

Urban Chaos FAQ/Walkthrough

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This walkthrough was originally written for Urban Chaos on the PSX, but the walkthrough is still applicable to the DC version of the game.

[-xdragon @themail.com-] [-Urban Chaos- Walkthrough-] [-version 1-] [-
Playstation Version-]

This is the Glitchiest and worst playing Playstation game I have ever played and I'm sorry to say will go unfinished. If the gaming companies would take the time to make sure a game is done right in all phases of development then maybe I'd finish the walkthrough. I've had it with this stupid excuse for a Playstation game and will not make a full walkthrough. Is it also so much to ask to put in save areas throughout one level instead of level to level? Maybe someone will invent a plug in or something for a system that would allow you to save wherever ya damn please in a game. This game is sorry in all aspects.

The top 10 reasons not to play this game:

10. The controls suck.
9. The cameras in close quarters are terrible.
8. There is no way to save the game within a level. If you die you must go back and refind all the powerups you got before dying.
7. The shotgun ammo is few and far between making you revert to your puny 4 shots to kill enemies gun. (I think a cap gun would kill the enemies quicker than the pistol in this game.)
6. The stealth mode is pretty much pointless as sneaking on one enemy always brings 1 more in right behind you. When this happens then they still see you. Also shooting enemies from behind when they aren't aware you're there still takes the same amount of ammo to kill them.
5. It's too easy to fall off of high buildings and tall structures because the controls suck (refer to number 10)
4. The A-I is some of the stupidest I have ever seen as the enemies wait most times for you to arrest their pals before attacking.
3. The graphics aren't anything to write home about. With grainy and distant graphics it adds to how lousy this game plays.
2. The clipping isn't terrible it's beyond terrible. The game engine is worse than the Tomb Raider engine was and just doesn't flow smoothly enough with the gameplay. Lets also see some inside levels as in, inside of buildings.
1. Number 1 reason this game probably sucks is probably because it was

Although you begin some missions with a weapon, you should be able to find better weapons fairly easily. You can often disarm an armed assailant during a brawl; when you see the weapon fall to the ground, walk over and press the action button to pick it up. You may also find ammo behind objects.

Remember: Even after a weapon is in your inventory, you must select it before you can use it.

[-Firearms-]

All guns work in the same way: When a target presents itself, D'arci or Roper will auto-draw their firearm and a targeting icon will appear around the target to denote that you are aimed and ready to fire. You cannot fire until the target has appeared- the delay depends on the type of gun used and the range. If you fire before the target appears, there is a percentage chance that you may miss your target.

When targeting, D'arci will challenge any foe in her sights. Civilians normally freeze when ordered, and lay down for search when you press the action button. Guilty suspects may run or challenge you. Be warned: The UCPD comes down hard on officers who shoot innocent people.

Warning: A firearm can be knocked out of your hand if you are punched or kicked while holding it.

Pistol- This is a good all-around weapon. It has good short to mid-range accuracy with a high fire rate.

Shotgun- Devastating at short-range, this weapon has a slow reload time.

Assault Rifle- The best weapon for combat, the assault rifle has good fire rate with mid-range distance and excellent accuracy.

Pistol Clip- Pistol Clips give the pistol a full cartridge of bullets.

Shotgun Shell- Shotgun shells vary in amount when found.

Rifle Clip- Rifle Clips give the assault rifle a full cartridge of bullets.

[-Explosives-]

Hand Grenade- Press the punch button to pull the pin; Press a second time to throw. The grenade has a 6 second fuse. Once it is primed, you must throw it toward the target or be blown to bits.

Time Bomb- General-purpose explosives for all manner of demolition work. You either receive these at the start of a mission, or find them during the level. Press the punch button to place the bomb. You then have 5 seconds to clear the blast radius. These explosives have a devastating short-range blast and must be used as warranted by the mission briefing.

[-Other Weapons/Items-]

If you have a gun or run out of ammo, there are other ways to improve your chances in a street brawl. If you can disarm an opponet who is wielding a bat or a knife, you can pick them up and add them to your inventory. (Just my opinion but wouldn't this be corrupting evidence by using a criminals own weapon?) You can also pick up large objects such as crates and drums and throw them. Press the action button while standing close to the object to pick it up. Move

Gold next and get it over with. Here you have a truck to drive around the advanced track and must stop and reverse, very senseless but you must and get around the track before the timer runs out. This track is a bit more difficult and I made it around the second try with 6 seconds to spare. You must do a reversal stop twice on each lap here which makes it harder. When you make it around the track and finish you must do the same reversal into the spot where you began to end this level.

[-Assault Course-]

[-Training-]

You may now enter the Rat Catch or enter training. I completed the training mission with 4 seconds to spare on the second try. You must try not to hesitate on this course and make sure you use the slide thing towards the middle of the course to get full advantage. Near the end there is a lot of jumps so just try, and make it even though the controls are horribly sloppy.

[-Combat Center-]

[-Combat Bronze-]

Completing this opens up the RTA, West District. Move now to the combat trainer if you choose and try your best to complete it. First you must simply do a slide kick to take the enemy down. Do this by pressing the O button for running and then when close to opponet press triangle to take him down. The next is a little trickier, you must get in a 3 combination punch to take the opponet down. Try throwing a few practice swings and then when you're ready approach and knock this guy down. What worked for me was I swung 2 punches and missed and the 3rd punch hit and was the charm and knocked the guy down. Next you must do a 3 kick combo with the triangle button. This is the same as the 3 punch combo from before just needing to land the last kick takes this guy down. Next is a guy you must take down and then press the action button when his health meter is blanked out and arrest him before he gets back up. Now you must approach 4 guys and they are on top of a building with a ladder if you're having trouble finding them. Use side kicks to take them down and kick 3 of the 4 guys and then the last guy just use action button and you will win this fight.

[-Combat Silver-]

[-Use Your Skills to eliminate or arrest all opponet targets. Silver award pits you against waves of increasingly difficult opponets. You must defeat each wave within the time limits.-]

There is 2 guys to get in this first section so take care of them by knocking them down and then using action to throw them and arrest them. Arresting them for this area is your best bet unless you just have something to prove by beating them senseless. When the first 2 guys are down you get 3 more targets 2 guys on the ground and one on a building. Take them down the same way and get in the quick arrests and then 3 more targets and time extensions are added. Once you get these 3 guys arrested another guy is targeted. He tries running away from you so use your run/slide to take him down. Turn around quickly and make the arrest and this area is done.

[-Combat Gold-]

[-Use Your Skills to eliminate or arrest all opponet targets. Silver award pits you against waves of increasingly difficult opponets. You must defeat each wave within the time limits.-]

run into it and an the dispatcher radios to you that there has been a homicide.

Run up the alley a bit and you will be right at the scene of the homicide. Speak with the people there and then search the dead guy if you want to. Turn around after searching the guy and then go left near a green dumpster is another constitution powerup to take. Go through the alley and then go right up the street and then another right. The dispatcher radios that he has found the mugger and to get on it quick. Now for the sake of keeping this walkthrough in check follow the red arrow to the car crash site first. Once to the taxi car you gotta get in it and take it to the compound yard.

Take it back to the Police station and the guy will say RTA vehicle secured. Now follow the mugger arrow and when you find him use the slide kick to knock him down. Quickly get on him and use the O button to arrest him and this level is complete. I will only cover the areas that are sufficient to complete the levels. There is other stuff to check on in most levels but they aren't necessary aspects of completing the game. Save if you like and then enter the RTA: The Jump.

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[-The Jump-]

Stern I gotta tell you today's been a weird day. Get this- There's a jumper hanging off a building off of Keaton Ave., Get over there and get him down- but Darci, do it subtle. O'Byrne says the guy's as nervous as a turkey at Thanksgiving_ wont let anyone approach him directly. We need this kook taken out of trouble. If the press gets hold of this they'll hang our asses out to dry.

[-Duties-]

-Bring down the suicide threat.

Watch the cut-scene and then leave the station going right and run up the street a ways. You'll get a call to head to Kleetus Ave. so follow the blue arrow there. Speak with the cop and you'll find out his car was stolen. Follow the green arrow now that is to Brooks tower and climb the ladder to the top. Once up here go right, climbing the small ledges and then jump over a duct sticking out. When you land walk forward to an opening on the left and to the left is a strength, constitution and a another strength powerup. CLimb the ladder to the left now and go to the top. Up here is another strength powerup for you to get and you should be at 4 with strenght. Go up the ladder and then take a right or left to another open section of the roof. Back here is another ladder to climb so climb it and near the ledge is a reflex powerup. Best way to get it is to crouch and crawl to it to avoid falling down.

Jump up on the wire here and slide while remembering to hold the X button until Darci lands. When she lands walk up a small ways and a cut-scene with the loser wannabe fireman ensues. This level is completed and you can now save the game.

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[-Gun Hunt-]

An honest citizen has informed us that he saw a man dumping a firearm at the back of the Eagle building. He can't remember the exact spot so you'll need to search the area for the weapon. This weapon may be linked to a recent murder, so it is imperative that you bring it back to the station once found.

[-Duties-]

-Find weapon and bring it back to the station.

[-Duties-]

-Arrest at least 1 of the gang bosses.

Turn around and head around the corner on the sidewalk and when you get near a phone booth a gangster approaches from the rear. Beat him up or just arrest him and take the gun ammo to add to yours. Go left into the small alley near the ladder and another gangster approaches from the right so take him out. Another approaches soon after so take him down or just arrest him. Climb the ladder to the lower roof and then just jump up to the taller roof. Get the gangster here and then search him to receive a pistol and some extra ammo.

Equip the pistol and another gangster bearing a weapon approaches from the left so shoot him. Hop off the building or take the ladder down to the street. Go left up the road and cross to the right side when there's no traffic. In the alley to the right is a health pack if you need it. Turn back around and head out of the alley and another gangster is here so take him down. Cross the street and 2 more gangsters are around to take care of them and collect the ammo and knife off of the 2 thugs. Run right up the road and right in front of the police district 2 more thugs charge at you so take care of them. Head up the road and take out another gangster and then speak with Officer Mills if you like.

Head now to the rear entrance and to the right is a sidewalk so walk down it behind the steel bar fence and take the stamina powerup. A gangster appears behind you so get him and then head out this direction and take a right back on the street. Get the gangster here and he gives you a 50% health medpack. Now head up to the street to another alley and a car is parked here. An old man looking just like Deeks comes out and gets all mad about you being near his car. A gangster runs in from behind so take him out and then the old man. You'll get radioded from dispatch that you made a good arrest.

Now head to a back alley with the truck and a regular cruiser parked near an alley. Walk back in the alley and speak with one of the officers. 3 gangsters approach from behind and the other 2 officers will assist you. One gangster has a shotgun so collect it and then head right and the other 2 officers will follow you. Another gangster approaches and then once he's beat the other 2 guys commend you so now search all visible suspects. Turn around now and in this back alley is a reflexes powerup and a Constitution powerup. Jump up the green dumpster here and climb the ledge here to find some ammo for the gun. Turn left on the same ledge and take a med-pack towards the left and back of the ledge.

Fall off this ledge and the first green dumpster on the left, climb up. Get to this ledge and take the ammo clip here and then fall off this ledge to the ground. Head now in the police vehicle to the rear access near the steps leading up and now you must exit the vehicle. Go up the steps and enter the doorway after taking care of the gangster guarding it. This building is some sort of store and you can arrest the people here just for kicks but nothing important in here. Leave here and hop the fence and another gangster is here so beat him up. Turn right now and a med-pack is ahead and to the left near the fence so get it. Another gangster jumps down so take him out and he has a med-pack too in case you need it.

Run up the street now and take your first right into a park and a building is here. Run to the right and to the rear of the building is a constitution powerup. Turn around now after getting that and fight another gangster here, take his health pack if you need to. Head back to the street and to the right a small ways down is another alley with a large box and a small box. Enter the alley and get some ammo and then leave this alley. Run up the street a ways and straight back on the right sidewalk is an alley. Enter here and she will say God what's that smell? Walk to the back left part of this alley and search the decaying body. Get the shotgun and then beat up the gangster that approaches

Ignore all bad guys here and run like the wind to the first car, just remember to follow the colored markers to find it. Get in the car and when you drive off a van might try and block your way so swerve right to avoid him. Swerve left immediately afterwards as to avoid the guy with a shotgun shooting at the car. Drive back to the police station and park it in the pyloned area next to the truck and then leave the vehicle. Another coded call is patched through so now follow the next marker to the next car. Again you'll want to avoid the guys around by not fighting anyone as time is crucial here.

When you bring this car back you just need to park it in the pyloned area in the road instead. The bombers are spotted now so leave the car if you haven't already and follow the blue marker to the bomber. Once you get to the bombers take them down and a regular enemy may be here too. Fight them and arrest all of them and now you must follow the new blue marker to the Wild Cat den. Search the green dumpster on the left wall in the back of the alley for the video. The rusty one has nothing so head to first set in the alley. Head back to the Sarge which is the white marker and speak with him and this short level comes to an end so save if you choose.

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[-Botanical Gardens-]

[-Grim Gardens-]

Sgt. Bryant was investigating drugs ring downtown for the last 2 months. 3 days ago, some scumbag from inside the force tipped off the dealers and quickly stashed the narcotics, worth in excess of \$3 million, inside the Botanical Gardens. Word has reached us that gang groups are loitering around the gardens, ready to swoop and take them from under our noses. This is personal between us and them. Darci- we want to hit them where it hurts- when you find the stashes, destroy the poison!

[-Duties-]

-Destroy both narcotics supplies.

Cross the street and speak with Gordansky and she'll tip you off about the location of the explosives. Head up the road near where you began and there is a black van parked near a building. You can get in the van and drive it around if you like. The building is actually a gas station so that will help you find it even better. Before going on a Sunday drive however, Speak with the 2 guys standing on the street corner right where you began the level. After speaking with the last guy a armed suspect that has gunned down a officer is spotted. Now enter the van and follow the white marker to the suspect. Once you gain up to him either run him over to take him down the first time, or leave the vehicle and arrest him with brute force. Don't kill the guy either even though he killed a fellow officer.

Head back towards the van but don't get in it yet, instead walk up the steps where the restaurant is and near the downed officer is a reflexes powerup. Head back to the gas station where you got the van and across the street is a tall wall to park near. Park the van over here and jump on it to climb the wall and you're in the area to get the explosives. Once you fall down this area you'll see a big opening to the right but don't go this way yet. Head around the doorway back and to the left and take out the grenade dude and take his grenade.

Now in this room is 2 switches on the right wall so go ahead and activate them. Enter the closer gate to the left and up the steps is 4 guys to take down. Further back and left is an elevator but it doesn't work so now turn back around. Now head to the big opening I mentioned not to take earlier. By this

time you'll see a white power switch marker so follow it it's white. Run around this area and enter the center stairway and go up it. Turn right at the top of the steps and go down a smaller set of steps. Face left and you'll a switch on a wall next to a ladder so activate it and the life works now.

Climb the ladder now and get a stamina powerup at the top. Follow the explosives marker that is in red and take the explosives that are down a set of steps close to where you are now. Once taken you get a call from the chief about Koots so leave this area at the now main gates that are opened if you activated the switch like I instructed. Get in the van that's just around the left corner while running on the sidewalk. Follow the red marker to the next suspect and run this guy over. Quickly leave the van and make the arrest or if he gets up beat him to submission. Head back to where the gardens are and just for kicks make sure you take the van and enter the gate. Take your first right in the switch room and then past this opened gate and drive up the steps till you can go no further.

Leave the vehicle and go to where the elevator is which is back and to the left. On your way there take out a wildcat and then hop on the elevator. Once up top here run out and from the left a guy runs after you so use the slide kick deal and arrest him. Search him and take his grenade. Back and to the left is another guy so shoot him but don't even think of searching him. The damn game screwed me when I tried walking a teency bit forward when close to this guy and I fell over the fence and friggin died. Head right and climb the ladder and to the right of the ledge here on the roof is another elevator to get on. Once at the bottom of this elevator a gangster with a knife fights you.

Get him whichever way you choose and then back and to the left of this room is the first stash of drugs. Switch to explosives and place it close to the boxes and then run away and you now only have 1 more stash left. CLimb the ladder and then when going left jump on the box sticking up. Land on the steel catwalk and cross it and then jump left and collect the Stamina Powerup here. Go right along the small catwalk and be careful these friggin controls are for the birds as it takes small effort to fall here and have to go back and redo this entire part again. Turn right and then jump to the other roof and go down the ladder. Fight 3 guys here and destroy the other stash of drugs here and the level ends. Save if you like.

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[-Southside Beach-]
[-Semtex-]

Just go on the beat, but be careful. The underworld seems to be seething with rumors that the wildcats are planning something big for this section of Southside UC. Oh, we also got a call from your snitch, Deeks. Says he wants to meet you to pass on some "personal info". Hell if I know what he means!

[-Duties-]
-Meet Deeks.

Follow the red Deeks marker and meet up with him. Once speaking with him some Wildcats show up so you must fight them. Speak with Deeks after getting rid of the Wildcats and then follow the Red Marker to Officer Molko. Speak with Molko and he says speak with Roper so cross the road and speak with him. Take the shotgun and then follow Roper and he is a very slow runner. The first 2 guys are easy so allow Roper to take them down. Now equip the shotgun and you'll go into an alley with many wildcats so help Roper take them out. Climb the ladder up the fire escape and then turn right and climb another ladder. Turn around once up here and jump to the other side. Go along the walk and head right to an opening

Go to where a long level ago there was a switch that opened a gate so hit the switch and get the powerup here. Now head back to the safe zone and make your way to a restaurant and shoot 2 guys inside. Behind the counter is a stamina powerup so take it. Follow the red marker now and make your way through the alleys. This part with the alleys is really tough so be aware of your surroundings and pretty much just blast everyone ya see. Just about every Wildcat is armed with a shotgun and they move in quickly. Best way to rid them is to try and make very quick arrests. Take their ammo and stock up so you can use more ammo later in this level. When you finally find the officer you'll get control of Roper. Roper should have been the main character in this game in my opinion. He's much faster and wayyy tougher. Follow the blue marker to where Beck is.

He will be unconscious in an alley and you must carry him back to the station. When you meet up with more Wildcats on the way to the station use the action button to put Beck down so you can take care of business. Don't go too far away from Beck when fighting cause you need him to complete the level. The best method when carrying Beck is to just stay on the sidewalks and avoid fighting. When you encounter some Wildcats, run in a zig zag pattern to avoid being hit till you make it to the parker police vehicles. You make it here with Roper and now you must make it back with This other guy. It'd make it easier if this guy was unconscious too that way you wouldn't worry about him dying.

Okay go up the alley exit and shoot the 1 land mine to blow them all up or your officer guy gets you both blown to smithereens.

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