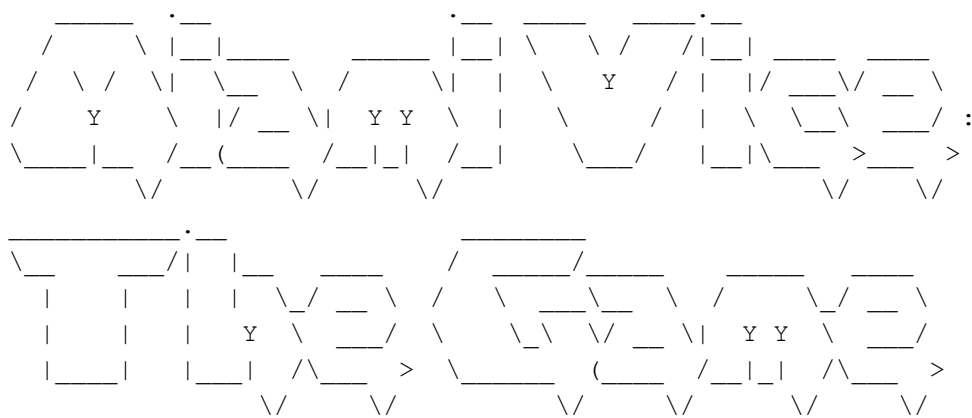


Miami Vice: The Game FAQ/Walkthrough

by Probester

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Miami Vice: The Game
Walkthrough/FAQ
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Table Of Contents

-
1. Controls
 2. Weapons
 3. Mission Map

Foot Missions

- =====
4. Freddie Luiz's mansion
 5. Garage
 6. Airfield
 7. Nightclub
 8. Trailer Park
 9. Industrial Estate
 10. Hotel
 11. Stiltsville
 12. Container Ship

Boat Missions

- =====
13. Private Harbor
 14. Everglades
 15. Offshore

=====
Closing
=====

16. Cheat Suit

17. Credits

=====

1. Controls

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Foot Missions

Movement: Analog "Nubby" Stick

Aim laser sight: R

Action/Fire: X

Strafe Movement: Triangle +Analog Stick

Crouch: O

Reload Weapon/Sprint: Square

Switch Weapons: Down Button

Switch Fire Mode: Right Button

Pick up weapon: Left Button

First Aid Pack use: Up button

Use cover: L Button

Objectives Screen: Select Button

Quick Turn: Square + Down on analog stick

Pause: Start button

Boat Mission Controls

Player 1

Steer: Analog stick

Accelerate: X

Reverse: O

Fire Weapon: R button

Player 2

Movement: Analog Stick

Fire weapon: X

Drug Baron Controls

Movement: Analog stick or directional button

Aggression: Triangle

Diplomacy: X

FlashRAM Hacking Controls

Movement: Analong stick

Charge power: Hold X

Detonate: release x

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2. Weapons

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Pistol

"Short range semiautomatic weapon. High reputation bonus."

Cost: \$2500

Rep Bonus: X 2.00

Shotgun

"Short range close combat weapons. High reputation bonus."

Cost:\$5000

Rep Bonus: X 1.75

Submachine Gun

"Short range automatic weapon. Low reputation bonus."

Cost:\$5000

Rep Bonus: X 1.50

Carbine

"Mid range automatic weapon. Low reputation bonus."

Cost:\$7500

Rep Bonus: X 1.25

Assault Rifle

"Long range automatic weapon. Low reputation bonus."

Cost:\$10000

Rep Bonus: X 1.00

Sniper Rifle

"Long range weapon with scope. No reputation bonus."

Cost:\$10000

Rep Bonus: X0

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3. Mission Map

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After the first mission, you can choose to go to different locations in between story missions. You can use these periods of time to buy new clothes, guns, upgrade weapons, hack FlashRAMs or buy and sell drugs to make a profit. The map will be displayed as a helicopter nighttime aerial map. The big star represents where your next story mission will take place. The cellphone icon is your informant, Freddie Luiz. You can trade drugs with him for information for your next mission. The briefcase icon is a drug baron, where you can go to start a drug baron cutscene, and make a profit selling drugs to him. The drug leaf represents individual drug dealers. You can buy or sell narcotics to these people to make some profit to spend on things you might need to purchase. The picture of the submachine gun as an icon is your arms dealer. You can purchase or upgrade guns here. The icon of the folded shirt is where you can purchase and upgrade different suits for your character. Finally, the giant badge icon represents the police station. Here, you can store or remove drugs from storage, hack FlashRAMs, and save or load your game.

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4. Freddie Luiz's mansion

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The game starts off with this level. Crockett receives a call from Lt. Martin Castillo, his boss. Castillo wants Crockett and Tubbs to head over to Freddie Luiz's mansion and rescue him from some of his angry enemies in exchange for information.

Best loadout: n/A
Best Suit: n/a

You start the mission right inside Freddie's property beside your car. Head for the left side of the yard. and sprint all the way to the hood of the limo. Use the limo as cover, and crouch. Move to the edge of the limo to shoot the first enemy. Get up, reload, and proceed past the doorway the thug was guarding. Enter the inside of the mansion through the door. You will enter the garage crouched. Using the car as cover, shoot the thug patrolling in front of you. After firing the first shot, the thugs in the kitchen will be alerted to your presence, so sprint all the way up the stairs, and take cover on the right side of the kitchen door, standing up. There will be two enemies in the kitchen that you will need to kill. They alternate between taking cover behind the tables, and standing up to take shots at you. When they are dead, reload, pick up the thug's weapons for ammo for your pistol, and proceed through the door in the kitchen leading to the next area. You will emerge in a large hallway. Immediately look to your left, and you will see a statue. Press the action button to knock the statue down and use it as cover. Stand up and kill the thug that has taken cover slightly behind the potted plant directly ahead of you. Vault over the statue, and proceed down the hall to the next statue down the hall. Knock this one down as well. Stand up and kill the thug behind the plants in the dining room. The next one will run into the open and unload his entire magazine on you. Kill him before he has the chance to damage you. The final enemy in this room hiding behind the dining table. Shoot him, reload, pick up the ammo, and proceed through the door. In the next room, ignore the statue, and sprint to the bookcase. From the bookcase, shoot the enemy behind the couch. Sprint to the couch and use it as cover. You will see an enemy hiding behind a sofa on the upper level. Shoot him when he stands up to shoot you. Run up to where the sofa enemy was, and pick up his ammo. Look to your left, and pick up the first aid kit. Move down the stairs, and pick up the packet of weed before you proceed through the door. Stand up, and run past the palm tree planter to the bench closest to the opening in the hedge. An enemy will run out in front of you and try to shoot you. Stand up and quickly put a few bullets into him. Notice two enemies shooting you in the distance? They can be difficult to shoot sometimes with the pistol. Instead, sprint around the pool until you get to the first wooden lawn chair. Take cover behind it. Stand up and shoot the enemies hiding behind the stone benches when they reload. Pick up their ammo and proceed along the pool until you see an opening in the hedge wall. Check behind the palm tree planter for a packet of weed. Proceed through the white door on the side of the building. Immediately take cover behind the counter, and move to get a good shot of the doorway. The enemy will run into the doorway and try to shoot you. Stand up and shoot him before he can do any major damage. Proceed through the room, picking up the FlashRAM in the next doorway. Check in the second shower stall for a first aid kit. Proceed to the

next area. Move past the palm tree planter, and sprint for the stone bench facing the steps. While in cover, shoot out one of the potted plants on top of the steps. This will alert the enemies in the area. Shoot the first enemy that will come running. Exit cover and sprint up the steps. Ignore his gun for now. Turn to the right, and sprint toward the first potted plant. It is likely that an enemy will be running toward the same plant. Stand your ground when you see him, and shoot the plant he is hiding behind. Kill him quickly before he can do any significant damage to you. Backtrack to the steps and pick up the SMG, and a weed packet. Move back to the area where you killed the enemy who ran for the potted plant. Proceed along this path to find a stash of SMGs. Switch the gun to semi-automatic fire mode, and switch back to your pistol. Proceed through the door. Uncrouch, and sprint up the right staircase. Hide under the fountain. Shoot the two enemies on your left and right before they can do much damage to you. When they are dead, get back under the fountain and switch back to your SMG. Use it to shoot the enemy at the top of the staircase. Take/use the first aid kit at the top of the stairs beside the table if you need it. Take the ammo and proceed through the door. Crouch-walk until you arrive at the left side of the doorway, and take cover behind it. Switch back to your pistol and fire at the two enemies behind the bar. When they are dead, vault over the bar to pick up their ammo and a packet of weed. Proceed through the wall crouch walk to the low wall. Use it as cover. You can shoot the first enemy while they do not notice you. Shoot the other two once they have been alerted. Pick up the weed packet in the first aisle, the ammo, and a first aid kit in the front aisle. Make sure your pistol is fully loaded, and proceed through the door to the right of the movie screen. Use the wall in front of you as cover and quickly pop out and shoot one of the two enemies. The second enemy will bolt for cover. Eventually, he will run out into the open and try to take shots at you. Take him down. If you did not take out the first enemy quickly enough, he will simply hide behind the potted plant and take shots at you. If you cannot hit him behind this, destroy the plant, and he will stand out in the open to try and shoot you. Make sure to use a first aid kit if you need to at this point. Check that both your guns are fully loaded, and proceed through the door with your pistol in hand. You will enter Freddie's bedroom in a crouch. Sprint for the couch on your left, and take cover behind the center of the couch. Stand up and shoot the enemy hiding behind Freddie's bed when he stands up and tries to blast you with a hail of bullets from his SMG. The next enemy will alternate between hiding behind the grand piano, and running out in front of the couch in an attempt to shoot you. Stand up and shoot him when he runs in front of the couch. Finally, stand up and shoot the enemy standing by the door. Emerge from cover, stand up, and check next to Freddie's night stand behind his bed to find a packet of cocaine. Proceed through that door the last enemy was guarding.

In between missions, sell all the drugs you obtained in the previous level, and spend it all on upgrading the pistol at the Arms Dealer. Save any money you have left over.

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5. Garage
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"The dope's coming out in through a private airfield

outside of the city, but Freddie doesn't know which one.
Find out what you can."

Best loadout: Pistol, Shotgun

Best Suit: Normal

Sprint past the dumpster to the side of the first wrecked car. An enemy will attempt to take a shot at you standing beside the trunk of the car. Shoot him, then use the hood of the car as cover. You will most likely be seen on camera. An enemy will run in front of the car and attempt to shoot you with a shotgun. Take him out before he does. Shoot the enemy hiding behind the car on your left side, and run behind the hood of the car he was behind. Use it as cover as you shoot the two enemies hiding behind the large dumpster in the distance. Pick up the large packet of weed beside the large garage door on the left. Enter the building through a door on the right. Shoot the enemy sitting on the couch before he has a chance to stand up and shoot you. Pick up shotgun ammo, and proceed through the doorway. Use your shotgun to take out the two thugs standing in front of you. Moving forward, you will see an enemy trying to shoot you while standing beside two yellow barrels. Shoot the barrels to make them explode and kill the enemy. Hide behind the counter he was standing in front of. Shoot the enemy hiding behind the divider in front of you when he was in front of the opening. Pick up the first aid kit on your right. Grab the weed packet behind the divider. Pick up ammo you need, and move to the next area. Run forward to the wooden table and look to your right. Shoot the enemy sitting on the couch before he has a chance to get up. Lean up against the right of the doorway, and shoot the enemy inside when he runs out and attempts to shoot you. In the next room, take cover immediately. Pop up with your shotgun and shoot all the enemies as they expose themselves to take shots at you. Check behind the cubicle for a pack of weed. Reload, and pick up the ammo and the health pack. Proceed through the door beside the computers. Immediately sprint towards the giant red shelf and take cover behind it. Pop out and shoot the three enemies standing beside the sink with your shotgun. Sprint into the first car pit and use the side as cover. Reload the shotgun, then stand up and shoot the three enemies hiding in the pit. The final enemies will hide behind the pile of tires behind the pit. Get down, switch to your pistol, stand up, and shoot him. Pick up the weed from inside the first car pit, and grab the FlashRAM off of the table next to the laptop in the corner of the room. Exit through the door. As soon as you enter the room, sprint forward, and look toward the left. Quickly shoot the enemy standing there waving to his buddies with the shotgun before he fires at you. Now use the car as cover. From the hood, stand up and blast the enemy who emerges from behind the red shelf. A second will follow. Shoot him in a similar manner. Switch to the pistol to shoot the enemy hiding behind the other car towards the back of the room. Duck down, and switch to your pistol. The final enemy starts sprinting toward the red shelf. Take him out quickly.

If he is hiding behind the car with the other thug, take him out with the pistol. Take the giant package of weed at the back of the room. Your objective now is to escape the garage. Exit through the door. You will emerge in an alley. Move forward, and you will likely be spotted by a camera (you can choose to shoot this out to reduce the number of enemies). Grab the weed and run out toward the left of the van with your shotgun. If you're quick, you can take out all 3 enemies here before they can raise their guns. When they are dead, move to the next area through the big wooden gate. You will immediately be spotted by a camera in the next area. Sprint towards the second collection of planters and use it as cover. Take out your shotgun, and you can kill three enemies hiding beside the pickup truck right in front of you. Reload your shotgun, then stand up again and start blasting the collection of enemies behind the third planter in front of you. Switch to your pistol to take out the two enemies hiding behind the blue car to the left of the third planter. When they are dead, sprint for the chain link gate next to the pickup truck to finish the level.

In the time between missions, sell all the drugs you got on your mission, and complete the hacking for the shotgun upgrades. Then pour all the money you have into shotgun upgrades. If you reach max level, save your money until the next intermission.

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6. Airfield
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"When you hit the place, hit them hard. Once we know the routes they're using into our airspace, U.S customs will be able to intercept them."

Best loadout: Pistol, Shotgun
Best Suit: Normal

When you start the level, sprint towards the front of the truck, and use it as cover. The enemies are already alerted to your presence. Once you scare them into moving around, sprint towards the back of the truck and take cover behind the large purple crate. Use your pistol to pick off the enemy that will shoot you in the distance from behind a cardboard box. Move to the cardboard box to the left of your purple crate and use it as cover. An enemy will run out into the open to shoot you. Take him out. Get up, and run past the blue crate on your left and around the corner, mashing X. You will likely smack an enemy with a melee attack. If he does not die, keep hitting him with melee attacks. If the enemy is not there, use the stack of cardboard boxes and take out both of the enemies behind the pickup truck. If you smacked the enemy to death, there will only be one enemy with deal with behind the pickup truck. When they are all dead, reload your pistol, and pick up the ammo they dropped. Equip your shotgun and go through the double doors. When you get inside the building, go into a crouch. Sneak forward a little into the room, and you will see a doorway leading to a room on the right. Grab the first aid kit, and sneak up the stairs. Shotgun the enemy at the top of the stairs, and grab the packet of weed beside him. To the side of the stairs is a table with a laptop and the mission's FlashRAM on it. Take it and go back downstairs. Proceed along the warehouse, and you will encounter an enemy.

Shotgun him. Head into a room on the right. Shotgun the enemy in this room. In the center of the warehouse, you will find an enemy with a shotgun. Take him out before he shoots you in the back. Reload both guns, and pick up any ammo you need. Head through the double doors at the end of the room. Go into a crouch as soon as you get into the next room. Sneak along until you see the enemy with a shotgun. Shoot him, then raise from your crouch and grab the pack of weed from the left side of the room. Reload, and go through the giant gate. Run forward and use the stack of wood as cover. Use your pistol to blow the propane container near the truck to damage the enemies hiding behind it. This will cause the entire gas station to blow up. Break away from cover, but remain standing behind the wood. Turn to your right and look for a thug standing on top of a raised platform. He has an assault rifle that can be quite damage, so go into a crouch and quickly take him out without your pistol. Lean against the wood again, this time shooting out the left side of it. Take out any remaining enemies that will dash out from behind the truck to try and shoot you. Reload your pistol and equip your shotgun. Sprint behind the truck and grab the weed packet. An enemy will turn the corner from behind the gas station as your sprint toward it. Stop and blast him with the shotgun. Sprint around the corner past the pickup truck to the dumpster on the right of the pickup truck. Use this as cover. A thug will be using the other side as cover, so shotgun him before he can run away. Use your pistol to shoot the final thug, who is using the dumpster on your left as cover. When he is dead, reload, pick up ammo, and proceed through the double doors. Go into a crouch here, and wait by the cardboard boxes. An enemy will walk in front of you. Blast him with the shotgun. Another enemy will come running down the stairs in front of you. Blast him with the shotgun as well. Reload, and sprint all the way up the stairs to the door to the next area. Sprinting into the room, blast the enemy coming down the stairs with your shotgun, and run up those stairs. Grab the first aid kit and the weed pack. Run back down the stairs, and use the large table as cover. Blast the two remaining enemies in the room with the shotgun. Reload, pick up the ammo, and proceed through the door to the next room, with your shotgun still equipped. In the next room, simply run forward and blast both enemies with your shotgun before they have a chance to react. Reload and move to the next room. Take cover behind the largest shelf, on lean to the left side to take a shot at the enemy who will run out into the open beside the computer chair. Move into the doorway, and equip your pistol. Use the side of the top of the stairs as cover. Shoot the barrel beside the two enemies before you sprint down the stairs. This should take out both of the enemies on the visible side of the hangar, as well as setting the plane on fire. Sprint down the stairs and run toward the large blue crate. Use it as cover. Shoot out the left side to pick off the remaining two enemies. Backtrack and grab the packet of weed from under the stairs. Proceed through the grey hangar door the end of the room to finish the mission.

In between missions, sell all the drugs you got on your previous mission, and finish upgrading the shotgun if you didn't do so in the previous mission. Go to the tailor and purchase the reputation suit. Upgrade this suit as much as you can.

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7. Nightclub
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"Can you believe the balls on these guys? They're having a launch party for their new line of crystal-meth at a place downtown, Club Blowup. Gatecrash the party."

Best loadout: Pistol, Shotgun
Best Suit: Reputation.

Equip your shotgun and sprint forward. Shoot the enemy to your right as soon as you see him. His buddy will run around the corner to check the noise, and find you standing there. He will dash back around the corner to alert his buddies. Follow after him.

Blast the enemy standing beside the pickup truck trying to kill you.

Advance around the corner and shoot the enemy ducking behind the dumpster to your right. Shoot out the camera directly above you to avoid alerting more enemies. Reload, gather ammo, and pick up the first aid kit behind the dumpster the thug was hiding behind.

Go down the stairs and enter through the back doors of the club with your shotgun still equipped. You will enter the room crouched. Sneak forward and keep along the right wall. An enemy will run out in front of you beside the shelf. Take him down with the shotgun.

Sprint behind the barrels and pick up the packet of meth. Now sprint over to the stairwell and all the way to the top.

Blast the enemies there before they have a chance to fire at you.

Reload, and proceed through the door at the top of the stairs. In the next room, ignore the red double doors in front of you, and look to the right of them.

You will see a single red door. Proceed through this door with your shotgun equipped. You will emerge in a room with a stack of cardboard boxes in front of you.

Sprint up beside the large pile of crates and cardboard boxes, and wait there with your gun pointed towards the corner. An enemy will come to check the sound of your footsteps.

Blast him when he does. His friend should come running over.

Kill him the same way you killed his partner. Reload, grab the ammo, and make sure to take the packet of meth behind the large pile of boxes just around the corner. Proceed through

the door down the hallway with your pistol equipped.

Immediately look to your left to the bar.

Run behind it, and use it as cover. You will be spotted on camera.

Stand up and shoot the two enemies

to your right hiding behind the boxes and speakers. Duck down, and find the enemy on your left crouched

under a fallen speaker. Shoot him before he sprays the bar with bullets.

The final enemy will be hiding

behind a stack of cardboard boxes to the very left of the room.

Reload your pistol, and gather the ammo.

Keep your pistol equipped for the next room. Leave this room through either of the double doors across from the bar. You will emerge in a large dance room.

Sprint forward to the large speaker in front of you, and knock it down.

Using it as cover, pick off the enemies across the dance floor from you.

Sprint to one of the double speakers across from the double steps, and use it as cover to kill the enemy with the assault rifle on top. Sprint up the right steps with your shotgun and blast the enemy that runs out of the doorway on the right. Swap your pistol for the assault rifle the steps enemy dropped, gather any shotgun ammo you need, and enter the next room with your shotgun. Take cover using the wall right in front of the door. If an enemy runs up close to your position, blast him with the shotgun. If not, switch to the assault rifle and pick the enemies off down the hall. They will use the wall openings on both sides as cover. Shoot them when they run out into the open to take a shot at you. Switch to your shotgun and advance. Look to your right to see a storeroom. There will be an enemy standing inside of it with a shotgun. Take him out before he shoots you. Destroy the control panel on the wall, and turn around. Blast the enemy who runs into the doorway, and grab the first aid kit beside the boxes. Exit out of the room. Run to the right of the doorway and proceed down the stairs. Shoot the enemy who appears around the left corner. Turn to your right and take cover at the couch. Stand up and pick off the two enemies in this room. Vault over the couch, and grab the FlashRAM off of the pool table. Gather the ammo, and proceed through the door next to the pool tables with your shotgun equipped. Advance, and shoot both enemies who run out in front of you. Check the stalls for a first aid kit. Advance through the door to the right of where the enemies appeared. Immediately unload on the enemy who runs in front of the turnstalls. Sprint toward the turnstalls, and press X to dive over them when you get close enough. Keep sprint for the doors, ignoring the enemy to your right. You will see the mission end.

In between missions, buy the assault rifle, then continue the reputation suit. Sell the drugs you retrieved in the previous mission. If you have money left over, spend it on buying the armor suit.

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8. Trailer Park
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"The cartel are delivering a supply of chemicals used to produce crystal-meth to a trailer park on the edge of town. Shut the place down and find out where their supply of chemicals is coming from."

Best loadout: Assault Rifle, Shotgun
Best Suit: Reputation.

Sprint forward past all the construction equipment to the painted gate on the left side. Take cover with the fridge in front of you. Lean out and shoot the enemy patrolling right in front of you. His partner will pop up beside the pickup truck. Shoot him too, and reload. Exit cover and gather ammo. Go through the "Keep Clear" gate beside the pickup truck. Sprint forward shoot the guard standing under the security camera. Shoot the guy beside him using the pillar as cover. Turn to your left and shoot the enemy beside you hiding under the crate with a shotgun. Head inside the trailer and take the FlashRAM. When you exit, you will hear an enemy taunting you. Shoot him when he comes into view. Move through the "Keep Clear" door opposite the trailer's doorway. Use the giant mound of garbage as cover. Blast the guard patrolling in front of you with the shotgun. An enemy will run out onto the playground.

Switch to the assault rifle and kill him. A third will run behind the slides and use them as cover. Wait until he stands up and shoot him. Look behind the mound of garbage to your right to find a bag of meth. Move through the "Keep clear" door to the next area. use the wooden table as cover. Fire a shot into the open doorway of the trailer you are facing. This will alert the guards to your presence. Stand up and shoot the first guard who runs out to the wooden table beside the trailer and attempts to use it as cover. Equip your shotgun and enter the trailer on your left. Shoot the enemy with the shotgun to the right of the doorway as you enter. Blast the chemical equipment and sprint out of the trailer to the wooden table the enemy was using as cover. Reload your shotgun, and get up. Enter the second trailer just enough to blast the chemical equipment. Sprint out of the trailer through the "Keep Clear" gate. Take cover with the wall in front of you. Lean out with the assault rifle and shoot the enemy standing in the open. Sprint forward to and use the pile of sandbags as cover to shoot the rest of the enemies. Shoot the enemy standing in the bed of the truck. Proceed through the gate behind the truck. Enter the trailer on your left with the shotgun. Blast the enemy who runs in front of the doorway, and shoot the chemicals. Run out of the trailer and across the yard to the next one. Shoot the enemy hiding behind the red crate right beside the trailer, and enter it with your shotgun. Blast the chemicals and sprint outside to the red crate on wheels. Use it as cover as you kill the guard with the assault rifle across the yard from you. Reload, and enter the shack with the open doorway. Enter the next area with your shotgun. Shoot the enemies before they take cover. Grab the packet of meth, take the ammo, and reload before you go into the next area. use the wooden table in front of you as cover. Stand up and blast the enemies when they stand up. In the next area, use the tool table in front of you as cover and stand up to shoot the enemies with the assault rifle when they stand up in an attempt to shoot you. Reload and gather ammo, then go through the door to the next area. Use the red cart as you pick off the enemies in the yard. Ignore the trailer on your left, and sprint through the yard to go through the gate at the back of the yard. In the next area, immediately raise your gun and shoot the guard in front of you. Another will come running, so dispatch him in the same way. Look in the third row of machines for the third enemy and kill him. Run forward and through the gate.

In between missions, finish upgrading the reputation suit if you haven't already. Start investing some more money into the armor suit in case you become stuck on any of the missions.

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9. Industrial Estate
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"We hit paydirt here. The head of the cartel is Phillip Sonderman. You remember him- the wall street financier responsible for that big phony share-dealing scam? Shut down that factory and get the location of Sonderman and the remaining drug labs."

Best loadout: Pistol, Shotgun
Best Suit: Reputation.

Sprint forward and open the big garage door to get to the next area.

Equip the shotgun and go through the doorway in front of you. You will attract fire from the left doorway. Shoot the enemy who shot you, and enter the room on the right. Shotgun the enemy inside of it and enter the left room. Sprint to the left and pick up the bag of meth, then use the shotgun on the enemy behind you. Use the pillars as cover as you shoot the final enemy in the room. Reload, pick up ammo, then proceed through the rusty door. Equip your pistol and round the corner. Sprint all the way forward to the foremost stack of cardboard boxes, and use it as cover to pick off the enemies in front of you. They should stand right next to each other when they exit cover, so you should have no problem hitting them. Reload, sprint up to their bodies, and gather their ammo. Sprint to the end of the path and enter the next area through a garage door. Run around the corner and use the large pile of wood as cover while you pick off the enemy across the canal from you. When he is dead, move out into the open and kill the enemy on top of the bridge. Sprint up the stairs, across the bridge, and down the ramp. use the pile of wood with a cardboard box on top of it as your cover. Pick off enemies until the firing stops. Equip the shotgun and move to the back of the truck trailer. Shoot the enemy that comes running out of the back. When he is dead, enter the back of the truck to find a first aid kit and a bag of meth. Reload, and move to the next area. Enter the offices in front of you and Shotgun the enemy sitting in the chair. Pick up the FlashRAM. Dive through the window in the hallway, and proceed to the next room. use the stack of cardboard boxes as cover and shoot the guard shooting at you through the window, then shoot the gas tank in front of you in the room. This will kill the guard hiding behind the boxes. Shotgun the two other enemies who are standing in the doorway. Reload, grab the bag of meth under the window and proceed through the door. Using the cardboard box as cover, stand up and blast the gas tanks in the middle of the room. This should kill all three guards in the room. Blow up all the machines. Grab the bag of meth beside you, and take the ammo. Reload, and go into the next area. Take the first aid kit, and take cover behind the cardboard boxes. Shoot the two enemies who stand in the open and try to kill you. Advance to the next room through the blue door. Shotgun the enemy in front of you, then take cover and use your pistol to shoot the enemies on the level above you. Reload your pistol, then move to the next room. Use the wooden crates as cover as you shoot the enemies in the room. Sprint forward into the room, then turn around and aim upwards. Shoot the enemy on the platform above you. Reload and move to the next room. Shoot the enemy you see as soon as you enter the room. Use the wooden and cardboard stacks as cover. Shoot all the enemies including the one on top of the bridge. Sprint across the bridge and turn to your left. Sprint to your boat to end the level.

In between missions, sell all the drugs you obtained on the mission, and buy any weapons you would like.

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10. Hotel
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"I got a cousin who knows the scene. He can get you in there undercover. Gonna have to be careful, man-them Columbians, they crazy loco."

Best loadout: Assault Rifle, Shotgun

Best Suit: Reputation.

Your goal is to escape the hotel. If you wait in the room, a guard will investigate the commotion. When he sees the bodies, he runs back into the adjacent bedroom. Run in after him with the shotgun and kill both enemies here. Collect the first aid kit from the bathroom. Sprint back into the main room, and out onto the patio. Dive over the divider to the adjacent patio. Use the potted plant to the left of the doorway as cover. Shoot the three enemies inside the room, then move in and pick up the ammo. Move through the room door to exit to the hallway. Sprint forward, and shoot the enemy running away from you. Sprint to the statue, and knock it down to use it as cover. Shoot the enemy right in front of you, then vault over the statue, and sprint around the corner. Use the first couch as cover. Stand up and shoot the enemy inside this room when he stands up. Head through the doorway that has the fire exit sign above it. Move into the elevator and ride it downstairs. Move down the hallway with your assault rifle ready, and enter the doorway. Look to your right and kill the enemy before he runs for cover. Sprint to the statue and knock it down. Stand up and shoot the enemy that runs in front of you. Turn around, and shoot the enemy trying to flank you. Now move to the very right side of the room and proceed down that hall. Sprint to the left brick pillar, and use it as cover to pick off the enemies in the hall ahead of you. Reload, and enter the room on the right of the service cart. Check in the bathroom for a bundle of cocaine. Exit back into the hall and pick up the ammo. Check the room in the other hall for another bundle of cocaine. Proceed through the door at the end of the hall. Equip your shotgun and move down the ramp. Go through the doorway and blast both enemies. Pick up the first aid kit behind a laundry machine, and move to the next room. Shoot out the camera before it sees you. Go to the right side of the room and move down that hall. Sprint to the service cart on the left and use it as cover. Pop out and shoot the enemy hiding near the couches. Sprint to the elevator on your right and use it to ride to the ground floor. Use the wall directly in front of you to pick off the enemies that come running up. Reload, and exit the cover. Run into the room, and use one of the pillars as cover as you use your assault rifle to pick off the enemies on the ground floor. Run down the stairs with the shotgun and finish off any enemies you couldn't hit from the balcony. Pick up the cocaine packet near the front door. Vault over the front counter to pick up the FlashRAM. Exit out of the front door with your shotgun ready. Sprint forward to the table and use it as cover. Shotgun the enemy behind the other table, and the enemy behind the bar. Reload your shotgun and exit through the doors on the left of the bar. Run straight forward and ignore the enemies here, down the stairs to finish the level.

Between missions, sell your drugs and buy whatever you choose to pick up. If you want, you can complete some of the hacking missions to obtain additional upgrades, though these are not needed at all.

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"This place is a major Sangrenegra cartel stronghold. If you can get information on the coke shipment coming in, then we can hit them before it even arrives in Miami."

Best loadout: Pistol, Shotgun
Best Suit: Reputation.

Proceed through the docks and up the stairs. Look to your right to see an enemy. Use the cardboard boxes on the left for cover as you pick him off with your pistol or shotgun. Pick up the ammo, and make sure you have your shotgun equipped before entering the building through the door. Take cover behind that table in front of you. Stand up and blast the patrolling enemy in front of the table. Duck back behind the table, and switch to your pistol to shoot the two enemies at the other end of the room. Reload both of your guns, pick up the ammo, and pick up the packet of cocaine behind the shelf one of the enemies was using as cover. Crouch, and turn to your right. You will see an enemy rounding the corner. Equip your shotgun, and sneak around the corner. Blast him with the shotgun in the back. Sprint over to the cardboard boxes, and use them as cover. Shoot the enemy just ahead of you, beside the railing. Switch to your pistol, and exit cover. Sprint to the bright blue crates and use them as cover. Shoot the enemy using the board as cover. Reload, and go through the doors to the left of the board. Sneak forward, and turn to your right. Shoot the enemy in front of you with the shotgun. Use the board beside you as cover. Shoot the enemy on the platform below you. Exit cover and sprint down the ramp. Run up the stairs on the other side of the platform, and around the corner to find a packet of cocaine. Go back around the corner and through the door. Take cover behind the couch. Stand up and shoot the enemy directly in front of you. The enemy to the left should run for cover. Shoot him when he runs out of cover to take a shot at you. Two more enemies should come running through the doorway. One will stand his ground and try to shoot you, and the other will run back into the doorway. Shoot the one who stayed in the room first, then wait for the other one to run back into the doorway. Shoot him and reload. Gather ammo, the first aid kit beside the computers, and the packet of cocaine behind the tv next to the couches. Move into the next area through the doorway behind the security computers. In the next area, you will immediately be seen by a security camera. Go into a crouch, and sneak through the corridor. You will see an enemy through a window trying to shoot you. Stand up and shoot him with the pistol. Ignore the gunfire, and run through the corridor to the opening. Don't sprint straight for the first aid kit, as there is an enemy just around the corner with an assault rifle. Shoot him first, then pick up the kit. Ignore the sniper through the window, and sprint down the stairs and through the door. Switch to your shotgun, and use the shelf as cover. Blast the two enemies in the room, then vault over the shelf opening. Reload both your guns before proceeding through to the next area. Once again, you will be spotted by a security camera before you even have a chance to move. Sprint up the ramp and blast the enemy at the top. Go through the door. Turn to your left, and use the barrels as cover. Use your shotgun, and blast the area where all three enemies are standing. You should be able to take them out with the entire tube of the shotgun. Reload, and gather the ammo. Go around the barrels to find a packet of cocaine. On the other side of some blue boxes next to packet of cocaine is a first aid kit. Reload, and switch to your pistol before proceeding to the next area.

Immediately turn to your right and shoot the enemy before he has the chance to deplete your health too much. Equip your shotgun, round the corner, and blast the enemy waiting there for you. Take cover behind the blue boxes and switch back to your pistol. Wait until the enemies up ahead have stopped to reload, then exit cover and sprint across the ramp all the way to the blue boxes. Use the boxes as cover. Use your pistol to shoot the two enemies on this platform. Reload, and go through the door on your right with your shotgun equipped. Turn to you right, and shoot the enemy quickly. use the barrels beside you as cover while you shoot the enemies across the room from you. Reload, and sprint around the room to gather the packet of cocaine. Go down the ramp in the middle of the room beside the boat and go through the door at the bottom. Shoot the two enemies on the dock with your pistol, then sprint to the boat at the end of the pier. Ignore the sniper on the platform above, and heal if he damages you too much while you sprint.

Between missions, sell your drugs and spend your money as you wish.

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12. Container Ship
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"Whatever you paid Freddie, it was worth it. If you can get Sangrenegra, then his whole cartel's out of business."

This is the last mission. Like most of the tv episodes, the game will end with a massive gun battle near the waterfront.

Best loadout: Assault Rifle, Shotgun
Best Suit: Reputation.

The mission begins with you hiding behind a sports car. Immediately use it as cover, and crawl over to the front side of the car. Lean out and shoot the camera in the distance with your assault rifle. The enemies will run for cover. Shoot the enemy on the right while in the same position. Slide back into cover, reload, and move over to the front wheel. Now stand up and shoot the other two enemies when they stand out in the open to try and shoot you. A fourth will come running out from behind the stack of cardboard boxes near the shack. Shoot him and reload. Exit cover, and gather any ammo you need. Do not bothering entering the shack. Run up the red cargo ramp beside the car you started at. When you arrive at the top, start sneaking until you round the corner. Use the stack of cardboard boxes as cover until a patrolling enemy comes around the corner. Shoot him, then exit cover. Use the other side of the cardboard box as cover, and slide over to the low crate. Stand up and shoot the enemy standing in front of you. Reload, and vault over the crate. Take the assault rifle ammo, and sprint foward. Shoot the enemy ahead of you calling to his buddies for help. Turn to your right and kill the shotgun enemy before he does too much damage to you. Search the area with crates behind where the shotgun enemy was standing for a first aid kit. Sprint down the corridor until you reach a large opening. Start to sneak, and use the container next to the next corridor as cover. You will see an enemy walking towards you. Shoot him, and his buddy in the corner will run to him.

Shoot him as well, then reload and exit cover. Continue sprinting along the corridor past the cardboard boxes. Sprint to the large stacks of rolled up wire, and use it as cover. Shoot the enemy patrolling in front of you, then exit cover and move forward to the crate. Use it as cover. An enemy will run out in front of you. Stand up and shoot him, then reload and vault over the box. Sprint over to the crate in front of you, and use it as cover. Stand up and shoot the three enemies across the water from you. Three more will run out. Shoot them as well. Exit cover and sprint along the path. Proceed through the large blue container. When you look to your right, you will find the area where the enemies across the water were standing. Pick up any ammo you need, as well as picking up a packet of cocaine. Return back to the main path. Past the two flaming barrels and the crate, you will find another container ramp such as the one you used to board the ship. Sprint down this container over to the rusty crate in front of you. Use the side of the crate next to the tall container. Stand up and shoot the shotgun enemy on a raised container, as well as the three enemies on the ground. Reload, exit cover, and take the ammo. There is also a first aid kit under where the shotgun enemy was standing. Proceed through the door beside the loading gate. Turn to your right immediately and shoot the enemies. Turn around, and shoot the enemy trying to flank you. Proceed into the open, and shoot the camera. Sprint past the wire stack with your shotgun ready. Blast the enemy hiding behind it. Sprint past the cardboard boxes and over to the outhouse. Knock it down and use it as cover. You will see a raised platform ahead of you. Enemies will attempt to shoot you from there. Stand up when the first patrolling enemy appears, and kill him. The other enemies in the area will be alerted. An enemy will hide behind explosive barrels directly ahead of you. Blow up the barrels by shooting them to quickly kill the enemy. Exit cover, and you will see one more enemy waiting for you by the wood stacks on your right. Shoot him before he inflicts too much damage. Take the packet of cocaine behind where the barrel enemy was hiding. Sprint up the ramp and look behind the dumpsters for a first aid kit. Sprint up the container ramp and look to the right. Use the first pillar as cover, and shoot all the enemies down this corridor. At the end of the corridor, you will see a stairway leading downwards. Equip the shotgun and sprint down the stairs, then do a quickturn and blast the enemy waiting under the stairs. Do another quick turn as the enemy in front of you stands up. Blast him with the shotgun as well. Look in the area under the stairs for a first aid kit and a packet of cocaine. Switch back to your assault rifle and approach the lower walkway. Fire a shot down into the area to alert the enemies. From here, pick off any enemies you can hit. When the ones you can hit are dead, switch to the shotgun and sprint down the ramp. Right behind the cardboard boxes is an enemy. Blast him, and clear out the main area of enemies. There should only be one or two left. Make sure both guns are fully loaded, and run up the stairs. Run through the container and look to the right. Take cover behind that giant red container. Look to the left and blast the enemy with your shotgun. Exit cover and switch to your assault rifle. An enemy will run out into the open on your right. Shoot him and reload. Take the packet of cocaine under the stairs. Approach the stairs and sprint up the first flight with your shotgun equipped. Use the cardboard boxes as cover on the first level to shoot the enemy waiting here with an assault rifle. Enter the ship through the iron door. Sprint down the stairs and towards the left machine. Use it as cover. Take out the two enemies on top, and the four enemies on the bottom.

Take the packet of cocaine in the corner, and the first aid kit between the left side machines. Reload both guns and equip your shotgun. Sprint up the stairs. Go up another set of stairs and straight into the doorway. Use the first crate as cover. Blast the three enemies right in front of you. Reload your shotgun and gather the ammo. Pick up the packet of cocaine in the corner of the room. Sprint into the next room, and use the left wall as cover. You can probably see the enemies crouching in the corner waiting for you. Use your shotgun and sweep this corridor. When the first group are dead, and straight down the hall and start shooting. Three enemies will come running out, and you will mow them down with your shotgun pellets. Reload and gather ammo. Sprint to the end of the corridor and look to your left. You will see an open doorway. Use the right side of the doorway as cover. Blast all the enemies that will come running out into the open to shoot at you, then switch to your assault rifle to take out the enemy on the raised platform. Reload, and sprint up the steps. Pick up the cocaine packet, and enter the open room to confront Sangrenegra!

SPOILERS

Sangrenegra gets shot by a sniper. We see Castillo drinking coffee. First time we've actually seen the man. We also find out Freddie's been whacked. The credits will roll. You've finished the game!

END SPOILERS

After the credits

You will be taken back to the mission map, except without a day limit on your activities. You can now play any mission you please, in any order. You can still buy information from Freddie, can you can still continue selling drugs and buying things. You can now unlock the cheat suit.

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13. Private Harbor

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Your objective is to get to the end of the level and destroy the yacht. Shoot all the speedboats, and follow the harbor layout. It's linear. Just remember to reload when you're in between enemies so that you're not reloading while getting shot at. When you get to the end of the harbor, just unload on the yacht until it sinks. You will get a cutscene telling you that the yacht has been sunk.

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14. Everglades

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Follow the mostly linear course and destroy all the gang speedboats.

Pick up th drug packets that they drop. Reload between enemies.
When you have killed all the enemies and rounded the course,
you will see a cutscene and the mission will end.

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15. Offshore

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The goal is to get to the end of the level and plant a tracer on the cargo ship. Follow the trail of guard speed boats, and destroy them. Be careful navigating the beach as getting stuck might offer the guard boats a couple of free shots at you. Once you reach the end of the level and destroy the final boat, you will finish the mission.

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Others

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16. Cheat SUIt

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The cheat suit is unlocked after beating the game on any difficulty, and obtaining a reputation of 300 or higher on the same save file. You must also complete the hacking MiniGam. After buying the cheat suit, you have to upgrade it four times before it reaches full potential. Each upgrade adds a cheat to the suit.

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17. Credits

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Thanks to you, for reading this, and me for writing it.

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