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1: Introduction

I'm very impressed with this "director's cut" version of Smuggler's Run 2, even if it is mostly a port. The new 60 fps framerate will dazzle you if you've played the other SR games before. The new Eastern Europe level and the remade North American level from Smuggler's Run 1 are also impressive.

This is also an extremely difficult game, with the local law enforcement after you as you deliver your illegal cargo. Those police are more persistent than mosquitoes on a warm summer night and sting like African killer bees, a lot like the last game.

This guide is going to try to help you get through this big, bad world of smuggling merchandise across borders while everyone is trying to capture you. The journey will be difficult, but your odds will hopefully go down a little after trying out my unofficial mission walkthroughs.

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2: Revision History

Version 1.0 8/21/02 - First Edition.

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Version 1.1 8/26/02 - I'm finishing off the Tokens section today, correcting a code I accidentally put down wrong, and putting in a Frequently Asked Questions section.

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3: E-mail Policy

I have received a lot of stupid e-mail in the past, but now it is starting to get ridiculous so I am going to start enforcing what kinds of messages will and will not get answered.

Please DO:

- read the whole document before sending a question. If you have time to waste your life away on video games, then you have enough time to scan my document for a few minutes for an answer to a problem.
- put the name of the game in the message topic. It makes it A LOT easier for me to pick out which messages are on games and which are not. Also if the name is not there, I might accidentally delete it, thinking it is junk mail.
- use grammar correctly. I won't be able to understand you if you write

some garbage like: "hym an dou ha vecodez furt his game?"

- send a message in English. I can barely read Spanish, let alone translate Japanese. You wouldn't believe how many messages I have received in some foreign languages that I don't even know which continent they are from.

Please DO NOT:

- be too formal. I won't get mad or anything if you do, but I feel kind of silly when I get overly formal messages that sound like business contracts.

- be too INformal. Don't use lots of slang, or get lax in your punctuation and capitalization.

- write the title of the message as "About your walkthrough" or something similar to that.

- forget to include the name of the game in the message or on the title. I am not a psychic. I cannot tell what game you are after if you do not include the name in it.

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#### 4: General Strategies

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##### 4A - CONTROLS

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- STEERING - Control Stick
- ACCELERATION - A button
- REVERSE - Z button
- BRAKE - Brake
- DRIFT/AIR BALANCE - R button
- PAUSE - Start
- CAMERA - C-stick
- VIEW MAP - Push down L button 3/4 of the way
- REARVIEW - Push down L button all the way
- COUNTERMEASURE 1 - Y button
- COUNTERMEASURE 2 - X button

##### DRIFT/AIR BALANCE

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The AIR BALANCE button is very important in this game, because you'll be spending a lot of time with your wheels off the ground. The AIR BALANCE button will level out your wheels so you'll have a smooth landing instead of falling end over end.

##### MAP

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The map you trigger on the L button will be your best friend in this game. You'll need it to find the easiest route from pickup point to pickup point. The map doesn't have a compass, but I will use north, south, east, and west anyway. UP on the map is north, LEFT is west, DOWN is south, and RIGHT is east. I will also use a lot of location names, from the maps in the manual.

##### COUNTERMEASURES

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USE your REARVIEW button in conjunction with your weapon COUNTERMEASURES to get away from the cops. Look behind you with REARVIEW, then when you see a

big pack of cops behind you, use your speed boost/oil slick/smokescreen/bomb to get away from them, at least temporarily...

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4B - MAPS AND PLAYFIELD MARKERS  
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ARROWS  
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On the map, red arrows are you and your allies, blue arrows are your rivals, and flashing white arrows are law enforcement. In the playfield, the arrow on the top of the screen guides you to the next checkpoint. It will be red if you are going to drop off your contraband, and it will be yellow if you are going to pick up more contraband.

However, arrows are often misleading. Don't follow the arrow in a straight line to your destination or you won't last long. You need to use the map to find better routes. Also, there are some missions where there will be multiple pickup points. They don't always point to the best target. My guide will tell you what I think is the best order to collect them in.

CONTRABAND  
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On the map, a yellow box indicates contraband. The box icon will overlay the arrow of the vehicle that is carrying it. In the playfield, a single yellow flare will indicate contraband. If a vehicle is carrying it, a box icon will appear over it. If it's a friend, the box will be red. If it is an enemy, the box will be blue.

DROPOFF POINTS  
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On the map, a red X will show your drop off point, a blue X will show your rivals' drop off point. In the playfield, three red flares indicate your drop-off point, and three blue flares indicate your rivals' drop off point.

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4C - CONTRABAND  
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SCORING  
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Contraband could be anything: computer chips, jewels, paintings, etc. That part doesn't really matter. No matter what you have, someone is almost always trying to take it away from you or damage it. Every time you collide with something, the value of your cargo decreases.

This is the very first time in the Smuggler's Run series when you actually get something for going for a high score. If you can get a GREAT rating on all levels, you'll unlock the HOVER SLED. Getting a great rating depends mostly upon what condition the contraband's in when you deliver it to the checkpoints. Time is the second major factor, but it matters far less.

First of all, when going for a high score, I strongly recommend you use the ATV MONSTER. You should at least wait until you get the ATV MONSTER before you decide to go after GREAT ratings. I agree with the members of the [www.gamefaqs.com](http://www.gamefaqs.com) Smuggler's Run: Warzones board that this is the best vehicle for high scores. It absorbs impacts well, which will lessen the chance cargo will be damaged from long falls. It also has Speed Bursts so you can quickly motor up slopes. The last thing that makes it great for high score runs is the Repel Sphere countermeasure. If a lot of cops surround you and are beating down your cargo's value, you can flick it on

and they'll all be pushed away.

There are several ways to keep your contraband's dollar amount up. Be careful not to catch big air. Impacts after long falls can take down cargo value quite a bit. Avoid impacts with other vehicles and objects. Especially be careful you don't get hit from the front, because your cargo's value is going to get taken down quite a lot if you get hit there. Try not to go too fast, so you won't lose control. When you're in a contraband race with other teammates, make sure you deliver as much of the cargo as you can.

You don't get points for what your teammates deliver. Also, avoid getting the contraband stolen off at all costs.

Time's the second factor in determining your score, though it matters far less than the contraband's value when you deliver it. However, your time can make or break your rating. When you're not carrying any cargo, go as fast as you can and don't worry about banging up your car too much. At least try to avoid impacts that will slow you down a lot. Take it easier once you're hauling something with you.

#### BOMBS

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In a handful of missions, you will have to carry around bombs. Unlike other contraband items, the contraband's value is indicated by red numbers rather than white ones. You need to be as careful as possible when you have one of these bombs on you. They take damage much more easily than other types of contraband. Not only that, but if the bomb's value drops all the way down, the bomb will explode and you'll fail the mission. Apply the same tips in the SCORING section on carrying contraband to keep the bombs from blowing prematurely.

#### CONTRABAND EXCHANGE

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When you drive into the yellow smoke to pick up the stuff, "CONTRABAND ACQUIRED" will flash across the bottom of the screen. If a rival collides with you, "CONTRABAND LOST" will flash across the bottom of the screen, telling you that the enemy has made off with your loot. Get the loot back by crashing into him. "CONTRABAND SNAGGED" will flash, indicating you have taken it back.

You can also give the contraband to another teammate if you want. Collide into them and "CONTRABAND TRANSFERRED" will appear, indicating you have given the goods to your ally, who will now (hopefully) take the loot to the drop off point. You can also get it back by slamming them again. Transport loot yourself as often as possible, because your computerized teammates are not very reliable when it comes to keeping contraband from being stolen off.

If you do let you teammate carry cargo, keep a careful eye on him. Watch them until they make it to the goal, otherwise your contraband might get snagged when you're not looking. By the time you figure out what happened, he's almost to his base! Stay alert constantly!

Cops cannot take loot away from you, no matter how much they hammer you into the ground.

#### CHEAP CONTRABAND TRICK

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If you are getting tired of chasing your rivals all over the map and they are still getting the cargo back first, then here is a cheap trick I made around it in my Smuggler's Run 1 guide. Wait at the enemy dropoff point. When they try to deliver the contraband, they may hit you instead of the

checkpoint! Now you have the cargo and should be able to easily deliver it to your base since both bases are usually close together.

It seems that these guys in the game have been reading my Smuggler's Run 1 guide and will use this trick against you themselves. Fake one way, then swerve the other direction. Counter this cheap trick by having one of your own teammates wait at their dropoff point. Select a vehicle that has a team role called CORNER and they will stay by the enemy base at all times, waiting for a rival to try to make a dropoff.

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#### 4D - VEHICLES

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Each vehicle has advantages and disadvantages over each other. Choosing the right car in this game is quite important. It's also important in team missions where you and your friends have to work together to beat the police and your rival team. Below is a little explanation of the ratings and what each category is for:

#### RATINGS

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none of the ratings on any vehicles go below 6, so I think it's not important to examine ratings below that number.

#### CATEGORIES

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this is an explanation of each category a vehicle is based on.

**SPEED** - this is the vehicle's overall top speed. Speed's important in this game, because cops will dog you for entire missions.

**ACCELERATION** - this stands for how fast a vehicle can get up to top speed. This category is often more important than top speed because you WILL crash constantly in this game, no matter how good you are at driving. You need to get up to speed quickly to get away from the cops.

**HANDLING** - this rates how well a vehicle can turn. Most of the vehicles seem to turn just right for me, minus the ATV MONSTER and the SPECIAL DU MONDE, so it doesn't matter much what number this category has, unless the number is 6 or lower.

**WEIGHT** - this is how heavy and well armored your vehicle is. This category is important because you will be crashing into a lot of stuff during the game. It's also important your car is heavy because whenever you are airborne you have no control over where you are going. You also lose at least a little health every time you land. It's often not much, but it will add up. Heavyweights won't fly into the air a lot.

**CLIMBING** - I made up this category myself, even though the game never bothers with this one. IMO the game should have covered it. I will say how well the vehicle can climb. You're literally gonna be crossing mountains, and it would be bad if your car should get stuck on the way up one.

#### TEAM ROLE

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This tells what role the vehicle will play when it is controlled by the computer in a contraband race. A FORWARD will zoom out and try to collect the contraband. A GUARD will try to protect the vehicle carrying the contraband. A BACK will go around trying to wreck into opponents, favoring FORWARDS. CORNERS will hide out at enemy bases and wait for enemies to try

to deliver their contraband there.

The best combo IMO for a contraband race is one FORWARD and one CORNER, and you driving a fast vehicle. That way you have two people gathering up cargo quickly, and one last vehicle to gather up the contraband that got snagged by the enemy before you could take it.

#### COUNTERMEASURE

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This is a device that can be used to escape enemies. It differs depending upon which vehicle is used. You'll be able to use a countermeasure only five times per mission. To unlock the first four countermeasures for use in the Smuggler's Mission campaign, beat levels until you are told you've unlocked it. To unlock the second countermeasures for use in the Smuggler's Missions campaign, beat all 36 missions and the three training levels.

#### FIRST COUNTERMEASURES

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SPEED BURST - The first countermeasure, SPEED BURST, is used by the SUPER BUGGY and the ATV MONSTER. This is the only countermeasure that does no harm to enemies. It's self-explanatory. You just get a massive burst of speed to propel you away from enemies. It's good for motoring up hills in a short amount of time.

OIL SLICK - This drops a strip of oil behind you. It will cause vehicles behind you to spin out and maybe have a crash. Quite handy in my opinion. It's used by the D-5 HONDO and the SPECIAL DU MONDE.

SMOKE SCREEN - This drops a line of smoke, forcing enemies to turn so they can see. This is the most worthless special of all, because it's only useful on bridges and in narrow passageways. If used anywhere else it does little good. I'm real sad it's used by one of my favorite cars, the SAHARA SPECIAL. It's also used by the KAVOSTOV.

BOMBS - My favorite countermeasure. You'll release a bomb behind you. It will explode when an enemy collides with it or after a few seconds pass, whichever comes first. Don't release it when the enemy is close by or you'll get thrown for a loop as well. By close I mean closer than several car lengths away. It's used by the BAJA TRUCK and the GRENADIER.

#### SECOND COUNTERMEASURES

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ACID - This countermeasure causes acid to splatter behind your vehicle. If an enemy gets hit by the acid, their vehicle will be disabled. If you do this to cops in the Smuggler's Mission mode, the cop's vehicle will be permanently disabled. However, the vehicle must get a direct hit from the splatter for it to work, so only use it if enemies are right behind you. The vehicles that use this countermeasure are the SUPER BUGGY and the SAHARA SPECIAL

VERTICAL BOOST - This will send your vehicle catapulting into the air. It can be handy to get you leaping over tall walls, or jumping up out of a swarm of cops. I think its most useful purpose though is getting the hidden tokens in the Joyriding levels. This countermeasure is used by the D-5 HONDO and the BAJA TRUCK.

CLOAKING DEVICE - This will make you invisible to all enemies for a period of time. In multiplayer you'll vanish from radar completely as well as in the playing field. The contraband icon will also vanish if you are carrying the contraband. In the Smuggler's Missions campaign, the enemy will stop

chasing you and start wandering around looking for you. It can be handy if you're surrounded by enemies and need to make a quick getaway. The vehicles that use this countermeasure are the SPECIAL DU MONDE and the GRENADIER.

REPEL SPHERE - This countermeasure will cause bolts of electricity to shoot out from your vehicle for a short time. Any vehicle that tries to collide with you while the countermeasure is active will be pushed away. The vehicles that use this countermeasure are the ATV MONSTER and the KAVOSTOV.

#### VEHICLE STATS

##### SUPER BUGGY

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Speed - 3  
Acceleration - 6  
Handling - 5  
Weight - 7  
Climbing - 6  
Team role - forward  
Countermeasure 1 - speed burst  
Countermeasure 2 - acid

Hmph, I was never a fan of the BUGGY from the original Smuggler's Run, and this so-called SUPER BUGGY doesn't catch my eyes either. It can't climb for anything. You'll need a speed burst if you need to get up hills at anything faster than a crawl.

It's much easier to use than the original BUGGY, but I still don't like it. Sadly, this is the only car we have at the start of the game. You'll get another one soon, but in the meantime you'll still be stuck with this.

One thing it is helpful for is in contraband races. Assign your teammates this car and they will be useful in gathering up the cargo before the enemies can.

##### D-5 HONDO

Speed - 6  
Acceleration - 7  
Handling - 9  
Weight - 8  
Climbing - 9  
Team role - guard  
Countermeasure 1 - oil slick  
Countermeasure 2 - vertical boost

This little jeep is MUCH better than the SUPER BUGGY. It's a little underpowered, but it's real useful, even in later stages. For having a lawnmower engine it sure can climb! You can take on anything short of the steepest slopes in it. It's oil slick is real handy for losing pursuers, especially in later levels in Vietnam and Russia in the winter.

##### ATV MONSTER

Speed - 8  
Acceleration - 5  
Handling - 6  
Weight - 4  
Climbing - 7  
Team role - forward  
Countermeasure 1 - speed burst  
Countermeasure 2 - repel sphere



It's light as a feather and quite difficult to steer. Anything bigger than a box will send the rider flying. It's a tad better than the SUPER BUGGY at climbing, but not by much. However, it's good at absorbing the impact of falls. If you master this vehicle you can cruise through just about every mission in the game with ease. It's the prime choice for getting the GREAT ranking in all missions to get the HOVER SLED. Use it as a Forward in contraband races and it will serve you well.

#### SPECIAL DU MONDE

Speed - 10  
Acceleration - 9  
Handling - 5  
Weight - 7  
Climbing - 6  
Team role - corner  
Countermeasure 1 - oil slick  
Countermeasure 2 - cloaking device

This is the fastest vehicle in the game. Keep it far away from the mountains. The only place you should use this car is on gently sloping plains and graceful roads, and easy hills on occasion. The oil slick's good for slowing down enemy pursuers, and the cloaking device is really useful once you unlock it for the Smuggler's Mission campaign. Is it my imagination or does this car just get easier and easier to handle with each new game?

#### BAJA TRUCK

Speed - 5  
Acceleration - 8  
Handling - 8  
Weight - 7  
Climbing - 8  
Team role - corner  
Countermeasure 1 - bombs  
Countermeasure 2 - vertical boost

I LOVE this truck! It's awesome looking and has at a great rating in everything except climbing. It also has my favorite countermeasure, bombs! This will probably be a good friend of yours during the early part of the game. As long as you stay away from steep slopes you should be okay. Don't release those bombs too close to enemies or you'll be heading for the moon. The vertical boosts are also very useful for collecting those elusive tokens hidden throughout the five levels.

#### SAHARA SPECIAL

Speed - 7  
Acceleration - 8  
Handling - 8  
Weight - 8  
Climbing - 10  
Team role - guard  
Countermeasure 1 - smokescreen  
Countermeasure 2 - acid

This is the best climbing vehicle in the game. It goes up slopes like they aren't even there. It's got considerable power too to motor down smooth landscapes as well. It also has a lot of bulk and can push weaker cars away. The one downside is that it has to have the smoke screen as a special weapon... Smoke screen is worthless unless you are on a narrow bridge or inside a small passageway. It's acid is great, but it's too bad you can't

use it in the Smuggler's Mission campaign till after you beat it.

#### GRENADIER

Speed - 9  
Acceleration - 9  
Handling - 7  
Weight - 10  
Climbing - 8  
Team role - back  
Countermeasure 1 - bombs  
Countermeasure 2 - cloaking device

This is one freakin' huge monster! It will surprise you with it's considerable speed though. Nothing save a KAVOSTOV will push this beast around. Those bombs won't bounce around the BAJA TRUCK as much either, so you can release them sooner. The cloaking device will allow you to vanish from any enemies that have managed to keep up with you. You'll become good friends in Russia Winter. Overall this vehicle doesn't seem to have any real big weaknesses.

#### KAVOSTOV

Speed - 4  
Acceleration - 10  
Handling - 10  
Weight - 10  
Climbing - 9  
Team role - back  
Countermeasure 1 - smokescreen  
Countermeasure 2 - repel sphere

This is also a mighty giant. The treads it has are pretty cool. It takes on most hills easily. Unfortunately, it has one fatal weakness: it's just too darn slow. Everybody will have a very easy time keeping up with you. The smoke screen doesn't help much either in discouraging pursuers. You'll probably need to use that repel sphere a lot because everybody has no trouble catching you. A big problem is that this is the last car you get, so by the time you unlock it everyone will be faster than you and the time limits will be too short for you to keep up with. We should have been able to access this vehicle earlier.

#### HOVER SLED

Speed - 9  
Acceleration - 5  
Handling - 9  
Weight - 4  
Countermeasure 1 - speed burst  
Countermeasure 2 - vertical boost

I don't know about this vehicle, because I haven't unlocked it yet. You have to get a GREAT rating on every mission in order to unlock this vehicle.

I recommend the ATV MONSTER for that task.

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#### 4E - DRIVING TACTICS

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#### DRIVING EFFICIENTLY

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You will follow the arrow constantly in this game. It always points in a straight line at the next checkpoint. However, in this game, a straight line is almost never the fastest way. There are often steep hills, rocks,

and buildings in the way. You need to get around them.

Usually, if you have a choice between heading over a steep hill and taking a longer but faster road, you should go with the road. This will keep your speed up and make it more difficult for the cops to stay with you. Always take roads or follow railroad tracks when possible.

If there are several locations you could go, don't always trust the arrow. There are often better targets to attack than the one the arrow focuses on. My guide will ignore the arrow on occasion, but it is for the best I assure you.

#### MINEFIELDS

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Unfortunately, there is no minesweeper around except me. While I am THE Minesweeper, I'm afraid I can't defuse them for you. Whenever you come close to a mine, it will explode and send dark smoke into the air. If you hit this smoke right after it appears, you're gonna be heavily damaged if not totally destroyed.

You have just enough time to react and get out of the way. Immediately swerve left or right if you're headed straight for a blast. Maybe if you get lucky the cops will hit one instead of you. You can avoid minefields by learning where they are. You will seldom get blasted if you stick to the perimeter of no man's land. Also, stay on roads. Mines are never planted on roadways.

#### ROCK SLIDES

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These are far less common than minefields. If you run into the rocks that are rolling down the hill, expect to suffer quite a bit of damage in addition to getting swept down the hill and off course. Learn where rockslides will occur in levels. After you do that, you can anticipate when to slow down to let one pass. Be careful, cops will take advantage of this hesitation to get you.

#### LAW ENFORCEMENT

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NOTE: I know most of the law enforcement in the game really is the army, but I like to refer to them generally as cops so there's less confusion.

The cops will be after you all throughout this game, and will stick to you like shadows. They will damage you until you can't move anymore, then they will come and arrest you. They even single you out of multiple gang cars and will only come after you. You gotta think of some ways to get them off your back. BTW, these tactics also apply when enemy gangs are after you.

Use the environment to your advantage. If a bridge is coming up, try swerving one way and make it look like you'll go below the bridge. Suddenly swerve back and you'll be on the bridge while the cops are trapped in the valley below. If some ruins are coming up, then zig zag through the stones.

The cops follow you like lemmings wherever you go, so they may have crashes.

Make wide, long turns to keep your speed up. If you make sudden moves, you'll lose all speed and cops will be on you in an instant. I have seen this happen many times when I had to make a sudden move to evade a blast from a mine. When there is a cop oncoming against you, drift a little one way, then at the last second brake then swerve the other direction. The cop will fly

right by you and maybe even take out some of your other pursuers behind you.

If a cop pulls up beside you, he's gonna try to sideswipe you off course. Slam on the brakes and he'll fly right past and maybe spin out. If that will not work, turn INTO him, not away. Turning away will only make his job easier. Slam into him and maybe he'll back off a little.

Use your countermeasures to slow them down, but use them sparingly. In some missions you must lose all pursuers after completing all other objectives. This will often come with a tight time limit. The fastest way to escape is to use countermeasures, so you had better save one or two ammo of them for the end of the level just in case. I will warn when a level will require you to lose enemies at the end.

If you are out of countermeasures, you will have a real hard time escaping. The best places to lose pursuers is to draw them into a place with a large amount of obstacles. Main Village in Vietnam is an excellent example. After you draw them in, drive close to buildings and maybe turn onto different streets. All your pursuers are bound to have collisions into the buildings. Now, you can just casually drive away as the enemies are too confused to follow.

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## 5: Walkthrough

Before we begin our game, I'd like to talk about some of the characters you will be meeting over the course of the storyline.

### FRANK LUGER

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Luger is the leader of Exotic Imports, who you work for. He's gruff and gravely voiced. At the start of the story Tan, an errand boy of the Colonel, meets him. The Colonel offers him jobs to deliver supplies deep inside Russia for his army of rebels, the Liberation Faction. His intentions are unknown, so Frank is a little hesitant to accept these mystery jobs. After being offered a large sum of money, Frank reluctantly agrees to help the Colonel out.

### THE COLONEL

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The Colonel is the man who is organizing all these missions for you in the game. He is an ex-Soviet general, but he has access to Russian arms. Since being kicked out of the army, he's organized a group of rebels called the Liberation Faction. He thinks he is untouchable, and that people are just pawns for him to use in his games. The Colonel seldom shows himself. Usually his offers and advice are delivered through his errand boys.

### SHODI

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Shodi is a Russian border guard who will serve as the client contact operative. He'll give out the Colonel's missions for you in Russia. He's very profreedom, especially for himself, and likes to bully people into doing what he wants.

### TAN

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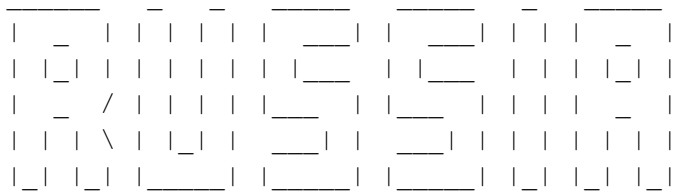
He's the errand boy for the Colonel, and handles his business. He presents the Colonel's offer to Luger at the start of the story. He reports what the Colonel wants Luger to do, and gives out bits of advice. Tan is very

devious sycophantic and manipulative. Tan cares about nothing but money and has done many bad things apart from fighting. He has no respect for anything or anyone, not even himself. He even sold his own sister for very little.

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5A - RUSSIA MISSIONS

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TRAINING 1

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OBJECTIVES - Clear five checkpoints

REWARD - Nothing

RECOMMENDED CAR - Super Buggy

Your first training exercise is so easy it'll bore you to tears. The time limit is so generous that you could do the mission three times! Head northeast and tag the first checkpoint, then follow the trail of checkpoints around the Oasis until you have all five. If you can't win here, then why the heck are you playing videogames?

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TRAINING 2

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OBJECTIVES - Deliver three pieces of contraband

REWARD - Nothing

RECOMMENDED CAR - Super Buggy

This second training exercise is also extremely easy. Drive north to collect the contraband, then follow the road a little to where the checkpoint is. Continue north into Hill Village where the next piece of contraband is. Turn northeast and tag the next checkpoint.

Go northwest to find the next piece of contraband. Make a U-turn and go south through the village again to deliver the final piece of contraband.

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TRAINING 3

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OBJECTIVES - Follow Luger to the base without losing him

REWARD - Special Du Monde

RECOMMENDED CAR - Super Buggy

Despite the night conditions, it's not going to be that difficult to follow

Luger. Follow Luger northwest down the road. When he gets to the Oasis, he'll suddenly go north. Pursue him as he travels beside the railroad tracks. When you come up to the tunnel, he'll make another sudden turn to the east.

After that, he will turn onto a trail and go north again. Follow him past the snow packs and into Hill Village. After passing through Hill Village, he'll turn onto another trail and go east. He'll curve this way and that down the road, but the general direction he is heading is north.

When you reach the northeast corner of the map, he'll go west and you will arrive at your base. You are now officially a member of Exotic Imports and may do actual missions.

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MISSION 1  
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OBJECTIVES - Deliver three pieces of contraband

REWARD - Nothing

RECOMMENDED CAR - Special Du Monde

This is your first real mission against real cops. It's still not going to be that difficult anyway. After the mission begins, turn south into Hill Village to collect the contraband. Continue south over the hills to the next checkpoint.

Keep going south towards the Oasis. Get the contraband here then go west along the railroad tracks nearby. After tagging the checkpoint, turn southwest to get another piece of contraband. Next, go west near the lake to the final checkpoint at the border pass.

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MISSION 2  
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OBJECTIVES - Deliver four pieces of contraband

REWARD - Speed Boost for Super Buggy

RECOMMENDED CAR - Special Du Monde

This is your first mission where you must take contraband from a helicopter.

If you take too long to get to the helicopter's dropoff point, it will move somewhere else to keep from getting targeted by the police. Aaargh, moving checkpoints, one of an FAQ writer's worst nightmares.

The helicopter moves around too much, the dropoff points don't move at all. If you can, try to memorize the order of places the helicopter will visit. I will list the dropoff locations below for you, and do the same for each helicopter mission to follow:

1 - to the south of the Half Biscuits.

2 - to the west of Water Town, at the lakeside.

3 - to the southwest of the Pits, near the railroad tracks.

4 - in the Ridge Ruins.

After this mission, you will unlock your first countermeasure: the Speed Boost for the Super Buggy.

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MISSION 3

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OBJECTIVES - Deliver five pieces of contraband before the Free Trade Faction can

REWARD - Nothing

RECOMMENDED CARS - YOU - Special Du Monde  
- PARTNER - Special Du Monde  
- PARTNER - Super Buggy

This is your first contraband race. This kind of mission is usually quite easy. All you have to do is deliver contraband before the rival team can do the same. The Super Buggy's speed and extra Speed Boosts will serve you well in this job. The checkpoints move around a lot so I can't give a listing.

If you can't keep up with your rivals, hang out at their base and steal their cargo when they deliver it. Watch out for the Baja Truck on the enemy team, because he's gonna use this trick on you too.

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MISSION 4

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OBJECTIVES - Deliver one piece of contraband  
- Switch to Baja Truck  
- Deliver two more pieces of contraband in Baja Truck

REWARD - Baja Truck

RECOMMENDED CAR - Special Du Monde

In this mission, you need to make a run to the base. There you will get a new vehicle to pursue a plane's drop. Go north across the river and get the contraband, then proceed northeast up the mountain to your base. Watch out for a rockslide on the way up. When you get there, you will be shifted over to the Baja Truck, one of my favorite vehicles in the game.

After getting into the Baja Truck, go west over the hill and past the trees to find a piece of contraband. Go southwest down the mountain again and cross the river twice to tag the dropoff point. After you do that, a plane will fly over the plains and drop a piece of contraband by parachute.

It will land south of your position in the Half Biscuits. Take the cargo then go southwest to Water Town where the final checkpoint is.

=====

MISSION 5

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OBJECTIVES - Deliver six pieces of contraband  
- Lose all pursuers

REWARD - Oil Slick for Special Du Monde

RECOMMENDED CAR - Baja Truck

In this mission, a plane will drop multiple pieces of cargo. The parachutes ALWAYS carry the cargo in the same direction every time, so you can anticipate where it will land and cut seconds off your mission time.

At the start of the mission, the plane will fly past and drop two pieces of contraband by parachute. Follow the parachute that drifts to the southwest, then go east to the dropoff point. After dropping the contraband, go northeast to get another piece of contraband, then go southwest to deliver it.

After doing that, the plane will drop three more pieces of contraband. Follow after the one that heads northwest first. Go get the cargo, then return it at the dropoff point to the southwest. Head south to get another piece of contraband, then go north to deliver it. Get the final piece to the southwest and return it at the pickup point.

The plane will drop one last parachute and it will drift southwest to Water Town. Get the contraband, then go north to near the Burned Village to drop the final piece of contraband. Now you gotta lose the cops. Turn into the Burned Village and zip through the obstacles. Hopefully the cops will crash into the walls and craters, allowing you to get away.

=====

MISSION 6

=====

OBJECTIVES - Deliver 12 pieces of contraband before the Free Trade Faction can

REWARD - Nothing

RECOMMENDED CARS - YOU - Baja Truck  
- PARTNER - Super Buggy  
- PARTNER - Baja Truck

There was a bad airdrop and you have to go clean up after it. This is another contraband race. This time though there are several contraband pieces at a time so you don't need to worry about arguing over just one. Also, don't worry about stalking around the enemy bases, because the other Baja Truck on your team has a team role of Corner. That means he will do the stealing from the enemies at their bases for you.

Beware the Baja Truck on the other team though, because he's going to be doing the exact same thing as your computer Baja. Also, the police are gonna single you out and try to arrest you, beware of them.

When it's convenient, try to steal from the enemies carrying cargo. It hurts them and gives your less-intelligent teammates a chance to get the easy cargo that's still lying around.

=====

MISSION 7

=====

OBJECTIVES - Destroy the spy's vehicle before he escapes



REWARD - Bombs for Baja Truck

RECOMMENDED CAR - Baja Truck

You have to hunt down and stop the enemy spy before he can report his information to his employers. This is a lot harder to do than it sounds, believe me. His damage meter fills up slowly, so you'll really need to hit him a lot.

A good way to get him to stop is to get alongside his rear tire then push into him. This will cause him to spin out if properly executed. Sometimes he'll even get trapped sideways on you front fender. If this happens, you'll be able to inflict some real damage while you push into him. Every second your vehicle is in contact with his it will cause damage.

Try to nudge him into obstacles like trees to stop him dead in his tracks. This will inflict good damage, and if you run into him hard enough he'll flip over. You'll be able to put a lot of hurt on him if he goes turtle. After his damage meter is full, you'll win.

=====  
MISSION 8  
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OBJECTIVES - Deliver five pieces of contraband

REWARD - Nothing

RECOMMENDED CAR - Baja Truck

Begin by heading south over the hill and go to the island in the lake to get the first piece of contraband. Continue south into Hill Village to the checkpoint. After delivering the contraband, head west down the hill and then back up another hill to get a piece of contraband.

Follow the train tracks south through the tunnel. After exiting the tunnel, go southeast to deliver the cargo at the Oasis. Go up the mountain to the northwest to find yet another piece of contraband. Next, go north past the water basin up here to find another checkpoint.

Keep on going north, down the mountain to find another piece of contraband near the river. Go west over the river, and drive to the pickup point past the Ridge Ruins. After that, go southeast to find the last piece of contraband. Head north to the Burned Village to tag the last checkpoint. Now watch a mine blasts the cops.

=====  
MISSION 9  
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OBJECTIVES - Deliver one piece of contraband  
- Lure the cops into the trap  
- Deliver one more piece of contraband  
- Lose all pursuers

REWARD - Vietnam

RECOMMENDED CAR - Baja Truck

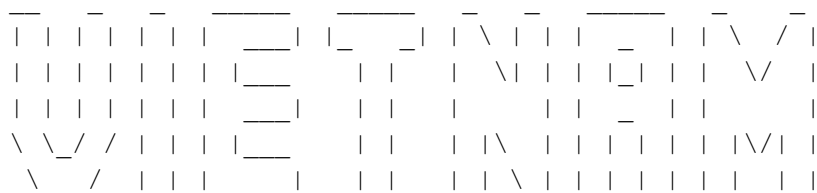
Luger has become tired of these cops interfering with his operations. He has laid a trap for them, and you need to lure them into it. Drive northeast to the Burned Village to gather up the cargo. Next, go south to Water Town. Move fast because the time limit is tight. You can pretty much travel in a straight line because there is not much in your way. Watch out for that stupid perimeter fence though.

After making the delivery, go east from Water Town to the wooden bridge next to the railroad bridge. Move quickly because the time limit in this part is also short. Zoom across the bridge. A bomb will take out the bridge and the cops with it. Don't relax yet though, because the mission's not over.

Head east past the border station to collect another piece of contraband. Follow the river north. After you pass the little wooden bridge, take the dirt road up to the final checkpoint. Now, you have to get away from the cops again. The best way to do this is to go northwest down the mountain, zip across the railroad bridge, and then cross through the Ridge Ruins and then the Burned Village. The large amount of obstacles will stop the cops in their tracks. You might wanna drop some bombs if there are survivors.

Well, you're done in Russia for now. It's time to pack your bags for Vietnam!

\*\*\*\*\*  
5B - VIETNAM MISSIONS  
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MISSION 10  
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OBJECTIVES - Follow Luger to the base without losing him

REWARD - ATV Monster

RECOMMENDED CAR - Baja Truck

This is a little training run, to help get you aquatinted with the new area. You need to follow Luger until he thinks you're familiar enough with the terrain. He'll start by going west through the Fishing Village, then turn northwest along the river. After a little while, he'll go north through a little valley between the mountains.

After that, he will go west onto a grassy field called the Jars. After passing the last of the mountains on the left, he'll go southwest over the river into what I call the Bridge Valley, because of those big bridges overhead. Watch out for a rockslide on your way through. After he leaves the Bridge Valley, he will turn east, traveling along the north edge of the Rice Fields.

Once past the Rice Fields, you'll go southeast and catch a glimpse of Main Village. You'll now go south and head through the Rice Fields. He'll make a long curve here in the fields and you'll be heading north again on a dirt

road at the perimeter of the fields.

Next, he will decide to make a sharp turn south, and then another one west. He will follow up with another swing to the south, then again to the west. When you come to the area with the Smuggler's Camp, Luger will decide you've had enough and you'll pass the mission.

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MISSION 11

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OBJECTIVES - Deliver five pieces of contraband

REWARD - D-5 Hondo

RECOMMENDED CAR - Baja Truck

Here, you must gather up cargo from a helicopter and deliver it, but thankfully this helicopter doesn't move around like in the last helicopter mission. To begin, drive northeast past your Smuggler's Camp to get the first piece of cargo. Watch for mine explosions in the field.

Continue west through the wide valley, and into the Rice Fields. Be careful driving in the fields because the muddy soil will slow down your truck some and make it harder to turn. Drop the cargo here. Head southeast from your position to the next pickup in another part of the farming fields area. Next, get on the two-lane road nearby, and follow it to Main Village where the next dropoff point is.

Keep going north on another two-lane road from Main Village to gather up the third piece of contraband. Still staying on the trail, follow it's winding path past a border station and over a bridge to where the dropoff point is. Next, go west from here to the Bridge Valley to find the fourth piece of contraband.

Head south through the Bridge Valley. Keep an eye out for a rockslide. When you are past the second bridge, turn right up the mountain to the right. Deliver your cargo near the third, lower bridge. After making your delivery, go east across the bridge. Here would be a good spot to deploy a bomb. You will find the last piece of contraband somewhere on the other side. A little down the road from you is a tunnel. Follow it north.

After exiting the tunnel, follow the road to the left. It will lead you to another bridge. Cross north across it and go through the second tunnel here. Here's another good spot to make use of your bombs. You will find the finishing checkpoint next to the Temple ruins.

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MISSION 12

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OBJECTIVES - Destroy seven radar towers

REWARD - Nothing

RECOMMENDED CAR - Baja Truck

The Colonel wants to fly products in, but new radar towers have been installed on the hilltops. You must ram each of these towers to complete the mission. While you'll be encountering some serious hills here, you

ought to use the Baja Truck instead of the D-5 Hondo. Unless you're a good driver, you won't be able to keep up with the time limit.

Go southwest and climb up the hill to destroy the first tower. You don't have to crash head on into it. In fact it's better if you don't. Just gently tapping it is enough to bring it down. Remember that you need to keep your vehicle's damage meter low while the cops are after you.

Go south from here to take down radar tower #2 atop another hill. Head southeast from this place to radar tower #3 up on yet another hill. Go northeast down into the valley below. Continue northeast through the Temple grounds. The easiest place to get by is on the staircases.

Go northeast up a hill and tag radar tower #4. Head north into the valley and back up again to radar tower #5. Slow down before you hit it because you'll need to make a quick 90-degree turn after hitting it. After you do hit it, quickly jerk right and drop to the road below you. Follow it east to radar tower #6. When you see the red smoke, leave the road and head for the tower.

Go east some more to tag the final tower. Great, now the Colonel's planes can finally start delivering here!

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MISSION 13  
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OBJECTIVES           - Deliver six pieces of contraband  
                      - Lose all pursuers

REWARD               - Nothing

RECOMMENDED CAR - Baja Truck

Here you will again be gathering loot dropped by parachute. Learn where which piece will land first and go there. At the start of the mission, the plane will fly past and drop three parachutes. In this first drop, chase after the one that drifts to the southwest.

After you collect it, head to the east to drop it off. Go back to the clearing where the cargo was dropped and head north to pick up that bit of cargo. Go south again and dump it at the dropoff point. Return to the clearing one last time and head northwest to collect the final piece of contraband. Go back southeast on the road. If you get the one in the field last, you should be aimed in the correct direction for the next drop.

Here, you must gather three pieces of loot in the Rice Fields. Head southeast from the entrance to the fields to the farmers' houses. A piece of loot should land there first. Next, go northeast to Main Village to drop the cargo. After that, take the cargo to the northwest. Return southeast to the village, then get the cargo to the northeast. Drop the final piece of cargo at Main Village.

Now, you have to escape the cops. A quick lap through Main Village and some bombs ought to take care of that. Now, say hello to the single best climbing vehicle in the game, the Sahara Special! It ought to be a good friend of yours in a few of these upcoming missions.

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MISSION 14

- =====
- OBJECTIVES - Deliver 14 pieces of contraband before the Bac Kan can
- REWARD - Speed Boost for ATV Monster
- RECOMMENDED CARS - YOU - Baja Truck  
- PARTNER - ATV Monster  
- PARTNER - Baja Truck

One of your gang's pilots crashed his plane and now his cargo is all over Main Village and the surrounding area. You and your partners have to clean up after this mess. Here we have another multi-piece contraband race. Don't worry about stalking around the enemy bases, because the other Baja Truck on your team has a team role of Corner. That means he will do the stealing from the enemies at their bases for you.

Beware the Baja Truck on the enemy side, because he'll be waiting for you at your base when you come to deliver cargo. Circle wide around your base first to sneak past him. Also watch out for the rival Grenadier. He tends to single you out and will hit you HARD. Even worse, the police will target only YOU like last time.

When it's convenient, try to steal from the enemies carrying cargo. It hurts them and gives your less-intelligent teammates a chance to get the easy cargo that's still lying around.

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MISSION 15

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- OBJECTIVES - Deliver four pieces of contraband
- REWARD - Oil Slick for D-5 Hondo
- RECOMMENDED CAR - D-5 Hondo

This is another mission where the helicopter moves around but the destinations don't. I can't really help you here because that helicopter moves around too much. However, the locations the helicopter visits are in a certain order, so try to memorize them. I can, however, provide all the locations for the dropoffs. This is where you need to go once you get the stuff:

- 1 - To the southeast of the Temple ruins.
- 2 - Northwestern side of the Rice Fields.
- 3 - To the south of where the river begins.
- 4 - Southeastern corner of the Temple ruins.

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MISSION 16

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- OBJECTIVES - Deliver four pieces of contraband  
- Lose all pursuers
- REWARD - Nothing

RECOMMENDED CAR - Baja Truck

You'll need the Baja Truck's bombs to elude the cops at the end of the level. Go north down the hill, and get on the road. Follow it to the first contraband pickup. Use the ramp nearby to jump northwest to an island. Follow the little road northwest to another ramp to jump to the next island.

Again follow the little road here to another ramp which will send you to another island.

On this next island, go to the border station and get on the road here. Follow the road north across the iron bridge. After crossing the bridge, turn left to tag the checkpoint in the Fishing Village. Next, go south through the marsh to get another piece of contraband.

Follow the two-lane road here to the west where Main Village is. If you want to, there should be a ramp in front of the buildings that you can use to jump over them. Deliver your cargo here, then go west to the Rice Fields. Turn southwest to the place where you get the cargo.

Continue southwest to the valleys. Get to your Smuggler's Camp via the fields, and deliver the cargo. Be careful, there are mines everywhere and it's difficult to enter the camp because of all the trees, trash and tents in the way. Next, go north via the fields and small valleys between the hills, when you can. At the clearing where the plane dropped the crates in Mission 13. Take the cargo, then go west over a bridge. Down the hill from you is a ramp with the dropoff point on top of it.

Now you have to escape all pursuers. There should be a road nearby that goes south into Main Village. Lure the cops there, do a lap or two around the inside of the town, and most if not all the cops in the immediate vicinity should get stuck on the buildings. They'll get too slowed down to keep up with you. You can now drive away scott free. If you used the Baja Truck, use your bombs to slow down those that escape.

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MISSION 17

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- OBJECTIVES
- Deliver two pieces of contraband
  - Meet the boat
  - Deliver one more piece of contraband from the boat
  - Lose all pursuers

REWARD

- Nothing

RECOMMENDED CAR - Baja Truck

A shipment is coming in via a small boat in the marshes. You have to meet this boat and protect the shipment. Start by going south along a two-lane road to get to a flatbed transporting some cargo you need. Ram it, and you will get the cargo. You HAVE to ram it otherwise you won't get the contraband.

The flatbed moves around. I'll assume you nailed him at the Rice Fields, because that's where I usually get him. Head northwest across the fields. Be sure to slow down over the ledges, because the damage you take from thrashing the ground will add up. Dump the cargo at the farmers' houses, and continue northwest over the fields.

At the northwest corner of the fields there is a road, and a second flatbed to tag is traveling along this road. He is traveling the opposite direction. If you hit him head on, you'll suffer heavy damage and the police will likely get you. Let him pass, then turn around and hit him to get the cargo. The flatbed will even somewhat cover you from the cops because they'll crash into it while trying to get you. Follow this road east along the edge of the fields to Main Village.

Here, deliver your cargo at the checkpoint. You'll get a quick scene of the boat arriving at its delivery point in the Marsh. Before rushing to gather up the cargo, make a quick run through Main Village to mess up your pursuers so they'll crash. You gotta love Main Village.

Anyway, follow a two-lane road here, which will generally lead you east. You will wind up at the marsh where the boat is waiting with the cargo. Dive into the water going east and use the dead trees as cover from the cops. After collecting the cargo, continue north while taking cover among the tree trunks.

Note the small island next to the southernmost tip of the big island where you need to dump the cargo. Drive up onto this island and you will find a road. You can follow this road north over to the big island, and all the way up the mountain to the dropoff point. Now you have to get away from everyone.

This shouldn't be too hard however. Continue following the trail west down the hill. The long straightaway will end at a jump. This area is labeled as the Ski Jump in the instruction manual. If you zoom down the Ski Jump while releasing smoke screens, then you ought to be able to get away easily as soon as you jump to the opposite shore.

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MISSION 18  
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OBJECTIVES           - Deliver two pieces of contraband  
                      - Switch to Sahara Special  
                      - Deliver two more pieces of contraband in Sahara Special

REWARD               - Sahara Special

RECOMMENDED CAR - Baja Truck

Here, you will need to make a few deliveries from airdrops, switch over to another car, then make some more deliveries. When you start the mission, you'll see the plane with the contraband fly by. DON'T chase after it immediately. The parachute will drift down slowly. While you are waiting for it to hit the ground, the cops can get in a free beating.

Instead, after the screen says "ACTIVATE!" stay right where you are until the timer hits 1:26.50. When it does, zoom out and follow after the parachute to the west. It should hit the ground right when you get to where it will land. Do a wide U-turn to the left and turn into the small valley on the right side of this field. Follow it south. Cross the river, and go up the big hill directly in front of you. Drop the contraband here.

Turn left and go down the mountain towards Main Village. Don't go there though, instead, move east along the perimeter of the valley Main Village is in. In the distance, you may catch a glimpse of the parachute hitting the top of the mountain, and yellow smoke coming up. Head up there and collect

the contraband. Jump down the opposite side of the mountain, and head northeast over the water to where the dropoff point is near the Ruins. Here you will switch over to the Sahara Special.

Go southwest through the water to collect the contraband dropped from the plane. Turn around and go north by following the two-lane road here. Circle around the base of the mountain on the road so that you are facing west. When you are facing west, go over the hillsides west, past Main Village. Drop the cargo on the outskirts.

Turn northeast, and get to the next checkpoint. There's no distinct path really, so just go whichever way here. Try to stay off the hills when you can. You'll find the cargo near where you started the mission. Next, you need to go south again to find the last checkpoint. There isn't any distinct path here. Again try to stay away from the mountains if you can. Move quickly because there is a short time limit.

=====  
MISSION 19  
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OBJECTIVES           - Deliver two bombs  
                      - Lose all pursuers

REWARD               - Nothing

RECOMMENDED CAR - Sahara Special

This will be your first mission where you will be carrying volatile explosives. If you get struck too hard while carrying a bomb, then it will go off. If the bomb explodes before it reaches the target, then you will fail the mission. Take extra, extra care when you have the hot potato. Avoid being hit at all costs, try not to catch air over jumps, and drive more alertly.

To start, go to the left a little until you are in a valley. This valley goes up and down a lot. Follow the valley north to collect the bomb. Okay, you'll need to drive much more carefully now. The cops will try to ram you like maniacs still, so watch for that. If only they knew what you were carrying...

After you have the bomb, go northwest to the farmer's houses at the Rice Fields, and drop the bomb there. Whew, that's one bomb down, one more to go. Remember where you started the last mission? The next dropoff point is to the north of there. Go north all the way there and get the bomb. Watch out, there will be a lot of cops on you about now. Use the field to make a wide U-turn and go south back down the trail.

Remember where you got the Sahara Special in the last mission? That is where the bomb must be dropped. Cross over the water to the island with the Ruins. The Ruins is where you must drop the bomb. Be careful not to hit any of the stone buildings while delivering the cargo, because they are hard to see with nightvision on.

Follow the trail that should be nearby you up the mountain. The cops will have difficulty following you up the hill and get stuck. If there are still people after you when you get to the top, use the Ski Jump like in the end of Mission 17. That ought to get rid of everyone.

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MISSION 20

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- OBJECTIVES - Deliver 8 pieces of contraband before the Bac Kan can
- REWARD - Smoke Screen for Sahara Special
- RECOMMENDED CARS - YOU - Sahara Special
  - PARTNER - ATV Monster
  - PARTNER - Baja Truck

It's time to reclaim the cargo that the Bac Kan took from you. You'll be playing this contraband race in the Rice Fields while it's raining. That means your tires are gonna sink down into deep mud, making it hard to steer and hard to get up to speed. The Sahara Special is very good at traveling in the mud, so you ought to use that. This mission's not that hard. It's kind of a rest break from the hard missions you've had recently.

Don't worry about stalking around the enemy bases, because the other Baja Truck on your team has a team role of Corner. That means he will do the stealing from the enemies at their bases for you.

Beware the Special Du Monde on the enemy side, because he'll be waiting for you at your base when you come to deliver cargo. Circle wide around your base to sneak past him. Like always, the police will pick on you and nobody else.

=====

MISSION 21

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- OBJECTIVES - Destroy the black car before it escapes
- REWARD - Nothing
- RECOMMENDED CAR - Sahara Special

You have to hunt down and stop the black car to find out whom he works for. His damage meter fills up slowly, so you'll really need to hit him a lot. That Special Du Monde of his is also quite fast, so you'll need to try hard to keep up with him.

A good way to get him to stop is to get alongside his rear tire then push into him. This will cause him to spin out if properly executed. Sometimes he'll even get trapped sideways on you front fender. If this happens, you'll be able to inflict some real damage while you push into him. Every second your vehicle is in contact with his it will cause damage.

Try to nudge him into obstacles like trees to stop him dead in his tracks. When he passes by the Temple, try making him crash into a wall. This will inflict good damage, and if you run into him hard enough he'll flip over. You'll be able to put a lot of hurt on him if he goes turtle.

It's kind of tricky to pull off, but if you are driving the Baja Truck, you can dump bombs in his face if you get in front. It inflicts good damage, but it's hard to hit him due to the fact he turns a lot. After his damage meter is full, you'll win.

=====

MISSION 22

OBJECTIVES        - Deliver two pieces of contraband  
                  - Deliver one bomb  
                  - Destroy Cio Bong hideout  
                  - Lose all pursuers

REWARD            - Russian Winter

RECOMMENDED CAR - Sahara Special

The man driving the black car was a CIA agent. He reveals that what you were really transporting over the border in Russia was weapons-grade plutonium. Luger is ready to pack up and head back to Russia, so he can have a little chat with the Colonel about this. You can't leave until the Cio Bong is taken care of, though. You are ordered to deliver a bomb to their hideout in Main Village.

Start by going through the trees in front of you. You'll find a road. Follow this road west onto a cliff face. Watch out for a big rock slide or you'll get swept off the mountain. If you're lucky it might take out one of the cops ahead of you. Pick up the contraband here and go into the tunnel at the end of the mountain path.

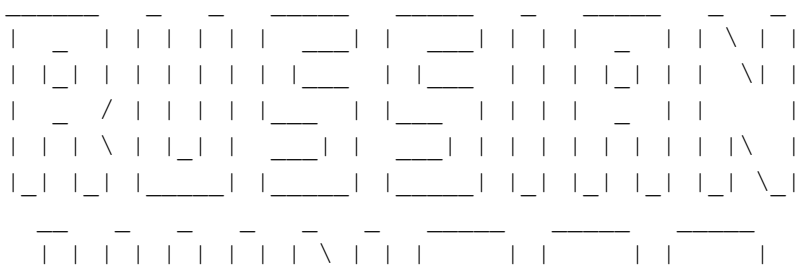
You will pop out into a plain near the Temple. When you get close to the Temple, turn right to the northwest. Continue northwest and you should see the checkpoint on the other side of a field. After dumping the cargo, head southwest over the hills to the next piece of cargo.

Go south across the fields. When you pass a large patch of trees on the left that stretch into the fields, go southwest onto a mountain. Go over the top of the mountain and you will find the next checkpoint at the entrance to one of those big bridges.

Go east over the bridge while using a smoke screen. That ought to cause most of the cops to fall off the bridge. Gather up the bomb on the other side of the bridge, then continue to head east down the mountain. Slow down over those jumps. As you near Main Village, the Cio Bong will come after you. They will capture you like the police if they touch you while your car's engine is stalled. Get inside Main Village and drop the bomb at their hideout.

You'll get a short scene of their headquarters being blown up. Now, you must escape from all pursuers. Make a lap or two around Main Village then drive away while everyone gets stuck on the buildings. Well, now you have defeated Vietnam, it's time to return to Russia again, only this time it's winter.

\*\*\*\*\*  
5C - RUSSIAN WINTER  
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You might be able to see red flares in the distance. Just north of you is a road. Get onto it and follow it past the border station, then over a narrow wooden bridge. Leave the road and climb east then, because I expect the time limit is going short.

After dropping the loot, head south to the water basin in the middle of the mountain. Get the cargo here, then head north to the final dropoff point near your base.

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MISSION 25  
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OBJECTIVES - Deliver 6 pieces of contraband before the Liberation Faction can

REWARD - Bombs for Grenadier

RECOMMENDED CARS - YOU - Grenadier  
- PARTNER - ATV Monster  
- PARTNER - Baja Truck

You'll need the Grenadier's ability to perform well in snow to beat this level. Don't worry about stalking around the enemy bases, because the other Baja Truck on your team has a team role of Corner. That means he will do the stealing from the enemies at their bases for you.

Beware the other Baja Truck on the enemy side, because he'll be waiting for you at your base when you come to deliver cargo. Circle wide around your base to sneak past him. The police, again, will target only you. This level, like all the other contraband race levels, will be relatively easy. It's just a little break from tough missions.

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MISSION 26  
=====

OBJECTIVES - Deliver five pieces of contraband  
- Lose all pursuers

REWARD - Nothing

RECOMMENDED CAR - Grenadier

Another shipment is coming in by air. Gather up the cargo the plane drops like usual. At the start of the mission you will see the plane drop two parachutes. The first one you should get will land a little to the northwest of your starting position. Drive slowly to the northwest and nab the package that falls there. Head northwest some more to deliver the package down at the icy river.

After getting that one, head east up the hillside to get package number two. Zoom back down the hill again to deliver the cargo. Crash through the fence to the west and head in that direction. Follow the river under the first railroad bridge, and go south. You should be led right to where the package will land. Get back in the river and continue to follow it south. You will come upon the next dropoff.

The plane will now drop the last two pieces of cargo over the lake. The

first piece of cargo to get is out in the middle of the lake, on an island. Go south to get there, then go north again to deliver it. Next, get the one that lands on the eastern side of the second railroad bridge. Bring it to the dropoff. After delivering the final bit of cargo, make a quick run through Water Town to lose anybody who is chasing you. If that will not work, use a bomb or two.

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MISSION 27

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OBJECTIVES - Destroy the intruder's vehicle before he escapes

REWARD - Kavostov

RECOMMENDED CAR - Grenadier

You have to hunt down and stop the intruder before he can get away. This will probably be the easiest of the chases to finish due to the fact he is driving a heavily armored but slow Kavostov. His damage meter fills up slowly, so you'll really need to hit him a lot.

A good way to get him to stop is to get alongside his rear tread then push into him. This will cause him to spin out if properly executed. Sometimes he'll even get trapped sideways on you front fender. If this happens, you'll be able to inflict some real damage while you push into him. Every second your vehicle is in contact with his it will cause damage.

Try to nudge him into obstacles like trees to stop him dead in his tracks. This will inflict good damage, and if you run into him hard enough he'll flip over. You'll be able to put a lot of hurt on him if he goes turtle.

If you are using the Grenadier or the Baja Truck, you can dump bombs in front of him. It inflicts decent damage, but it hard to do because he turns all over the place and you have to be in front of him. After his damage meter is full, you'll win.

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MISSION 28

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OBJECTIVES - Deliver 14 pieces of contraband before the Free Trade Faction can

REWARD - Nothing

RECOMMENDED CARS - YOU - Sahara Special  
- PARTNER - ATV Monster  
- PARTNER - Baja Truck

One of your helicopters has crashed and your goods are scattered everywhere for your rivals to take them. You must gather up the goods before too many get stolen off.

Don't worry about stalking around the enemy bases, because the Baja Truck on your team has a team role of Corner. That means he will do the stealing from the enemies at their bases for you.

Beware the Special Du Monde on the enemy side, because he'll be waiting for you at your base when you come to deliver cargo. Circle wide around your

base to sneak past him. The police will single you out again. This is the epitome of cheapness.

When it's convenient, try to steal from the enemies carrying cargo. It hurts them and gives your less-intelligent teammates a chance to get the easy cargo that's still lying around.

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MISSION 29

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OBJECTIVES - Destroy 10 radar towers

REWARD - Smoke Screen for Kavostov

RECOMMENDED CAR - Grenadier

Radar towers have been set up recently, and they've become quite a problem. You need to take them down. Remember to try to only give them a gentle tap on the side. If you hit them head on you'll lose serious speed and get lots of damage.

Head west down and up a hill to radar tower #1. Tag it, then go a little southwest to the nearby radar tower #2. Go southwest some more, and destroy radar tower #3. Head southwest even more. Go down the hill into the Burned Village. Watch out here, because some of the rocks are almost as white as the snow. They might as well be invisible.

Tag radar tower #4 here, then go southwest EVEN MORE! Tag radar tower #5 on top of the mountain, then hit radar tower #6 again to the southwest. Head east and hit radar tower #7. Go south over the mountain range to tag radar tower #8. Go to the southeast down then up a high mountain for radar tower #9. Now, go southeast to the tip of a cliff at the lake for final radar tower #10. Feel free to just bash head on into the last one because the mission will be complete after you hit it.

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MISSION 30

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OBJECTIVES - Deliver four pieces of contraband  
- Lose all pursuers

REWARD - Nothing

RECOMMENDED CAR - Grenadier

This is another mission where the helicopter moves around but the destinations don't. You'll need the speed of the Grenadier to keep up with the helicopter, because this time the pilot is really panicky and moves around frequently. You'll also need its strength to survive being slammed all over the map by the cops. Most everything else is too slow, too weak, or both, to stand up to police beatings.

I can't really help you here because that helicopter moves around too much. I can, however, provide all the locations for the dropoffs. This is where you need to go once you get the stuff:

1 - Hill village.

2 - To the northeast of the one-car bridge, on the hill.

3 - To the east of the water basin, on top of the mountain.

4 - To the east of the northern railroad bridge.

After you have delivered the final bit of cargo, you need to lose all pursuers. Make a quick run through the Ridge Ruins and the Burned Village to lose them.

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MISSION 31

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OBJECTIVES           - Deliver one piece of contraband  
                      - Deliver three more pieces of contraband  
                      - Lose all pursuers

REWARD               - Nothing

RECOMMENDED CAR - Grenadier

The first piece of contraband you must get is being transported in a flatbed. Go west over the railroad bridge. After leaving the railroad bridge, go straight west. If you hold that course, you ought to practically run right into the flatbed.

Take the contraband and head north to the Ridge Ruins to drop the cargo. Next, go west and tag the checkpoint there. You will get a scene of a plane flying over the plains. The plane will now drop three parachutes. I say you should go after the one that lands in the Burned Village first, because it's the package that attracts the least attention from cops. Head west to get there, then drive east again to drop it off at the railroad tracks.

The next one you should get is to the west, in a field by itself. Get it, then do a wide U-turn and bring it back east to the dropoff. Now there's one more box to get. It's to the southwest at Water Town. Go down there to get it, then bring it back northeast to deliver it.

Now to lose your pursuers, again make a quick trip through the Ridge Ruins and the Burned Village.

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MISSION 32

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OBJECTIVES           - Follow the Free Trade Faction ATV without being seen  
                      - Lose all pursuers

REWARD               - Nothing

RECOMMENDED CAR - Baja Truck

In this mission, you must follow the Free Trade Faction agent back to his base while he's making a delivery. This is so your gang can learn where to go to steal their cargo back. If you get too close, he will see you and abort his mission. Get too far away, and you'll lose him. It's a delicate balance. You have to stay in between the two rings around the enemy so neither will happen.

When you see the letters at the bottom of the screen read "YOU'RE TOO NEAR!", slow down a little until the letters "TARGET IN RANGE!" appear. If they say "YOU'RE TOO FAR!" then speed up until you get the message "TARGET IN RANGE!" In either case, you have five seconds to catch up or drop out of sight before you fail the mission. Watch out, this guy will take a long and winding route, full of sudden stops, starts, and turns.

He'll start off by heading west from Water Town, towards the mountains. After he enters the mountains region, he'll make a sudden turn to the north. Slow down a bit for him there. He will now travel north for awhile. When he crosses over the big hill in the valley, pass by it on the left and slow down some, because he'll slow down too.

After crossing over a second smaller jump, he'll make a sudden turn to the east, then gun it full speed across the plains. You need to be careful to stay back far enough to stay out of sight during the turn, yet be able to get to speed up fast enough when he gets up to speed on the flat terrain that follows.

This part of the ride is kind of easy. You and him will just cruise across the gently rolling plains at high speed. When he gets to the river, stop because he'll slow down suddenly, almost to a crawl. He will make a slow turn to the south. Let him get ahead a little, then and follow after him on the shore. The ice is too slick to maintain tight control on. He'll make a sudden southeast turn past the little wooden bridge.

After that, he'll start to go northeast up a hill. Be cautious, because he'll slow down here and make sudden curves. Eventually, you will be led to the water basin. Now, about two billion Free Trade Federation cars will charge into the area to kick your butt. You must escape from them. Get out of this area as fast as you can, then head for the lake. Dump bombs behind you to discourage tailgaters, or use the broken-up ice as cover.

=====  
MISSION 33  
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OBJECTIVES - Deliver 6 pieces of contraband before the Free Trade Faction can

REWARD - Nothing

RECOMMENDED CARS - YOU - Grenadier  
- PARTNER - ATV Monster  
- PARTNER - Baja Truck

It's time to reclaim everything the leeching Free Trade Faction has stolen from you. Grab everything you can and bring it back into your gang's storage.

Don't worry about stalking around the enemy bases, because the other Baja Truck on your team has a team role of Corner. That means he will do the stealing from the enemies at their bases for you.

Beware the Baja Truck on the enemy side, because he'll be waiting for you at your base when you come to deliver cargo. Circle wide around your base to sneak past him. The police will single you out again. This is so cheap! Oh well, this mission is a lot easier than the last one. Consider this mission a rest break for the last few tough ones.



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MISSION 34

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OBJECTIVES       - Deliver three pieces of contraband  
                  - Lose all pursuers

REWARD           - Nothing

RECOMMENDED CAR - Grenadier

Just about every border guard, soldier, and trooper is here today, but you still need to take care of a big shipment. Start by going west down the steep slope. Take it slow so you don't lose health from a nasty fall. Snag the contraband here. Head south towards the railroad tunnel. It should be easy to find because you can clearly see the red smoke in all this white. Deliver the cargo there. Next, drive a little to the southeast to get the next piece of cargo.

Your next destination is near the water basin to the northwest. Head up the mountain you come to past the railroad tracks, and travel along to where the water basin is. Move fast, the time limit is tight. Drop the cargo near the water, then go southwest down the hill. Your next pickup is near the southern railroad bridge. When crossing the river, use the broken ice as cover.

After you get the contraband, you need to drop the cargo on the other side of the lake. Head southwest to get there. After you drop the cargo, I'm betting you're surrounded by about three hundred very angry cops. You have to lose them all. The best way to do it would be to drop bombs while traveling across the ice of the lake. Again try to bait the cops into the broken up ice.

=====

MISSION 35

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OBJECTIVES       - Deliver one bomb  
                  - Destroy the Colonel's missile

REWARD           - Nothing

RECOMMENDED CAR - Grenadier

Well, this is it. The Colonel's scheme has been revealed. The Colonel has personally ordered you to transport a nuke over the border for his missile. Luger has accepted the deal. But, his men don't want to be remembered as being responsible for starting a war, no matter how much they're being paid for it. So, you've been given a bomb to blow that missile up instead of the real cargo. This mission will be short but painful.

At the start of the mission, you'll get a little scene showing you where to deliver the "nuke." It's in the middle of the Oasis where the launcher has been installed. Drive east to Water Town, where you will pick up the most valuable cargo in the game. The bomb you have is worth one dollar short of a million!

Anyway, continue east to the Oasis. Don't let ANYONE hit you. Like it says in the briefing, "don't take your foot off the gas!" The safest path to the Oasis is probably following the railroad tracks there. Take the railroad

bridge across the river, and follow the tracks east.

Travel along the hillside next to the tracks and most of the cars you should fly right by. Eventually you should pass near the Oasis. Watch out for the Colonel's Liberation Faction boys here. Leave the tracks and deliver your deadly cargo there.

You'll escape just as your bomb destroys the missile. Well, you've done it, you've averted the Colonel's plan.

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MISSION 36
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OBJECTIVES - Destroy Luger's vehicle before he escapes

REWARD - Second countermeasures can be used in Smuggler's Missions

RECOMMENDED CAR - Sahara Special

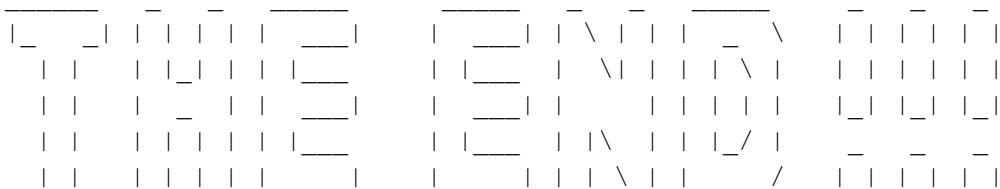
You may have destroyed the Colonel's plan, but Luger fled in a Sahara Special while you were celebrating your victory. He has the passwords to your gang's secret savings accounts. If you don't stop him he'll keep all the money for himself! You have to take him down! In this mission, the best way to fight fire is with fire. Use your own Sahara Special to keep up with him, because the Grenadier is too slow.

A good way to get him to stop is to get alongside his rear tread then push into him. This will cause him to spin out if properly executed. Sometimes he'll even get trapped sideways on you front fender. If this happens, you'll be able to inflict some real damage while you push into him. Every second your vehicle is in contact with his it will cause damage.

Luger will drive around a lot of mines, so there's a chance he may run into those and hurt himself bad. If he flips over DON'T let him get back on his feet! Luger is a very good driver and hard to keep up with.

Try to nudge him into obstacles like trees to stop him dead in his tracks. This will inflict good damage, and if you run into him hard enough he'll flip over. You'll be able to put a lot of hurt on him if he goes turtle. After his damage meter is full, you'll win.

Frank's plans have been taken care of and so have the Colonel's. You'll now get your reward and fly off in a helicopter. Congratulations!!! You've defeated Smuggler's Run 2!!!



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6: Secrets

HOVER SLED

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To unlock the hover sled, you must get a GREAT rating in all of the Smuggler's Missions.

Source: Manual

## NORTH AMERICA

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To unlock North America, find eight secret tokens total in the game's levels.

Note: I'm not sure of the exact amount on this one. Some people say they unlocked North America with only four tokens, but I didn't get North America till I found eight.

## UNLIMITED COUNTERMEASURES

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To get unlimited countermeasures, pause the game and press: Y Y Y X X Z Z. This code will also be displayed for you if you get all the tokens in the North American level.

Source: [www.gamefaqs.com](http://www.gamefaqs.com)

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## 7: Tokens

There are three secret tokens each in every level, making for a total of fifteen tokens to find. Finding all three secret tokens in one level will unlock that level's bonus missions. The exception to this is North America.

Find the three tokens there and you'll be given the code for Unlimited Countermeasures. Finding some tokens will unlock the North America level. I found eight when it was unlocked. I'm not sure of the exact amount. Some people only said they needed four.

I thank the guys on the Smuggler's Run: Warzones messageboard at [www.gamefaqs.com](http://www.gamefaqs.com) for helping me and other players to find all the tokens. I've been able to get all the tokens using the Baja Truck with the Vertical Boost, but I've also heard of people using the Speed Boost on the ATV Monster.

\*\*\*\*\*  
7A - RUSSIA TOKENS  
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### TOKEN 1: On top of the warehouse

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To start, go north from the starting point and drive to the Exotic Imports Warehouse at the top of the map. It'll show as a yellow rectangle on your map. Now, if you get on a cliff above the warehouse, you'll be able to see the token spinning on top of the roof of the building. Jump off from the highest hill next to the warehouse and use your Vertical Boosts to get up there.

### TOKEN 2: Below a ledge to your left at the start

-----

This one's really easy to find. Just turn to your left when you start Joyridin' mode and you'll see a mound. Look behind this mound to find the token.

### TOKEN 3: On an island in the lake

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Go south and drive around the rim of the lake so you are on the southern shore. On an island near the southern shore, you'll find the token.

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7B - VIETNAM TOKENS

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TOKEN 1: On the volcano island

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This token is on the volcano's island in the northeast corner of the map. This one seems impossible to get at first, because there's deep water blocking the route to the volcano island. However, there is a way to get it despite this obstacle. Go to the big island that's closest to the volcano island, and start using your Vertical Boosts to leap there.

Engage the first Vertical Boost before you hit the water that's too deep to tread. If you bounce far enough with the Vertical Boosts, you'll be pulled by the water towards the volcano island instead of away. The token is hovering above a lava stream on the south side of the island.

TOKEN 2: Near the columns bridge

-----

Start at the Main Village. Take the road that heads north away from the village. If you follow it long enough, you'll come to a bridge made out of stone columns that are partially sunk in the water. Look just to the right of this bridge before you cross it, and you'll see the token.

TOKEN 3: Hovering above the temple

-----

At the starting points in the level, you should be in the Fishing Village. You should see a small river on your map that runs inland away from the coastline. Follow the river to the west. If you go west some more from the river's end, you'll see some black lines on your map that look something like this:



This is the temple the title speaks of. The token is hovering over the hillside to the west of the temple. You can jump up to it using that hillside.

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7C - RUSSIAN WINTER TOKENS

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TOKEN 1: Above the Hill Village

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Go to the Hill Village on the east side of the map. Look above the lowest set of buildings, and you'll see the token spinning in the air. Drive up the hill from below, and when you jump over the ledge, use your Vertical Boosts to jump up to it.

TOKEN 2: In a crater in the Burned Village

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Go to the Burned Village in the northwestern corner of the map. In the smoking crater in the northwest corner of the village, you'll find the token hidden beneath the smoke.

TOKEN 3: In the Oasis, on a stone block  
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This one's easy to find. It's in the Oasis complex in front of you when you start Joyridin' mode. Drive straight when you start the level, and head towards the central building. The token is hovering over a stone block to the left of the northern entrance of this building. Use a Vertical Boost to hop up to it.

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7D - EASTERN EUROPE TOKENS  
\*\*\*\*\*

TOKEN 1: Above an arch in Vanderhulst Village  
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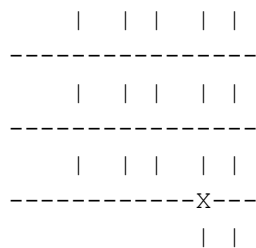
Go to the Vanderhulst Village in the northeast corner of the map. Above one of the stone roads there is an arch stretching between two houses. You'll see the token above this arch. Use a Vertical Boost to jump up to it.

TOKEN 2: Hovering to the south of the Icy Lake  
-----

Go to the Icy Lake in the northwest corner of the map. Drive along the cliffs bordering the southern side of the lake. You'll see the token hovering above these cliffs to the south. There should be a ramp nearby it too. Use the ramp and your Vertical Boosts to get up to the token.

TOKEN 3: Hovering above the Industrial Complex  
-----

This one can be tricky to find, since the industrial complex is such a confusing place. Here's a rough diagram of the area's streets to help you locate the token. The token is at the spot marked "X."



I'll make a better diagram later. To the west of where the token is hovering is a building with a ramp on top of it. Get on top of the building, then use your Vertical Boosts and the ramp to catapult you to the token.

\*\*\*\*\*  
7E - NORTH AMERICA TOKENS  
\*\*\*\*\*

TOKEN 1: Beneath a bridge  
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The bridge you'll find the token under is the one just to the south of the eastern waterfall.

TOKEN 2: Beneath the western waterfall  
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This token is hovering just below the top of the western waterfall. Drive over the top to see where the token is, then line up yourself with it and keep driving over the waterfall until you nab it. No Vertical Boosts are necessary for this one.

TOKEN 3: On top of the really steep mountain next to the railroad tracks.

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This mountain mentioned in the title is to the east of the redwood forest area. To get there from the starting point, drive down the hill you begin on. Go to the tracks, and follow them east. As you exit the redwood forest area where all the large trees are, you should see a very steep mountain on the left side of the tracks. The slopes of the mountain are almost vertical. The token is on top of this mountain.

You can either use the mountain on the right side of the tracks as a ramp to jump up there, or you can try to climb. The easiest side of the mountain to climb on is the west side. Just make sure you have plenty of running room to pick up speed to get you up the slope.

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## 8: Frequently Asked Questions

Q: I've found all the tokens in a level, and it says I can play the bonus missions now. Where do I access the bonus missions?

A: Go to the Extras option at the bottom of the main menu.

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Q: Why can I only play the first bonus mission in every level? Do I have to unlock the other four or something?

A: The other four bonus missions are for two players or more. The first level's the only single player level. So, you can only select the last four levels if you're playing multiplayer.

---

## 9: Thanks...

- to my dad for giving me jobs to do to pay for my Gamecube and this game
  - to Rockstar Games! Nice to know that Japan and England aren't the only countries that can make terrific games.
  - to the people at the [www.gamefaqs.com](http://www.gamefaqs.com) Smuggler's Run Warzones messageboard. I never would have found all the tokens without them.
  - to GameFaqs, THE best video game site on the net.
- 

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I bid you farewell.

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