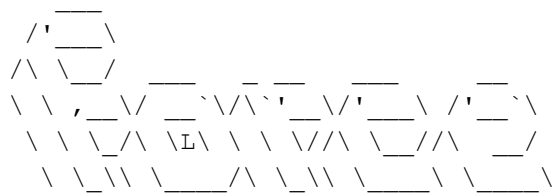
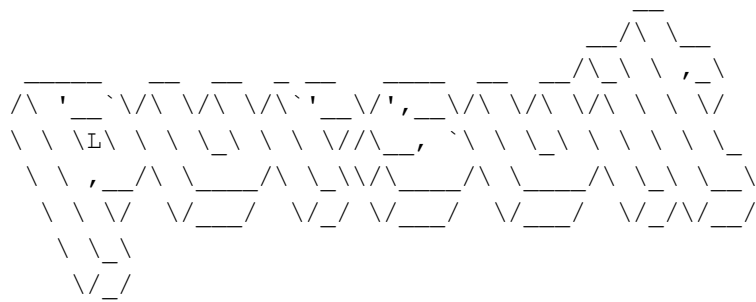


Pursuit Force FAQ/Walkthrough

by The_White2086

Updated to v0.24 on Jan 20, 2006



Thanks to Terlob for the new Art

Why do an FAQ?*

Well, there's a few reason to write an FAQ for this game, the first being that there isn't one out yet on GameFAQs. The next is that someone *cough*percyboi*cough* was begging for it to be done and although other people had said they would do it, there still isn't one so I guess my third reason is to try to get on of them to shift into gear and write a better one than this.

Where you can find this guide*

Currently the following sites have my permission to host this document

www.GameFAQs.com

www.neoseeker.com

www.cheatcc.com

www.cheathappens.com

www.supercheats.com

If you see it on any other website, please let me know at thewhite@gmail.com

Introduction*

Action

Guns

Jumping

Explosions

What more does a game need? How about a helpful hint book on how to do all this Well, that is what I want this to be, the missions are very (completely) linear so there isn't any 'where do I go next?' stuff, just 'how the heck do you do this?' stuff.

I am playing this through for the first time as I write it so it might go a bit slow at times, if you are past where I am and want to send a tip in, feel free to do so, contact details will come later.

Contents*

You might notice that there is a list of four letters like this [xxxx], that is to help you find what you want, press ctrl+f and type that code in to jump to the section you want

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Controls and how to play [cont]*

Ok, so you have a profile made and you are ready to jump in and do some damage to the crime world but you have no idea what you are doing... well then this will surly help you out. From the main menu select options followed by controls You get the following options (defaults first)

Steering - Digital or Analog
Helicopter Gun Axis - Inverted or Normal
Controls Config - Standard or Alternate
But what do these actualy do?

Steering - If you select digital then the D-pad is what you are going to be driving and moving with and moving the analog stick will make you look back. Chosing analog is the opposite, that is, the stick steers and the D-pad makes you look behind you

Helicopter Gun Axis - If it is inverted pressing the down button or moving the stick down will make your aim go up and pressing up makes it go down. If this sounds confusing just pretend that you are flying a plane and 'pulling up' means moving the stick towards you. If it is normal then down means down and up means up. For some reason inverted is easier for me.

Controls Config

Standard:

- Triangle - Use justice
- Circle - Jump
- X - Accelerate
- Square - Brake
- L - Target
- R - Shoot
- Start - Pause
- Select - Siren/Horn

Alternate:

Triangle - Use justice
Circle - Jump
X - Shoot
Square - Target
L - Brake
R - Accelerate
Start - Pause
Select - Siren/Horn

Just for your reference, my settings are Analog, Inverted, Alternate.

Basics [basi]*

Ranks and promotions.

Officer - You start here, nothing special.

To get promoted you need to complete

Capelli - Rat Race
- Cold Contract

Warlords - Toxic Convoy

Sergeant - Recovery. You regenerate health slowly (faster with full justice)

To get promoted you need to complete

Capelii - Line of Fire
- Witness Protection

Warlords - Hardware Hijack
- Atomic Ambush

Convicts - Ski Run Rampage
- Rapid Reaction

Lieutenant - Increased Agility. Improved skills when fighting on vehicles. Not sure exactly what this does for you but it sounds good.

To get promoted you need to complete

Capelli - Legal Eagle
- Don the Run

Warlords - Velocity
- Day of the Dam

Convicts - Wilde's Boys
-

Vixens - Daylight Archaeology
- A Test of Metal

Captain - Enforcer. replaces the defender and is pretty much the best gun in the game

Major - 'Raptor(/Rapid, I can't remember) cooling system'. which slows overheating on the gun in the chopper (can only be used on the final mission).

Captain and Major upgrade info from Braiba Grasshand.

Moves (for lack of a better name)

Aim - Press either Square or L depending on your control setup and if there is an enemy in range they will be targeted. The green stuff around the edges is their health bar. It turns orange and red as you shoot them, get rid of it and they die.

Shoot - Press either X or R to shoot at the enemy you are aiming at. Every gun has limited ammo bar you basic one, once you use it all you drop it and pull out the Defender. The Defender has 18 shots per reload but has unlimited

reloads. Jump - While driving, get close to another vehicle and press Circle when the icon pops up. Civilian vehicles will be comandeered instantly, enemy ones need you to kill all the enemys first.
Dodge - While on an enemy vehicle, press L or Square to drop out of enemy firing range. Note that you can't shoot like this either.
Justice Shot - With a full justice bar you can shoot while jumping to the enemy if you kill one like this, another while on the vehicle and thus capture the vehicle, your justice meter should be refilled
Fast Heal - With you justice meter maxed out, tap Triangle to completely fill your health and the health of whatever you are driving. This depletes your justice and should only be used when necessary.
Crouch/Stnad - When on foot use the brake button to stand or crouch
Run - When standing press accelerate to run.

Career Mode [care]*

Ahh, so you worked out your controls and want to waste some criminal butt? Here goes nothing. Time Trial and Race unlocks are given whatever rank you get. I am fairly sure that vehicle unlocks are only given for getting B grade or better and cheats are given for A grade (I think some vehicles are as well). Images are also given for getting A grades

Capelli Missions [cape]*

The states oldest gang family and the first I am taking on.

Mission 1 - Rat Race

For twenty years I've been trying to take down the Capellis, the most powerful organised crime family in the state.

Johnny Leone, on of Don Capelli's made men, dinally broke the Mafia code of silence this morning,

We need to get Leone to a safe-house out of state. Drive him to Preidential Airport pronto where you'll hand him over to the Feds. I don't want a scratch on this rat!

Drive Leone to the airport
Protect him from the Capeliis

Alrighty, here we have about 16km to drive and one car to do it in since we can't switch them with a passenger in it. Fairly soon into the mission you will have a car on your tail and a short cut scene. As the game says, this car cannot be killed. Better just floor it.

At about 12km to go you will be attacked again, the catch is that these guys are faster than the other car. The upside? You can kill them, YAY! Target and shoot them, trying not to hit other cars (we want our justice meter up a bit) Also not that although your gun only holds 18 shots, you have unlimited reloads When you reach 8km to go a countdown will start, floor it and shoot just like before.

By now your car is going to be fairly damaged, I sure hope your justice meter is topped up. Hit Triangle to fully heal yourself and you car. Keep going and you will do just fine.

This mission unlocks:

Time trial - Interstate 77 - Route 1
- Hampton Monter Christo

Mission 2 - Cold Contract

Don Capelli has sent a team of hitmen downriver to assassinate the delegates at the state security conference in Asten Town.

The Super Pursuit Boat is fuelled up and ready to take out Capelli's hitmen! Remember, you're swimming with sharks out there!

Take out the hitmen before they reach Asten Town

10km to waste 7 boats. What to do... What to do?

OK, very easy mission here but you do learn a few new moves

1 - Jump. When you get close to your target (or any other vehicle for that matter) a green icon pops up. Press circle to jump the the vehicle it points to. If it has enemys you land on it and have to kill them before you can use it. Civi vehicles you can just climb into.

2 - Dodge. When you sitting on an enemy vehicle, press you brake button to dodge their shots

3 - Justice shot. With you meter full you can shoot while in mid air. This does take the meter down some.

Now for strategy on this one, simple, jump to a boat, kill the enemys, use your new toy. Once the meter is full I suggest using the justice shot to take out the gunner as you jump. The two kills you get (gunner and driver) plus taking the boat will refilly ou meter redy for the next boat.

This mission unlocks:

Time Trial - Snowstorm Peaks - Route 1

- JME Marlin

- KMT Seareaver

Cheat - Laser Law

Mission 3 - Line of Fire

Jonny Leone, that rat that you save from the Capellis, coughed up some valuable info. The Don put a contract on the Mayor today. His trusted lieutenant - Stefano de Tomaso, a.k.a. "Deadeye"; he's the triggerman.

The Mayor's traveling back from a vacation in Snowstorm Peaks. I want you to tail Deadeye and his cronies. When they make their move, cover the Mayor.

And if you get Deadeye in you sights, be his judge and jury!

Tail Deadeye

Protect the Mayor

Ensure Deadeye does not escape

Rule 1: Dont shoot the cars until AFTER the cut scene. Try it and you'll see why.

Rule 2: Watch the tailing meter, get too far away and you lose them, get too close and the 'spot you'. Either way, fission mailed.

Keep following them, eventually you'll get a cutscene, at this point waste them or at the very least, do the best you can, just keep their attention away from Mr. Mayor. One of them you can kill or capture, the other you cannot.

Nab the one you can capture to get a better gun then shoot the other one (the one with Deadeye in it) until he runs away. At this point the Mayor should thank you, if he doesn't there is still an enemy somewhere.

Once you save the Mayor, follow Deadeye for a while. You can't catch or kill him... yet...

Cutscene of Deadeye getting into a boat and you following him, you have 9km to kill him. This isn't easy, when you get close a targetting thingy will pop up, if it closes on you green lights will start appearing around the edge, four green lights and you get shot. Other boats also attack you, use them to get justice and weaponry. Dont forget to hit Tringle with full justice to get

all your health back and that a single enemy killed via justice shot can be redeemed by killing the other guy and getting the capture.

Hints from Braiba Grasshand

- You don't get any points for how well you tail them or how quickly you take them out in the first section; the only things that affects your score here is how you take out the car (jump onto it and shoot the men) and how much friendly fire/law breaker you get.

- This is a tight mission, so it's probably worth restarting if you get any friendly fire or lawbreakers.

- You will definitely want your justice gauge full by the time you fight Deadeye, otherwise you won't be able to take out the guard boat that attacks you quick enough.

- The best way to do this is to get a fatalityx4 when you kill the guys in the car, however you can also get it from brute force on Deadeye. You can actually run the cars when you're supposed to be tailing them in order to get brute forces, but it's generally not worth it.

- Once Deadeye runs off from the mayor, you can follow him as slowly as you like just make sure you avoid crashing so you don't get lawbreakers.

- You will also want to make sure you still have the machine gun that you got from the car when you get to the boat as it's much better than the defender (pretty hard to use it up by that point). Note that it doesn't matter how many bullets you have left, because it gets replenished to full when you get in the boat.

- You will need to be shooting Deadeye constantly from the moment he is within range and you should never let him get out of shooting range for more than a second. The only time you shouldn't be shooting Deadeye is when you're using Justice Shot on the boat that appears as you come out of the tunnel (which will give you 2 fatalities and another machine gun :))

- In order to get an A you will need to take Deadeye with AT LEAST 6km remaining. You unlock the speed cheat for an A

This mission unlocks

Time Trial - Capital City - Route 3

Mission - Capelli 4 - Witness Protection

Mission 4 - Witness Protection

The Feds are using the canal to move several key witnesses in the Capelli case to a safe house in the city.

Since the Don seems to have someone on the inside, the Feds are expecting fireworks. Keep your eyes peeled for the Don's cronies. Those witnesses are worth their weight in gold!

Escort the FBI boats safely to the city

15km of canal and 3 boats to protect.

At about 13km you hit your first wave of opposition, two boats, two guys per boat. Jump and kill boys, jump and kill.

With 10km left in the chase two more boats appear, this time behind you. Drop back and try to take out at least one before they get to the FBI. This should fill you justice up so go with the justice shot technique again. Remember if they are shooting at you they aren't shooting at the guys you are protecting and you can get a new boat, they cannot.

7km left and another pair of boats attack, one from each side. If you stay slightly behind the FBI you take out the one from that side and remain with the boats the whole way and quickly take care of the other one.

4km left and we get another two sided ambush. Repeat above

2km left and two boats move in from behind.

Well, that about wraps it up for this escort...

But wait, whats that? An ambush on land. Time to learn how to fight on foot.

Brake makes you crouch or stand up

Accelerate makes run

Aim, aims

Shoot, shoots

While you are aiming you strafe (sidestep) but when not aiming you turn.

You have 12 opponents to kill in 2 waves. The first group consists of 7 guys with machine guns. Remember Tringle if you need it and always keep on the move

After taking out the first seven have a look at you map, there is a thin area that you can get through. Move that way and kill the last 5 for an easy victory

This mission unlocks:

Time Trial - Interstate 77 - Route 2

- JME Otter IV

Race - First Witness

Image - Image Number 3

Mission 5 - Legal Eagle

Another breakthrough. We've got clearance to raid Don Capelli's mansion for evidence.

Capelli's consiglieri is on his way there now. I hate bloodsuckin lawyers but this one could prove useful.

Intercept his entourage and force him to let you into the grounds. We'll have a forensic crew collect all the evidence we need to convict the Don!

Destroy the Lawyer's entourage

Capture his vehicle and gain entry to the mansion

Clear the grounds for the SWAT team

Yay, for once we have the helicopter, although why aiming the thing is so hard for someone who can drive a car while shooting a shotgun one-handed with perfect accuracy at a car behind him I do not know.

5.5km and 7 cars to waste. Not much in the way of tactics here but after many tries at this one I finally worked out that using the D-pad with the setting on inverted is better than analog. I think this is the first time I have ever liked digital control over the analog stick. Try not to hit the car with the lawyer in it or it will start with less than perfect health in the next bit.

Should you manage to kill off all the cars you will get dropped down into the lawyer's car, you now have 7km to drive with enemy cars attacking you all the time. This bit is very similar to Capelli mission 1 - Rat Race so use the same tactics now as you did then.

Once you make it to the mansion you have a grand total of 60 seconds to kill 14 enemys. Fortunately they are all fairly close together. Use the map and Triangle when you need to.

This mission unlocks:

Time Trial - Snowstorm Peaks - Route 3

Race - The Don's Delivery Service

Mission - Capelli 6 - Don the Run

Cheat - Reoffender

From Braiba Grasshand

Score for A Grade: between 27,561 and 27,724

Cheat for A Grade: Reoffender: Double loss on all negative Justice (WHY???)

Vehicle for B Grade(I think - you may only get it for an A): SEMC Falcon

Mission 6 - Don the Run

Thanks to our raid on Don Capelli's mansion, the Feds have everything they need

to put the Boss away for good. But the Don ain't taking it lying down. Our surveillance team spotted him gathering his remaining cronies to flee the country. We can't let that cockroach get away. Stop him before he's sippin' Chianti in Sicily!

Stop Don Capelli from escaping the city

You got 20km to do this in and technically you dont have to kill anyone but the Don. You will, however, want to remove his guards first. I did this by ignoring the first car and racing straight to the second set and taking them out. By the time this happened the first car had caught up to us allowing me to take out 3 cars without having to waste time driving between them. Anyway, take out the cars or not as you feel like it then catch up to the Don.

Once you get yourself to the Don's car a short cutscen will happen displaying what is in the boot of Don Capelli's car, a minigun, great. This boss has 3 rounds. First two gunmen will appear out the sides of the car, then the Don will pop out the top, then the minigun will fire. Occasionally a new car will attack you, capture it for free repair and a better gun. Now, here is how to win the fight.

When the gunmen are out, drive to one side of the car which stops the other guy shooting at you. Take out the closer one first, then the other.

Now that the Don is out, shoot him as much as you can.

When the minigun starts firing make sure you are at least level with the Don's car or you will get hurt A LOT.

Repeat as needed remembering to grab new cars and weapons when needed and don't forget the Triangle. It should be noted that if you just floor it you will find yourself to far ahead of the car to do anything.

This mission unlocks:

Time Trial - Capital City - Route 7

Congratulations, the Capelli Family will bother you no more.

Warlords Missions [warl]*

Rouge Mercenaries

Mission 1 - Toxic Convoy

We've got trouble. Those military psychos, the Warlords, have stolen barrels of a toxic nerve agent from the Ronada Airforce Base.

They're heading for Corsair Bay where they plan to hold the town for ransom. Capture the vehicles carrying the nerve agent before they reach the coast road, but don't damage the barrels. We don't want public conatamination!

Capture all the Toxic Barrel Carriers

OK, the trucks with the barrels cannot be targeted and I havent been able to kill one without capturing it and crashing so I don't know if killing one ends the mission, but I assume it does so don't kill them.

18km and 6 targets. Easy right? Not so fast my friend we have company. First civis. I HATE civies, they get in my way and lower my points and justice meter if I hit them. Avoid 'em unless you need a new car. Second, starting at about 15km (in the pipe line or whatever it is) you will have trucks on you. Feel free to kill them off or capture them, whatever works.

If you haven't learnt jump, dodge and justice shot, I suggest you work 'em out now (look at Capelli mission 2 - Cold Contract). Go forth and capture the 6 trucks with barrels.

This mission unlocks:

- Time Trial - Capital City - Route 2
 - Jord 470 Police Cruiser
 - Jord 450i
- Race - Quarantine

Mission 2 - Hardware Hijack

There's trouble at the airport. The Warlords have hijacked military hardware from a cargo plane and they're making off with it along Interstate 77. If we let them get to the city, there'll be no stopping them. Destroy the hardware if necessary.

- # Chase down the Warlords
- # Don't let them escape with any hardware

2 min time limit and a bike. Yay. Accelerate and don't hit the traffic. Eventually your boss will tell you that someone tipped the off and a truck will come at you, capture it and keep moving. Now you have 6km to cover in however long you have left. When you reach the tunnel you will be faced with two more trucks. Take them and get some justice. Floor it out of the tunnel, you want to have at least 35 seconds left now. Health and ammo will be refilled at the start of the next section. You are on foot for now so move out and take em out. Only use justice if you are desperate since your health will be get refilled again soon. Only 10 of them and only one way to go, check your map, the red things are them. Move onto the docks to start the next bit of the mission. 10km to kill 6 boats. I hope you have justice to use for shooting. Beware that very soon into this part there is going to be a helicopter dropping bombs at you. When you arn't jumping to capture a boat you should be shooting the chopper. The key here is to NOT shoot the boats, you are going to need all the extra ones you can get.

This mission unlocks:

- Time Trial - Interstate 77 - Route 3
- Mission - Warlords 3 - Atomic Ambush

Mission 3 - Atomic Ambush

The Airforce is transporting a nuclear warhead to the Ronada base out in the desert. Last night, Vulture Canyon bridge was sabotaged; evidence points to the Warlords.

The convoy is being forced to take a mountain pass to the base. I want you there to provide cover. Stay sharp!

- # Escort the nuclear transport safely to Ronada Airforce Base

What they didn't tell you is that at least on of the other escorts has to make it as well.

9.5km of winding moutain pass. Nice scenery though

At 8km you helicopter escort gets shot down, this idicates the first wave of attacks. Two trucks, dead ahead. Make them just that, dead. Jump to one, the escorts should be able to remove the other, if not shoot it out.

6km and we get attacked again

Same at 5km

One more truck at 1km

Thats about it for this chase part. Time to move on to foot slogging it again.

Ambushed again... Sigh... 16 guys to kill here

Now another chase. Kill the guy you are chasing and watch out for the

helicopter. Only shoot the chopper if you can't hit the guy in the car. When you run out of shots of you good weapons you can capture a truck that will appear. At least I think that's how it works they might just appear at a given interval tho. If you kill the chopper, great, if you don't don't worry about it One thing I found helpful was to keep the target car between you and the chopper so only one of them can shoot at you at any given time. Remember to use Triangle if you need it.

This mission unlocks:

Time Trial - Vulture Canyon - Route 2
- Zephyr B-101 APC

Mission 4 - Velocity

Things just wen't from bad to worse. We got a coded communication from the Warlord leader, The General.

He's rigged a civilian bus with a bomb.

He'll detonate it remotley unless we meet his demand!

I don't know how to put this to you except straight. He wants you on that bus.

If not, he'll blow those civilians sky high!

We're out of options here, kid. I'd trade place with you if I could - well, maybe not.

Quickly find and board the bus

Save all the passengers

I havent actualy done this one yet so I'll let Braiba tell you what's what.

This mission is VERY frustrating. You have to jump onto the bus and then hold it steady so the passengers can jump off into a jeep, while keeping over a certain speed. The limit on this is pretty tright and isn't helped by the fact that the civilians never seem to want to jump to the jeep. I found the easiest way was to position the bus so that the jeep was just in front of it, but even then, it's hard.

Mission 5 - Day of the Dam

Yesterday, the Warlords demanded the State Governor release a number of their men of suffer the consequences.

Naturally, the GOVERNOR refused, but the Warlords are making good on their threat: boats armed with rocketlaunchers have been spotted heading for Eagle Rock Hydroelectric Station.

I'm sending you in the chopper. Sink the boats before they destroy the dam or the whole state will be a paddling pool!

Stop the Warlords from destroying the dam

Take out the boats before they reach the dam. Pretty standard fare. - Braiba

Extra notes from me.

You have 10km and 9 boats to waste, you want to be able to take out at least 4 of them in the first 5km with the helicopter gun. At around the 5km mark you run out of fuel and get dropped onto a boat, from here on in it is a simple capture or destroy everything mission. The only tricky bit is a split to the left that the last boat takes that if you miss will put you less than 1km from the end with a guy still hanging around.

This mission unlocks:

Time Trial - Vulture Canyon - Route 1

Race - Operation Eaglefire

Mission 6 - General's Revenge

This is pretty damn hard. Unlike most of the other bosses, the General is visible pretty much the whole time, however this is only a small help as he cycles through laying mines, firing mortars and shooting rockets that only seem to be avoidable by being in front of his boat. The Justice bar is very important here as you will probably need to heal at least twice. In my experience, brute force is pretty much essential to get the amount of justice you need.

Thanks to Braiba Grasshand for the info on Mission 4,5 and 6. More details coming when I get them done

Convicts Missions [conv]*

Rampaging escaped prisoners

Mission 1 - Ski Run Rampage

Heads up, we have a serious problem. There's been a mass breakout from Fort Asten High Security Prison. We can't let these convicts reach the state border. Watch your back, these lowlives have the worst rap sheets I've ever seen!

- # Protect endangered civilians
- # Stop the convicts from escaping Snowstorm Peaks

5km and no enemy in sight. Enjoy the drive. Right up to the point the timer starts.

12km and three civilians to protect. The first two only have one car on them so deal with that the best way you know how. The last one has two cars attacking him, capture or kill them but try not to ram the guy you are protecting, I lost count of how many times he died from that. You should have full justice for this, or if not after it.

7km and the rest of the convicts show up, simple chase and kill but watch out for their guns, they hurt. Remember, brake makes you dodge. A lot of them have three guys in the car, in these cases try to kill two of them with justice shot and you should still get it all back. Kill all four to complete the mission.

This mission unlocks:

- Time Trial - Snowstorm Peaks - Route 2
- Race - Injured Balls
- Cheat - Poisoned

Mission 2 - Rapid Reaction

Code 3 emergency, hot shot! The Convicts are making a run for it along the city canal toward the harbour. I'll bet your paycheck they have a cockamamie scheme to ferry themselves out of state.

Keep your wits about you. These cop killers would rather take a dirt nap than do more time!

- # Stop all the convicts reacing the harbour

10km and 8 enemys.

This mission is a cake walk compared to the last one. All you need to remember

is that once you have full justice you can take out one guy per boat in mid-air and you will do fine.

This mission unlocks:

Time Trail - Capital City - Route 4
- Kobayashi Avenger 700
- Wave Grinder
Cheat - Big Wheels

Mission 3 - Wilde's Boys

Jumping Jehoshaphat! That lunatic Billy Wilde, the Convict lieutenant, is making a run for the state border with his fellow escapees. Keep the citizens of Corsair Bay safe while you take down this menace to society! This time he won't get to plead insanity.

Don't allow the convicts to reach Corsair Bay
Ensure that Billy Wilde does not escape the state

OK, this one actually isn't too bad compared to some of the others. It starts with your standardised chase - kill - capture type mission 9km to take out 6 cars. Again, capturing them tends to be faster and justice shots are good. Before you get full justice you may end up having to little health to take out the people in a car, in this case you can either shoot up the car or wait for one of them to jump to your car THEN jump to the other car. Note that if you do this they will capture your old car but you do not have to re-capture it to complete the mission.

Once you take out everyone you get to hop into a helicopter to take out Billy - yay --

Start by taking his car down as low as you can get it (killing it is good, gets you justice) He will then jump onto the roof of another car and start throwing molotov cocktails or something at you, this is your chance to hurt him. When you do enough damage to him he will capture the car so start the pattern over again until he dies.

This mission unlocks:

Time Trial - Sunset Falls - Route 4
- Jord 450i TX
Race - Billy's Big Boom!
Mission - The Forger
Images - Image 6

Mission 4 - The Forger

Intelligence reports the Convicts are planning to flee the state using fake documents. They've flown in a forger from the East coast and they're heading to the airport to pick him up.

Capture the Convict's lead vehicle so you can pose as one of them and pick up the forger. Once you bag him, return to the city limits. But watch your back; the Convicts need him as badly as we do!

Capture the Convict Sports car
Collect the Forger
Return him to the safety of the City

Overview of the mission from Braiba

Capture the sports car and take out the other two cars before they reach the airport. Get to the airport and then get back with the forger (i.e. no changing vehicles). Pretty simple, except that the forger keeps waking up and trying to grab the wheel, sending your car all over the place!

Actually, not a bad mission this one. 6Km and 1:50 to take out a few cars. I recomend taking out the two escort cars first then the lead one.
Now you have 5:40 to race 22Km. About 1Km into it a chase car (the ones with a blue arrow that are invincible but slow) appears followed soon by ones that you CAN kill. Crush them but make sure you kill the guys that jump onto your roof first. You will likely need to use Triangle more than once.

This mission unlocks:

Time Trial - Interstate 77 - Route 5

- "The Claw"

Cheat - Wild Water

Convicts 5 - A Snitch in Time

Take out the cars before they reach the hideout. This is pretty damn hard if you're trying to do it by jumping on the cars, but if you do it by just shooting them from your car you'll have plenty of time. Once you get to the hideout, shoot the convicts who atack you, then race back to the city with the snithc (i.e. no changing cars).

Unlocks Image 9

Convicts 6 - Bus to the Border

This guy is tough. His iron ball can take your car from full health down to empty in a single hit! You'll be wanting your justice gauge full as much as possible for this one; you're going to need it (getting brute force x4/x5/x6 on the cards that appear with the bus at the start helps a lot). His pattern for this is pretty simple; he'll jump out on the roof, spin his ball around and then throw it at you. Then he'll jump back in the bus the the convicts will start throwing bits of the bus at you. You can take them out pretty quickly and then Hard Balls will jump out again. Pretty tight limit on this one, but you'll get it eventually

Thanks to Braiba Grasshand for the info on Mission 4,5 and 6. More details coming when I get them done

Vixens Missions [vixe]*

Vixens 1 - Daylight Archaeology

Take out the groups of vixen cars and bikes, then jump to the boats when you reach the river and take them out as well. Takes a bit of practice, but you'll get it eventually. I find avoiding getting on the bikes helps as they're really hard to drive. When I get to the second group (two bikes one car) I usually shoot down one bike, capture the car and then take the other bike down. Also, watch out for their machine guns - they're lethal. Using just enough justice shot that your bar gets refilled from the fatalities and the capture is a good strategy here.

Unlocks Image 10

Vixens 2 - A taste of Metal

Capture a load of boats. Pretty straightfoward.

Unlocks Image 11

Vixens 3 - Fox Hunt

This is quite fun. When the vixens jump onto the truck, swerve as much as you can to make them fall off while shooting the other cars. Once the fox arrives, jump into a vixen car and chase after her. Once she gets down to halfway she'll

jump into a helicopter which fires rockets at you. Dodge the rockets and shoot her when she's reloading.

Vixens 4 - Babes, Boats and Bullets

The first three(?) of boats are in trucks which you have to capture, then jump to the boats on the river and capture them.

Vixens 5 - Girl's Best Friend

Unlocks SecMoto XSR vehicle and Law Lord cheat

Vixens 6 - Whiplash

Whiplash is kind of a mix of all the bosses you've fought so far already, so there's nothing really new to say here.

Unlocks Emerson V12 GT

Thanks to Braiba Grasshand for the info on all of these. More details coming when I get them done

Killer 66 Missions [kill]*

Killer 66 1 - Guardian

Shoot the cars from the chopper, then try to take out the guards in the base (although don't worry if you can't - they're really hard to hit and it doesn't matter too much anyway). Once the chopper lands shoot the men from the ground (much easier!), then grab the car and head back to the city with the Mayor's daughter (yup, no changing cars again)

Killer 66 2 - The Big Game

Drive to the stadium on the bike, shoot the guys trying to steal the money, then chase after the money trucks. Unless you're really close to the second truck after you grab the first it's probably worth grabbing a civilian car, because the trucks are awful. Once you reach the bridge, Sarah will grab you in the chopper and you'll get to take down some more of the Killer 66 from the air.

Killer 66 3 - Synthetic Science

The limit on the first bit of this is surprisingly tight for no real reason... Anyway, once you catch up to Sudeko, tail him to the research plant, take out the guards and chase after him. He will throw grenades at you most of the time, which can be quite hard to avoid and do a decent amount of damage to your car. He'll also release some weird gas that temporarily reverses your steering if it hits you, which can be quite annoying. Don't worry about dropping back a bit if your health is getting low while you're on the dirt road. It's better to just hang back until you reach the main road and can grab a new car - otherwise you'll get taken out the second you reach the highway.

Unlocks Image 13

Killer 66 4 - Pursuit Plunder

Go to the research base, get the car, get back. Simple.

Killer 66 5 - Risky Business

Take out as many cars as you can while you're in the chopper, then take out the rest from the pursuit car. It's a good idea not to change cars unless you have to, because there's a guy in the pursuit car that will help you out with shooting up the cars.

Killer 66 6 - Monster Toshima

This guy is annoying. He fires his flamethrower pretty much constantly and it seems to be impossible to avoid. Just shoot him as quickly as you can and

hopefully you'll get him down to about 65% before you die, because then he'll release a car of Killer 66s that you can capture. Repeat, but try to keep your Justice gauge maxed - you'll almost certainly need it at some point. Good luck.

Again, thanks for this goes to Braiba Grasshand. I'll get more details when I can

Race Mode [race]*

You and few others racing for glory (and pictures). Coming first in a race unlocks an image in the gallery.

Quarantine - Your toxic barrel is leaking! A quarantine zone is in effect and it'll close around you once all police officers are clear. Race them out of the zone to safety! - You are in one of the toxic trucks from Warlords Mission 1 and racing the same track as that mission. You begin in position 10.

Unlocks image 16

First Witness - You dirty rat! The Don's after you now. Make sure you get to the docks ahead of the other FBI scumbags to guarantee your place in the witness protection program. - You are in an FBI boat facing other FBI boats, the route is the same as Capelli Mission 4. You begin in position 10.

Unlocks image 17

Injured Balls - Hard Balls is lying injured after a snowboarding accident, he could never quite get that "1080 Triple Twist Backbuster" right! Rescue him before the warlords get to the ski slope and take him prisoner - You are in one of the Convict's trucks against the Warlord's ones on the same route as Convict's Mission 1. You begin in position 9.

Unlocks image 18

The Don's Delivery Service - You're driving in a convoy of trucks delivering stolen furniture to the Don. Beat those other goons to the mansion and earn the Don's respect - You start in position 6.

Unlocks image 23

Time Trial [time]*

This is a simple race against the clock. Each mission unlocks one track. Pick the one you want to practice, pick the vehicle you want to do it with and floor it.

If you beat your best time you get the option to save Hot Lap data. What this really means is that next time you race that track you will have a 'ghost' racing with you. The ghost is a grey image of the vehicle you did the hot lap with which races exactly as you did in the save that you made. This lets you see how you are doing compared to last time. Enjoy.

My Scores [mysc]*

Well, I thought you guys might enjoy seeing how good you are compared to me so that you can either up your game or have a laugh at how poor I am.

Capelli Missions:

- 1 Rat Race - C (7545)
- 2 Cold Contract - A (9858)
- 3 Line of Fire - C (9314)
- 4 Witness Protection - A (20150)

- 5 Legal Eagle - C (26056)
- 6 Don the Run - C (23886)

Warlords Missions

- 1 Toxic Convoy - C (23323)
- 2 Hardware Hijack - C (17770)
- 3 Atomic Ambush - B (27554)
- 4 Velocity - Not Done
- 5 Day of the Dam - C (12724)
- 6 General's Revenge - Not Done

Convicts Missions

- 1 Ski Run Rampage - C (13972)
- 2 Rapid Reaction - B (14868)
- 3 Wilde's Boys - C (21184)
- 4 The Forger - B (18721)
- 5 A Snitch in Time - Not Done
- 6 Bus to the Border - Not Done

Vixens Missions

- 1 Daylight Archaeology - Not Done
- 2 A taste of Metal - Not Done
- 3 Fox Hunt - Not Done
- 4 Babes, Boats and Bullets - Not Done
- 5 Girl's Best Friend - Not Done
- 6 Whiplash - Not Done

Killer 66 Missions

- 1 Guardian - Not Done
- 2 The Big Game - Not Done
- 3 Sythetic Science - Not Done
- 4 Pursuit Plunder - Not Done
- 5 Risky Business - Not Done
- 6 Monster Toshima - Not Done

Time Trials

- Interstate 77
- Route 1 - 2:20.13
- Route 2 - 2:57.47
- Route 3 - 3:01.88

Capital City

- Route 2 - 4:17.16
- Route 3 - 2:14.96
- Route 4 - 2:23.94
- Route 7 - 4:23.13

Snowstorm Peaks

- Route 1 - 2:15.79

Races

- Quarantine - Gold, 3:56.27
- First Witness - Gold, 3:20.53
- Injured Balls - Gold, 3:20.97
- The Don's Delivery Service - Gold, 2:10.79

Cheats [chea]*

I bet you all have been waiting for this one, well I got some bad news for you.

You have to unlock the cheats yourself by getting A rankings on missions, not easy but once you do it is simply an option to turn them on. When you turn one on for the first time you get the warning that you can't actually solve missions with a cheat on and the background changes colour to let you know that you have a cheat on. You get cheats by getting A grades on missions

So here is the cheat

A on Capelli mission 2 - Laser Law - All guns fire laser beams.

Honestly, this didn't seem to do a whole lot.

Cheats from Braiba Grasshand

A on Cappeli Mission 5 - Reoffender - Double loss on all negative Justice

Cheats I've unlocked, but don't know which missions they came from:

Double Damage

Invicibility

Open Road (No civillian traffic)

Big Wheels - Convicts 2

Wild Water - Convicts 4

Law Lord - Vixens 5 (note that this cheat looks like it kicks everything as it gives full Justice at all times)

Extra Cheats and a few tidbits from Terlob

Speed - Character movement speed is increased

Big Wheels - Wheels on cars and propellers on boats are bigger

Wild Water - Water is always choppy

Sticky feet - Cant get thrown off cars

Iron Man - Increases Difficulty (Get it by finishing Monster Toshima with an A)

Also, just a note, When you finish the game the background turns from blue to red. Dont know if you want to stick that in your guide anywhere.

Another thing - i have found out how to get past those yellow and black barriers (the ones that tell you where to go). Drive up to one and wait. When a car comes get in front of it and it will push you through the barrier. Not much to do on the other side though.

Contact me [cont]*

Any questions, suggestions or HELPFUL critisism can be directed to
thewhite@gmail.com

Make sure you put 'Pursuit Force' or similar as the subject so I know what you are going on about.

E-mails consisting of more than one swear word or unhelpful critacism can be directed to someone who cares (not me)

If you happen to like this guide and want it on your site, ask and I'll likely give you permission. If you want to download it, print it, give it to a friend, or use it as kitty litter feel free as long as whatever you do with it you arn't passing it off as yours of making money out of it.

Version History [vers]*

I'm putting this last because I hate those FAQs where you have to scroll through pages of this stuff just to get to the good stuff. I figure the people who care will read it anyway and the people who don't wont get annoyed.

Version 0.15

OK so this probably isn't 15% of the way through the game and anyone who needs a guide for this shouldn't be playing.

3 Capelli missions done

1 Warlord mission done

Info on controls, moves and promotions

Version 0.16

Officer and Sergeant done

Foot moves added

Lieutenant info added

New site given permission to use the guide (www.neoseeker.com)

Version 0.20

Version numbers are now the % I have unlocked according to the game

Capelli missions completed

Race, Time Trial and Cheat info added

LOTS and LOTS of info from Braiba Grasshand (more cheat info, promotion info and detailed help on 2 missions as well as basic info on 18 others)

Another site allowed to host the game (www.cheatcc.com)

Version 0.23

Day of the Dam and both Lieutenant Convicts missions done

Extra cheats from Terlob added

New section - My scores added

Better ASCII Art from Terlob

New website added to allowed list (www.cheathappens.com)

Version 0.24

A few more unlocks and cheats from Braiba - sheesh, she's written about half of this guide now :)

One more site allowed to use the guide (www.supercheats.com)

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