I am not sure of the origin of this, but I do know there is a glitch in the game which can be exploited by anyone with common knowledge. I also am not sure how to stop it. The exploit revolves around the final part of the game where you are required to collect all of these yellow orbs that are strewn about throughout each level. There is one at the end, however it's on top of an unreachable ledge and cannot be collected without cheating or taping up some rope; which you can't do without accessing a mission first (which requires achievements). It seems like they designed this game for people who like exploration and backtracking more than actually completing missions...

Yes, you can run through walls. Go into the "Options" screen by tapping the Start button. Scroll down to "Controls", select Auto-Pause, and then choose Off or Never. You can also toggle it on or off by pressing the Pause button under the Game's Options.

The PlayStation version of the game only supported standard game controllers. It is possible to play the iOS version with a Sixaxis or DualShock 3 controller though, provided that you know the buttons. Since the game is played using on-screen controls, players can choose what button they want to use for each action; melee attack (X), ranged attack (square), jump (up), switch weapon (down). It is recommended that you change the "Melee Attack" button to something else, because playing on an iPhone will make it difficult to press "X". You can also change around buttons for certain actions if you want. To use a Sixaxis/DualShock 3 controller: On the Options screen go to 'Controls' and set 'Normal Controls' to 'None'. Insert the Sixaxis or DualShock 3 controller into your iPhone. Press any button on the controller (Start works well, or Select). At this point, the game will reset.

While in game, press the Select button to bring up a list of all buttons that can be used for actions. The following options are available; Jump (Square), Melee Attack (X), Ranged Attack (Triangle), Switch Weapon (Circle), Pause (Start).

If playing with Sixaxis/DualShock 3, you will need to press Start to bring up the 'Pause Menu Options' screen. Use L2/LT to select 'Pause', and R2/RT to select 'Off'. Press Start to confirm and exit the 'Pause Menu Options' screen.

Adjusting the camera angle: When in game, tap on the screen to zoom in and out (tap and hold to zoom in quicker). You can also play it with a DualShock/Sixaxis controller; press the left analog stick left/right (left analog stick right is for rotate clockwise, left analog stick left for rotate counter-clockwise).

Some sixaxis/Dualshock controllers require that you lube them up before use. This mainly pertains to older models which have silicone rings around their joysticks.

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