

Dynamite Cop FAQ/Walkthrough

by Magician Type 0

Updated to v4.0 on Dec 12, 2001

Magician Type 0's and James Malloy's Quick-walkthrough to

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Version 4.0

Last update 12/12/01 4H05 Eastern Time

See my site at <http://ssekai.cjb.net>

LEGAL STUFF

Look, it's 2001, and I've decided I don't give a damn. Just leave my name on it and it's yours.

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Note: With the exception of Cindy, these are all from the instruction manual.

2. Quick-walkthrough to the levels

- a. Mission 1
- b. Mission 2
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3. Cheats

- a. from www.gamewinners.com

NOTE: As a posted author at these sites I am allowed to post these

0. This FAQ

- a. Version History
- b. The authors
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1a. General Moves

X= Punch

B= Jump

Y= Kick

1b. Bruno during power-up

X, X, X, X, X, X, X, X (w/ hangun)=Crazy 7 shot

X, X, X, X, X, X, X, X (w/ pole)= Super Stick Roll

1c. Jean during power-up

GRAB, X, X, X, Y, Y, Y, Y, Y, Y, Y, Y= Marvelous Graapple Combo

GRAB, Y, Y, Y, Y, X, X, X, X, X, X, X, X, X, X= Super Stick Roll

1d. Eddie during power-up

X, X, X, X, X, X, X, X, X, X, X, Y= Asian Flash Combo

Y, Y, Y, Y, Y, Y, Y, Y, X= Thai Boxing Crusher

1e. Secret Characters *

Monkey- Fights sort of like Bruno

Cindy- Fights sort of like Jean

Bruno 2- Dunno. Probably like Eddie

* If anyone has more specific information email me at
webmaster@casog.zzn.com

1f. Special unarmed combat

L+R= Low Kick

X+Y+B= Escape

X+B= Quick Upper

Y+B= Jumping Kick

TOWARDS, X+B= Jumping Spin Kick

TOWARDS, Y+B= Dive Bomber

B, B, X= Reverse Fist

B, B, Y= Sweep

Y (while running)= Rocket Kick

(Hold) Y (then release)= Somersault Kick

X (while jumping)= Aerial Punch

Y (while jumping)= Drop Kick

X+Y (while jumping)= Follow Up

X (while landing)= Elbow Pop

Y (while landing)= Rotating Smash

1g. While Holding

ROTATE STICK+B= Giant Swing

AWAY+X= Double Arm Suplex (Bruno)

AWAY+X= Aikido Throw (Jean)

AWAY+X= Body Slam (Eddie)

AWAY+Y= Brain Buster (Bruno)

AWAY+Y= Frankensteiner (Jean)

AWAY+Y= Whirling Throw (Eddie)

1h. While Lifting the enemy

X= Throw
Y= Forceful Kick
X+B= Jumping Piledriver
Y+B= Jumping Wishbone Body Slam

1i. While Holding the enemy's legs

X= Beat
Y= Throw

1j. While using the handgun

X (While holding)= Make an arrest
Y (While holding)= Steal from the enemy

2a. Mission 1

Character we used: Cindy Holiday

Once you parachute in just beat up the first two guys. Get the P and get the 2nd guy. Pick up the cabinet and throw it for some explosive action. There's an illustration here along with a handgun, a pipe (recomended), and a microphone stand (also recomended). Pickk up the Ps as normal. One enemy will reward you with an S, making you power-up. Another illustration will fall in here.

CAUTION:
PUSH DOWN OR YOU'LL BE FRIED

You'll fly into the water to an area with a bunch of weapons. Use the laser gun.

ADAM MENDOZA AND CAPTAIN GONZALEZ

When Mendoza and Gonzalez appear pick up the anti-ship missiles and aim specifically toward someone. Pick up another P here to power up. Now use Machine gun, then handgun, then chair. In the In the next room some guys will come down the stairs. Pick up the spear for a quick kill of all of them. There's medicine in here.

CAUTION:
PUSH KICK TO GAIN HEALTH

In the next room use the hair samples and fight with them to put an end to them. The handgun is also useful.

CAUTION:
PUSH PUNCH TO GAIN HEALTH AND AVOID A FIGHT

In the kitchen run to the table and use the Hand axe, Shishkebab, or French Roll and don't forget the Ps! The cake is also useful when you're low on resources. Get the medi-kits.

CAUTION:

PUSH JUMP TO GAIN HEALTH AND AVOID THE DOORS

ALEXANDER

Pick up all the Ps around the room to power-up, use the fridge to blow him up, then the Hand Grenades, and then fight normal. The only other slightly useful weapons are the handgun and barrel, but they're not worth tracking unless you're already there.

When you enter the weird room where they have crates, Low kick the guy ready to jump up and attack. Remember the Ps, there are plenty. Machine guns and Hand Grenades especially useful. Use a gun if you have one, otherwise use the beef and beat the Shell Guards to death. Both guys give you Ps so don't miss that.

CAUTION:

PUSH JUMP TO GAIN HEALTH AND AVOID THE EXPLOSION

Use The Missile Launcher and Anti-ship missile in the next room. Watch out for the flame and whatever you do don't miss the S!

KRAKEN

The most effective way is to get between its front tentacles. If the tentacles almost get you press L+R quickly or turn and punch. If they do get you take a stand and Low Kick your way out, fellow gamer! If you go to the side, baby octopie will grab your face. Don't miss the S!

BOAT AVOIDANCE

Do what it says and try to get the items.

When you get to the island you will be assaulted. Use the Machine Gun. When you get into the skeleton room use the spear, and watch out for the very, very annoying spear, or use it as a weapon. Don't worry, they can only multiply a few times. Get the S right away! The handgun is also useful for when the spear is gone. When you get to the casino use the handgun and don't forget the medi-kits. Get the S as soon as it appears!

CAUTION:

PUSH PUNCH TO KEEP GOING WITHOUT STOPPING

CAUTION:

PUSH RIGHT TO KEEP GOING WITHOUT STOPPING

Just beat up the skeletons with the Hand Axe and Bow and Arrows. Don't miss the S, you'll need it!

CAUTION:

PUSH RIGHT TO AVOID THE AXE

MASK DE PEDRO

When Mask De Pedro starts a fight with you use the Hand Axe. Careful, though! This guy's vicious! Get the S, as you'll be needing it soon.

WOLF HONGO

When you get to Wolf Hongo punish him with your fists until he starts spinning, Then run to the opposite corner and hit him before he zaps you. If he's not there sorry. When he gets to about 1/4 of his health his spins will be about two or three inches from where he was. The final hit is the hardest. Congrats on beating the first mission!
';' :p

2b. Mission 2

Character I used: "Mr. Dynamite" Bruno Delinger

When you boat your way in, you should immediately use the Plant, and get thes in here (Some of ypu are starting here, right?). The Tokyo Drink on the table gives yu health. Then you'll have to fight by hand. On the deck get use the hairsray (it'll eventually catch fire) or handgun. Get the S to power-up! As soon as you can start using the broom, it is the best weapon out on the deck. There are plenty of Ps to be had here also, not to mention health.

CAUTION:

PUSH JUMP TO GAIN HEALTH AND AVOID A BATTLE

When you climb up the stairs immediately pick up the anti-ship missile, point it and fire. The Machine Gun is also good. When the guy comes out with the Bazooka, quickly take it and have fun. If you collect the Ps up here you should power up.

ADA MENDOZA AND CAPTAIN GONZALEZ

The Bazooka, machine gun, and your fists are your best friends in this battle. Your new power-up status should help here.

In the next room use the Vending Machine to cause some bad burns, then use the spear. Don't miss the Sports drinks or the Ps in here.

CAUTION:

PUSH KICK TO GAIN HEALTH

The Plunger and Bow and Arrows are the best weapons in the restroom. One Guy here has an S, so watch for one. The toilets here also do help when you get it down to one or two guys. Get the P in here also.

CAUTION:

PUSH KICK TO GAIN HEALTH AND AVOID A LONG BATTLE

When you run into the kitchen try to get the enemies' Hand Axe and use the big puching bags(?) to your advantadge. Get the illustration here and using the Bow and Arrows can't hurt. Don't miss the Ps! You should be able to power-up right about here. The second ninja also drops a medi-kit.

CAUTION:

PUSH KICK TO GAIN HEALTH AND AVOID THE DOORS

JUMBO MATSU

Get all four Ps here. Get the illustration. If you've been saving you can power-up here. Your fist are all you can really use here, and Low Kicks are vital if you don't want to be thrown around like a rag doll. Wait for him to punch and miss, then attack. If you want you can use the Fridge to do some damage, but it's hard to get to it. If you do manage there are also Hand Grenades that fall out. If you have to use the fish (I know it's a little funny) get him and the ground first and use the fish to keep him there.

When you get to the crate room, quickly Low Kick the guy trying to climb up. Don't miss any Ps in here! There's an item inside one crate worth looking at: a Laser Gun (arguably the best gun in the game. After that use the hairspray to inflict some more burns. There's a Bow and Arrows in another crate, and using one bad guy to beat up another here is an idea with merit. You should power-up near the end of this scene. When you reach the freezer get the Medi-kit and use your hands (recomended), the fish, or the Water Gun (also recomended). Using them as weapons can inflict serious dame (that probably has to do with size). Boths guys here have Ps.

CAUTION:

PUSH RIGHT OR YOU'LL BE FRIED

In the next room watch out for the flame. The best weapons here are the anti-ship missiles and the Missile launcher. There are also Ps in here, you know. Especially exciting is the S in the corner. Ps in here let you power-up again around now, and after explosives are all used up, use the handgun. There's also a medi-kit in here.

KRAKEN

The most effective way is to get between its front tentacles. If the tentacles almost get you press L+R quickly or turn and punch. If they do get you take a stand and Low Kick your way out, fellow gamer! If you go to the side, baby octopie will grab your face. Don't miss the S!

BOX AVOIDANCE

Do what it says and try to get the items.

When you reach the casino steal the spears from the skeleton guys and let them have it! Don't miss the illustration or the Ps. If you can't find the Spear the Stick is equal in usefulness. The handgun can't hurt. This time only the guys with swords will multiply. One Sword guy will drop an S. Use it to defeat the second one. There's another illustration in here.

CAUTION:

PUSH KICK TO KEEP GOING

CAUTION:
PUSH LEFT TO KEEP GOING

In the music room use the microphone stand or the spear. Also, get the Tokyo Drink and throw to cabinets to make them explode. There's an S and a medi-kit in here. Careful, some skeletons carry guns in here! Use the handgun to make them feel your pain. The anther guy will drop a medi-kit.

CAUTION:
PUSH RIGHT TO AVOID THE AXE

MASK DE PEDRO
Use the handgun and the Hand Axe and he'll be "fish bait." He drops an S and a medi-kit, and believe me, you'll need them.

WOLF HONGO
Easier than the first time, just punish him with your fists and try to keep him in the air. Congrats on beating the second mission! ';' :p

2c. Mission 3
Character I used: Eddie Brown

When you swin your way in quickly use the fork lift and your fists to make things interetsing get the Ps and the illustration in here. When you get to the crate room (again?) Low Kick the guy trying to climb up and then use the barrels to your advantadge. The guy who you Low Kick will give you an S so you can power-up. Don't miss any Ps in here. Also remember that those machine guns are useful. Get the pill at the end.

CAUTION:
PUSH PUNCH TO GAIN HEALTH AND AVOUID A BATTLE

When you reach the boiler room (Geese, could you have a LITTLE imagination?) Use the anti-ship missile. Afterwards the machine gun is a decent weapon. Watch out for those flames and try to use them for your advantadge. If you've been saving you can power-up again right here.

ADA MENDOZA AND CAPTAIN GONZALEZ
Use the anti-tank rifle when this battle starts. Afterwards the fastest was is your fists. Get the medi-kit here, too.

At the reception desk get a hold of the umbrella. Get the Root Beer, too. Get the medi-kit. When the guy with the spear comes in take it. Don't miss the illustration and keep collecting those Ps.

CAUTION:
PUSH JUMP TO GAIN HEALTH

The best weapon in the gym is hands-down the pipe. Don't miss the S in here! The exercise machine (I missed its name) is also very useful. The Barbel is OK. Get the medi-kit at the end.

CAUTION:

PUSH PUNCH TO GAIN HEALTH AND AVOID A BATTLE

In the dining room use the Bow and Arrows until you can get the Hand Axe. Get the Ps and the S in here. The handgun is useful when it appears. Be sure to get the medi-kit in here.

CAUTION:

PUSH JUMP TO GAIN HEALTH AND AVOID THE DOORS

MASTER YANG

Collecting all the Ps in here is your first order of business if you want to power-up. There are illustrations near the Ps. Use the fridge, grenades, and the Gas. Get the medi-kit.

When you reach the deck use the machine gun. As always, get the Ps in here. You can power-up here if you did what I told you.

CAUTION:

PUSH JUMP TO GAIN HEALTH

Use Drums, Hairspray, and the broom in the next area. Keep collecting those Ps! When you climb the staircase, use the Anti-ship missiles, then the Bazooka. If you get the Ps here you can power-up. Get the medi-kit one guy drops.

KRAKEN

The most effective way is to get between its front tentacles. If the tentacles almost get you press L+R quickly or turn and punch. If they do get you take a stand and Low Kick your way out, fellow gamer! If you go to the side, baby octopus will grab your face. Don't miss the S!

When you reach the island, combo until you get the Machine Gun. The Ps are good once again. When you get to the Ghosts use the spear. Get the S one guy drops. Watch out for the cross, it can hurt you. You'll also want the Ps in here. When you get to the casino get the pepper to cause some chaos. Get the medi-kit at the end.

CAUTION:

PUSH PUNCH TO GAIN HEALTH AND KEEP GOING

CAUTION:

PUSH RIGHT TO GAIN HEALTH AND KEEP GOING

Get the S and the medi-kit in the next area. The Bow and Arrows are

useful here. When you break open the crates, TA-DA, a cannon. USE IT.
Get the Ps and medi-kits.

CAUTION:

PUSH DOWN TO GAIN HEALTH AND AVOID THE AXE

MASK DE PEDRO

When Mask De Pedro starts a fight with you use the Hand Axe. Careful, though! This guy's vicious! Get the S, as you'll be needing it soon.

WOLF HONGO

When you get to Wolf Hongo punish him with your fists until he starts spinning, Then run to the opposite corner and hit him before he zaps you. If he's not there sorry. When he gets to about 1/4 of his health his spins will be about two or three inches from where he was.

The final hit is the hardest. Congrats on beating the third mission!

';' :p

2d. Mission 4-6

Basically missions 1-3, but harder because of these changes
(From the instruction manual)

Mission 4- Mission 1 with more damage from enemies.

Mission 5- Mission 2 with a timer and now S items

Mission 6- Mission 3 with a few changes. You begin with a low level of health, enemy damage is greater, and S items are gone.

CONGRATS ON BEATING MISSIONS 4-6 AND THE GAME!

';' :p

2e. Tranquilizer Gun Game

This game really isn't that hard. Get out of the truck, tranquilize an animal, pick it up (walk up to it), and drag it back to your truck.

If your truck stays in one place too long an elephant will keep attacking your truck, causing you to lose fuel. To avoid this, move your truck between animals.

CONTINUE CHART!

Mission	Mission Continues	TQ Gun Contiunes
1	Infinite	3
2	8	6
3	3	9
All	See above	Infinite!

So how do I read the status?

SCORE: Upper right-hand corner where it says either 1P or 2P

HUNTER: The little yellow guy; you control him

ANIMALS: Look like animals

LIVES: Lower left-hand corner

TRAILER: Big thing

FUEL: Displayed on the trailer beneath the animals' heads

3a. Cheats from www.gamewinners.com

Unlimited ammunition:

Pause the game and press L + A + B + Y.

Information in this section was contributed by terri99.

Tranquilizer gun mini-game:

Successfully complete the game one time.

Bonus missions:

Successfully complete missions 1, 2, and 3 without using all continues to unlock three additional missions. Note: This also allows unlimited credits for the tranquilizer gun mini-game. Mission 4 is based on mission 1 with a single life, double damage weapons, and no continues. Mission 5 is based on mission 2 with a time limit in each room and no continues. Mission 6 is based on mission 3, with very little health, few health power-ups, no other power-ups, and no continues.

Play as the Monkey:

Successfully complete missions 4, 5, and 6 to unlock the Monkey. The Monkey fights similarly to Bruno.

Play as original Bruno:

Collect all illustrations in the game to unlock the original Bruno from Die Hard Arcade.

Extras:

Note: This trick requires the Dreamcast Web Browser. Load the web browser and enter the Sega's Dreamcast Network site. Enter the Games/Downloads/Game Extras area. Download the "Dynamite Cop Detonator Pack" on a VMU that contains a saved file from the game. Start the game CD and enter the option menu. Select the "Detonator Pack" and choose to combine the Detonator Pack with your existing saved game file. The following extras will now be unlocked. A bonus stun gun weapon will appear randomly during the game. Extra graphics will appear in Caribbean Pirates mode. Highlight Ivy at the character selection screen, then hold Start. Cindy from Die Hard Arcade will be unlocked.

Information in this section was contributed by parodius128.

Hint: Arresting enemies:

You cannot arrest someone important such as the big "crab" guys or a baker. The only people that can be arrested are most of the regular people. In order to arrest a person, you must have a pistol (and not a machine gun). The person must be weaponless. Get behind them and press X. That should make the cop say "Freeze". Immediately press X again to avoid getting kicked. If done correctly the person should be crawling on their knees with their hands behind their backs.

Information in this section was contributed by DMSHain.

0a. Version History

Version 1.0 (2-26-00 1:50 AM): Me and James start this FAQ. Mostly me, Magician Type 0.

Version 2.0 (2-27-00 2:04 AM): Working alone this time. Patched up the TQ Gun Stuff. Added the "This FAQ" part and also mission 2.

Version 3.0 (3-2-00 4:05 PM): I just did Mission 3 all by myself! Look, it looks complete! This will probably be the last edition, but if anyone emails me any tips or corrections I'll be glad to update it, after all, then point of this was to help you, not to always be right.

0b. The authors

Magician Type 0 (Casey Morris) is a frequent contributor to GameFAQs, but rarely is excepted. This is not my first FAQ, but the first one CJayC liked enough to post. Well, it made me a better author, so I guess that was a good thing. Look for a Slave Zero FAQ, as I will most likely write one and try to get it posted. Right now I'm eating, sleeping, and drinking Dynamite Cop. Please help me with Cindy! Also, I hear you can play as a different Bruno and the monkey. What's going on with that? Is it true? If so, can I have their moves, too?

James Malloy- Magician's good-natured friend, who also plays Dreamcast. Thanks for agreeing to help me, James! It rules being on GameFAQs!

0c. How it was written

Sometimes James playing, me writing, sometimes me all alone, and sometimes the instruction manual being copied. I hope soon I can add contributor's emails to this list soon! I stayed awake with cold drinks and worked quickly as I became more and more drunk with power.

0d. Why it was written

Only one FAQ was up, and the focus was translation, rather than the gameplay. I also felt more confident after the post of my Zombie Revenge Review (Sorry, no room for my FAQ.) Oh yeah, and a love of Dynamite Cop (which is vastly under rated, look for my review soon).

0e. Who did what

James Malloy- Played as I wrote the first mission and helped copy a few power-up moves.

Magician Type 0- Primary author. I did everything else. Yes, it was my idea.

0f. Magician Type 0's weird and generally psychotic paranoia

I. Kraken is an octopus owned by pirates in Dynamite Cop. In Power Stone he IS a pirate. Coincidence? I think not.

II. The "president's daughter" in this game looks suspiciously like Chelsea Clinton. This one probably isn't as frightening and is less Dreamcast oriented.

Any tips or suggestions? Errors in this FAQ? Well, then send to:
radical_radittsu@hotmail.com ';' ;'