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=====  
1. Introduction  
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This is my first ever FAQ/Walkthrough i have written. Even though its my first i have tried my hardest to get as much detail in as possible especially on the main missions. If i have made any mistakes e.g. spelling, missed out something etc please contact me on my email address which is either at the top of the FAQ or at the bottom (contact information). Thanks.

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2. Controls  
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These are the basic controls for this game (refer to the game guide for more information).

Standard:  
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- Triangle - Use Justice Meter
- Circle - Jump
- X - Accelerate
- Square - Brake
- L - Target
- R - Shoot
- Start - Pause
- Select - Siren/Horn

Alternate:  
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Triangle - Use Justice Meter  
Circle - Jump  
X - Shoot  
Square - Target  
L - Brake  
R - Accelerate  
Start - Pause  
Select - Siren/Horn

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3. Game Modes  
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1. Race  
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The aim of this mode is to get to the finish line before all of your opponents do. To make this mode easier you get a faster car to start with which is an added bonus. However, this game mode is not available until you have successfully completed the first mission.

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2. Career  
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The Career mode is the main bulk of Pursuit Force. It consists of 30 missions, 6 for each gang. As you progress through the career mode you will also win extra unlockables for example new vehicles, Tracks, images, Player upgrades and many more. To unlock more missions you must have successfully completed each mission for that rank.

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3. Time Trial  
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The Time Trial mode puts you in a race against the clock. The objective of this mode is to get to the finish line with any car of your choice whether it be a 4x4 or a sports car in the fastest possible time. However, you will have to unlock the cars first in career mode to use them in time trial mode. This mode will not be unlocked until you have completed the very first mission.

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4. Hints and Tips  
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1. Driving  
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When you're driving a car or boat, it's important to avoid civilian traffic. Not only does hitting traffic slow you down considerably but, unless you're on a bike, it will count as a Lawbreaker, reducing your justice meter and costing you points. Of course, if your meter is empty, as at the start of the mission, this is not an issue except

for loss of points.

Also take opportunity to ram any criminals' vehicles that you wish to capture. This won't damage you or their vehicles significantly, but it will gain you a brute force bonus to your justice meter. This can allow you to do a justice shot jump when you capture, which is a lot safer.

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2. Capturing  
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Try to capture vehicles with a full justice meter, as the justice shot makes dealing with passengers a lot easier. If you don't have a full justice meter, instead of hiding, try to kill the criminals in the vehicle as quickly as possible, especially if you have a powerful weapon. First, the combo bonuses will allow your justice meter to build up more quickly. Second, especially on later stages, time is at a premium and you can not afford to recharge your health anyway. However, if you have a weak weapon (such as during a Convicts mission) hiding is a good idea.

Remember that you can capture motorbikes without combat, making them a good choice if you want to build up your justice meter.

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3. Heli-Gunning  
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The Helicopter sections are quite difficult. The helicopter and the targets are all moving very fast and the targets are often small. Use the analog nub for control, and only move it a small amount to avoid overshooting the targets. A side effect is that it is quite easy to incur Friendly fire penalties. You don't need to worry about these too much, as you can recover your justice meter by eliminating the targets. It's easier to stop firing than moving the gun.

Lastly, be careful not to let your gun overheat as the time lost from letting it cool down fully more than that lost from stopping firing briefly. You'll know your gun is overheating, as the temperature bar will fill up and the barrel turns red and the gun will fire more erratically.

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4. On foot  
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In a lot of on-foot sections there is no time limit. If this is the case, there is no need to rush. Your health recharges if you haven't been shot for some time, so in these missions find some cover to recuperate, saving your justice meter for when you're badly wounded or surrounded; or for a later driving section.

It is often a good idea to try to arrest enemies instead of killing them, although this does require you to get up close, so plan ahead before doing so. Not only do you earn more points but you can also take their gun from them. If they are armed with a machine gun this makes the stage a lot simpler.

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5. Main missions  
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1. The Capelli family  
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General Hints and tips  
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As the first campaign, the Capellis have the easiest cars to drive. They are quite average, not being especially fast or weak. The Capellis use Equalizer machine guns and the powerful revolver. The equalizer is an excellent weapon, as it can clear a car full of Mobsters as you jump across. The Revolver, while slow, is very powerful, making it good for dealing with boss missions.

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Mission 1: Rat Race  
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As this is an escort mission, with Joey Leone in your passenger seat, you can't swap cars. Your car will be rapidly chewed up by Mobsters' guns, and you can't steal a weapon that's better than your pistol, so you'll have to drive tactically. First make sure you stay well ahead of the indestructible chase car. Also weave between the other traffic, using it as cover, especially while you reload your weapon, and try to make the mobster cars crash into the traffic. Thirdly, remember that filling your justice meter and pressing the triangle button will refill your health, so keep your justice meter high and wait until your health is almost depleted before using it.

Hints  
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- Weave through traffic to avoid too much damage.
- use your justice meter when your health is almost depleted.

Rewards:  
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- Interstate 77 - Route 1 (Time Trial course)

Vehicles:  
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- Hampton Monte Christo
- Hampton Avenger

Image:  
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- Image Number 1

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Mission 2: Cold Contact  
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This mission is properly one of the easiest missions so far. Your only aim is to take out all seven of the mobster speed boats. Your first priority is to swap your pathetic handgun for the more

powerful weapons which your enemies hold, so speed to the first speed boat and take it over, granting you an Equalizer. It's much easier to capture vehicles than to shoot them on this level, so simply jump your way up the convoy of speed boats, killing the crew as you do. This should also fill up your justice meter quickly, enabling you to fire at the crew while you are jumping. Once you capture the seventh and final boat, it's mission complete!

#### Hints

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- Don't turn quickly, it will slow you down considerably.
- Use your Justice meter wisely.

#### Rewards:

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- Laser Law cheat

#### Time Trial:

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- Snowstorm Peaks - Route 1

#### Vehicles:

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- JME Marlin
- KMT Seareaver

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#### Mission 3: Line of Fire

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The first section of this mission requires you to race ahead in your convertible to catch up with 'Deadeye' De Tomaso. This is a very straightforward section of putting your foot to the floor. Once you have caught up with the mobster convoy (2 cars...), you need to keep your distance. The meter at the top of the screen shows how far away you are. Keep in the blue areas to keep close enough to tail them, but not to close as to alert them. The convoy will go through several ninety-degree turns, which makes it easy to get close or too loose them, so go gently through the bends, then burn up to the convoy again. When they catch the Mayor's car, you need to keep him alive until the timer runs out. Destroying the mobster sedan will help, as will keeping yourself between De Tomaso and the mayor.

When the time runs out, the final section starts. Chase De Tomaso in his speed boat and kill him. Keep jumping into the mobster boats chasing you to pick up their more powerful Equalizer or Revolver weapons. De Tomaso will try to snipe at you, so keep out of his sight. Destroy the boat before he leaves the city to successfully complete the 3rd mission.

#### Hints

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- Keep in the blue areas when tailing the convoy.

#### Rewards:

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- Capital City - Route 3 (Time Trial course)

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#### Mission 4: Witness protection

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This is a two part mission. First of all you have to escort three FBI boats in your speedboat. Your convoy will come under attack from pairs of Capelli speedboats as you make your way up the river. At first, the boats come from the same direction, but later on they will try and attack you from both sides. When this occurs it is best to go for the boat in front first, as they tend to be easier to get near. Keep close to the FBI boats and this section should be quite simple. Once you drop off the convoy, you are ambushed at the docks by 12 enemies in total, coming in three waves. When the last wave of boats attack, you can take cover to recover your health behind the large grey crate with CA written on it. As long as you don't rush out on this section you should be alright.

#### Hints

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- If you need a weapon, arrest someone!
- Keep at a steady speed while driving the boat.
- If you don't first succeed try try again!

#### Rewards:

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#### Time Trial

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- Interstate 77 - Route 2

#### Race:

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- First Witness

#### Vehicles:

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- JME Otter IV

#### Image:

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- Image Number 3

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#### Mission 5: Legal Eagle

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This is a three part mission, covering heli-gunning, driving and an on foot section. You have to destroy all seven cars in the Lawyer's convoy within 5km, shooting is the aim here. Ignore their rockets, as eliminating the cars will build your Justice Meter enough to recharge. Near the start, the road goes through a tunnel, bringing you right next to the cars. Use this opportunity to destroy them quickly.

Once the convoy is destroyed, you'll drop onto the Lawyer's car. His driver will attempt to kill you with an Equalizer, so hide from his fire, then shoot him down and take the car. Do this quickly, as there's an indestructible chase car. Race to the Lawyer's house with the Cappelli cars chasing, shoot at and ram them to build your Justice meter so you can recharge your car's health.

Fianlly, you need to clear 14 mobster soldiers from the house grounds. You don't have much time so move quickly. Arrest a few to take their guns and ammo and simply shoot the rest of them, again using your Justice meter to recharge, as there is no time limit. Once there all dead the mission is complete!

Hints

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- Try not to use the machine gun to long as it will overheat.
- Use all the shortcuts you can when you are in the Lawyer's car.

Rewards:

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Time Trial Course:

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- Snowstorm Peaks - Route 3

Race:

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- The Don's Delivery Service

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Mission 6: Don the Run  
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A very simple mission. Simply catch up with the Don's Limo before he gets away and waste him. At the start of the mission it looks like you have a lot of time, the Don's car is very tough, very far way and very well guarded by his seven mobsters. The car limo itself is guarded by two mobsters and a mini gun in the boat. To start with, capture your way up to the escort of mobster cars. There are five saloons, each containing two mobsters with Equalizers, and more sports cars join the chase, each containing a mobster with a Revolver. Take care of all of these cars, then chase after the Don, shooting at him and changing cars when yours gets too damaged. You can only hurt the Don when he stands out on the sunroof, after you shoot the door guards, so keep level. If your health drops too low, use your Justice meter to recharge or capture another car, as the mob sport cars appear a lot. Mission Complete!

Hints

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- You can only shoot Don when he stands out on the sunroof.
- Steal enemy cars to refill your health.

Rewards:

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Time Trial Course:

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- Capital City - Route 7

Vehicle:

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- Zephyr ATS Law Enforcer

=====  
2. The Warlords

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General hints and tips  
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As a military gang, the Warlords' vehicles are slow but very tough. If you have to chase somebody, a Warlords vehicles is not the best option as they are slow. The Warlord's weapons are the AGP 5 and the shotgun. The shotgun can kill anyone in two shots whereas the AGP5 is fast firing and can clear a car full vehicle in one jump.

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Mission 1: Toxic Convoy  
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For this mission, your are required to capture the transport vehicles without damaging the toxic gas tanks, so whatever you do, don't shoot them! The crew of the trnasporters are all carrying AGP 5's assualt rifles, which are very handy for taking out the crew. However, it's risky driving a transport, as it can get damaged, so for moving up the convoy, take one of the Warlords escort vehicles instead. These are armed with shotguns which, while powerful, fire slowly. When you get near the last Warlords vehicles, they will release the toxic gas behind them, so try and get alongside quickly. The gas also hurts you but not your vehicle.

Hints  
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- You can't destroy enemies without an orange marker over them.

Rewards:  
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Time Trial Course:  
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- Capital City - Route 2

Race:  
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- Quarantine

Vehicles:  
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- Jord 470 Police Cruiser  
- Jord 450i  
- SEMC Conquest

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Mission 2: Hardware Hijack  
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This second mission is split up into three parts. In the first section you only have two minutes too get from the start to the docks. There are three Warlord jeeps who try and stop you. These are quite easy to capture, as they don't try to shake you off. Just watch out for the sharp right turn about 500m before the docks.

In the docks you have to fight on foot through ten Warlords. However, they are quite easy to take down at first, as you should have a weapon

from the last jeep you captured. But, once the ammo is gone you'll need to use your pistol.

Finally, You get in a boat and chase down six boats carrying the cargo to the city. Be careful getting through the bridges, as hitting the central support will make the mission impossible to finish. Also a helicopter dropping bombs will attack you. Try to avoid the bombs if possible, but you can always capture another boat, so don't steer to widely to dodge.

Hints

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- Avoid the middle support at all costs other your likely to fail the mission.
- Try not to steer to wildly as you will loose control.
- If you want a grade A you have to shoot down the helicopter.

Rewards:

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Time Trial Course:

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- Interstate 77

Image:

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- Image Number 2

Vehicle:

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- Zephyr AT Master

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Mission 3: Atomic Ambush

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This is quite a long, three part mission. Your mission starts in a jeep, escorting the nuclear warhead and two jeeps. After the cutscene, enemy cars will attack you. Your first priority should be to capture an enemy jeep, as your pistol is nowhere near powerful enough to fight off or capture the Warlords B-101 APC's easily. Once you have a more powerful weapon, it's fairly simple to capture enemy vehicles. Be careful. However, the road is very winding, so you must watch your balance.

Once you arrive at the base, you have to fight the Warlords on foot. There are 16 Warlords, in groups of four. When each group appears, try not to move up the stage until the current four are dealt with, as this will cause the next group to appear. Four at a time is a challenge; eight at a time is manic!!

Finally, Lieutenant Davis steals the warhead. Give chase, but watch out for his backup cars and the helicopter that drops bombs on you. Davis also fires gas grenades, which drain your health and cause vehicle damage so be extra careful! keep capturing enemy vehicles to avoid exploding, and to keep ammunition in the AGP 5 assault rifles you take.

Hints

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- Avoid the helicopter bombs as they deal a lot of damage!
- Take your time on the on-foot section.

Rewards:

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Time Trial Course:

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- Vulture Canyon - Route 2

Images:

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- Image Number 8
- Image Number 7

Vehicles:

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- Zephyr B-101 APC
- McDouglas LA-5 Alligator

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Mission 4: Velocity  
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In this homage to the movie 'Speed', you have to get on a bus and save the passengers from the bomb on board. You start on a motorbike. Go as fast as you can towards the bus on your map. The bus will explode when it reaches the town, so be quick! Once you reach the bus, jump on, then walk up to the front. When you take over the bus, the bomb timer appears. Starting on 10 seconds, the timer drops each time your speed drops below a hundred.

A police jeep will come up to catch the passengers. Drive up on the right edge of the road, keeping the jeep level with the front-left of the bus. The jeep can only hold four people and there are 16 passengers on the bus. Keep the bus steady, and the speed as slow as you can, so that there is enough time to get all the passengers off the bus.

Hints

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- Keep the bus close at all times otherwise you will fail the mission.
- Get on the bus quickly, and try not to overshoot!

Rewards:

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Time Trial Course:

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- Sunset Falls - Route 1

Race:

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- Deadeye's Duty

Vehicles:

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- Secmoto ERX450

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Mission 5: Day of the Dam  
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You start this mission in the helicopter, chasing the Warlords boats. Be careful, as they have rocket launchers, which will damage your helicopter, but not you. Aim for the centre of the boats where the crew is sitting, as this is where they're weakest. When there are 500m left, the helicopter's fuel line will be damaged and you will have to move onto the boats yourself, so destroy as many as you can before this happens. You should have destroyed at least three boats by this point. To have given yourself a good chance of finishing.

Once on the boats, you'll have to move forwards quickly. Use the time you spend catching up with the boats to recover your health, and ram boats whenever possible to build up your justice meter, as a justice shot is the best way to take these boats over. When there are only two enemy boats remaining, overtake the rear boat and take out the one at the front, then capture the last boat as it passes you. Mission complete.

Hints

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- Destroy at least 4 boats before you switch from the helicopter.
- Ram as many boats as you can to get you justice meter filled.

Rewards:

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Time Trial Course:

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- Vulture Canyon - Route 1

Race:

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- Operation Eaglefire

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Mission 6: General's Revenge  
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Capture the two escort boats to keep them out of you way, then race on to catch the General's boat. His boat will drop mines, then five mortar, then launch homing missiles. To avoid them, stay close the front or sides of his boat and fire at him. Escort boats will attack you, so capture these to aid your health and keep them away. Only use your justice meter to recharge your health on this mission.

Hints

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- Only use your justice meter to regain your health.
- Don't stay behind the general's boat as he drops mines.
- Try and stay on the side of the boat as to avoid the missiles.

Rewards:

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Time Trial Course:

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- Capital City - Route 5

Vehicle:

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- VMV S8000

Cheat:

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- Detonator

Race:

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- Brief Holiday

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### 3. The Convicts

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General hints and tips

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Like the Capelli family, the Convicts vehicles are all quite average, they are fairly tough and also quite fast. The Convicts weapons are properly the most troublesome in the entire game. The sawn off shotgun is powerful enough to kill in 2 shots, but reloads very slowly. the nail hammer fires slow and is quite weak. Its only advantage is a large magazine, which means that Convicts in cars with one never have to reload, making them very lethal.

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#### Mission 1: Ski Run Rampage

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The first section of this case requires you to tear at full pelt towards the ski resort in your police car. You don't have too much time, so take care on the corners, as messing them up can really slow you down. Don't be tempted to commandeer another car as it wastes time and your driving the fastest thing there. Once you reach the resort, the CONvicts are attacking civilians. These are three cars being harrassed, so chase them down and take out the Convicts. The quickest way is to capture the vehicles, but this will cause the gang to turn their attention from the civillians to you! The Convicts are carrying Nail Hammers and Sawn off shotguns.

Hints

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- Dont't accidently kill any of the civillians!

Rewards:

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Time Trial Course:

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- Snowstorm Peaks - Route 2

Cheat:

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- Poisoned

Vehicle:

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- The Smasher

Race:

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- Injured Balls

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Mission 2: Rapid Reaction

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This is a very straightforward mission, simply take out the 8 Convict boats before they reach the city limits. The river winds a lot at the start of the stages, so be careful. Also watch out for Convicts attempting to jump onto your boat. If this happens, shoot them quickly as they can take your health down very fast. Once again, capturing your way up the convoy of boats is the best way to do it.

Hints

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- Capturing as many boats as you can!
- Watch out for Convicts attempting to jump!

Rewards

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Time Trial Course:

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- Capital City - Route 4

Cheat:

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- Big Wheels

Vehicles:

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- Kobayash Avenger 700
- The Wave Grinder

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Mission 3: Wilde's Boys

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To complete the first part of this mission, you need to eliminate all six cars in the convoy. You don't have a lot of time here, so don't take long destroying the cars. If a Convict jumps onto your car, you can afford to leave it, as you don't need to kill those Convicts to complete the mission. Also, any car with three Convicts in it is very dangerous.

If you eradicate all the Convicts, transfer to the heli-gun. You have to kill Billy Wilde in the distance allowed. When he's in a car this is fairly easy, but when the car is destroyed he'll jump onto the top of another car and throw firebombs at you. Aim directly at him here so that you can destroy the bombs as he throws them. If you have to follow them too much, you'll

lose valuable time. Eventually he'll drive the car, so shoot it while your health recovers. Keep shooting as he changes cars, to finish the mission.

Hints

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- Don't capture the first car you meet!
- Use your Shotgun on the cars not the enemies.

Rewards:

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Time Trial Course:

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- Sunset Falls - Route 4

Race:

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- Billy's Big Boom

Vehicles:

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- Jord 450i TX

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Mission 4: The Forger  
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Compared to the last mission this is a piece of cake. Hijack the Convicts sports car, then drive to the airport to pick up the forger. Simply take out the two escort cars and take over the sports car before you arrive at the airport. It's best to take out the escorts first, as once you've taken the sports car out you can't leave.

Once you have picked up the forger, you have to make the 20km back to the city. There is an indestructable chase car, and you'll be harried by Convict cars and bike. Keep shooting at the Convict vehicles and any other Convicts who try to board your car, using your justice meter to regain health. Occasionally the forger will wake up and attempt to gain control of the car, so try to keep it on the road until you can subdue him.

Hints

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- Use the Justice meter wisely.
- Ram and use force to fill your justice meter.

Rewards:

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Time Trial Course:

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- Interstate 77 - Route 5

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Mission 5: A snitch in time  
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For this mission, you need to pick up the snitch and get him back

to the city. Firstly, You must cahse down and destroy three Convicts cars before they reach the Convicts hideout. This is a quite simple section, but the roads wind a lot, so you need to keep your balance when capturing other cars.

At the hideout, you need to take out the 16 Convicts acting as guards. There is no time limit, so take the time to recharge your health before dealing with the Convicts in samll groups. There is a small wall which you can hide behind. Its got green floweres on top.

Finally, you have to drive the snitch back to the city. There's a cahse car, and a lot of Convicts will attack you, so put your foot down and keep shooting to top up your justice meter. They're also very keen on jumping on your car in this level, so be ready to shoot them down!

#### Hints

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- Don't shoot at the indestructable car, its no use!

#### Rewards:

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#### Time Trial Course:

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- Sunset Falls - Route 5

#### Vehicles:

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- Frankenstein

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#### Mission 6: Bus to the Border

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The first section of this mission sees you racing to the border in your jeep. There are no enemies here, but you only have 55 seconds, so hurry. Don't hit any of the cars. When you reach the town, there are lots of wrecked cars littered around the place. Dodge those and try to make the very tight 90-degree turns. The first tow are signposted, but the next right and left are not, so be extra careful.

When you reach the end of the town, hard balls' bus appears with two escorts. Shoot out one escort and capture the other, then fire at Hard Balls. if a Convict jumps onto your car, capture another, if you can, as they won't be any trouble in your old vehicle. When har balls is injured enough, he'll call in another escort. Capture this, then shoot the prisoners who appear in the bus, then hard balls again. keep repeating this process until you bring him down.

#### Hints

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- Avoid most of the cars at the start of the mission.
- Drive carefully when chasing the bus.

#### Rewards:

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Time Trial Course:

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- Vulture Canyon - Route 4

Race:

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- Clean Sweep

Vehicles:

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- The Hybrid

Image:

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- Image Number 4

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4. The Vixens

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General hints and tips

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The Vixens vehicles are fast but very weak; so when you are driving one, be ready to capture another. The Vixens carry the chain pistol and the chrome gun but they are both weaker than other gang weapons. However, they do fire very fast which makes them very useful for capturing other vehicles.

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Mission 2: Daylight Archaeology

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This mission takes you on the road and the river. To start, you need to protect three police cars from the Vixens. The first is being menaced by a single VMV, so capture that and pick up the chrome gun. Then move to the next car. Be careful, because the road splits several times, with targets going to the right each time. This next car is being chased by two bikes and a sports car and vmv. When the cars are taken out, you have to jump onto two boats on the river alongside. Be careful: when you capture now, the drivers will shoot at you too! Once they are captured, simply take out the the last six Viexn boats to finish the mission. You'll meet first one, then two, then three boats. These boats are fragile, so capture them quickly!

Hints

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- Shoot out the cars first, then the bikes.

Rewards:

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Time Trial Course:

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- Snowstorm Peaks - Route 4

Vehicles:

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- VMV Landraider Sport

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Mission 2: A test of metal

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As it's made clear in the briefing to this mission, do not sink the target boats. The first two boats you encounter have escorts. It's best to capture the escorts first, to take their weapons and to stop them from damaging the target boats when you capture them.

Once you have captured the first two boats, you'll come under fire from a helicopter. If you like, you can shoot this down for added bonus points, stopping it shooting you.

The drivers and passengers on this level are very aggressive and fire at you often, so you'll have to use your dodge.

Hints

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- Do not sink the target boats!
- Keep out of the way of the chain pistols, they are lethal!

Rewards:

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Time Trial Course:

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- Vulture Canyon - Route 3

Image:

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- Image Number 11

Vehicle:

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- KMT Waveskimmer

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Mission 3: Fox Hunt

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On this mission you need to lure the Fox into the chief's cunning trap. You start driving a truck. Vixens will attack you in sports cars, so fire at them, using your justice meter to recharge your health when needed. If you get too close, the passenger will jump onto your truck, requiring you to weave dangerously to throw them off, making you more likely to hit civilian traffic. So try to keep your distance.

When the Fox appears, capture the cars in her escort and chase her, firing at her as you go. When you damage her to about half she'll take to the skies in a helicopter. The helicopter drops bombs while flying too far ahead to be shot at, so wait for it to slow down and reload to blast it. There will also be Vixens' vehicles coming up from behind and catching you in a crossfire, so be ready to capture these to keep your vehicle damage healthy.

Hints

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- Use your justice meter to heal your vehicle.
- Wait until the helicopter slows down, then shoot it.
- Capture as many cars as you can to build your justic meter.

Rewards:

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Time Trial Course:

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- Sunset Falls - Route 3

Race:

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- Big Mouth

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Mission 4: Babes, Boats and Bullets

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There are three trucks and four boats to capture in this mission. You begin in your car, in hot pursuit of the stolen trucks. To capture a truck, you need to jump onto the back, then walk along to the cab and shoot the Vixens in there. Try to jump on as close to the cab as possible to make your walk shorter. Also beware of Vixens with guns on the bonnet, who will shoot at you. There are Vixens on motorbikes and in sports cars escorting the trucks, so take these faster vehicles to move up the convoy.

Once you have the last truck, jump on a boat to continue the river chase. There are four boats and one Vixens' boat escorting. Capture all the boats in time to finish the mission.

Hints

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- Jump on to the cab as close as possible.
- Take their sports cars to move up the convoy quicker.

Rewards:

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Time Trial Course:

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- Sunset Falls - Route 2

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Mission 5: Girl's best friend

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You have to recover the diamonds being carried by nine Vixens' vehicles. The first batch of diamonds is being carried on bike; the others are in sports cars and VMVs. There are also 2 escort bikes and an escort car. The Vixens take a lot of short cuts in this level, which are hard to spot, except on the map, so be on guard. With about 5km left you'll come under fire from a helicopter. Shoot it down with your gun quickly, although capturing new cars also works well. The last 3 Vixens' cars are all in one group, so simply jump across them, which should build up your Justice meter in no time.

Hints

=====

- Jump across the last 3 Vixens' cars to build up your justice meter.
- Shoot the helicopter down as soon as possible to avoid a lot of fire.

Rewards:

=====

Time Trial Course:

=====

- Capital City - Route 1

Vehicles:

=====

- The SecMoto XSR

Race:

=====

- Blood Red Carpet

=====

Mission 6: Whiplash

=====

You start off in your jeep. You need to chase down Whiplash. She's just ahead of you, so catch her up and start shooting at her car. Her driver will shoot at you, and she'll try to hit you with her electric whip, the whip disables your cars electronics, making it very hard to control. She'll also whip other cars, causing them to veer in front of you. Keep shooting as she jumps from car to car, capturing other cars and using your justice meter to keep your health strong.

When she has taken damage Whiplash jumps into her helicopter. The helicopter will face you and fire rockets. It's indestructible when it does this, so veer across the road to dodge them. The helicopter then turns side on to you, to fire grenades. Whiplash is vulnerable here, so shoot at her while she is exposed. Don't worry about your health, as there's a steady stream of Vixen cars. Try to capture them when the helicopter is firing rockets so you don't miss your chance to shoot.

Hints

=====

- Dodge the whip at all costs.
- Try to capture the Vixens cars as there is a steady stream of them. This will boost your justice meter.

Rewards:

=====

Time Trial Course:

=====

- Snowstorm Peaks - Route 6

Vehicles:

=====

=====  
5. Killer 66  
=====

General hints and tips  
=====

These are the hardest missions in the game. The Killer 66 cars are very fast, but are quite hard to drive. If you hit another car, you could loose the mission while you try to regain control. The SMG 7 and the punisher handgun are the best weapons to use. The SMG 7 is an excellant weapon on foot and in the car, as it carries a lot of ammunition and can clear a full car of enemies in one justice shot jump. The punisher is quite powerful, but is not very useful. As it takes 4 shots to kill a standing Killer 66, and its rate of fire is too slow to make it useful against vehicles. It does have a lot of bullets, but your own handgun is far better to use.

=====  
Mission 1: Guardian  
=====

This is a three part mission. The first part part is a helicopter-gun section. You have to destroy the convoy before they can reach the yakuza base. You simply need to destroy all the cars within the time limit. One vehicle in the convoy is a motorbike which is quite awkward to hit, so you must take care here. When you destroy the convoy, your helicopter will circle the yakuza base twice before landing. Use this oppurtunity to shoot some foot soldiers, as this makes the next section easier.

You then have to fight your way across the base on foot. keep moving whilst shooting; use your justice meter to recover your health if you need to, as there are plenty of targets in here.

Lastly, You must drive the Mayor's daughter home. Fire at the vehicles chasing you and any Yakuza who jump onto your car. Beware of the motorbikes; as they are very hard to hit, so it's much simpler to allow their drivers to board your vehicle and then shoot them.

Hints  
=====

- Beware of the motorbikes!
- Shoot as many foot soldiers as you can to make it easier.
- Do not shoot civilians, you will loose points.

Rewards:  
=====

Time Trial Course:  
=====

- Interstate 77 - Route 6

Cheat:  
=====

- Double Damage

Vehicles:

=====

- Ryoku Katana R

=====

Mission 2: The Big Game

=====

This is the longest mission so far. Starting on your bike, race towards the stadium. You start in Suburbia, with a lot of right hand turns, so keep to the verges of the road to avoid the traffic and stay on a good line for the corners. Then go flat out along the straights.

In the stadium, you have to shoot 12 Yakuza on foot. There is no time limit here, so take your time to use cover and make arrests to pick up your score and get any new guns.

Next, you have to chase down and capture the 3 money trucks before they reach the bridge. You can only jump on the back of each truck, and then walk along. All the trucks have Yakuza on top, guarding them, so be prepared to shoot. the second and third trucks also have escorts. there are lots of sharp corners here, so keep your balance! Also be careful of the road splitting in two. Stay in the right hand side lane with the Yakuza, or they will gun you down, while you can't jump onto them.

Fianally, jump into the helicopter to take out the last seven yakuza cars with your heil-gun. This is quite easy, but watch for the cars going into the flood canal, as the bridges will block your line of fire.

Hints

=====

- Watch out for the bridges as they will block your line of fire.
- Be prepared for the Yakuza on top of the trucks!

Rewards:

=====

Time Trial Course:

=====

- Capital City - Route 6

Race:

=====

- Wheelman

Vehicles:

=====

- KMT Dual-Hull Pursuit Special

=====

Mission 3: Synthetic Science

=====

Starting in a civillian 4x4, you need to catch up with Sudeko's convoy. You only have 25 seconds to do this, so you have to drive perfectly. When you reach the convoy, tail them to the drugs

factory. This is quite simple, but watch out for the last section of road: this is a wide highway, so the convoy picks up speed.

When you reach the factory, clear the area of the 15 yakuza there. You have very little time, so move quickly and use your justice meter if you need more health.

Lastly, chase down Sudeko. he will fire grenades at you and launch clouds of posion gas, which makes you loose control. For the first section there are no other cars to capture, so drive carefully while firing. When the chase reaches regular roads, Yakuza cars will join in, so you can use these to capture and to recharge your justice meter. Once you're on the roads, Sudeko is quite easy to take down.

#### Hints

=====

- Drive carefully!
- Steal a Killer 66 car as quick as you can.

#### Rewards:

=====

#### Time Trial Course:

=====

- Snowstorm Peaks - Route 5

#### Race:

=====

- Antidote

#### ===== Mission 4: Pursuit Plunder =====

After the last mission, this is somewhat relaxing. Firstly, you havr to destroy the Killer 66 convoy and capture their lead car before you reach the base. There is less than 5km, so put your foot down. Capture your way up the convoy. There are only three cars, so you can move quickly. Don't hide from gunfire, as it takes too long and it should kill you.

When you get to the base, you need to eliminate the Killer 66 soldiers there. There is no time limit, so you can take time to plan. However, the base is widely spread out with little cover, plan your attacks carefully.

Finally, drive the Pursuit car back to town. The road is difficult to follow, but keep driving and shooting and you will be fine.

#### Hints

=====

- Plan your attacks carefully inside the base, you have no time limit remember.

#### Rewards:

=====

#### Time Trial Course:

=====

- Vulture Canyon - Route 5

Vehicles:

=====

- Zephyr AT Standard

Images:

=====

- Image Number 4

Race:

=====

- Dusty Trail

=====

Mission 5: Risky Business

=====

As soon as you start this mission, you will be fired at by Killer 66 foot soldiers in front of you. Deal with them, then head around the corner where 4 more of his friends are waiting. There are 15 enemies in this section, in three waves. There is no time limit, so relax and take opportunities to recharge your health and perform arrests for extra points.

When all the Killer 66 soldiers are dealt with, you move to the helicopter. You need to destroy as many of the cars and bikes in the convoy as you can. With about 10km left you'll transfer to a car, so try to destroy as many of the Killer 66 cars as possible before then. There are also boats firing at you here, but you don't need to destroy them so it's best to concentrate on the more distant and hard to hit cars.

Finally, from the car you need to destroy the rest of the convoy. The first vehicles you encounter have probably been softened up by your helicopter gun, so simply shoot at them. Then kame your way up the convoy, capturing vehicles as you go. The last 3 cars are in one group and are hard to capture, so it's wise to shoot 2 of them instead.

Hints

=====

- Don't concentrate on the boats shooting at you, as they don't need to be destroyed.

Rewards:

=====

Time Trial Course:

=====

- Sunset Falls - Route 6

Race:

=====

- Love is in the Fair

Vehicles:

=====

- McDouglas Police Custom

=====  
Mission 6: Monster Toshima  
=====

This is it, the final mission in the game. Starting in the helicopter, you have to prevent 2 transporters from a hijacking by the Killer 66. You only have 8km to do this in. The first transport is being attacked by 2 cars. Passengers from the cars jump onto the top of the transport and have to be shot off. Destroy the nearest car quickly so its passengers can't board. The second car is more difficult as it's often behind the transport.

The second transport is being attacked by 2 cars and 2 bikes. Again, try to destroy 2 of the vehicles so that there are arn't too many Killer 66 guys jumping onto the transport, as you don't have much time.

Lastly, you transfer to the car to hunt Monster Toshima. He'll fire his flame thrower at you. If your car is set on fire, swerve around the road to extinguish it while firing at Toshima. More Killer 66 cars will join the chase, so capture them if your health gets too low or you want to top up your justice meter. When Toshima dies, it's all over, except for the races and time trials.

Hints

=====

- When you are at the first truck, destroy the closest car, this helps.
- Try and keep your Justice meter as high as possible.
- Swerve to put out the flames from Toshima's flamethrower.

#####  
#Congratulations you have completed the Career Mode!#  
#####

=====  
6. Career Ranks  
=====

This is a list of all the ranks you can achieve while progressing through the career mode.

The Capelli Family:

=====

- |                       |              |
|-----------------------|--------------|
| 1. Rat Race           | = Officer    |
| 2. Cold Contract      | = Officer    |
| 3. Line of Fire       | = Sergeant   |
| 4. Witness Protection | = Sergeant   |
| 5. Legal Eagle        | = Lieutenant |
| 6. Don The Run        | = Lieutenant |

The Warlords:

=====

- |                 |           |
|-----------------|-----------|
| 1. Toxic Convoy | = Officer |
|-----------------|-----------|

- 2. hardware Hijack = Sergeant
- 3. Atomic Ambush = Sergeant
- 4. Velocity = Lieutenant
- 5. Day of the Dam = Lieutenant
- 6. General's Revenge = Captain

The Convicts:

=====

- 1. Ski Run Rampage = Sergeant
- 2. Rapid Reaction = Sergeant
- 3. Wilde's Boys = Lieutenant
- 4. The Forger = Lieutenant
- 5. A Snitch in Time = Captain
- 6. Bus to the Border = Captain

The Vixens:

=====

- 1. Daylight Archaeology = Lieutenant
- 2. A Test of Metal = Lieutenant
- 3. Fox = Captain
- 4. Babes, Boats and Bullets = Captain
- 5. Girl's Best Friend = Major
- 6. Whiplash = Major

killer 66:

=====

- 1. Guardian = Captain
- 2. The Big Game = Captain
- 3. Synthetic Science = Major
- 4. Pursuit Plunder = Major
- 5. Risky Business = Major
- 6. Monster Toshima = Commander

=====

7. Secrets

=====

- The game background changes from blue, to yellow when cheats are turned on, and red once you have completed the game.

=====

8. Glitches

=====

- N/A

=====

9. Unlockables/Cheats

=====

To unlock these cheat codes you have to first get an A grade on each level e.g. if you get an A grade on the 2nd mission you get the code "laser Law".

Code	Effect
====	=====
- Laser Law	All police weapons shoot blue lasers.
- Double Damage	Does Double damage.
- Reoffender	Doubles the loss on all negative justice.
- Law Lord	Gives full justice at all times.
- Iron Man	Half Health.
- Speed	Increases character speed.
- Invincibility	Makes you invinsible.
- Open Road	No civillian traffic.
- Wild Water	Water is always ruff.
- Big Wheels	Wheels and propellers are double the size.
- Sticky Feet	You can't get thrown of vehicles.

=====  
10. Weapons  
=====

This is a list of all the weapons included in the game and their positive and negative points:

The Capelli family:  
=====

1. The Revolver

Positive: very powerful and useful for boss missions.

Negative: A slow firing rate.

2. The Equalizer

Positive: Fast, can clear a car full of enemies.

Negative: N/A

The Warlords:  
=====

1. The Shotgun

Positive: Can kill anyone in 2 shots.

Negative: Slow firing rate.

2. The APG 5

Positive: Fast, powerful.

Negative: N/A

The Convicts:

=====

1. The Sawnoff shotgun

Positive: Can kill anyone in 2 shots.

Negative: Slow reload time.

2. The Nail Hammer

Postive: Big magazine clip.

Negative: Slow firing rate, weak.

The Vixens:

=====

1. The Chain pistol

Positive: Fast firing.

Negative: Weak than any other gang weapon.

2. The Chrome gun

Positive: fast firing.

Negative: Weak.

Killer 66:

=====

1. The Punisher

Positive: very powerful indeed.

Negative: Slow firing rate, slow reload time.

2. The SMG 7

Positive: it carries a lot of ammunition, fast, powerful.

Negative: N/A

=====  
11. My High Scores  
=====

Career Mode  
=====

Capelli Missions:  
=====

Rat Race:	8,052	= B
Cold Contract:	9,728	= A
Line of Fire:	12,852	= A
Witness Protection:	20,605	= A
Legal Eagle:	27,329	= A
Don the Run:	24,748	= A

Warlords Missions:  
=====

Toxic Concoy:	25,634	= A
Hardware Hijack:	18,989	= A
Atomic Ambush:	28,592	= A
Velocity:	2,891	= A
Day of the Dam:	13,127	= A
Generals Revenge:	10,110	= A

Convicts Missions:  
=====

Ski Run Rampage:	13,997	= C
Rapid Reaction:	15,243	= B
Wilde's Boys:	24,695	= A
The Forger:	19,156	= A
A Snitch in Time:	25,103	= A
Bus to the Border:	11,506	= A

Vixens Missions:  
=====

Daylight Archaeology:	18,212	= A
A Test of Metal:	17,853	= B
Fox Hunt:	15,778	= A
Babes, Boats and Bullets:	15,546	= B
Girl's Best Friend:	27,498	= A
Whiplash:	15,990	= B

Killer 66 Missions:  
=====

Guardian:	35,882	= A
The Big Game:	39,765	= A
Synthetic Science:	13,291	= B
Pursuit Plunder:	27,994	= A
Risky Business:	65,653	= A
Monster Toshima:	17,823	= B

=====  
12. Credits  
=====

Thanks to these:

- GameFAQs
- Sony
- [www.network-science.de/ascii/](http://www.network-science.de/ascii/)

=====  
13. Contact Information  
=====

If you wish to contact me on anything to do with this guide or if you just have a question please do not hesitate to email me.

My email address is: [lil\\_woody51@hotmail.co.uk](mailto:lil_woody51@hotmail.co.uk)

If you want to use my guide on your website, please send me an email, if you want permission.

=====  
14. Verison History  
=====

Version 1.00:

26/2/06 - Completed all main missions, weapons and more.

Version 1.01:

02/3/06 - Added career mode rewards, added more hints, corrected spelling mistakes, another website allowed to host my FAQ ([www.neoseeker.com](http://www.neoseeker.com)).

Version 1.02:

11/3/06 - Added new sites allowed to host my FAQ ([www.absolutcheats.com](http://www.absolutcheats.com)), ([www.supercheats.com](http://www.supercheats.com)). Added my high scores.

Version 1.03:

8/4/06 - FAQ completed fully.

Verison 1.04:

18/2/07 - Updated copyright date and changed a few mistakes in the guide.

=====  
15. Legal Information  
=====

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Thanks.

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#####  
#ALWAYS ASK PERMISSION!#  
#####
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