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O N E = introduction

"They're intelligent. Highly trained. And they kill without remorse. They're a team of vicious international terrorists and unless their demands are met, hundreds of innocent lives will be lost. Hostages have been taken. Explosives set. Now, from the glass and steel labyrinth of the Nakatomi Plaza high-rise to the crowded terminals of Washington/Dulles airport to the mean streets of New York City, timers tick down the seconds until the bombs detonate, creating an inferno of twisted wreckage and mangled bodies.

The situation looks hopeless.

Except for one factor the terrorists never planned on.

Detective John McClane. A cop with the determination of a pit bull and the bad habit of always being in the wrong place at the wrong time.

It's up to you to help McClane wipe out terrorists, find and free hostages, and defuse the bombs before it's too late. You'll need brains, skill, and a little help from some of the most deadly weapons a cold-blooded terrorist or hero cop ever laid hands on. Not to mention, the guts to take on impossible odds and come out on top - or die trying."

- from the Die Hard Trilogy Instruction Booklet

"Oh man, I can't f\*\*king believe this. Another basement, another

Seriously I have no idea why I started this again, but I did and I wrote most of what in here in a couple of days a few years ago. It seems that only now I bother to finish it now when I have nothing else to do this weekend. I really think I wanted to take a break from only writing on The Getaway (my hidden car FAQ for the game) which is all I've done recently.

See, earlier in the week I \*finally\* got a new copy of this, now 6 year old, game for a only a couple of bucks. I still don't know what made me sell my original copy but it's good to have it back finally.

Die Hard Trilogy (which I may occasionally refer to as DHT in case your thinking I'm writing about some new hot hip-hop star or something with it) was a game that both a bunch of friends and myself must have played for days and days back in 1996. It was just too much fun, and then you had the great cheat codes which made it even more fun. To this day when ever we find some sort of driving game with people to try and run over someone \*always\* has to mention the "blood on the windscreen" thing from the Die Hard With A Vengeance game contained in DHT. It's become a classic.

Fox tried to recreate the DHT formula with DHT2, but IMO failed. Heck if they had just taken this original and tried to do more of the same in the same setup (like some sort of add on disk) I probably would have enjoyed it more than what they came up with. I think a lot of the problem came from the fact that Probe had basically disbanded and people like the very well known Fergus McGovern had moved onto other things. Probe was one of the major companies involved in movie to videogame based projects between the late 80's and mid 90's and they made this game what it was.

So what is this guide? Well I've decided to call it a FAQ/Walkthrough but it's more like a technical guide, basically because for DHT you write the rules. I can't tell you where to go and what to do so much because that's the part only you can do, but I can try to help with the parts of the games you need to know and guide you along with some hints for play, and so that's what this Walkthrough-come-Technical Guide is here to do.

As far as I remember (from owning the PSX version and playing the Saturn and PC versions in the past) there are no changes between the 3 formats that DHT is on apart from the cheats and options, but I'm sure you guys can figure that part out from what cheat options I give you later on.

I'll get on with the show now. Don't forget your "Fox Fizz" and all I have left to say is... Yippee-ki-yay, motherf\*\*ker!!

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O N E - O N E = stuff you need to know/read

Keeping in mind that DHT was made in 1996, the time of the end of first gen/ start of second gen games, you are probably looking as some rather jagged things. However the real problem with the game isn't the graphics but actually the collision detection. All the games (but especially Vengeance) suffer from this and often you'll find yourself stuck in places because of it. It's become so bad a times while I played the game that I've been stuck in the middle of walls while playing. Simply, be prepared to be frustrated if this problem causes you to die a few times.

The points system in DHT is rather basic but apart from the surviving part is

the biggest challenge of DHT (getting the better score). The points system and how you get them will be well covered in each respective game section.

Die Hard Trilogy uses a number of slots for saving. You can do this on the main menu, however if you quit the current game you're playing of any of the three then your restarting location will be back where you last currently saved (and if you haven't then it'll be right at the start). To make sure you can return to the level you've just reached, pause the game and select the Options menu. Within there select the Save to Slot option and pick the slot you wish to save to. All 8 slots will take up the 1 block of memory the game uses, meaning you can save 8 possible trilogy games. To swap between games all you need to do is press up on the D-pad when you're at the main game menu. It's that easy.

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O N E - T W O = about die hard trilogy

Released in 1996, Die Hard Trilogy was one of EA's two big "movie" releases of the year (the other title being Alien Trilogy ). The game takes you into the world of the three movies with a 3rd person adventure game based on the first movie, a 1st person shooter based on the second, and a action driving game for the 3rd (and at the time latest) Die Hard release.

All of this packed into over 45 missions - three games in one.

The PlayStation edition supports the Konami Justifer light gun and official mouse from Sony for the shooting game, as well as the Namco Neg-Con and Mad Catz Steering Wheel for the driving title.

The Sega Saturn edition supported the range of official Sega products which includes the Sega "Stunner" light gun, Arcade Racing steering wheel, Sega's official mouse, mission stick, and their, then new ,3D controller. The only edition to support 3D movement with analog controls.

The PC edition required a Pentium 1 processor running at least 120MHz (with 166 being the recommended level) on the Win95 O.S. 16 MB Ram, 10 MB of Hard Drive space, 16 bit video card, sound card, 2X speed CD-Rom, and a optional 3D accelerator card. All fairly low spec compared to the stuff needed these days.

Since the original release in 1996, all of the previously released editions (except for the Sega Saturn version) have been re-released cheap as part of most value packages on PC and Sony PlayStation. If you're looking for a bit of last generation action you may have missed, then Die Hard Trilogy is for you.

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T W O = DHT chapter one - DIE HARD

Die Hard - Nakatomi Plaza

"You are in the parking garage of Nakatomi Plaza, a Los Angeles skyscraper wired to explode. Above you, there are 19 more floors, crawling with terrorists. They're out to steal millions in negotiable bonds held in the Nakatomi Corporations safe, and they won't hesitate to kill hundreds of hostages in the process.

Now you've got to fight your way up, floor by floor, to the rooftop - searching hallways, office suites, the grand ballroom and even floors under construction - killing all the terrorists

and rescuing as many hostages as possible along the way.

Oh, one more thing. Once you kill the last terrorist on each floor, a bomb is activated. It will appear on your map as a flashing dot. Get to it in time and you'll automatically move to the next floor. Don't, and Nakatomi Plaza will be obliterated.

So get ready, John McClane is about to begin what could be the wildest - or the last - Christmas of his life."

- taken from the Die Hard Trilogy Instruction Manual

As you'll probably know, Die Hard was released in 1988 with Bruce Willis (ex-bartender and star of the 80's hit show Moonlighting) as NYPD Cop John McClane. McClane, who was in LA to visit his wife, arrives at her workplace, the new and incomplete Nakatomi Plaza to find the place has been taken over by terrorists. They want to steal millions in bonds held in the Nakatomi vault and are holding hostages, including McClane's wife.

The game part of DHT works on the concept (sans the wife part) allowing you to fight your way through floors of terrorists while stopping bombs they've planted throughout the floors.

This section covers all you need to know about the Die Hard game within DHT.

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T W O - O N E = points

Ever since the days of "Space Invaders" high-scores have been the norm for arcade games and action games, and DHT is no exception. Depending on your actions both in the game and hostage numbers the game will grade you on after each bonus level, you will gain points.

Please excuse any detail problems with this chart, some items just depend on where they came from or what they are. I've tried my best with some of these to give some sort of range and explanation to it.

== The DH Scoring Chart ==

ACTION	INFO	POINTS
Killing Terrorists	Killing any enemy by shooting.	+5,000
Freeing Hostages	Freeing hostages from their bound up position.	+5,000
Escaped Hostages	Points from when a freed hostage makes their way to an exit on the current level (includes the helicopter on the bonus levels).	+10,000
Killing Terrorists by ways other than shooting them directly.	Using things such as chain explosions (ie. blowing up cars in the garage, knocking down construction walls on them etc.) when enemies are close enough to be hit.	+10,000
Picking up Weapons	Depending on the weapon and if the weapon has been used/dropped by an enemy will you get points.	+1,000-5,000

Picking up Grenades	Depending on the type you will get points.	+3,000-5,000
Picking up Food/Drink	Depending on the item.	+3,000-10,000
Picking up a First Aid Pack/Medical Kit	Healing item.	+3,000
Picking up Body Armor	Depending on if it's used or not.	+1,000-3,000
Killing Hostages	If an enemy kills a hostage you won't earn the 10,000 points from them escaping. If you kill them by "accident" then deducted from your total points is...	-1,000
Execution	Saving a hostage from a near execution will net you an extra life and...	+10,000

#### - Bonus Level Scoring

After each of the five bonus levels which are open to you if you save any hostages you will be scored on the percentile number of hostages you saved times a multiplier which goes up in hundreds by the number of levels. i.e. the first bonus level is the 4th level which = X400 so 85% X 400 is 33,600.

There are the maximum number of points for each of the 5 bonus levels.

1. 400 X 100 = 40,000
2. 800 X 100 = 80,000
3. 1200 X 100 = 120,000
4. 1600 X 100 = 160,000
5. 1900 X 100 = 190,000

Depending on the numbers of hostages saved there is a final bonus when you finish the game which is the same as the 5th bonus level set up.

My "hardest score" has been 8,849,580 points by the end of the game. I'm sure someone out there can get far more than that.

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#### T W O - T W O = weapons

Weapons are the main stay of defense in Die Hard obviously. The assortment of weapons are small but all have a range of uses besides the obvious. I just wish that they'd given us the option to cycle through the weapons instead of replacing one weapon with another.

You can get weapons off dead enemies, in crates, bags, boxes and all sorts of other items.

WEAPON	INFO
Beretta 92F	McClane's standard weapon. Holds 15 bullets but is unlimited in reloads. You'll use this for most of the game.

Shotgun	If widespread damage is your game then the Shotgun is your weapon. Taking out enemies in one shot, the shotgun is limited to 30 shells per pick up. Picking up multiple shotguns will add 30 ammo. My record for this has been 150 shells.
MP5	This fast firing gun will allow you to take out numerous enemies quickly. The down point to this is that the 60 bullets (2 clips of 30 bullets) will be used very quickly.
Steyr (Assault Rifle)	The Steyr (pronounced 'Sti' I believe-correct me if I am wrong please) is a nice compact rifle which fires in all sorts of conditions. The 60 bullets you will get (again 2 clips of 30) will slowly knock away your enemies in a couple of shots.
Explosive Shotgun	All hail the power that is the Explosive Shotgun. Well not really. I try to get rid of its 30 shells or the weapon itself as quickly as I can. Why? Well it's hard to aim, kills everything in a radius around where it hits (meaning you have high chances of taking out hostages by accident when shooting a group of enemies), and is really a pain to use. I mostly use it to take out walls and doors to get around quicker when there is nothing but enemies around.
Machine Gun	This is probably the best weapon in the game along side the shotgun. Carrying the usual 60 bullets/2 clips, it can take out most enemies in one single shot, has large range (though most of the weapons in DH do), and all around kicks serious ass. Ho, Ho, Ho, I've got a machine gun indeed.
Grenades	Do the same sort of damage that the explosive shotgun does except that you want to use them on a group of enemies with no hostages. They also work nicely if your above a group who can't target you but you want to kill them.
Smoke Grenades	I didn't use the Smoke Grenades too often, but when I did it was to stop a group of enemies from shooting at me so I could kill them. It works very nicely if your under heavy attack. They also seem to be very rare to find however.
Flash Grenades	Honestly the Flash Grenades are kind of a waste because they limit you more than the smoke grenades do. I usually use them to escape though if you know of any nearby enemies being affected by the effects of the flash you can use this to take them out.

T W O - T H R E E = pickups

All pickups in DH have a purpose for healing or maintaining health. You can get

these pickups like the weapons, off dead enemies, in crates, bags, boxes and all sorts of other items.

ITEM	INFO
Cola, Fox Fizz, Hot Dogs	Besides allowing McClane to say the occasional one liner, these items give you points and a small amount of health back.
First Aid Pack	These green and white packs regain a small amount of health.
Medical Kit	These yellow and green kits refill your health for your current life to full.
Bulletproof Vest	These vests take punishment until they become useless. Adds a green glow to your health badge, which changes colors and fades as you get shot until it is gone which means the vest has been used.

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#### T W O - F O U R = info/tactics

The main objective of DH I feel is not so much the rescue of hostages is it more the point of keeping alive. So is the case you should play "stealthy" in the game. While you can do the occasional run around firing at single enemies, for small groups you should use some tactics in taking them on. Here are a few I use when I play.

##### - Distance

The AI isn't the greatest in DHT, so you should use the distance shot to your advantage. Because you can shoot as far into the distance at your enemies without them firing back too easily, this is the best tactic to use when you want to maintain your health. Just be careful of other enemies sneaking up on you though, and having to take care of guys hiding behind things (or even stuck on things as happens at times).

##### - Objects of Destruction

Using the areas around you can help you kill bad guys. Blowing up cars their standing beside in the carpark can kill enemies. Shooting construction walls from one side when a bad guy is walking past on the other is another one. There are many more ways you can use objects to kill enemies in the game, all you need to do is look and try.

##### - Environment

Using walls, shelves, small hallways, and such to \*pop\* out of on your enemy is a good way to take. There are also some "design flaws" which you can use to your advantage, such as doorways.

For example if there is a room with 2 doors that open like this:



then use it. Hide in range so enemies will see you at a distance from inside



the room. They will walk in and get stuck on the two open doors allowing you to shoot them without too much trouble. The AI of the game is rather weak so this usually works very easily. I've been able to kill most of the enemies on a single level with this glitch. Don't use an explosive weapon though as doing so will probably destroy the doors also.

- Strafe and Roll

Survival depends on mastering these buttons. With them you can duck out of being targeted, come out of hallways and kill guys and all around become a master at Die Hard. It's not too hard to learn once you practice a little and it will be a great help.

- Extra Lives

There are a few ways of getting extra lives. Most bonus levels have one, killing some "bosses" will give you another life, and saving hostages from being executed will also give you another life. Keep an eye on the radar to see when these things appear.

- Hostages

Hostages are the main point of most levels, shown as blue dots on your radar. There are a few things to keep in mind about them.

In later levels some "hostages" are actually enemies who after being set free will start firing at you. Saving hostages is a priority but don't do it if there is too many enemies around. Chances are they will end up shooting the hostages while firing at you. The same goes for freed hostages. If they are walking through enemies let them get far out of the way before trying to kill the enemies or else they may end up behind killed in the crossfire.

- Bombs

At the end of every level (when you've killed all the enemies) a bomb will be dropped into the area by one of the elevators. You'll have 30 seconds to reach the lift to disarm the bomb or else you'll have to restart the level. Pain in the ass isn't it? All that work for nothing...

- Other Dots

As mentioned above, Hostages appear as blue dots on your radar. The other items that appear on there are items, enemies, and the final bomb. Item pickups are the yellow dots, enemies are the red dots, and the final bomb is a large flashing dot, always located in an elevator somewhere in the level.

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T W O - F I V E = level passwords

Here is a quick list of passwords to all 24 levels of Die Hard. These are the PS version codes but I think they work on all 3 versions as far as I remember. The passwords will start you with 15 lives, 999 rounds of ammunition, and 25 of each of the 3 types of grenades. I took these from GameWinners.com so all credit to them.

Lv. 1	- Garage	- 0%	Passcode
			n/a
Lv. 2	- Reception	- 5%	Passcode

| ZN1!6HTWZJ!HF  
| GK5N5W7CX7JZR  
| V!CYHPZRV!CXH  
| KZRV!CYHPZRVJ

-----  
Lv. 3 - Construction - 10% | Passcode  
-----

| T41X 3 4TD1DP  
| 5B9W974MM6DT7  
| 4XMLG9T74XMMG  
| FT74XMLG9T74J

-----  
Lv. 4 - Office - 15% | Passcode  
-----

| Q 1WSX3WQK!CD  
| !6FSS!M1FFPQ2  
| SC1D5JQ2SC1F5  
| NQ2SC1D5JQ2S

-----  
Lv. 5 - Maintenance #1 - 21% | Passcode  
-----

| Y41!ZDT3YJMZZ  
| Y!BPYY6MW7DY7  
| NZMVH9Y7NZMWH  
| FY7NZMVH9Y7NJ

-----  
Lv. 6 - Computers #1 - 26% | Passcode  
-----

| F8279HY3FLM6X  
| 15K1!TGNWWHF9  
| P6NVMBF9P6NWM  
| GF9P6NVMBF9P

-----  
Lv. 7 - Executive #1 - 31% | Passcode  
-----

| 74225VHK7WVMW  
| H7GRVLCCLH1X74  
| XMLG9T74XMLH9  
| Y74XMLG9T74XJ

-----  
Lv. 8 - Construction #2 - 36% | Passcode  
-----

| TN1ZN9JCSJ XL  
| 7X5R9N4WL68TR  
| 6XWMGFTR6XWLG  
| 9TR6XWMGFTR6J

-----  
Lv. 9 - Office #2 - 42% | Passcode  
-----

| H425H75XGGVRV  
| BXK479!L!3XH5  
| XRLZCTH5XRL!C  
| YH5XRLZCTH5XJ

-----  
Lv. 10 - Ballroom - 47% | Passcode  
-----

| 3D231ZZ!23CK!  
| 8BS QV9Q7JZ3D  
| FKQ6SW3DFKQ7S  
| !3DFKQ6SW3DFJ

```
-----|-----
Lv. 11 - Maintenance #2 - 52% | Passcode
-----|-----
| W82GN88TVSCFX
| WCM79Q5PRZ!WC
| FFPQQVWCFFPRQ
| ZWCFFPQQVWCF
-----|-----
Lv. 12 - Office #3 - 57% | Passcode
-----|-----
| 942RCHX88Z14N
| RL3WL4XLM2D95
| 4NLLB9954NLMB
| F954NLLB9954J
-----|-----
Lv. 13 - Construction #3 - 63% | Passcode
-----|-----
| TJ2HGH DSD1DP
| Z VN45NTLG9TM
| 6DTM6DTM6DTL6
| 8TM6DTM6DTM6
-----|-----
Lv. 14 - Vault - 68% | Passcode
-----|-----
| DX22HW5SGZPQ7
| Z5NGQZGSM2DY
| MQGTW7DYMQGSW
| 3DYMQGTW7DYMJ
-----|-----
Lv. 15 - Computers #2 - 73% | Passcode
-----|-----
| BX21PND98VGP
| 4ZB1QDYGNLLBY
| CPGPVRBYCPGNV
| MBYCPGPVRBYCJ
-----|-----
Lv. 16 - Executive #2 - 78% | Passcode
-----|-----
| XJ2BXT9SZXPG5
| DJ6S Z69SH1XM
| LG9T74XMLG9S7
| XMLG9T74XML
-----|-----
Lv. 17 - Office #4 - 84% | Passcode
-----|-----
| RS2GX9C5P9SCJ
| S3X65LMYGYWRV
| !CYHPZRV!CYGP
| VRV!CYHPZRV!
-----|-----
Lv. 18 - Maintenance #3 - 89% | Passcode
-----|-----
| FS237Z5NHGKQR
| 871JV7ZXVWCFT
| R6XWMGFTR6XVM
| BFTR6XWMGFTR
-----|-----
Lv. 19 - Computers #3 - 94% | Passcode
-----|-----
| B42 RJ498VGPC
```

| 7S8DVXY2P2NB5  
| 8P2NBKB58P2PB  
| PB58P2NBKB58J  
|

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T H R E E = DHT chapter two - DIE HARDER

Die Hard 2 - Washington/Dulles Airport

"If you're New York cop John McClane, there's got to be one thing you're asking yourself as you arrive at Washington/Dulles Airport to pick up your wife. Why does this always happen to me! The place is crawling with terrorists. They've come to rescue a South American dictator - and drug kingpin who's being flown to the US to stand trial. And you walked into the middle of the plot.

You see all the action through McClane's eyes as he races through the terminal annihilating terrorists - but hopefully not civilians and hostages. From the concourse to the New Annex. From the runway to the surrounding countryside. On foot. By snowmobile. Even by helicopter, the chase continues with rapid-fire speed, until you bring down the terrorist escape plane."

- taken from the Die Hard Trilogy Instruction Manual

Die Hard: Die Harder is both my least favorite of the movies and of the three games in the trilogy, but while that is said both are also quite worthy on their own merits.

Die Hard 2's game is this time a first person shooter on rails in which you shoot the terrorists and try to save the hostages around. The thing about this game is for how early it is, nearly everything is destructible. You can shoot everything from roofing tiles to windows and small objects with a variety of weapons.

The game covers numerous environments of the second Die Hard movie making it one of the more interesting experiences.

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T H R E E O N E = points

In the second Die Hard game you can gain numerous points from numerous sources.

Please excuse any detail problems with this chart, some items just depend on where they came from or what they are. I've tried my best with some of these to give some sort of range and explanation to it.

=== The DH2 Scoring Chart ===

ACTION	INFO	POINTS
Killing Terrorist	Killing any of the enemies around McClane.	+250
Shooting Helicopter	Shooting down any helicopter.	+10,000
Picking up Weapons	You don't get any points for picking up normal weapons. You	+0 +1,000-5,000

	will however get some points for	
	picking up bonus weapons.	
Picking up Grenades or Rockets	Depending on the type you will get	+2,000
	points.	
Picking up Status Icon	Healing, shield, or reload item.	+1,000
Killing Civilian	Killing any person.	-1,000
Blowing Up Civilian Objects (Cars, Carts, etc.)	Destroying anything a civilian would use.	-1,000

#### - Level Completion Bonus

After each of the level you will be scored on the percentile number of various items times a multiplier which goes up in hundreds by the number of levels. i.e. the 4th level will be times 400. So on the 4th level if you get 85% then it will be 85% X 400, which is 33,600. There are only 8 levels in Die Hard 2 so the maximum is 800 X 100 or 80,000 bonus points per item. For three objects scored that's a total maximum of 240,000 points on the last level.

#### - Terrorists Killed

The number of terrorists you killed out of 100%

#### - Innocents Saved

The number of innocent bystanders saved out of 100%

#### - McClane Health

The amount of health McClane has left over out of a 100%

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### T H R E E T W O = weapons

Again, as with the first Die Hard game, the weapons you gain will replace the current weapon and you always have a standard Beretta M92F as your backup.

The range for what seems to be a simple shooter is quite large, so keep in mind what weapons do what as you play through. Most of these weapons will be dropped by enemies, and some in items in the background.

WEAPON	INFO
Beretta 92F	McClane's standard weapon. Holds 15 bullets but is unlimited in reloads. You'll use this for most of the game.
Double Beretta	Surprisingly awesome firepower is possible when you collect another Beretta. If you shoot down one of the helicopters at the start of the game you can earn Double Beretta's for most of the game
Shotgun	If widespread damage is your game then the Shotgun is your weapon. Taking out enemies in one shot, the shotgun is limited to 8 shells per pick up I believe.
MP5	This fast firing gun will allow you to take out numerous enemies quickly. The down point to this is that the 30 bullets will be used very quickly.

Steyr (Assault Rifle)	The Steyr (pronounced 'Sti' I believe-correct me if I am wrong please) is a nice compact rifle which fires in all sorts of conditions. The 30 bullets you will get will slowly knock away your enemies in a couple of shots.
Explosive Shotgun	All hail the power that is the Explosive Shotgun. Well not really. I try to get rid of its shells or the weapon itself as quickly as I can. Why? Well it's hard to aim, kills everything in a radius around where it hits (meaning you have high chances of taking out hostages by accident when shooting a group of enemies), and is really a pain to use. I mostly use it to take out walls and doors to get around quicker when there is nothing but enemies around. Thankfully in Die Hard 2 this happens more often, but you can still end up killing a lot of hostages if you aren't careful.
AK-47	The AK-47 is a nice speedy "import" the troops are carrying later in the game. It's not as good as the M-16, but you still can't complain when you pick one of these up.
M-16	This is probably the best weapon in the game along side the shotgun. Carrying a nice amount of ammo in clips, it can take out most enemies in one single shot, has large range (though most of the weapons in DH do), and all around kicks serious ass. Ho, Ho, Ho, I've got a machine gun indeed.
Grenades	Do the same sort of damage that the explosive shotgun does except that you want to use them on a group of enemies with no hostages. They also work nicely if your above a group who can't target you but you want to kill them.
Rocket Propelled Grenade (RPG)	The mother of all explosive devices... the RPG is like setting off a mini explosive anywhere, anytime. You can pick up these rockets now and then - but watch out, you might not be the only one using them.

T H R E E T H R E E = pickups

All pickups in DH2 have a purpose for healing or maintaining health or keeping you well on track with your shooting - the second important factor of this game. You can get these pickups like the weapons, off dead enemies as well as in crates, bags, boxes and all sorts of other items within the background.

ITEM	INFO
Health Icon	These icons will add the number of icons along the bottom of the screen
Shield	Gives you a shield for a certain length of time. Usually marked down the bottom of the screen as an

	adjustment to how safe you are.	
-----	-----	
Reload	Gives you an instant reload of the current weapon	
	you are using. Best used with bonus weapons for	
	more ammo but worthwhile for any weapon. Also	
	comes in an explosive variety.	
-----	-----	
Tracer	These tracer bullets allow you to track shooting.	

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T H R E E F O U R = info/tactics

For Die Hard 2 you're taking up a first person shooting roll... and while it's mostly on rails, you will have to adjust the vision yourself at times by scrolling the screen by moving the cursor. Because it's a gun game there isn't a lot to suggest in the way of tactic other than shoot, shoot, shoot... but here are some of the more important details you should know.

- Control

The game can be played with the PS One controller or Konami's light gun. No G-Con support however (because the G-Con wasn't out at the time).

- Tactics

While it's fun to blow up everything... keep in mind that killing a hostage costs you the points of killing 4 terrorists... so killing them too often is something you want to avoid if you're going for a big score.

- Icons

There are two targets you'll find around the game and they are:

Blue Target - Gun Carrier - A terrorist who isn't tracking you.

Red Target - Gun Carrier - A terrorist with McClane in their sights.

- Safe Distance

The longer you take to kill a terrorist the closer the screen gets so you can shoot them easier, but of course as the time ticks on the more likely it is you'll get hit.

- Extra Items, Lives, and Paths

There are a few ways of getting extras in each area, most have to do with not killing any hostages during a certain section or killing a number of terrorists. Keep on the lookout for large open sections with lots of either/or as normally they are the key to finding the paths. Also shooting boxes and other background objects will occasionally give you additional items.

---

T H R E E F I V E = level passwords

Here is a quick list of passwords to all 8 levels of Die Harder. These are the PS version codes but I think they work on all 3 versions as far as I remember. The passwords will start you with 5 lives. I took these from GameWinners.com so all credit to them.

-----  
Lv. 1 - Dulles Airport - 0% | Passcode

-----  
| n/a

|  
|

```

-----|-----
Lv. 2 - New Wing      - 12% | Passcode
-----|-----
                | 14 JJ2JB144JL
                | 289144JB  F1
                | 4JLKT3GS9  L38
                | F144JL289144J
-----|-----
Lv. 3 - Tunnel        - 25% | Passcode
-----|-----
                | SS XHKG5SW3DF
                | KQ6SW3F!QQ1SM
                | 3DDQRNCCVDFJQ
                | 2SW3DFKQ6SW3
-----|-----
Lv. 4 - Runway        - 37% | Passcode
-----|-----
                | F416QVMBF5NQL
                | VC9F5NNSLCHF9
                | NQM1W6TDP6LWC
                | FF5NQLVC9F5NJ
-----|-----
Lv. 5 - Plane Interior - 50% | Passcode
-----|-----
                | N  V38Y3N2JB1
                | 85 N2J955Y1NL
                | JB 1L4Q7TV195
                | 4N2JB185 N2J
-----|-----
Lv. 6 - Church        - 62% | Passcode
-----|-----
                | 8N N8KL68P2NB
                | KB58P2RQ!L581
                | 2NB698681NBJB
                | 18P2NBKB58P2J
-----|-----
Lv. 7 - Snowmobile Chase - 75% | Passcode
-----|-----
                | 8D142J2 8F1N6
                | JV38F1JJ3B 8P
                | 1N7BGCBSV46KV
                | 78F1N6JV38F1J
-----|-----
Lv. 8 - Plane Intercept - 87% | Passcode
-----|-----
                | N 1B58Y3N2JB1
                | 85 N2JHHXP2NZ
                | JB 76LXXNV195
                | 4N2JB185 N2J
-----|-----

```

---

F O U R = DHT chapter three - WITH A VENGEANCE

Die Hard With A Vengeance - New York City

"New York, New York. If you can make it here, you'll make it  
anywhere - and if you can't, half of Manhattan will disappear in  
a blinding flash. This time, it's a gang of terrorists led by the



twisted genius, Simon. They've stashed bombs throughout the city to cover a multi-billion dollar heist. And Simon says, John McClane is the only one who can defuse them. But the clock is ticking.

It's a test of your nerves and your driving skills as you and your reluctant partner, Zeus, seek out and commandeer more than fifteen different vehicles, stomp the pedal down and go. Blaze through traffic-choked streets of Chinatown in a high-powered sports car. Scatter some skaters in Central Park in a dump truck. Grab a cab and drive it right into the subway system. Whatever you do, you've got to get to the next bomb and run it over before it detonates. Then, outrun the terrorists before they escape."

- taken from the Die Hard Trilogy Instruction Manual

Back in 1994 when I heard about the new Die Hard movie being made I was a bit taken as to what to expect. The second movie, while being good, hadn't lived up to the original movie and I wasn't sure a third would be any better.

But I was wrong.

Not only did DH3 live up to the original Die Hard, it kicked it's ass. The plot was well constructed, the changes in settings made for an action packed ride, the tricks and traps that Simon came up with for John were awesome, and the movie ended up rocking. Need I even mention the guy who gets cut in half? heh

In the movie a terrorist known only as Simon starts a New York wide spree of destruction as he toys with McClane as way of revenge. Unlike in the movie where McClane goes from everything to being on foot, driving Cabs through Central Park, riding on Subways, and landing on a boat, the game is focused on the driving scenes and you'll go from block to block finding bombs, either stationary or in moving cars.

As dull as this sounds the end result is probably also the best game of the entire DHT videogame.

---

F O U R - O N E = points

For Vengeance, points are a little bit pointless as it seems.

While you gain many points through destroying bombs, picking up bonus icons, and through completing bonus levels, the fact that you loose a lot points in two ways keeps from making a big gain.

The two ways are caused by the pedestrians. You firstly loose points through each person you hit walking around the streets and then you'll loose more for not keeping said people safe in the end of round ranking.

Not hitting people now and then isn't an option. There are times where people running across streets will dart in front of your car, and other times you'll probably need to drive up on the foot path. While you can use the Horn to scare them off, it doesn't always work. But keep in mind to actually use it as much as possible, it might save you a few points here and there.

Please excuse any detail problems with this chart, some items just depend on where they came from or what they are. I've tried my best with some of these to give some sort of range and explanation to it.

== The DH3 Scoring Chart ==

ACTION	INFO	POINTS
Destroying a Bomb	Finding a bomb and blowing it up.	+100,000
Picking Up Extra Life	Grabbing another chance.	+100,000
Getting a New Car	Grabbing a new car.	+75,000
Picking Up Points Bonus	Grabbing a points icon.	+50,000
Hitting Bomb Cars	For each hit of a bomb car before finally blowing it up you will get this much.	+50,000
Hitting Dump Trucks	Ramming into speeding trucks.	+50,000
Hitting Police Cars	Ramming into Police Cars.	+50,000
Picking Up Time Bonus	Grabbing additional time bonus.	+10,000
Picking Up EMS Icon	Gaining help from the EMS.	+10,000
Hitting a Launch Icon	Getting launched into the air.	+25,000
Hitting a Nitro Icon	Getting super speed burst.	+50,000
Hitting the Dump Truck During Bonus Rounds	Ramming into the Dump Truck. For each hit you will get...	+1,000
Hitting Pedestrians	Hitting any person on the streets.	-1,000

#### - Level Completion Bonus

After each of the level you will be scored on the percentile number of various items times a multiplier which goes up in hundreds by the number of levels. i.e. the 4th level will be times 400. So on the 4th level if you get 85% then it will be 85% X 400, which is 33,600. There are 16 levels in the Die Hard WAV game so the maximum is 1600 X 100 or 160,000 bonus points per item. For three objects scored that's a total maximum of 480,000 points on the last level.

#### - Safety Margin

The chaos or lack of chaos caused out of 100%

#### - Citizens Saved

The number of innocent bystanders saved out of 100%

#### - Car Damage

The amount of strength left to the last car you drove out of a 100%

F O U R - T W O = icons/pickups

DH:WAV has a number of icons which makes up it's base. All of these icons and pickup's are detailed below.

ICON	INFO
Bomb	Round red target on an object (car, item, or otherwise) which is your target to hit. Drive into

	it to destroy it.
Bomb Car	Same as a bomb except it's a blue target on a moving car. You'll need to follow it and ram it numerous times before it will be blown up.
Time	Yellow icon. Gives McClane more time and a better chance to reach the next bomb. Each one only adds a few seconds though. The most common icon.
Turbo	Pink icon. Each icon collected will give you the ability to turbo boost the car for a while. You can activate this by pressing circle.
Launch	White icon. Drive over these mini-bombs to catch some air. Usually found around traffic jams and other roadblocks that you can jump over.
Points	Blue icon. An extra points bonus to go towards your high score. Each icon gives you 50,000 additional points on your total. Quite common.
EMS	Light blue icon. Driving through this will summons an ambulance or police car to get through heavy traffic or guide you better to your destination.
Extra Life	Dark red icons. Very rare additional continue icon which will allow you to continue if you fail a mission. Found often in bonus levels.
Nitro	Dark purple-red icon. A very rare Nitrous burst to blast through long streams of heavy traffic. Sets things around the car on fire as you move quickly.

#### F O U R - T H R E E = cars

There are a number of cars to drive in Die Hard 3. Each of these has it's own special features which make it better or worse than other cars. To find cars keep an eye on the compass in the top left where the bomb direction is. When a blue arrow appears this is the location of the car. Check below for more details. Please also note that "car bombs" are still under bomb numbers.

CAR	INFO
Taxi	Your normal car is this NY cab. All around average when it comes to handling, speed, etc. You can also find it during the following missions: <ul style="list-style-type: none"> <li>- Lv. 1 ~ Harlem #1, Bomb #2</li> <li>- Lv. 8 - Wall Street #2, Bomb #1</li> </ul>
Cop Car	The cop car is super fast but with the same average handling of the Taxi. It is also your car of choice in all of the bonus missions. Pushing R1 which is normally the horn will put the siren on. You can find it in different locations during the following missions:

- Lv. 1 ~ Harlem #1, Bomb #2
- Lv. 1 ~ Harlem #1, Bomb #3
- Lv. 1 ~ Harlem #1, Bomb #4
- Lv. 6 ~ Chinatown #2, Bomb #2
- Lv. 9 - Quay #1, Bomb #3

Light Blue Sedan

The light blue car has a lower than average acceleration but makes up for it with a generally good cruising speed and responsive handling for tight cornering. It can be found in the following locations:

- Lv. 1 ~ Harlem #1, Bomb #7
- Lv. 6 ~ Chinatown #2, Bomb #2

Dump Truck

The big slow sloth of a car has good impact ability to clear traffic out of the way and can reach an okay speed for driving along at. Just don't expect to go chasing bomb cars so easily in it. You will also drive one of these in the later Aquaduct missions. It can be found in the following locations:

- Lv. 1 ~ Harlem #1, Bomb #7

Hot Dog  
(Joe's Greasy Dogs)

For a van with a giant wiener on top this thing moves surprisingly fast. The only problem comes with it's handling - which while isn't a big problem in the park most of the time, can be troublesome around water or over bridges. It can be found during the Central Park missions as outlined below:

- Lv. 2 ~ Central Park #1, Bomb #4

Ferrari

Superfast sports car. You'll have no problems getting from a to b in this car. Handling can be a little bit twitchy on the sharp cornering, but if you get that down then your set. Great for car bomb chasing too. The mission locations it can be found at are as follows:

- Lv. 3 ~ Chinatown #1, Bomb #3
- Lv. 6 ~ Chinatown #2, Bomb #6
- Lv. 7 ~ Harlem #2, Bomb #3/4

Merc.

This is your starting car in the Wall Street levels. It's a bit slower than a taxi but everything else is fairly much the same except it's handling which is much, much, better.

Porsche

Super fast, great handling, everything you'd want in a car to get around this game. Too bad it's not so common to find. Anyway, here's where you can

	find it during the game:
	- Lv. 4 - Wall Street #1, Bomb #5
	- Lv. 8 - Wall Street #6, Bomb #6
-----	
School Bus	Big and slow but the ramming ability is best by far (it'll even knock dump trucks out of the way like they were any other small car). Perhaps not the greatest thing for any car bomb chases because of it's speed but you'll appreciate it for getting from location to location - so long as you don't get stuck that is, as you can quite easily with something this size. The school bus is located during the following missions:
	- Lv. 6 ~ Chinatown #2, Bomb #4/5
-----	
Baby Carriage	The weirdest "car" of the lot is located only once during the game and you'll have to go looking for it. At the start of level 8 - Wall Street #2 turn 180 and drive until a different blue arrow appears (there will already be one leading to a taxi when you first start). Follow it and you'll come to a car park with the carriage you can drive. The pram is super fast and has superhandling, including the fact it's narrow enough to squeeze through gaps.
	- Lv. 8 - Wall Street #2, Bomb #1

---

#### F O U R - F O U R = info/tactics

Vengeance is all about arcade driving action. Going from location to location exploding bombs. Of course there are a few tactics and so forth you should know when you play.

##### - Using the horn

The horn (or on the cop cars - the siren) will be your best friend for keeping points. Using it will scatter any pedestrians on the streets away from your car. It's not fool proof but it works more often than not.

##### - Sharp Turning

Using the hand brake turns is the best if not the only way to get around the turns especially during events where you're chasing other cars. Depending on the car you may find yourself over turning, so be ready to correct that.

##### - Follow the icons

The icons (time/points normally) will lead you down the streets you need to take 99% of the time. This is the best way to keep enough time as well as getting to the bomb location in time.

##### - Change Cars for the Situation

Fast cars with good handling are sometimes set near where you need them - a car chase or some such. Heavy cars are set before strings of bombs where you need their power to smash through traffic. The short of it is to make sure you grab new cars when you can to make things easier for yourself.

- Listen to Zeus

He will tell you when to make left or right turns as well as to keep driving. While it is easy to follow the arrows most of the time sometimes you can get lost and the audio navigation will hopefully get you out of the rut.

- Hit the Launch

Simple point this one. Make sure when there launches around you actually hit them. You don't want to go colliding into the cars and trucks blocking the way.

- Find another way

If you find yourself blocked you'll have to turn around and find another way through. The programmers have set up numerous roadblocks which move as well as as traffic jams so be ready to change course quickly.

---

F O U R - F I V E = level passwords

Here is a quick list of passwords to all levels of Die Hard With A Vengeance. These are the PS version codes but I think they work on all 3 versions. The passwords will start you with 9 lives and 99 turbo. I took these from GameWinners.com so all credit to them.

-----		
Lv. 1	- Harlem #1	- 0%   Passcode
-----		
		n/a
-----		
Lv. 2	- Central Park #1	- 12%   Passcode
-----		
		XJ1GFT!7XMLG9
		T74XMLD3K72X!
		LG82RC8VMZKSH
		HXWQZWM7GVHSJ
-----		
Lv. 3	- Chinatown #1	- 25%   Passcode
-----		
		T81XMLG9TC5DP
		LQBTC5G!VQDT7
		5DN965F24Y7QQ
		7TW1X6CK5JV6J
-----		
Lv. 4	- Wall Street #1	- 37%   Passcode
-----		
		ZS1!CYHPZWWHF
		YRQZWWF7PRJZR
		WHD67TBLVY7QR
		TZ3!!!BK! 2BJ
-----		
Lv. 5	- Central Park #2	- 43%   Passcode
-----		
		KS28P3DFKV78Y
		3NGKV7BRCN8KQ
		78XS415M6VCC4
		K63SGSJDFD2J
-----		
Lv. 6	- Chinatown #2	- 50%   Passcode
-----		

```

| Z41!5XRLZ7S!3
| XHKZ7SY9NHRZC
| S!27!ZBGTD7LR
| J!7XHK!CVWFG
-----|-----
Lv. 7 - Harlem #2 - 62% | Passcode
-----|-----
| !81!MZHT!CYHP
| ZRV!CYF!QRX!7
| YHN57PC2XX9MH
| TZ3T!7VPFC4H
-----|-----
Lv. 8 - Wall Street #2 - 68% | Passcode
-----|-----
| 5422VBKB54NLL
| B9954NJS29H58
| NLMKT6KFP6VT1
| C48J2198NRN6J
-----|-----
Lv. 9 - Aquaduct #1 - 75% | Passcode
-----|-----
| S82DFJG1SC1D5
| JQ2SC1GHSQ4S7
| 1D4C6FD2 SM 6
| 7TW5XQ4QGC62
-----|-----
Lv. 10 - Quay #1 - 81% | Passcode
-----|-----
| 7N23LHKZ7NZMV
| H9Y7NZKJ79W7S
| ZMWNTLMY!6ST9
| T6 V38MH9T9RJ
-----|-----
Lv. 11 - Aquaduct #2 - 87% | Passcode
-----|-----
| 8J24 KV78K248
| K248K262T228Y
| 249BLCXS3K66L
| 3996NV535LHKJ
-----|-----
Lv. 12 - Quay #2 - 94% | Passcode
-----|-----
| 9N24LMLG9P6NV
| MBF9P6QJWBC9T
| 6NW8V2YX72L82
| C89248C9MQZN
-----|-----

```

---

F I V E = cheats

- PlayStation

Press Start to pause the game and hold R2 while putting them in. All codes can be deactivated as well. You just need to re-enter the code to deactivate it.

Each code corresponds to a button or direction press, however there has been a letter format introduced for each of these codes to make words.

Credit for these codes go to issues of EGM, Tips and Tricks, and whatever other

magazine sources I collected these codes from back in 1996/1997.

Right | R  
Left | L  
Up | U  
Down | D  
X Button | X  
Circle Button | O  
Square Button | E  
Triangle Button | A

D I E H A R D	
CHEAT	INFO
R U D E	- God Mode   Gives you invincibility.
R E D O	- 50 Of Each Grenade   Gives you what it says.
R E E D	- Fat Mode   Turns John and all enemies into fat people.
D E A D	- Villains Float Upwards When Killed   The enemies will float to the sky when you kill   them.
L O D E	- Coordinates   Adds the programmers mapping co-ordinates to   the screen.
AAAAAAAAAARRRR   (10 A's, 4 R's)	- Stick Figures   Turns all of the characters into lines like in   a game of hangman. McClane will be white...   enemies red, dead enemies yellow, and hostages   blue. The code might take a few tries to enter.   You need to just keep hitting triangle for a   while (even if it's over 10) and then keep   hitting right.
D O O D A D	- Silly Mode   Enemies bend over and shoot between their legs.
R U D D E R	- Infinite ammo   Gives you infinite ammo for a single weapon.   Repeat to cycle through the different weapons.
R E A R	- Backwards controls   Inverts the control scheme (down is up, up is   down etc.)
D E E R	- Change Voices   Changes the pitch of the enemies voices. Enter   once for high pitched voices, once more for   deep sounding voices, and one last time to   return them to normal.
O O E E R	- Plants Scream When Hit



Ahh... just as it says. The plants will scream when they're hit with gunfire.

---

D O L E U E L

- Level Select

By using a controller in control port two you can select the level you wish to go to. On the second controller hold start and the current level will appear at the bottom of the screen. Press left or right to select a level (while still holding start) and then press the select button (this is a level "select" after all :p) to go to that level.

---

D I E H A R D 2 : D I E H A R D E R

---

CHEAT

INFO

---

D A R E

- God Mode

Gives you invincibility.

---

R U D E

- Debug Mode/Weapon Select

This option allows you to tinker about with the games settings - although you probably won't want to. Press Start for the map editor mode. By using controller two you can skip the current level and do additional adjustments. The best part comes from being able to select weapons at will by pressing the triangle button on control pad one. However it seems more or less randomized so you might need to keep hitting it until you find the weapon that you want.

---

D E A D

- Skeleton Mode

Turns everyone into skeletons.

---

R E L O A D

- Tons Of Ammo

Gives you 99 Rockets and 99 Grenades.

---

O D D E X E

- Fergus Mode

Turns everyone into Fergus McGovern (as part of a running Probe Software gag - see any Mortal Kombat home converted title produced by Probe).

---

L A R D

- Tall, Short, Fat, and Skinny Mode (TSFS)

Turns all the enemies into really tall, really short, really fat, or really skinny people.

---

D I E H A R D W I T H A V E N G E A N C E

---

CHEAT

INFO

---

L A R D

- Fat Mode

Makes the cars extra large. Of course the only way you can still drive them is from the front "inside" view... they take up too much of the screen otherwise.

---

O D D A X E

- Fergus Mode

As with Die Hard 2, turns everyone into Fergus

McGovern (as part of a running Probe Software gag - see any Mortal Kombat home converted title produced by Probe). That even includes the pigeons flying around - now just Fergus.

-----  
R E L A X E D

- Acid Trip Mode

All of the buildings are slumped, twisted and have holes in them. Textures are messy, and signs and bridges droop like they're melting. The entire world is messed up. You might need to go into the save game sub menu within the options and do the code from there to avoid exiting the pause menu before the code is fully entered. Keep in mind this can't be turned off.

-----  
D U L L D U L L D U L L

- Removes Texture Maps

Kinda weird code... just removes all the textures making the world look like a flat colored mess. Kinda funny.

-----  
L U L L E D

- Slow Motion

Slows everything down to a snails pace. Even the sounds and every action. Can't be turned off.

-----  
O O E E D D X X

- 999 Turbos

Gives you 999 turbos to use.

-----  
O R D E A L

- Napalm Turbo

Combine a turbo and a "launch" icon and this is what you get. Everytime you use a turbo you'll be launched into the air by a huge fire blast below the car you're currently driving.

-----  
O D D E R

- Weird Camera

Entering the code makes the camera swap and the models adjust to weird angles. Each time you re-enter the code the view will swap between a few different setups. IMO the first one with the closer and slightly squeezed view is the best of them. You can't return to the default for some reason, so keep this in mind before you use the code.

-----  
L O U D E R

- Infinite Lives

Gives what it says. Infinite lives. Now you can continue no matter how many times you fail.

-----  
R U D E

- Debug Mode

Once you've entered the code, various co-ordinates will appear including a "hello" message from the programmers. From here you can use the 2nd controller port to do a few things. Firstly press start and a level selection option will appear. If you want to change level then select the one you want and then press X. Pressing triangle while this menu is up will also toggle the clock on or off. Out of the start menu, pressing square will restart you at the beginning of the current map, while circle

| will skip you forward to the next bomb or bomb |  
| car. Fiddling with some of the other buttons on |  
| the controller will also give some weird |  
| results, including the ability to adjust the |  
| size of the score at the top of the screen. All |  
| fairly pointless, but just in case you wanted |  
| to know - well now you do. |

-----  
| D O D O | - Chase Mode Camera |  
| Adds an additional camera that acts like you're |  
| watching from an omnipotent viewing ability |  
| (well that can be said for all the cameras - |  
| but this one has the ability to track through |  
| walls and so forth) way above the streets. |  
| It's difficult to control with and not the |  
| greatest thing at all to play in for long times |  
| (well-you DO get used to it eventually), but if |  
| you're looking for added challenges - then this |  
| is it. Beat the game in while staying in this |  
| camera mode and you're a Die Hard master. |

-----  
| R O L L E D | - Dice in Windscreen |  
| This just simply adds dice to the windscreen in |  
| the inside camera view... well except they |  
| aren't dice. They're cars. The more times you |  
| repeat the code the more that are added too... |  
| they kinda create a cool effect where there is |  
| a lot of them... like a motion blur or |  
| something as each one reacts to movement. |

-----  
| D E A R D E A R | - Change the Sky (Repeat To Toggle) |  
| This just simply changes the sky to make it |  
| darker. Each time you do it the mode patchy and |  
| darker it becomes. |

-----  
| R E A D X X X | - Roswell "Alien" Mode |  
| This mode will change all the cars into UFO's, |  
| pedestrians into aliens, and "bomb cars" will |  
| become "Invaders" LOL To get it work go to the |  
| 2nd level (Central Park #1) and pause. |  
| Highlight "QUIT", hold R2 as normal, and enter |  
| the code. The level will end but the word |  
| "ROSWELL" will appear. Once the bonus has been |  
| given, the level will restart in "Roswell Mode" |

#### - Saturn

For a cheat menu, on the Copyright screen, press C, A, B, B, Y, C, A, B, B, Y before it goes.

You can access the Cheat Menu from any game by pausing the game. I took this code from the listing at GameFAQ's. All credit to the original submitter.

#### - PC CD-ROM

Press [Esc] to pause game play, then hold the letter R + 2 while entering one of the following codes to activate the corresponding cheat function. Game play will resume to confirm correct code entry.

Up | Up  
Down | Down  
Right | Right  
Left | Left  
Letter E | E  
Letter O | O  
Letter A | A

---

CHEAT	INFO
R U D E	- God Mode Gives you invincibility.
R E D O	- 50 Of Each Grenade Gives you what it says.
R E E D	- Fat Mode Turns John and all enemies into fat people.

---

D I E H A R D 2 : D I E H A R D E R

---

CHEAT	INFO
R U D E R U D E	- God Mode / Weapon Select Gives you invincibility.
R E L O A D E D	- Lots Of Ammo Gives you 99 Rockets and 99 Grenades.
L A R D	- Tall, Short, Fat, and Skinny Mode (TSFS) Turns all the enemies into really tall, really short, really fat, or really skinny people.
D E A D	- Skeleton Mode Turns everyone into skeletons.

---

D I E H A R D W I T H A V E N G E A N C E

---

CHEAT	INFO
L O U D E R	- Infinite Lives Gives what it says. Infinite lives. Now you can continue no matter how many times you fail.

---

S I X = the end bit

All credit to the cheat sources I got. Skip, Alby, Brett, and all the people who gave a shit and sat down to play Die Hard Trilogy "back in the day" when we didn't know anything better to do with a spare day in '97. My notes on the game for not moving anywhere and getting lost during the last few years... LOL And anyone who read all this even though it's so damn old. 99KB out of a tech guide.

Well it's all done now... time to go. Hope it's helped....

2003 - RMc (mcgregorr@extra.co.nz)

...the end...

---

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