

# True Crime: Streets Of L.A. Walkthrough

by Nightmare185

Updated to v2.1 on Apr 4, 2004

This walkthrough was originally written for True Crime: Streets Of L.A. on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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## True Crimes: Streets of L.A. Walkthrough

For Nintendo Gamecube

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Date: 3/19/2004  
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Contributor Page: <http://www.gamefaqs.com/features/recognition/39020.html>

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{=====}
{SPOILER/SEARCH NOTE:                                     }
{                                                         }
{In the Walkthrough, I'll try to avoid as much spoilers as possible, but the }
{Table of Contents might reveal some due to the Mission Names. For the Search }
{Note, use CTRL+F to make the Search Box appear. Copy Paste the Content Name }
{into the Search Box to get to a certain part in my FAQ. This will help reduce}
{possible spoilers.                                     }
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- 2.4 Good Cop/Bad Cop
- 2.5 Optional Street Crimes
  
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Best Ending Path

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Episode I: Triad Violence  
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- Mission 1: Shooting Practice
- Mission 2: Rushing to E.O.D.
- Mission 3: Driving for Chow
- Mission 4: Triad Muscle
- Mission 5: Finale: Rosie Trouble

-----  
Episode II: Mean Streets  
-----

- Mission 1: Cruising for Leads
- Mission 2: Dojo Attacker
- Mission 3: Red Latern Rush
- Mission 4: Bar Brawl
- Mission 4:(Alt) The Arsonist
- Mission 5: Chasing Triad Thug
- Mission 6: Driving to Jimmy's
- Mission 7: Sneaking In
- Mission 8: Jimmy's Ambush
- Mission 9: Finale: Sniper Assassin

-----  
Episode III: International Ties  
-----

- Mission 1: Off to Chong's
- Mission 2: Tailing Chong's Limo
- Mission 3: A Stakeout Gone Bad
- Mission 4: Driving to Spa
- Mission 5: Spa Infiltration
- Mission 5:(Alt) Russkie Trouble
- Mission 6: Shower Room Antics
- Mission 7: Finale: The Accomplice

-----  
Episode IV: Russian Face-Off  
-----

- Mission 1: En Route to Autosshop
- Mission 2: Grease Monkeys
- Mission 3: Chasing Francis
- Mission 4: Off to the Gulag
- Mission 5: Another Way In
- Mission 6: Disco Inferno
- Mission 6:(Alt) Alley Brawl

Mission 7: Cary In Trouble  
Mission 8: Finale: Vandal Wrath

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Episode V: The Rescue  
-----

Mission 1: Tailing Suspect Cop  
Mission 2: Bum Encounter  
Mission 3: Meeting Rafferty  
Mission 3:(Alt) The Peking Duck  
Mission 4: Butcher Shop Rush  
Mission 5: On the Chopping Block  
Mission 6: Slaughterhouse  
Mission 7: Finale: The Great Escape

-----  
Episode VI: House of Wu  
-----

Mission 1: Off to Wu's Place  
Mission 2: Up the Food Chain  
Mission 3: Kitchen Inspection  
Mission 4: Seeking Ancient Wu  
Mission 4:(Alt) Tunnel Vision  
Mission 5: Inner Demons  
Mission 6: Die Die My Concubine  
Mission 7: Finale: Nightmare

-----  
Episode VII: Finding Rocky  
-----

Mission 1: In the Driver's Seat  
Mission 2: Pressing Rafferty  
Mission 3: On Rafferty's Tail  
Mission 3:(Alt) FBI Goons  
Mission 4: Escaping the Feds  
Mission 5: Rafferty's Date  
Mission 6: Eavesdropping  
Mission 7: Finale: Father's Killer

-----  
Episode VIII: Retribution  
-----

Mission 1: The Girlfriend Angle  
Mission 2: Back to the Gulag  
Mission 3: Rocky's Trap  
Mission 3:(Alt) Chopper Ambush  
Mission 4: Driving to Airport  
Mission 5: Hangar Showdown  
Mission 6: Jetting Away  
Mission 7: Finale: Puppet Master

X: Ending Movie

-----  
Episode VI: Rampage  
-----

- Mission 1: Revenge Rush
- Mission 2: Rocky's Getaway
- Mission 2:(Alt) Gulag Goons
- Mission 3: The Bodyguard
- Mission 4: Wu's Turn
- Mission 5: Payback
- Mission 6: Off to the Airport
- Mission 7: Finale: Rocky's Loot

-----  
Episode VII: Blood Money  
-----

- Mission 1: Race to Rocky's Lair
- Mission 2: Kinks in the Path
- Mission 3: Freak Show
- Mission 4: Rosie's Ransom
- Mission 5: Escaping Masterson
- Mission 6: Chinatown Showdown
- Mission 7: Finale: Last Stand

X: Ending Movie

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Poor Ending Path  
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Episode IV: Con Girls  
-----

- Mission 1: Strip Club Detour
- Mission 2: Cat Fight
- Mission 3: Cruising for Lola
- Mission 3:(Alt) Lola Rush
- Mission 4: The Driving Test
- Mission 5: Police Getaway
- Mission 5:(Alt) Five Laps
- Mission 6: Busting Lola
- Mission 7: Finale: Sniper Redux

-----  
Episode V: High-Rise Terror  
-----

- Mission 1: The Airport Lead
- Mission 2: Chasing Assassins
- Mission 3: A Race Downtown
- Mission 4: Bank Standoff
- Mission 5: Lobby Firefight
- Mission 5:(Alt) Going Up
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- Mission 7: Finale: Bad Politics

X: Ending Movie

\*\*\*\*\*

- 4.0 Upgrades
- 4.1 Bonus Cruisin' Strategies
- 4.2 Crime Patrol
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- 5.3 Credits/Closing

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\*\*\*\*\* 1.0 INTRODUCTION \*\*\*\*\*

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My very first game walkthrough, and I chose this game for it to be my very first game walkthrough. Why? Probably because of the way this game intrigues me and seems pretty simple enough to do as a first FAQ/Walkthrough. Anyways, I'll try to add strategies that help you out since I was able to finish this game within a couple of days from obtaining the game. Though this game was short for me, doesn't mean it can't be long and doesn't mean its BORING.

If you're thinking about buying this game or something, here is a quick Non Spoiler Summary about this game. (Summary from the Back of the Case)

"Hell has been unleashed on the City of Angels by merciless gangs. The only hope to restore order is an out of control ex-cop whose unconventional methods leave him rejected by the police and feared by criminals. Drive, fight and shoot your way through 240 square miles of L.A. and a branching storyline where you never have to repeat the same mission twice."

Anyways, its fun, and I'll stop talking so much bullcrap about what I think. Lets get on with it.

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\*\*\*\*\* 2.0 CHARACTERS \*\*\*\*\*

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Here are the main characters in the game.

(FROM GAME MANUAL)

"Who's Who in the E.O.D. (Elite Operations Division)

NICK KANG:

Although he was recently suspended indefinitely from the police force due to repeated incidents of excessive violence and property damage, Nicholas Kang (Wilson) was recruited into the E.O.D. as the group's first field agent. The

same over-the-line methods that got him thrown off the force enable him to succeed at the E.O.D.; his arrest record speaks for itself. Kang's skills in martial arts are only matched by his ability to double-first-firearms and drive like a Hollywood stuntman.

THE CHIEF:

Chief of Detectives, Wanda Parks, is head of the E.O.D. She has two decades of law enforcement experience and is one of the most well respected officers on the police force. Parks puts up with Nick's brash and over-the-top nature because she knows that when all hell breaks loose, Nick is the only man who consistently delivers.

ROSIE:

An ex-gangbanger turned straight, Rosie Velasquez is one tough cop. Having experienced life on both sides of the law, Rosie knows how to take care of herself. She's just been partnered with Nick Kang, and isn't too happy about hitting the streets with a loose cannon. Rosie is afraid she'll get caught up in the crossfire that constantly surrounds L.A.'s most dangerous detective- and rightly so.

=====  
\*\*\*\*\* 2.1 CONTROLS \*\*\*\*\*  
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(ALSO OFF THE GAME MANUAL: DEFAULT CONTROLS)

DRIVING:

|                     |                               |
|---------------------|-------------------------------|
| Control Stick-      | Steer Left/Right              |
| C Stick-            | Accelerate/Brake/Reverse      |
| A Button-           | Accelerate                    |
| B Button-           | Brake/Reverse                 |
| X Button-           | Hand Brake                    |
| Y Button-           | Look Back                     |
| L Button-           | Get In/Out/Commandeer Vehicle |
| R Button-           | Fire Weapon                   |
| + Control Pad <*-   | Car Horn                      |
| + Control Pad *>-   | Siren On/Off                  |
| Tap +Control Pad ^- | Change View                   |

FIGHTING:

|                |                                     |
|----------------|-------------------------------------|
| Control Stick- | Move Character                      |
| C Stick-       | Pan Camera/Select Target            |
| A Button-      | Punch                               |
| B Button-      | Low Kick                            |
| Y Button-      | Jump Kick                           |
| X Button-      | Grapple/Throw Weapon/Pick Up Weapon |
| Tap R Button-  | Draw Guns (Go into Shooting mode)   |
| Z Button-      | Drop Weapon                         |

SHOOTING:

|                |                |
|----------------|----------------|
| Control Stick- | Move Character |
|----------------|----------------|

|                             |  |
|-----------------------------|--|
| C Stick-                    | Pan Camera/Select Target                           |
| Hold B Button-              | Take Cover   |
| A Button-                   | Punch(Go into Fighting Mode)                       |
| Tap Y Button(+ direction)-  | Roll   |
| Hold Y Button(+ direction)- | Slow Motion Jump/Dive                              |
| X Button-                   | Pickup Weapon/Grab Hostage as Human Shield         |
| R Button-                   | Fire Weapon  |
| Hold and Release R Button-  | Precision Targeting/Burst Fire or Full Automatic   |
| Z Button-                   | Reload Weapon(Pistols Only)/Drop Automatic Weapons |

ON FOOT:

|                   |                       |
|-------------------|-----------------------|
| + Control Pad <*- | Go into Fighting Mode |
| + Control Pad ^-  | Go into Normal Mode   |
| + Control Pad *>- | Go into Shooting Mode |

STEALTH:

|                |                                  |
|----------------|----------------------------------|
| Control Stick- | Move Character                   |
| C Stick-       | Pan Camera                       |
| Hold B Button- | Take Cover                       |
| Y Button-      | Roll Button                      |
| A Button-      | Stun Attack (Good Cop)           |
| X Button-      | Deadly Attack (Bad Cop)          |
| R Button-      | Fire Tranquilizer Gun (3 Rounds) |

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***** 2.2    GAME SCREEN *****
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In this section, will label all the info about whats on your game screen and where its at while you're on the streets of L.A.

-----  
CAR ICON-  
-----

The car icon is on the upper left corner of the screen. You can tell since it looks like a car. The red on the car will show the amount of damage on that part of the car. When the Icon is flashing red, you either drive real carefully, ditch the car, or let it blow you up.

-----  
ENEMY CAR ICON-  
-----

This is located on the upper right corner of your screen. It works the same way as your car meter. Make the car is targeted so it appears on your screen.

-----  
REWARD POINTS AND BADGES-  
-----

This is located on the bottom right corner of your screen. depending on your actions, will affect your reward points and badges. For every 100 reward points

you get, you get a badge. The badges are used at 24/7 facilities to upgrade your skills. If you're good and put the criminals in their place, you get reward points. If you're careless and harm civilians, say bye bye to the badges and reward points. The reward points are also needed to use Pharmacies or Gas Stations.

-----  
GOOD/BAD METER-  
-----

This is located on the bottom right corner of the screen next to the Reward points and badges. Depending on your actions again, will determine if your a good cop or bad cop. If your a good cop, you'll have to put the criminals back to their rightful place for being really stupid. If your a bad cop, go crazy and kill civilians and be as reckless as possible. Check the Good Cop/Bad Cop section for more info.

-----  
TAIL METER-  
-----

This appears on the right side of the screen under the enemy car icon. This appears only on certain missions. This meter is split into three sections:

Bottom Section- You're too far, catch up to your target  
Middle Section- You're just at the right distance  
Top Section(Red)- Slow down or they'll notice your there

If you're to close for to long, the suspect will get away and you'll eventually lose. If you're to far away from the suspect for to long, you'll lose them and and lose the mission.

-----  
SPOOK METER-  
-----

This is located on the top right corner. This meter only appears with Tailing missions or Stealth missions. In tailing missions, if you're to close, you'll have a certain amount of time until the meter fills up and they discover you.

In Stealth missions, you'll have a certain amount of time to take cover if you're in plain site of your enemy before they discover you. They're question Marks if you were wondering what the hell they look liked.

-----  
NICK'S HEALTH BAR-  
-----

This appears on the top left corner. Its in ( shape, so its not hard to miss. A full white bar, indicates 100% health. When it increases in a red bar, you're getting injured and hurt. Once its fully red, your fully dead(or K'Oed).

-----  
ENEMY HEALTH BAR-  
-----

When you're engaged in a fight with an enemy or targeted onto them, the bar will appear on the top right corner. It works the same way as your health bar, but its good when theirs fills up to red. When you're surrounded by multiple enemies, they'll line up going down from the top right.



-----  
CIVIL UNREST METER-  
-----

This meter is found on the bottom right corner between the badge and the good/bad cop meter. This only happens when your choices, are bad choices. When you get bad cop, you'll end up getting this message flashed in front of you. When you continue being a bad cop, the more that civilians will turn on you. Then you'll be hit up with drive bys. When the meter is filled, watch out for the Cops and Swat Teams.

-----  
TIMER-  
-----

This is located right in the middle on the bottom of the screen. This only appears in certain missions also. You'll have to race against the countdown and get to your destined location before time runs out.

-----  
STREET INDICATOR-  
-----

On the top of the screen. Tells you what street your on.

-----  
MINI MAP-  
-----

Its on the bottom right of the screen. There are certain symbols on this map that you'll see while you're roaming the streets.

1. Green Arrow/Dot- Your next mission destination in the story line
2. Tiny Red Square- The location of the a crime in progress
3. Large Red Dot- The location of an enemy car that you're chasing or tailing
4. Yellow Gas Pump- These lead to repair stations where you can fix your car up
5. Yellow Cross- These lead to the Pharmacies where you can heal yourself
6. Yellow Parking Lot- Drive/Run into these to heal yourself for free and get a car that you have unlocked.
7. Blue Target Icon- Practice your gunplay to gain upgrades. They're open 24/7
8. Blue Barbell Icon- Practice on your martial arts to gain new karate moves. They're open 24/7
9. Blue Car Icon- Practice your driving skills to gain new driving upgrades. They're open 24/7

That should be it for the game screen.

=====  
\*\*\*\*\* 2.3 BASIC MOVES \*\*\*\*\*  
-----  
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In this section, I will point out some of the basic moves that will keep you alive during your quest to bust the criminals that get in your way.

=====  
HAND TO HAND COMBAT  
=====

When you decide to take out your enemy in hand to hand battle, you'll need to use a series of punches and kicks to help you survive. Use certain punch and kick combos to keep your opponent guessing your actions. While punching, make sure that you're ready to block by pressing the opposite direction of your enemy.

If you notice on your opponent's bar, on the left of them, you'll see at least 3 to 6 exclamation points. The more you hit them with regular attacks, the lower they decrease. Once take away all the exclamation points, they'll be stunned, giving you a chance to enter a series of commands to pull off a finishing combo to do heavy damage. Make sure you enter them quickly or they'll turn into a normal weak attack. Be sure to memorize the commands during battle. Here are some of the beginning combos you get.

Y,A Buttons= "Jumping Monkey"  
A,B Buttons= "Monkey Paw" Punch  
B,Y Buttons= "Monkey Kick"

Also note, that the exclamation points DO recover after a while if you don't do any damage to your opponent. To gain more combos, participate and complete the 24/7 Martial arts gyms.

During fights, you also grapple opponents, and opponents can grapple you. When you grapple an opponent, press X button to grapple and/or another attack button(s) at the same time to activate various grapple moves. If an opponent grapples you, press X button(sometimes you'll have to chain with others) to release yourself from the grapple. Its best to grapple when your opponent is stunned so that they don't reverse the grapples on you.

You can also do running attacks also, but you'll have to keep a distance from your opponent so you're not locked on to him. Just run and press one of the punch or kick buttons to complete them. In order to do these when you're in "Fighting Mode"(pressing "Left" on the Ctrl Pad, or certain missions), you'll have to earn these attacks in 24/7 Martial arts gyms.

Also, pay attention to your opponent's stances. Though I don't find this tip really helpful on regular thugs, it does serve useful for the major one on one fights. When there stance is high, do low kicks and punches. When there stance is low, do high kicks and some punches. You can tell by their stance, if their hands/arms are pointing high up, its a high stance. When they're bent down or lowered in some way, their in a low stance. Though this doesn't ALWAYS succeed, its still useful against major boss fights(one of a kind criminals that you don't see out on the streets).

=====  
SHOOTOUTS  
=====

On the streets, you're recommended to bring in suspects without resorting to deadly force. But of course, if they're not willing to cooperate, you always have 2 little "friends" by your side. When needed, pull out your guns, take cover and fire back. When you're fighting multiple targets, you can use the C stick to take advantage against multiple targets to take them out quicker

in fire fights. Its best to use the C stick and plan who you'll take out when you're taking cover.

In fire fights, make sure you take cover behind an object or wall to reduce getting hit. Hold B button to duck down or flatten yourself against a wall. When they're busy reloading, quickly press R button and fire back. Be sure you pay attention to your ammo that is by your health on the top left of the screen. Press Z if you need to reload.

But of course, if you're in plain site view in a fire fight and need to get to cover, use rolling to take advantage of not getting hit. Use the Y button and press the direction your heading to roll to where you need to and take cover. If you need to, you can do it Matrix style and hold Y button and direction your heading to jump sideways while your shooting. You can also hold Y button and do a dive while your shooting to avoid bullets while they get hit by bullets.

There are times when you need to use precision targeting(sorta like a sniper target mode) to take out your opponent quick and fast. Some of these times would be: Hostage situations, Hitting small targets, Neuteralizing enemies, Quick kills, accurate shootings, disabling cars, and anything else that is hard to hit. You will be using Precision targeting a lot on car chases where you have to disable a car. Best advice for disabling a car, take out the wheels to slow it down. When using Precision targeting to neuteralize enemies, hit the leg or the arms to neutralize them.

-----  
NOTE: When using Precision targeting, when aim at a certain part of the target, a certain color changes in the scope. When it turns green, it means that you can neutralize them. When it turns red, it means its a fatal shot. When its yellow, it means its just a normal hit. Only neutralizing and fatal shots can take out a enemy in one bullet. Only difference is, that it usually determines on your Good Cop/Bad Cop rating. Neutralizing= Good, Fatal= Bad. From what I know, you can't neutralize enemies until you get a certain upgrade where you're able to neutralize.  
-----

During car chases while your hunting down your target, make sure your on the side of them and shoot when necessary to avoid hitting civilians also. Be sure to disable the tires to slow down the car til they decide to give up and ditch there car.

=====  
STEALTH  
=====

In certain missions, you get to be stealthy. Of course, the only movement available, is just creeping(no running), and rolling. You'll need to check many corners of areas by sticking to the wall and moving the camera to see your enemies movements. When its clear, get out and follow them to do one of the 2 actions: Stun them= Good Cop, Deadly Attack= Bad Cop.

Just note, that some places, you might not be able to get away in time or not able to approach your enemy. In whatever case that is, you can always press R to tranquilize them to knock them out.

Also, pay VERY close attention to the ground also. Sometimes, there are objects that you can "accidently" run into and trigger an enemy. When this happens, your choice is to most likely to tranq. them. If you can, dive off for cover.

Remember that if a guard spots you, you have a limited amount of time (pay attention to the Spook meter) to knock him out before the alarm is raised and you're caught.

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\*\*\*\*\* 2.4 GOOD COP/BAD COP \*\*\*\*\*

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In this section, I'll point out how to get a good cop and bad cop status.

\*\*\*\*\*

GOOD COP

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- Arrest criminals
- Solve Street Crimes
- Neutralize Enemies
- Frisk civilians and find Drugs/Weapons
- Defeat Criminals
- Use Stun Attacks in Stealth Missions

\*\*\*\*\*

BAD COP

\*\*\*\*\*

- Kill civilians
- Kill criminals (unless they use deadly force)
- Defeating civilians in street fights
- Use Deadly Attacks in Stealth Missions
- Destroy and Blow up vehicles with someone inside

Remember that your actions inflict what happens to you. If you're a good cop, you'll pretty much have an easier time with this game. If you're a bad cop, expect to be facing lots of trouble (like Swat Teams and Gang Drive bys). Sometimes civilians will try to take the law in their own hands and try to stop you.

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GOOD/BAD COP NOTE: In some story missions, you'll be required to chase down a criminal that has fled from you, or an escape mission. If this so happens, blowing up their car won't affect your Cop Rating.

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\*\*\*\*\* 2.5 OPTIONAL STREET CRIMES \*\*\*\*\*

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Street crimes are optional and happen randomly each time in the game. When participating in them, you'll have to chase down the criminal and arrest them. Unlike frisking, you have to arrest them by holding Z button and pressing X by them. Like real life, sometimes they flee off when you're about to cuff them. What do you do next then..? Chase them and try again. While you're pursuing

them, make sure you press one of the attack buttons while running to trip them.

If they don't surrender after they've been tripped, fight them and defeat them. Then cuff them afterwards. Other ways to get them to surrender are:

1. Blasting your gun in the air by holding Z button and pressing R
2. Flash your badge by holding Z and pressing A button
3. If you're in a car, turn on your siren
4. Automatically when they're caught

Though, these ways aren't always sure fire to get them to surrender, these are the only ways to get them to. If they don't surrender, chase and/or fight them and cuff them. If they shoot back at you, if you can, neutralize them or kill them(since they already used Deadly force).

If they do surrender, just approach them and arrest them. If you get a person to surrender, also check if they had a gun. If they did and you either fired in the air or flashed your badge, make sure they dropped their gun. If they didn't, prepare for a chase or a shootout since most likely, they will want to test you to see if you'll fight back.

If you want, you can just wander around and press X to frisk random people. If you're lucky, you can bust someone with either illegal weapons or illegal drugs. Doing this will raise your Good Cop Rating and increase your badge points by 5.

```
[+++++]  
[***TIP***TIP***TIP*** ]  
[+++++]
```

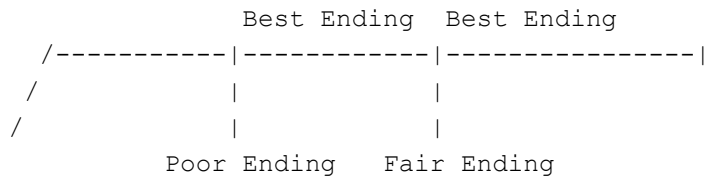
Head down to Venice to get the highest rate of people carrying either illegal drugs or weapons. If you head down to Rose/Dudley Ave and Ocean Front Walk, about 98% of people you frisk, will have either an illegal weapon/drug. Make sure you're on the block closest to the ocean to get this really high rate or else it decreases down.

Here are all the street crimes I've witnessed and seen(I tried remembering some word from word. Some might not be TOTALLY accurate, but they're describe as best as possible).

- 
- > Stop Street Fights
  - > Arrest Drug Dealer
  - > Investigate Mugging
  - > Arrest Mugger
  - > Hostage Situation
  - > Stolen Ambulance
  - > Find Jack the Ripper
  - > Pimp War
  - > Pimps N Hookers
  - > Girlfriend Fight
  - > Gang Shooting
  - > Marital Struggles
  - > Attempted Rape
  - > Illegal Street Racing
  - > Arrest Car Jacker
  - > Officer Down



the path splits is this:



Best Ending Requirements: 100% Episode Completion  
Good Cop Status Rating

Fair Ending Requirements: 100% Episode Completion  
Good Cop Status Rating

Poor Ending Requirements: 100% Episode Completion  
Good Cop Status Rating

-OR-

Bad Cop Status Rating

=====

Here are some basic descriptions you'll be seeing throughout this Walkthrough. Reading this part may help you understand it better throughout most of the missions.

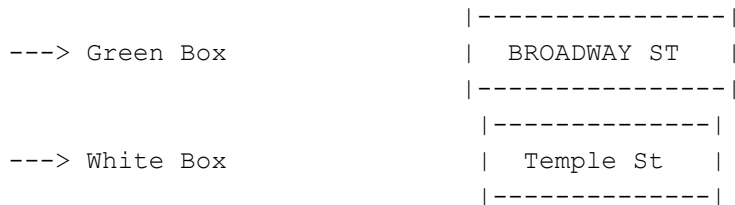
In certain Driving Missions, I might say a term like:

----> Ex:

"Head straight on Broadway St until you get on Broadway and Temple St."

First off, take a look at the top screen at the street indicator. Head straight down that certain street until you get to the intersection. At an intersection, it will have the current street you're on in the green box, and the street that you will be on, depending on the sect you take.

----> Ex:



The green box is your current street and the white box is the upcoming turn at an intersection. Be sure to keep this in mind so you can understand some of the driving missions in the walkthrough.

=====

FINAL NOTE: I completed this game with and without upgrades of any sorts, so this game IS possible to beat without any upgrades, so don't worry if you're wondering if you have a certain upgrade to help you out. Also, for the best

experience of this game, its best to go through this game without any upgrades so you don't go through this game so fast. If you do want to get upgrades, then the best time to get them, is if they're on your way to the destination point according to my walkthrough, or Bonus Cruisin' Missions.

Heres the walkthrough.

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BEST ENDING PATH

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EPISODE I: TRIAD VIOLENCE

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MISSION 1: SHOOTING PRACTICE

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OBJECTIVE: Destroy 10 Targets

Not to hard for a first mission. Just press R and wait for the targets to appear. When the target is locked on to the paper targets to appear. Hit R and fire the bullets and destroy them. Use Z button to do a Manual reload for quicker and easier work. Use control stick if you want to scroll through targets while pressing R. There are 16 targets, so don't fret if you missed 1 or 2.

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MISSION 2: RUSHING TO E.O.D

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OBJECTIVE: Race to Chief's Office

Check your City Map when you start this level(Pause Menu and City Map). The Green Dot, should be behind your current position. Not to far away. Run to your car that is on the curb in front of you. You have 1:28 second to get to the destination before you fail. Quickly, turn around and drive straight until you get to Olive Street and 6th. Make a left turn and drive down on 6th street until you get to 6th and Broadway street. Make a right turn and the target is right there in front of you. You should get there with plenty time to spare.



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MISSION 3: DRIVING FOR CHOW

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OBJECTIVE: Drive to Restraunt(Solve Street Crimes: Optional)

This is a free style mission, meaning that you have all the time in the world to do whatever you please. If you want, you can take the time to solve street crimes, get upgrades, frisk and bust some random civilians, whatever.

If you do decide to take on the mission right away, check the city map and the destination is right behind you. Turn around and get back on the main road. You should be on Broadway St. Drive straight until you get on Broadway St. and 3rd street. Make a left turn and Drive straight. You should be on 3rd St. Keep driving straight until your Mini Map shows a Big Green Dot. Make a left turn and you shouldn't miss it. Get out the car and walk to the green pointer(the door).

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MISSION 4: TRIAD MUSCLE

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OBJECTIVE: Fight Triad Thug

This guy isn't to difficult. Just use low kicks and punches to hit him since it seems to connect the most. Keep hitting until he is stunned and do a finishing combo move(check basic moves for the beginning combos). Repeat and rinse and he should go down.

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MISSION 5: FINALE: ROSIE TROUBLE

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OBJECTIVE: Shoot Triad Thug

For the first shooting mission in this game, there are alternate ways you can do this. First off, you can pursue the Triad Thug and shoot him while he shoots you back until one of you die. You can also get in a car and run him over and shoot him.

The safest way I would recommend(and know), is run/roll in front of a car.

Hold B to duck and take cover while he shoots. When he stops shooting, get up and shoot back. Don't get too near the car since there is chance the car can suffice enough damage to blow up. Since he is near it, he'll pay the price for being near it. If the car blows up before he dies, you can always roll to the next one thats right beside you and repeat.

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After this mission, you'll be given a Bonus mission called Bonus Cruising. Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

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EPISODE II: MEAN STREETS

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MISSION 1: CRUISING FOR LEADS

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OBJECTIVE: Drive to Destination(Solve Street Crimes: Optional)

Another free style mission. You have the same options again. Either get upgrades, bust some criminals, solve street crimes, etc. But since this a walkthrough, I'll get straight to the point. If you have a messed up car in front of you from your last driving mission, go to the Parking Lot, which is right behind you to get yourself another car.

If you want, check the City Map. Your destination should be on the right of your current location. Get in your car and lets ride. When you get in the car, you will switched to the opposite direction(facing south instead of north like you just were). Head to the next lane and point yourself north to be on Broadway St. Drive straight until you're on Broadway St. and 4th st. Make a right turn and you'll be on 4th street.

Keep driving straight until you see the Green arrow turn into the Big Green Dot. Go to the Dot, exit the car, and head to the front door.

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MISSION 2: DOJO ATTACKER

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OBJECTIVE: Fight Attacker

In the risk of spoiling the story, I'll get to the point of this fight. When the battle begins, you might want watch his attacks for a while and attack when he attacks you back. I personally love using the low kick(B Button) since its at the tip of my fingers and it works pretty well against him. Keep doing combo punches and kicks til he is stunned. Do a finishing combo and repeat again. The battle area is very wide, so make sure you don't trap yourself against the wall thinking that there is no place to run and get fighting space.

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MISSION 3: RED LANTERN RUSH

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OBJECTIVE: Race to Bar

Another timed mission. Make sure your car is fit and doesn't have popped tires. If they do, just quit and reload to a free style mission and get a fresh car. Then save and return back to this mission.

When the mission begins, You'll have 59 seconds to clear this mission, but if you've seen your City Map, its not to far. Drive straight down San Pedro St. til you see a fork splitting left and right. Head to the left fork and continue heading straight down the path til 1st St. and Los Angeles St. Take a right turn and straight down that path until you see the next turn heading left. Take that street and you'll be on Temple street. Head straight down to that street until you see the Big Green Dot appear on the Mini Map. Turn right and drive on the Dot with plenty of time to spare.

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MISSION 4: BAR BRAWL

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OBJECTIVE: Fight Feng

This battle is a little different from your other ones since he's going to be carrying a knife. I find that these battles are a bit harder since they come down on you very quick and fast. The best tatic I could come up with is to block his first few attacks and come after him with some punching and high kick attacks since those usually hit him more than my beloved low kick attack. When he is stunned, use a finishing combo. Repeat til he is defeated.

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MISSION 4:(Alt) THE ARSONIST

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OBJECTIVE: Chase Feng

The first alternate mission. You can do this for fun if you want, but not really required. Also note, that when you're done with the previous mission, this mission will be skipped, so you'll have to go back to the title screen to select this mission.

If you decide to do this mission, you'll probably love since its a high speed chase. Basically, all you have to do is chase him down and shoot his car. Use the Precision Aim and shoot at least 2 of his tires to slow down the car. If you want, you can get out of the car and pop out the rest until he surrenders. If you suck at Precision aiming, you can try to pop his tires out by driving on the side of him and shoot the side of the car aiming for the tires.

If you want, you can still stay in your car and shoot his car until he gives up due to a damaged car, or blow up his car. Either way, you'll win. Just make sure you avoid as much damage to your car as possible if you want to be able to catch up to him.

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MISSION 5: CHASING TRIAD THUG

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OBJECTIVE: Chase Feng

This is a real short mission. Just chase him down and shoot him, or jack a nearby ride and run him over. If you want to have fun, do a drive by on him and make it look like a gang related murder. ^\_^

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MISSION 6: DRIVE TO JIMMY'S

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OBJECTIVE: Drive to Warehouse(Solve Street Crimes: Optional)

Another free style mission, do what you want, but heres what to do from

the starting location. Check your City Map if you want to. If you did, the dot is on the Northeast position.

When you begin, you'll be on Figueroa St. Head straight down the Figueroa St. until you're on Figueroa St. and 1st St. Take a right turn at the intersect and you'll be on 1st St. Head straight down 1st. St. til you get on 1st St. and Los Angeles St. From then on, you only need to continue on the path until you see the Big Green Dot. Head there to your next destination.

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MISSION 7: SNEAKING IN

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OBJECTIVE: Sneak into Warehouse

The first stealth mission in the game. Not quite hard if you know what you're doing. When you first begin, walk straight in front and press B to press against the wall. When you side step, you should see a guard. He never turns around, so thats good. Now, you have 2 choices of attacks. Stun Attack(Good Cop), or Deadly Attack(Bad Cop). You also have a Tranquilizer for quick and sticky situations, but thats neutral and you only have 3 Tranqs.

Head to the first guard and take care of him. Next, head for the pillar that is right by the statues. Press against it and fix your camera until you can see straight ahead. Wait for the guard to come into your view. Once he turns around and patrols back, head for him and take care of him. After that, you'll see another guard in front of you, having a smoke. Hide behind the pillar next to you and fix your camera into his sight. Wait for him to turn to face you and turn to face back. Once he faces back, approach him and take care of him. If you need to, you can always roll to the side while approaching him so that he doesn't see you.

After him, you'll see another pillar in front of you. Press against it and fix your camera to point straight. You'll see a guard patrolling by, that goes back and forth. Once he turns around, approach and take good care of him. Now that you're almost there, be patient and cautious. Head up the ramp and continue straight for the exit point. While you're heading there, you'll see a shadow appearing. Another guard will come out, so keep approaching until you see him. Take care of him quickly or use a Quick Tranq. Afterwards, stand on the exit line to finish.

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MISSION 8: JIMMY'S AMBUSH

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OBJECTIVE: Shoot Jimmy's Crew

When the level begins, quickly head to the nearest pillar and press

against it for cover while Jimmy's crew starts shooting at you. Looks like you'll be expecting a fire fight. Take out the first 2 guards that will be in plain sight after they reload. Walk forward a bit til you see a guard up on the left balcony. Roll towards the boxes and hold B to duck down. If you're real close to the box, that guard can't hit you. When he reloads, retaliate with gun fire. Head forward a bit and a guard will come running out. Quickly dispatch him since you have no time to take cover. Walk forward a bit and a guard will appear on the top right balcony. Take cover behind the big drawer and boxes that are on the right side or the Pillar near by. When he reloads, fire back.

Walk straight a bit and another guard will come running out. Quickly take care of him since there is no time to take cover. Head straight for the pillar with the First Aid Kit Box. If you're really hurt, I suggest using it (press X). At the same time, a guard will appear on the right side. Either duck down or press against the pillar. When he reloads, kill him. Afterwards, 3 more guards will appear on the left side. Duck down behind the boxes and by the pillar or press against the pillar. Use C Stick to target the one in plain sight of you and shoot him when he reloads. Also note of the other guards, so don't waste too much time on him. If you want to, you can side step between the pillar and the drawer so you can go back and forth hitting them. Afterwards, guards will start coming in from the Balcony. Repeat going back and forth from the pillar to the drawer for cover while firing. Make sure they're reloading before you move if you want to avoid as much damage as possible.

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MISSION 9: FINALE: SNIPER ASSASSIN

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OBJECTIVE: Shoot Sniper

Short and easy mission. When the mission begins, run in between the windows, taking cover. The sniper isn't really that far away, so you can easily see him. When he shoots, quickly come out and fire a few rounds while he is running around. When he stops, take cover and wait for him to fire. After he shoots, hit him with more bullets. Repeat this til he dies.

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After this mission, you'll be given a Bonus mission called Bonus Cruising. Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

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MISSION 1: OFF TO CHONG'S

OBJECTIVE: Drive to Chong's Residence(Solve Street Crimes: Optional)

Another free style mission, giving you a chance for upgrades. If you want to get them, get them now. Otherwise, heres how to get to your next location from where you start.

When you check your City Map, you'll have quite a ways to go, but it shouldn't take long. You'll begin on Melrose Ave. Head straight down the lane til you get to Melrose Ave and La Cienega Blvd. Take a right turn to get on La Cienega Blvd. Head straight down the path til you get to La Cienega Blvd and Santa Monica Blvd. The intersect will point diagonally from northeast down northwest. Head on left on the northwest intersect to get on Santa Monica Blvd. Head straight down the path until you get to Santa Monica Blvd and Palm Ave. Make a right turn and head straight down on Palm Ave until you get to Palm Ave and Nellas St. Make a left turn and you'll be on Nellas St. There is a short path running straight through here, so when you're on Nellas St. and Lerrabee St., make a right turn to be on Larrabee St. At the same time, another short path. This will also reveal the Big Green Dot. Make a left turn into Sunset Blvd and head straight for the Dot.

MISSION 2: TAILING CHONG'S LIMO

OBJECTIVE: Tail Chong's Limo

I'm not much on the path of where this guy goes, since I'm pretty sure its not random on where he drives. But then again, not to sure. My only advice is, make sure you keep up with him and pay attention to the tail meter. Make sure it stays in the middle. If you get to close, you'll have about 5 seconds(check Spook Meter) to get further. If you get to far, you'll have about 3 "Falling Behind" messages before you fail. Try to avoid as much traffic as possible and pay attention to your Mini Map also. The mission will end automatically once limo reaches its destination, so be patient.

Make sure that you do NOT shoot the Limo or else he might try to escape you and also notice your presence. In that case, you'll automatically fail since he drives around in circles in paths.

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MISSION 3: A STAKEOUT GONE BAD

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OBJECTIVE: Escape Attackers

In this mission, it will be YOU who is targetted by the criminals. To win these missions, check your City Map for reference. When you leave their line of sight(their Big Red Dot on the City Map), thats when you win the mission. Of course, losing them might not be easy, especially if the car is using is slow. At the beginning of the level, I suggest popping out at least 2 tires of the car to escape him, or blow the car up. If you have a fast vehicle, then try to ditch him.

NOTE: Sometimes you might not be able to shoot the enemy in this mission unless he is in front of your range. Beware of that also.

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MISSION 4: DRIVING TO SPA

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OBJECTIVE: Drive to Russian Spa(Solve Street Crimes: Optional)

When you begin this level, you'll start out on Melrose Ave. Drive straight on Melrose Ave until you're on Melrose Ave and Martel Ave. Take a left and go into Martel Ave. Keep driving straight until you see the Big Green Dot. Take a right and go into the Dot to your next location.

Also note, an Optinal Street might appear, saying "Rocky's Goons are Back". If this so happens, either ditch them again, or take them out.

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MISSION 5: SPA INFILTRATION

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OBJECTIVE: Sneak into Russian Spa

Another stealth mission. Not to hard, but just watch out for things on the floor. When you begin, walk straight to the Lockers and press against it. When the level began, you should of seen a head patrolling around. Slide against the wall and switch your camera facing that guard. When he patrols away, approach him and take care of him. Now, from where you knocked out the guard, stick on the lockers on your right. Slide until you see a guard that is smoking. Fix



your camera if you need to when looking at him. Wait for him to turn facing your way, and wait for him facing back. Once he is facing back, approach him and take care of him.

Continue forward and a lady should appear walking. She won't see or head your way, but take care of her while walking onward. When you turn left, you'll start to see some men coming out of the Spa rooms. While walking forward, they will come out. They won't walk your way or anything, but take care of them as you walk forward. There are 3 Spa rooms, so expect 3 men to come out.

After that hallway, turn left and you'll see a big boiler in front of you. Walk straight towards that boiler, but avoid the pail in front of you or else you'll alert the men that are relaxing. Also while heading forward, on your right by the pail, you'll see a man relaxing. Take care of him if you want to. Continue heading for the boiler. Press against the boiler and slide left just a bit. You'll see a guard patrolling left and right. Once he is away from you, approach and take care of him. If you want, you can take care of the other men that are relaxing for more Good Cop points. Avoid the pails if you're going for them, otherwise, continue forward past the boiler to the Green Point.

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MISSION 5: (Alt) RUSSKIE TROUBLE

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OBJECTIVE: Fight Russian Goons

As you might of guessed from the objective, that you'll be fighting some russian goons. There will be 4 russian goons after you, so pick one and take care of him. Use some low kicks and punches to nail him. If you want, throw in some high jump kicks. Once he is stunned, use a finishing combo on him. Once you take care of one guard, go after the next until you finish the 4 off. Make sure you don't get surrounded by them. If you find that you're surrounded, try to run away and take care of one them. If you can, try to do a "Monkey Kick" finisher on them while they're facing the pipes or sinks to do some extra damage. Once your done with them 4, then your finished.

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MISSION 6: SHOWER ROOM ANTICS

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OBJECTIVE: Fight Bathers

When you begin, you'll have 3 bathing men on your ass. First off, go after the one in front of you. Do some low kicks and punches to get stun him faster. Once he is stunned, do a finisher on him. If you can do a finisher like "Monkey Kick" or something like that, try to aim him towards the pipes or the sink for extra damage. Once one bather is done for, go for the next and repeat. Make sure you keep your life at a minimum since after you take care of the 3 bather,

you'll have another bald headed bather after you.

The bald headed bather isn't to hard, but he can prove as a worthy opponent. This guy does block a lot, so make sure your holding the control stick the oppostite direction as the bald headed man so you're ready to block also. You might want to mix in some low kicks and punches since the high kicks seem to rarely hit him. His stun bar is a bit high, so try to get as many hits on him as possible. Once he is stunned, make sure he is facing toward an object so that you can do a finisher and knock him towards that object to do extra damage.

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MISSION 7: FINALE: THE ACCOMPLICE

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OBJECTIVE: Shoot Spa Crew

This mission is fairly easy since you have plenty of cover to avoid enemy gunfire. When the level begins, roll forward towards pool and immediately press and hold the B button to duck down. There will be 2 guards shooting at you from the other side. Usually, one guard will go by a pillar while one stays there to shoot. When one reloads, get up and fire back. Get by the pillar on your left or your right, depending on where the second guard is at, and kill him. From then on, the guards come in from random places. When the target Icon shifts on your right or left position, it means that the guards are coming from your side, hoping to flank you. Use the target Icon to your advantage, so as they come out, you can shoot and kill them. Keep killing the guards, while taking cover til Chong comes out himself. The fire fight with Chong is a lot easier than the previous stuff with the guards since its only him.

All you have to do is take cover and let him fire at you. When he reloads, come out and shoot back. Repeat as necessary til he dies.

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After this mission, you'll be given a Bonus mission called Bonus Cruising. Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

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EPISODE IV: RUSSIAN FACE-OFF

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MISSION 1: EN ROUTE TO AUTOSHOP

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OBJECTIVE: Drive to Auto Shop(Solve Street Crimes: Optional)

When you begin, you'll be on Cloverfield Blvd, right by an intersection. When you drive forward a bit, you'll be on Cloverfield Blvd and Michigan Ave. Make a right turn on the intersection to be on Michigan Ave. Drive straight on Michigan Ave and make that forced right turn to be on 21st St. Drive straight on 21st St. until you get on 21st St and Olympic Blvd. Drive straight on Olympic Blvd til you see the Big Green Dot. Head for it and you'll be done with this level.

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MISSION 2: GREASE MONKEYS

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OBJECTIVE: Fight Bikers

When you begin this fight, you'll be facing 2 bikers. Pick and take care of your first target. Do some low kicks and punches to stun him faster. There are a lot of objects in this auto shop to cause extra damage. One is the car on the lift. Two, there are some yellow barrels on the corner of you when you just begin the level. Make sure your clear distance from them while you kick the biker towards them. There are several barrels throughout this auto shop also, so use them to your advantage. The other biker has a wrench, so be careful of him.

Once you're done with the bikers, another guy comes in to join the fight. he is holding a steel rod, so be careful of him. Continue with the low kick combo since the punches don't seem to get to him much, but mix it around a bit. Once he is stunned, do a finisher on him, and if you can, hit him towards a barrel or another object for more damage.

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MISSION 3: CHASING FRANCIS

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OBJECTIVE: Chase Francis

A basic chase mission. Just follow him and shoot his car, or try to stop it. If you have enough gun upgrades where you've already needed to neutralize in the gun upgrading missions(24/7 facilities), use the green scope on the wheels to make further use. If you don't have the green colored scope, then just aim for his wheels, or just shoot his car til its all junked up.

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MISSION 4: OFF TO THE GULAG

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OBJECTIVE: Drive to Dance Club(Solve Street Crimes: Optional)

You'll start out on Beverly Blvd. Head straight on Beverly Blvd. While going straight, make sure you look out for a car that sort of looks like one of them race cars. The front of the hood should be a bit black while the back of the bumper has asian lettering on it. It is a very fast car and IS VERY USEFUL IN THE SOON UPCOMING MISSIONS. Make sure you find it on Bevelry Blvd or else you'll have to find your own path to the next destination. Once you find that car, jack it, and continue on Beverly Blvd. If you have done some of the car races on the Bonus Cruising Missions, I think the 01 roadster car or the 03 sports car should suffice in enough speed, but I'm not to sure since I haven't tried them out yet. For now, stick with the chinese car. If you decided to find your own path while looking for that chinese car, I would suggest heading near Korea Town since that place has a lot of them. The Ferrari works well also if you can find it.

A personal note, I recently found another path that you can take that DOESN'T require any of those cars, but you can use the default Impound Car('66 Classic car). If you decide to use this car, go ahead and use it. Check below on the Alt strategy that is on the next few sections.

Continue on Beverly Blvd til you get on Beverly Blvd and Croft Ave. Turn right and get on Croft Ave and drive straight until your on forced intersection. You should be on Croft Ave and Melrose Ave. Turn right to be on Melrose Ave. Keep driving straight on the diagonally placed road to get on Orlando Ave. Keep driving straight on Orlando Ave until you get on another forced intersection. Turn left to be on Santa Monica Blvd. Drive straight just a bit and you'll see another intersection. It should Say Santa Monica Blvd and Olive Dr. Head straight on Olive Dr and you'll see the Big Green Dot appear. At the end of Olive Dr, take a left turn to get on Sunset Blvd and head straight to the Big Green Dot.

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MISSION 5: ANOTHER WAY IN

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OBJECTIVE: Sneak into Dance Club

You'll start behind the red dumpster. If you take action quickly, you can sneak behind the nearest guard and take him out before he turns around. If you decide to wait, you'll have to wait for him to patrol towards you and then away from you. Once he is away, then approach him and take him out. Then, just ahead of you, a guard in white will be in front of you. Avoid the white crap on the floor and approach and take him out. Then, get on the wall with the graffiti and press against it. Slide to the corner and switch your camera to face a guard patrolling back and forth. Once he patrols away from you, approach him while avoiding the poop on the floor and take him out. Don't worry about the other guards you see since they can't really see you from your distance.

Then, get on the fence wall and press against it. Slide by the dumpster to take a look at the guards patrolling. Once they both walk away, head towards the guard patrolling left and right. Take care of him and walk up. When that guard is about to patrol south, he'll barely miss you. Go behind him and take care of him. Head back down and you'll see another guard just on your right. He doesn't turn around, but he is smoking. Get on that fence and slide by. There is white crap and poop on the floor, so avoid that. Approach him and take care of him. In front of you, there is the green pointer. While heading for it, a guard will pop right out. While walking, just take care of him at the same time and get on the green pointer.

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MISSION 6: DISCO INFERNO

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OBJECTIVE: Shoot Bouncers

This shoot out will be quite difficult since the cover is crap on this level. When you begin, hold B while the bouncers shoot. When they reload, you might want to do a slow mo side jump and shoot at him so you can avoid the gun fire of the other guard shooting. There will be shooters off to your side and up the balcony, so beware. The only alright place to take cover, is probably in the middle table. Once you take care of the 3 front guards at the beginning of the level, get to the middle table and take cover. Hold B, and get ready to fire at any guards that approach you. There is also a Med Pack at that table, so take it if you're badly hurt. Move around the table while guards appear and shoot them for the best cover. After taking out all the guards, the DJ will appear on the top Balcony ahead of you. He will try to snipe you down. Take cover and wait for his first shot. After he shoots, appear and fire back. Repeat as necessary.

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MISSION 6:(Alt) ALLEY BRAWL

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OBJECTIVE: Fight Bouncers

When the level begins, you should be automatically be surrounded by the bouncers. Get away from the Triangle and pick one out of the three bouncers to deal with. Do low kicks and punches and stun them to do a finisher. Once you take care of one of them, repeat as necessary for the next 2.

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MISSION 7: CARY IN TROUBLE

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OBJECTIVE: Race to Cary's Dojo

I hate this level so much. This is probably one of the hardest levels ever in this game. Remember when I HIGHLY suggested to get a chinese car back on the: Off to the Gulag mission? This is when the chinese car comes into VERY high use. Its probably one of the known cars I know that will complete this level very effieciently and in a timely manner. You have 2:55 Seconds to complete this annoying level. If you didn't get the chinese car earlier, then exit this level and go get it. Save on that level and come back to this level.

When you begin, Head straight on New Hampshire Ave, avoiding as much traffic as possible. When the time is around 2:32, you should be at Wilshire Center. Continuing onwards, at 2:11, you should be at Korea Town. A few seconds afterwards, you'll see a forced intersection going right and a split second left and up. Take that tiny left and up and continue forward on New Hampshire Ave until you see an intersection heading left (New Hampshire and Olympic Blvd). Head left and you'll be on Olympic Blvd.

Continue straight on Olmpyic Blvd til you see an obvious parking lot on your left. Cut right though that parking lot as a shortcut and you'll end up on Figueroa St. Head straight on Figueroa St. until you're on Figueroa St. and 5th St. Head straight on 5th St. until you see the Big Green Dot appear. Once your on the same intersect as that dot, turn left to get on San Pedro St and head for that Dot.

NOTE: I did an update on cars, and you can also use the Red 01 roadster car or the 03 sports car to complete this level fast enough.

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Alt Strategy:  
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If you want to use the '66 Classic Car, or any other car that moves around the same speed as this car, check this route out.

When you begin, drive straight on New Hampshire Ave and get ready to make a left turn. Once you get on New Hampshire Ave and Beverly Blvd, make a left turn onto Beverly Blvd. Continue on Beverly Blvd and take a look at your Mini Map. Once you see a V shaped forked in a road (Beverly Blvd and Westmoreland Ave), take the right path of the fork and you'll continue on Beverly Blvd. If you accidently missed this fork, you have one more chance. Take a left into the next intersection at Virgil Blvd and continue straight until you see a path going northwest. Take that northwestern path to get back on Beverly Blvd.

Continue driving straight on Beverly Blvd until you see another V shaped fork in the road. The intersection will be Beverly Blvd and Lucas Ave. Take the northeast(right) side of the fork and you'll be on 2nd St. Continue straight on 2nd St until you see a forced intersection. Take the path on the right to be on Figueroa St. Also note, that if you used the X button while making that turn, you'll have a better chance to recover and not crash.

Continue driving straight on Figueroa St until you're on Figueroa St and 4th St. Make a left turn into 4th St and continue driving straight up this street, avoiding traffic. If you wanted, you could of taken 3rd St, but you'll be going against traffic, which is really bad. Anyways, continue on 4th St until you see the Big Green Dot on the Mini Map. Take that final right turn into San Pedro St and to the Destination.

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MISSION 8: FINALE: VANDAL WRATH

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OBJECTIVE: Fight Vandals

When you begin, you'll be facing 3 Vandals. The black guy with the samurai helmet will be carrying a sword, so beware of him and make sure he doesn't sneak up on you. Pick a vandal and deal with him with low kicks and some punches. Since there aren't much objects around, you'll have to deal with just the finishers for heavy damage. Once Vandal 1 is taken care of, take out the other 2 Vandals.

After this mission, you'll be given a Bonus mission called Bonus Cruising. Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

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EPISODE V: THE RESCUE

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MISSION 1: TAILING COP SUSPECT

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OBJECTIVE: Tail Suspicious Cop

Mainly, another tailing mission. What I hate about this mission, is that he will go into residence locations, which has tiny roads and lots of turns, making it easy to get close to him on accident, but then falling behind also. Just try to keep your tail meter in the middle and probably near the top, so you don't fall behind easily. Follow him until he reaches his destination.

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MISSION 2: BUM ENCOUNTER

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OBJECTIVE: Fight Winos

I don't even know why Nick even wastes his time with these damn drunken bums, but oh well. When the fight begins, you'll be surrounded by the 2 bums. The white male bum will have a bottle, while the black male bum will have a knife. Block off the white male bum's first attack and get out of the middle where you're surrounded at. Go after a bum and take care of him with low kicks and punches. The only objects are the weak walls that go into another room, a few boxes, carts, and refrigerators. After going after one bum, take out the other bum.

After both of the bums have been taken care of, a transvestite bum will come after you. This bum seems to block a lot, so mix in with attacks and stun him. Do a finisher and repeat as possible.

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MISSION 3: MEETING RAFFERTY

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OBJECTIVE: Drive to Meeting(Solve Street Crimes: Optional)

You'll begin on Holt Ave. Get in your car and hold B to drive backwards. Drive back until your on the intersection. Point yourself northward(towards the destination point) and head north on Pico Blvd until you get on Pico Blvd and Crenshaw Blvd. Head straight on Crenshaw Blvd until you see the Big Green Dot. Head for the Big Green Dot.

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MISSION 3:(Alt) PEKING DUCK

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OBJECTIVE: Drive to Butcher Shop(Solve Street Crimes: Optional)

You'll begin on Holt Ave. Hold B to drive backwards. Drive back until you're on the intersection. Point yourself northwards(towards the destination point) and head north on Pico Blvd. Head straight on Pico Blvd until you get on Pico Blvd and Hoover St. Turn left and you'll be on Hoover St. Ahead of you on Hoover St. you should see the Green Dot Destination ahead of you(not on the map, but its sorta visible). Keep going straight until you do see the Big Green Dot on the Map. Go the Dot.

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MISSION 4: BUTCHER SHOP RUSH

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OBJECTIVE: Race to Butcher Shop

This race to the destination isn't to hard, but have at least the small the chinese car or the 01 roadster car or 03 sports car to get there. You have 2:14 minutes/seconds to get to your destination Head straight on Crenshaw Blvd until you get on Crenshaw Blvd and 9th St. Make a right turn to get on 9th St. From that little path on 9th St, keep driving straight up until you get on a forced intersection. Turn left and you'll be on 5th Ave. You'll spend about a meer second or 2 on 5th Ave since you'll need to make a right turn on 5th Ave and 9th St. You'll be back on 9th St. Go north on 9th and sooner or later, the sign will shift to James M Wood St. Continue on north on this street until you get to a sort of forced intersection. You should be on James M Wood St and Hoover St. From them on the intersect, turn right to get on Hoover St. Continue onward on Hoover St until you see the Big Green Dot. Make the final left turn and get on the Big Green Dot.

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MISSION 5: ON THE CHOPPING BLOCK

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OBJECTIVE: Fight Triad Butchers

When the fight begins, you'll have 2 triad butchers on you. One will have a Butcher Knife while the other has a Chopping Knife. This area is kind of tiny, so its easy to get surrounded. First off, pick a butcher and fight him. Do low kicks and punches on him to stun him quicker. When he is stunned, do a finisher on him. The objects around you will the the counters, butcher's table and the fridges. If you can do a finisher on a butcher, send him towards the

counter to cause a firey explosion causing lots of damage. Make sure your at clear distance so it doesn't affect you either. Repeat as necessary after taking care of one butcher.

After the 2 primary butchers, 3 more come out. Pick one to fight with and repeat what you did earlier. These next 3 are pretty weak since a few hits seem to do them in pretty good. After the 3 butchers, you'll have to finish off one more. This guy seems to block on an average, so pick up a weapon and throw it at him. His attacks are fairly slow, so get kick or punch him when his is ready to attack. Make sure you do block though just in case he does get in on you.

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## MISSION 6: SLAUGHTER HOUSE

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OBJECTIVE: Shoot Triad Butchers

When you begin this shoot out, take care of the guard that is running for cover. After he is gone, hold B and duck down and wait for the guard that is on the meat to appear. When he stops shooting, quickly take care of him and head for the door. When you do head for it, a guard will immediately appear in front of you. Now, you have the choice of killing him, or press X button to hold him hostage and to use for cover. If you choose to hold him hostage, go forward and shoot the incoming guard ahead, then killing the guy you took hostage. If you decide to kill that guard coming out, then kill the incoming guard that will pop out. When you walk forward, walk towards that bin and roll. Immediately hold B since a guard will come out shooting. Use that bin as cover. When he reloads, pop up and pump him full of lead.

Walk forward a bit, pass the bin and press against the pillar. A guard on the meat rack will head towards you shooting. When he stops shooting, pop out and shoot him. Run forward until you see another bin. Once you get to the bin, duck down since another guard will appear. When he reloads, kill him.

Head forward, passing the bin until you see a pillar on your left. Press against it and a guard will come out. When he reloads, shoot to kill. Enter the next room. On the wall, should be a Med Pack. Get it if you need it and head for the bin that is in front of you. Duck behind it and a guard will come running out. When he reloads, kill him. After he dies, you might hear gunfire. Just ignore it and continue forward. Once you make a forced turn, you might see a guard on the meat rack. Quickly do a side dive once you target him, and kill him. Continue on, and head for the nearest bin in front of you. Duck behind it, and kill the guard that will run out.

From northwest of your location, should be a counter. Roll towards it and 2 guards will pop out of the door. Duck and slide left. You then will only see 1 guard while the other one is not visible. With that, it means that only one guard can hit you. Wait for that one guard to reload and kill him. Then slide right and finish off the other guard that is shooting.

Directly in front of, should be a bin. Head towards it and duck behind it. One more guard will appear. Duck and wait til he reloads. Then kill him. Head for the exit.

MISSION 7: FINALE: THE GREAT ESCAPE

OBJECTIVE: Escape from Triad Goons

You'll start out in a forced truck. Since its pretty slow to outrun them, your only choice is to slow them down. The most effiecient way I found doing this is, drive forward til you leave the alley. Make a quick left turn and hold B. This will cause you to drive backwards, which is exactly what you will want to do. You'll want to drive backwards throughout this mission so you can keep an eye on the goons. Shoot the goons while driving to slow them down. If you want, go into precision aim and shoot out their tires. Otherwise, shoot at them until their cars are weak weak or go into a lane opposite of them and get lucky enough to pop a tire. Once both cars are slowed down, your done.

If you're still having trouble trying to take out their tires to slow them down, it is possible to outrun them. First off, head out the alley and take a left turn. Keep driving straight and head right on the nearest intersect to maintain speed so you don't bump into a building to slow down. From then on, take as many turns possible by going into streets that offer them. If you want to go into circles to confuse them, make sure that they're right by each other so they don't try to cut you off.

After this mission, you'll be given a Bonus mission called Bonus Cruising. Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

EPISODE VI: HOUSE OF WU

MISSION 1: OFF TO WU'S PLACE

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OBJECTIVE: Drive to Destination(Solve Street Crimes: Optional)

You'll start out on Broadway St like you did earlier on the second episode. Get in your car(or go into the Impound Garage behind you and pick the ones you won in Bonus Cruising Missions). Turn around and head the opposite direction to face the green point on your map.

Drive straight on Broadway until you see the Big Green Dot that will appear on the Map and in front of you. Head towards it and your done.

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MISSION 2: UP THE FOOD CHAIN

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OBJECTIVE: Sneak into Restraunt

A short sneak mission. First off, head towards the doorway and press B on the side of it to crouching wall press. Move the camera until you see the guard. Wait for him to turn around and approach him. Take care of him and move forward. Walk into the next room and turn right. Press against the wall to do another crouching wall press. You'll see a guard through the tiny holes. Switch your camera around to see him patrol around. He patrols left and right, so wait til his back is turned and approach him. Take care of him and turn right to move onward.

Walk straight, passing the wall to see another wall on your left. Stick to that wall and slide just a bit. You'll see a guard when switching your camera, who will be patrolling back and forth. When he patrols away, approach him and take care of him. Turn left and head for the wall in front of you. Wall press and you'll see a guard smoking from the other side of the wall. He doesn't seem to turn around, so approach him, but avoid touching any chair in your way, and take care of him.

Now, if you were to walk straight a bit and turn your camera, you can see that the green arrow is just right there. Instead of going straight towards it by going northeast, walk straight from where you just took out the previous guard and approach the wall on your left. You'll see a patrolling guard moving left and right. When he patrols right, you should be able to see him. When he patrols left, he isn't visible. Follow him when he turns left and knock him out. Now turn around and walk forward, towards the wall. A waiter might appear, so press against the wall and wait for a few seconds. If he doesn't appear, then go after the smoking guard ahead of you. Avoid the chairs and take care of him. Step on the Green Arrow and you're done.

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MISSION 3: KITCHEN INSPECTION

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OBJECTIVE: Fight Cooks

When this fight begins, there will be 3 cooks after you. They're all holding knives, so be careful. Go after the one right across from you, using low kicks and punches. Once you stun them, you can do a finisher to send them flying to the table in front of you to clear more fighting space, the stoves to do extra damage, or the sinks. When you take care of the 3 cooks, 2 more weak cooks will come out. Take care of them with low kicks, punches and finishers.

Once all 5 cooks are done for, a demon will come rushing out. This fight is a bit tricky, since NONE of your hits will do ANY damage to him. His only weakness, is fire. The only fire in this room, are the stoves. Use low kicks and punches to stun him and use a finisher send him flying towards a stove. If the stove(s) haven't been used already, it should siphon half of his life. If they've been used already, continue using finishers to send them flying towards the fire on the stoves. Repeat sending him to the fire until he dies.

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MISSION 4: SEEKING ANCIENT WU

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OBJECTIVE: Locate Ancient Wu

Since now your in an mine shaft, I'll try my best to help you navigate through it, but its not really that hard to get lost. This is a basic shoot out mission full of demons. When you begin, head forward, sticking on the wall on your left. If you have the Flash light gun upgrade, it will be a lot easier to see in this dungeon. Otherwise, you still can't get lost. Once you get to the edge, a demon will appear. Wait for him to reload, and pop out and kill him.

Continue forward, but stick on the wall on your left. Keep sliding until a human guard runs out and starts shooting. Wait for him to reload and kill him. Continue forward until another guard pops out. You should be then, halfway of that tunnel. Stick to the left side and press against the wall or run back to take cover. When he reloads, kill him. From your location, there is an intersect splitting left and right. If you head right, there will be a demon that just pops up and doesn't really do anything. Kill him and get a Med Pack if you need it. Since its a dead end, you'll have to retrace your steps and head on the left side of the intersect.

Walk straight and head for the wall that is in front of you. A demon should pop out at the same time. Press against that wall and wait for him to reload. Once he does, kill him. From here, you should see another intersect going up, and heading left. If you head left, another demon will appear that doesn't do much, but approach you and attack you. Kill him and take the Med Pack if needed. Otherwise, head north and run straight for the wall that is in front of you. A guard will pop out. When he reloads, kill him. Continue onward until you see a path that splits right, and one going up.

Basically, the paths lead the same way. Only difference is, that you handle less guards/demons. I suggest going on the right path. Head forward

on that path and a demon should appear. He is on the other side of the wall, so for now, you can only hear the gunfire. Stick on the wall on your left and slide towards it until you get to the edge. Fix your camera to see and target the demon and kill him when he reloads his gun. Head onward until you see another wall in front of you. Roll or walk towards it and press against it. At the same time, a Demon will appear. When he reloads his gun, just kill him.

Head forward, and you'll see a path splitting left and right. If you head on the left path, its just brings you more guards and the same path you were last time(the path going up from before), so head on the right intersected path. Stick on the wall on your right and you should see a Demon there waiting to ambush you. Pop out and kill him. Continue forward, and about halfway on that path, a guard pops out. You can either do a back dive and shoot him or roll backwards to take cover. Whatever you do, just kill him and contine.

Turn right and head straight to find another intersect that leads one path up, and one path left. If you head to the left path, its another Demon that only approaches you. Kill him and take the Med Pack if needed. Otherwise, head to the path going up. Before just being careless and running forward, head to the left path and press against that wall. At the same time, 2 Demons with guns will appear. Wait for one or both to reload, and kill them. Continue forward til you get to the short hallway. Press against the wall on your right and slide til you see the Demon. He doesn't notice your presence, so pop out and kill him. Continue forward.

There will also be a wall in front of you. Press against that wall and slide until you see the Green Arrow and 3 Demons shooting at you. Slide until you only see one in clear vision. Pop out and walk back while shooting at him. Anoter Demon might appear also. Repeat as necessary for the other demons. While approaching the other green arrow, 2 demons might appear. Get ready to do a back dive when a demon is targeted, or run back to the wall for cover. Kill the least 2 Demons and head for the exit.

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#### MISSION 4:(Alt) TUNNEL VISION

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OBJECTIVE: Reach Sewer Exit

When you begin this level, its pretty straight forward. A Spike of walls will be on your ass, so you'll have to move forward while shooting the Demons. They don't have guns to shoot at you, so just shoot at them, and they should die in a few bullet rounds. Keep moving forward while you shoot at them and go past any of them that you've missed. Once you're near the exit, about 5 to 6 Demons will pop out. Take care of them and head for the Green Arrow.

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#### MISSION 5: INNER DEMONS

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OBJECTIVE: Shoot Wu's Demons

When the battle begins, there will be 3 flying demon heads circling you. There are 2 ways of taking them out. The long way, is basically just shooting at them while they maneuver around you. When they stop and face you, you'll have a couple of seconds to pump some bullets into them and roll away. Repeat as necessary until the 3 demons are dead. Of course, there are 3 more demon encounters, so this tactic IS VERY time consuming and aches your hands from pressing that trigger like a mad man.

The second tactic is VERY time efficient and doesn't ache your hands out. All you have to do, is just let them circle you until they stop to face you. Quickly, hold R to go into Precision Aim and hit each demon's eye. This will cause an instant death to them. If you're quick, you can hit each of the 3 demon's eyes out. After those 3 are dead, 4 more appear. Repeat the same until those 4 die. After that, 5 more appear. Again, repeat as necessary until those 5 die. Then, a final encounter with 1 last demon. This time, he has 3 eyes. Let him circle you until he faces you and go into Precision Aim. Shoot out his 3 eyes as quickly as possible since he moves quick. The best way possible to avoid damage, is put out one eye, and get out of Precision Aim and roll out of his way. Repeat till his eyes are gone.

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MISSION 6: DIE DIE MY COCUBINE

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OBJECTIVE: Fight Wu's Concubines

Mainly, you'll be fighting Wu's 2 Ladies that were sitting by his side. Pick one of the 2 Concubines and fight her. Do low kicks to quickly stun them. If you're lucky, when they're stunned, do a finisher to send her hitting the chains and off the stage, into the Lava. If you want, you can break some of the chains and lead them off or do a finisher to kick them off. Also note, that they will disappear and teleport back to the middle if they're away from the middle of the stage for too long. Once one is dead, go after the other and take care of her.

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MISSION 7: FINALE: NIGHTMARE

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OBJECTIVE: Shoot Wu's Dragon

There are 2 tactics you can use to bring this dragon down easily. One tactic, is when he circles around you, hang by the fence and follow him while

you're shooting him. This allows you to hit him more easier than staying stationary in the middle. When he he dives down into the lava, move the C stick and rotate the camera so that way you can face him. When he pops up, shoot at him while you move to the corner of the so he faces you diagonally. Keep shooting at him until he arches his head back and his mouth is filled with fire. Thats your cue to roll to the side to fully avoid the fire. If you weren't at the corner of the circle, there is a slim chance you would have room to avoid the fire. Make sure you're not near the dragon after he shoots the fire at you, since he dives back down and swings his tail at you. If you were near him, his tail will hit you. But if you did what I said and got in the corner of the circle, you won't be near it.

The second tatic requires Precision Aim. When he circles around you, go into Precision Aim. Circle around until you see his head. When his head comes up from the lava, aim at his head and start shooting at it. After a few bullets, he will dive back down. Circle the C stick until you see him. When he is standing upright, ready to shoot his fire at you, quickly Precision Aim and shoot his face and his(and possibly inside) mouth. This will cause him to dive back down and circle you again without him spitting any fire. Repeat if necessary. If a chance that you do miss his mouth or something, and that he is ready to shoot his fire, make sure you're at least in the middle of the ring. When his mouth is glittered up with fire, get out of Precision Aim, and get ready to roll back once he shoots. After you roll back, immediately roll to the side to avoid his fire completely. Though this tatic is almost surefire in defeating him, it doesn't take that much life away from him.

If you want, you can shoot him in the face with Precision Aim to cause more damage to him instead of the mouth. Of course, in order to avoid his fire, you'll have to roll backwards in the middle of the ring, and immediately roll to the side to avoid his fire attack. Repeat using the C stick, and using Precision Aim to shoot him while he circles around you.

If you have the Hollow Point Bullet Upgrade, this fight won't last long, since that upgrade causes heavy damage to him. If you hit him in between his eyes with the Hollow Point Bullet, it seems to instantly kill him. Just get this upgrade and shoot his forehead. If you shoot around a lot, you'll more than likely to accidently hit his weak point. This seems to work only if you're using Hollow Point Bullets.

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After this mission, you'll be given a Bonus mission called Bonus Cruising. Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

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EPISODE VII: FINDING ROCKY  
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MISSION 1: IN THE DRIVER'S SEAT

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OBJECTIVE: Drive to Destination(Solve Street Crimes: Optional)

When you begin this level, turn your car around and face south of your position so you're facing the Green Arrow Point on the Map. You'll be on Santa Monica Blvd. Drive straight on that Blvd until you're on Santa Monica Blvd and Camden Dr. Make a left turn into Camden Dr and drive straight until the Map shows the Big Green Dot. Drive to the Big Green Dot and you're done.

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MISSION 2: PRESSING RAFFERTY

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OBJECTIVE: Fight Barkeep

A simple fight with a Barkeep. Just mix in some low kick and punch combos to stun him. Once he is stunned, you can do a finisher to knock him into the surrounding tables and the counter. Repeat as necessary until he is done for. That'll teach him to mind his business and not to mess with Nick Kang.

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MISSION 3: ON RAFFERTY'S TAIL

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OBJECTIVE: Tail Rafferty

Quickly get in your car and follow him. Make sure that when you pay attention to the Mini Map for his location, be sure you don't miss the tiny little intersection he goes into since its easy to miss and can cost you the whole mission. Once you pass that part, its easy from then on to follow him. Of course, this mission is kinda long since Rafferty doesn't know how to get out of a traffic jam and he spends his sweet dear time just trying to get through cars. Continue following him until the mission is complete.

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MISSION 3:(Alt) FBI GOONS

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OBJECTIVE: Fight FBI Agents

You'll be fighting 2 FBI agents in this level. These guys have tasers on them, so be careful. You might want to mix in some low kicks and high kicks. If you can, throw in some punches. When they're stunned, you can do a finisher to send them flying either to the wall, or the cars that are around you. Once your finished with one of them, go after the other one and repeat.

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MISSION 4: ESCAPING THE FEDS

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OBJECTIVE: Escape From Feds

This is probably one of the easiest escape missions I've ever done in this game. First off, you have 2 choices, escape from them, or pop their tires out and escape from them. If you have a fast Impound Car(like the 01 or the 03), you can try to escape them by taking twists and turns throughout the level, til you lose them. I find that popping out their tires is the easiest tatic. If you want to pop their tires, get some distance first. Then, turn your car around and wait for them. When they come by, go into Precision Aim and pop out their tires. These guys rarely ever shoot at you, which makes it easier. If you want or find that its easier, you can exit your car and do this task. Once you pop their tires, escape them and finish the level.

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MISSION 5: RAFFERTY'S DATE

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OBJECTIVE: Tail Rafferty

Another tailing mission. Again, repeat what you did earlier. They will go inside residences, making it that they take their time going through cars. Just be patient and follow them until they reach their destination. Make sure that once you're out of the residences, you keep the point on the tail meter near the top so that you don't lose them.

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OBJECTIVE: Sneak into Warehouse

This mission is pretty tricky, but pretty obvious if you can think of locations of where they can ambush you. First off, turn right and press against the wall. When you switch your camera, the guard that you can see, will be patrolling back and forth. When he patrols away, approach him and take care of him. Right after you take care of that guard, turn to the wall on your left and press against it. Slide until you get to the edge and you'll see another guard. He doesn't really walk around, but he shifts his position north and east. When he positions his self north, slide until you get to his back and take care of him.

After you take care of that guard, from his current position, turn right and keep walking. Once you see the path going north, stick to the wall on your left and fix your camera north. You'll see a guard patrolling left and right. When he patrols right, you can see him. When he patrols left, he isn't visible. Approach him when he turns left and take care of him. From your position, you'll see a guard just standing there. He won't turn around, but there are 2 barrels in your way. You'll have to go in between them so you don't alert that guard. If you do alert him, just shoot him with a Tranq.

When you turn yourself left, you'll see another path going off. Get on the wall on your right and press against it. Slide until a guard starts patrolling left. He will barely miss you. This is when you sneak up on him and take care of him. If he somehow does see you, you always have the trusty Tranq. Gun to silence him. From your position, turn yourself to east from where the previous guard walked from. Stick to the wall on your right and slide til you're at the edge. You'll see a guard patrolling north and south. Once he patrols away, approach and take care of him.

From where you knocked out the guard, go to the wall just a bit north from you and stick to it. Slide til you're at the edge and you'll see another guard. He'll be patrolling north and south. Once he patrols away from you, approach him and take care of him. Now, you'll have to head southward. You'll see the Green Arrow Point, but don't head towards it. Instead, head southward for that Big Crate that sticks out in front of you. Head to it and press against it. After that, a guard will walk by you, barely missing you. Release the B button and follow him northward and take care of him.

Before heading to the Green Arrow Point, only one guard that stands in your way. From the crate you were previously pressing against, press on it again and slide until you see a guard just smoking. He is standing across the Green Arrow point, ready to ambush you. If you have Tranqs. shoot it at him. If you don't, just approach him and quickly stun him before he sees you. After that, you're home free.

OBJECTIVE: Shoot Rocky's Posse

This shoot out will begin on top of a balcony while Rocky's men will appear on the bottom floors and the balcony across from you. The cover in this level is crappy, so you'll have to deal with the pillars for cover. There are 2 UZIs on the floor. One is a few steps left of the first pillar and the second is a few steps left of the second pillar. If you want, you can use those to take out his men. Hide behind the pillars and shoot whenever they or one shooter reloads. Take out one at a time and shoot the barrels to take them out quicker. There will be some guys on a crane wire shooting at you while they move about.

Make sure you that if you dive, you dive to the side and not forward since you can "accidentally" jump off and fall to your death. There is a Med Pack on second pillar. Roll to it if you're badly hurt. Continue to shoot his men until a shooter comes to your side of the balcony. Once you kill him, you're done with this level.

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After this mission, you'll be given a Bonus mission called Bonus Cruising. Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

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EPISODE VIII: RETRIBUTION

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MISSION 1: THE GIRLFRIEND ANGLE

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OBJECTIVE: Tail Rocky's Girlfriend

Another tailing mission. You should already know what to do by now. She does go into residences to slow the mission down, so be patient. When you're not in a residence, you might want to keep the tail pointer near the top so you don't fall behind. Keep following her until she reaches her destination.

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MISSION 2: BACK TO THE GULAG

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OBJECTIVE: Race to the Gulag

This will be a long race, but you have 4:00 minutes to get there. Make sure you have at least the chinese car(the car with the chinese lettering on the back bumper) or one of the Impound Cars. You'll start out on Sunset Exit. Drive forward and take the right intsection to face the Green Arrow Point on the Mini Map. Drive straight on Sunset Blvd and stay on that road throughout the whole level. When you get to the area that splits northeast and west, take the northeast path to stay on Sunset Blvd since that area looks like a path that could split east. Continue on Sunset Blvd, driving straight (avoid the middle yellow line since it has these annoying yellow cones to slow you down) til you get to a forced intersection that splits northwest and northeast. Head northwest(left) to stay on Sunset Blvd.

To make sure you stay on Sunset Blvd, just follow the Green Arrow Point so you don't confuse the roads your on to leave Sunset Blvd. Continue driving until you see the Big Green Dot.

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NOTE: If you're using the first impound car, you'll have to insure you stay on Sunset Blvd without backtracking and make sure you're not slowed down. If you do all these, you can make it to the Destination Point with at least 9 to 8 seconds remaining.

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MISSION 3: ROCKY'S TRAP

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OBJECTIVE: Fight Rocky's Goon

When this fight begins, you'll be surrounded in a triangle. Pick a goon, and get out of that triangle. Mix attacks around like low kicks and punches til you stun them. Once they're stunned, use a finisher and send them flying to the steros to shock them for extra damage. Repeat that and go after the other 2 goons until they're done for.

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MISSION 3:(Alt) CHOPPER AMBUSH

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OBJECTIVE: Escape Helicopter

For an escape mission, you'll have to avoid a Helicopter with 2 guys with UZIs shootin at you. The only way to escape these bastards, is go into Precision Aim when the Copter is in front of you, and shoot the 2 men on the Copter. Once they both die, the mission ends.

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MISSION 4: DRIVING TO AIRPORT

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OBJECTIVE: Drive to Airport(Solve Street Crimes: Optional)

If you check your City Map, you'll see that you'll have a LONG way to go from Sunset Blvd to the Airport. When you first begin, switch lanes to point yourself southward towards the Green Arrow Point on the Map. Drive straight on Sunset Blvd. If you keep going straight on Sunset Blvd, after a while, the roads will change to Doheny Rd. Keep going straight on Doheny Rd until you're on Doheny Rd and Sierra Pl. Take a northwest turn to Hilcrest Rd. Keep going straight on Hilcrest Rd til you get to the intersection on Hilcrest Rd and Sunset Blvd. Make a right turn to get on Sunset Blvd and follow the road ahead on Sunset.

Keep staying on Sunset Blvd until you get to Sunset Blvd and Carmelina Ave (its on the W on Brentwood on the City Map). Take a left turn to get on Carmelina Ave. Head straight on Carmelina Ave until you get on a forced intersection. Turn left to get on San Vicente Blvd. Head straight on San Vicente Blvd til you get to the next intersection heading right, which is San Vicente Blvd and Gretna Green Wy. Turn right and you'll be on Gretna Green Wy. Head straght down that road til you're on a forced intersection again. Turn right and you'll be on Goshen Ave and Amherst Ave. Take another left turn to get on Amherst Ave. Head straight down that road til you see another forced intersection. Turn right to get on Santa Monica Blvd.

Head straight on Santa Monica Ave til you're on Santa Monica Blvd and Harvard St. Turn left to get on Harvard St and drive straight on that St til you're on another forced intersection. Turn left to get on Colorado Ave. On the Mini Map, you'll see a path going right just a few seconds away. Go on that path to get on Stewart St. Keep going straight on that St. Later on, the street will shift into 28th St. Keep going straight on that street and you'll soon see the Destination Point ahead of you. After a while, the Big Green Dot will appear on your Mini Map. Go to the destination point to finally end this long ass mission.

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MISSION 5: HANGAR SHOWDOWN

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OBJECTIVE: Shoot Commandos

When this level begins, you'll have about 3 Commandos after you. If you want, you can take them out from your position since they aren't shooting yet, or you can run to the nearest crate and take cover and shoot back. Use the barrels to your advantage and shoot at them. Once the 3 are dead, you can take their M16s. Now, head toward the Pink Cadillac and get ready to shoot once one of the 2 commandos come running out. Once you target one, start shooting. If your lucky, it'll hit a barrel. Kill both the commandos and wait for one more to run out. Kill him and head toward the Black Car. 1 Commando will come out of the door on the bottom floor while the other is standing on a trailer shooting at you. Take cover by holding B behind the car and shoot the commando on the bottom floor. If you're lucky, the commando on top of trailer will fall down on accident.

After those 2 are taken care of, run ahead towards the Red Crate that is ahead of you and press against it. At the same time, a guard will appear on the top of the other red crate. Once he reloads, pop out and shoot him. Once he is dead, run out a bit til the guard on the balcony appears. He will try to snipe you down. Wait til he fires a shot. Once he does, pop out and kill him. Across from you, there is a Med Pack. Obtain if you need it, otherwise, go north from the Med Pack.

Walk forward on the right side near the red crates. After a few steps past the first red crate, 2 commandos will pop out. You can run for cover to the first red crate, but they'll follow you and shoot at you. So your only choice, is to do a back dive and shoot at them at the same time. There will be a 3rd commando after you kill the first 2 that pop out. Once those 3 are dead, continue northward.

A few steps later, you will see a commando pop out on the top of the crate just ahead of you. If you want, run back and take cover and take him out, or you can do another back dive and pick him off. Once he is dead, continue on. From your position, you can see a Med Pack, but on the right side behind the red crate, there is a standing guard. Try to align yourself diagonally to him, so that you can see his leg or hand, but he can't see you. Go into Precision Aim, and shoot his leg or arm to neutralize him. Get the Med Pack if you need it.

From the location of the Med Pack, turn your right of your position and stay stationary. You'll see a Yellow Barrel sitting there. The obvious thing, is that guard is stupidly standing behind that barrel. Pick off the barrel, and watch him fly. Walk towards the crate and pay attention to the balcony ahead of you. Once the door opens, 2 guards will walk out. Once they both walk out, quickly go into Precision Aim and shoot the Tank to cause a big explosion which in result, kills those 2.

Across from the crate you were hiding buy, go on the right side of you and press against the Red Crate. Slide until you get to the edge and you'll target another sniper. Once he shoots, pop out and shoot him back. Now, continue on the path, but walk slowly. Notice the barrels that are stacked on each other. A guard will appear and shoot you. If you're lucky, he'll be dumb enough to "accidentally" hit a barrel, which kills him. If your also lucky, you can Precision Aim while he is behind the barrel not knowing you're there, and shoot the barrel.

Once he is taken care of, walk forward a bit til you see a lone barrel on the left side. Behind that barrel, is another dumb commando. Shoot that barrel and watch him fly. In front of you, there is a money crate. Walk

towards it until a guard on the balcony on your left side appears. He will start shooting grenades at you. Since they can reach as far as that money crate, you'll have to run back to the Big Red Crate where the stacked barrels were at. Afterwards, pick him off.

Before rushing to the exit, walk forward a bit and 3 commandos will start rushing from the side. You have 2 choices. Run back to the Big Red Crate and pick off the Big Tank to kill them, or do a quick dive to the sides and hit them off. Whatever you choose, just kill them and head for the Green Arrow Point.

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MISSION 6: JETTING AWAY

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OBJECTIVE: Shoot Rocky's Jet

A real short mission. There are 2 ways to complete this. One, follow Rocky's Jet and continuously shoot him. Make sure you're at the side of him or behind him to avoid damage from his plane. If you go in front of him, it'll do heavy damage to your car. Keep doing this until his plane is busted.

The second way, is the fastest way. First off you'll need to go into Precision Aim. If you've completed the gun upgrades where you've already had to neutralize targets, then this will be simpler to notice. Aim for the 2 engines that are above his wings. For a better description, its the thing above the plane where the fire is coming out. Hit those a few times and it'll blow, leaving Rocky's Plane down to 50% left. Take out the other to completely destroy his plane.

MAKE SURE YOU AVOID THE YELLOW PLANE.

Even if you do manage to destroy his plane before you collide with the yellow plane, you will still fail the mission.

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MISSION 7: FINALE: PUPPET MASTER

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OBJECTIVE: Fight General Kim

This is probably the toughest fighter you'll face in this entire game. This guy blocks a lot and has some pretty strong grapples. Try to mix in some low kicks and punches. Be sure to hold the control stick the opposite direction to block back. There are 2 steel rods that you can pick up. One is in the lower right position of where you begin, and the other is on the upper left position of where you start. Even though he blocks a lot, you can block back and attack him after one of his attacks to interrupt him. I would highly suggest not using



high kicks since they take to long and he attacks pretty quickly. Once you stun him, do a strong finisher. Don't bother kicking him into the fire since it he doesn't take in the damage.

Also note, that he can do a very strong dragon fist punch. When he arches back readying that move, quickly do a punch or a low kick to interrupt him to damage him. This guy is very tough, and he always seems to screw me over just when I think I have the most perfect strategy against. Just remember, that if first you don't succeed, keep fighting this bastard til he dies. After he dies, sit back and enjoy the ending.

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Average Ending Path

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EPISODE VI: RAMPAGE

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MISSION 1: REVENGE RUSH

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OBJECTIVE: Race to the Gulag

You have 1 minute to get to the Gulag, so make sure you have at least the chinese car(car with the chinese lettering on the back), or one of the last 2 Impounded Cars(the 01 roadster or the 03 sportscar).

You'll start out on La Cienega Blvd. Drive straight on that Blvd until you see the Big Green Dot. Head for it and you're done.

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MISSION 2: ROCKY'S GETAWAY

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OBJECTIVE: Chase Rocky

Follow Rocky's Limo. You can either try to stop that limo by ramming into it and dead ending it, bust his car up until he gives up, or pop out his tires until he gives up. Whatever you decide, just pick one and go after him.

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MISSION 2:(Alt) GULAG GOONS

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OBJECTIVE: Fight Rocky's Goons

When the fight begins, you'll be surrounded by 3 of Rocky's Goons. Get out of the triangle and go after one. Do low kicks and punches until one is stunned. Send them flying to the steros to shock them to do heavy damage. Once one is taken out, pick another and repeat until all 3 are gone.

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MISSION 3: THE BODYGUARD

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OBJECTIVE: Fight Misha

When the fight begins, its a one on one fight with Rocky's Bodyguard. Just do some low kicks and punches. If you have enough time, throw in 2 high kicks. This guy blocks a lot, so hold the control stick back also. If you want, you can counter attack at him by blocking one of his attacks and striking back before he strikes again. Repeat til he is stunned and do a finisher on him. The only objects you can send him flying to, is Rocky's Limo or your car. Repeat this until you win.

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MISSION 4: WU'S TURN

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OBJECTIVE: Drive to Wu's Place(Solve Street Crimes: Optional)

There are ways to do this since there are 2 alternate scenes. I will only cover 2 of them since one is from the previous alternate level.

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FROM MISSION 3:

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From here, you'll start out on Grand St. Continue northward on Grand St until you to a forced intersection on Grand St and Alpine St. Turn right to get on Alpine St. Head straight on Alpine St til you get on Alpine St and Broadway St. Make a left turn to Broadway St and head straight on Broadway St til you see the Green Destination and the Green Big Dot on your Map. Head for it.

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FROM ALT MISSION 2:  
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On this part, you'll start on Figueroa St. Head straight on this street until you're on Figueroa St and Alpine. Turn northeast(in front of you, will be an entrance to the freeway, so you can recognize this road) to get on Alpine St. Head straight on Alpine St til you're on Alpine St and Broadway St. Make a left turn and head on Broadway St. Keep going straight until you see the destination point and the Big Green Dot on your map. Head for it.

NOTE: Reason why I'm not doing it for Alt Intro 2 is because it requires you to lose Rocky in Mission 2. Since this walkthrough helps you beat that level, I don't see why you would need to know the path for that intro.

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MISSION 6: PAYBACK  
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OBJECTIVE: Shoot Wu's Crew

When the level begins, quickly run to either side and duck down. A guard will start shooting. The lady with the UZI will also shoot with that guard. If you want, do a side dive to eliminate the Male guard and take cover for the female guard. Wait til she reloads and fire back. Head straight and walk towards the wall on the left and press against it. 2 guards will come out. Do a side dive to eliminate them both. Afterwards, walk forward a bit and a cook will come out. Do a back dive before he starts shooting, and eliminate him.

Once you walk forward, past the second doorway, 2 guards will pop out. If you're fast, you can shoot them both and kill them, or run back to the sid of the doorway and take cover. Do a side dive and kill a guard. You can then wait for the other guard to reload and kill him. Once they're both dead, move forward. Past the area where the 2 previous guards came running and make a right turn. Move forward a bit towards the wall on the right and a cook will run out. Kill him quickly by doing a back dive or run back for cover.

Run past the dead cook and head for the big drawer. Press against it and a guard will come running out of the last door. Wait til she reloads and kill her. Head for the exit.

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MISSION 5: OFF TO THE AIRPORT

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OBJECTIVE: Drive to Airport (Solve Street Crimes: Optional)

You'll begin on Crenshaw Blvd. Drive straight down on Crenshaw Blvd until you're on Crenshaw Blvd and Jefferson Blvd. Take a right turn to go into Jefferson Blvd. Head straight on that Blvd until it shifts into National Blvd. On the Mini Map, you can see that the road you're on, split on a different path if you were to head north(up) anymore. So get on the intersection and turn right (on the road where the Yellow Cross is at). That way, you'll still be on National Blvd.

Continue on this Blvd until you get to an area where the path on National Blvd will split northwest in a ) shape. The top should read National Blvd and Exposition Blvd. Take a right turn on the Intersection to stay on National Blvd. If you were to go northwest, it would of shifted to Hughes Ave and go off somewhere else away from the Destination. Continue on National Blvd until you are on a forced intersection. Also note, that it will change into Rose Ave.

Once your at the intersection (Rose Ave and Overland Ave), take a left turn into Overland Ave. On the road, you will see another intersection heading right. It will also say Overland Ave and Rose Ave. Take a right on that intersect to get back on Rose Ave and drive straight. Continue on Rose Ave until you get to another forced intersection. You should be on Rose Ave and Sepulveda Blvd. Take a right turn into Sepulveda Blvd and head straight on that Blvd.

Keep going until you get to the nearest intersection that leads left. You should be on Sepulveda Blvd and National Blvd. Take a left turn into National Blvd and head straight. Keep going until you get on another forced intersection on National Blvd and Centinela Blvd. Take a left turn to get on Centinela Ave. Go straight on this Ave until you get to Centinela Ave and Airport Ave. Take a right turn into Airport Ave and head straight. From here on, you should be able to see the Destination Point, then sooner or later, the Big Green Dot on your Map. Head for it and you're done.

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MISSION 7: FINALE: ROCKY'S LOOT

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OBJECTIVE: Escape with Money Truck

You'll start out in this mission inside of a Money Truck, meaning that its an Armored Truck. Though its slow, its VERY durable. First off, get out of Airport Ave since its a VERY thin road. Get out onto a thicker road and turn around. Shoot out the cars tires and weaken their cars. Afterwards, escape and you're finished.

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After this mission, you'll be given a Bonus mission called Bonus Cruising.

Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

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EPISODE VII: BLOOD MONEY

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MISSION 1: RACE TO ROCKY'S LAIR

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OBJECTIVE: Race to Meet Rocky

You have 1:14 to complete this mission. Get in your car quickly(hopefully, its one of the last 3 Impounded Cars, otherwise, do another level and switch Impounded Cars) and switch lanes so that you'll be facing the Green Arrow. You'll be on Holt Ave. Drive straight on Holt Ave until you're on Holt Ave and 18th St. Make a left turn on the intersect to get on 18th St. Keep driving straight on 18th St until you see the Big Green Dot on the Mini Map. Make a left turn into Hayworth St and head for the destination point.

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MISSION 2: KINKS IN THE PATH

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OBJECTIVE: Sneak into Rocky's Mansion

This is a very wierd mission. Watch the first cutscene to find out why. Anyways, you'll start off in a sneaking mission thats kinda complex, but in a way, very easy. When you begin head straight up the path. Once you're about a third of the way of that hallway, go up against the wall on your right and press against it. Wait for the female guard to walk by and stop completely. Thats your chance right there to get behind her and take care of her.

From that female guard's position, turn around and head up the path. Go into that tiny little room and take a left turn. Go up that path slowly until you see a male guard running out from the left side. Follow him and knock him out. Turn around and head up the path. During a short walk, pay attention on

your right since it conceals a small path on your right. You can either press against the wall, or wait for the female guard to walk out. Once she walks out, follow and take care of her.

Continue up the path. Once your in another tiny little room, take a right turn and stick on the wall on your left. Slide up until your at the edge, but don't go around that wall since there is a male guard there. Switch the camera to fully see him. Once he prances away from you, take care of him. After you take care of him, from his position, head up and make a right turn. Avoid the chairs or else you'll alert the guard. If you want, you can take out the male that is laying there on the bed. Take another right turn. Head up the path and about halfway, there is a small path going right. Press against the wall on the right and slide til you're on the edge. You'll see a female guard who turns back and forth. Once she turns back, walk past her since you can't reach her to knock her out.

After passing her, go up the path a little bit until you can see another faint path going right. Repeat what you did earlier and continue on. While going up the path, there are 3 little stools there. Avoid them by walking in between them. There are also 2 males just laying there. If you want, you can stun them for additional Good Cop points. Take a left turn and you should see the Green Arrow. Walk towards it, but be careful. About halfway into that hall, a male guard will appear. If you want, you can either hurriedly approach and take care of him, or Tranq. him. Afterwards, head for that arrow to complete the mission.

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MISSION 3: FREAK SHOW

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OBJECTIVE: Fight S&M Freaks

A fight with three girls. Too bad they aren't fighting each other. Heh, now anyways, pick a girl to fight with and do low kicks and punches to stun them. Once they're stunned, do a finisher and send them flying. If you have good aim, you can send them flying to the pillars or the big candle sticks for extra damage. One girl has a whip, so watch out for her. After you take care of the girls, be prepared to face 6 male guards. These guys are finished in a few hits, so nothing big to worry about. Also note that one male guard might have a Tonfa Baton, and another might have a whip so be careful of them. Eliminate them one by one until they are all finished.

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MISSION 4: ROSIE'S RANSOM

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OBJECTIVE: Drive to Retrive Truck(Solve Street Crimes: Optional)

You'll begin at Rocky's Mansion. Bash through his fence and take a right turn. You'll be at Hayworth St. Drive straight to the next Intersect on Hayworth St and Airdrome St. Take a right turn to get on Airdrome St and to be facing the Green Arrow. Drive straight on Airdrome St until you get to a forced intersection. It should read Airdrome St and Venice Blvd Head northwest to get on Venice Blvd. Head straight on Venice Blvd. Also take note that you'll be on a One Way Street. If you want, you can switch lanes on the other side of the grass to stay on Venice, but to get on the right lane to avoid traffic and damaging your car.

Continue on straight on Venice Blvd until you're at Venice Blvd and Bronson Ave. Take a right turn at the intersect to get on Bronson Ave. Continue heading straight up on Bronson until you see the Big Green Dot on your map. Afterwards, take a left turn at the nearest intersect to get to that Big Green Dot to reach your destination point.

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MISSION 5: ESCAPING MASTERSON

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OBJECTIVE: Escape Masterson

Back on the Armored Money Truck again. When the level begins, most likely, the Agents will get right in front of you to stop you. Just hold B and back up and shoot at the cars while they do measely little gunfire damage to armored truck. Use Precision Aim if you want and pop out the tires. Once you busted up the cars, just ride away from them.

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MISSION 6: CHINATOWN SHOWDOWN

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OBJECTIVE: Shoot Commandos

When this level begins, quickly kill Rocky's 2 guards. Afterwards, the truck will start moving around in circles. The commandos will be coming in from pretty much, random locations. Use the statue in the middle for cover and watch out for commandos that come out. Hide behind the statue and use dive techniques to get commandos that are out of reach from shooting behind that statue. Also, if you want, you can use that Armored Truck that is rotating, for cover also. In my personal opinion, makes a better cover than standing behind that statue. Plus you can follow it around to take cover.

If you need to, shoot the Fireworks Concession stands. Shoot either the Firework Boxes with the Red Circles and chinese lettering on them, or shoot the Blue boxes on the stands to cause an explosion, in which, will seriously hurt the shooting commandos, giving you the edge in this whole firefight. Repeat following the truck for cover, shooting commandos, and blowing up the

fireworks until the Commandos are dead.

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MISSION 7: FINALE: LAST STAND

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OBJECTIVE: Fight Rocky

This fight isn't too hard, but Rocky does tend to block a lot. Mix in a variety of attacks like low kicks, high kicks, and punches in random order to nail him. If you want, use grapples when you feel the time is right since he doesn't seem to counter them too much. Just be careful to back away once in a while since he cheats by throwing black sand in your eyes, which will delay you for a second. Once you stun him, just do a finisher like Monkey Kick or Jumping Monkey, sending him towards the Firework Concession stands.

Most of the stands are facing their backs on you, so you have to get in the front of the stands and send him flying towards the stands. Monkey Kick seems to work best in any side of the stand, but I would recommend doing this in the front of the stand (your back towards a store). The explosions are big, so be careful not to stand too close to him when doing this stunt.

There are some steel pipes laying around, behind the cigarette trash cans, so pick them up if you need to so you can throw them at him for cheating damage. When you siphon about 70% of his life, he seems to throw the sand a little more often and fights a little fiercer, so beware of that. Repeat fighting him until you win. Enjoy the Average Ending.

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Poor Ending Path

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EPISODE IV: CON GIRLS

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MISSION 1: STRIP CLUB DETOUR

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OBJECTIVE: Drive to Strip Club(Solve Street Crimes: Optional)

If you were to watch the conversation between Nick and Rosie at the beginning of this level, there is a chance you might either end up on Vermont St, or Clinton St. If you were to end the Conversation early, you will be at Vermon St. If you watched the scene, its about a 50/50 chance you'll end up on one of them. If you end up on Clinton St, reverse lanes and turn around. Drive up the road until you're on Clinton St and Vermont St. Make a right turn to follow the original path.

First off, you'll be on Vermont St. Head up the road until you get on Vermont St and Hollywood Blvd. The intersect will split either northwest or southeast. Head northwest to get on Hollywood Blvd. Continue on the Blvd until you see the Destination Point and the Big Green Dot on your Map. Head for it and your mission is a success.

Also note, an Optinal Street might appear, saying "Rocky's Goons are Back". If this so happens, either ditch them again, or take them out.

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MISSION 2: CAT FIGHT

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OBJECTIVE: Fight Strippers

For a girl that can dance, damn... shes pretty strong, but not so great at fighting. Go after Gypsy and do low kicks on her to do more efficient work on her. When she is stunned, do a finisher to send her flying. You can do a finisher to send her flying on the tables, chairs, or sterosto do some extra damage. Repeat until Gypsy is finished off. Afterwards, go after another Stripper on one of the corners. Repeat what you did to Gypsy and go after the rest of the strippers. There are 5 strippers total. Once all 5 are gone, some guy will come out. Do what you did to the strippers. Once you kicked his ass, mission complete. You just beat up a bunch of strippers and a really weak guy.

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MISSION 3: CRUISING FOR LOLA

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OBJECTIVE: Drive to Lola Meeting

You'll start on Hollywood Blvd. Drive straight up a bit til you get to Hollywood Blvd and Cahuenga Blvd. Take a left turn at the intersect to get on Cahuenga Blvd. From then on, drive straight up until you're at a fork in the road. Head on the right fork to get on Cole St. Continue to drive straight up until you see the Destination Point and the Big Green Dot on the Map. Head for it to complete this mission.

MISSION 3: (Alt) LOLA RUSH

OBJECTIVE: Race to Meet Lola

You have 1:29 to complete this mission. First off, you'll want to reverse lanes and turn around so that you'll be pointing towards the Green Arrow. You'll be on Santa Monica Blvd. Drive straight up that Blvd until you get on Santa Monica Blvd and Wilton Pl. Take a left turn at the intersection at Wilton Pl and drive straight. Continue up until you see the Destination Point and the Big Green Arrow.

MISSION 4: THE DRIVING TEST

OBJECTIVE: Race to Destination

You have 1:28 seconds to get to the destination. Worse thing is, you're forced to drive in a really slow van, but it'll have to do. First, you'll start out in Burnside Ave. Drive straight until you see the path splitting into a circle. Pick the path on the left and drive around the circle. Once you past half of the circle, there is a path that goes northwest. It should say on the top, Burnside Ave and Metropolitan St. Turn northwest to go into Metropolitan St. Go up a bit and the path should split into a fork. Go on the northeast of the fork to get on Curson Ave.

Going up a bit, you should see another forced intersect going left or northeast. Head left on that intersect to stay on Curson Ave. Head up for a bit until you see the next intersect heading right, which will lead into more circled paths. Turn right and you'll be on Colgate Ave. Head around the circle on Colgate Ave and head up north to stay on Colgate. Keep continuing on Colgate Ave until you see a fork in the road. It should say Colgate Ave and Genesee. Take the left side to stay on Colgate Ave. Head up a bit until you see a forced intersection. You'll be on Colgate Ave and Ogden Ave. Take the left side to get on Ogden Ave.

Go around that path and continue on up to get back on Colgate Ave. Continue the path north from your position until you get to the forced intersect. Head on the right path to get on San Vicente Blvd. Continue on San Vicente Blvd until you see the Destination Point. Mission Complete.

MISSION 5: POLICE GETAWAY

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OBJECTIVE: Escape Police

When this getaway begins, drive forward as fast as possible until the cop gets close to you on your side. Do a hard brake by holding B button and start shooting at the Cop Car. If you want, do a Precision Aim and aim for the tires. Keep shooting at it until you disabled at least 2 of his tires or busted up his car. After he's done for, drive straight away.

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MISSION 5:(Alt) FIVE LAPS

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OBJECTIVE: Beat Lola in Five Laps

Just a little race with Lola in some parking lot. The vehicle of choice depends on what car you last used from your last save. Pick out your vehicle of choice, save, and come back to this level. The race track is very narrow and has obstacles like trucks and barrels to get in your way. Though upgrades some of the first few car upgrades will help out, they are not necessary if you can at least make it past the first trucks.

When the race starts, drive straight, but maintain a steady speed. When the left turn is coming, maintain that steady speed, but make that turn to avoid the trucks. Don't be afraid to use the B button to brake a bit to make that turn a bit more successful. If you crash into them, it can determine the outcome of this race. If you can overcome those trucks and every turn on this race way, the chances of beating Lola is very good. Just make sure you pass her after you pass the first truck obstacle. Remember not to go at Max Speed since it can screw with your turns, so keep a steady pace while beating Lola. Repeat this Five times until you win.

In my personal opinion, using the '66 Classic Car, works best for this mission since its speed is mediocre, and its turns are very steady at steady speeds. Just maintain a steady speed and your turns will turn out great, and you'll be able to out lap Lola in no time.

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MISSION 6: BUSTING LOLA

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OBJECTIVE: Fight Lola

This girl puts up a pretty good fight. Probably one of the strongest females in the game. Her strongest attack would have to be her somersault kick. Though its strong, its easy to reverse. When she flips on her hands, do a low kick to screw it up. Do some low kicks and punches to stun her quicker, but add in a high kick if you have time for some good damage. When she is dazed, do a finisher on her. Since there aren't really any objects around you, you'll have to due with regular finishers for heavy damage. Repeat til she is down for the count.

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MISSION 7: FINALE: SNIPER REDUX

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OBJECTIVE: Shoot Sniper

Another rare sniper mission. When the mission begins, IMMEDIATELY, run to your right and dive towards the tiny guardhouse. Use that as cover. Press against the wall and when he shoots, jump out and pump some bullets into him. Once you need to reload or if he escapes from your shots, jump back in and repeat this tatic.

After this mission, you'll be given a Bonus mission called Bonus Cruising. Its just like a free style mission except you have to drive to one of the 3 green upgrade icons to get a free: Signature fighting move, Free gun upgrade, and a Free Car. Once you choose one, you get a chance to win one. For strategies to getting these, check the "Bonus Cruising Strategies Section."

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EPISODE V: HIGH-RISE TERROR

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MISSION 1: THE AIRPORT LEAD

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OBJECTIVE: Drive to Airport(Solve Street Crimes: Optional)

When you begin this mission, you'll start out on Kincardine Exit and Robertson Blvd. Drive straight up the road, pass the intersection to get on Kincardine Ave. Drive up the Ave until you get to the forced intersection. Turn left. After that turn, you'll automatically be on Livonia Ave. Drive up by the intersection to get on Livonia Ave and Kincardine Ave. Turn right to get on Kincardine Ave. Drive straight up this Ave until you get on another forced intersection. Turn left to get on Canfield Ave.

Continue up this Ave until you get to a forced intersection on Canfield Ave and Harlow Ave. Take the slight northeast turn(right) to get on Harlow Ave. Drive straight up on Harlow Ave until the path ends. Turn southeast(the only path to take) to get on Castle Heights Ave. Follow Castle Heights Ave until the nearest intersection on Castle Heights Ave and National Blvd. Take a left turn into National Blvd and drive straight up this Blvd.

Follow National Blvd until you get to an intersection at National Blvd and Exposition Blvd. Take a left turn to stay on National Blvd. Drive straight up this Blvd. Once you get near the forced intersection, National Blvd will shift into Rose Ave. Turn left on this forced intersection to get on Overland Ave. On Overland Ave, drive straight up just a bit til your right by the intersect that leads east. It should say Overland and Rose Ave. Turn right to get back on Rose Ave.

Drive straight up this Ave until you get to the forced intersection on Rose Ave and Sepulveda Blvd. Take a right turn on this intersect to get on Sepulveda Blvd. Drive straight up this Blvd until you get to Sepulveda Blvd and National Blvd at the intersect. Take a left turn into National Blvd and drive straight up this Blvd until you get to another forced intersection. You should be at National Blvd and Centinela Blvd. Turn left to get on Centinela Ave and drive straight up this Ave.

Continue on this Ave until you get to Centinela Ave and Airport Ave at the intersection. Turn into the right path and follow into that Ave until you see the Big Green Dot and the Destination Point.

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MISSION 2: CHASING ASSASSINS

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OBJECTIVE: Chase Assassins

First off, go after the truck. Once your in range of that truck, go into Precision Aim to pick off the 2 commandos in the back of the truck a whole lot easier. After they die, stop the truck by either ramming into to dead end it, pop its tires, or basically, drain the life of the truck.

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MISSION 3: A RACE DOWNTOWN

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OBJECTIVE: Race Downtown

You'll have to re-use the car you just used from the last mission, so if its in bad condition, either go back to a different mission and get either an Impounded Car(one of the last 2), or a chinese car(car with chinese lettering in the back bumper with a black hood, found near Korea Town).

You have 2:04 seconds to get from your location, to Downtown, so be fast. You'll begin on the Freeway, so drive straight. Continue heading straight til you see the Grand Exit on the top of the screen. QUICKLY, turn right to get out of the exit. Once your out of the freeway, turn left at the intersection. Head north on Grand St(its a one way street, so BE CAREFUL OF TRAFFIC) until you see the Destination Point. Continue on up til the Big Green Dot appears, and head right into it.

=====  
MISSION 4: BANK STANDOFF  
=====

OBJECTIVE: Reach Bank Entry

Two choices in getting in the bank to complete this mission. One, run for while shooting your way to the exit.

Two, keep it safe by clipping them out one by one and taking cover. If you want to do it this way, then follow the rest of this level strat., otherwise, just run for it.

When you first begin, duck down the first cop car. 2 Commandos will be swarming you. One will come on the left and the right. When the on the left reloads, do a back dive and shoot him. Roll forward to the cop car again and clip off the second commando after he reloads. Run to the second cop car on your left and 2 on ground level will be coming out. If you're quick you can take one out and duck behind for the other. After killing the 2, a commando will appear on the top level. Duck down and shoot at him when you can.

Run to the third car on the right and 2 commandos will come out. One will pop on the left and one will pop on the right. I recommend doing a back dive or a side dive to take out the one of the left. Head back to the third car for cover and take out the commando the right when you get the chance. After those 2 die, a commando will appear on the upper left area of the window. Kill him when you get a chance and head for the last cop car in front of you.

2 commandos will run out. Quickly kill them before they get a chance to take cover and fire back. After they die, another commando will come out with a hostage. Go into Precision and Neutralize the commando and free the victim. If you kill the victim on accident or something, it won't matter much since it only affects your Good Cop/Bad Cop rating.

Afterwards, run for the Green Arrow.

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MISSION 5: LOBBY FIREFIGHT

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OBJECTIVE: Shoot Terrorists

There is a counter in front of you when you begin this level. Hold B to take cover. There are 3 commandos, but one seems to shoot at a time. Pick the one that is shooting and kill him. Take cover again and eliminate the other 2. 2 more commandos should be coming out of the door on the northeast corner. Take those 2 out. 1 more should come out at the same door after dispatching the last 2. Afterwards, go into Precision Aim and point at the teller desk ahead of you. You should see a commando behind the glass. He will shoot grenades at you over the glass. 2 ways of dispatching him. 1, go into Precision Aim and shoot out intercom. Then shoot through the holes and hopefully, it'll hit him. Of course, that is too time consuming and he almost never puts his body near the hole, so you can run up and shoot the glass til it almost breaks. Keep shooting at him til he dies.

If you ran up to him, a commando will rush out of the door on the northwest door(right of your beginning position). Kill him quickly and another commando will rush to the other door on your right side. Kill him and another might rush you from the right side again. Kill him. On your right side behind the teller window, another grenade shooter. Grab one of the Machine guns and run up to him and eliminate him. If you took notice, on your left side of your beginning position, there is a Med Pack. Get it if you need it. There will be one more grenade shooter behind the teller window on the north. Get a Machine gun to eliminate him quicker. Once he dies, you're done.

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MISSION 5:(Alt) GOING UP

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OBJECTIVE: Reach VIP Office

Get the UZI if you want to on the floor. Otherwise, run forward a bit and press against the wall on your right. Slide to the edge until the commando comes running out. Wait for him to reload and kill the fool. Take his Machine gun and walk forward a bit. Ahead, Three commandos will run out. You can either use your UZI and Machine gun to kill the three, or dive left into the spacing to take cover. Take care of the three and move ahead.

Run up a bit and you'll notice a path on the right side of the hallway. Go to the wall on your right and press on it. Slide to the edge til you see a commando waiting to ambush you to the side. Lets ambush him. Pop out and scare the crap out of him and leave him a death card. Continue the path where the 3 commandos came out and stick on the wall on the right. Slide to the edge to see a placed commando. Pop out and kill him.

From the commando you just killed, press against the wall on your left and slide til you're at the edge. A commando will pop out. Wait for him to reload and kill him. Turn left and stick to the wall that's ahead of you (on your right) and slide to the edge. Come out of it and walk forward just a bit until a commando rushes out. Either run back for cover or do a back dive and kill him.

Enter the stairway. There is a Med Pack if you need it, otherwise, run up the stairs. Once you see the doorway leading into the next hallway, enter it, but don't just run. Once you're in it, walk forward a bit and 2 commandos will rush you. If you still have the Machine guns, kill them quickly or get cover from the stairways. Once they're dead, stick on the wall on your right and slide to the edge.

Keep sliding around the edge until you reached the second edge of the wall. You'll see 4 commandos on the next bend. Pop in and surprise them. If they still live, run back and forth from the wall, and to the side to hit them and take cover. Once they're dead, move on. A few steps in and a commando just will rush out from the left. Quickly take him before he takes you out.

Press against the wall on your left and slide to the edge. At the same spot where the last commando rushed you, there will be 2 more commandos. Pop in and kill those 2. Turn left from the position where the last 2 commandos were and a commando might pop out. If he does, kill him. A few steps later, another commando might rush you from the left path. Kill him quickly. Once you walk by the left spacing, 2 commandos will pop out. Either kill them quickly, or take cover in the spacing to kill them. Head on the right path from where you killed the previous commandos.

Stick on the wall on the right and slide to the edge. There will be 2 commandos over the bend. Quickly pop out and kill them, or just run side to side to kill them. Turn left and press against the wall on the right. Slide to the edge and kill the guard that is around the corner.

Walk into the stairway, and in front of you, another Med Pack. Take it if you need it. Run up the stairs all the way til you're at the doorway. Walk in it and stick on the wall on the right side of the hall. Slide til you're at the edge and kill the guard that's around the corner. Run up the hallway, pass the spacing and press against the wall on the right. Slide to the edge and pop out to kill the commando. Run up this hallway, passing the east hall and press to the wall on the right side. Slide to the edge to see a commando. Pop out and pop him.

Run up the hallway, ignore the west path and stick to the wall on the right. A commando, being stupid to turn his back. Pop out and shoot out his spine to teach him not to ever turn his back. Turn right and go around that path and turn right again. Go up this hallway. Take the intersection on the right. Go around the path into the next hallway. Go into the left path in the middle of the hallway and turn right. Stick on the wall on the right and slide til you get to the edge. There will be 2 commandos on the other side. Pop out and kill them.

Enter the stairway and collect the Med Pack that's in front of you. When you exit the stairway, run up a bit til 5 commandos come charging out. If you took the previous commando's weapons, you can take these 5 out with ease. otherwise, take cover and kill them. Take a right run to face the Green Arrow. Run to it and you're done.



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MISSION 6: HOSTAGE CRISIS

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OBJECTIVE: Reach VIP Office

Head up the hallway and stick on the wall on your right. Slide to the edge until you see a commando ahead. Pop out and shoot him. Continue onward. Run forward a bit, passing the cubicles, and you should auto target something. If you want, you can go back to the beginning of the cubicles and head on the east path to spring up on him, but I think he will notice. Anyways, he is holding a hostage. Wait for him to reload and come out. Go into Precision Aim and Neutralize him. You can nail a headshot, but you'll lose Good Cop points. If you really don't give a damn, just kill both the victim and commando.

Head the opposite path of the previous commando and take the path on the left. Take a right at the next turn, passing the cubicles. A few steps later, you should lock onto a target. If you make a turn on the right side, towards the doorway, 3 commandos will spring. Take those 3 out. Then go to the side of the cubicle and free the other hostage by neutralizing the guard holding him. If you check behind you, there is a Med Pack. Get it if you need it. Otherwise, head through the doorway.

Once you go through the doorway, 2 commandos will rush out. You can either do a back dive, run back and take cover, or eliminate them from where you stand. Continue onward. When you make that right turn at the end of the hallway, 2 guards will appear. Take cover and eliminate them. Once you reach the end of the hallway, 2 commandos will come out. Quickly eliminate them from where you stand, or dive back and kill them. In front of you in the next room, there is a Med Pack. Don't rush to it yet.

Turn to your right side and walk forward a bit. A commando will jump out with a hostage. Quickly neutralize him. Turn around and head for the left side. Another commando with another hostage. Neutralize the commando. When you walk towards to the Med Pack a bit, another hostage situation. Neutral the commando and head for the Med Pack. Stick against the locker that is right by you and slide to the edge. 2 commandos should appear on the top of the cubicles. Kill those 2 and continue.

Turn to the right side and a commando will jump out with a victim. Neutral the commando and continue. When you make a left turn, across from where you killed the commando, there is a Med Pack on the right side of the wall. Take it if you need it. After taking it, continue onward on the left path. Another hostage situation. Take care of it. Continue forward a bit and 2 commandos will come out. Roll in a cubicle or kill them from where you stand. There is also a hostage situation at the same time. Take care of that also.

When you walk forward a bit, there is a path leading right. A hostage situation might occur wheter or not if you ingore the path. Take care of the situation and continue forward on that path. A hostage situation. Take care of it. Run towards the doorway and 2 commandos will run out. Kill them from where you stand and take the Med Pack if needed. Continue through the doorway.

Once you walk in, 3 commandos will rush out. Kill them from where they stand or take cover to kill them. Press against the wall on the right and slide to the edge until you can target the commandos around the corner. Pop





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FAST AIM SPEED          |\
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ \
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OBJECTIVE: Destroy or Neutralize 12 Targets. Avoid hitting Civilians

You only have 12 targets to take out, but only 13 appear, so beware on not missing more than one target. I would probably recommend doing this on Precision Aim to make it easier so you avoid hitting Civilians. Remember, using headshots will only waste a target, so don't do them. If you want to do it normally, I would suggest practicing a bit to get to know the targets.

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LASER SIGHT            |\
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OBJECTIVE: Neutralize 10 Targets. Avoid hitting Civilians

This is a fairly easy training excersize if you know how to use the Precision Aiming fairly well. At first, you might fail a few times since its hard to get used to, but after a while, it gets easier. Just remember the pattern they come in and get used to the boards that are placed about. The only real problem, is when they move back and forth and side to side, near the left and right boards. If my memory serves, there are 12 out of 10 targets, so don't worry to much.

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FLASH LIGHT           |\
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```

OBJECTIVE: Destroy or Neutralize 10 Targets. Avoid hitting Civilians

I would probably recommend you doing this throughout Precision Aim since the whole are will be darkened, leaving only the flash light for source of light. Just wait for the targets, neutralize them, repeat. Avoid the civilians that pop up.

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SCOPE                  |\
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```

OBJECTIVE: Preform 10 Headshots. Avoid hitting Civilians

This should be a bit easier since you only have to aim for one easy target. The head. First off, enter Precision Aim and watch the targets come rolling buy. Keep them centered to the head and shoot. Try to keep it at that level so you can scroll to the sides to shoot the head.



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^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^|
BACK ATTACKS                            |
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```

OBJECTIVE: Preform 12 back attacks

Approach the Dummy target and press the control stick opposite of the dummy and press A (or) B (or) Y buttons on the dummies to preform a back attack. Repeat before time runs out.

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^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^|
GROUND ATTACKS                          |
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^]
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```

OBJECTIVE: Preform 12 ground attacks

Approach a lying Dummy target. Press A (or) B (or) Y button to do a ground attack. Repeat before time runs out.

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^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^|
COMBO TIGER SWEEP                       |
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^]
=====/
```

OBJECTIVE: Preform 12 Tiger Sweep Combos

Approach a dummy target, beat it up til it its stunned and press B,Y,B. Preform 12 Tiger Sweep before time runs out.

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=====]
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^|
COMBO TIGER CLAW                        |
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^]
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OBJECTIVE: Preform 5 Tiger Claw Combos

Approach a dummy target, beat it up til its stunned and press A,B,Y. Preform 5 Tiger Claw before time runs out.

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=====]
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^|
COMBO LEAPING TIGER                    |
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^]
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```

OBJECTIVE: Preform 5 Leaping Tiger Combos

Approach a dummy target, beat it up til its stunned and press







seconds. Once you notice a boost of speed, you've already done it. Just complete the course by driving safely like the previous courses to the finish line.

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^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^|  
90 TURN                               |  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^/  
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```

OBJECTIVE: Finish course before time runs out. Perform at least 1 90 Turn.  
Avoid hitting more than 3 obstacles

This is a bit tricky since realizing this move is kinda hard. The turns are exactly 90 degree turns, but can be conquered by braking and doing slow turns, Rapid Stop, or the 90 Turn. Just hold the desired direction(left or right) and press A and X. When you turn and hear Nick scream(plus added speed), it means that you've already done it. Continue on with the course by driving safely like the previous courses. The 90 degree turns aren't really hard, but just watch out for the barrels. Use the <<<< signs to help you out on where to turn.

```
-----\  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^|  
FWD SWITCHBLADE                       |  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^/  
-----/
```

OBJECTIVE: Finish course before time runs out. Perform at least 1 Fwd Switchblade. Avoid hitting more than 3 obstacles

This technique is a bit tricky since In my opinion, they couldn't really describe that great in this game. To simply do the switchblade, just drive and press the desired direction(left or right, doesn't matter since its going to end up in a 180 degree turn) and press X twice. Though you only need one Switchblade, I HIGHLY recommend you use it when needed throughout this course so you can finish within the allotted time. There are various obstacles, but all required a minor pace to avoid them. When you drive straight up, be sure to view the floor also. When you see a dead end up ahead and a circled arrow, do a switchblade. It'll do a 180 degree return to recover for the VERY narrow turn.

Continue driving and avoiding obstacles with a fast acceleration, but a minor pace when needed. Use switchblades throughout this course and you'll receive this maneuver.

```
-----\  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^|  
BACK SWITCHBLADE                       |  
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^/  
-----/
```

OBJECTIVE: Finish course before time runs out. Perform at least 1 Back Switchblade. Avoid hitting more than 3 obstacles

Out of all the driving course I've played, this is probably one of the trickiest and hardest I've done. Just like the Fwd Switchblade, its more reverse. Go through the course like normal with a steady pace while avoiding



In this section, I'll walk you through the Bonus Cruising Missions you get after you complete an Episode. Depending on which Green Icon you pick, will determine what you will get.

-----  
GREEN TARGET ICON  
-----

Free Gun

-----  
GREEN BARBELL ICON  
-----

Free Grapple

-----  
GREEN CAR ICON  
-----

Free Impounded Car

\*\*\*\*\*  
-----  
GREEN TARGET ICON  
-----  
\*\*\*\*\*

Throughout these missions, you will be going through firefights with dummy opponents that shoot paintballs at you. Use the Boards for cover and pop out when the stop shooting. You can run through it if you want, but then you'll have to to through many of these guys. These missions are not even complicated. If you have at least completed a firefight mission in the game, these missions will be easy. Use dives and use boards for cover while you shoot at them.

Since I just filled the short strategy there(since all of them are practically the same except sometimes they rise on balconies), here are the guns you recieve.

When obtaining these guns, your bullet capacity will increase and so will the fire rate.

```
////////////////////|
-----||
.38 Revolver (DEFAULT)  ||
-----||
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\|
-----
```

Specs:

- 6 Bullet Capacity
- 3 Shots Per Seconds

```
////////////////////|
-----||
```



Kill him. Dive over the board on your left side to get across the middle area. Another dummy will appear on the top right balcony again, and another on your left side. Duck down and kill them both.

Continue running towards the green arrow until a dummy appears. Duck down and kill him. Be careful since this one shoots paintballs like an UZI. Continue heading towards the green arrow by diving behind the boards until you get a board before the green arrow. Quickly, dive over and towards the board before the 4 dummies appear. There are 2 on each side and they shoot UZI like paintballs. Wait for them to reload and take one out at a time just to be safe. Once they're dead, dive over the board and get to the Green Arrow. Collect your prize.

```
////////////////////////////////////|
-----||
.50 Pistol (Complete BC Mission) ||
-----||
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\|
-----
```

Specs:

12 Bullet Capacity  
6 Shots Per Second

Gun Course Strat:

On your left side, you'll see boards heading from point A towards the northeast side. Run to the first board in front of you and duck down. A dummy will appear. Kill him. Head behind the second board and another dummy will appear. Duck down and kill him. Head behind the third board and another dummy will pop out. Kill him. Head northeast and get behind the board on the right side. A dummy will pop out on the northeast side. Kill him and the dummy that just popped out on the balcony.

From that point on, when you turn left, the course will point towards the northwest. Head behind the first board on the northwest passage and a dummy will pop out. Kill him. Head to the third board and duck down. 2 dummies will appear. Duck down and kill them when you get the shot. Afterwards, run forward a bit and a dummy will pop out on the left side. Kill him quickly.

Point yourself northward and dive over the boards. Once you're on the other side, a dummy will appear on the left side behind the boards. Kill him. After he dies, a dummy will appear on the left side on the top balcony. Kill him quickly. Head to the boards on the left side and 2 dummies will appear on the north east side. 1 has an UZI like paintball gun and the other is on the balcony over the 1st dummy. Kill the UZI dummy, then kill the balcony dummy.

Run behind the board you were previously at and 2 dummies will appear by the Green Arrow while another dummy appears on your left side. Take cover behind the nearest board and kill the 3. Note that one of them might have an UZI like paintball gun, so be careful. Head northeast towards the Green Arrow and 3 dummies will pop out. Take those 3 out and then a dummy will appear northwest of you on top of the balcony. Kill him and dive over the board, toward the Green Arrow and collect your prize.

```
*****
-----
```



```
*****
-----"*
'66 Classic Car                "*"
-----"*
*****
```

Specs: Unknown

```
*****
-----"*
'69 Muscle Car                "*"
-----"*
*****
```

Specs:

0 to 60: 7 Seconds  
Top Speed: 140 MPH  
Horsepower: 350 HP

Race Strat:

Recommended Car: '66 Classic Car or Chinese Car

You'll start out on Main St. Ignore the other cars when the turn into the other path. Continue on Main St until you're on Main St and Pico Blvd at the intersection. A good way of telling this, is that the intersection on the Map will be a lot grayer than the other road. Make a right turn to get on Pico Blvd and drive straight until you get to the finish line.

```
*****
-----"*
'01 Roadster Car              "*"
-----"*
*****
```

Specs:

0 to 60: 4 Seconds  
Top Speed: 177 MPH  
Horsepower: 450 HP

Race Strat:

Recommended Car: '69 Muscle Car or Chinese Car

You'll start out on Little Santa Monica St. Keep driving straight until you get to Santa Monica St and Fox Hills Dr at the intersection that only heads right. Turn right to get on Fox Hills Dr. Continue driving straight until you get to the finish line.

```
*****
-----"*
'03 Sports Car                "*"
-----"*
*****
```

Specs:

0 to 60: 4.5 Seconds  
Top Speed: 180 MPH  
Horsepower: 400 HP

Race Strat:

Recommended Car: '01 Roadster Car or Chinese Car

When you begin, take the first left turn at the nearest intersection. If you can't quite follow, then follow the car in front of you to find that intersection. You'll be on Venice Blvd. Drive straight up on Venice until you get on Venice Blvd and Inglewood Blvd at the intersection. Take a left turn to get on Inglewood Blvd and drive straight on Inglewood. Keep heading up on Inglewood until you see the Big Green Dot on the Mini Map. Take a right turn into Navy St and zoom right by the finish line.

```
=====
\\ 4.2 CRIME PATROL //
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=====
```

This is an alternate path of Bonus Cruisin' if you fail to achieve 100% Episode Completion. In short, fail a mission that disrupts episode (usually near the end of the episode) and if you were to continue with the story, you will get this mode. In this mode, you have to solve the given amount of Street Crimes to redeem yourself. Once you've completed the Crime Patrol by solving or partially solving the given amount of Street Crimes, you can progress to the next Episode, but you'll have to finish the previous episode by completing that mission you messed up on. Once you complete the previous mission(s) and get 100% on that, you'll be able to do Bonus Cruisin'. The amount of needed solved crimes, depend on how many missions are left in that Episode. Each one not solved, is 2 crimes per unfinished mission.

Also note, that frisking and finding illegal weapons/drugs don't count in the in resolving a Street Crime, so don't waste time doing that for nothing. You can also take time in this mode, to obtain upgrades also.

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=====
\\ 4.3 DOGG BONE LOCATIONS //
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The main reason for the Dogg Bones, are to unlock Snoop Dogg as a playable character. In this section, I'll list off the locations of the Dogg Bones. There are 30 Dogg Bones to collect. A minor note, I haven't obtained the Dogg Bones, so check this site out with a City Map with placed locations and descriptions on where they're at. From what I know, once, you've collected the first one, the rest will appear on your City Map/Mini Map.

<http://www.vgamin.com/misc/TCSOLA/>

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Once you've collect all the Dogg Bones or used the code to get this mode, you can use Snoop Dogg and play a mode called "Dogg Patrol". In this mode, you get to solve optional street crimes to get a good rating. You also get to choose what location you want to start to solve street crimes. His default car, is a lowrider with hydraulics. Press the Directional Pad to move the hydraulics aroud for fun. Snoop's weapon will determine on what weapon and upgrades you've obtained as Nick. You have 60 minutes to solve street crimes before this time runs out. Once that happens, Dogg Patrol ends.

Here are all the ratings I've collected so far and the overall score I'VE OBTAINED to get it. In future updates, I'll add in the remaining scores.

=====  
-----||  
Rating A: Topp Dogg ||  
-----||  
=====

My Point Balance: 1260  
My Good/Bad Dogg: 244

Point Balance: 900+  
Good/Bad Dogg: 99+

=====  
-----||  
Rating B: Boss Dogg ||  
-----||  
=====

My Point Balance: 845  
My Good/Bad Dogg: 184

Point Balance: 800 to 895  
Good/Bad Dogg: 99+

=====  
-----||  
Rating C: Crime Hound ||  
-----||  
=====

My Point Balance: 700  
My Good/Bad Dogg: 141

Point Balance: 750 to 795  
Good/Bad Dogg: 99+

=====  
-----||  
Rating D: Junky Yard Dog ||  
-----||  
=====

My Point Balance: 700  
My Good/Bad Dogg: 136

Points Balance: 600 to 745  
Good/Bad Dogg: 99+

```
=====|  
-----||  
Rating E: Stray      ||  
-----||  
=====|
```

My Point Balance: 500  
My Good/Bad Dogg: 110

Point Balance: 500 to 595  
Good/Bad Dogg: 99+

```
=====|  
-----||  
Rating F: Lap Poodle  ||  
-----||  
=====|
```

My Point Balance: Below 500  
My Good/Bad Dogg: Below 99

```
[+++++]  
[***TIP***TIP***TIP*** ]  
[+++++]
```

To get a high point balance and good/bad dogg, start out in Venice, near the beach(edge of the City Map by Venice). Get on Dudley Ave/Rose Ave and Ocean Front Walk. Remember to stay near the block closest to the ocean, but don't take the intersections that lead to Ocean Front Walk. On these Aves, will have the HIGHEST rate of civilians holding either an illegal weapon or illegal drugs. Frisk them and arrest them. If you stay on this block, just about everyone will have an illegal weapon or illegal drugs. When there are no more civilians, turn the intersection or turn away and turn back to see more civilians. Repeat this until time runs out to get a good score.

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=====|  
\\ 5.0 VERSION HISTORY //|  
-----||  
=====|
```

March 19, 2004  
Version 1.0

-Started Walkthrough and All Best Ending Walkthrough

March 20, 2004  
Version 1.1

-Finished Average and Poor Ending Walkthrough

March 22, 2004  
Version 1.3

-Completed the Remaining Sections of FAQ and submitted to GameFAQs.com

March 24, 2004

Version 1.4

-Fixed up a bit on the format of the FAQ and re-changed the Dogg Patrol Rating points/score for Topp Dogg Rating and added other ratings

March 25, 2004

Version 1.5

-Rounded up the Dogg Patrol Ratings to the nearest hundreds and added the final rating

-Added a Car Upgrade maneuver

March 27, 2004

Version 1.6

-Finally found and completed all the car upgrades and completed that whole section.

-Also added some optional street crimes to the list

March 28, 2004

Version 1.7

-Added in some detailed strategies to the Gun Upgrades

-Added in some Optional Street Crimes

March 29, 2004

Version 1.8

-Added in an Alternate strategy in "Cary in Trouble" Mission which will let you beat that mission with at least the '66 Classic Car

March 31, 2004

Version 1.9

-Added some stuff in Mission 7: Finale: Nightmare

-Refixed the upgrades section

April 1, 2004

Version 2.0

-Added Crime Patrol Section

-Added in some Optional Street Crimes

April 4, 2004

Version 2.1

-Added in some info on the last 2 missions of the "Fair Ending Section"

-Re-Fixed some stuff in the Basics Section and Walkthrough Section

-Fixed up Copyright Stuff Section a bit

-Fixed up Introduction Section

-Moved Contact Info on the bottom of the FAQ so you can get to the game info quicker

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\*\*\*\*\* 1.1 CONTACT INFO \*\*\*\*\*  
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If you have strategies, suggestions, feedback, or whatever relating to my FAQ/Walkthrough, Go ahead and E-Mail me and I'll get back to you. I check my E-Mail a few times a day, so I should be able to see it. If I don't reply, its probably because...

1. It was already in my FAQ/Walkthrough
2. Not in English
3. Not relating to my FAQ/Walkthrough or game
4. Doesn't have a Subject/Subject might not be about game
5. I might of missed it on accident, but I'll get to it sooner or later

Also note, that if you do E-Mail me about this game, make sure you include the subject as "The Punisher" or anything related to that and this game, or else there is a chance I might delete it. If the info is in my FAQ, and you E-Mail me about it, there is a chance I'll re-direct you to my FAQ instead of ignoring it like a jerk.

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BIG NOTE: DO NOT ADD ME TO YOUR MSN MESSENGER. I HAVE TO MANY CONTACTS AND DON'T HAVE ROOM FOR MORE DUE TO MY OTHER FAQS.  
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Anything not related to this FAQ and is spam or whatever, it'll be deleted and possibly, blocked, depending on the situation.

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\*\*\*\*\* 5.1 COPYRIGHT STUFF \*\*\*\*\*  
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Quick and simple, just don't plagiarize my work. Doing that, will result in me taking legal actions. If you want to host my FAQ on your site, just E-Mail me and ask. Most likely, I will accept and say yes. If you do host my FAQ on your site, IT MUST STAY IN ITS ORIGINAL FORM. If its not in its original form, I will be forced to take legal actions. I will not let you host my FAQ on your site, if the site is a Non English site(no,I'm not prejudice or anything, just can't read any other languages, which gets me all suspicious and such). Again, just don't rip my FAQ off. You may reproduce this FAQ as long as its ONLY used for private and personal use. Any violation on this section, you'll be breaking Copyright Laws.

These are the sites so far that have my FAQ on their site

-> [www.gamefaqs.com](http://www.gamefaqs.com)

- > [www.ign.com](http://www.ign.com)
- > [www.neoseeker.com](http://www.neoseeker.com)
- > [www.supercheats.com](http://www.supercheats.com)
- > [www.cheathappens.com](http://www.cheathappens.com)
- > [www.gameplayworld.com](http://www.gameplayworld.com)

These are the sites that CANNOT use my FAQ, even if you asked.

- > 911 Codes <http://911codes.com>
- > 9 Lives <http://www.9lives.ru/eng/>
- > Bean's PlayStation Dimension <http://www.bean.dk/psx/index.htm>
- > Cheat Code Central <http://www.cheatcc.com>
- > Cheat Index <http://cheatindex.com>
- > Cheat Matrix <http://cheatmatrix.com>
- > Cheat Search <http://cheatsearch.com>
- > Cheatstop <http://www.panstudio.com/cheatstop/>
- > CNET Gamecenter <http://games.netscape.com/Faqs/>
- > Console Domain <http://www.consoledomain.co.uk>
- > Dirty Little Helper <http://dlh.net>
- > Dreamland <http://kirby.pokep.net>
- > Games Domain <http://www.gamesdomain.com>
- > Game Express <http://www.gameexpress.com>
- > Mega Games <http://www.megagames.com>
- > Square Haven <http://www.square-haven.net>
- > Ultimate System <http://www.flatbedexpress.com>
- > VideoGaming.net <http://www.videogaming.net/>

If you see any of these sites, or any other site that is not on first list above, then contact me immediately.

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\\ 5.2 CREDITS/CLOSING //
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Here are the credits.

- Me- For Making spending time to make FAQ/Walkthrough
- CjayC- Letting me host his FAQ on his site
- \*insert your name\*- For reading my walkthrough and hopefully finding it useful

End of Document.

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