

NARC FAQ/Walkthrough

by Vegita

Updated to v3.14 on Dec 6, 2004

This walkthrough was originally written for NARC on the NES, but the walkthrough is still applicable to the PS2 version of the game.

Narc

Game for the Nintendo Entertainment System
and Arcade

General FAQ/Walkthrough for the NES/Arcade

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Version 3.141

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===== Narc =====  
-----I: Introduction-----  
===== Narc =====
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Welcome. My name is Eric Johnson, sometime answering to the moniker "Vegita" and sometimes simply going by Reverend Eric. I see you want help for the Nintendo/Famicom game "Narc". Well, you've come to the right place, as I've played this game so much I could write this FAQ blindfolded (I may, depending on how sleepy I get).

First off, let's get one thing straight: Even though I am Vegita, I will try to write from an un-biased point of view (although I still think I'm the best at everything). Second of all, if I catch anyone copying all or part of this FAQ, ANY part of this FAQ (not counting little, inconsequential sentences like "First off, let's get one thing straight), I will destroy you. I will rip you limb from limb like the excessively weak individual you are, and then I will sue you for copyright infringement. Well, ok, maybe I'll just sue you, but if I got the chance I'd certainly go for the ripping of limbs from other limbs.

Third of all, I do not own the rights to this game, the names of the characters in this game or FAQ, or have any ownership whatsoever of this game (except for the cartridge sitting in my room, that is). Those are the property of their respective owners. If I find a website with this FAQ on it, and it has been changed in any way, does not give me proper credit, or is selling it without my knowledge and consent, then I WILL have my lawyers contact that site. Are we

clear (this means YOU, Vertsk8!)?

Hey folks, if you're going to write me about this game, I must insist that you put, in the subject header of the e-mail, the name of game that you are writing about. I am tired of having people write me, asking about games that I've written for, but they never tell me WHAT game they need help with. This will help me in identifying what game you are talking about, and will also help me weed your e-mails out from the Spam I constantly receive. If you do not put the name of the game in the Subject header, then I may not read your e-mail at all; I get a lot of spam, and people like trying to send me viruses, so if you don't do something that will actually help me in determining whether or not your e-mail is legitimate, you can only blame yourself.

==== Narc =====
-----II: Game Story-----
==== Narc =====

Folks, the story of this game is rather simple. You play the role of [Insert Tough Narc Member's Name Here], and you are a member of the Narcotics division in [Insert City Name Here]. The crime wave is high, with muggings mysterious...all police and detectives are furious 'cause they can't find the source of this lethally evil force. </TMNT Rap> Therefore, you are sent out (along with your partner, [Insert a Slightly-Less Tough Narc Member's Name Here], controlled by player 2) to take down Mr. Big, the head of the city's crime organization. Sure, you start out low on the totem pole - you have to simply go out and bust a few perps on the street, but eventually you get to work your way up to taking down the Big Man himself! Now, what're you waiting for? Get out there with your excessively-heavy artillery and mow down (or occasionally arrest) some bad guys!

Ok, seriously, your characters' names are Max Force and Hit Man. I don't know anyone named "Hit", but I guess that's simply what this kid was named. Poor guy...I mean, his parents essentially resigned him to a life of killing people in SOME way. At least he decided to be a good guy.

==== Narc =====
-----III: Controls-----
==== Narc =====

I've divided the Control section into 4 parts - the screen, the controls themselves, controlling the Porsche, and Other hints and tips for getting through the game.

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A - Reading The Screen
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How do you read the Narc screen? Well, let's talk about it.

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||1    | |    3| |    9| |12   ||
||2    | |    4| |   10| |13   ||
|-----| |    5| |   11| -----| |
|---|---|---|---|---|---|---|
||6    | |-----| |14   ||
||7    | |          17      | |15   ||
||8    | | 18-----18  | |16   ||

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|          THE GAME IS PLAYED
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|          HERE.  I DON'T
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|          FEEL LIKE DRAWING
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|          OUT THE REST OF
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|          THE SCREEN, SO
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|          ALL YOU GET IS
|
|          TEXT.  TOUGHIES.
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- 1 - Player One's number of remaining bullets.
- 2 - Player One's number of remaining missiles.
- 3 - Player One's Score.
- 4 - Player One's Health Bar.
- 5 - Player One's Remaining Lives.
- 6 - Player One's number of drug baggies picked up.
- 7 - Player One's number of money picked up.
- 8 - Player One's number of busts made.
- 9 - Player Two's Score.
- 10 - Player Two's Health Bar.
- 11 - Player Two's Remaining Lives.
- 12 - Player Two's number of remaining bullets.
- 13 - Player Two's number of remaining missiles.
- 14 - Player Two's number of drug baggies picked up.
- 15 - Player Two's number of money picked up.
- 16 - Player Two's number of busts made.
- 17 - The Area you're in.
- 18 - The Area Radar.

Past that, you are the guy in blue (or red) moving around on the bottom of the screen, shooting the bad guys. Go to it!

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B - Character Controls

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Firing the Gun:

Your Narc characters walk around, carrying an M16 (apparently standard issue in this city). By holding down the A Button, your character will fire bullets either to the left or the right (depending on which direction they're facing). For the Arcade, simply press the "Fire" button.

Fire the Missile Launcher:

Yeah, you read that right. Not only do your Narc characters have a friggin' machine gun, but they also carry around a hand-held Missile Launcher! In order to fire off this highly-explosive device, TAP the A button. What's really fun about this is most of the enemies you hit with a missile will explode into chunks of arms, legs, head, torso, etc. REAL pleasant... ::retch:: For the Arcade, simply press the "Missile" button.

Crouch:

Sometimes throughout the game, your character will come across vicious Doberman Pinchers. In order to successfully combat these animals, you have to crouch to shoot 'em. In order to crouch, simply Hold down the B button. For the arcade, simply press the "Crouch" button. Of course, you can simply fire a Missile from a standing position and blow the doggie to a crisp, but where's the fun in that? Why waste such heavy weaponry when you can take the "more humane" route by shooting them in the face with an Automatic Rifle?

Jump:

To be perfectly honest, there isn't much of a use for the Jump in this game. You use it on the bridge, and CAN use it to dodge enemies' bullets, but you can also simply move up or down to do the same. If you feel compelled to jump, TAP the B button. For the Arcade, simply press the "Jump" button.

Move:

In order to simply walk around, use the directional pad. In the arcade, use the joystick.

Pause:

To pause the game, press Start. In the arcade, you don't get to pause the game. Sorry...

Generally speaking, you use the Directional Pad to move, and the A button to attack (with 2 different attacks), and the B Button to Maneuver. In the Arcade, you've got buttons for everything, so there's no distinction necessary! Now, for the extras, which hold true for both the Arcade and the NES versions:

Pick Up Items - To pick up an item dropped by a bad guy, simply walk over it.

Busting a Perp - Certain characters you can arrest. In order to pull this off, stand directly on top of them for a moment (they'll "assume the position" with their arms raised). After a moment, they'll fly off with the word "Busted" planted on 'em.

Blasting Drug-Running Equipment - You get extra points for taking out hydroponics labs. In order to do so, align yourself with the equipment (the vats in the background) and blast 'em with a missile.

Using Card Keys - Throughout the game, you will come to locked doors. In order to open them, you need to find the color-coded card key that matches the door, then use it. To use the card key, simply walk up to the slot next to the door.

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C - Drivin' the Porche

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Ah, fast cars and Narcotics Officers. The Porsche is only located in the "Bridge" stage, so enjoy it while you can.

Getting into the Driver's Seat - To hop into the Porsche, simply jump into the driver's seat (press the B button). After all, what good is a car if you're not in the driver seat, driving like a maniac and mowing down druggies left and right? For the arcade, simply press the "Jump" button to get in.

Getting OUT of the Driver's Seat - To exit the car at any time (lord knows why you'd want to do that), simply jump right back out (use the B button). Then again, why on Earth would you want to LEAVE the car? C'mon, you're in a Porsche! Again, for the Arcade press the "Jump" button.

Firing your Gun - While in the Porsche, you can fire bullets and missiles the same way you fired them when on foot. For those of you who have already forgotten, tapping the A button fires a missile and holding the A button fires the regular gun. For the arcade, use the "Fire" and "Missile" buttons respectively.

Driving the Porsche - To drive the vehicle, simply use the Directional Pad. Pressing RIGHT makes you speed up, while pressing LEFT makes you slow down. UP and DOWN move the car vertically. For the arcade, use the Joystick. On the NES, if you wish to turn the car around you can do so by pressing the SELECT button.

Busting People with the Car - Although it's quite difficult to perform, you CAN bust people while in the Porsche - you're much more likely to run them down in the process, which is more fun but yields less points. All you have to do is line them up and drive just so they are barely below the car, directly below your characters'.

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D - Other Useful Tidbits

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~Running over people in the Porsche doesn't get net you busts, and thus won't get you a higher score - but it sure is easy! BEEP BEEP ::crunch:: Weee!!!

~When it comes to most normal enemies, they can only move horizontally (Das Lof Gang, Sergeant Skyhigh, etc). Therefore, moving in for a bust or quick kill is easy to do. However, there are the occasional "intelligent" enemies that have learned to move diagonally as well, so always be on the lookout.

~Think of this game in terms of a shooting game - there are items and there are enemies. You should often weigh whether or not it's worth the trouble of risking your neck for an item/bust. If there is a missile lying on the ground and you desperately need one, then go for it - but don't just go rushing after it if there are 3 Kinky Pinkies standing next to it.

~Be careful when in Sergeant Skyhigh's Greenhouse. Some of the ganja pots are harmless, while some are booby-trapped. Be careful!

Finally, let's quickly recap the controls - both regular and Porsche-Driving - so I don't end up with a bunch of e-mails complaining about it:

While on Foot:

- Hold A - Fire Bullets.
- Tap A - Fire Missiles.
- Hold B - Crouch.
- Tap B - Jump.
- Directional Pad - Move.
- Stand On a Perp - Bust.

While in the Porsche:

- Hold A - Fire Bullets.
- Tap A - Fire Missiles.
- B - Jump out of the vehicle.
- Directional Pad - Drive the car.
- Drive Over a Perp - Roadkill.
- Line up with a Perp - Bust.
- Select - Turn the Car Around.

Arcade Controls:

- Fire - Fire Bullets.
- Missile - Fire Missiles.
- Jump - Jump.
- Crouch - Crouch.
- Joystick - Move.

Arcade, while in the Porsche:

- Fire - Fire Bullets.
- Missile - Missile.
- Jump - Enter and Exit the Driver's Seat.
- Joystick - Drive the car.
- Driving Over a Perp - Goey Mess.
- Line up with a Perp - Bust.

==== Narc =====
-----IV: The Walkthrough-----
==== Narc =====

I've divided the actual walkthrough into the stages themselves, the bad guys you'll find in them, and the items you'll come across.

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A - Stage 1

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Mission: Investigate the Das Lof Gang  
Enemies: Das Lof Gang Members, Doberman Pinchers  
Items: Various Dropped Items, Red Keycard

The purpose of this stage is simple - get to know your player and your enemies. You start off in "The Junkyard", a rundown section of town. Walk down the street, busting (or killing) perps until you come to "The Pipeline", a local hangout (with a conspicuously large red arrow pointing to the front door) that the Das Lof Gang is said to be at. Step inside.

Upon inside, you'll find that it is a subway littered with trash, debris, and drug dealers looking to shoot you into an early grave. Continue on to the right, shooting/blasting/busting baddies until you come to the Red Keycard. Pick it up and continue on. Be careful, as Das Lof Gang Members might suddenly come out of a Subway car and ambush you. Also, towards the end of "The Pipeline" you'll come across some Doberman Pinchers. Crouch and blast 'em out of your way, and exit back to the street.

Back on the main drag, continue onto the right, finishing off any baddies that might get in your way. Be careful, as some of the Das Lof Gang can have now learned how to move vertically as well as horizontally, so you might actually have to use more than just a quick sidestep to avoid them. Get a few busts (I suggest around 20), slide your Keycard through the door at the end of the street, and exit the level. Hopefully you'll have garnered enough points through busts, kills, and dropped items, to total a one-up.

ARCADE TIPS: None, really. Since there are a lot more enemies on screen at one time, you can make a bevy of busts at once. However, be careful, as this also means that you are open to being shot by a larger group of baddies.

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B - Stage 2

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Mission: Dr. Spike Rush and his Secret Lab
Enemies: Das Lof Gang, Spike, Doberman Pinchers, a Helicopter
Items: Various Dropped Items (VDI), Drug Vats, Blue Keycard

Welcome to stage 2 of the War on Crime. This time instead of tracking the whereabouts of a lowly group of pushers, you're actually going after one of the dealers in town - "Doctor" Spike Rush, the Hypoman. You'll start off on Kwak street, and immediately come face-to-face (shades?) with Spike. Bust or shoot as many of 'em as you feel like, and continue on towards the right. About halfway down Kwak Street (just past the "TV, Radios, Loans" Building), you'll come across a Helicopter. You can ground it if you like, but that requires jumping and chucking a Missile at it and not getting shot...hey, if you want to risk your neck for a boatload of points, be my guest. When you reach the Kwak

Stop, enter the second door.

Wow, now that is a LOT of illicit material. Inside the Kwak Stop, you'll be bombarded by Spikes and Das Lof members all over, as well as the occasional Doberman. If you want to, take out the containers in the back with some missiles - it's a cool 1000 points for each one you nail, and if anyone is in the area of the blast they'll go up with it. Continue on until you're at the door. Hmm...it's got a Blue Keycard Reader, but you haven't come across any Blue Keycards? What're you supposed to do? Well, I'd do what any self-respecting Narc would do - beat the tar out of all the people in sight until one of them coughed up the keycard. Do so, and eventually someone will drop the Card. Pick it up and get outta there.

ARCADE TIPS: Ugh, I hate those Dobies, especially when there are 6 of 'em on top of you at once. Also, here's an interesting note - in the Arcade, this location is known as "Krak Street". Apparently the censors were able to make ONE change, although that change wasn't with the gratuitous violence.

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C - Stage 3

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Mission: Travelin' to the Other Side of Town  
Enemies: Das Lof Gang, Spike, Rockhead, Helicopters  
Items: VDI, The Porsche

The Bridge has been taken over and blockaded by Mr. Big's cronies! If you want to successfully get to Mr. Big's headquarters, you've gotta cross the bridge. You're flown in by helicopter, then dropped off and left to take care of the menaces remaining. However, Mr. Big isn't going to simply LET you cross his bridge, which is why he has not only left some of his underlings there, but he's also let loose with one of his most dangerous users - Joe Rockhead, AKA The Dumpster Man. This guy is so hepped up on whatever it is he's been using, bullets almost have no effect on him!

This stage is long and tedious, so get ready for a long haul. As if Joe wasn't bad enough, you also have to deal with enemy helicopters, who strafe you with bullets and drop bombs on you. Simply continue walkin' across the bridge, pumping lead/explosive shells into whatever moves, until you find the coveted Porsche. Once you've got it, hug the bottom of the screen and drive like mad! Halfway through the stage, you'll come across several obstacles for the Porsche:

~Joe Rockhead, whom can't simply be run over (he'll go nuts and start punching you, and that's about all that will happen),  
~Landmines will appear, ready to blow you to Kingdom Come,  
~Barrels will be strewn about in your path, and  
~Large Garbage Bins will block your passage.

Eventually, you WILL be forced to stop and leave the Porsche, due to the fact that the entire road is blocked with Garbage Bins. Leave and continue on foot. Eventually, you will come to another Porsche - do the same as before, speeding through the bridge as best as you can. Once you reach the other side, step inside the night club and you'll be through!

ARCADE TIPS: Don't let Joe get near you! On the NES you can outrun him, turn, and shoot him. In the Arcade, though, he's too fast! Blast him with a missile if you can afford one, and make sure he doesn't grab and dumpsters to chuck at you!

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D - Stage 4

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Mission: Breaking up the Porn Ring
Enemies: Kinky Pinky, Psychotic Pimp/Cowboy, Runaway Chevy Impala's, Giant Bugs, Doberman Pinchers
Items: VDIs, Silver Keycard

Welcome to a nightmare on the streets. You've been sent in to stop the sadistic clown-killer, Kinky Pinky, who is in charge of Mr. Big's porn operations. Of course, Kinky resides in a VERY unsavory neighborhood, where brain-dead hicks walk the streets firebombing everything they see, porn shops are EVERYWHERE, and cars speed out of control towards unsuspecting pedestrians. Let's stop some crime!

You'll start out on Sunset Strip. Travel Eastward, blasting thugs left and right. When you come across Kinky, he'll usually travel in a pack of 2 or more - so don't even bother with bullets, just shove a missile down his throat! Eventually you'll hit the Adult Book District, which (oddly enough) leads to several different areas. The first door leads to the Kennel, which is full of Dobermans (I'd avoid this one if I were you). The second is the swamp, which has those oh-so-annoying bugs in it. The Third Door is the Exit, but has a Silver Keycard Slider on it. The Fourth Door leads to Kinky's Big Top, which is (obviously) full of Kinky's (Kinkies?). The final door is the Scrap Heap, and has Joe Rockhead as its sole denizen. Simply head to the Scrap Heap to find the Cardkey - which, of course, means you have to deal with Joe, so book it out of there before the crackhead begins cracking heads (lame pun!). Once you've got the key, beat a hasty retreat to the street and leave via the center exit.

ARCADE TIPS: Unlike the NES, in the Arcade you have to deal with saving the local womenfolk from Kinky. When you come across them, several Kinkies will start appearing, grabbing them and running off. Shoot 'em down and you'll get bonus points for it. Shoot the ladies and you'll LOSE points for it, so be careful, you trigger-happy fools! Also, the Keycard is randomly put in one of the 4 doors, so try one and hope for the best.

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E - Stage 5

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Mission: Cultivators of the World, Unite!  
Enemies: Sergeant Skyhigh, Psychotic Pimp/Cowboy  
Items: VDIs, Hemp Plants, Green Keycard

After that last harrowing mission, it's time for some R&R. And what better to relax with than some good ol' fashioned help-cultivator busting? Not only are these guys drug dealers, but they're militants as well! If there ever was a reason to go shootin' somebody with a missile, I guess this would be one, right? Let's get down to it.

You start off outside the Skyhigh Nursery, where several Sergeants will be running by, using whatever weapon they might have handy (flamethrowers or Automatic Machine Guns). Shoot 'em outta your way and work your way into the Nursery itself.

Wow! Lookit all that hemp! The first thing you'll notice inside is all the pottery. Be careful when nabbing the plants for points - some of them are booby trapped with mines, so when you pick up the plant the plant picks YOU up



(with an explosion, that is). Travel Left until you come to the Green Passkey door. No passkey, huh? Well then, start shooting everyone in sight until you get one, then exit the area. Now, wasn't that fun?

ARCADE TIPS: There are a lot more enemies and a LOT more Ganja pots everywhere, so be careful! You're much more likely to get killed in here, so if you're lookin' to survive the game on as few quarters as possible avoid the hemp and go for the Sergeants. After all, you need the key to leave, while the Marijuana could easily kill you. That's right - shooting people is ok and even helpful, while drug use could be potentially fatal.

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F - Stage 6

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Mission: Mr. Big Must Be Stopped
Enemies: Das Lof Gang, Spike, Kinky Pinky, Psychotic Pimp/Cowboy, Runaway
Chevy Impala's, Headquarters Posse
Items: VDIs

Finally, you get to go after the big man himself! Start off in the Downtown district, where the normally nice area is now overrun with perps, psychotic clowns, bad drivers, and pyromaniacs. Travel right until you come to "Mr. Big International". Well, that's... inconspicuous. Take a step inside to the Kwak Lobby. Inside, you'll deal with the Das Lof Gang again, as well as Mr. Big's private army of bad guys. Continue on to the right until you get to the Door. Quickly Slide your Passcard (you've already got this one) and head inside. You are now in Mr. Big's Vault #1. Continue onward, taking out gang members and H.Q. Posse members alike. Upon reaching the second door, slide your passcard (you've already got this one, too) and head inside. While this stage wasn't very long, it made up for it in sheer numbers!

ARCADE TIPS: Yeesh, this is a tough stage. Every conceivable enemy is thrown at you (unlike the NES), so play it safe and shoot people down rather than bust 'em. If you have the opportunity to bust a few baddies, then by all means do so - but don't put yourself in front of a Kinky or Spike if you're going to do so. You'll die very quickly that way, and your few busts won't have covered the life you just lost.

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G - Stage 7

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Mission: We Meet at Last, Dr. Jones...er, Mr. Big  
Enemies: Das Lof Gang, Headquarters Posse, Mr. Big (tha big man hisself, foo')  
Items: VDIs, Gold Keycard

Welcome to the Outer Sanctum, with Mr. Big personally guarding his safe. Simply travel Eastward, dodging/killing/busting everyone in your way, until you come to the big Blue Door with Mr. Big in front of it. Mr. Big will roll past you very quickly, spraying bullets. The trick to defeating him is to launch a missile at him and connect with it.

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Ok, so you hit Mr. Big with a missile, only to watch him squirm away. What's you supposed to do NOW? Well, it's actually fairly simple - KEEP BLASTING THE FAT #(\*.@)~!!! Eventually he'll disappear, leaving the Gold Keycard. Pick it up and head through the door.

ARCADE TIPS: It's funny how a wheelchair is stamped below your "Lives Remaining" every time you blow him up...

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H - Stage 8

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Mission: What is this, Ripley's Believe it or Not?
Enemies: Mecha-Mr. Big
Items: Gold Bars

According to the dispatcher, Mr. Big is still alive. Well, NOW what're you supposed to do? Head a little to the Right until you see the giant evil thing that Mr. Big is - Mecha-Mr. Big, a giant head that shoots Tongues at you. Time a jump carefully and blast the Sunglasses off of his big fat face. Now he'll start breathing fire, so quickly blast him in the eyes. He'll explode, leaving...

Ok, now I'm really confused - so Mr. Big is nothing but a giant Skull? Well, you've still gotta kill him, so wait until the Skull leans forward and blast the spinal column right below the head. There are 6 of 'em (more in the Arcade), and you've gotta get 'em all starting from the top-down. Get 'em all, and Mr. Big will explode into fragments of bone. Congrats, you've just stopped a big underworld crime boss! Way to go! Head through the door at the end of the stage into Mr. Big's personal stash, stock up on the Gold Bars he has lying around, and leave via the door on the right. Congrats, you've beaten the game!

ARCADE TIPS: The Arcade Mecha-Big is quite different from the NES Mecha-Big (in more than just looks, too). First off, the head simply rolls at you, waiting for you to blast the sunglasses off. Once you do that, he begins attacking by breathing fire. Jump and shoot him in the eyes, and he'll switch off to spitting tongues at you. Do it again and his head'll explode, leaving the skull to contend with. Take care of the skull the same way as listed for the NES, and you're home free!

==== Narc =====
-----V: Bad Guys-----
==== Narc =====

These guys are put in order of appearance. Just so you know...

A - Das Lof Gang

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NES Appearance: Balding, hunched men sporting brown overcoats.  
Arcade Appearance: Balding, hunched men sporting brown, black, or beige overcoats.  
Mug Shot: Balding, hunched man wearing a trenchcoat and sunglasses.  
Can they be busted: Yes.

NES/ARCADE: The Das Lof Gang is your standard enemy in the game. Easy to mow down, frequent to drop items, and most commonly seen, these gang members are the bread-and-butter of Mr. Big's army. Shoot 'em, bust 'em, or ignore 'em, these guys are a low threat until they gang up on you (especially in the arcade).

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B - Doberman Pinchers

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NES Appearance: Brown dogs that rush you and bite, bite, BITE!!!
Arcade Appearance: Brown, Black, or Beige dogs that rush you and bite, bite, BITE!!!
Mug Shot: None.
Can they be busted: ...you're kidding, right? Bad dog!

NES/ARCADE: The Dobermans are quite possibly the most irritating enemies in the game. They require you to crouch just to hit them, and even then they are much quicker than you (and therefore more likely to drop you before you drop them). When they attack in numbers, if you can't get rid off them quickly then consider yourself dead.

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C - Spike Rush

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NES Appearance: A lanky man with long blond hair, dressed all in black.  
Arcade Appearance: A lanky man with long blond hair, dressed all in black. May also appear with pink skin.  
Mug Shot: A psychotic-looking man with long hair and sunglasses, holding up a hypodermic needle.  
Can they be busted: Yes.

NES/ARCADE: Dr. Spike Rush, AKA "The Hypoman", certainly is an interesting foe. He has the same stamina of the Das Lof gang, and can be busted as easily - however, he is far more damaging with his attack (the hypodermic needle). His needles travel diagonally towards you, forcing you to move accordingly to avoid them. The needles do incredible amounts of damage, using in-game logic as well as real-world logic. Let's face it, a man throwing a hypodermic needle shouldn't be nearly as damaging as a piece of lead traveling several times the speed of the thrown needle...but then again, where does logic fit into a game where the police send 2 men into a friggin' war zone to bust people, armed with artillery reserved only for the military?

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D - Helicopters

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NES Appearance: A large white helicopter that flies back and forth, spraying bullets and dropping bombs.
Arcade Appearance: A large white helicopter that flies back and forth. It has 2 Das Lof gang members shooting you and dropping bombs from above.
Mug Shot: None.
Can they be busted: Hey man, if you want to waste your time trying to bust a friggin' CHOPPER then you go right ahead.

NES/ARCADE: The unbustable, combustable, robustable, wind gustable machines of doom! Actually, the helicopters are fairly easy to take care of. When you first come across them, they are usually taking off from the ground. When they do so, time your jump so you launch a missile right as they fly forward, thus effectively grounding them. You can catch post-take-off, but it's not as easy. I'd suggest simply avoiding them, despite their huge point value.

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E - Joe Rockhead

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NES Appearance: A big, burly man in a blue jumpsuit that likes to punch things.

Arcade Appearance: A big, burly man in a blue jumpsuit that likes to punch and headbutt things, as well as lift entire dumpsters above his head and chuck them at you.

Mug Shot: A seriously messed-up junkie's face, with "deranged" written all over it (no, not literally).

Can they be busted: Nope.

NES: Joe Rockhead AKA "The Garbage man", is every policeman's worst nightmare - the junkie that is actually trying to harm them (in this case, kill them), and due to the drugs they are on they are nearly impervious to weapons! Joe is so hept up it takes several rounds of bullets to take him down, so when you encounter him make sure you have enough room to shoot him full of lead (or simply make him eat a missile, if you so choose).

ARCADE: Much like the Nintendo, Joe takes a lot of hits and does a lot of damage. However, do NOT let him near a garbage bin or trash can, as Joe can easily turn one of these into a deadly weapon by throwing it at you. Shoot him when he goes for it - it's pretty much the only clear shot you'll have at him.

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F - Kinky Pinky

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NES Appearance: A psychotic-looking clown with red hair and a polka-dotted yellow suit. He carries a knife.

Arcade Appearance: Aside from the extra frames and psychotic laughter, they look the same as the NES versions.

Mug Shot: Once again, a psychotic-looking clown holding up a knife. The face almost looks like a mask.

Can they be busted: No. You'd best not even try it.

NES: Kinky Pinky is a devillish bad guy. They attack in groups, and if you're close enough they'll start attacking you with knives. Once they're on top of you, it's extremely hard to get rid of them, so be careful when dealing with them. They are just as strong as Joe Rockhead, so either waste a missile on them or unload several shots into them.

ARCADE: Kinky is generally the same as on the NES. In the arcade, however, there are women walking the street while you make your way through town. Kinky will attempt to steal these women (for whatever purpose he/she/it has), and it's your duty to stop them. If they manage to pick up a woman, shoot them down quickly!

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G - Pyro Pimps

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NES Appearance: An odd-looking fellow sporting pink pants, a grey overcoat, and a white hat. He likes to throw explosives.

Arcade Appearance: Unlike the NES, in the Arcade these guys are clearly Pimps with the grey overcoat, white "Pimp" hat, and shotgun.

Mug Shot: None.

Can they be busted: Arcade - yes. NES - no.

These guys are nuts! Think of them as your regular ol' Das Lof gang members in the sense that there aren't too many of 'em at a time, they don't fire very often, and they're easy to shoot down. The problem with these guys (especially in the Arcade) is that they throw sticks of Dynamite at you, causing severe

damage! In the arcade, these guys also carry shotguns, therefore making it rather stupid to take one on head-on. Wellsir, in this city you had to expect even your eccentric pimp to be packin' some serious firepower.

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### H - Chevy Impala

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NES Appearance: An Pinkish-Orange car with an absent-minded driver. Look out, or else you'll become road kill!

Arcade Appearance: A Pink car with a Das Lof gang member driving it, firing all the while. Look out!

Mug Shot: None.

Can they be busted: Dear LORD no!

NES: On the Nintendo, these appear to simply be runaway cars that can run over you (if you're not careful). To destroy them, simply launch a missile at them (or literally shove a missile up their tailpipe).

ARCADE: In the Arcade version, these enemies are far more deadly than on the NES. Das Lof gang members will be in the driver's seat, intentionally aiming for you, as well as firing a spray of bullets! Watch out, Narc-ites!

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I - Giant Bugs

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NES Appearance: Large, brownish bugs that appear only in "The Swamp" area of Stage 4.

Arcade Appearance: These guys appear all over the place (as well as "The Swamp" in Stage 4), and come in Black and Brown colors.

Mug Shot: None.

Can they be busted: Nope. They can be exterminated, though.

NES/ARCADE: The bugs aren't as annoying as the doberman pinchers, but they still represent a large annoyance factor - you can't bust 'em, and shooting them is a chore since their flight pattern is odd. They bound up and down while heading towards you, where they begin biting and scratching you to death. A well-placed missile can take out a group of 'em, but it's far more cost-effective to use bullets...when all else fails, though, simply avoid 'em. If you want to, you can shoot 'em to the ground, then jump on 'em. I prefer the much safer method of ATMs, myself.

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### J - Sergeant Skyhigh

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NES Appearance: A crazed Rambo-esque man with a large gun (looks like a Vulcan Cannon) with a chain of bullets strapped to his bare chest.

Arcade Appearance: No difference from the Nintendo, aside from the extra frames of animation and better graphics.

Mug Shot: A crazed, gung-ho militant with a bandana and sunglasses (apparently sunglasses automatically make you a part of Mr. Big's army), holding up a machine gun.

Can they be busted: No.

NES: These guys are extremely deadly, due to their quick movement and high firepower. They rush in from one side of the screen, firing either bullets or a flamethrower at you. Just as soon as they came onto the screen, they're off

again, so if you're going to tackle one of these guys wait until they pass and then shoot 'em in the back.

ARCADE: In the Arcade, Sgt. Skyhigh is much more painful as his/their flamethrower(s) do insane amounts of damage. Funny, how a crazed militant growing Ganja likes to use a flamethrower...isn't that kinda dangerous to the produce?

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K - Headquarters Posse

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NES Appearance: Guys in Grey-Black suits and hats, brandishing tommy guns.  
Arcade Appearance: Guys in Grey or Black suits and white hats, brandishing tommy guns. Is it just me, or are these guys goose-stepping when they walk around?  
Mug Shot: A 30's-style gangster, complete with pinstrip Zoot Suit and matching Fedora, Tommy Gun pointed at the sky. He (they?) has/have a sadistic smile on his (their?) face(s).  
Can they be busted: Yes.

NES: On the Nintendo, these guys aren't too bad - they act and move the same as the Das Lof gang, occasionally coming on screen to shoot you. You can bust 'em, shoot 'em, or ignore 'em just as well as Spike or the Das Lof members.

ARCADE: In the Arcade these guys are a completely different story than on the NES. They ALWAYS attack in groups of 3 or more, firing at the same time so as to create a wall of gunfire. Sometime they will duck, causing your bullets to whiff them. They (apparently) goose-step around, move vertically to avoid you, and try to pincer-attack you from both sides. These guys aren't Mr. Big's personal Posse for nothin'...

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L - Mr. Big

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NES Appearance: An old man in a white suit and wheelchair.
Arcade Appearance: Same as the NES, only with extra frames of animation, a maniacal laugh, and duel tommy-guns strapped to his chair.
Mug Shot: A disgustingly-overweight man in sunglasses (of course) and fedora, lighting a cigar with a flaming Dollar Bill.
Can they be busted: Kinda...

NES: Mr. Big is who you're here for, so take him down! When you reach him, he'll rush past you in his wheelchair, shooting all the while. When you have the opportunity, shoot him with a missile to blow up his wheelchair. He'll fly out of it and land on the floor. Upon landing, the big guy will squirm off screen, only to return shortly in a new wheelchair. Blow 'em up 3 times to make him "die", dropping the Gold Safe Keycard.

ARCADE: In the Arcade, Mr. Big is far more fiendish. Instead of simply zipping by, he will sit in one place (usually perpendicular to your character) and take potshots. The moment you move down to his level, he'll zip off the screen and let his Doberman Pinchers and Posse take care of you. Once you're successfully distracted, he'll zip back onscreen for more free shots. The trick here is to hope for the best when you launch your missile. You still have to blow up his wheelchair 3 times (there will be a stamp of a wheelchair below your lives left every time you get him). After the third time, he'll simply convulse on the floor and "die", leaving the card key.

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M - Mecha Mr. Big

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- NES Appearance: A giant Head, roughly as tall as your Narc officer, that resembles Mr. Big's head.
- Arcade Appearance: A giant head, twice the size as your Narc officer, with a twisted smile on his face and a demonic look in his eyes.
- Mug Shot: ...?
- Can they be busted: Nope.

NES: This guy is not easy by any stretch of the imagination. Your best hope is to take in 2 players and do what you can to him. The giant Robotic Mr. Big head starts off by slowly moving towards you, spitting tongues (you heard right, tongues) at you. Jump and place a missile right into Mr. Big's sunglasses, effectively blowing them off.

After removing his sunglasses, the Head will change its tactics to shooting fire out of its eyes. Blast him two more times in the eyes to reveal the giant skull. From there, you have to shoot the vertebrae (directly below the base of the skull). In order to do that, wait until the skull is at its lowest and then shoot it. Blast 'em all to win!

ARCADE: In the Arcade, Mr. Big starts off by simply running into you, sandwiching you in the wall and crushing you. After shooting off his sunglasses, he then begins blasting you with fire. Shoot him again and he'll switch to the tongues. After the third shot, his head will explode, revealing the skull. At that point, deal with him the same way you would on the Nintendo. Congrats, you've won!

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-----VI: Various-----  
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Here's all that other stuff. You know, stuff that doesn't matter to the game, but matters (a lot) the the guide and the author (you know, me, the guy that wrote all this junk you've been reading?).

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A -Revision History

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- 05-11-01: Started this FAQ.
- 05-15-01: After much deliberation, I finally returned to this FAQ and finished it. Ah, the sweet smell of a finished FAQ...
- 05-18-01: Minor updates and such. Hey, at least it's easier to read!
- 01-26-02: Almost a year later, and I've received about 5 e-mails regarding this guide. Wellsir, that's IT! I am SO updating this thing!
- 03-14-03: Format revisions!
- 06-07-03: More format revisions!

=====
B - Thanks

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~CJayC (CJayC@gamefaqs.com, www.gamefaqs.com) for putting this FAQ up.

~Al Amaloo (www.gamewinners.com) for being such a cool guy, and having a great site.

~Daniel Barnes (dbarnes@wordplay.com) for your help on all SORTS of stuff. Man, I love it when I get things wrong...well, thanks for the updates!

~Vertsk8pro@hotmail.com for giving me a heart attack with your childish "I stole your FAQ and sold it with my name on it" antics. Because of that, I now do dozens of things to make sure people don't steal my work. If they do, I know exactly what to look for to see if they took MY work or not.

~Uh...I can't exactly thank God for the role he's taken in my life, because that would seem like I'm trying to force my religious opinions on someone else (which I'm not). Therefore, I'd like to thank "Murray" for the role he's taken in my life (Murray, you know who you are).

=====

C - NO Thanks

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If you write me asking for help with the game, I'll send you a link to my FAQ. If you ask for specific help, I'll try to aid you. However, if you ask me about something that is already covered in the FAQ, I will simply refer you to the FAQ again. I wrote the FAQ so that your questions would be answered here, not so I could repeat that FAQ bit by bit through e-mail for the next few years. If you need clarification about something in the FAQ, ask about it - but don't ask me to repeat anything, please.

=====
End FAQ
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(Taken from Jim "Red Phoenix" Chamberlin's FAQ Theft Guide, as well as added onto.)

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