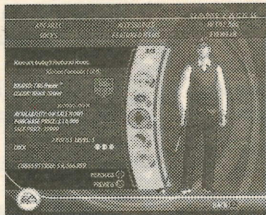
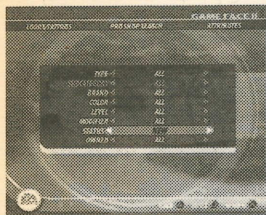
100% COMPLETE

Complete the game
Complete, finish, win everything!

THE GOOD GEAR GUIDE

Aside from the characters and courses, the main bulk of the unlockables in *TW2005* are to be found right here, in the shop. From big swings to phat blings, you'll find everything here to customise your character to within an inch of his life.

Shopping tips



1. Whenever you beat someone and new items become available (you'll know this from a message that flashes up onscreen) go to 'Pro Shop Search', then select the 'Status' option and select 'New'. Now all recent additions will be listed for ease of perusal.

2. Keep referring to the 'Featured Items' list in each shop category. Here you'll find a selection of items that are temporarily in a sale, most often for half-price. If money is tight then you'll be sure to find some real bargains here.

3. When shopping for new items, check the 'Profile Level' at the bottom of the screen. If an item is high in the nine categories - Power, Power Boost, Driving Accuracy, Ball Striking, Approach, Putting, Recovery, Spin and Luck - you will be able to modify your character's stats so that they are boostable up to 110%.

A word about sponsorships

By performing well in the game, you will be approached by various equipment and clothing manufacturers offering sponsorship deals. What this means is that you get a whopping signing-on bonus (which is yours to keep regardless of whether you bother promoting their gear or not) and are awarded further cash bonuses for each item of clothing or equipment made by that particular manufacturer you wear in a round. Once you have a signed up with a host of sponsors, it becomes an interest sub-game determining which products to equip for the maximum financial gain.

EQUIPMENT

Here's the pick of the bunch in the state-of-the-art equipment stakes. Not only is the highlighted kit sleek and desirable, it will also help maximise your performance, which can't be bad.

ITEM

CATEGORY HOW TO UNLOCK MODIFIERS

EAGLE SERIES DRIVER

Drivers..... Win the 'Eagle Hunt' trophy BallPower (4)/Power Boost (4)

LEGEND TOUR SERIES DRIVER

Drivers..... Defeat Arnold Palmer's ChallengePower (4)/Power Boost (2)

GOLDEN COLLECTORS EDITION DRIVER

Drivers..... Win gold in the 'Palmer Challenge' scenario.....Power (4)/Power Boost (2)

EA THROWBACK DRIVER

Drivers..... Win the 'Most PGA Tour Wins In One Year' Trophy...Power (4)/Power Boost (2)

EA LTD GAME OVER DRIVER

Drivers..... Win the '100% Completion' Trophy BallPower (4)/Power Boost (2)

EA LEVEL TWO-5 DRIVER

Drivers..... Dream 18 Prestige of 85 requiredPower (4)/Power Boost (2)

EA 200% CLUB DRIVER

Drivers..... Obtain 200% completion Power (4)/Power Boost (2)

NIKE T-40

Fairway Woods..... Nike sponsorship required Driving Accuracy (4)

ERC FUSION

Fairway Woods..... Callaway sponsorship required Driving Accuracy (4)

LAUNCHER

Fairway Woods..... Cleveland Golf sponsorship required Driving Accuracy (4)

G2

Fairway Woods..... Ping sponsorship required Driving Accuracy (4)

RESCUE MID FAIRWAY WOODS

TaylorMade..... Sponsorship required Driving Accuracy (4)

RESCUE FAIRWAY

Fairway Woods..... TaylorMade sponsorship required Driving Accuracy (4)

KING COBRA 52

Fairway Woods..... Cobra sponsorship required Driving Accuracy (4)

DREAM 18 EDITION WOODS

Fairway Woods..... Defeat five challengers on your Dream 18 Driving Accuracy (4)

Tiger Woods PGA Tour 2005

GOLDEN COLLECTORS EDITION WOODS

Fairway Woods..... Win gold in the 'Nicklaus Challenge' scenario

EA DIAMOND SERIES

Irons..... Earn Superstar status Ball Striking (4)

EA 200% CLUB IRONS

Irons..... Obtain 200% game completion Ball Striking (4)

EA EAGLE SERIES

Irons..... Win the 'My First Double Eagle' Trophy Ball Ball Striking (4)

RAC HT IRONS

Irons..... TaylorMade sponsorship required Ball Striking (4)

KING COBRA SS-I

Irons..... Cobra sponsorship required Ball Striking (4)

RG DESIGNS PLAYERS BLADES

Irons..... Dunlop sponsorship required Ball Striking (4)

S59

Irons..... Ping sponsorship required Ball Striking (4)

TA2 IRONS

Irons..... Cleveland Golf sponsorship required Ball Striking (4)

BIG BERTHA '04

Irons..... Callaway Golf sponsorship required Ball Striking (4)

NIKE SLINGSHOT

Irons..... Nike sponsorship required Ball Striking (4)

BIG BERTHA FORGED+ CHROME

Wedges..... Callaway Golf sponsorship required Approach (4)

CG10 WEDGES

Wedges..... Cleveland Golf sponsorship required Approach (4)

PING WEDGES

Wedges..... Ping sponsorship required Approach (4)

RAC BLACK

Wedges..... TaylorMade sponsorship required Approach (4)

RG DESIGNS

Wedges..... Dunlop sponsorship required Approach (4)

KING COBRA SS-I

Wedges..... Cobra sponsorship required Approach (4)

EA DIAMOND SERIES

Wedges Earn Superstar status Approach (4)

NIKE BLUE CHIP OZ

Putters Nike sponsorship required Putting (4)

ODYSSEY WHITE HOT 2-BALL

Putters Odyssey Golf sponsorship required Putting (4)

DESIGNED BY

Putters Cleveland Golf sponsorship required Putting (4)

TOUR BLUE

Putters Callaway Golf sponsorship required Putting (4)

VOODOO

Putters Never Compromise sponsorship required Putting (4)

EAGLE SERIES

Putters Win the 'Eagle Hunt' Trophy Ball Putting (4)

EA DIAMOND SERIES

Putters Earn Superstar status Putting (4)

REVOLUTION TIME

Balls Maxfli sponsorship required Spin (4)/Power Boost (3)

REVOLUTION EXT

Balls Maxfli sponsorship required Spin (3)/Power Boost (4)

LOCO PRO HT

Balls Dunlop sponsorship required Spin (4)/Power Boost (4)

NIKE ONE GOLD

Balls Defeat Tiger Woods on his Birthday in RTE mode Spin (4)/Power Boost (4)

NIKE ONE TW SPEC

Balls Only available online Spin (4)/Power Boost (4)

TIGER'S NIKE ONE

Balls Only available online Spin (4)/Power Boost (4)

IN THE HUNT

Balls Win the 'Cut Streak' Tracking Tiger Trophy Ball Spin (4)/Power Boost (4)

LEGEND TOUR SERIES BALL

Balls Defeat all six challenges on Your Dream 18 Spin (4)/Power Boost (4)

THE HUSTLER'S LUCKY 8-BALL

Balls Defeat 'The Hustler' in the Legend Tour Spin (4)/Power Boost (4)

DYNAMIC GOLD X100

Shafts True Temper sponsorship required Power Boost (3)/Driving Accuracy (4)

Tiger Woods PGA Tour 2005

PROLAUNCH

X Shafts Grafalloy sponsorship required Power Boost (4)/Driving Accuracy (3)

BLUE X

Shafts Grafalloy sponsorship required Power Boost (4)/Driving Accuracy (3)

DRI-FIT TOUR

Gloves Nike sponsorship required Driving Accuracy (4)/Recovery (4)

MAXFLI TOUR LIMITED

Gloves Maxfli sponsorship required Driving Accuracy (4)/Recovery (4)

DAWN PATROL

Gloves Callaway Golf sponsorship required Driving Accuracy (4)/Recovery (4)

LEGEND EDITION SERIES GLOVE

Gloves Defeat all six challenges on Your Dream 18 . Driving Accuracy (4)/Recovery (4)

APPAREL

It's not just about looking good on the fairways - if a garment looks good and increases your abilities at the same time we'll have two!

EA SPORTS ARGYLE SHIRT COLLECTION

Shirts Defeat Jesper Parnevik in the Legend Tour Luck (4)

EA SPORTS HAWAIIAN SHIRTS

Shirts Defeat Rich Beem in the Legend Tour Luck (4)

EASTER POLO LTD

Shirts Complete the East RTE Luck (4)

BUNJIRO'S 'ON FIRE' BUTTON DOWN

Shirts Defeat Bud Tanaka in the Legend Tour Luck (4)

JEB MCGRAW'S COWBOY SHIRT

Shirts Defeat Jeb McGraw in the Legend Tour Luck (4)

HAUNTED POLO

Shirts Complete the Halloween RTE Luck (4)

CARBON FIBER HOODED FLEECE

Shirts Defeat four challenges on Your Dream 18 Driving Accuracy (3)/Recovery (3)

PERIMETER FULL ZIP JACKET

Shirts Earn Superstar status Driving Accuracy (4)/Recovery (3)

EA SPORTS OUTERWEAR

Shirts Defeat four Challenges on Your Dream 18 Driving Accuracy (4)/Recovery (4)

THE HUSTLER'S CLASSIC SLACKS

Pants/Shorts Defeat 'The Hustler' on his birthday in RTE Luck (4)

STEELHEAD'S LUCKY CAMMO SHORTS

Pants/Shorts Defeat Hunter Elmore on his birthday in RTE..... Luck (4)

EA SPORTS PLAID COLLECTION

Pants/Shorts EA sponsorship required Luck (4)

GORE-TEX STORM-FIT PANT

Pants/Shorts Nike sponsorship required Driving Accuracy (4)

CLIMASHELL STORM RAIN PANT

Pants/Shorts Adidas sponsorship required Driving Accuracy (4)

BLADE PANT

Pants/Shorts Oakley sponsorship required Driving Accuracy (4)

CLIMA COOL SLINGBACK

Shoes Adidas sponsorship required Recovery (4)

TRAXION PARAGON

Shoes Adidas sponsorship required Recovery (4)

NIKE AIR SANDAL

Shoes Nike sponsorship required Recovery (4)

RAWHIDE COWBOY BOOT

Shoes Defeat Jeb McGraw on his borthday in RTE Recovery (4)

THE HUSTLER'S WING TIPS

Shoes Defeat 'The Hustler' in the Legend Tour Recovery (4)

EA SPORTS COLLECTION

Shoes Dream 18 Prestige of 60 required Recovery (4)

TIGER WOODS FLEXFIT CAP

Headwear \$Unknown Only available online
..... Luck (4)

MEN'S CONTRAST CAP

Headwear Adidas sponsorship required Luck (3)

2X2 BEANIE

HeadwearOakley sponsorship required Luck (3)

FEDERA

Headwear Unlock two courses for Tiger Proofing Luck (3)

ACCESSORIES

Subtle, luck-brining wristbands or 'bling-bling', diamond-encrusted tooth caps? Hmm. One thing's for sure, once your stats are maxed out, you've got to find something to spend your money on!

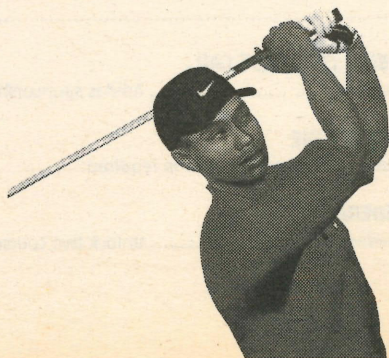
Hyperion Round III.....	Eyewear	Nike sponsorship required.....	Luck (4)
Sport Vision Physics.....	Eyewear	Tag Heuer sponsorship required...	Luck (4)
Half Jacket.....	Eyewear	Oakley sponsorship required	Luck (4)
EA Sports Aviators (Gold)	Eyewear	EA Sports sponsorship required....	Luck (4)
Golden Collectors Edtn Glasses	Eyewear	Win gold in 'Pressure Putts'	Luck (4)
Time Bomb.....	Watches/Jewelry.....	Oakley sponsorship required	Luck (4)
Exclusive Chronograph	Watches/Jewelry.....	Tag Heuer sponsorship required...	Luck (4)
Ironman Timekeeper	Watches/Jewelry.....	EA Sports sponsorship required....	Luck (4)
Legend Tour Collection	Watches/Jewelry.....	Defeat Ballesteros in Legend Tour .	Luck (4)
Diamond Ring.....	Watches/Jewelry.....	Earn Superstar status	Luck (4)
Billy Bear's Turquoise Rings.....	Watches/Jewelry.....	Defeat Hightower in Legend Tour .	Luck (4)
Diamond Necklace	Watches/Jewelry.....	Earn Superstar status	Luck (4)
Billy Bear's Turquoise Necklace	Watches/Jewelry.....	Defeat Hightower in the Legend Tour	Luck (4)
Platinum Bull Ring.....	Watches/Jewelry.....	Earn Superstar status	Luck (4)
Diamond Stud.....	Watches/Jewelry.....	Earn Superstar status	Luck (4)
Diamond Bracelet	Watches/Jewelry.....	Earn Superstar status	Luck (4)
Billy Bear's Blue Wrist Band ...	Miscellaneous.....	Defeat Hightower Legend Tour	Driving Accuracy (4)
Billy Bear's Bone Wrist Band ...	Miscellaneous.....	Defeat Hightower Legend Tour	Driving Accuracy (4)
Reginald's African Wrist Band ..	Miscellaneous.....	Defeat Weathers in Legend Tour	Driving Accuracy (4)
Gold/Diamond Fronts	Miscellaneous.....	In stock	Luck (4)
Platinum/Diamond Fronts	Miscellaneous.....	In stock	Luck (4)

LEGEND TOUR

Welcome to the main mode of TW2005. Here you must prove your worth on the golfing scene, beating a bunch of unsavoury swingers before taking on the legends - the likes of Ballesteros, Player and Nicklaus - at their own game and earning a shot at gunning down the main man, Sunday Tiger Woods.

Tips For The Top

1. Work through each of the Legend's challenges simultaneously, playing the first character from one, then the first character of the second, and so on. This way you'll gradually get money to build up your stats without risking losing to the better players.
2. Once you've spent money on stat-boosting, keep some funds back to place a wager on the matches, this way you'll earn extra money - but you have to win or you'll lose your stake.
3. Play it safe and match your rivals for club selection and shot direction - only take the risks on the green when you don't risk slicing balls, suffering water hazards and the like.



BEATING SUNDAY TIGER WOODS

COURSE: TIGER'S DREAM 18 (ALL)

PURSE: \$1,000,000

LEGEND COINS: 500

The Legend Tour ends with the king of the swingers. If you can defeat him then you'll get untold riches, bonuses galore and endless scope to rib him down the club house. But, ahem, there is the problem of beating him first...

HOLE #1:

There's every chance Tiger may blast the ball over the green on his tee shot and land in rough beyond, so exploit this by going for accuracy. Select a 2 Iron and plant the ball on the green, anywhere will do, and then either convert the putt on your first attempt for the Birdie or sink it in two to tie with Tiger.

HOLE #2:

Concentrate on landing on the fairway and getting your second shot on the green should be straightforward. It doesn't necessarily matter if you overshoot just as long as you clear the water. In all likelihood, Tiger will land his second shot on the green but far from the hole, meaning with a good third shot you should be able to tie this one.

HOLE #3:

A tricky Par 3, aim slightly long, maybe use a 4 Iron and make sure you get it on the island - anywhere on the island! If you do hit the water, don't waste a 'Tiger Vision' marker by attempting to equal par, just write this one off and concentrate all your efforts into the next hole. But you can scarcely afford slip-ups of any kind.

HOLE #4:

Tiger may slice it out of bounds on his tee shot, get flustered and hack his second attempt into the rough, exploit this by going for a nice, simple shot onto the fairway, aiming well short of the trees with a 3 Iron. From here, you can use a driver to attempt to blast the ball onto the green, or certainly very near to it.

HOLE #5:

A decent fairway tee shot should enable you to get to the green in two - just avoid the bunker in the direction of the flag. If you don't get onto the green, pitch the ball in the direction of the hole using spin to edge it closer upon landing and then the flat surface should enable you to putt the ball easily.

HOLE #6:

Watch out as the fairway narrows where your tee shot is landing, so monitor the wind direction and make slight adjustments to your aim in order to compensate. You should be able to get onto the green on your second shot, if so maybe you should think about using a 'Tiger Vision' marker to ensure you sink it, possibly for an Eagle.

HOLE #7:

Making the green is simple enough on this par three, but sinking the ball on your second shot is a must, as Tiger undoubtedly will. Thankfully, the surface is fairly even so you shouldn't have to waste a 'Tiger Vision' marker here, just take your time lining the shot up, take a deep breath and hope for the best.

HOLE #8:

You should be able to belt this tee shot towards the front of the fairway straight ahead, giving you a possible 3 Wood second shot to reach the green. Tiger will always play it safe and take a second fairway shot before reaching the green. Pounce on his caution, get to the green in two and make that Eagle!

HOLE #9:

Make a safe tee shot onto the narrow stretch of fairway, then follow up with a 6 Iron shot to get it onto the green, albeit slightly further than the hole (you don't want to risk falling short). The putt could be tricky, but again don't use a 'Tiger Vision' unless you're sure it's gonna go down, as chances are - if we're talking '1m long, 1m wide, etc' then it probably won't (they seldom do, strangely enough).

HOLE #10:

A nice simple tee shot onto the fairway can be followed up with an intentional fade around

Tiger Woods PGA Tour 2005

to the left - if you want to be flash. If not use your second shot to plant the ball on the apex of the fairway as if curves around. For your third, aim slightly to the right of the hole and apply plenty of left spin to edge it along to the flag when it lands.

HOLE #11:

Use a mighty power boost to get the tee shot as close to the green as possible then simply pitch it to the pin. If you don't fluke, er, we mean achieve a chip-in for Eagle, then an easy Birdie is well within your grasp - just use more follow-through than back-lift on your chip shot and you should be fine.

HOLE #12:

Use a 2 Iron to aim long with your tee shot, don't use power boost, and you should be able to get it close to the flag in one. The green is as flat as a witch's tit, so you should have no trouble sinking your second shot for the birdie.

HOLE #13:

Ignore the direction of the phallic statue, select a Driver and aim over to the patch of fairway across to the right (position your aiming marker on the far edge of the fairway as you don't want to fall short of this narrow stretch). This will give you an easy second shot onto the green, enabling you to use a 'Tiger Vision' marker, if necessary, to beat Tiger and grab an Eagle.

HOLE #14:

Ignore the first small island and equip your Driver to aim at the second. The green is tiny so you'll be doing well to get it on with your second shot. Tiger though will undoubtedly chip it millimetres from the hole, so you'll

have your work cut out beating, or even equalling him on this hole.

HOLE #15:

You can risk going longer, maybe aiming left and curving the ball around to the right - but there are too many trees along the edge of the fairway to gamble at this stage of the match. Play it safe, use your 2 Iron and just get on the start of the fairway. You should be able to get it on, or certainly near to, the green in two.

HOLE #16:

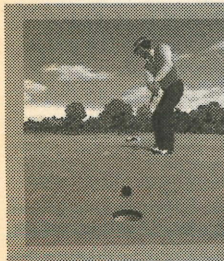
A tricky par three. Aim slightly long to avoid hitting the bunker in front of the green and then use back-spin to roll the ball back to the pin. Tiger has an annoying habit of always shooting a Birdie on this close holes, so just try and equal him and get ready for a close battle on the closing holes...

HOLE #17:

Play it safe on your first shot and aim for the narrow fairway in between the two small barrier fences. Despite the trees and ruined temple apparently blocking your way to the green, you can easily chip it over them with an Iron and get it on the playing surface. This green is treacherously sloped though, so unless you managed to get it close to the hole, your putt could prove problematic.

HOLE #18:

If you aren't blinded by the unnaturally bright fairways, use a 3 Wood and aim your shot straight down the middle. There's a long, uphill second shot to the green but with plenty of power boost you should be able to squeeze it on. Tiger is usually flawless on this hole, so if you are behind going into the last, start praying for a miracle!



OUT-MUSCLE THE HUSTLER!

Check out the Hustler! It's Justin Timberlake's alter ego and while he's an exceptional all rounder, he tends to slip-up by being cocky. When he's putting a few feet from the hole, he'll turn his head away to look at you while he attempts to sink it, but often this proves his downfall as he overshoots the hole. When playing against the Hustler, Timberlake himself will pop up in FMV sequences to challenge you to the longest drive, closest to the pin, etc. He's sleeping with Cameron Diaz. You're not. Make him pay!

Did you know?

Like previous *Tiger Woods* games, if this detects other EA game saves or, more importantly, old *Tiger Wood* game saves on your memory card, you'll automatically be awarded a cash injection (either straight cash or via a sponsorship) to go about buying gear or boosting the stats of your created golfer.

WARNING!

If you thought the front nine against the Hustler was plain sailing, you just wait for the back nine. Not only are they amongst the hardest holes in the game, but Timberlake himself has Tiger Proofed them - so try and build up a big lead on the front nine as you'll need it on the way back!

PAR 5 EAGLES

Listen, you ain't no real golfer until you've tamed the Par 5 Eagles - smashing the ball down for two under Par. Forget your caddie and his tame club selections, here we show you the direct routes to those holes, and we've even provided a handy checklist to ensure you don't miss any along the way.

Coeur 'd Alene

HOLE #1

Aim over to the right so that you aren't going to hit the trees and you're to the left of the bunker then blast it. The second shot is a straightforward chip onto the green (an LB Wedge may be best) - so you should be able to get it close enough to the pin to fart it in.

HOLE #9

Ah, a nice open fairway - tee off with maximum power boost and then apply plenty of top-spin to get that ball as far along it as possible. Use an 8 Iron with back-spin to get you onto the green in two and then, with luck, you'll have a 'straight in' for the Eagle.

HOLE #11

Aim towards the trees down the left-hand side of the fairway and use power boost to gain extra distance. Then use a Putting Wedge to aim more or less directly at the pin and

chip it over the water. You should now be close enough to the pin to sink it for three.

HOLE #15

Select your Driver and smack the ball down the open fairway, then use your Sand Wedge to carefully knock it onto the green, coupled with plenty of spin to direct it to the hole - hard we know when the camera keeps switching to your face!

St Andrews

HOLE #5

Hit it to your limit, aiming at the thin stretch of fairway as it narrows and use plenty of top-spin to get the ball further. From there, a Sand Wedge should take the ball right to the hole, gifting you an easy tap in.

HOLE #15

Select your Driver and aim over to the left or the narrow fairway. Chances are you'll have a side wind to contend with on this hole to aim further each way to compensate - you want to avoid those bunkers. An easy chip onto the green is followed by a nice, flat putt.

TPC At Sawgrass

HOLE #2

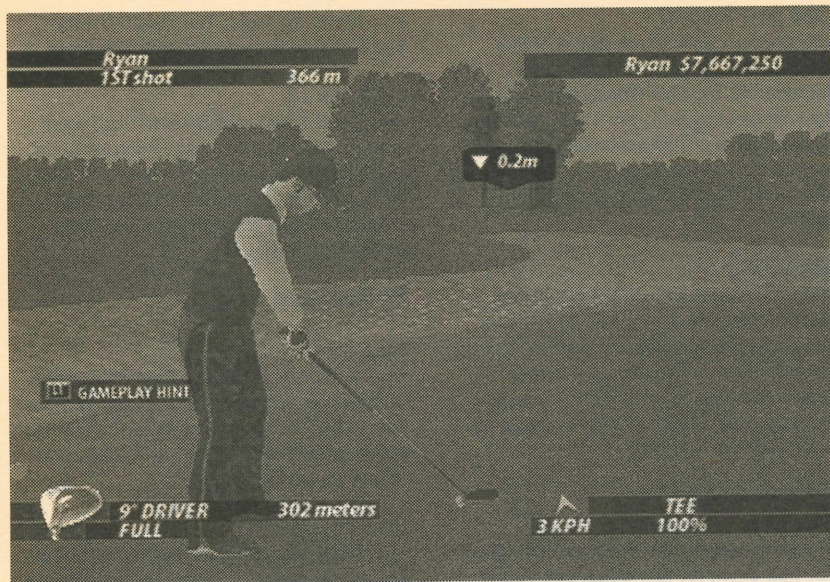
Select a Driver and aim at the narrow stretch of fairway over to the left of the water. For your second shot, use either an A Wedge (if you have one) to get it right on the pin or a P Wedge with plenty of backspin to draw the ball back towards the hole.

HOLE #9

Go for the safe 3 Wood tee shot and land the ball just in front of the wooden bridge. From here, use your 2 Iron to get the ball onto the green (use a power boost). The green itself is fairly uneven, so read your putt well.

HOLE #11

A 5 Wood, 4 Iron combo works well here. Avoid that tree on your tee shot, so go short and then make up the extra distance on your second shot. The green is nice and even so if you get on the green in two you stand a good chance of claiming this Eagle.



HOLE #16

Use a Driver and aim straight at the trees – don't worry, the ball will clear them easily – then blast the ball with all your might. A Sand Wedge will get you right at the pin from there which should make for a relatively straightforward putt.

Emerald Dragon

HOLE #1

Turn 90° to the right and aim for the fairway just to the right of the small wooden bridge and use a power boost to ensure it doesn't fall short into the water. Use a 3 Wood to hit the green in two but be warned that there's a nasty slope on the green and you may have to putt uphill.

HOLE #6

Select your Driver and hit the ball over to the right of the distant fairway so as to compensate for the drop on the left if things go awry. You've then got a hairy 3 Wood second shot that'll need an extra boost of power to get onto the green.

HOLE #7

Ignore the bit of fairway you start aiming at and turn to the right. With a Driver – and a massive dollop of power boost – you should be able to squeeze the ball onto the raised fairway. It'll take another Herculean shot to get it up onto the green (use a 3 Wood), while avoiding the water on the far side.

HOLE #11

Select your Driver and aim for the patch of fairway beyond the clump of trees straight ahead – don't worry, you'll clear them. Use your Driver again for your second shot, aim at the green over to the right and blast it – you'll be looking to play it to the right of the tree blocking a clear shot at the flag. Once on, make the long putt for Eagle.

HOLE #15

Use a power boost to hit the second, raised fairway and then select a 3 Wood. Aim at the green straight ahead – a long way straight ahead, admittedly – and then hit it over the tree. You should land near the flag on the lower side of the green and be able to make the putt.

Greek Isles

HOLE #2

Select your 2 Iron and aim to hit the ball to the near side of the fairway up ahead. The idea of this is that you'll be able to use your Driver to get a clear shot at the green without the temple being in the way. Hitting the green is hard and requires a straight shot, but once there the rest is easy.

HOLE #5

Tricky one this. Select your Driver and aim straight at the bushes beyond the bunkers over to the right. When you take your swing, use draw (pull the L3 stick diagonally back down to the left and push forward in the opposite direction) to curl the ball around the tree to the left. You now have an easy 3 Wood shot to the green.

HOLE #12

Use your Driver and hit the ball to the left of the ruined temple up ahead, using plenty of power boost and top-spin to get a good distance beyond it. The use your Driver again to blast the ball green-wards. It takes practice to get it there in two but persevere with it.

HOLE #18

Slightly unconventional, but equip your Driver and hit the ball, full power, towards the rough to the left of the trees up ahead. From here you should get a much better approach shot towards the green than you would if you stuck to the fairways

Paradise Cove

HOLE #2

Using your 8 Iron and a power boost, hit the ball straight over the trees up ahead so that it lands on the fairway beyond as it curves around to the left. From there, use a 3 Wood to belt the ball over to the green. The putt will be relatively easy after all that!

HOLE #6

No secret short-cuts here, just here the ball as hard and as straight as you can onto the fairway up ahead and with a 5 Iron you

should be able to get the ball comfortably onto the green and make the putt.

HOLE #10

Use your Driver and hit the ball as far as you can onto the uphill fairway, then it should be a relatively simple downhill chip with a 5 Iron to the green. It's the amount of trees around that makes this hole hard so you'll need an element of luck to avoid them.

HOLE #18

Luck plays a major part in this hole as well. Hit the ball with a 3 Iron towards the fairway up ahead and then you need to select your Driver and belt it for all it's worth over to the distance green - which is suspended on it's own little island. You'll need a very straight shot though to avoid landing in the juice.

Colonial CC

HOLE #1

Select your Driver and aim over the trees to the right of the fairway and you should be able to get sufficient power on the ball to land on the fairway beyond them as it arcs around to the right. From here, a 5 Iron should take you directly to the flag.

HOLE #11

No messing here, just hit the ball as hard and as straight as you can down the wide central fairway and then make the green with the subsequent, relatively easy 2 Iron second shot.

Pebble Beach

HOLE #2

Another of those straightforward blasts. Use a Driver and hit the ball as hard as you can right down the middle of the fairway. From here the P Wedge will take you directly to the hole.

HOLE #6

Not much you can do here, just stick with the 3 Wood and hit the ball to the end of the stretch of fairway up ahead. Provided you don't creep into the rough, an 8 or a 5 Iron should get you right to the hole, which should leave a simple putt on this flat surface.

Tiger Woods PGA Tour 2005

HOLE #14

Select a 3 Wood and move to the right slightly so that you're facing slightly to the left of the trees. Now use a fade shot (pull the L3 stick diagonally back to the right and then push forward in the opposite direction) to curl the ball around the tree onto the fairway. A 2 Iron with power should get you onto the green in two.

HOLE #18

Drive the ball as far as you can down the long stretch of fairway up ahead, but keep it dead straight but with plenty of top-spin to avoid curving out into the water. From there a P Wedge will get you near the hole, leaving a slightly tricky putt that you'll need to bend to the right.

Sherwood CC

HOLE #2

Ignore the Iron you start with and select your Driver. Now aim over to the right - not too far as there are tree branches above you contend with - and belt the ball down the fairway. When it lands, you should be able to get a clear short-cut to the green over to the right.

HOLE #5

Nice and simple, select your Driver and hit the ball dead centre down the fairway. If you are carrying an A Wedge, then that'll take you directly to the hole, if not then select the necessary Iron to get you within spitting distance and make the easy putt.

HOLE #11

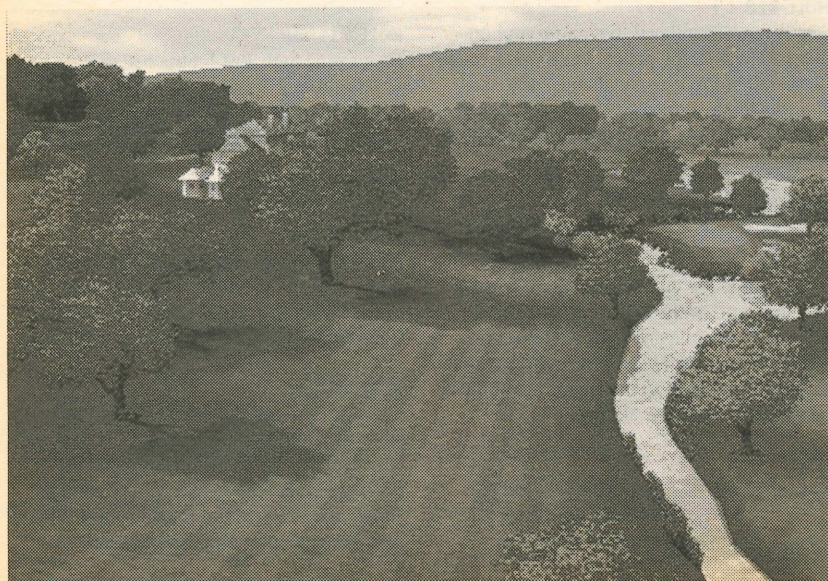
Aim over to the right directly towards the tree that juts out from the woodland, then blast the ball over the top of it with your Driver. For your second shot you may have to aim to the left of the flag to avoid hitting the branches of the tree on the ball's descent.

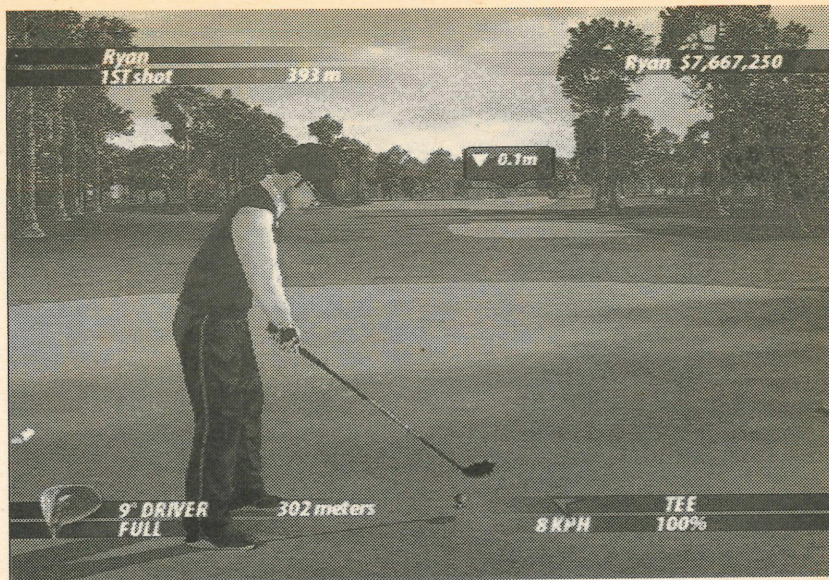
HOLE #13

Don't mess around, select your Driver and use a full power boost to blast the ball towards the second stretch of fairway. With sufficient power the ball should just creep onto the near side, giving you a nice P Wedge shot to the flag and an easy putt.

HOLE #16

Select your Driver and aim just to the left of the large tree over to the right. No need for power boost, just ensure you strike a nice,





straight shot and the ball should land on the second stretch of fairway and line you up with an easy 8 Iron second shot to the green.

Harbour Town

HOLE #2

One of those simple, straight forward tee shots that consists of nothing more than blasting the ball straight and as far as you can down the fairway. An 8 Iron should get to the hole which just leaves a simply putt for that all-important Eagle.

HOLE #5

Select a 3 or a 5 (if you have one) Wood, aim straight and then apply draw to your shot to curve it with the contours of the fairway around to the left. Use a 5 Iron and some spin to get you onto the green in two and the putt will be a formality on this flat surface.

HOLE #15

Use plenty of top-spin on your drive to get as far down the fairway as possible, but keep it straight as you don't want to lose a shot in that stream to the left. Aim directly at the hole

with a 5 Iron and you'll easily clear the trees and land it on the green.

Fancourt Links

HOLE #5

Another nice open fairway that's just begging you to split it down the middle with your drive. Provided you steer clear of the rough, a 3 Iron will be sufficient to get you onto the green in two – but you don't want to fall short or overshoot with those bunkers around!

HOLE #9

Select your Driver and aim as far as possible down the fairway – you'll be shooting for a thin area with a bunker to the left, so keep your shot straight at all costs. Select a 2 Iron and use some side-spin to find the hole, leaving you a quick and easy putt for three!

HOLE #13

Quite a bit to aim for, so smack the ball as far as you can, keeping it dead central to avoid the rough creeping in on both sides. A 4 or 5 Iron should find the hole easily enough so be sure to use side-spin to counter the wind direction and you may even get it on in two!



HOLE #16

A carbon-copy start as the last hole, the only difference is that for your second shot, an 8 Iron won't quite reach the hole so you'll need to generate some extra power boost to nudge it further to the pin. The green is slightly sloped so try and avoid the long putt.

HOLE #18

A straight, powerful shot is needed to blast off your Eagle assault on this hole. Provided you keep to the fairway, you'll be able to reach the green in two with a 4 Iron - but keep to the right-hand side of the green as there is a heavy slope that could take your ball miles from the hole.

Turnbury - Ailsa

HOLE #7

Select your Driver and aim slightly to the left to allow for the greater range, then hit it with plenty of side-spin to take it closer to the green. If you're packing an A Wedge then that'll take you right to the pin - if not use an S Wedge with power.

HOLE #17

Select your Driver and aim to hit it as far over to the left as possible. The fairway gets narrow and there's a bunker on the far side - aim straight for it and make sure you hit a clean shot with plenty of side-spin. An S Wedge with a slight power boost will take you to the pin.

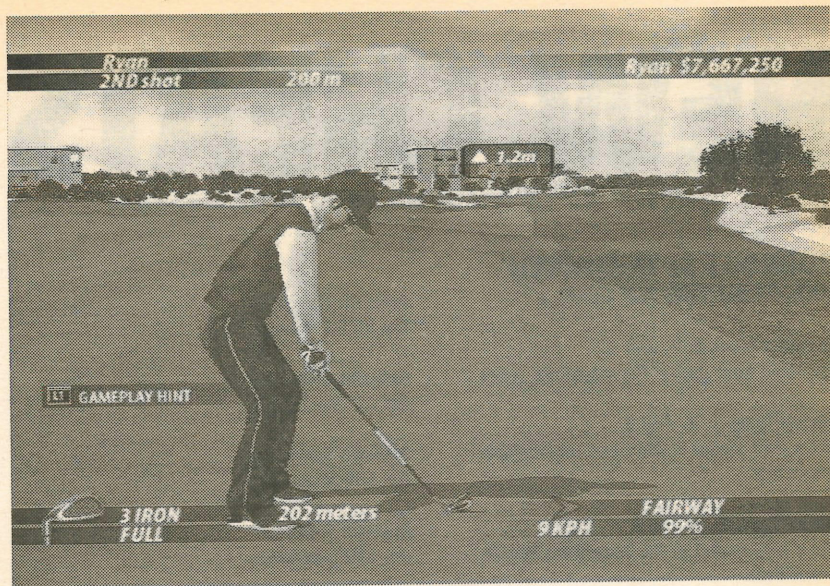
Troon North Monument

HOLE #3

Ignore the 2 iron default selection and go for a Driver. Aim for the brown building over to the right and hit the ball straight over the top of it to land on the fairway as it curves around to the right behind it. A P Wedge will take you right to the hole, which should leave a 'Straight In' tap-in.

HOLE #9

No hidden trickery at play here, just hit the ball as cleanly and as straight as you can down the fairway and then take the S Wedge selection to get you to the pin. The green slopes to the left so you'll need a short, angled putt to curl the ball into the hole.

**HOLE #11** □

Ignore the 3 Wood default club selection and go for your Driver. Aim further over to the right and smack the ball onto the round patch of fairway. An A Wedge here will get you right to the hole, if not then go with whatever you've got and use under swing or power boost.

HOLE #14 □

Nothing wrong with the default set-up here - just go with the Driver, aim where you're pointing and use additional power boost and side-spin to gain some extra yardage. A 4 Iron should be sufficient to get you to the hole, which just leaves the easy putt for Eagle.

Edgewood CC**HOLE #3** □

Choose your Driver and aim slightly over to the right, towards the bunker, before belting the ball onto the curved fairway. A 2 or a 3 Iron should then get you to the green in two where a tricky putt awaits. The green slopes slightly to the left and the roll to the hole may be fast.

HOLE #4 □

No problems here, just use your Driver to launch the ball straight down the middle then you should be able to follow it up with a simple P Wedge chip onto the green. The green, thankfully, holds no great surprises either - exploit the flat, even surface and sink your Eagle.

HOLE #16 □

A powerful, straight shot is required to tee off your penultimate Eagle attempt. The green is on the near side of the green so you may want to aim slightly longer and try to pull the ball back with some back-spin - either way, the rest is easy.

HOLE #18 □

A thunderous tee shot will leave you about 100m from the hole here, so you can follow up with a simple S or P Wedge shot to get on the green in two - but keep your shot straight or you'll be drawn like a magnet to that water. Sink the easy putt and claim your Eagle Hunt Trophy Ball!

NEW CHEATS

BURNOUT 3: TAKEDOWN **LOOK AT ALL THIS TOP GEAR...**

Compact Types 1, 2, and 3

Available from start of Compact Race series.

Muscle Types 1, 2, and 3

Get a gold medal in the Silver Lake Compact Grand Prix.

Coupé Types 1, 2, and 3

Get a gold medal in the Waterfront Muscle Grand Prix.

Sports Types 1, 2, and 3

Get a gold medal in the Vineyard Coupe Grand Prix.

Super Types 1, 2, and 3

Available from start of Super Race series.

Compact Prototype

Get a gold medal in the Lakeside Getaway Face-Off 1.

Muscle Prototype

Get a gold medal in the Mountain Parkway Face-Off 2.

Coupe Prototype

Get a gold medal in the Continental Run Face-Off 1.

Sports Prototype

Get a gold medal in the Frozen Peak Face-Off 2.

Super Prototype

Get a gold medal in the Gold Medal GP.

Assassin Compact Car

Get 15 Takedowns.

Assassin Muscle Car

Get 30 Takedowns.

Assassin Coupé Car

Get 60 Takedowns.

Assassin Sports Car

Get 100 Takedowns.

Assassin Super Car

Get 150 Takedowns.

Classic Hotrod

Get a gold medal in each Special Event (collect all Special Event postcards).

Custom Compact Car

Get 10,000 Burnout points in World Tour mode.

Custom Muscle Car

Get 25,000 Burnout points in World Tour mode.

Custom Coupé Car

Get 50,000 Burnout points in World Tour mode.

Custom Sports Car

Get 100,000 Burnout points in World Tour mode.

Custom Super Car

Get 200,000 Burnout points in World Tour mode.

Custom Coupé Ultimate

Get a gold medal in all crash events.

Compact DX Car

Get 4 gold medals in World Tour mode.

Muscle DX Car

Get 10 gold medals in World Tour mode.

Coupé DX Car

Get 18 gold medals in World Tour mode.

Sports DX Car

Get 25 gold medals in World Tour mode.

Super DX Car

Get 32 gold medals in World Tour mode.

Tuned Compact

Get a gold medal in Downtown Race 1.

Tuned Coupé

Get a gold medal in the Vineyard Face-Off.

Tuned Muscle

Get a gold medal in the Kings Of The Road Race.

Tuned Sports

Get a gold medal in the Continental Run Race 2.

Tuned Super

Get a gold medal in the Island Paradise Face-Off.

Modified Compact

Get a gold medal in the Waterfront Face-Off.

Modified Muscle

Get a gold medal in the Mountain Parkway Face-Off 1.

Modified Coupé

Get a gold medal in the Alpine Race.

Modified Sports

Get a gold medal in the Continental Run Face-Off 2.

Modified Super

Get a gold medal in the Golden City Face-Off.

Dominator Compact

Get a gold medal in the Kings Of The Road Face-Off.

Dominator Muscle

Get a gold medal in the Lakeside Getaway Face-Off 2.

Dominator Coupé

Get a gold medal in the Frozen Peak Face-Off 1.

Dominator Sports

Get a gold medal in the Alpine Face-Off.

Dominator Super

Get a gold medal in the Dockside Face-Off.

Heavy Pickup

Get \$1 million in crash damage in World Tour mode or online crash modes.

4WD Racer

Get \$2 million in crash damage in World Tour mode or online crash modes.

SUV Deluxe

Get \$5 million in crash damage in World Tour mode or online crash modes.

4WD Heavy Duty

Get \$10 million in crash damage in World Tour mode or online crash modes.

B-Team Van

Get \$15 million in crash damage in World Tour mode or online crash modes.

INT Express Delivery Truck

Get \$20 million in crash damage in World Tour mode or online crash modes.

Tractor Cab

Get \$30 million in crash damage in World Tour mode or online crash modes.

Longnose Cab

Get \$50 million in crash damage in World Tour mode or online crash modes.

City Bus

Fancy driving a bus? Course you do and all you need to do is get \$70 million in crash damage in World Tour mode or online crash modes.

NEW CHEATS

Trash Truck

Get \$90 million in crash damage in World Tour mode or online crash modes.

Fire Truck

Get all crash headlines in World Tour mode.

Oval Racer Special

Get all Signature Takedowns.

Euro-Circuit Racer

Get all Takedown trophies.

US Circuit Racer

Get a gold medal in Super GP.

World Circuit Racer

Get a gold medal in all race events.

MADDEN NFL 2005 IT DOESN'T NEED TO BE NF HELL

Madden Cheat Code Cards

To enter the following codes, select Madden Cards from the My Madden menu and choose the Madden Codes option.

Third Down

Enter Z28X8K as a code. For one half your opponent only gets three chances to get a first down.

Fifth Down

Enter P66C4L as a code. For one half you get five downs to get a first down.

Bingo!

Enter J33I8F as a code. Your defensive interceptions will increase by 75% for the entire game.

DaBomb

Enter B61A8M as a code. For one half you receive unlimited pass range.

DaBoot

Enter I76X3T as a code. For one half you receive unlimited field goal range.

Extra Credit

Enter M89S8G as a code. Awards four points

for every interception and three points for every sack.

First and Fifteen

Enter V65J8P as a code. For one half your opponent must get 15 yards to get a first down – which, for the unaware, is five more than you'd usually need.

First and Five

Enter O72E9B as a code. For one half your first down yards to go are set to five, which is roughly the opposite of the effects of the above code.

Fumblitis

Enter R14B8Z as a code. Opponent's fumbles will increase by 75% for the game.

Human Plow

Enter L96J7P as a code. Your broken tackles will increase by 75% for the game.

Lame Duck

Enter D57R5S as a code. For one half your opponent will throw lob passes.

Mistake Free

Enter X78P9Z as a code. For one half you can't fumble or throw interceptions.

Mr. Mobility

Enter Y59R8R as a code. For one half your Quarterback can't get sacked. This code is a great one for helping to train your QB.

Super Dive

Enter D59K3Y as a code. Your diving distance will increase by 75% for the game.

Tight Fit

Enter V34L6D as a code. For one half your opponent's uprights will be very narrow.

Unforced Errors

Enter L48G1E as a code. For one half of the game, your opponent will fumble every time he tries to juke.

T.J. Duckett

Enter P67E1I as a code to unlock the TJ Duckett card.

Unlockable Madden Cards

Struggling to find all the Madden cards in the game? Meet the following criteria to unlock the relevant card:

Card #2

Get gold in the All-Madden Chase and Tackle drill.

Card #30

Get gold again, but this time in the All-Madden Coffin Corner drill.

Card #38

Get gold in the All-Madden Ground Attack drill.

Card #42

Get gold in the All-Madden Precision Passing drill.

Card #52

Get gold in the All-Madden Swat Ball drill.

Card #99

Get gold in the All-Madden Trench Fight drill.

Card #104

Get gold in the All-Madden Clutch Kicking drill.

Card #147

Get gold in the All-Madden Pocket Presence drill.

Card #195

Get gold in the Ground Attack drill.

Card #197

Get gold in the Clutch Kicking drill.

Card #199

Get gold in the Swat Ball drill.

Card #208

Get gold in the Pocket Presence drill.

Card #209

Get gold in the Trench Fight drill.

Card #210

Get gold in the Precision Passing drill.

Card #211

Get gold in the Coffin Corner drill.

Unlocking Cheerleader Cards

Complete the game situation challenges in mini-camp mode with any team. Once completed, the Cheerleader cards for the team you played as will be unlocked.

SILENT HILL 4: THE ROOM SSSSHHH. KEEP IT QUIET...

Sub-machine Gun

Complete the game with at least nine big stars, save and load again. Then, in the Apartment World, look in Room 102 and you'll find the sub-machine gun for Eileen.

TERMINATOR 3: THE REDEMPTION MAKE ARNIE EVEN HARDER

Open All Levels

Still getting terminated? Fear not, as this great cheat will open up all the game's levels for you. Scroll to the Credits option at the main menu and, while the credits movie is playing, press and hold **Ⓞ** + **Ⓜ** + **ⓐ**.

Invincibility

Still finding it too tough? Far enough. Enter this next cheat and you never need die again. Scroll to the Credits option at the main menu and, while the credits movie is playing, press and hold **Ⓞ** + **Ⓜ** + **Ⓜ**.

All upgrades

If you like the thought of cheating, but aren't quite sneaky enough to go for invincibility or a level select, then this is the one for you. Scroll to the Credits option at the main menu and, while the credits movie is playing, press and hold **Ⓞ** + **ⓐ** + **Ⓜ** to earn yourself all the upgrades in the game.

Unlockable Extras

For every 10,000 points accumulated in the game, another extra in the cheats menu is unlocked for you. If you're too excited to wait and find out what they all are, here is a list of

NEW CHEATS

the unlockable extras you can look forward to:

Concept Art 1
SGT. Candy Movie
Concept Art 2
Concept Art 3
Slo-motion
All upgrades
Permapision (unlimited scan vision)
Instant Death
Invincibility
Deathstare (instantly kill anything targeted)

AMERICA'S 10 MOST WANTED GEORGE DUBYA'S WISH LIST FOR SANTA CLAUS

Unlock Cheats

At the title screen, press **○, ○, ○, ○, ○, ○, ○, ○, ○** – if you listen closely, you should hear a sound to confirm correct code entry. The cheats can be accessed and toggled on/off from the Special Features menu.

Loads of Bin Ladens

Pause the game during the Afghanistan-Pakistan Border mission and enter the following code: **○, ○, ○, ○, ○, ○, ○, ○**. Again, a sound will confirm the correct code entry. When you resume play, many of the enemies will look just like Osama Bin Laden in this game that, frankly, most of the civilised world should find deeply offensive. It plays like a sick dog, too.

STAR OCEAN: TILL THE END OF TIME GOT TIME FOR SOME IMPRESSIVE UNLOCKABLE EXTRAS?

Cave Of Trials

Complete the game to unlock the Cave of Trials, which is an additional dungeon. It features a total of ten brand new levels, and each level contains a boss.

Universe Difficulty Setting

Complete 25% of the Battle Trophy Collection.

Fourth Dimension Difficulty Setting

Complete 65% of the Battle Trophy Collection.

Music Test

Complete 55% of the Battle Trophy Collection. To access this option, press **Ⓢ** at the Battle Trophy screen and you can then listen to some mildly-irritating Japanese game music. Bet you just can't wait, eh?

Full Active Mode

Complete 95% of the Battle Trophy Collection for this one.

2P Costume Colour Option

Complete 15% of the Battle Trophy Collection. To access this option, press **Ⓢ** at the status screen.

3P Costume Colour Option

Complete 40% of the Battle Trophy Collection. To access this option, press **Ⓢ** at the status screen.

4P Costume Colour Option

Complete 80% of the Battle Trophy Collection. To access this option, press **Ⓢ** at the status screen.

FUTURE TACTICS: THE UPRISING THESE ARE OUR KIND OF TACTICS...

Level Skip

At the story mode game selection screen, press **Ⓛ, Ⓢ, R1, R1, R2, Ⓢ, Ⓛ, R1, R2**.

Unlimited Turns and Movement

During the game itself, press the following selection of D-pad controls: **↑, ↑, ↓, ↓, ←, →, ←, ←, Ⓢ, Ⓢ**.

Big Heads

During the game itself, press the following selection of D-pad controls: **↑, ←, ↓, ←, ↓, ↑, ↑, ←**.

Disco Mode

During the game itself, press the following selection of D-pad controls: **Ⓢ, ←, Ⓢ, ←, Ⓢ, →, Ⓢ, →**.

Low Gravity

During the game itself, press the following selection of D-pad controls: ↑, ↑, ↑, ↑, ↑, ↑, ↓, →, ↑.

Custom Option

Get a 100% hit headshot status twice in a row. The custom option becomes available in the battle mode team setup menu.

Level Select

Complete the game twice to unlock the level select option. But the thing is, after completing the game twice, why would you want one?

Team Power Option

Get two head shots in a row and the Team Power option becomes available in the battle mode menu.

Humans and Creatures Option

Fully upgrade the weapon of any character on your team in a single player game. Alternatively, ensure that none of your team miss during a level in single player mode. Once either of these things have been done, the humans and creatures option becomes available in the battle mode team types menu.

Defeat Leader Option

If all team members complete an episode with 100% health this option becomes available in the battle mode objectives menu. It's not easy, frankly, but then if it was easy, there'd be no challenge, right?

CRIMSON TEARS NO NEED TO BLOODY CRY

EX Mode

Complete the game and load the completed save file. Speak with the old man to unlock Ex mode, which is more difficult and has new restrictions on each of the levels, just to make your life less pleasant and more challenging.

Alternate Costumes

Complete the game and load the completed save file. Speak with the costume woman and agree to help her. The item that lets you exit

the maze is required to do this. Now talk to the old man to enter EX mode. While playing EX mode look for fabric scattered around the levels. Take the fabric to the costume woman to receive an alternate costume. There are three alternate costumes for each character. The final alternate costume for each character is obtained by defeating the boss on level 100. All of which seems like an awful lot of trouble to go to just for some new threads. But who knows - maybe virtual clothes are the next big thing. Possibly. But probably not.

UNDER THE SKIN HIDDEN CHARACTERS? ALRIGHT, GIMME SOME SKIN!

UNLOCKABLE CHARACTERS IN VERSUS MODE

Banzai

Complete the Tombland level. This also unlocks the Tombland map in Versus mode.

Chowlow

Complete the Spaceland level. This also unlocks the Spaceland map in Versus mode.

Daio

Complete the Bioland level. This also unlocks the Bioland map in Versus mode.

Dangun

Complete the Westernland level. This also unlocks the Westernland map in Versus mode.

Kurione

Complete the Pirateland level. This also unlocks the Pirateland map in Versus mode.

Majinai

Complete the Horrorland level. This also unlocks the Horrorland map in Versus mode.

Manitron

Complete the Casinoland level. This also unlocks the Casinoland map in Versus mode.

Unlock Tag Mode and Music Options

Complete the game. Which, when all is said and done, is actually easier said than done.

SEND US YOUR CHEATS

'COS WE ALL NEED A HELPING HAND...

Cheating in real life is demonstrably bad. Especially as far as your A-levels or better half is concerned. But! It ain't so bad in the wide, weird and wonderful world of videogames. Nope, cheating on your PS2 can sometimes be a boon, a great help, a thing of wonder; if you've spent the best part of forty nicker on a game and you're dreadfully stuck, there's no harm in abusing the odd cheat to massage you through that difficult part.

And you're the guys that play the games. You know the score; you've cased the biggest and best games around and know the most difficult bits, and what tips and cheats would be best to help someone out. So we want to you to send us your best cheats, skips, passwords and tactics, so we can stick 'em in our next tips book. So what are you waiting for? You could help someone out *and* get your name in lights. Or on paper, at the very least... what's not to love?

Use the form below and send your cheats to:

Official PlayStation 2 Magazine, 30 Monmouth Street, Bath BA1 2BW

HEY OPS2, HERE ARE MY CHEATS!

YOUR DETAILS

Title _____ Initials _____ Surname _____

Address _____

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Daytime Telephone (in case we need to contact you) _____

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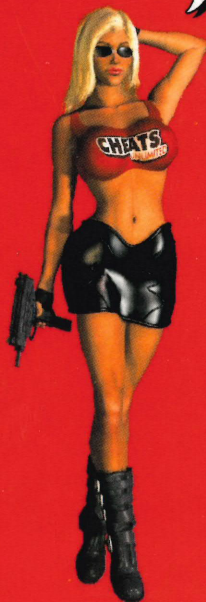
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