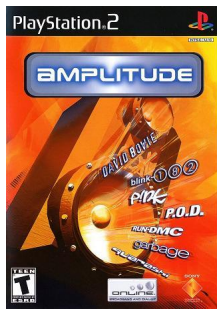


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[Amplitude Cheats Unlockables Part I \(PS2\)](#)

Get all the unlockables

In Amplitude, the player controls a ship (referred to as a "Beat Blaster") moving down a path of varying shapes and lengths, containing up to six tracks. Each color-coded track corresponds to a different aspect of the song, such as percussion, synth, bass, or vocals, and contains a sequence of notes. As the player hits buttons corresponding to the note placement on the track, the notes activate a small portion of the track. If the player successfully activates enough notes in sequence, the track is "captured" and the section will play automatically for a number of bars, freeing the player to capture another section. Capturing sections also releases "sonic energy" that keeps the Beat Blaster in motion. The primary object of the game is to capture a sufficient amount of sections to reach the end of the song. If the player continually misses notes, the energy meter empties until the game is over. There are several different powerups available to the player to make gameplay easier. Powerups are gained by activating a series of specially shaped and colored notes. Such powerups allow immediate capturing of tracks, doubling of points scored, slowing down the speed of play, and jumping into freestyle mode (which allows the player to riff to the music, gaining points without the difficulty of playing predefined tracks). The player achieves a high score in the game by quickly moving from track to track without a break as each is completed, increasing a point multiplier. Tracks with more notes are worth more points, so choosing those over simple tracks is advantageous as well. The game is structured as a series of levels, each containing a number of regular songs, a "boss" song, and a bonus song available when the player reaches a sufficient aggregate score for the level.

UNLOCKABLES

Annie Successfully complete the Blastlands bonus song under the Mellow or higher difficulty setting.

Bat Gal Successfully complete the Beat Factory Boss song under the Brutal or higher difficulty setting.

Bat Lad Successfully complete the Metaclouds bonus song under the Normal or higher difficulty setting.

Biggie Successfully complete the Metaclouds bonus song under the Mellow or higher difficulty setting.

Bot Girl Successfully complete the Beat Factory bonus song under the Normal or higher difficulty setting.

Bug Successfully complete the Beat Factory Boss song under the Insane difficulty setting.

Cyclops Successfully complete the Elektro Kore bonus song under the Insane difficulty setting.

Demon Dave Successfully complete the Metaclouds bonus song under the Brutal or higher difficulty setting.

Diabolical D Successfully complete the Elektro Kore bonus song under the Brutal or higher difficulty setting.

Disco Marv Successfully complete the Blastlands bonus song under the Brutal or higher difficulty setting.

Evil Motomatic Successfully complete the Elektro Kore Boss song under the Insane difficulty setting.

Fred Successfully complete the Neotropolis bonus song under the Mellow or higher difficulty setting.

Goggle Bot Successfully complete the Beat Factory bonus song under the Insane difficulty setting.

Grondor Successfully complete the Beat Factory Boss song under Normal or higher difficulty setting.

Happy Fun Girl Successfully complete the Beat Factory Boss song under the Mellow or higher difficulty setting.

Hotpants Successfully complete the Metaclouds Boss song under the Normal or higher difficulty setting.

Kim Successfully complete the Blastlands Boss Song under the Mellow or higher difficulty setting.

Kong Successfully complete the Beat Factory bonus song under the Brutal or higher difficulty setting.

Larry Successfully complete the Blastlands Boss song under the Insane difficulty setting.

Lazy Jay Successfully complete the Elektro Kore Boss song under the Normal or higher difficulty setting.

Levar Successfully complete the Metaclouds Boss song under the Mellow or higher difficulty setting.

Little Tony Successfully complete the Blastlands Boss song under the Brutal or higher difficulty setting.

Mad Melvin Successfully complete the

Neotropolis bonus song under the Insane difficulty setting. **MC Mike** Successfully complete the Blastlands bonus song under the Normal or higher difficulty setting. Here is a gameplay video: