

Starsky & Hutch FAQ/Walkthrough

by psxdriverplayer

Updated to v1.10 on Nov 29, 2018

STARSKY & HUTCH (GBA)
MECHANIC & WALKTHROUGH GUIDE FOR BETA AND FINAL GAME
Created by: PSXDRIVERPLAYER

Any questions, comments, corrections or some more-or-less great feedback: email me at dave.snooper@gmail.com

If possible include something other than just "Help" so I know what game is the subject about.

Sites that are authorized to show this FAQ:

gamefaqs.com

neoseeker.com

DISCLAIMER: Any quotes from in-game text is as-is, with present typos and such. Any other errors can be reported. If I have missed anything, just tell me and I'll investigate the matter.

Table of contents of this FAQ, in order of appearance:

#####

1. Introduction
2. Controls & Mechanics
 - 2.1. Controls
 - 2.2. Mechanics
 - 2.3. A bit about map mechanics
3. Walkthrough
 - 3.1. BETA Walkthrough
 - 3.1.1. MISSION 1 (Fast Cars)
 - 3.1.2. MISSION 2a (BOOM! Time at the Bank)
 - 3.1.3. MISSION 2b
 - 3.1.4. MISSION 3a (Hit The Gas)
 - 3.1.5. MISSION 3b
 - 3.1.6. MISSION 3c
 - 3.1.7. MISSION 3d
 - 3.1.8. MISSION 3e
 - 3.1.9. MISSION 4a (The Reluctant Informer)
 - 3.1.10. MISSION 4b
 - 3.1.11. MISSION 5a (From Dusk 'til Dawn)
 - 3.1.12. MISSION 5b
 - 3.1.13. MISSION 6a (Get Shorty)
 - 3.1.14. MISSION 6b
 - 3.1.15. TestMission
 - 3.1.16. DtwnNice
 - 3.1.17. CityCent
 - 3.1.18. Map menu messages for each mission
 - 3.2. Final version Walkthrough
 - 3.2.1. SEASON 1 EPISODE 1 - FAST CARS
 - 3.2.2. SEASON 1 EPISODE 2 - BOOM! TIME AT THE BANK
 - 3.2.3. SEASON 1 EPISODE 3 - HIT THE GAS
 - 3.2.4. SEASON 1 EPISODE 4 - THE RELUCTANT INFORMER
 - 3.2.5. SEASON 1 EPISODE 5 - FROM DAY TILL DAWN (From Day 'til Dawn)

- 3.2.6. SEASON 1 EPISODE 6 - BREEZE CITY
- 3.2.7. SEASON 2 EPISODE 1 - BOMB SURPRISE
- 3.2.8. SEASON 2 EPISODE 2 - POULTRY & WATER FOUL
- 3.2.9. SEASON 2 EPISODE 3 - MEDIUM RARE STAKEOUT
- 3.2.10. SEASON 2 EPISODE 4 - THE SWANNS FLY SOUTH
- 3.2.11. SEASON 2 EPISODE 5 - LIVE AND KEEP DRY
- 3.2.12. SEASON 2 EPISODE 6 - STUFFED LIKE A TURKEY
- 3.2.13. SEASON 3 EPISODE 1 - ZEBRA 6?
- 3.2.14. SEASON 3 EPISODE 2 - DELIVERY BOY
- 3.2.15. SEASON 3 EPISODE 3 - WASHING THE DIRTY LAUNDRY
- 3.2.16. SEASON 3 EPISODE 4 - PARAMENACE
- 3.2.17. SEASON 3 EPISODE 5 - KIDNAP!
- 3.2.18. SEASON 3 EPISODE 6 - RAMMING SPEED
- 3.2.19. SEASON 4 EPISODE 1 - BREAKOUT! (Breakout)
- 3.2.20. SEASON 4 EPISODE 2 - MAD BAD TAXICAB
- 3.2.21. SEASON 4 EPISODE 3 - THE HIT MEN AND HER
- 3.2.22. SEASON 4 EPISODE 4 - RUNAWAY TRAIN
- 3.2.23. SEASON 4 EPISODE 5 - THE GAME IS UP KILEY
- 3.2.24. SEASON 4 EPISODE 6 - TRUCKSTOP
- 3.2.25. END OF THE GAME
- 3.2.26. Map menu messages for each mission
- 3.3. Game Modes Walkthrough
 - 3.3.1. GAME MODES - CRUISE MODE
 - 3.3.2. GAME MODES - CHASE THE ACE
 - 3.3.3. GAME MODES - CHICKEN CHASE
 - 3.3.4. GAME MODES - DOWNTOWN DASH
 - 3.3.5. GAME MODES - PLANE SURVIVAL
 - 3.3.6. GAME MODES - DONUT DASH
 - 3.3.7. Map menu messages for each Game Mode
- 4. Unlockables
- 5. A bit about menus
- 6. Glitches
- 7. Cool stuff
- 8. Gameshark codes
- 9. Thanks and stuff

```
#####
#####
#####
```

1. Introduction

```
#####
#####
#####
```

This guide contains walkthrough for Beta and Final versions for this very interesting game. In this game you drive around Bay City using your '76 Ford Gran Torino while doing all sorts of missions. The final game's guide is based on the European version, so if US version differs in any way, let me know, K?

```
#####
#####
#####
```

2. Controls & Mechanics

```
#####
#####
#####
```

In this section we are discussing controls and some game mechanics. Read on.

```
#####  
#####  
2.1. Controls  
#####  
#####
```

Interesting controls for interesting game. At first, gameplay controls:
D-PAD LEFT/RIGHT = Steering your car
A = Accelerate
B = Brake
L = Rear View
R = Shoot
Start = MAP
Select = Pause (Final only)
These can be modified by selecting from 4 different pre-set settings. (Final only)

Menu controls:
D-PAD UP/DOWN/LEFT/RIGHT = Change highlighted object
A = Select the highlighted object
B = Go back to previous menu

Debug controls in BETA:
L = Change camera away or to AI, changes your vehicle in the process
Hold Select = Slow motion
Select + A = MISSION COMPLETE!
Select + B = Debug menu
Select + Start = Change color of the streets
Hold A = Values change faster in debug menu
D-PAD = Change things in debug menu
SELECT = Change value format
START = Apply debug menu changes
Select + D-PAD UP, DOWN, LEFT, RIGHT = Change camera position

```
#####  
#####  
2.2. Mechanics  
#####  
#####
```

Mechanics differ between versions, such as:

- Your car seems to handle a bit worse in BETA.
- You can crash into lamp posts without any effects in BETA. Final game has a speed reducing mechanic added.
- You only take damage from vehicles that can take damage and from water in the BETA.
- Your health regenerates slowly in BETA (one bit every 10 seconds).
- Your bullets regenerate to full slowly in BETA (one bullet every 10 seconds). Final game regenerates only 6 bullets, and that only happens when you run out, plus you can't use your bullets until you have 6.
- Enemy vehicles can take damage only from you and water.
- You can't lose for being too far away in BETA.
- When you hear *BEEP* *BEEP* *BEEP*, the radio icon flashes and the message seen in the map screen changes. The sound effects are missing in BETA, the text change is present.

- Roadblocks are missing in BETA.
- No submenus in Episode Selection in BETA.
- BETA has no health or bullet pickups (gives 50% of health/bullets back).

Mechanics only in beta:

- When looking at the map, pressing A will let you choose between three options present. I don't know what the center and bottom options do, they might not be finished. The top option lets you insert a cop car at the game world as a some sort of roadblock...? The option can crash the game however.

A few important notes about final game:

- When you see "MISSION COMPLETE!", it acts as a checkpoint.
- The game is autosaved when you complete an episode.

```
#####  
#####  
2.3. A bit about map mechanics  
#####  
#####
```

BETA:

- You are seen as a red arrow with black outline, rotated to where you face in the world
- Small light blue x is used when there's multiple targets to go through
- A bit darker blue large X shows your destination
- A vehicle you're after shows up as a vehicle
- Center city area has Police station mark and subway marks only
- Left city area has subway marks only
- Right city area has nothing

FINAL:

- You are seen as a red arrow with black outline, rotated to where you face in the world
- Orange colored large X is used when there's multiple targets to go through (if marked)
- Blue X shows your destination
- A vehicle you're after shows up as a vehicle
- Marked on the map are: Police station, subways, gas stations
- Huggy's and the bank are marked on the map (center city area)
- Courthouse, hospital, casino and Hutch's apartment are marked on the map (left city area)
- Stadium, airport, train station and prison are marked on the map (right city area)

```
#####  
#####  
#####  
3. Walkthrough  
#####  
#####  
#####
```

This section contains the actual walkthrough of the game.

```
#####  
#####
```

3.1. BETA WALKTHROUGH

#####

We'll start off with BETA WALKTHROUGH. Season 1 is present here with a few other missions, with small changes made to all of them in final version. This walkthrough is based on a video series I made and if you get stuck or don't understand something you can watch it in such as occasion. Remember, the destination is always shown on the map screen if not said otherwise.

As you boot the game you'll see a screen that says "In development By Spellbound" and "Work In Progress". You are then directed to the menu screen. You can choose only Story Mode or Episode Repeat. This leads us to:

3.1.1. MISSION 1

#####

Useful info:

- Car shows up on the map

At first you are greeted by briefing:

"(PLACE HOLDER) STARKY & HUTCH ARE GRABBING A BURGER WHEN A GREEN CHAVELLE SCREECHES PAST. THE CAR IS THROWING PAPER OUT OF THE WINDOW AS IT GOES. THEY ARE TRYING TO GET RID OF SOMETHING."

Mission starts with 2:00 time limit:

The green car starts in front of you and turns left (your right). It then drops an item and turns left. Pick it up. Don't worry if you miss, it drops them during the 2:00 all the time. Follow the car as it turns left and drops another item. Pick it up. This time it goes straight and then right and drops an item. Pick it up. It turns right and after that drops an item. Pick it up. If you have 4 at this point, it is MISSION COMPLETE.

If you don't have 4 items collected, the car continues to turn in various spots and drops a lot of them items.

3.1.2. Mission 2a

#####

Useful info:

- Targets show up on the map

At first you are greeted by briefing:

"(PLACE HOLDER) THE PAPER TURNS OUT TO BE A TORN PHOTO BUT THERE IS NO TIME TO CHECK IT OUT NOW, THERE IS A ROBBERY IN PROGRESS AT THE BANK. THE PERPETRATORS HAVE SET EXPLOSIVES ON EVERY ROAD TO THE BANK, THEY NEED TO BE DISARMED BEFORE STARKY & HUTCH CAN MOVE IN [SOME GLITCHED THING]"

Mission starts with 2:00 time limit:

You'll see 7 dynamite icons at the bottom of the HUD. Turn right and then left, continue through that road and after the road makes a left turn, turn right, then turn right and you'll see your 1st explosive. Just drive through it. Continue forward and you'll encounter explosive #2. Though it is in a road that turns right, you can smash through things and continue forward. You'll come across explosive #3, which is on the right side, then explosive #4, pretty much in the middle and then explosive #5, in the left side. Immediately turn left to

go through an alley and turn left. Behind some iron boxes you'll see explosive #6. Drive through it and continue straight, then turn right. Behind a kiosk is the last explosive. Drive through it and continue straight.

Mission continues with 1:00 time limit:

At this point you have 1:00 to go to the bank regardless of your time earlier. Turn right to arrive at the bank. MISSION COMPLETE.

3.1.3. Mission 2b
#####

Useful info:

- Car shows up on the map

At first you are greeted by briefing:

"(PLACE HOLDER) STOP THE ROBBERS"

Mission starts with 5:00 time limit, at about 3:12 you get MISSION FAILED if the van is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the van and ram into it or both at the same time. A skilled player can do this in about 30 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE VAN TAKES A FOLLOWING PATH: Turns left when it can at 1st, handles badly after, then goes straight, after a kiosk turns left through an area between it and things. Goes straight, turns to a road that is on the left side which curves right slightly, goes on, at the gas station hits an obstacle, and goes on forward. After that it turns right and makes a circle around some houses, comes back and turns right and then left. At this point you get MISSION FAILED if you haven't destroyed it.

3.1.4. Mission 3a
#####

At first you are greeted by briefing:

"(PLACE HOLDER) THE ROBBERS WERE DRIVING A NEWLY PAINTED VAN. AFTER THE MESS THEY LEFT BEHIND, STARKY & HUTCH ARE SENT TO GET SOME DRIVER TRAINING..."

Mission starts with 1:30 time limit:

Make a 180 degree turn left and continue driving on that road. At some point you encounter a situation where the road curves right and there is another road that requires you to make a left turn which curves right, as a result you'd be going straight up. Take that road. You might want to just cut short using a sidewalk to avoid turns. That road gets narrower later. At the end turn right. Behind some trees is your goal. MISSION COMPLETE.

3.1.5. Mission 3b
#####

At first you are greeted by briefing:

"(PLACE HOLDER) AVOID THE OBSTACLES"

Mission starts with 2:30 time limit:

Hitting them cones takes 10 seconds off each. At the start, keep following the path which curves left, then right and right. It is best to stay in the middle at this point. Use the 2 objects to jump as it is the only way if you don't want to lose time (this is easy anyway) and turn right. You reach a circular corner, go around and turn right when appropriate, either through an opening between cones or following the road. Go from left side of the road to the right side. Turn left and right. At the right of the area is a finish thingy. Drive between the cones and MISSION COMPLETE.

3.1.6. Mission 3c
#####

At first you are greeted by briefing:
"(PLACE HOLDER) WHILST AT THE TRAINING GROUND, STARKY & HUTCH RECEIVE A CALL, THERE IS A GAS STATION HEIST IN PROGRESS [SOME GLITCHED THING]"

Mission starts with 5:00 time limit:
At the start, turn left. Then turn left. Follow forward that road. Turn left again. Follow forward that road and after the curve to the right, turn left. Make another left turn and continue forward. After a long right curve and a small left curve, turn right to cross the water and then turn left. Then right. Then left again after the curve to the right. Yet another left and continue forward and after a while you should see the target. Turn left and drive to it. MISSION COMPLETE.

3.1.7. Mission 3d
#####

Useful info:
- Car shows up on the map

At first you are greeted by briefing:
"(PLACE HOLDER) AT THE GAS STATION THERE HAS BEEN A CHANGE OF SHIFT AND THE TILL IS EMPTY, THE INCENSED ROBBER IS TRYING TO RAM THE GAS PUMPS, YOU ARE GOING TO HAVE TO HOLD HIM OFF UNTIL BACK UP ARRIVES [SOME GLITCHED THING]"

Mission starts with 5:00 time limit, at 2:50 left you win the mission:
Now this is a mission you can win by doing nothing. The AI just drives around the place and drives to the water (this happens at random times) and stays there.
STRATEGY: Just do whatever you want. Just don't die yourself.

3.1.8. Mission 3e
#####

Useful info:
- Car shows up on the map
- Assassins are not seen on the map

At first you are greeted by briefing:
"(PLACE HOLDER) STOP THAT CAR"

Mission starts with 5:00 time limit, at about 2:42 or 3:01 you get MISSION FAILED if the car is not destroyed, depending on the route:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 30 seconds. Also be careful after you enter the area with gray ground, there is assassins there, though they are invisible. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: At first the car turns to the field on the right, makes an u-turn an then turns right then makes another u-turn after the first intersection, then turns left and follows that road. Then it turns right, then left and follows that road or at first the car turns to the field on the right and reaches the road there and turns left and follows that road. Then it turns left and handles badly while following that road. Then it turns left and through the gate. Turns right at opportunity #2, after that turns left at opportunity #1, then turns right at opportunity #1, also right at opportunity #1, then turns left at opportunity #1, also left at opportunity #1, then right and makes an u-turn goes straight, turns left at the fifth gap between buildings and sets off an explosion, goes straight or turns right (depends how one sees it), after that turns right at opportunity #1, after that turns left at opportunity #1, also left at opportunity #1 and through the gap between two buildings at left. Turns right and then right, follows that route, finally turns left. At this point you get MISSION FAILED if you haven't destroyed it.

```
#####  
3.1.9. Mission 4a  
#####
```

Useful info:

- Dave's location shows up on the map

At first you are greeted by briefing:

"(PLACE HOLDER) THE GAS STATION ROBBERS ARE DRIVING ANOTHER FRESHLY PAINTED SET OF WHEELS. THE CROOKS TELL HUTCH THAT A GUY NAMED LOUIE SUPPLIES THE CARS. ARMED WITH A TORN PHOTOGRAPH AND HALF A NAME, STARKY & HUTCH GO TO HUGGY FOR INFORMATION. HUGGY TELLS THEM THEY NEED TO SPEAK TO A [SOME GLITCHED THING] CAT [SOME GLITCHED THING] CALLED DAVE; THEY ARRANGE TO MEET AT THE DOWNTOWN SUBWAY STATION [SOME GLITCHED THING]. BUT DAVE HAS BEEN SPOOKED, HE HAS TAKEN OFF DOWN THE SUBWAY, CHASE HIM TO HIS DESTINATION!"

Mission starts with 5:00 time limit:

In this mission you need to travel to a subway station where Dave is. Take too long and he changes places.

At first he is somewhere else but the best strategy is to go straight as far as you can, then turn right, then left and then left and to the arrow. Then [BELOW FULL ROUTE]:

Dave's full route:

At the left you see an S sign with a green line starting from it. At 4:50 left he moves to the second S along the green line. At 4:35 left he moves to the third S along the green line. At 4:20 left he changes to red line moving north. At 4:05 left he moves to the next S following the red line. At 3:50 left he moves to the next S along the red line. At 3:35 left he changes to green line again, to the one that goes to south. At 3:20 left he changes to red line again and heads west. At 3:05 he moves to the S in the north, even though no lines connect from the previous one. Hmm. If you don't catch Dave before 2:49 left, it's game over.

"(PLACE HOLDER) ONCE CAUGHT, DAVE TELLS OUR HEROES THAT THE CARS THEY HAVE STOPPED WERE ALL SEEN AT LOUIE APGAR [SOME GLITCHED THING] S CHOP SHOP [SOME GLITCHED THING].."

Mission continues with the same time you had when catching Dave:
Turn around to go back where you came from and turn right, keep following that road. After you start to see beach, turn left at the next intersection, then left at the next. Keep following that road. At some point you encounter a situation where the road curves right and there is another road that requires you to make a left turn which curves right, as a result you'd be going straight up. Take that road and follow it. It gets narrower later. After that you'll see soon the arrow. Drive to that and MISSION COMPLETE.

```
#####  
3.1.10. Mission 4b  
#####
```

Useful info:

- Both cars show up on the map

At first you are greeted by briefing:

"(PLACE HOLDER) LOUIE AND HIS GANG ARE LEAVING IN TWO CARS, ONE CARRYING LOUIE AND THE OTHER HIS HENCHMEN. STOP LOUIE [SOME GLITCHED THING] S CAR BEFORE HIS HENCHMEN STOP YOU [SOME GLITCHED THING].."

Mission starts with 5:00 time limit, at about 2:43 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 30 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: The car containing his henchmen won't come after you if you don't go past them. Your focus should be in Louie's car, which starts and goes right, makes a small circle around the edges of the entrance to training area, then comes back and turns left past the starting point. Car makes u-turn of sorts, gets stuck in a wall for a small while, moves just to crash on the wall on the opposite side, then continue forward, then crash to a yet another wall while trying to turn left, then at the 2nd opportunity it makes a right turn. Then another right turn. Then it turns through a grassy area between buildings in the left, then turns right and continues. Tricks you with a move that would indicate a 180 degree turn, and then turns a full 360, and turns left. Then right, then makes a trick move and goes left. Yet another right turn. Then a left turn at the 2nd opportunity. Yet another left after that. Then a series of weird moves, but from the viewpoint of the player, it makes a right turn and a right turn while moving incoherently all over the place. Goes over an intersection, makes u-turn and makes a left (your right) turn. Then goes over an intersection, makes u-turn and makes a right (your left) turn. Goes to an area with sand and makes a small trip to water, goes along the sand area, makes right before a wooden fence. Turns right, then right again. At the curve, the car makes another u-turn. Cuts short at what would be turn right and then left, makes an u-turn, turns right, and then right and goes straight. At this point you get MISSION FAILED if you haven't destroyed it.

```
#####  
3.1.11. Mission 5a  
#####
```

Useful info:

- Escorted car and enemy car show up on the map

At first you are greeted by briefing:

"(PLACE HOLDER) WITH LOUIE IN CUFFS HE WILL ONLY SPILL THE BEANS IF HE GETS POLICE PROTECTION. FOLLOW THE UNMARKED CAR CONTAINING LOUIE TO THE SAFE HOUSE [SOME GLITCHED THING]"

Mission starts with 5:00 time limit:

You begin from behind the escort car, it takes right turn at first, after the street gets narrower turns right and immediately left. At the end of the street it turns right. Soon after you see a car waiting. Approach the car.

Mission continues with 1:30 time limit:

When you see the car's life meter appear and clock changes to 1:30 ignore the escorting (the car drives to the place where you need to go later) and lead the enemy car to a helipad. Turn around and follow that road. After the left curve turn right through fences. Be careful as the chaser can ram your car off the road. Drive to the arrow and MISSION COMPLETE.

3.1.12. Mission 5b
#####

Useful info:

- Escorted car and enemy cars show up on the map
- Key location is not on the map

At first you are greeted by briefing:

"(PLACE HOLDER) LOUIE CALLS FROM A SLEEZY OUT OF TOWN BAR AND GUESS WHAT! HE IS IN TROUBLE AGAIN. GET OVER TO THE BAR AS FAST AS YOU CAN..."

Mission starts with 5:00 time limit:

Drive out of the area through fences and turn left. Follow that road and at the end turn right, then left or cut short and turn left. Then turn right and right to the off road area. Drive through the boxes and drive left and follow the path. Soon you'll find the arrow. Drive to it. Then:

"(PLACE HOLDER) LOUIE HAS LOCKED HIMSELF INSIDE THE GROUNDS AND HURLED THE KEY OVER INTO THE FIELD, FIND THE KEY AND GET LOUIE OUT OF THERE [SOME GLITCHED THING]."

Mission continues with 5:00 time limit:

Go back and turn left to face the wall that is most far on the left side and destroy a bush in front of it to find the key.

Mission continues with 5:00 time limit:

At this point go back. Then:

"(PLACE HOLDER) FOLLOW LOUIE TO THE SAFE HOUSE"

Mission continues with 5:00 time limit:

Drive out using the same route you used to get in there, and when reaching a road turn right. Continue that road and after the bridge turn right, then left. Make sure to hold off a car that comes after you at this point. Soon after when turning right another car comes after you. Hold that off too. Then turn left. Go straight and then turn left to behind them houses. When Louie reaches certain point it is MISSION COMPLETE.

ALTERNATE STRATEGY: Get the key before having the briefing about it. This saves time and gives you 2 briefings in a row.

#####

3.1.13. Mission 6a

#####

At first you are greeted by briefing:

"(PLACE HOLDER) THANKS TO LOUIE, STARKY & HUTCH NOW KNOW THAT CARLTON BREEZY IS RESPONSIBLE FOR THE RECENT CRIME WAVE IN BAY CITY. HE IS CURRENTLY AT ONE OF HIS COMPANIES NU-AUTOS [SOME GLITCHED THING]"

Mission starts with 1:00 time limit:

Immediately take a left turn and follow the road, after the kiosk looking thing with flashing stuff, turn right. Follow that road. When you see beach ahead, make a right turn. Drive to the arrow and MISSION COMPLETE.

#####

3.1.14. Mission 6b

#####

Useful info:

- Car shows up on the map

Mission starts with 5:00 time limit, at about 2:53 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 10 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description. This car also drops bombs behind so be careful.

THE CAR TAKES A FOLLOWING PATH: It either turns right and then left, or goes a bit straight and then right. After that a left turn, then right and it keeps following that road, then left turn. Then it goes until a dead end, turns around and takes a left turn. After the right curve it goes through a small opening between buildings on the left and turns right. After the whole curve it goes through a small opening between buildings at the left and turns right. It follows that road which turns right and then merges with another road which goes straight, then turns left at the next intersection, follows that road, turns right, follows that road. When a grassy area surrounded by sand appears, it makes a left turn. It goes to off road area and turns left to the edge of the area and follows it until it makes a right turn and goes through 5 jumps. Then turns right and goes through a while, after a fence it turns 180 degrees to the other side of the fence and makes turns in there to reach the goal. At this point you get MISSION FAILED if you haven't destroyed it.

#####

3.1.15. TestMission

#####

Useful info:

- Car shows up on the map

Mission starts with 8:59 time limit, you fail if you hit the van, run out of time or health, using the MISSION COMPLETE debug code is a must as far as I know:

Take a right turn and keep going or follow the van.
The van goes right and takes a surprise left turn before the barrels, then it

makes a right turn and curves right, goes to the water, comes back just out of the water and stays there. If you followed it turn left and keep going. After the road has proper markings in it turn left. Stay in the left side and crash into two water posts and change side and go to the another way and crash into two water posts. Keep going straight. In the same side there is one water post. After it turn left to between buildings. Make a left and then right to the road. You'll find another water post. Make a left turn immediately. You'll see the last water post ahead. Now either go touch the van, MISSION FAILED, EXIT and select next mission or use Select + A to get MISSION COMPLETE as there is nothing else to do.

```
#####  
3.1.16. DtwnNice  
#####
```

Mission starts with 5:00 time limit:
You see the goal ahead of you. Drive to it in five seconds to see MISSION COMPLETE.

```
#####  
3.1.17. CityCent  
#####
```

At first you are greeted by briefing that is in a wrong place:
"(PLACE HOLDER) BREEZY HAS BEEN TIPPED OF AND IS HEADING OUT OF TOWN, STOP HIM [SOME GLITCHED THING]."

Mission starts with 5:00 time limit:
Take a left turn and then sort of left turn as it merges to another road going left before the curve right. After you see two water posts near each other on both sides turn left. Follow that road. You should see three police cars on the way. At the second intersection after them turn right, then right, or cut short and just turn right. Follow that road. When you see the casino turn left and drive into the grass. Then turn right between buildings, and then left between a building and a fence. Turn right to get into the area, and turn right and follow the edge to get between casino building and another building. Turn left and you should see the arrow. Drive to it and MISSION COMPLETE.

```
#####  
CONGRATULATIONS! YOU HAVE COMPLETED THE BETA VERSION!  
#####
```

[Now, depending how you exited from TestMission, you either spawn at the main menu or in the Episode Selection.]

```
#####  
#####  
3.1.18. Map menu messages for each mission  
#####  
#####
```

Map menu let's you see some more briefing text and objectives. Here's the BETA list.

Mission 1:
At the start: "Collect the evidence."

After the car drops stuff: "Suspect is throwing evidence from the car. Collect as much as you can."

Mission 2a:

At the start: "Disarm the explosives!"

After disarming the last one: "All explosives have been deactivated, move into the bank."

Mission 2b:

"They are headed for the city limits. Do you require a road block - repeat - do you require a road block?"

Mission 3a:

"Get to the Training Ground."

Mission 3b:

"Avoid the obstacles!"

Mission 3c:

"Get to the Gas Station."

Mission 3d:

"Suspects are attempting to destroy the gas station... Hold them off until backup reaches you."

Mission 3e:

"Stop That Car!"

Mission 4a:

"Catch Dave."

Mission 4b:

"Stop Louie."

Mission 5a:

At the start: "Escort Louie."

After getting a tail indicated by a health marker at the top left: "I'm gonna make a break for it and get Swann out of here. You keep those guys after you."

After top right losing the health marker: "Lead them to the helipad, we have units waiting to assist you."

Mission 5b:

"This is Eddie Swann. I am holed up at this freaky bar outside of town. You gotta get over here and get me out! The patrons don't look too happy about me being here."

Mission 6a:

"Get to Nu Autos."

Mission 6b:

"Stop the Limo!"

TestMission:

"[GARBAGE]"

DtwnNice:

"[GARBAGE]"

CityCent:

"[GARBAGE]"

```
#####
#####
3.2. Final version Walkthrough
#####
#####
```

Continuing to final version. Do note that I don't always use the straightest or shortest route, the reason for that is roadblocks (you can see those on the map), they make your day harder.

As you boot the game you'll see a logo for Empire Interactive, an info screen, Spellbound logo, depends on your version if you see a Language Select screen, PRESS START. You are now at the main menu.

In Options you can check Controls, High Scores, Enter Passcode (I have no idea what these are and what they do, none I've found worked) and see Credits.

Select Story Mode and New Game. Enter the name and select a save slot. This leads us to:

```
#####
3.2.1. SEASON 1 EPISODE 1 - FAST CARS
#####
```

Useful info:

- Car shows up on the map

At first you are greeted by briefing:

"STARSKY & HUTCH ARE GRABBING A BURGER WHEN A GREEN SALOON SPEEDS DOWN THE STREET. THE CAR IS THROWING PAPER OUT OF THE WINDOW AS IT GOES. THEY ARE TRYING TO GET RID OF SOMETHING."

"Collect the evidence."

Mission starts with 2:00 time limit:

The green car starts in front of you and turns left (your right). It then drops an item and turns left. Pick it up. Don't worry if you miss, it drops them during the 2:00 all the time. Follow the car as it turns left and drops another item. Pick it up. This time it goes straight, drops an item and goes still a bit straight and then right and drops an item. Pick it up. If you have 4 at this point, it is MISSION COMPLETE!.

If you don't have 4 items collected, the car continues to turn in various spots and drops a lot of them items.

"Well done! Episode completed!"

```
#####
3.2.2. SEASON 1 EPISODE 2 - BOOM! TIME AT THE BANK
#####
```

Useful info:

PART 1:

- Targets show up on the map

PART 2:

- Car shows up on the map

Part 1:

At first you are greeted by briefing:

"THE PAPER TURNS OUT TO BE A TORN PHOTO BUT THERE IS NO TIME TO CHECK IT OUT NOW, THERE IS A ROBBERY IN PROGRESS AT THE BANK. THE PERPETRATORS HAVE SET EXPLOSIVES ON EVERY ROAD TO THE BANK, THEY NEED TO BE DISARMED BEFORE STARSKY & HUTCH CAN MOVE IN..."

"Disarm the explosives!"

Mission starts with 2:00 time limit:

You'll see 7 dynamite icons at the bottom of the HUD. Ignore the cop car in front of you. Turn right and then left, continue through that road and after the road makes a left turn, turn right, then turn right and you'll see your 1st explosive. Just drive through it. Continue forward and you'll encounter explosive #2. Though it is in a road that turns right, you can smash through things and continue forward. You'll come across explosive #3, which is on the right side, then explosive #4, pretty much in the middle and then explosive #5, in the left side. Immediately turn left to go through an alley and turn left. Behind some iron boxes you'll see explosive #6. Drive through it and continue straight, then turn right. Behind a kiosk is the last explosive. Drive through it and continue straight.

Mission continues with 1:00 time limit:

At this point you have 1:00 to go to the bank regardless of your time earlier. Turn right to arrive at the bank. MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"THE BANK ROBBERS ARE ESCAPING. THEY MUST BE STOPPED!"

"Stop the Robbers."

Mission starts with 0:00 time, if the van is not destroyed before point X you get MISSION FAILED:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the van and ram into it or both at the same time. A skilled player can do this in about 30 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE VAN TAKES A FOLLOWING PATH: Turns left when it can at 1st, handles badly after, then goes straight, after a kiosk turns left through an area between it and things. Goes straight, turns to a road that is on the left side which curves right slightly, goes on, at the gas station hits an obstacle, and goes on forward. After that it goes over a turn to the right, comes back and makes that turn, turns right and makes a circle around some houses, comes back and turns right and then left. At this point you get MISSION FAILED if you haven't destroyed it.

"Well done! Episode completed!"

3.2.3. SEASON 1 EPISODE 3 - HIT THE GAS
#####

Useful info:

PART 4:

- Robber and cop car show up on the map

PART 5:

- Car shows up on the map

- Assassins are not seen on the map

Part 1:

At first you are greeted by briefing:

"THE ROBBERS WERE DRIVING A NEWLY PAINTED VAN. AFTER THE MESS THEY LEFT BEHIND, STARSKY & HUTCH ARE SENT TO GET SOME DRIVER TRAINING..."

"Get to the training ground."

Mission starts with 1:30 time limit:

Make a 180 degree turn left and continue driving on that road. Watch out for the car coming in front of you when you start. At some point you encounter a situation where the road curves right and there is another road that requires you to make a left turn which curves right, as a result you'd be going straight up. Take that road. You might want to just cut short using a sidewalk to avoid turns. That road gets narrower later. At the end turn right. Behind some trees is your goal. MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"STARSKY AND HUTCH ARE IN TRAINING. THEY MUST REACH THE TARGET, WHILST AVOIDING THE CONES ON THE WAY."

"Get to the target area at the training ground."

"Avoid the cones on the way!"

Mission starts with 2:00 time limit:

Hitting them cones takes 15 seconds off each. At the start, keep following the path which curves left, then right and right. It is best to stay in the middle at this point. Use the 2 objects to jump as it is the only way if you don't want to lose time (this is easy anyway) and turn right. You reach a circular corner, go around and turn right when appropriate, either through an opening between cones or following the road. Go from left side of the road to the right side. Turn left and right. At the right of the area is a finish thingy. Drive in front of the cones and MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"WHILST AT THE TRAINING GROUND, STARSKY & HUTCH RECEIVE A CALL, THERE IS A GAS STATION HEIST IN PROGRESS..."

"Get to the Gas Station."

Mission starts with 2:00 time limit:

At the start, turn left. Then turn left. Follow forward that road and watch out for the cop cars that come towards you. Turn left again. Follow forward that road and after the curve to the right, turn left. Make another left turn and continue forward. After a long right curve and a small left curve, turn right to cross the water and then turn left. Then right. Then left again after the curve to the right. Yet another left and continue forward and after a while you should see the target. Turn left and drive to it. MISSION COMPLETE!.

Part 4:

At first you are greeted by briefing:

"AT THE GAS STATION THERE HAS BEEN A CHANGE OF SHIFT AND THE TILL IS EMPTY, THE INCENSED ROBBER IS TRYING TO RAM THE GAS PUMPS, YOU ARE GOING TO HAVE TO HOLD HIM OFF UNTIL BACK UP ARRIVES..."

"Protect the gas station from the robber."

"Use your car to hold him off until backup arrives in around 1:30."

Mission starts with 0:00 time, at 1:39 you win the mission:

The robber drives back and forth and occasionally hits the gas pumps. When it tries to do that, hold him off from doing so until time reaches 1:39 and a cop car arrives which is MISSION COMPLETE!.

Part 5:

At first you are greeted by briefing:

"THE BANK ROBBERS ARE ESCAPING. THEY MUST BE STOPPED!"

"Stop That Car!"

Mission starts with 5:00 time limit, at about 2:42 or 3:01 you get MISSION FAILED if the car is not destroyed, depending on the route:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 30 seconds. Also be careful after you enter the area with gray ground, there's assassins there. You can easily get rid of them though. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: At first the car turns to the field on the right, makes an u-turn and then turns right then makes another u-turn after the first intersection, then turns left and follows that road. Then it turns right, then left and follows that road or at first the car turns to the field on the right and reaches the road there and turns left and follows that road. Then it turns left and handles badly while following that road. Then it turns left and through the gate. Turns right at opportunity #2, after that turns left at opportunity #1, then turns right at opportunity #1, also right at opportunity #1, then turns left at opportunity #1, also left at opportunity #1, then right and makes an u-turn goes straight, turns left at the fifth gap between buildings and sets off an explosion, goes straight or turns right (depends how one sees it), after that turns right at opportunity #1, after that turns left at opportunity #1, also left at opportunity #1 and through the gap between two buildings at left. Turns right and then right, follows that route, finally turns left. At this point you get MISSION FAILED if you haven't destroyed it.

"Well done! Episode completed!"

3.2.4. SEASON 1 EPISODE 4 - THE RELUCTANT INFORMER
#####

Useful info:

PART 1:

- Dave's location shows up on the map

PART 2:

- Both cars show up on the map

Part 1:

At first you are greeted by briefing:

"THE GAS STATION ROBBERS ARE DRIVING ANOTHER FRESHLY PAINTED SET OF WHEELS. THE CROOKS TELL HUTCH THAT A GUY NAMED LOUIE SUPPLIES THE CARS. ARMED WITH A TORN PHOTOGRAPH AND HALF A NAME, STARKY & HUTCH GO TO HUGGY FOR INFORMATION. HUGGY TELLS THEM THEY NEED TO SPEAK TO A "CAT" CALLED DAVE. THEY ARRANGE TO MEET AT THE DOWNTOWN SUBWAY STATION. BUT DAVE HAS BEEN SPOOKED, HE HAS TAKEN OFF DOWN THE SUBWAY, CHASE HIM TO HIS DESTINATION!"

"Catch Dave."

Mission starts with 3:30 time limit:

In this mission you need to travel to a subway station where Dave is. Take too long and he changes places.

At first he is somewhere else but the best strategy is to go straight as far as you can, then turn right, then left and then left and to the arrow. Then [BELOW FULL ROUTE]:

Dave's full route:

At the left you see an S sign with a green line starting from it. At 3:20 left he moves to the second S along the green line. At 3:05 left he moves to the third S along the green line. At 2:50 left he changes to red line moving north. At 2:35 left he moves to the next S following the red line. At 2:20 left he moves to the next S along the red line. At 2:05 left he changes to green line again, to the one that goes to south. At 1:49 left he changes to red line again and heads west. At 1:34 he moves to the S in the north, even though no lines connect from the previous one. Hmm. If you don't catch Dave before 1:19 left, it's game over.

"ONCE CAUGHT, DAVE TELLS OUR HEROES THAT THE CARS THE ROBBERS HAVE BEEN DRIVING WERE ALL SEEN AT LOUIE APGAR'S CHOP SHOP..."

"Get to Louie's Chop Shop."

Mission continues with the same time you had when catching Dave:

Turn around to go back where you came from and turn right, keep following that road. After you start to see beach, turn left at the next intersection, then left at the next. Keep following that road. At some point you encounter a situation where the road curves right and there is another road that requires you to make a left turn which curves right, as a result you'd be going straight up. Take that road and follow it. It gets narrower later. After that you'll see soon the arrow. Drive to that and MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"LOUIE AND HIS GANG ARE LEAVING IN TWO CARS, ONE CARRYING LOUIE AND THE OTHER HIS HENCHMEN. STOP LOUIE'S CAR BEFORE HIS HENCHMEN STOP YOU..."

"Stop Louie's car."

Mission starts with 5:00 time limit, at about 3:05 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 30 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: The car containing his henchmen won't come after you if you don't go past them. Your focus should be in Louie's car, which starts and goes right, makes a small circle around the edges of the entrance to training area, then comes back and turns left past the starting point. Car makes u-turn of sorts, gets stuck in a wall for a small while, moves just to crash on the wall on the opposite side, then continue forward, then crash to a yet another wall while trying to turn left, then at the 2nd opportunity it makes a right turn. Then another right turn. Then it turns through a grassy area between buildings in the left, then turns right and continues. Soon he does a 180 degree turn and turns right (your left). Then right, then left. Yet another right turn. Then a left turn at the 2nd opportunity. While turning left he hits a wall. Then a right turn and a right turn. Goes over an intersection, makes u-turn and makes a left (your right) turn. Then goes over an intersection, makes u-turn and makes a right (your left) turn. Goes to an area with sand and makes a small trip to water, goes along the sand area, makes

right before a wooden fence. Turns right, then right again. At the curve, the car makes another u-turn. Cuts short at what would be turn right and then left, makes an u-turn, turns right, and then right and goes straight. At this point you get MISSION FAILED if you haven't destroyed it.

"Well done! Episode completed!"

```
#####  
3.2.5. SEASON 1 EPISODE 5 - FROM DAY TILL DAWN (From Day 'til Dawn)  
#####
```

Useful info:

PART 1:

- Escorted car and enemy car show up on the map

PART 2:

- Escorted car and enemy cars show up on the map

- Key location is not on the map

Part 1:

At first you are greeted by briefing:

"LOUIE is IN CUFFS. HE WILL ONLY SPILL THE BEANS IF HE GETS POLICE PROTECTION. FOLLOW THE UNMARKED CAR CONTAINING LOUIE TO THE SAFE HOUSE..."

"Escort Louie."

Mission starts with 5:00 time limit:

You begin from behind the escort car, it takes right turn at first, after the street gets narrower turns right and immediately left. At the end of the street it turns right. Soon after you see a car waiting. Approach the car. Then:

"We're being followed! Lead those guys to the helipad, where there are units waiting to assist you."

Mission continues with the same time you had when the briefing appeared:

Ignore the escorting ((the car drives to the place where you need to go later) and lead the enemy car to a helipad. Turn around and follow that road. After the left curve turn right through fences. Be careful as the chaser can ram your car off the road. Drive to the arrow and MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"LOUIE CALLS FROM A SLEEZY OUT OF TOWN BAR ...GUESS WHAT? HE IS IN TROUBLE AGAIN. GET OVER TO THE BAR AS FAST AS YOU CAN..."

"Get over to the bar, and rescue Louie!"

Mission starts with 5:00 time limit:

Drive out of the area through fences and turn left. Follow that road and at the end turn right, then left or cut short and turn left. Then turn right and right to the off road area. Drive through the boxes and drive left and follow the path. Soon you'll find the arrow. Drive to it. Then:

"LOUIE HAS LOCKED HIMSELF INSIDE THE GROUNDS AND HURLED THE KEY OVER INTO THE FIELD, FIND THE KEY AND GET LOUIE OUT OF THERE..."

"Find the key. Try looking in the bushes."

Mission continues with 5:00 time limit:

Go back and turn left to face the wall that is most far on the left side and

destroy a bush in front of it to find the key.

Mission continues with 5:00 time limit:

Then go back. Then:

"Escort Louie to the safe house."

Mission continues with 5:00 time limit:

Drive out using the same route you used to get in there, and when reaching a road turn right. Continue that road and after the bridge turn right, then left. Make sure to hold off a car that comes after you at this point. Soon after when turning right another car comes after you. Hold that off too. Then turn left. Go straight and then turn left to behind them houses. When Louie reaches certain point it is MISSION COMPLETE!.

ALTERNATE STRATEGY: Get the key before having the briefing about it. This saves time and gives you 2 briefings in a row.

"Well done! Episode completed!"

3.2.6. SEASON 1 EPISODE 6 - BREEZE CITY
#####

Useful info:

PART 1:

- Roadblocks are shown on the map

PART 2:

- Car shows up on the map

Part 1:

At first you are greeted by briefing:

"THANKS TO LOUIE, STARSKY & HUTCH NOW KNOW THAT CARLTON BREEZY IS RESPONSIBLE FOR THE RECENT CRIME WAVE IN BAY CITY. HE IS CURRENTLY AT ONE OF HIS COMPANIES: NU-AUTOS."

"Get to Nu-Autos. You will find Carlton Breezy there."

Mission starts with 1:00 time limit:

Immediately take a left turn and follow the road, after the kiosk looking thing with flashing stuff, turn right. Follow that road. At the second intersection where you can go in any direction, turn right. Then turn left. Follow that road and when you see the arrow in the right drive to it and MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"BREEZY HAS BEEN TIPPED OFF AND IS HEADING OUT OF TOWN, STOP HIM...."

"Stop the Limo!"

Mission starts with 5:00 time limit, at about 2:53 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 8 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description. This car also drops bombs behind so be careful.

THE CAR TAKES A FOLLOWING PATH: It either turns right and then left, or goes a

bit straight and then right. After that a left turn, then right and it keeps following that road, then left turn. Then before dead end, it turns right. After the right curve it goes through a small opening between buildings on the left and turns right. After the whole curve it goes through a small opening between buildings at the left and turns right. It follows that road which turns right and then merges with another road which goes straight, then turns left at the next intersection, follows that road, turns right, follows that road. When a grassy area surrounded by sand appears, it makes a left turn. It goes to off road area and turns left to the edge of the area and follows it until it makes a right turn and goes through 5 jumps. Then turns right and goes through a while, after a fence it turns 180 degrees to the other side of the fence and makes turns in there to reach the goal. At this point you get MISSION FAILED if you haven't destroyed it.

"SEASON COMPLETE"

"Well done! You have unlocked Chicken Chase"

```
#####  
CONGRATULATIONS! YOU HAVE COMPLETED SEASON 1!  
#####
```

```
#####  
3.2.7. SEASON 2 EPISODE 1 - BOMB SURPRISE  
#####
```

Part 1:

At first you are greeted by briefing:

"WITH CARLTON BREEZY BEHIND BARS THINGS SHOULD GET A LITTLE QUIETER AROUND BAY CITY. STARSKY AND HUTCH HEAD OVER TO THE TRAINING GROUND TO CATCH UP ON A LITTLE PRACTISE."

"Drive around the course avoiding as many cones as possible."

"Shoot the targets to increase your time."

Mission starts with 1:00 time limit:

Hitting them cones takes 15 seconds off each. At the start, keep following the path which curves left, then right and right. It it best to stay in the left and on the grassy area in the middle when it appears. After the second turn
go

through the jump thingies if you want to, then turn right. You reach a circular corner, go around and turn right when appropriate, either through an opening between things and a pole or following the road. Then turn left. You have two choices. The right side is faster, go through them iron boxes and avoid the cones which are behind the left box. Continue to follow the road. Take the left route this time when paths split. Either go through in the middle with a jump or turn right and dodge the wall by going right. Then you'll see the end arrow. Drive to it and MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"WHAT THE!?" AN EXPLOSION ACROSS THE STREET, IT LOOKS AS THOUGH IT IS NOT GOING TO BE A QUIET DAY AFTER ALL. HUTCH CALLS IT IN WHILE STARSKY HEADS OVER TO THE BOMBED OUT BAR. THE BARTENDER EXPLAINS THAT THE BAR IS OWNED BY CARLTON BREEZY AND THAT THE BOMBER HAD TOLD HIM HE WAS THERE TO SHUT HIM DOWN. JUST THEN A SILVER CAR EMERGES FROM AN ALLEY, "THAT'S HIM!" SHOUTS THE BARTENDER."

"Stop the bomber!"

Mission starts with 3:00 time limit, at about 0:51 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 30 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: [TO BE FILLED]

"Well done! Episode completed!"

```
#####  
3.2.8. SEASON 2 EPISODE 2 - POULTRY & WATER FOUL  
#####
```

Part 1:

At first you are greeted by briefing:

"STARSKY & HUTCH NOW KNOW POULTRY PETE IS BEHIND THE BOMBING, BUT WHO IS HE? THEY ARE GONNA NEED HUGGY FOR THIS ONE. GET OVER TO HUGGY'S."

"Lose the tail, then get over to Huggy's."

Mission starts with 1:30 time limit:

At the start the tail is in the right. While you go left and keep following the road as far as you can and then turn right, you need to keep up speed if you want to lose the tail. After the right turn, make a right turn at the fourth possible point. Then turn right to arrive to your destination. Then:

"I DON'T KNOW YOUR MAN BUT I DO KNOW WHO COOKS HIS BOOKS" HUGGY TELLS STARSKY & HUTCH ABOUT EDDIE SWANN, POULTRY PETE'S ACCOUNTANT. GET OVER TO THE BUSINESS DISTRICT AND FIND SWANN'S OFFICE."

"Find Swann's office."

Mission continues with 1:30 time limit:

Make an u-turn and then turn left and keep following that road. You reach an arrow which is MISSION COMPLETE!.

Part 2:

Mission starts with 2:00 time limit:

When you begin, drive straight and turn right and then turn left. Then turn left and then turn right. Keep following that road until you can turn right. Take that turn and follow that road. Take left turn and then right turn. Then turn right the second time it is possible. Keep going using that road. When seeing very wide street, turn left. Keep going and after it narrows, turn right and after the kiosk looking thing turn right. Turn left and keep going to the arrow. Then:

""THAT MUST BE OUR GUY" FOLLOW EDDIE AND FIND OUT WHERE HE IS GOING."

"Tail Eddie Swann. Don't get too close."

Mission continues with 0:00 time:

There might be other possible paths but I got the following one:

Turn around if not already. Eddie starts by going left from his starting point, then turns right. Then left and to the road which widens. At the point where the road widens he turns right. Then another right to an alley. Then left. Then another left in front of a roadblock. Off the alley and a turn to the right. And after that he turns right. Then he turns left and makes an u-turn because

of a roadblock. Then he goes past an alley but turns back and goes there. He continues to stay in the road but after the left curve he goes off-road. When the next piece of road appears he goes back to it and drives left and right. He reaches his destination and MISSION COMPLETE!.

"Well done! Episode completed!"

3.2.9. SEASON 2 EPISODE 3 - MEDIUM RARE STAKEOUT
#####

At first you are greeted by briefing:

"BREEZY'S BOYS ARE NOT GOING TO LET PETE TAKE OVER WITHOUT A FIGHT AND SO ARRANGE A HIT ON ONE OF PETE'S FRIED CHICKEN OUTLETS. THEY CANNOT BELIEVE THEIR LUCK WHEN THEY BURST IN AND FIND SWANN COOKING THE BOOKS. THEY BUNDLE HIM INTO THE BACK OF A CAR AND HEAD OUT OF TOWN. THEY DID NOT COUNT ON STARSKY & HUTCH WHO STILL HAVE SWANN UNDER SURVEILLANCE. NOW IT'S UP TO STARSKY & HUTCH TO STOP THE KIDNAPPERS."

"Follow the kidnapper's van and stop them."

Mission starts with 5:00 time limit, at about 2:49 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 10 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: [TO BE FILLED]

"Well done! Episode completed!"

3.2.10. SEASON 2 EPISODE 4 - THE SWANNS FLY SOUTH
#####

Part 1:

At first you are greeted by briefing:

"IT SEEMS THAT EVERYONE WANTS EDDIE OFF THE STREETS AND SO HE AGREES TO SPILL THE BEANS ON PETE'S ORGANIZATION, BUT ONLY IN RETURN FOR PROTECTION FOR HIM AND HIS FAMILY. ONCE HE HAS GIVEN EVIDENCE STARSKY & HUTCH ARRANGE A RENDEZVOUS WITH EDDIE."

"Get to the rendezvous point at the bus stop, and wait for Eddie to arrive in a taxi."

"Watch out though, there may be trouble in the air."

Mission starts with 3:00 time limit, at 1:48 left you win the mission if you are at the goal:

From your starting point, the final point is: Turn right and right, then follow that road for a small while. The best way to avoid the plane which drops bombs is to make a very wide circle. At around 2:00 is good to start going towards the goal.

Part 2:

At first you are greeted by briefing:

"GET EDDIE TO THE WAREHOUSE WHERE HIS FAMILY ARE BEING KEPT SAFE."

"Escort Eddie's taxi to the warehouse."

Mission starts with 3:00 time limit:

Eddie's taxi turns around and keeps going. You need to keep the plane's attention on you, and when you go past the gas station it is great to take the health that is near the gas pumps. Once the taxi is gotten past the gas station it turns right. Then it turns left. It keeps going on that road and then turns right. After that it turns left. After the road widens it turns left. It keeps following that road and turns left when it has the second chance. On the left side behind the building there is a health pickup if you need one. When the taxi turns left again it is shown driving through the roadblock and MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"NOW EDDIE IS REUNITED WITH HIS FAMILY, ESCORT THEM ALL TO THE AIRPORT SO THEY CAN BEGIN THEIR NEW LIFE FAR AWAY FROM PETE AND THOSE CHICKENS."

"Follow Eddie's taxi to the Airport."

Mission starts with 3:00 time limit:

The taxi turns left immediately at the start. After that a car gets after it. While the cab can get damage, if it gets under about 55% you might want to restart. Use your bullets and ram that car as much as you can. After the left turn that taxi follows it for pretty long. After crossing railway tracks two times it turns right as the oncoming vehicles come from front and the opposite side curves right. After crossing another railway it turns right. Then immediate left followed by another immediate left. Then it turns right and then it turns left. The road merges to another road, it keeps going straight. It then turns right. After that you'll see health pickup on the left. Pick it up. Taxi makes another left turn, then you'll see another car that comes after the taxi. On the other side is bullets. Take them. Again, ram and shoot the car as it makes less damage to the taxi, which after going past the car, turns left. After the current road curves right, it makes a left turn. After going over some railway tracks the road merges, it goes straight. Then when the current road comes to it's end, it turns left. Then it turns right, then left, then right again, at the it while turning left, it is MISSION COMPLETE!.

"Well done! Episode completed!"

3.2.11. SEASON 2 EPISODE 5 - LIVE AND KEEP DRY
#####

Part 1:

At first you are greeted by briefing:

"EDDIE SANG LIKE A CANARY. PETE IS ORGANIZING A HIT ON CARLTON BREEZY'S BIGGEST OPERATION: THE CARLTON CASINO. GET TO THE CASINO AND COVER THE EXIT."

"Get to the Casino."

Mission starts with 2:00 time limit:

Take a left turn and then sort of left turn as it merges to another road going left before the curve right. After you see two water posts near each other on both sides turn left. Follow that road. At the third intersection after the road gets narrower, turn right, then right, or cut short and just turn right. Follow that road. When you see the casino turn left and drive into the grass. Then turn right between buildings, and then left between a building and a fence. Turn right to get into the area, and turn right and follow the edge to

get between casino building and another building. Drive to the arrow and MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"PETE'S BOYS HAVE BEEN TIPPED OFF AND HAVE TAKEN A CROUPIER HOSTAGE. THEY SMASH THROUGH THE ROAD BLOCK IN AN ARMORED TRUCK. FOLLOW THE TRUCK BUT BE CAREFUL, REMEMBER, THE HOSTAGE IS IN THERE."

"Follow the Truck."

Mission starts with 5:00 time limit:

In this mission if you know the route you can get ahead of the truck quite a lot which is good as it throws bombs. It goes and rams the cop car out if it's way. It then goes by the side of the building in the left. Then between the are between the fence and brown land. It then goes to the road in the left. It goes through a parking lot after turning left, and through some gray land, then it makes a left turn. Dodges the roadblock on the right side and goes on the road in the left of it, which may count as a right turn. Then after the fence it turns right. When it reaches the dock on the right side and turns right to go there, it is MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"THE TRUCK STOPS AT A JETTY ON THE RIVER WHERE THE HOSTAGE IS TRANSFERRED TO A SPEEDBOAT. GET TO THE DYKE AT THE END OF THE RIVER BEFORE THE SPEEDBOAT AND PREVENT THE BOAT FROM REACHING THE OPEN SEA."

"Stop the boat!"

Mission starts with 0:00 time:

Turn left immediately, then left immediately, then after the beach area begins, turn left, then left immediately and follow that road. When you reach the end, turn left and keep following that road all the way to the end. In the end, jump and it is MISSION COMPLETE!.

"Well done! Episode completed!"

3.2.12. SEASON 2 EPISODE 6 - STUFFED LIKE A TURKEY
#####

Part 1:

At first you are greeted by briefing:

"AFTER RETURNING THE HOSTAGE TO THE CASINO, STARSKY & HUTCH SEE THE ARMORED TRUCK AT ONE OF PETE'S CHICKEN OUTLETS. FOLLOW THE TRUCK AND FIND OUT WHAT IT IS UP TO."

"Follow the armored truck."

Mission starts with 0:00 time:

There might be other possible paths but I got the following one:
The truck starts in your left and goes past you. Turn to the road and follow the truck as it goes through a curve and turns left. It follows this road and when there is a straight bit it speeds up. After slowing down it turns left. When this road ends it turns left. It speeds up again and turns right. Speeding up again and at the end turns left. Then right, then again left. Then in the middle of that block, it stops for a while. It continues and turns right. Then another right turn. Then another left turn. After the right curve it turns left

at the third opportunity. After a right curve it goes to an area on the right and stops for a while. It then continues forward. After crossing some railway tracks it turns left and then right. Then right turn again. Then left turn and after that right turn. Then after crossing railway tracks it turns right to go to stop again which also doubles for MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"THE TRUCK'S STOPPED TO COLLECT SOME MONEY. STARSKY & HUTCH NEED TO CONTINUE TAILING THE TRUCK..."

"Follow the armored truck."

Mission starts with 0:00 time:

There might be other possible paths but I got the following one:

Tail the truck as it goes forward and turns left when it has the third chance to do so. Then it makes a left turn. Then another left turn. Then right turn again. After the road curves, it turns right. Before the road gets narrower it turns left. Then it goes to a parking lot ahead. It is also MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"THEY'RE GETTING MORE MONEY? THEY MUST BE PLANNING SOMETHING BIG..."

"Follow the armored truck."

Mission starts with 0:00 time:

There might be other possible paths but I got the following one:

Tail the truck as it goes forward, then it turns to a very wide street. When it encounters a curvy thing in the left, which looks like this: from oncoming traffic one lane curves right and another curves to join the road, like a ramp. The truck goes past it, makes somewhat wide u-turn and uses this which looks like a left turn if you stay behind enough. Then it goes straight to an ally. It then turns right to a very wide road again. When it has curved right it makes a left turn. Then it makes right turn. Then another right turn. Then it makes a left turn, goes straight at the intersection and turns left from the next one. Then it makes that final right turn and drives to it's destination, it is also MISSION COMPLETE!.

Part 4:

At first you are greeted by briefing:

"AS THE REAR DOOR SWINGS OPEN, POULTRY PETE HIMSELF EMERGES FROM THE ARMORED TRUCK. THE MAIN ENTRANCE TO THE CHICKEN FACTORY IS HEAVILY GUARDED SO YOU ARE GOING TO HAVE TO FIND ANOTHER WAY IN. WHEN YOU DO, WATCH OUT FOR THE CHICKENS, DON'T DISTURB THEM OR YOU WILL ALERT THE ARMED GUARDS TO YOUR PRESENCE."

"Find a way into the chicken factory."

Mission starts with 5:00 time limit:

Right. When you spook a chicken someone from some void shoots your vehicle and you lose some health, luckily only that one time. You can spook 6 chickens and still be able to complete the mission so you don't need to follow this that closely as the health is always full at the beginning of a mission, but if you want to do this the "right" way, then...:

Turn around, turn left, after a possible way to turn left which is blocked, you find an opening between a brown and grey buildings. Go there. There is one of them chickens ahead in the left corner which is easy to dodge since you need to turn right a bit anyway. At that point there might be a car. LOOK OUT FOR THAT. As you can see a block ahead turn right. Chicken on the left, chicken on middle and then plenty on left side and in the middle of the road, you'll need to go

between them. Chicken on the left-middle side, also another a bit later also on the left-middle side. Go through the middle of iron box and a chicken, then on ahead you can see a chicken on the right. Speed up forward as there won't be any chickens there. The passage way turns left two times. After the iron boxes on the right side use that right side to dodge some chickens. After the small turn use the right side and dodge the fence and keep going on the right side. Then a fence forces you to change to left side and dodge some chickens on the right. Go back to the right side and when then follow the fence on the left side and turn left through an opening. Then go to the right side and go forward and dodge some chickens on the right. When you see an opening in the left, make a very sharp turn and keep following the fence on the other side as there are chickens blocking your path. Follow the chickens as they curve to the right and finally at front of the fence you can go between them and the wall while turning right. Now you'll encounter a jump thingy, can be avoided by speed slow enough. Turn left, dodge the iron boxes and turn left. Stay in the road itself. Turn right, dodge the chicken in the middle of the road at the end while making a right turn. Then turn left. Go forward and go between a jump thingy and a chicken on the right side of the jump thingy. Dodge some chickens on the right and make a left turn. There are chickens on the left side here. After them make a left turn while avoiding chickens on the left. Go forward. Turn right. At the end before the wall is a chicken. Turn right carefully. Approach the arrow and MISSION COMPLETE!.

Part 5:

At first you are greeted by briefing:

"STARSKY & HUTCH BURST THROUGH THE DOORS TO MAKE THE ARREST BUT PETE IS NOT GOING TO COME QUIETLY. HE LAUGHS LOUDLY, JUMPS INTO A CHICKEN VAN AND TAKES OFF FOLLOWED BY SEVERAL OF HIS HENCHMEN. THEY MUST STOP PETE BEFORE HE LEAVES TOWN."

"Stop Poultry Pete's chicken van."

Mission starts with 5:00 time limit, at about 2:41 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 10 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: The car containing his henchmen won't come after you if you don't go past them. Your focus should be in Pete's car, which starts and... [TO BE FILLED]

"SEASON COMPLETE"

"Well done! You have unlocked Downtown Dash"

CONGRATULATIONS! YOU HAVE COMPLETED SEASON 2!
#####

3.2.13. SEASON 3 EPISODE 1 - ZEBRA 6?
#####

Part 1:

At first you are greeted by briefing:

"PETE IS ON ICE WAITING FOR HIS TRIAL BUT YOU CAN BET YOUR BOTTOM DOLLAR WE HAVE NOT HEARD THE LAST FROM HIS ORGANIZATION. STARSKY & HUTCH HEAD OVER TO THE

TRAINING GROUND TO BRUSH UP ON THEIR DRIVING SKILLS. SOMETHING TELLS THEM THEY ARE GOING TO NEED TO BE SHARP."

"Get some practise at the training ground."

Mission starts with 1:00 time limit:

Go forward using the path ahead which curves left. Use the right side to dodge some cones and go to the left side to dodge some cones. Stay in the road and turn right and then right while avoiding a cone in the corner of the sidewalk positioned on the right. Dodge the jumpers on the left or use them. Turn right. You'll encounter a circular shaped turn. Go round it or cut short by turning left before it. Then continue forward. Turn left and choose either left or right side. Right side has you go between iron boxes and after that between cones. Follow the road which goes this time off road. When the fence gives you a break, turn right 180 degrees while going to the other side and continue. This saves you a huge chunk of time as it skips a lot. Continue forward turn left. Soon you'll encounter two paths again. Take the left one and dodge them cones on the left by staying in the right side, then go to the left side to dodge some cones on the right, then back to right side to dodge cones on the left. Then you either: go through in the middle with a jump or turn right and dodge the wall. On the right path you'll need to dodge a vehicle, though you can use the jump thingy as there is no hazards. Then you'll see the end arrow. Drive to it and MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"STARSKY & HUTCH SEE A CHICKEN TRUCK SPEEDING ALONG THE ROAD. LET'S FIND OUT WHAT THEY ARE DOING. FOLLOW THE TRUCK BUT GIVE HIM SOME SPACE, THE GANG WILL BE LOOKING OUT FOR STARSKY'S CAR, FORTUNATELY THE TRUCK IS LEAVING A TRAIL OF CHICKENS."

"Follow the chicken truck to it's destination."

Mission starts with 0:00 time:

Turn right through the jump thingy which bounces over the fence-like thing. At the left you find the truck, currently stopped. It takes off and goes forward, then it turns right. Then it takes left turn. Immediate right turn to avoid a parking lot. Then left turn again. Then right turn again and then another right turn. Then it turns left, makes another left turn and then another right turn. Another left turn ensues. Also yet another left turn. Then right turn. It goes forward a narrow road. Soon you'll encounter fences and yellow barriers on the right side. After those yellow barriers the truck drives to the left side off road and turns right to go between some houses. It turns left and after the first intersection turns right at the first gap between houses. Goes forward using the road after coming back to road. At the end it turns right, then left. Then at the end it turns left and stays still for a while. Then it goes off and takes a left turn after the gas station. Then left turn again, goes for a while and then turns around. WATCH THIS. It comes back and turns left. It then turns right but after the fence. When it can it comes to the road again. Then it takes a left turn and approaches some thing and it is MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"WHILST TAILING THE CHICKEN TRUCK, TWO THUGS POSING AS STARSKY & HUTCH AND DRIVING AN EXACT REPLICA OF STARSKY'S CAR, WERE CAUSING HAVOC DOWN TOWN, RUBBING OUT THE LAST OF CARLTON BREEZY'S GANG. EVEN THOUGH STARSKY & HUTCH WERE NOT INVOLVED THE CAPTAIN HAS NO CHOICE BUT TO SUSPEND THEM IMMEDIATELY. THE BOYS TURN IN THEIR BADGES AND THEN HEAD DOWN TOWN TO FIND OUT IF PETE IS BEHIND IT."

"Stop the fake car."

Mission starts with 3:00 time limit, at about 0:38 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 10 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: [TO BE FILLED]

"Well done! Episode completed!"

```
#####  
3.2.14. SEASON 3 EPISODE 2 - DELIVERY BOY  
#####
```

Part 1:

At first you are greeted by briefing:

"IT'S THE DAY IF POULTRY PETE'S TRIAL. IT IS UP TO STARSKY & HUTCH TO GET THE EVIDENCE TO THE COURTHOUSE. HEAD OVER TO THE SAFE HOUSE AND PICK UP THE UNDERCOVER CAR."

"Pick up the undercover car at the safe house."

Mission starts with 3:00 time limit:

Dodge the cop car in the start and turn right. Before the bridge over water which also has a block, turn slightly north-east and over the water. This takes away your health but saves plenty of time. Continue going north and following that road ahead and soon you'll see the arrow on the right. Drive to it and MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"GET OVER TO THE HELIPAD AND COLLECT THE EVIDENCE."

"Get to the helipad."

Mission starts with 3:00 time limit:

Drive out of the yard and drive forward. Then turn left and then left as the roads merge, then make a right turn. Keep following that road. When seeing some white fence turn right and you arrive to the helipad. You'll see the arrow. Drive to it. Then:

"GET THE EVIDENCE TO THE COURTHOUSE."

"Get the evidence to the courthouse."

Mission continues with the same time you had when arriving to the helipad: Continue driving straight while turned a bit to north-east over the water. This takes away some of your health but saves plenty of time. While on the other side turn right. Make another right and follow that road. After a long straight and a left curve, turn right. Then make a right turn. Stop to the arrow (this is annoying as usually it is enough to reach it) and it is MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"GET THE EVIDENCE TO THE COURTHOUSE. IF YOU LOSE ANY BE SURE TO PICK IT UP AGAIN. BE CAREFUL, PETE'S BOYS ARE ON TO YOU AND THEY WANT THE EVIDENCE REAL

BAD."

"Get the evidence to the couthouse. You must deliver at least 3 of the crates."

Mission starts with 2:30 time limit:

Start by driving straight, then turn right and then left. Then turn left and then right. You'll encounter a roadblock but on the right you can pass it. Then turn right. Then left and then left. After the road gets wider turn right. This road splits. Take the left side. When you encounter another roadblock turn to the grassy alley in the right. In there turn left, at the end use caution! Use your gun to shoot the barrels on your way. Then make that right turn. As you get out of there turn left. Then turn left again. At this point Pete's guys come after you. Drive fast and turn right. There are a lot of barrels ahead. Go through the opening and let the chaser hit them. Turn left and dodge more barrels. Then turn left and you should see the arrow. Drive to it and it is MISSION COMPLETE!.

"Well done! Episode completed!"

3.2.15. SEASON 3 EPISODE 3 - WASHING THE DIRTY LAUNDRY
#####

Part 1:

At first you are greeted by briefing:

"AFTER BEING ATTACKED IN THE UNDERCOVER CAR, STARSKY & HUTCH REALIZE THAT THERE MUST BE A LEAK INSIDE THE DEPARTMENT. THE ONLY OTHER PERSON TO KNOW ABOUT THE EVIDENCE DROP WAS Lt KANE. STARSKY & HUTCH FIND HIM AT THE MOONLIGHT BAR AND DECIDE TO TAIL HIM IN AN UNMARKED CAR."

"Follow Kane."

Mission starts with 0:00 time:

There might be other possible paths but I got the following one:
You start by going straight for a small while. Kane turns right then. After some railways he turns right again. Then he turns left and stops for a while. Then he continues by turning right and left. He then turns right. Then he turns right again. Then left again. Then he turns left again. Road merges to another road, he goes straight. After the road ends he turns left. Then he turns right. Then he turns left. After a left curve he speeds a lot. After some curves he turns left and drives through an area, finally turns left to go off road. He follows some grey path to go to the arena. He goes half circle and turns left and goes to the middle. He makes an u-turn and it is MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"AT THE AMUSEMENT PARK STARSKY & HUTCH WATCH AS KANE IS HANDED AN ENVELOPE FULL OF CASH FROM THE LOCAL MOB BOSS. UNABLE TO CALL IT IN FROM THE PLAIN CAR, THEY MUST ATTRACT THE ATTENTION OF THE POLICE HELICOPTER. SWITCH ON THE STADIUM LIGHTS TO ALERT THE HELICOPTER."

"Run over all the switches to turn on the stadium lights."

Mission starts with 2:30 time limit:

Start by going close past them barrels, the car chasing you hits them and loses much of health. Then when you can turn right, out of the middle. Turn left and after there is buildings on the right side, start hitting them swithces while avoiding any possible chasers. When they are all switched, it is MISSION COMPLETE!.

"Well done! Episode completed!"

3.2.16. SEASON 3 EPISODE 4 - PARAMENACE
#####

Part 1:

At first you are greeted by briefing:

"BACK AT THE DINER STARKY & HUTCH ARE REVIEWING WHAT THEY HAVE WHEN A CALL COMES OVER THE RADIO. THERE HAS BEEN A 911 CALL FROM HUTCH'S APARTMENT. TAMI, AN OLD GIRLFRIEND AND PART TIME WAITRESS AT THE MOONLIGHT BAR, HAS BEEN SHOT AND AN AMBULANCE IS EN ROUTE. GET OVER TO HUTCH'S APARTMENT AS SOON AS YOU CAN."

"Head for Hutch's apartment."

Mission starts with 2:00 time limit:

Continue going straight and turn left (ignore the very narrow road immediately, after that) and follow that road. When you encounter roadblock, turn right, then turn left and then turn right and continue. At the end, you'll encounter some barrels. Shoot them out of the way. Then go there and turn right, then turn left and you'll see an ambulance and the goal. MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"AS STARKY & HUTCH ARRIVE, THE AMBULANCE IS LEAVING. FOLLOW THE AMBULANCE TO THE HOSPITAL."

"Follow the ambulance."

Mission starts with 0:00 time:

That ambulance turns right and keeps going. Turns left and tries to go right and notices that there is one of them roadblocks and abandons that idea. Then after some left curves it turns right and then right and encounters another roadblock. Then it turns left to notice another roadblock. Another left turn to go back and then it turns right. It follows this road. Then after a series of small right turns, a car comes after you. As usual it tries to ram you but at that point the mission is almost over and won't be much of a threat. After the casino the ambulance you are following turns left. Then at second opportunity it turns right and then right which is the hospital. It makes u-turn and it is MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"IT'S A SETUP, THIS IS NOT A REAL AMBULANCE!"

"Stop the fake ambulance!"

Mission starts with 5:00 time limit, you fail if time runs out:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 30 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: [TO BE FILLED]

"Well done! Episode completed!"

3.2.17. SEASON 3 EPISODE 5 - KIDNAP!
#####

Part 1:

At first you are greeted by briefing:

"TAMI HAS BEEN KIDNAPPED. KANE SAYS "IF YOU WANT TO SEE TAMI ALIVE AGAIN DO EXACTLY AS I SAY, HEAD FOR NU-AUTOS, OH AND COME ALONE OR SHE GETS IT!"

"Get to the rear of Nu-Autos."

Mission starts with 3:00 time limit:

Start by going straight which eliminates left turn and then right turn. Follow that road. When you see an arrow behind a building, turn left and then right to go to it. Then:

"Get to the northernmost burger bar - near the unfinished bridge."

Mission continues with 3:00 time limit:

Continue by turning right, back to the road, and continue forward. Turn left and continue that road until there is barrier on the left, turn right at that point. Soon you'll encounter an arrow behind a building, turn right to reach it and then:

"Get to the wooden shed near the helipad."

Mission continues with 3:00 time limit:

Turn right and drive back to the road and go back where you came from, when you turn left, watch out for the police car coming towards you. After that turn left. Then turn right. Then after some barriers and fence go through the grass to the other side and continue straight on that road. The road stops and there is grass, go there. Soon you'll encounter a helipad and a wooden shack with a box in front of it. Drive there and then:

"Get to the Twitty Tister."

Mission continues with 3:00 time limit:

Turn around and drive out of the area through fences and turn left. Follow that road and at the end turn right, then left or cut short and turn left. Then turn right and right to the off road area. Drive through the boxes and drive left and follow the path. Soon you'll find the arrow. Drive to it. Then:

"Get to wooden building north of the cornfields."

Mission continues with 3:00 time limit:

Drive out using the same route you used to get in there, and when reaching a road turn right. Continue that road and after the bridge just go straight and then turn left, then turn right and soon you'll reach a building with a wooden box in front of it. Drive to it. Then:

"YOU ARE ONLY HALF WAY, YOU HAD BETTER GET A MOVE ON IF YOU WANT TO SEE TAMI ALIVE."

"Get to Louie's Diner."

Mission continues with 3:00 time limit:

Turn around, go back to the road in the right, turn left, then turn right. When you have gone past that gas station, turn right. Continue to the end where that road merges to another road and curves right, turn left. Then turn right. Then

turn left. Then turn right. Continue until the end, then turn left. Then turn right. Continue straight. When you reach the end, turn left. Then turn right. After a short while you'll encounter Louie's with an arrow behind the building. Turn left from behind to get to it. Then:

"Get to the middle of the park."

Mission continues with 3:00 time limit:

When you gain control, turn left. You soon see the park ahead. Go halfway and turn left. Drive to the box ahead. Then:

"Get to the parking lot behind the bank."

Mission continues with 3:00 time limit:

Continue through the park and turn right. After the red line in the map turn right. Continue straight. After the beach comes along, turn left and then turn left when you are between two green lines on the map. You'll reach the bank. Turn right to go to the parking lot. There is a box. Drive to it. Then:

"Get to the northernmost house with the swimming pool."

Mission continues with 3:00 time limit:

Turn around, get out of the parking lot and turn right. Then turn right. Follow that road. At the end, turn left. Follow that road. Turn right when you encounter a bridge. Then turn left. Then turn left. Then turn right. Then turn left. Go straight and you'll reach a box. Drive to it. Then:

"Get to the gas station by the cornfields."

Mission continues with 3:00 time limit:

Turn around and go back, though follow the road over the bridge. Turn right, then turn left, then turn right. You'll encounter the gas station with a box in front of it. Drive to it and it is MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"ALMOST THERE, GET TO THE DINER AT THE SOUTH END OF THE OLD CLIFF ROAD."

Mission starts with 3:00 time limit:

Start by turning left, then right. Watch out of the police car there. Then turn left. Continue at the end and turn right, then turn left. Continue forward. At the end, turn right. Then turn left and after the barrier stops prohibiting you turn 180 degrees left to the other side and continue. After a small while you see your target. Turn left to get to it. Then:

"HEY! YOUR NAME STARSKY? THIS CAT CAME IN AN HOUR AGO AND TOLD ME TO GIVE YOU THIS KEY, HE SAID TO TELL YOU IT WAS FOR THE JUNKYARD. WHEN YOU GET TO THE JUNKYARD YOU SHOULD FIND TAMI IN A BOX."

"Get to the junkyard. When you arrive, find Tami, she is hidden inside one of the boxes in the yard."

Mission continues with 3:00 time limit:

Go round the building and then turn left and then at the end turn right and follow that road. At the end is red arrow. Drive to it with that key you are armed with. Barrier goes away and you can drive in. Break a box in the right ahead. Then make right turn and then left, drive forward until there is grass ahead, make a left turn and at the right is a box. Break it. Turn around and turn right. Then at the right go around that some thing. Continue on the left

side and go forward. Ahead should be a box. Break it. Then go forward a bit and then turn left. There should be a box. Break it. Then turn left and ahead on the left is the last box. Break it and wonder how she managed to fit at that box as you get MISSION COMPLETE!.

"Well done! Episode completed!"

3.2.18. SEASON 3 EPISODE 6 - RAMMING SPEED
#####

Part 1:

At first you are greeted by briefing:

"HAVING SAVED TAMI, STARSKY & HUTCH GET ANOTHER CALL FROM KANE, BACKED INTO A CORNER HE HAS PACKED A CAR FULL OF EXPLOSIVES AND IS HEADED TOWARD THE PRECINCT WHERE IS GOING TO BLOW THE PLACE SKY HIGH. STOP KANE'S CAR BEFORE HE REACHES THE PRECINCT."

"Stop Kane's car."

Mission starts with 5:00 time limit, at about 4:10 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. A skilled player can do this in about 20 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: [TO BE FILLED]

Part 2:

At first you are greeted by briefing:

"WITH KANE IN CUFFS, STARSKY TAKES KANE'S CAR TO BE DISARMED. AS STARSKY BUNDLES HIM INTO HIS CAR, KANE LAUGHS AND TELLS STARSKY THAT IF HE DRIVES TOO SLOWLY THE CAR WILL EXPLODE."

"Take Kane's car and follow Starsky over to the safe area, but don't slow down."

Mission starts with 0:00 time:

Now this description makes no sense when you think that Starsky takes the car and follows Starsky? Anyway. The car you are following turns left and out of there. After them two water posts, it turns left. After the grass disappears from the middle and two curves after that it turns right. At the end it turns left. It continues that road until after a kiosk looking building, then comes a tricky part. Get through between the arrow things and barriers. Then continue forward. Starsky then turns right, which is off road. Continue through the path and wave through a couple of buildings on the dock. At the end, it is MISSION COMPLETE!.

"SEASON COMPLETE"

"Well done! You have unlocked Plane Survival"

CONGRATULATIONS! YOU HAVE COMPLETED SEASON 3!
#####

#####

3.2.19. SEASON 4 EPISODE 1 - BREAKOUT! (Breakout)

#####

Part 1:

At first you are greeted by briefing:

"WITH MOST OF THE MOB GUYS ROUNDED UP AND KANE SAFELY OFF THE STREETS, STARSKY & HUTCH GET A TIP OFF THAT KEVIN KILEY, A WELL RESPECTED BAY CITY TYCOON IS UP TO SOMETHING BIG. KILEY IS ALSO KNOWN AS AN AVID SUPPORTER AND CONTRIBUTOR TO THE BAY CITY MAYOR. A CALL COMES IN... THERE HAS BEEN A MASS BREAKOUT FROM THE BAY CITY PENITENTIARY, GET OVER THERE AND HELP ROUND UP THE ESCAPEES."

"Get over to the Bay City prison."

Mission starts with 2:30 time limit:

Drive to the road and turn left. Go through the right curve and turn left. Then turn left and go to the railway tracks. Turn right and then turn right. After a long straight turn left and then right and go through a small alley. Turn right and then left and then follow the road to the goal. MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"THERE GO THE ESCAPED PRISONERS, LET'S GET AFTER THEM."

"Stop the prison bus."

Mission starts with 3:00 time limit, at about 0:27 you get MISSION FAILED if the car is not destroyed:

Now, this car takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You might want to shoot the car and ram into it or both at the same time. This one is somewhat tough on health, don't ram at it all the time, use your bullets only when you run almost out of health. A skilled player can do this in about 60 seconds. NOTE: If you ram your target some things may not occur what is mentioned in the path description.

THE CAR TAKES A FOLLOWING PATH: [TO BE FILLED]

"Well done! Episode completed!"

#####

3.2.20. SEASON 4 EPISODE 2 - MAD BAD TAXICAB

#####

At first you are greeted by briefing:

"WHILST THE ARRESTS ARE BEING WRAPPED UP, ONE OF THE CONVICTS MAKES A RUN FOR IT AND HIJACKS A TAXI CAB COMPLETE WITH PASSENGER. FIND THE TAXI AND STOP IT. DON'T SHOOT OR YO MIGHT HIT THE PASSENGER."

"Find and stop the taxi."

Mission starts with 3:00 time limit:

Now there is three taxis. It is always the same one so: From the start point go left. Then turn right. Then railway crosses the road. Go to the railway and go left when there is tracks going in a few directions. There is the taxi. Ram to it's front and try to get it stuck so it won't get away and loses some health. After it is wrecked it is MISSION COMPLETE!.

"Well done! Episode completed!"

#####

3.2.21. SEASON 4 EPISODE 3 - THE HIT MEN AND HER

#####

At first you are greeted by briefing:

"THE MAYOR IS TRAVELLING IN A MOTORCADE TO CITY HALL TO GIVE HER INAUGURAL SPEECH. KILEY'S ASSASSINS ARE POSITIONED ALONG THE ROUTE. PROTECT THE MAYOR'S CAR UNTIL IT REACHES CITY HALL."

"Escort and protect the mayor's limo."

Mission starts with 5:00 time limit:

There's assassins attacking the limo and occasionally you, they are not much of a threat. Some are in not easy to spot places, but most can be found easily because of your auto aim with that target system. Get rid of what you can find. There might be other possible paths but I got the following one:

At the start that limo turns right. At opportunity #2, it turns right. Then it turns right. Then it turns right, then left, then another left. Then it follows that road. After getting rid of 2 assassins, it turns left. At this point a car 1 out of 2 goes after the limo, but! You can push it away so that it won't come after the limo, saving some health and frustration. The limo turns right and then right and at the end another right turn takes place. Then right to an alley. Then left and out of there, turns left and right take place. Then it follows the road for a while. When it can, it turns left. You'll find some health after that which you might need. Limo turns right. Then left. Before it turns right, you'll find some bullets. You might need them. After following that road for a while a car 2 out of 2 comes after it. Not if you push it away. Limo turns right. Then it follows the road, after going past the courthouse it turns around and drives there. That is MISSION COMPLETE!.

"Well done! Episode completed!"

#####

3.2.22. SEASON 4 EPISODE 4 - RUNAWAY TRAIN

#####

Part 1:

At first you are greeted by briefing:

"STARSKY & HUTCH HAVE HELPED THE MAYOR SAFELY EVADE THE ASSASSINS, BUT WHO IS BEHIND IT ALL? TIME TO PAY HUGGY ANOTHER VISIT"

"Find Huggy."

Mission starts with 0:45 time limit:

Turn left at the start and continue as far as you can go, then turn right, then after the kiosk-type thingy turn right and right and you'll see the goal. It is MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"HUGGY INFORMS OUR HEROES THAT THERE IS A LARGE SHIPMENT OF GUNS LEAVING TOWN BY RAIL, "YOU WILL NEVER MAKE IT IN THAT OLD CLUNKER, YOU HAD BETTER TAKE MY WHEELS BUT BE CAREFUL.""

"Head for the goods yard."

Mission starts with 0:30 time limit:

Turn around and go as far as you can, then turn right, then turn left and follow that road. Soon you'll see the arrow. Drive to it and MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"WE HAD BETTER HUSTLE IF WE ARE GOING TO GET TO THE GOODS YARD BEFORE THE TRAIN LEAVES."

"Get to the goods yard."

Mission starts with 2:10 time limit:

Continue straight and turn right into the railway tracks. Turn left with them. Then another left. Then turn right with them. Then go straight and then turn right with them, then turn left with them. In the distance should be the arrow which you must drive to. That is MISSION COMPLETE!.

Part 4:

At first you are greeted by briefing:

"THE TRAIN IS VIRTUALLY UNAFFECTED BY GUNFIRE, YOU ARE GONNA NEED TO SHOOT THE EXPLOSIVE CONTAINERS AT THE SIDE OF THE RAILS TO SLOW THEM DOWN."

"Shoot the trackside containers to disable the train."

Mission starts with 0:00 time:

Now, the train takes a route that is on rails, always the same path. So if one fails one knows what route it is going to take. You need to shoot the container things when the train is near them to make some damage to it. You can ram it, this is only recommended if the health of the train is low and you have almost full bar.

THE TRAIN TAKES A FOLLOWING PATH WHEN YOU DON'T FLIP THEM SWITCHES: At the 1st possible choice, it won't turn to the right. At the 2nd possible choice, it won't turn to the left. At the 3rd possible choice, it won't turn to the left. At the 4th possible choice, it won't turn to the right. At the 5th possible choice, it won't turn to the left. At the 6th possible choice, it won't turn to the right. At the 7th possible choice, it won't turn to the right. At the 8th possible choice, it won't turn to the left. At the 9th possible choice, it won't turn to the right. At that point, you could might as well restart, as there's no barrels anymore and when gone to the up north it's game over anyway.

"Well done! Episode completed!"

3.2.23. SEASON 4 EPISODE 5 - THE GAME IS UP KILEY
#####

At first you are greeted by briefing:

"NOW THAT STARSKY & HUTCH HAVE THE SHIPMENT OF GUNS WITH KILEY'S NAME ALL OVER THEM, ALL THEY NEED TO DO IS PICK HIM UP. GET TOHIS COASTAL HIDE OUT BEFORE HE MAKES HIS GETAWAY."

"Get to Kiley's hide out."

Mission starts with 3:00 time limit:

At the start, turn left. Continue as far as you can. Turn right and then left and when the barrier stops blocking your path turn left 180 degrees to the other side. Then follow that road. Then at the end turn right. Then you'll encounter some chickens as before... But this time you need to follow them to get inside. Following chickens jump from little land piece to another land piece until you find a health icon from near a building. Follow another few chickens. You'll need to make a big jump over some water. Chickens end here. Turn right and then left while avoiding them moving lights. From the right side go past the colorful thingy while turning a bit to the left and eventually

reaching grass. At the end turn right and then right. Through the health icon and to the left. Then at the end make a right turn. At the end make a right, go between a colorful thing and a building and turn left. Ahead is a red arrow. Drive to it and then:

"IT'S THE KEY TO THE HIDEOUT"

"Find Kiley's Hideout."

Mission continues with 3:00 time limit:

Continue forward and jump over water, drive straight and follow the right side. You'll eventually find a red arrow. Drive to it and then:

"STARSK, LOOK OUT FOR THAT CAR"

"Stop the attacking car, then find the hideout."

Mission continues with 3:00 time limit:

Ram the car and follow the grey path. It will eventually lead you to a red arrow. Drive to it and then:

"KILEY MUST BE IN THERE"

"Get to kiley's hideout."

Mission continues with 3:00 time limit:

Drive to a red arrow ahead and turn around in advance, then:

"HE IS MAKING A RUN FOR IT....AFTER HIM"

"Get after Kiley."

Mission continues with 3:00 time limit:

Kiley follows the grey path until the health icon, he goes straight and to the boat. You can turn around in advance and then:

"HE IS MAKING FOR THAT BOAT, LET'S SEE IF WE CAN HEAD HIM OFF AT THE PRISON"

"Head towards the prison."

Mission continues with 3:00 time limit:

Go back to where you came from, using the left side in the next area and jump over the large water area. Make a small right and left turn, from right side go past the things and moving left eventually reaching the grass area, then turn right and then right. Then turn left and go straight. At the end turn right and then right between a thing and a building, then turn left and then turn left and to the red arrow. The barrier disappears.

Mission continues with 3:00 time limit:

Follow that road until the red arrow appears. Drive to it and MISSION COMPLETE!.

"Well done! Episode completed!"

3.2.24. SEASON 4 EPISODE 6 - TRUCKSTOP
#####

Part 1:

At first you are greeted by briefing:

"KILEY HAS TRANSPORT WAITING AT THE PRISON BRIDGE. GET THERE AND HEAD HIM OFF."

"Head for the prison bridge."

Mission starts with 3:00 time limit:

At the start you'll go straight. Turn right to the railway. Turn left with them and then another left with them. Then turn right with them. Then turn right with them. Then turn left with them and then right off that railway and then turn left to the red arrow and it is MISSION COMPLETE!.

Part 2:

At first you are greeted by briefing:

"KILEY JUMPS INTO A SEMI RIG AND HEADS OFF. "COME ON HUTCH, THERE IS ANOTHER ONE, LET'S GET AFTER HIM.""

"Follow Kiley's truck."

Mission starts with 0:00 time:

There might be other possible paths but I got the following one:

At the start it turns right. At opportunity #2 it turns left. It goes from parking lot to off road, then turns left. Then it turns right, then it turns left. Then at opportunity #4 it turns right. It then turns left to a wide road after a right curve. Then at the end it turns right. Then at opportunity #3 it turns right. It goes straight for a bit and then turns right and goes to follow a grey path. It leads to the arena path itself. He drives to the middle and it is MISSION COMPLETE!.

Part 3:

At first you are greeted by briefing:

"IT'S AN AMBUSH, LET'S FINISH HIM OFF BEFORE THEY FINISH US."

"Stop Kiley and his boys."

Mission starts with 4:00 time limit:

You start with Kiley in front going away from you and a van coming towards you. STRATEGY: Focus on the truck while his two cars containing them henchmen crash to walls, you or each other. Ram and shoot the truck as much as possible. Use caution and be careful when your health gets low. There is one bullet pickup which comes in handy. After you have stopped them all, it is MISSION COMPLETE!.

"SEASON COMPLETE"

"Well done! You have unlocked Donut Dash"

CONGRATULATIONS! YOU HAVE COMPLETED SEASON 4!
#####

3.2.25. END OF THE GAME
#####

You are greeted by a briefing with exclusive music:

"HEY HUTCH, YOU WANT A BURGER? "YOU KNOW STARSK, I THINK I DO""

"THE END."

[CREDITS FOR SPELLBOUND AND EMPIRE INTERACTIVE ROLL WITH A DULL BACKGROUND IF

YOU PLAY EUROPEAN VERSION, WITH AWESOME BACKGROUND IF YOU PLAY US VERSION, YOU WON'T SKIP THEM AS THEY ONLY TAKE ABOUT A MINUTE AND YOU HAVE WORKED HARD TO GET THEM TO ROLL IN THE FIRST PLACE]

[YOU RETURN TO MAIN MENU]

CONGRATULATIONS! YOU HAVE COMPLETED STARKY & HUTCH ON GAMEBOY ADVANCE!
#####

3.2.26. Map menu messages for each mission

#####

Map menu let's you see some more briefing text and objectives. Here's the list. If there's any I missed (for example if the game tells you to hurry), contact me and tell me, K?

SEASON 1 EPISODE 1:

At the start: "Collect the evidence."

After the car drops stuff: "Suspect is throwing evidence from the car. Collect as much as you can."

SEASON 1 EPISODE 2 PART 1:

At the start: "Disarm the explosives!"

After disarming the last one: "All explosives have been deactivated, move into the bank."

SEASON 1 EPISODE 2 PART 2:

"Stop the Robbers."

SEASON 1 EPISODE 3 PART 1:

"Get to the training ground."

SEASON 1 EPISODE 3 PART 2:

"Get to the target area at the training ground. Avoid the cones on the way!"

SEASON 1 EPISODE 3 PART 3:

"Get to the Gas Station."

SEASON 1 EPISODE 3 PART 4:

"Protect the gas station from the robber. Use your car to hold him off until backup arrives in around 1:30."

SEASON 1 EPISODE 3 PART 5:

"Stop That Car!"

SEASON 1 EPISODE 4 PART 1:

At the start: "Catch Dave."

After catching Dave: "Get to Louie's Chop Shop."

SEASON 1 EPISODE 4 PART 2:

"Stop Louie's car."

SEASON 1 EPISODE 5 PART 1:

At the start: "Escort Louie."

After getting a tail: "We're being followed! Lead those guys to the helipad, where there are units waiting to assist you."

SEASON 1 EPISODE 5 PART 2:

At the start: "Get over to the bar, and rescue Louie!"

After reaching the bar: "Find the key. Try looking in the bushes."

After rescuing Louie: "Escort Louie to the safe house."

SEASON 1 EPISODE 6 PART 1:

"Get to Nu-Autos. You will find Carlton Breezy there."

SEASON 1 EPISODE 6 PART 2:

"Stop the Limo!"

SEASON 2 EPISODE 1 PART 1:

"Drive around the course avoiding as many cones as possible. Shoot the targets to increase your time."

SEASON 2 EPISODE 1 PART 2:

"Stop the bomber!"

SEASON 2 EPISODE 2 PART 1:

At the start: "Lose the tail, then get over to Huggy's."

After losing tail: "You Lost Them!"

After getting to Huggy's: "Find Swann's office."

SEASON 2 EPISODE 2 PART 2:

At the start: "Find Swann's office."

In the office: "Tail Eddie Swann. Don't get too close."

SEASON 2 EPISODE 3:

"Follow the kidnapper's van and stop them."

SEASON 2 EPISODE 4 PART 1:

"Get to the rendezvous point at the bus stop, and wait for Eddie to arrive in a taxi. Watch out though, there may be trouble in the air."

SEASON 2 EPISODE 4 PART 2:

"Escort Eddie's taxi to the warehouse."

SEASON 2 EPISODE 4 PART 3:

"Follow Eddie's taxi to the Airport."

SEASON 2 EPISODE 5 PART 1:

"Get to the Casino."

SEASON 2 EPISODE 5 PART 2:

"Follow the Truck."

SEASON 2 EPISODE 5 PART 3:

"Stop the boat!"

SEASON 2 EPISODE 6 PART 1:

"Follow the armored truck."

SEASON 2 EPISODE 6 PART 2:

"Follow the armored truck."

SEASON 2 EPISODE 6 PART 3:

"Follow the armored truck."

SEASON 2 EPISODE 6 PART 4:

"Find a way into the chicken factory."

SEASON 2 EPISODE 6 PART 5:

"Stop Poultry Pete's chicken van."

SEASON 3 EPISODE 1 PART 1:

"Get some practise at the training ground."

SEASON 3 EPISODE 1 PART 2:

"Follow the chicken truck to it's destination."

SEASON 3 EPISODE 1 PART 3:

"Stop the fake car."

SEASON 3 EPISODE 2 PART 1:

"Pick up the undercover car at the safe house."

SEASON 3 EPISODE 2 PART 2:

At the start: "Get to the helipad."

After getting the evidence: "Get the evidence to the courthouse."

SEASON 3 EPISODE 2 PART 3:

"Get the evidence to the courthouse. You must deliver at least 3 of the crates."

SEASON 3 EPISODE 3 PART 1:

"Follow Kane."

SEASON 3 EPISODE 3 PART 2:

"Run over all the switches to turn on the stadium lights."

SEASON 3 EPISODE 4 PART 1:

"Head for Hutch's apartment."

SEASON 3 EPISODE 4 PART 2:

"Follow the ambulance."

SEASON 3 EPISODE 4 PART 3:

"Stop the fake ambulance!"

SEASON 3 EPISODE 5 PART 1:

At the start: "Get to the rear of Nu-Autos."

After destination 1: "Get to the northernmost burger bar - near the unfinished bridge."

After destination 2: "Get to the wooden shed near the helipad."

After destination 3: "Get to the Twitty Tister."

After destination 4: "Get to wooden building north of the cornfields."

After destination 5: "Get to Louie's Diner."

After destination 6: "Get to the middle of the park."

After destination 7: "Get to the parking lot behind the bank."

After destination 8: "Get to the northernmost house with the swimming pool."

After destination 9: "Get to the gas station by the cornfields."

SEASON 3 EPISODE 5 PART 2:

At the start: "ALMOST THERE, GET TO THE DINER AT THE SOUTH END OF THE OLD CLIFF ROAD." (sic)

After getting to the destination: "Get to the junkyard. When you arrive, find Tami, she is hidden inside one of the boxes in the yard."

SEASON 3 EPISODE 6 PART 1:

"Stop Kane's car."

SEASON 3 EPISODE 6 PART 2:

"Take Kane's car and follow Starsky over to the safe area, but don't slow down."

SEASON 4 EPISODE 1 PART 1:

"Get over to the Bay City prison."

SEASON 4 EPISODE 1 PART 2:

"Stop the prison bus."

SEASON 4 EPISODE 2:

"Find and stop the taxi."

SEASON 4 EPISODE 3:

"Escort and protect the mayor's limo."

SEASON 4 EPISODE 4 PART 1:

"Find Huggy."

SEASON 4 EPISODE 4 PART 2:

"Head for the goods yard."

SEASON 4 EPISODE 4 PART 3:

"Get to the goods yard."

SEASON 4 EPISODE 4 PART 4:

"Shoot the trackside containers to disable the train."

SEASON 4 EPISODE 5:

At the start: "Get to Kiley's hide out."

After finding the key: "Find Kiley's Hideout."

After getting to the locked area: "Stop the attacking car, then find the hideout."

After opening another locked area: "Get to kiley's hideout."

After getting in: "Get after Kiley."

After Kiley has reached the spot X: "Head towards the prison."

SEASON 4 EPISODE 6 PART 1:

"Head for the prison bridge."

SEASON 4 EPISODE 6 PART 2:

"Follow Kiley's truck."

SEASON 4 EPISODE 6 PART 3:

"Stop Kiley and his boys."

```
#####  
#####  
3.3. GAME MODES WALKTHROUGH  
#####  
#####
```

```
#####  
3.3.1. GAME MODES - CRUISE MODE
```

#####

This is a game mode where you choose your car, select from one of the three areas of the city, and just drive around. Though if you want to change areas, you need to exit as there are barriers.

#####

3.3.2. GAME MODES - CHASE THE ACE

#####

Game mode starts with 0:00 time, with a white clock thing which counts from 0:00 onwards:

STRATEGY: Use Huggy's car and at the start shoot as much as you can. As the car ahead goes on the same road and crashes into vehicles later you can crash and cause damage. If done enough damage, after your bullets recharge once and them used it should be 0% health on the Ace and MISSION COMPLETE!. Write your name on the High Score list and you are done.

#####

3.3.3. GAME MODES - CHICKEN CHASE

#####

Game mode starts with 0:10 time, with a white clock thing which counts from 0:00 onwards, every chicken gives 2 seconds:

There is chickens ahead. Scare them (this is collecting them) as you go. Watch out though, they are sometimes in unpredictable places. Once you reach about 159, things turn into rage. When having about 190, things turn to even more rage. To get far, use the truck as it can take damage. When done, write your name to the High Score list and you are done. With getting 254, the amount seen is "254". When getting 255, the amount seen is "-". When getting 256, the game acts like you got 0 and thus you won't get to the scoreboard. When getting 257, the game acts like you got 1 but won't let you into the scoreboard even if it's the first run. When getting 258, the game acts like you got 2. This is enough to make it to the score board. This probably continues up to 266. Getting over 254 and beating the number shown makes it to the top. So 255 is probably the best. (The creator of this has gotten 258/266 without cheats. Health runs out all the time. Be there one more health pick up and... Potentially highest score is 264 as I discovered new places for them chickens. With GameShark to assist, I've gotten 264/266. Does the game say "MISSION COMPLETE!" when you get all 266? The last two seem to be impossible to get, had I a no clip code...)

#####

3.3.4. GAME MODES - DOWNTOWN DASH

#####

Game mode starts with 0:00 time, with a white clock thing which counts from 0:00 onwards:

You race three cars to the other end of town. Use Huggy's wheels on this one. If you aim for position #1, go to the finish line with a time about 1 minute. Start by following the road you start, which curves right a few times, then before it curves left, turn left. Then when you can, turn right. Follow that road and after it ends, keep going. You'll go through the helipad. Drive over the water to the other side and turn right. At the end make a right turn. Then follow that road. After a long straight and a left curve turn right. You'll see the arrow. Drive to it and MISSION COMPLETE!. When done, write your name to the High Score list and you are done.

#####

3.3.5. GAME MODES - PLANE SURVIVAL

#####

Game mode starts with 0:00 time, with a white clock thing which counts from 0:00 onwards with the counter on the bottom, which freezes at 9:59 if you stay alive enough while white counter goes haywire:

The goal here is to survive from two planes that drop bombs on you. To survive in theory, at least infinite time, make a very wide circle all the time, as them planes stay far away. There is one health pick up if you need it. When some time has passed them planes stop bombing you for several minutes. This can't be figured out without letting them get close to you. When this happens you may stop and pass time for some 15 minutes or so. Also I have no idea what triggers them stopping their bombing for a while.

NOTE: THE FOLLOWING LIST IS BASED ON EU VERSION. IT MAY DIFFER IN US VERSION. THE TIMING SYSTEM GOES LIKE THIS FOR SOME REASON, SEEMS LIKE THE VISUAL MINUTE NUMBER IS SET TO THE PLACE X IN THE FONT RAM POSITION INITIALLY, THEN IT MOVES ON AND ON:

0:XX.XX = 0 MINUTES AND X
1:XX.XX = 1 MINUTES AND X
2:XX.XX = 2 MINUTES AND X
3:XX.XX = 3 MINUTES AND X
4:XX.XX = 4 MINUTES AND X
5:XX.XX = 5 MINUTES AND X
6:XX.XX = 6 MINUTES AND X
7:XX.XX = 7 MINUTES AND X
8:XX.XX = 8 MINUTES AND X
9:XX.XX = 9 MINUTES AND X
:XX.XX = 10 MINUTES AND X
;XX.XX = 11 MINUTES AND X
<:XX.XX = 12 MINUTES AND X (CAPS)
=:XX.XX = 13 MINUTES AND X
>:XX.XX = 14 MINUTES AND X (CAPS)
?:XX.XX = 15 MINUTES AND X
@:XX.XX = 16 MINUTES AND X
A:XX.XX = 17 MINUTES AND X
B:XX.XX = 18 MINUTES AND X
C:XX.XX = 19 MINUTES AND X
D:XX.XX = 20 MINUTES AND X
E:XX.XX = 21 MINUTES AND X
F:XX.XX = 22 MINUTES AND X
G:XX.XX = 23 MINUTES AND X
H:XX.XX = 24 MINUTES AND X
I:XX.XX = 25 MINUTES AND X
J:XX.XX = 26 MINUTES AND X
K:XX.XX = 27 MINUTES AND X
L:XX.XX = 28 MINUTES AND X
M:XX.XX = 29 MINUTES AND X
N:XX.XX = 30 MINUTES AND X
O:XX.XX = 31 MINUTES AND X
P:XX.XX = 32 MINUTES AND X
Q:XX.XX = 33 MINUTES AND X
R:XX.XX = 34 MINUTES AND X
S:XX.XX = 35 MINUTES AND X
T:XX.XX = 36 MINUTES AND X
U:XX.XX = 37 MINUTES AND X
V:XX.XX = 38 MINUTES AND X
W:XX.XX = 39 MINUTES AND X
X:XX.XX = 40 MINUTES AND X
Y:XX.XX = 41 MINUTES AND X
Z:XX.XX = 42 MINUTES AND X

[:XX.XX = 43 MINUTES AND X
\ :XX.XX = 44 MINUTES AND X
] :XX.XX = 45 MINUTES AND X
^ :XX.XX = 46 MINUTES AND X (Shows as nothing)
_ :XX.XX = 47 MINUTES AND X (Shows as nothing)
` :XX.XX = 48 MINUTES AND X (Shows as nothing)
a :XX.XX = 49 MINUTES AND X
b :XX.XX = 50 MINUTES AND X
c :XX.XX = 51 MINUTES AND X
d :XX.XX = 52 MINUTES AND X
e :XX.XX = 53 MINUTES AND X
f :XX.XX = 54 MINUTES AND X
g :XX.XX = 55 MINUTES AND X
h :XX.XX = 56 MINUTES AND X
i :XX.XX = 57 MINUTES AND X
j :XX.XX = 58 MINUTES AND X
k :XX.XX = 59 MINUTES AND X
l :XX.XX = 60 MINUTES AND X
m :XX.XX = 61 MINUTES AND X
n :XX.XX = 62 MINUTES AND X
o :XX.XX = 63 MINUTES AND X
p :XX.XX = 64 MINUTES AND X
q :XX.XX = 65 MINUTES AND X
r :XX.XX = 66 MINUTES AND X
s :XX.XX = 67 MINUTES AND X
t :XX.XX = 68 MINUTES AND X
u :XX.XX = 69 MINUTES AND X
v :XX.XX = 70 MINUTES AND X
w :XX.XX = 71 MINUTES AND X
x :XX.XX = 72 MINUTES AND X
y :XX.XX = 73 MINUTES AND X
z :XX.XX = 74 MINUTES AND X
 :XX.XX = 75 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
| :XX.XX = 76 MINUTES AND X (Shows as nothing)
 :XX.XX = 77-79 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
[GARBAGE]:XX.XX = 80 MINUTES AND X (Shows as nothing)
[GARBAGE]:XX.XX = 81-82 MINUTES AND X (Shows as nothing)
' :XX.XX = 83 MINUTES AND X (Shows as nothing)
f :XX.XX = 84 MINUTES AND X
 :XX.XX = 85 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
N :XX.XX = 86 MINUTES AND X (Different N here, garbage in HIGH SCORE TABLE)
 :XX.XX = 87-91 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
< :XX.XX = 92 MINUTES AND X (LOW)
 :XX.XX = 93 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
[GARBAGE]:XX.XX = 94-96 MINUTES AND X (Shows as nothing)
 :XX.XX = 97-98 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
' :XX.XX = 99 MINUTES AND X
 :XX.XX = 100-105 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
™ :XX.XX = 106 MINUTES AND X
 :XX.XX = 107 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
> :XX.XX = 108 MINUTES AND X (LOW. Shows as nothing, blank in HIGH SCORE TABLE)
 :XX.XX = 109 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
[GARBAGE]:XX.XX = 110-111 MINUTES AND X (Shows as nothing)
Ÿ :XX.XX = 112 MINUTES AND X
 :XX.XX = 113 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
j :XX.XX = 114 MINUTES AND X
ç :XX.XX = 115 MINUTES AND X
£ :XX.XX = 116 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE) *
 :XX.XX = 117 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
¥ :XX.XX = 118 MINUTES AND X

:XX.XX = 119-121 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
©:XX.XX = 122 MINUTES AND X
ª:XX.XX = 123 MINUTES AND X
:XX.XX = 124-126 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
®:XX.XX = 127 MINUTES AND X
:XX.XX = 128-143 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
ç:XX.XX = 144 MINUTES AND X
À:XX.XX = 145 MINUTES AND X
Á:XX.XX = 146 MINUTES AND X
Â:XX.XX = 146 MINUTES AND X
Ã:XX.XX = 147 MINUTES AND X
Ä:XX.XX = 148 MINUTES AND X
Å:XX.XX = 149 MINUTES AND X
Æ:XX.XX = 150 MINUTES AND X
Ç:XX.XX = 151 MINUTES AND X
È:XX.XX = 152 MINUTES AND X
É:XX.XX = 153 MINUTES AND X
Ê:XX.XX = 154 MINUTES AND X
Ë:XX.XX = 155 MINUTES AND X
Ì:XX.XX = 156 MINUTES AND X
Í:XX.XX = 157 MINUTES AND X
Î:XX.XX = 158 MINUTES AND X
Ï:XX.XX = 159 MINUTES AND X
:XX.XX = 160-161 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
Ò:XX.XX = 162 MINUTES AND X
Ó:XX.XX = 163 MINUTES AND X
Ô:XX.XX = 164 MINUTES AND X
Õ:XX.XX = 165 MINUTES AND X
Ö:XX.XX = 166 MINUTES AND X
:XX.XX = 167-168 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
Û:XX.XX = 169 MINUTES AND X
Ü:XX.XX = 170 MINUTES AND X
Û:XX.XX = 171 MINUTES AND X
Ü:XX.XX = 172 MINUTES AND X
Ý:XX.XX = 173 MINUTES AND X
:XX.XX = 174 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
ß:XX.XX = 175 MINUTES AND X (Shows as nothing)
à:XX.XX = 176 MINUTES AND X (Shows as nothing)
á:XX.XX = 177 MINUTES AND X (Shows as nothing)
â:XX.XX = 178 MINUTES AND X (Shows as nothing)
ã:XX.XX = 179 MINUTES AND X (Shows as nothing)
ä:XX.XX = 180 MINUTES AND X (Shows as nothing)
å:XX.XX = 181 MINUTES AND X (Shows as nothing)
æ:XX.XX = 182 MINUTES AND X (Shows as nothing)
ç:XX.XX = 183 MINUTES AND X (Shows as nothing)
è:XX.XX = 184 MINUTES AND X (Shows as nothing)
é:XX.XX = 185 MINUTES AND X (Shows as nothing)
ê:XX.XX = 186 MINUTES AND X (Shows as nothing)
ë:XX.XX = 187 MINUTES AND X (Shows as nothing)
ì:XX.XX = 188 MINUTES AND X (Shows as nothing)
í:XX.XX = 189 MINUTES AND X (Shows as nothing)
î:XX.XX = 190 MINUTES AND X (Shows as nothing)
ï:XX.XX = 191 MINUTES AND X (Shows as nothing)
:XX.XX = 192 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)
ñ:XX.XX = 193 MINUTES AND X (Shows as nothing)
ò:XX.XX = 194 MINUTES AND X (Shows as nothing)
ó:XX.XX = 195 MINUTES AND X (Shows as nothing)
ô:XX.XX = 196 MINUTES AND X (Shows as nothing)
õ:XX.XX = 197 MINUTES AND X (Shows as nothing)
ö:XX.XX = 198 MINUTES AND X (Shows as nothing)

:XX:XX = 199-200 MINUTES AND X (Shows as nothing, blank in HIGH SCORE TABLE)

X + 35 = CLOCK DISAPPEARS FOR A MINUTE
[TO BE CONTINUED]

*The last run of the game mode shows up below all the high scores, shows there

3.3.6. GAME MODES - DONUT DASH
#####

Game mode starts with 0:30 time, with a white clock thing which counts from 0:00 onwards, every donut gives you 25 seconds:
Ahead of you is donut number #1. Pick it up and continue ahead the same road. When you'll see that the wall changes to a fence, stop, shoot the barrel on the right and go through to the other side, cut through so you don't have to turn left and then right, then turn left. Then at opportunity #2, turn right. Then turn left to off-road. There is donut number #2. Go forward to exit, turn right and then cut short a bit and turn left. Then at second opportunity, turn right. You'll encounter the familiar gas station. Near it is donut number #3. As this requires left turn, keep going in that direction and then turn left and then turn left. Before the road curves, turn left and pick up donut number #4, then turn around, go straight, then turn left, and right off road where there is an opening between a wall and a fence. There is donut number #5, pick it up and turn around. Go back where you came from, when you cross the water, turn right. Then turn right. Then turn left. When buildings pop up, use one them alleys between them on the right to save time. Then go as far as you can, turn right, go to the end, turn right and there is donut number #6. Then turn around and go back where you came from, though when the road gets wider, go straight. Turn left and then turn right. Ahead is donut number #7. Pick it up and continue straight. Turn left before the red something on your radar. Then turn right. Ahead is donut number #8. Pick it up and continue straight. Before you reach the red something on your radar, turn right. Ahead is donut number #9. Pick it up and continue straight. Go as far as you can, then turn right. Continue going forward and soon you'll encounter donut number #10. Pick it up and it is MISSION COMPLETE!. When done, write your name to the High Score list and you are done.

3.3.7. Map menu messages for each Game Mode
#####

Chase The Ace:
"Stop the car!"

Chicken Chase:
"Collect the chickens for extra time. How long can you keep going?"

Downtown Dash:
"Race the other vehicles!"

Plane Survival:
"Stay alive for as long as you can!"

Donut Dash:
"Collect the donuts!"


```
#####
#####
#####
4. Unlockables
#####
#####
#####
```

```
Light orange car ----- Start Season 2 Episode 4
Main vehicle ----- UNLOCKED
Huggy's car ----- Start Season 2 Episode 2
Police car ----- Start Season 1 Episode 2
Red car ----- Start Season 1 Episode 3 Part 3
Red pick-up ----- Start Season 3 Episode 2
White car ----- Start Season 2 Episode 1 Part 2
Blue car with flame art ----- Start Season 1 Episode 4 Part 2
Taxi ----- Start Season 1 Episode 1
Green car ----- Start Season 2 Episode 2
Chicken van ----- Start Season 2 Episode 6 Part 5
Black limo ----- Start Season 1 Episode 6 Part 2
Van ----- Start Season 1 Episode 2
White truck ----- Start Season 2 Episode 5 Part 2
Ambulance ----- Start Season 3 Episode 4
Schoolbus ----- Start Season 1 Episode 1
Truck front ----- Start Season 4 Episode 6
Cruise Mode ----- UNLOCKED
City 1 ----- UNLOCKED
City 2 ----- Start Season 3 Episode 1
City 3 ----- Start Season 2 Episode 1
Chase The Ace ----- UNLOCKED
Chicken Chase ----- Complete Season 1
Downtown Dash ----- Complete Season 2
Plane Survival ----- Complete Season 3
Donut Dash ----- Complete Season 4
```

```
#####
#####
#####
5. A bit about menus
#####
#####
#####
```

```
Story Mode
|-->New Game --> Name Input --> Save Slot --> GAME
|-->Resume Game --> Select Slot --> GAME
```

```
Episode Repeat --> Season --> Episode --> GAME
```

```
Game Modes
|--> Cruise Mode --> Vehicle --> City --> GAME
|--> Chase The Ace --> Vehicle --> GAME
|--> Chicken Chase --> Vehicle --> GAME
|--> Downtown Dash --> Vehicle --> GAME
|--> Plane Survival --> Vehicle --> GAME
|--> Donut Dash --> Vehicle --> GAME
```

Options

|--> Controls --> Type 1 - 4
|--> High Scores --> Browse Game Modes
|--> Enter Passcodes --> Passcode entry (WHAT DO YOU ENTER? SEEMS NO-ONE KNOWS)
|--> Credits

Pause menu

|--> CONTINUE --> GAME
|--> RESTART --> YES/NO --> GAME/Pause Menu
|--> QUIT --> YES/NO --> Pause Menu/GAME

```
#####  
#####  
#####  
6. Glitches
```

```
#####  
#####  
#####
```

1/3: If you go to see your HI-SCORE list after Cruise Mode the game slows down and shows you glitch visuals while being there in EU version. US version glitches out, but just a little, and won't slow down.

2/3: You can go through barriers if you turn at exact angle. This is not very much recommended when doing missions at the first time, as it requires precise timing and when done wrong you lose health. If you are really lucky you can go through just by driving straight at it, in a small angle.

3/3: Usually by going through barriers you can roam freely, this is the case with Plane Survival when reaching an area which is out of bounds normally, the scenario is limited to area X. But driving and crashing into a barrier and fence combo so that your car goes partly through the fence and so bypasses the invisible wall they put in so you can't get to the city. You can just drive over the water between one of them small things and a fence. Doing so and you can drive very in a very small area out of the field.

```
#####  
#####  
#####  
7. Cool stuff
```

```
#####  
#####  
#####
```

Go to Game Modes ---> Cruise Mode ---> Choose your car ---> Select the 2nd one. Turn left and then right to get to the road and continue that road until you are at the top, then at the right is a barrier. Glitch through it and see how far right you can go. Going too far south when there crashes the game.

Go to Game Modes ---> Cruise Mode ---> Choose your car ---> Select the 3rd one. Turn left to get out of your start location and turn right. Go to the end of the road and glitch your way through the barrier. You'll reach water and in the left ahead is land. Cross the water to get to it. Now you can explore this big glitch-area.

```
#####
#####
#####
8. Gameshark codes
#####
#####
#####
```

Must Be On: 9F4C55518299 293F3D3DDDF57 F7638EE22DF7
Infinite Health: 62864EBCA930
Infinite Ammo: 70A7389C8ECA
Quick Fire: FBE64854BFAF
No Mission Timer: 4A2E4E1CBF22
Engine Upgrade #1: C04E72D68B09 400F6AD48149
Engine Upgrade #2: 400D62D68B49 C04C7AD48109
Unlock All Episodes: 2FB511117090 200BBA8EC949
Unlock All Game Modes: 379401B16040
Unlock All Vehicles: 34A0A2C94477 1529948B44E6

Hints & tips: If you want to have fun or explore certain areas, Infinite Health comes in handy.
NOTE: These codes are for EU version.

```
#####
#####
#####
9. Thanks and stuff
#####
#####
#####
```

Spellbound and Empire Interactive for making and publishing this GBA game.
Myself for making a FAQ as there was not any, and I have completed the game on EU version 3 times and US version once so why not make one.
Gameshark codes from: <http://bsfree.org/?s=26&d=8&g=12277>
Music listened when making this FAQ:
East - Rések A Falon (1983) (Few selected pieces)

© 2015-07-15 - 2018-11-27 PSXDRIVERPLAYER. All Rights Reserved.
THE END
[INSERT CREDITS HERE]

TO DO: CHECK FULL AI ROUTES IN:
SEASON 2 EPISODE 1 PART 2
SEASON 2 EPISODE 3
SEASON 2 EPISODE 6 PART 5
SEASON 3 EPISODE 1 PART 3
SEASON 3 EPISODE 4 PART 3
SEASON 3 EPISODE 6 PART 1
SEASON 4 EPISODE 1 PART 2