

Miami Vice: The Game Hacking FAQ

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Miami Vice: The Game - Hacking FAQ

By UnknownMercenary

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Update: Added an alternate strategy for AR hack phase 3.

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1 - Introduction

I decided to write this FAQ after finding the hacking minigame incredibly hard to pass. It is quite difficult until you spend a lot of time using trial and error to figure out the patterns required to pass each FlashRAM hack.

2 - How Hacking Works

The basics of hacking are as follows: you control the little triangle. The squares are the firewalls that contain data pieces you need to collect. Destroy the squares to get them. The circles they drop are data pieces. The red crosses the squares shoot are spikes that will destroy data. You control the triangle with the analog nub, and the only attack you have is a charging attack, which you can charge and detonate with X. You should stick with using mostly fully charged attacks, since anything less won't do much. If you hit a square or a spike you will lose the charge you had on your attack, and hitting a spike also makes you lose a data piece. You have a 60 second time limit for every phase, and each FlashRAM has 3 phases to pass. You must pass all 3 phases in one go; if you fail on any phase you must restart the hack from phase 1.

3 - Tips & Tricks

- You can trigger a chain reaction explosion by either detonating the spikes that squares shoot or by making multiple squares explode nearby, since each explosion creates a damaging radius.
- 90% of the time the game will only respawn a square once the circle it left behind is picked up. Use this to your advantage.
- Circles never disappear or get destroyed; use in conjunction with tip #2.

4 - Hacks

Shotgun Upgrades

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Phase 1 - 4 moving firewalls spawn. Charge up and then detonate them when they get close.

Phase 2 - 4 moving firewalls, and two of them shoot spikes and rotate slowly. Take out the ones that shoot spikes and then focus on the non-lethal ones. not too difficult.

Phase 3 - Two pieces spawn at opposite corners and one will move up while the other moves down. Stay in the centre charging up, and then both streams are about the hit you detonate so it takes out both of the squares. Grab the circles, then return to the centre and repeat these steps.

#### SMG upgrades

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Phase 1 - Two pieces spawn at opposite corners and one will move left while the other moves right. Stay in the centre charging up, and then both streams are about the hit you detonate so it takes out both of the squares. Grab the circles, then return to the centre and repeat these steps.

Phase 2 - Same as phase 1 except the twist is that 2 non-lethal moving firewalls will show up. You can take out all 4 with one huge explosion, and then grab the circles and repeat.

Phase 3 - Same thing we've seen before - two pieces spawn at opposite corners and one will move up while the other moves down. Stay in the centre charging up, and then both streams are about the hit you detonate so it takes out both of the squares. Grab the circles, then return to the centre and repeat these steps.

Weed Baron Location

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Phase 1 - 4 moving squares will spawn - 2 at the top and 2 at the bottom. They will move horizontally shooting spikes. Their streams of fire will cross so wait til they do and then detonate a full charge to take out all four. Grab the data circles and repeat.

Phase 2 - Same as phase 1 except they squares aren't fixed in horizontal movement.

Phase 3 - A whole bunch of squares will spawn at the bottom. they will rotate and shoot spikes. destroy the trails of spikes to detonate a whole bunch of firewalls and then grab the circles they while watching out for spikes headed in your direction.

#### Carbine Upgrades

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Phase 1 - Starts out pretty easy. 6 stationary firewalls. Detonate enough in the time limit.

Phase 2 - 6 moving squares, 3 of which shoot left and 3 of which shoot right. Kind of tricky, as you have to weave and dodge incoming fire, but just charge up and create a huge explosion, grab the circles dropped and repeat.

Phase 3 - Two pieces spawn at opposite corners and one will move up while the other moves down. Stay in the centre charging up, and then both streams are about the hit you detonate so it takes out both of the squares. Grab the circles, then return to the centre and repeat these steps.

Meth Baron Location

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Phase 1 - Move down a bit and to the left, wait for the left square to come close to you then detonate at full charge. When the right one bounces back it will bunch up its spikes as the respawned left one comes at you. Detonate the spikes to take both out. Repeat this sequence.

Phase 2 - Two squares will spawn in the top left corner and move to the right shooting spikes. One square will spawn in the bottom right corner and move left while shooting spikes. Move to the right and try to take out the top two, if not all three in one go. Grab the circles dropped by the pair of squares and note where they spawn - ideally the game

should respawn them in the original position, if not then at least spawning them together as a pair. Go to the far side of their spawn (they will move towards you) then detonate as one comes close - the full charge should take out both. Repeat. This takes quite a bit of trial and error as the game doesn't always follow the spawning rule, but it's the only surefire way I've found.

Phase 3 - This one is a toughie. Looks simple at first. 3 squares will spawn at a time but 1 will randomly disappear. Try to target 2 squares that are close together so you can take out both. once you've taken out 2 the 3rd will disappear and more spawn.

#### Assault Rifle Upgrades

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Phase 1 - Move down to the lower left hand corner and stay next to the spinning one shooting spikes. One of the bouncing squares will move to you. Charge and detonate so that you take out the moving one and the shooting one at the same time. Repeat this process. If the game respawns a 3rd moving square instead of a shooting one, detonate them and move on and eventually it will respawn a shooting one.

Phase 2 - Move slightly down and to the left. Two shooting squares will rotate and time the detonation so that it will hit both streams of fire when they cross. Next detonate the two roaming squares repeatedly. Sometimes the game likes to spawn a roaming square and a shooting square instead of 2 roaming squares, and the chances of that happening are about 30%.

Phase 3 - Oooh, tough. This is what makes the assault rifle hack the hardest. Detonate a charge on each side that you take out the shooting ones in all four corners. Then, you'll have to be nimble - blow up the 2 fast moving ones repeatedly. If the game spawns a shooting one, make that your priority. Once you have about 2 to 4 more data pieces you need, quickly grab from the corners. You have very little room for error with this strategy, so if anybody knows a better one, let me know. UPDATE: An alternative strategy is to let one corner square remain, charge up and time your detonation to take out the corner square and the two roaming ones. I use the top-left corner square with this strategy. It's riskier, but you're not as pressed for time.

Coke Baron Location

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Phase 1 - This one is much easier than the last 2. A whole crowd of moving squares will spawn and they will shoot upward. Stay on the bottom half of the screen and detonate as a whole crowd moves by, then quickly grab the circles while avoiding any spikes.

Phase 2 - Literally the same as phase one although they don't crowd as much.

Phase 3 - Same as phases 1 and 2 but they shoot down instead of up.

#### Sniper Rifle Upgrades

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Phase 1 - Another easy hack. A whole bunch of slow moving squares will spawn filling up almost the whole screen. Go to some empty space and charge up, and then take out a whole bunch. Repeat.

Phase 2 - Same as phase 1 except more crowded, but you still have room to maneuver.

Phase 3 - This one is pretty hard until you know the trick. A crowded bunch of squares will spawn at the top of the screen spraying spikes. Make a small detonation (hold for about a second then release X) and you should take out a sizeable crowd. The ensuing explosions of these squares will take out more squares as they spawn. Now just move to the top of the screen and grab all of the circles. Easy peasy.

Unlock Cheat Suit

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Phase 1 - A bit tricky but not too hard. About 4 squares will spawn and they'll all be rotating while shooting spikes. Trigger a chain reaction to take about a handful of them and then quickly grab the data while avoiding the spikes. There's no surefire strategy here but keep trying; it gets easier from here.

Phase 2 - A whole \*\*\*\*ing \*\*\*\*load of firewalls will show up shooting spikes all over. Charge up about 1/3 of the bar and then detonate. It should take out most of the squares on the screen, and leave more than enough data to complete this phase. Grab it all to finish.

Phase 3 - Same thing we've seen before - two pieces spawn at opposite corners and one will move up while the other moves down. Stay in the centre charging up, and then both streams are about the hit you detonate so it takes out both of the squares. Grab the circles, then return to the centre and repeat these steps.

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## 5 - Conclusion

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I hope you found this FAQ useful, and if you have any tips, email me at:  
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