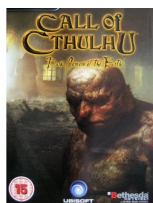


22 July 2008

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## [Call of Cthulhu: Dark Corners of the Earth Unlockables \(PS2\)](#)

### *Get harder difficulties*

Call of Cthulhu: Dark Corners of the Earth is a video game developed by Headfirst Production and published by Bethesda Softworks and 2K Games. It was developed for the PlayStation 2 gaming console, the Xbox from Microsoft and for the PC. It was launched in 2005. The title is classed as an action horror title, played from a first person perspective and includes elements of stealth gameplay and survival sections. The game puts the player in the shoes of detective Jack Walters, who, before the beginning of the game, had confronted the horrors of Cthulhu and hoped he would never have to face them again. But in order to save the place where he lives and the whole of the world the detective will have to face his fears and battle the demonic Cthulhu and his creations. You will need to employ stealth at some points and you will have to fight your way through enemies in other areas. The game has a couple of interesting gameplay mechanics. First of all, there is no HUD and no numbers telling you how much health you have and how much ammunition you carry. All the info is gained through looking at yourself and at your weapon. The enemies do not only harm you physically, but they attack you on the mental level. So, the player should worry about his sanity as much as his health. If the sanity level drops too much, the character you control will respond slower and will generally perform worse in the game world.

**UNLOCKABLES**  
**Hardened Detective difficulty** Successfully complete the game under the Private Investigator difficulty setting.  
**Mythos Master difficulty** Successfully complete the game under the Hardened Detective difficulty setting.  
**"A" rank** Get a 100% game completion to earn an "A" rank. This can be done by collecting all journal entries (thirteen in Jack's Diary, eighteen in General Evidence, and six in Mythos Tomes), finding the rifle a reception office door in the refinery, saving Ruth from the rafters, and keeping enough sailors alive during the boat ambush all under three and a half hours with less than thirty saves done manually. Here's the trailer: