

# Grand Theft Auto 2 FAQ/Walkthrough

by Gavin Ripley

Updated to v1.5 on Mar 13, 2001

**This walkthrough was originally written for Grand Theft Auto 2 on the PSX, but the walkthrough is still applicable to the PC version of the game.**

Playstation Grand Theft Auto 2 Guide v1.5  
Grand Theft Auto 2 (NTSC Version)  
For the Sony Playstation Videogame Console  
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## E-MAIL -

FEEL FREE TO E-MAIL WITH ANY ?IS OR COMMENTS, BUT FIRST MAKE SURE YOU ARE  
LOOKING AT THE LATEST VERSION OF THE GUIDE WHICH IS ALWAYS LOCATED AT:

[WWW.GAMEFAQS.COM](http://WWW.GAMEFAQS.COM)

MY E-MAIL IS:

[ripoff1@email.com](mailto:ripoff1@email.com)

## I. Version

1.0 - 12/8/99 - The first version of the guide. It has taken longer than I thought it would to make and I'm only a third of the way done. I have the guide for the Downtown Sector. Every mission and secret are covered. I have all three maps, vehicles for the Downtown Sector, and codes for Playstation. If you have the original GTA or GTA: London 1969, check out my guides for them which can be found on [www.gamefaqs.com](http://www.gamefaqs.com).

1.1 - 12/12/99 - A few minor changes.

1.2 - 1/31/2000 - I finally have mission guides, secret guides, and the vehicle list for the Residential Sector. I also have corrected a mistake in the secret guide for the Downtown Sector. Thanks to Ed Van Wormer for pointing out the mistake.

1.3 - 3/19/2000 - It turns out that my missing secret was just a numbering mistake that I made. The last section of the guide; The Industrial Sector, is in slow development. It will be a while before it is done.

1.4 - 8/19/00 - The Mission Guide to the Industrial Sector is done. I will soon have the secret guide. The Bonus Level Guide is also done. There is an update in the code section with new Game Shark Codes. The vehicle section is complete with all of the vehicles for GTA 2.

1.5 - 3/12/01 - This will be the last update for a while. I want to complete the Industrial Sector Secret Guide, but I probably won't. I have a Playstation 2 now and my interest in GTA is declining. Don't get me wrong, it is a great game, but after you have played it as much as I have, it gets old. However, I might finish the guide later, but right now I'm taking a break from GTA. Please feel free to continue to e-mail me with any questions about GTA. PS: I might make a guide for GTA 3 when it comes out for Playstation 2.

## II. Introduction

Be sure to visit the best PSX GTA page out there, the Playstation Grand Theft Auto Page!! The URL is:  
<http://www.geocities.com/TimesSquare/Corridor/6908/index.html>

Also, check out my guides for GTA and GTA: London 1969 for Playstation which can be found at [www.gamefaqs.com](http://www.gamefaqs.com)

Grand Theft Auto 2 was released for the Sony Playstation and the PC in late October of 1999. The game has far been improved since the original GTA. In Grand Theft Auto 2 there are three detailed sectors that are separated into four areas. Gang territory makes up three of the areas. The other area is neutral territory where no gangs reside. You start out Downtown, then move to the Residential area, and end the game in the Industrial area. Just like Grand Theft Auto, GTA 2 is such a great game because of the freedom it gives you. If you are sick of running around doing missions, you can drive or walk around the whole city wherever you please. There are many other weapons as well. You can take out your enemies with Pistols, S-Uzi Machine Guns, Rocket Launchers, Zappers, Molotov Cocktails, Grenades, Shotguns, ElectroGuns, and Flamethrowers. If you can't figure out how to complete a certain mission or find a certain secret, this is the Guide that will help.

## III. Maps

I just got the three maps for GTA 2 that I had scanned in. They are best viewed at the screen resolution of 832X624.  
Go to my web site to download them:

<http://www.geocities.com/TimesSquare/Corridor/6908/maps.html>

You need to learn to use the maps while you are playing. On timed missions, you need them to be able to use the maps to find the quickest

routes. You can also use them to find Garages, gangs territory, and other important places within the city.

#### IV. Controls

##### Default Controls

Square --- Backwards  
Triangle --- Enter/Exit  
Circle --- Special (Burp/Fart on foot, Honk/Siren in a car)  
X --- Forwards  
Start --- Pause  
Select --- Previous Message  
Left --- Turn Left  
Right --- Turn Right  
L1 --- Next Weapon  
L2 --- Previous Weapon  
R1 --- Brake in a car, Jump cars on foot  
R2 --- Attack

#### V. Vehicles

##### A. Downtown Sector

Aniston BD4  
Beamer  
B-Type  
Big Bug  
Bug  
Cop Car  
Dementia  
Dementia Limousine  
Fire Truck  
G4 Bank Van  
Ice-Cream Van  
Medicar  
Miara  
Michelli Roadster  
Schmidt  
Shark  
Swat Van  
Tank  
Taxi  
Truck Cab  
TV Van  
U-Jerk Truck  
Van  
Wellard  
Z-Type

##### B. Residential Sector

Armed Land Roamer  
B-Type  
Benson  
Big Bug  
Bug  
Bulwark  
Cop Car  
Eddy

Fire Truck  
Furore GT  
G4 Bank Van  
Hachura  
Hot Dog Van  
Land Roamer  
Maurice  
Medicar  
Meteor  
Pacifier  
Panto  
Pickup  
Schmidt  
Special Agent Car  
Stretch Limousine  
Swat Van  
T-Rex  
Tank  
Taxi XPress  
Trance-Am  
Truck Cab  
Truck Cab SX  
TV Van  
Van  
Z-Type

C. Industrial Sector

Armed Land Roamer  
B-Type  
Box Truck  
Bulwark  
Cop Car  
Eddy  
Fire Truck  
G4 Bank Van  
Hot Dog Van  
Jagular XK  
Jefferson  
Karma Bus  
Maurice  
Medicar  
Pacifier  
Rumbler  
Shark  
Special Agent Car  
Stretch Limousine  
Stinger  
Swat Van  
Tank  
Taxi Xpress  
Truck Cab  
TV Van  
U-Jerk Truck  
Van  
Z-Type

D. All Sectors

Aniston BD4  
Armed Land Roamer  
B-Type

Beamer  
Benson  
Big Bug  
Box Truck  
Bug  
Bulwark  
Cop Car  
Dementia  
Dementia Limousine  
Eddy  
Fire Truck  
Furore GT  
G4 Bank Van  
Hachura  
Hot Dog Van  
Ice-Cream Van  
Jagular XK  
Jefferson  
Karma Bus  
Land Roamer  
Maurice  
Medicar  
Meteor  
Miara  
Michelli Roadster  
Pacifier  
Panto  
Pickup  
Rumbler  
Schmidt  
Shark  
Special Agent Car  
Stinger  
Stretch Limousine  
Swat Van  
T-Rex  
Tank  
Taxi  
Taxi Xpress  
Trance-Am  
Truck Cab  
Truck Cab SX  
TV Van  
U-Jerk Truck  
Van  
Wellard  
Z-Type

#### VI. Codes

The following codes are from:  
<http://www.gamewinners.com>

Enter any of the following codes as a player name. You may enter multiple names.

Change Radio Stations

Press Up when driving a car.

ITSALLUP - Level select

NAVARONE - All weapons

MUCHCASH - Extra money

LIVELONG - Unlimited energy

LOSEFEDS - No police

DESIRES - Maximum wanted level:

HIGHFIVE - 5x multiplier

BIGSCORE - 10 million points

WUGGLES - Display coordinates

NOFRILLS - Debug basic scripts

Gameshark Codes (38 codes total)

All of The following codes are from:

<http://www.cmgsccc.com/>

You can find a FAQ on the Joker Command Code at the following address:

<http://www.cmgsccc.com/psx/jokercom.shtml>

Codes Made & Tested on 3.2 Version Game Shark

Joker Command

D0035510 ????

Infinite Health

80145A9A 0064

Infinite Lives

80120008 0063

Max Money

8011FDOC 967F

8011FD0E 0098

Infinite Bonus & Kill Frenzy Time

800A419A 2400

No Cops

80145A8E 0000

Lots of Cops

80145A8E 2EE0

No Kills

8012A870 0000

Max Number of Kills

8012A870 FFFF

Have Weapon Codes

Pistol Max Ammo

D0164D6C 0000

80164D6C 03E7

Pistol (Kill Frenzy Ammo)

D0164D6C 0000

80164D6C FFFF

S-Uzi Machine Gun Max Ammo

D0164D94 0000

80164D94 03E7

S-Uzi Machine Gun (Kill Frenzy Ammo)

D0164D94 0000

80164D94 FFFF

Rocket Launcher Max Ammo

D0164DBC 0000

80164DBC 03E7

Rocket Launcher (Kill Frenzy Ammo)

D0164DBC 0000

80164DBC FFFF

Zapper Max Ammo

D0164DE4 0000

80164DE4 03E7

Zapper (Kill Frenzy Ammo)

D0164DE4 0000

80164DE4 FFFF

Molotov Cocktail Max Ammo

D0164E0C 0000

80164E0C 03E7

Molotov Cocktail (Kill Frenzy Ammo)

D0164E0C 0000

80164E0C FFFF

Grenades Max Ammo

D0164E34 0000

80164E34 03E7

Grenades (Kill Frenzy Ammo)

D0164E34 0000

80164E34 FFFF

Shotgun Max Ammo

D0164E5C 0000

80164E5C 03E7

Shotgun (Kill Frenzy Ammo)

D0164E5C 0000

80164E5C FFFF

ElectroGun Max Ammo

D0164E84 0000

80164E84 03E7

ElectroGun (Kill Frenzy Ammo)

D0164E84 0000

80164E84 FFFF

Flame Thrower Max Ammo

D0164EAC 0000

80164EAC 03E7

Flame Thrower (Kill Frenzy Ammo)

D0164EAC 0000

80164EAC FFFF

All Weapons (Normal Max Ammo) (GS 3.0 Or Higher Needed!)

D0164D6C 0000

50000B28 0000

80164D6C 03E7

All Weapons (Kill Frenzy Ammo) (GS 3.0 Or Higher Needed!)

D0164D6C 0000

50000B28 0000

80164D6C FFFF

Open All Normal Areas

80024F24 0003

Open All Bonus Areas

D0024F1C 0000

80024F1C 0001

80024F28 0009

In-Game Cheats

Invincible

30026348 0001

All Areas Unlocked

30026349 0001

No Cops

3002634A 0001

5x Multiplier

3002634B 0001

10 Million Points

3002634C 0001

Debug Basic Scripts [Note 1]

3002634D 0001

All Weapons

3002634E 0001

Most Wanted

3002634F 0001

Bonus Multiplier x99

80120040 0063

Respect From All Gangs

801789E4 7530

801788B4 7530

80178784 7530



## Level Select Cheat [Note 2]

80024E86 5449

80024E88 4153

80024E8A 4C4C

80024E8C 5055

## Blood Mode

30026351 0001

## Display X Y Coordinates

30026350 0001

Note 1: With this code, not sure what this does but all I get is a black screen!

Note 2: With this code, click on the name and press O.

## VII. Missions Introduction

Welcome to Grand Theft Auto 2. The entire gameplay of this game is a little different than the original Grand Theft Auto. In Grand Theft Auto 2 there are three detailed sectors that are separated into four areas. Gang territory makes up three of the areas. The other area is neutral territory where no gangs reside. You complete missions for the gang of your choice by answering phones in their gang territory. There are three levels of difficulty, green phones (easiest), yellow phones (medium), and red phones (hard). The GTA 2 CD case says, 'Respect is Everything.' This is definitely true. At the beginning of each sector, you have one unit of respect with each gang. This one unit of respect allows you to answer the gang's green phones. You need two units of respect to answer yellow phones, and three for the red phones. To gain respect, you must please the gang of your choice. To please them you must kill members of their rival gang. To find out their rival gang, you have to answer the Gang Information Phone (green circle with i on the map) of that gang's territory. Contrary to GTA, in GTA 2 you are able to attempt missions over and over again if you fail them. I am using coordinates in the mission guide. Enter WUGGLES as a player name to display the coordinates.

## VIII. Mission Guides

### A. Downtown Sector (22 Missions)

Save Point - (160, 137)

Yakuza - Blue (7 Missions)

Boss - Johnny Zoo

Vehicle - Miara

Nickname for you - Kosai

To gain respect from the Yakuza, kill the Zaibatsu.

Green Phones (45, 150)

Left Phone - Get ZitZaki!

Payoff - \$20,000

The Zaibatsu have discovered the Yakuza's experiments with Doctor ZitZaki. First follow the arrow to University and pick up the Miara there. Now follow the arrow to the district hospital and honk your horn. ZitZaki will get in your car. To complete this mission, take him to the J-Lab. Job Complete.

Right Phone - Bank Robbery!

Payoff - \$20,000

Johnny Zoo is having some money illegally transferred to his account. Take the Shark vehicle he provides you and follow the arrow to pick up Hiroshi at the city bank. Once you arrive there, head up the stairs and use the S- Uzi Machine Gun to take out a couple guards who are wearing blue. Then head back to your car and Hiroshi will follow you back and get in your car as well. Now you need to get the car resprayed, so follow the arrow to the nearest garage and respray the car. Now drive Hiroshi back to the safehouse. Job Complete.

Yellow Phones (84, 185)

Left Phone - Destroy Happy Gas!

Payoff - \$40,000

The Loonies owe Johnny Zoo some money for merchandise. Drive over to University and collect his money. To do this, follow the arrow to a parking lot and park your car. When your told, honk your horn. Now be careful, because they come out of their cars and shoot at you. Run over everyone and quickly get out of there. Then they tell you that the Loonies love Mary Jane's Ice Cream, so go find an Ice-Cream Van. To get one real easy, leave the parking lot where the massacre took place and head East. There is always a Ice-Cream Van heading South on the highway as soon as you're there. Once you get the van, follow the arrow to get a bomb armed on it. With the Ice-Cream Van, you will be able to get into the Loonie Asylum. Follow the arrow to the Asylum, park the van, press the attack button to arm the bomb, and then run like hell to get out of there! Job Complete.

Right Phone - Get Gama Rei!

Payoff - \$40,000

Gama Rei has to get out of the hospital fast. He has stolen Loony secrets so they want to get him bad. Get a Medicar to get him out of there. You can get one fairly easily by killing a pedestrian and just waiting for the Medicar to arrive. Once you get one, follow the arrow to the Hospital in Avalon and pick up Gama Rei and follow the arrow to a safehouse to take him back to the safehouse in Yakuza Territory. Job Complete.

Right or Left Phone Part 2 - Follow Traitor!

Payoff - \$40,000

After you have completed either the right, left, or both phones, this mission is now available. Ex-> If you completed the Left Phone mission, the left phone will still be ringing and give you the opportunity to attempt this mission.

Johnny Zoo thinks that one of his men is selling information to the Zaibatsu. You have to follow him. Contrary to the original GTA, a person being followed is a little more intelligent. Just stay behind them and you should be ok. There is a way to do this without having to follow him. When you exit the court where you answered the phone, turn left and stay on the sidewalk on the South side of the road. Fairly soon you will see a garage on the North side of the road. Park across the street from there so he doesn't see you and wait. When he gets to the garage get closer to him so you can see his hideout. Johnny Zoo says that he must now suffer, so you are to go get the ancient torture master Refried Noodle. Follow the arrow to talk to him. Grab the Uzi and let Refried Noodle get in your car. Now head back there to kill the traitor and his men. If you want, you can approach the three men with the Uzi, but they have them too. If you get out, so will Refried Noodle. He will fight, but when I tried this he was blown away and I had to kill them myself! It is smarter to run them over with your car. This is hard as well, it may take a few passes. Job Complete.

Red Phone (97, 245) - Steal SWAT Van!

Payoff - \$60,000

The authorities have stolen one of his favorite cars so he wants you to steal one of their SWAT Vans for payback. This may not be the easiest, but surely the most fun for you ~~Ysick~~ people! Kill pedestrians until you have a max wanted level. (Four Police Heads) About this time the SWAT team shows up. To get in their van without getting busted, you must first take care of the SWAT team and any other policemen around by running them over with your car. Then make a mad dash for the SWAT Van and get out of there! Follow the arrow to Johnny Zool's garage.

Red Phone Part 2 - Stop the Tank!

Payoff - \$60,000

The first part of the Red Phone must be completed first.

The military is pissed off at Johnny Zoo for sending a Tank and Ground Troops to crash his exotic cars so he needs some help. Grab the Rocket Launcher, steal a fast car, and then follow the arrow to the small army. The Tank is in the middle of a highway on both sides of it are two troops of three soldiers. With your fast car, make two quick passes on both sides of the Tank to get them out of the way. Then, get out of the car and fire a few rockets at the Tank until it blows! Job Complete.

Zaibatsu - Grey (7 Missions)

Boss - Trey Welsh

Vehicle - Z-Type

Nickname for you - Gecko

To gain respect from the Zaibatsu, kill the Loonies.

Green Phones (208, 58)

Top Phone - Cop Car Crush!

Payoff - \$20,000

An informer is selling secrets to the cops. Follow the arrow to a parking lot in Zareli and steal the cop car there. Now go meet Shady at the Train Station in Avalon. Park the car at the spot where the arrow is pointing and sound your horn. Shady will climb in the car. Now you will need to use the car crusher in Northeast Zarelli. Park the car under the crane and then let it do the work. Job Complete.

Bottom Phone - Drug Dealing!

Payoff - \$20,000

Trey tells you that the Yakuza are flooding the streets with cheap merchandise. He wants you to supply his dealers, so follow the arrow to go pick up a new shipment. As soon as you pick it up, the three minute timer starts. Quickly follow the arrow around to give the drugs to four different Zaibatsu gang members who are scattered about fairly close together. Once you have hooked up all of the dealers... Job Complete.

Yellow Phones (208, 8)

Left Phone - Kill Loonies!

Payoff - \$40,000

The Loonies have slipped narcotics into the water which has damaged the Zaibatsu drug business. For revenge, you need a Dementia. The Dementia is a compact cars with a smiley face on the roof. Trey has one ready for you, so follow the arrow and go get it. Rig the car with a bomb at the garage in Loonie Territory and bring it back and park it in the garage. This will blow up their building. Because of that, the Loonies are on their way to get you, so follow the arrow to a Van and then go pick up some Z-Men for reinforcements in Northwest Zarelli. Once you pick them up, you and the Z-Men can get out and get in a different vehicle if you want. A faster car is better for this part of the mission. Now follow the arrow to confront the Loonies. The men are standing in a diamond formation. With the fast car you

picked up, make one big skid mark over all of them. If this doesn't kill them all get out and kill the remainder with your S-Uzi. Job Complete.

Right Phone - Yutes Must Die!

Payoff - \$40,000

A gang called the Yutes has been crushing some Zaibatsu cars and Trey wants answers. Follow the arrow to go talk to a snitch named Lefty at the casino. He won't talk so your going to have to punch him a few times to get him to. After a good beating he tells you that the man behind this is at the Easy Rider Whore House. Before you go there, go steal one of the Yute's cars at the South Docks which are in the far Southeast corner of the Downtown Sector. Shoot down the Yute guarding the car and hop in. Now to the whore house! Honk your horn and the Yute boss will get in your car. Now take him to the Zaibatsu Headquarters. The Yute boss will get out and talk to the Zaibatsu men. The boss gets back in the car and you are told to take him to the car crusher. Once he is crushed up nice and good... Job Complete.

Right or Left Phone Part 2 - Big Bank Job!

Payoff - \$40,000

After you have completed either the right, left, or both phones, this mission is now available.

Trey needs some cash to pay off the cops. Follow the arrow to the Third World Bank Van and steal it. Now go pick up a team of Z-Men. Park the car by them and honk your horn. Now follow the arrow to the bank. When you get there, go through security and turn the van around so your ready to make a quick get away. Then get out and grab the money and split. Now go back to Zaibatsu Territory and watch the guards when you're heading out. Drop the van off at the safehouse. Now follow the arrow to Rollo Tomassi. Pay him and he will give you a package to give to the police for pay off. Follow the arrow to the cop and give him the package. Back off a little bit because the package you gave him is a bomb. After he blows sky high, you will have maximum wanted level. Get out of there and go to the safehouse. Job Complete.

Red Phone (181, 94) - Armored Cars!

Payoff - \$60,000

This mission helps to have a fast car before you start. There are two Yakuza cars circling the city. One of them has the Zaibatsu's Biologist in it who is being tortured for information. You must destroy both of the cars before he talks. You have a six minute timer. These cars are invincible to gun fire. The best strategy is to get a bomb rigged on a car. When you catch up with one of the cars ram into it and push it into a wall or something so it can not move easily. Trigger the bomb and keep pushing him against the wall. At the last second (give enough time to get away from the explosion) get out of the car and the blue Yakuza car should be burning. Quickly grab another car and blow up the second Yakuza car by using the same strategy. When both cars are blown up... Job Complete.

Red Phone Part 2 - Bank Van Theft!

Payoff - \$60,000

The first part of the Red Phone must be completed first.

Trey needs some used bank notes for his drug operation. To do this, follow the arrow to the parked bank van and wait for the guard to get in his van. As soon as you get in the van, the Yakuza will be on your tail. The only way I could do this part of the mission was to follow the van out of the Yakuza territory into Avalon. After a while, I stole the van. When you do get in the van you are told to go to the Zaibatsu safehouse. By waiting to steal the van, I was closer to the safehouse when I did steal it which makes it easier to get away from the Yakuza. If you are able to get to a garage, go to the oil shop which helps a lot. When you see them on your ass, let some oil loose and they should skid to the side of the road. Any way you do it,

when you get to the safehouse Trey tells you he wants you to kill the Yakuza. So grab a car and follow one of the two arrows to each Yakuza gang member and run them over. All these two guys have is a S-Uzi. When you kill these two... Job Complete.

Loonies - Green (7 Missions)

Boss - Elmo

Vehicle - Dementia

Nickname for you - Jumbo

To gain respect from the Loonies, kill the Yakuza.

Green Phones (75, 41)

Top Phone - Radio Za-Za!

Payoff - \$20,000

A Zaibatsu drug combined with the music from Futuro FM is driving people crazy which is bad for the Loony reputation. Follow the arrow to get some explosives to stop this. When you get there, there are Zaibatsu men with Molotov Cocktails. These are fairly easy to dodge, but there is a back entrance by the crane. Go there and go up the stairs and when you get to the 3-way on the walkway, head South and you will see the explosives. Then head back North on the walkway and keep going that way. You will see the generator. Bomb it and run out of there. Job Complete.

Bottom Phone - Pizza Cake!

Payoff - \$20,000

Another Loony mission involving Explosives! The Pizza Cake Restaurants keep screwing up Elmo's favorite food. Go to University and pick up some explosives. Now go to their restaurant and get out of your car and put the explosives down. The explosives don't work too well. Elmo suggests that you destroy a Pizza Cake delivery truck instead. Follow the arrow to the delivery truck and blow him to the sky with your S-Uzi. Job Complete.

Yellow Phones (10, 46)

Left Phone - Who's Behind You!

Payoff - \$40,000

Cosmo Trouble has a mad job for you. Follow the arrow to go meet him. When you get there, you find out that Cosmo Trouble's job was a hoax. Now there are three hitmen coming after you. They will come in Z-Type cars. Simply wait for them to get out of their cars and run them over. It helps to have a new fast car. Job Complete.

Right Phone - Destroy J-Lab!

Payoff - \$40,000

Some new Yakuza drugs are making insane sane! This is bad for the Loonies. Get some explosives and a silenced S-Uzi from the University and then follow the arrow to the J-Lab. When you get there, go around back to the left and take out any guards there with your new S-Uzi. Now go up the stairs. You will encounter some guards, but they can be easily killed. Follow the arrow to the spot where Elmo wants the bomb to be placed. Knock out the guard and put the explosives down. Then climb the stairs on the left to watch the place blow! Job Complete. Note: Now you can keep going East on the walkway to find Armor and a Rocket Launcher. Hint: you must jump the gaps by pressing R1 (default control).

Right or Left Phone Part 2 - Getta Isetta!

Payoff - \$40,000

After you have completed either the right, left, or both phones, this mission is now available.

The cops have the Loonies new Dementia Limousine and Elmo

wants it back. Go meet his friend Dodo who will help you out. Dodo tells you he had some guns and bomb left behind the Harman Hotel. Go pick them up. When you get them, Elmo tells you that the guard at the Cop Car Compound is too nice to die. Instead, go meet Lance who will distract the cop for \$1,000. Once Lance is in your car, go to the compound and park outside. Grab the Molotav Cocktails and watch him work his magic with the guard. Now go around to the right, jump the block, and quickly kill the other guard. Now throw a few Molotav Cocktails at the gate lock to open it. Once it opens, hop in the limo and take it back to the Asylum. Job Complete.

Red Phone (58, 20) - Taxi Drivers Must Die!

Payoff - \$60,000

The Taxis in this city won't give Elmo a ride. There are three Taxis that he wants you to take care of. Follow the arrow to get the first one. Steal it and run over the driver. Now take it to the car crusher and crush it. Elmo still can't get a ride! Follow the arrow and steal another Taxi. Run over both of the guys who are in it and take their Taxi to the car crusher. Elmo wants you to destroy one last Taxi for fun. Follow the arrow to it and steal it as usual. There is a whole gang in this Taxi. Some of them have guns as well. These guys aren't too hard and you can kill them any way you please. Finally take the Taxi back to the crusher and crush it. Job Complete.

Red Phone Part 2 - Start a Gang War!

Payoff - \$60,000

The first part of the Red Phone must be completed first.

Because Elmo is bored, he is going to start a gang war. First steal one of the Zaibatsu's Z-Type cars which are the black cars with the yellow Z's. Take that car and go run down the Yakuza's top men with it. Now grab a Yakuza Miara which are the Blue cars with the white Y's. Now follow the arrow around Zaibatsu Territory and run down their top men. Job Complete.

The Final Job!

You must complete every job from the Yakuza, Zaibatsu, and Loonies.

You have managed to piss off all of the gang bosses and they want you dead. All three gang bosses: Johnny Zoo, Trey Welsh, and Elmo are out to get you... unless you get them first. All three of them will come after you in their cars. Try your best to kill them. If you are able to get them all, you have beaten every job in the Downtown Sector. Job Complete.

End

Once you have earned \$1,000,000 or more, follow the pink arrow to go on to the Residential Sector.

## B. Residential Sector

Note - Gaining Respect

In the Residential Sector, it is harder to gain respect. Watch out for S-Uzis and Flamethrowers, because they will get them out when they're really mad at you!

Save Point - (113, 123)

Rednecks - Blue (7 Missions)

Boss - Billy Bob Bean

Vehicle - Pickup

Nickname for you - Rooster

To gain respect from the Rednecks, kill the Scientists.

Green Phones (18, 67)

Top Phone - Gang Car Bang!

Payoff - \$30,000

Billy Bob is fed up with the Scientists and the Zaibatsu always troubling the Rednecks, so you are going to make them trouble each other. To do this, go steal a Z-Type in the Zaibatsu Territory. If you don't know, Z-Type cars are the black cars with big Zs on them. When you get one, go to the Scientist's Territory and run over scientists! If you find that your car is about to blow, feel free to leave the Scientist Territory and get another Z-Type. Once you have killed 20 of them, grab one of the Scientist's Meteors on the way to Zaibatsu Territory. Meteors are yellow cars that have the engines sticking out of the hoods. In the Zaibatsu territory kill 20 of the Zaibatsu gang members. Once again, if you need a new car, go back to the Scientist area and get another Meteor. Once 20 of the Zaibatsu have died... Mission Complete.

Bottom Phone - Blow-Up!

Payoff - \$30,000

Montana had some explosives put on a Pickup. Follow the arrow to go pick it up. Now go up to Fat Boy Jim's trailer and park the Pickup and press the attack button to blow up his trailer. Now follow the arrow to get another Pickup. Take this one to blow up a barricade in Zaibatsu Territory. Mission Complete.

Yellow Phones (84, 29)

Top Phone - Benson Burner!

Payoff - \$50,000

The chief of police is expecting a Benson car from Billy Bob Bean. But, Billy Bob doesn't like the way he has been treating him lately, so you're going to give him a Benson with a bomb on it. First, follow the arrow to get the car. Once you get it, you are told that Montana has the explosives for the Benson ready. Follow the arrow to him and give him \$5000 for the bomb. (Note: If you don't have enough money, kill people until you do!) When you get the bomb installed, go to Buckwheel's Crane and park the car. Now get out of the Benson and go find a Truck Cab and steal it. Now go to Dwight T's and back the truck up to the trailer to get it attached. Now go back to the crane and park the truck so they can load up the Benson on your trailer. Now deliver the Benson to the chief. Park the truck and the crane will take the car off the trailer. The chief will get in and blow himself up! Mission Complete.

Bottom Phone - In Too Deep!

Payoff - \$50,000

You have to do some assassinat<sup>n</sup> for Billy Bob! He wants you to kill some Zaibatsu Hitmen. Wait around by the phones, and two men in Z-Type Cars will come after you. You also have a team of Rednecks who got your back when the Zaibatsu come. With a S-Uzi, the job is easy. Once the two men have died, Billy Bob wants you to go kill the Zaibatsu Mercenary Flambo Cortez at the Grand Central Train Station parking lot. At the parking lot, there are four Zaibatsu men guarding Flambo's Stretch Limousine with S-Uzis. Take a few quick passes with a car right over everyone to get rid of them. Then Flambo tells you that his limo can not be destructed. There is a way to destroy it though... Go take your car to the nearest Bomb shop which is in Cayman in the Zaibatsu Territory. Mission Complete.

Top or Bottom Phone Part 2 - Second Hand Tank

Payoff - \$50,000

After you have completed either the top or bottom phone, or both phones, this mission is now available.

Billy Bob wants to get Montana a Tank for his birthday! Follow the arrow to the army base and steal one. Enter the base at (235, 117)

and follow the arrow North running over any guards on the way. The tank is hidden under a black bridge. Go under it and get the tank out of there as fast as you can. When you get out of there, you will have 6X Wanted Level! Use the Rocket Launcher on the Tank to your advantage. The attack button fires and you can rotate it by holding down the [Special] button and rotation with Left and Right on the D-Pad. Blow up the annoying little Land Roamers that will follow you. You can also drive to the garage at (217, 75), get out of the Tank, steal a car, and take it through the respray shops. Take it back to the Mobile RV back in Redneck Territory. Once you get within the gates of the Redneck compound, you're basically home free. Drive it into the garage to complete the mission. Mission Complete.

Red Phone (4, 5) - Gang Land Nonsense

Payoff - \$70,000

The Rednecks want to have some fun with the Scientists. First Billy Bob wants you to blow up five Meteors. So go to the Scientist Territory and blow up the yellow cars that belong to the Scientists. Because you will probably have no respect with the Scientists, they will be shooting at you while you are trying to blow up their cars. This is a very hard to avoid them. Use the Molotov Cocktails or a Rocket Launcher if you have one so you can get a quick shot and get out of there on to the next car. If you find that your car is about to explode, leave the territory and get a new one and then come back so you don't get killed. After you have destroyed five Meteors, go to the Zaibatsu Territory and blow up five Z-Types. When you get all of the Z-Types... Mission Complete.

Red Phone Part 2 - Alma Mater Return!

Payoff - \$70,000

The first part of the Red Phone must be completed first.

Billy Bob Bean wants to get back at some guards at the Alma Mater Prison. You will have to get inside the prison, but to do that, you have to get arrested. Billy Bob wants you to make the cops think you are selling Beany Liquor. To do this, follow the arrow to a Benson and get in it to meet the Liquor-Man. The cops will soon come and get you and arrest you. When you get inside the Alma Mater Prison, follow the arrow to go talk to the Hump. He gives you a Keycard and tells you to go get a uniform and a S-Uzi Machine Gun from the Guard Room. Follow the arrow to the Guard Room and stand there until you get a message. You are told to kill all eight guards after you start a prison riot. Go near a guard and shoot him down to start the riot. Now run around the prison shooting guards. Watch out for prisoners as well because you can get hurt from their punches. The guards won't shoot at you until you do, so when you see a guard get rid of any prisoners near you, line up your aim with the guard and shoot him down. It is also better to shoot from farther away as opposed to right behind his back and then shoot. Once eight guards are down, follow the arrows to go blow up the prison gates so you can get out of there. There are walkways that get you there at (18, 232). Once the gate is open, hop down and get in one of the Special Agent Cars, head North through the exit, and jump the gap to mainland. When you get out, follow the arrow to a Redneck safehouse to get some new clothes because the cops are all over you. To get to the safehouse you have to ramp over a gate at (64, 52). Mission Complete.

Scientists - Yellow (7 Missions)

Boss - Dr. LaBrat

Vehicle - Meteor

Nickname for you - THC-303

To gain respect from the Scientists, kill the Zaibatsu.

Green Phones (240, 204)

Left Phone - Pickup [N] Drown!



Payoff - \$30,000

Some Zaibatsu men have secret Scientist data. LaBrat wants it back, so first go steal a Taxi. You have to go pick up some Zaibatsu men. Follow the arrow around the city and pick up four guys. Now go to the Southeast Dock Crane and get out of the Taxi. The crane will pick it up and drop it in the river. Mission Complete.

Right Phone - Fake Truce!

Payoff - \$30,000

The Zaibatsu and the Rednecks are planning a peace meeting. Dr. LaBrat has a plan to perform an experiment. Follow the arrow to get a Stretch Limousine. With the limo, you are to first pickup three Rednecks in Mobile RV. Then go get some more Rednecks in Old Banjo. Now go to Zaibatsu Territory and pick up two groups of Zaibatsu delegates. When you have all twelve men in your limo, take the to the Scientist Research Center. Park the limo and get out so the Scientists can blow it up for you. Mission Complete.

Yellow Phones (206, 227)

Top Phone - LaBrat's Plan

Payoff - \$50,000

LaBrat says that research suggests that the Zaibatsu population is on the rise. He wants you to cut down the population. Team up with other scientists who will follow you around to go kill some Zaibatsu men. Follow the arrow to Zaibatsu Territory and kill 17 men. It's easiest to kill them quickly by running them over. You might need to get a new vehicle if yours is about to blow. After 17 men are dead... Mission Complete.

Bottom Phone - Race and Kidnap

Payoff - \$50,000

(NOTE: This mission is easier with some respect from the Rednecks) The Professor wants to experiment on a Redneck. He has chosen to experiment with a Redneck named Grandpa. Follow the arrow to the Opry Car Park and meet Grandpa's grandson Dirk. You need Dirk's Pickup to kidnap Grandpa. To get his Pickup, you have to race around the city and run over three escaped Loonies as fast as you can. You can pick any of the three cars lined up there. I would chose the middle or bottom vehicle because they are both fast. (NOTE: If you don't have respect from the Rednecks, they will shoot at you when you get to the Opry Car Park, you will have to ignore them and chose a car because you can't kill them without failing the mission) Once you have chosen a vehicle, follow the arrow to the three Loonies and run them over. This is very easy to do and there is plenty of time. When you have killed all three Loonies, go back to where you started. Keep in mind the timer is still running. If you make it back in time, you will be given the Pickup. Drive the Pickup to get Grandpa. Honk to get his attention and then bring him back to the Research Center. On the way back the Rednecks will be after you in their Pickups. They aren't too hard to avoid. When you get Grandpa to the Research Center... Mission Complete.

Top or Bottom Phone Part 2 - Redneck Attack!

Payoff - \$50,000

After you have completed either the top or bottom phone, or both phones, this mission is now available.

Rednecks are using the Scientists' generator for target practice. Dr. LaBrat wants you to protect the generator for him. Follow the arrow to the generator. There are three generators and you need to have at least one remaining after the Rednecks attack them. Try to make your car a shield for one of the generators by parking your car in front of the generator. Stand behind the car and when you see a Redneck coming show yourself and quickly kill him. After two minutes, if you have at least one generator undamaged, the Scientists will have the auxiliary power on-line.

Mission Complete.

Red Phone (217, 228) - RC Taxi!

Payoff - \$70,000

The Scientists have developed a remote-control Taxi. You are to be there operator to to test the prototype. Follow the arrow up the stairs to get the remote control. Wait a few seconds and you will be in control of a remote control Taxi. First you have to take the Taxi around a test track and make five laps in two minutes. My only advice for this is to not make any sudden turns right before the jump across the water at the end of each lap. You have to be going fast to clear the water. Other than that, two minutes is plenty of time to make it around five times. If you complete five laps in time, you will have qualified to drive the Taxi around the city. Your job is to pick up three suspected Scientist traitors. Follow the arrow to each traitor, pick him up, and destroy the taxi. There are many ways to destroy the Taxi such as driving it into a river. Repeat the process above until you have killed all three men. Mission Complete.

Red Phone Part 2 - The Dam!

Payoff - \$70,000

The first part of the Red Phone must be completed first.

Note: This mission is hard if you have no respect from the Zaibatsu. You might want to kill some Rednecks to gain respect from the Zaibatsu so they won't shoot at you when you go to the water plant.

Dr. LaBrat needs you to shut down the H2000 Water Company. With your team of clones, follow the arrow there and kill the guards there. LaBrat then tells you to destroy four turbines. To get to the place where the turbines are, go to (95, 8) and go North across the walkway and then East towards the turbines. Follow the arrow to each turbine and destroy it with your Molotov Cocktails. There is a guard by each turbine. When you blow up all four turbines, leave that area follow the arrow to go destroy the generator. To get to the area where the generator is, go across the bridge at (155, 9), then go West and walk all the way around on the long walkway. Throw a Molotov Cocktail on the generator and run all the way back to where you came in (155, 11), killing the guards on your way. Mission Complete.

Zaibatsu - Grey (7 Missions)

Boss - Red Valdez

Vehicle - Z-Type

Nickname for you - Gecko

To gain respect from the Zaibatsu, kill the Rednecks.

Green Phones (166, 18)

Top Phone - Flame-It!

Payoff - \$30,000

There is a new flamethrower that belongs to the Scientists. It is being transported in a van and Valdez wants you to steal it for the Zaibatsu. The security van has special locks, so the doors can't be opened easily. Valdez suggests that the driver might get out if the cops demand him to. So go find any Cop Car and steal it. You can run over a few pedestrians until the cops are on you to get the Cop Car quick. Now follow the arrow to the van. Put your car by the van and the man will stop and get out. You might want to go ahead and shoot him when he gets out of the car so you can get a good shot. If you wait and steal the van right in front of him, he will shoot the van with his Uzi. On the way back to the Zaibatsu garage, watch out for other men in black suits driving cop cars. They will get out and shoot the van to try to stop you. When you get to the garage, you are told that the flamethrower you stole only works mounted on a Fire Truck. So now you have to steal one of those too. Right when you leave the garage, you should see a Fire Truck heading East on the two lane road. Quickly run out in the road and

steal it. If you don't see it, you have to blow up vehicles with your weapon until a Fire Truck comes. When you get the Fire Truck, follow the arrow to let the Zaibatsu Technicians install the Flamethrower on the truck. Now take the truck to Mobile RV in Redneck Territory to test it out. You can rotate the cannon while holding down circle and fire with R2. (with default controls) You must kill ten Rednecks. Mission Complete.

Bottom Phone - SRS Destruction!

Payoff - \$30,000

Red wants you to bomb the Clone Test Center. Use Montana's Pickup which is loaded with explosives so it looks like the Rednecks did it. Follow the arrow to the Pickup and drive it to the South end of the Clone Test Center which is in the Southwest area of the Scientist Territory. If you don't have any respect from the Scientists, on your drive from the Rednecks with the Pickup, it is best to go straight South until the arrow is pointing straight right. Then head straight East right into the test center. Any way you get to the test center, go around back and press R2 (default control) to set the bomb off. Get out of your car and run out of there. Mission Complete.

Yellow Phones (224, 34)

Left Phone - Operation Z

Payoff - \$50,000

The Rednecks and the Scientists are moving contraband around the city and Red Valdez wants it all. You have to bring him four loaded vehicles. First, follow the arrow to get a Pickup full of Redneck pills. There are four men in a group guarding the Pickup. Make one quick pass over them with your car to wipe them out. Now go back to The Village and park the Pickup in the garage. Next get a Scientist's Meteor which has Clone Serum and two Bio-Bitches. Bring the car back to the garage and head back out to steal Bean's Red Limousine from the Rednecks. You have to ramp over the gate at (64, 52) to get there. After you have got the limo, to get out of Disgracelands, go off another ramp Southwest from where you got the limo. The last vehicle Valdez needs is a certain Cop Car. But first you have to steal a Truck Cab which can be found about anywhere in the city. Now follow the arrow to get a trailer for the truck from behind the Cop Station. Back up to the trailer to attach it. Now go to the crane in The Village so they can get the car off of the trailer. Get out of the cab and take the Cop Car to the garage. Mission Complete.

Right Phone - Valdez Alert

Payoff - \$50,000

Make sure you grab the health and the armor before you start this mission. You also might want to have respect from the Scientist otherwise the guards will have Flamethrowers which make the mission much harder. Red Valdez wants you and some Z-Men to go destroy the Cold Fusion Generators at the Scientist Research Center. Let the Z-Men get in your car and follow the arrow towards the research center. To get in the research center, ramp off the wooden ramp at (246, 199) to get in. Get out of your car and go up the stairs and then head West up those stairs. Shoot any guards in the way with your S-Uzi. Follow the arrow to one of the generators. Use the Rocket Launcher which you were given at the beginning of the level to blow up the two generators:

Follow the arrow that points down first:

The entrance to the stairs which lead to the generator is at (252, 252). Go up the wooden ramp and jump the gap to get up the stairs.

Follow the arrow that points left:

Go to (248, 226) and go across the river on the walkway. On the other side, head South to (240, 231) and go up the wooden ramp and then head North. When that walkway runs out, stand at (239, 220) and jump East and then jump North

to continue on another walkway.

After you destroy both generators, follow the arrow back to the road where you came in. Mission Complete.

#### Left or Right Phone Part 2 - Cop Stealin

Payoff - \$50,000

After you have completed either the left or right phone, or both phones, this mission is now available.

Valdez has some special jobs lined up for you, but first he wants to see how tough you are... Steal a Swat Van. To do this, you will have to raise some havoc to get the cops on you. Once you have a 4X Wanted Level you will soon see a Swat Van. When the cops are on you like this, you have to make sure you don't get killed or busted. When the Swat Van arrives, try to lure the Swat Team away from the van and then quickly kill the Swat Team or try to get enough distance between you and them so you have enough time to get away with the van. When you get the van, take it to Valdez's garage. You thought that was hard? Keep killing cops until some Special Agent Cars start showing up at the scene. This requires a 5X Wanted Level. You might want to run East from the garage to the phones where you started to get some health and new armor. Try to use the same strategy as you did with the Swat Van. Watch out for the special agent's Silenced S-Uzi's. When you get the Special Agent Car and return it to the garage... Mission Complete.

#### Red Phone (208, 25) - Mall Murder!

Payoff - \$70,000

Red Valdez wants to see how you can handle extreme situations. Some Z-Men will join you on your trip to the mall. At the mall walk around and kill 20 Scientists. Use the Flamethrower that you can get at the red phones to toast them. This mission wouldn't be as hard if the Scientists didn't use Flamethrowers. When you have the least respect for the Scientists (minus sign is blinking on the respect meter), it is time to use your S-Uzi for long distance. If you are able to kill all twenty... Mission Complete.

#### Red Phone Part 2 - Decoy Trailer!

Payoff - \$70,000

The first part of the Red Phone must be completed first.

Red Valdez needs you to create a diversion. Follow the arrow to the video store for more information. At the video store, go up the stairs and walk across the pipes into the Cop Station. When you get to the generator on the roof of the station, blow it up with the Molotov Cocktails you were given. On the way to the generator, be on the look out for cops with S-Uzi's. Try to get a quick shot on them so they don't bother you too much.

How to find the generator - Follow the path the only way it goes until you get to the first health token. From there, continue going North and then go West at the next intersection. Kill the guard in the corner and go up the stairs to the generator.

Blowing up the generator triggered an alarm. You have to get out of there with the trailer fast. To get to the trailer, go back to where you got the health token and go West. Follow the walkway around and you will eventually get to the trailer. When you have the trailer, you have to keep the cops busy for one minute so Valdez can pull off his job. Drive the trailer around and do not get killed or arrested. Stay on main highways with little turns because the trailer does not turn well. If you can last a minute, the diversion will have worked out perfectly. Mission Complete.

#### The Final Job!

You must complete every job from the Rednecks, Zaibatsu, and Scientists.

You have managed to piss off all of the gang bosses and they want you dead. All three gang bosses: Billy Bob Bean, Dr. LaBrat, and Red Valdez are out to get you... unless you get them first. All three of them will come after you in their cars. Try your best to kill them. If you are able to get them all, you have beaten every job in the Residential Sector. Mission Complete.

End

Once you have earned \$3,000,000 or more, follow the arrow to (116, 123) to go on to the Industrial Sector.

## B. Industrial Sector

Save Point - (44, 101)

Russians - Red (7 Missions)

Boss - Jerkov

Vehicle - Bulwark

Nickname for you - Comrade

To gain respect from the Russians, kill the Zaibatsu.

Green Phones (188, 76)

Left Phone - R. S. L. Bows!

Payoff - \$40,000

A meat processing plant will make special hot dogs for Jerkov's troops if he will supply the meat. Follow the arrow to pick up a Krishna Bus that he has arranged for you. Once in the bus, follow the arrow to Maharishi to pick up some Krishna who will be used for the hot dog meat. Park where the arrow points and honk your horn. Wait until everyone gets on the bus and then take them to the meat processing plant. Drop off the bus and walk to the left to get to the top of the cage. After they have been killed for meat, get down from the cage and walk Northeast to the Hot Dog Van. Deliver the hot dogs to the Kovski Diner. Job Complete!

Right Phone - Russian Sailors!

Payoff - \$40,000

Russian drug dealers are cutting in on the Russians drug trade. Follow the arrow to get one of the Zaibatsu's Z-Type cars to help stop this. You are going to pick up a few of the Zaibatsu dealers. Follow the arrow around the city to pick up four of them. Once you have all four, take them to the crane at the Lubyanka Docks and park where the arrow is pointing. Get out and watch them get lowered into the water. Job Complete!

Note: If you are having trouble with this mission because you have no respect from the Zaibatsu, kill a few Krishna's to gain respect from them.

Yellow Phones (204, 11)

Top Phone - Officer Down!

Payoff - \$60,000

Jerkov is giving you five minutes to find and blow up a Cop Car, a SWAT Van, and a Special Agent Car. So pick up the Rocket Launcher and the Molotov Cocktails on your way out and go South to the highway where more cars are. You are being timed, so run over a few citizens on the way so your wanted level will climb. When a Cop shows up, blow up his car. Keep killing people until you find a SWAT Van. Sometimes these are harder to find, so drive around on some random roads until you find one. Blow it up and then find a Special Agent Car. These aren't too hard to find, they usually set up road blocks when your wanted level is 5. If you are able to do all this in five minutes... Job Complete!

Bottom Phone - Karma Assassins!

Payoff - \$60,000

Eight Karma Assassins are coming to Russian Territory. You have to protect Jerkov from them. Leave the phone area to the Left and grab the Uzi and the Flamethrower and then go South to the road. You will see a Karma Bus show up with some Krishna's in it. Kill two of them and then walk around until another bus shows up. Kill all the Krishna's in that bus and wait until another shows up. Keep doing this until all eight are dead. Now you have to go kill the top Karma Assassin. Follow the arrow to the Main Station Parking Lot where he awaits in an Armored Bus. First, get a fast accelerating car and make rounds around the bus to kill all the Krishna guards. Then take your car South to the Bomb Shop at (230, 152). Then go back and park your car next to the bus, press circle, and run away. Job Complete!

Top or Bottom Phone Part 2 - Tank's A Lot

Payoff - \$60,000

After you have completed either the top or bottom phone, or both phones, this mission is now available.

Some Zaibatsu executives lost all their money playing poker with Jerkov and they want revenge. They sent out two Tanks to destroy his Kovski cars. Pick up the Rocket Launcher and Electro Gun and follow the arrows to stop them. Take out the Zaibatsu men first and then go for the Tank. Watch out for the Tanks though, because they will kill you real quick. Once the men are out of the way use the Rocket Launcher on the Tanks. Tank one or two shots and then move to a different spot before the cannon is pointing at you. Hiding behind cars helps too. Once both Tanks are down... Job Complete!

Red Phone (144, 33) - Vedic Massacre

Payoff - \$80,000

Follow the arrow to Ivan and his crew. You are going to kill a few people with them. Get a mid-size vehicle and pick up the crew. Take them to the Holy Vedic Temple where the massacre will take place. Drive in the temple and get out. Walk around and kill! The easiest weapon is probably the Uzi because it is fast. This is especially helpful if you have low respect from the Krishna's because most of them will be using Molotov Cocktails and the Uzi is a lot faster than the cocktails are. Watch out for flamethrowers though because those will instantly kill you. There are some useful things for you if you go up the walkway at (215, 230). Things such as health, and a fast reload token. If you killed a reasonable amount of Krishna's within the time limit... Job Complete!

Red Phone Part 2 - Super Grass Rescue!

Payoff - \$80,000

The first part of the Red Phone must be completed first.

Some informants for Jerkov are trapped in the Zaibatsu Power Core. Follow the arrow to the power core. Go up to the door where the arrow is pointing and you will find that the door is locked. You have to blow up four generators so the door will open. Go to the two generators on the left first. Grab the Molotov Cocktails on the walkway which you will need to blow up the generators. Then get the other two on the right side. Kill any guards you run into. After all four generators are gone, go pick up the men at the door you went to when you came in. You will find that it will be locked when you get there, so you have to protect the informants while Jerkov is working on getting the door open. Go back and kill three Zaibatsu men with your Uzi and then go back to the exit. Take the informant to Uncle Vanka so the informant can be interpreted. Now go steal a Cop Car and track down the informant who will be driving his car. Use the circle button to sound the siren so you can pull him over. He will get out and run away. Catch up to him and punch him, then he will follow you. Take him back to the Cop Car and then

drive North to the Lubyanka Docks in Russian Territory. Get out of the car and let the men there do the dirty work. Job Complete!

Krishna - Yellow (7 Missions)

Boss - Sunbeam

Vehicle - Karma Bus

Nickname for you - Grasshopper

To gain respect from the Krishna, kill the Russians.

Green Phones (249, 200)

Top Phone - De-Construction Yard!

Payoff - \$40,000

The Zaibatsu are building shopping malls on Holy Krishna land. Go to the construction yard and end the destruction. When you get there you find that they locked the door to the construction yard so you have to find Leo the Locksmith so he can open it. Follow the arrow to the Water Towers where you will find him. Help him destroy the generator with the Molotov Cocktails and then he will help you open the door. Job Complete!

Bottom Phone - Police Car Scrap!

Payoff - \$40,000

The police have stopped the Krishna program of automotive clearance. You are to get it back and running again. To do this, you will have to steal a few Cop Cars. Simply steal a Cop Car, bring it to the crane in Gonad, and get out of it so the car can be crushed. You will repeatedly have to do this (stealing cop cars and bringing them to the crane) until Sunbeam has had enough fun. Job Complete!

Yellow Phones (234, 132)

Left Phone - Cossack Conversion!

Payoff - \$60,000

Sunbeam needs you to convert some Russian Workers. To do this, first steal a Box Truck from the Lubyanka warehouses. Since there are so many guards around the truck, the best way to do this is to get a fast car and drive in to the warehouse area and then straight back to the truck. Jump out of your car and get in the truck as quickly as you can. Take the slow truck to the Mad Island Docks in Tedium to pick up some Russians. The entrance is at (19, 53). Park the truck where the arrow is pointing and wait for four groups of Russians to get into the truck. Take them to the safehouse in Tabernacle where they are all converted. Job Complete.

Right Phone - Sunbeam Contract!

Payoff - \$60,000

Sunbeam has a fun job for you. Go meet some Krishna to learn more about it. You will find out that the Russians are going to kill the Grand Master. You have to protect him. Get a mid-size car so you and your Krishna friends can all fit in. Drive into Russian Territory. There are several Russian assassins who are all out to kill you. Drive around a little bit and soon some Russians will pull up in a Bulwark (The Russian Vehicle). The easiest thing to do is to stay in your car and run them over. Wait another few moments and a few more Russians will appear. Run them over to end this mission. Job Complete!

Left or Right Phone Part 2 - De-Con Labs!

Payoff - \$60,000

After you have completed either the left or right phone, or both phones, this mission is now available.

Some Krishna are being held as guinea pigs by the Zaibatsu. You must go and save them before the deconversion drugs have any effect on the Krishna captives. Follow the arrow into Zaibatsu territory to find them.

The entrance is guarded by three tanks. There are buildings you can hide behind and there is a Rocket Launcher on the left side of the screen. Blow up all three Tanks. Don't sweat it if you get killed because Sunbeam has a backup plan. If you die, use Sunbeam's armored Van. With the van, you don't even have to destroy the Tanks. Just Pass all three and park the Van. Now follow the arrow to the Krishna to make sure they are still converted. They tell you that they will follow you when you destroy all the Tanks. This doesn't mean that you have to fight a Tank head to head. There are generators by each of the Tanks which can be accessed by the walkways which are scattered around the compound. Blowing up the generators with your Rocket Launcher destroys the Tank as well. Do this to all three generators. Kill each guard by each generator as well. The Krishna will still not go with you. So leave the compound and go back to Krishna Territory and get a Karma Bus. (The Krishna Vehicle) The Krishna will get in the bus when you come back. Take them to the Vedic Temple. Job Complete!

Red Phone (216, 219) - Rooftop Rescue!

Payoff - \$80,000

Note: This mission is easier to complete with some respect from the Zaibatsu.

Sunbeam's Krishna are being held captive at the Zaibatsu Power Plant. Drive over there and help save them. The Krishna are being held in one of the buildings at the power plant. To gain access to the building, you must destroy the three generators above. There is a walkway at (107, 188). Follow the path around, grab the armor, and jump from building to building until you get to the first generator. Go past it to the left and get some Molotov Cocktails. Jump back and destroy the first generator. Now jump one building to the left and destroy the generator to the South. Now jump two buildings to the left and destroy the last generator to the South. Now jump down to the ground. Follow the Krishna. (they will run out of the building when you approach) They will lead you on some rooftop walkways and you will eventually get to a pair of Stretch Limousines. The Krishna will get in the limo in the back and you are to lead them by driving the limo in front. Before you take off, first walk South and kill four Zaibatsu who are blocking the road with your Uzi. You should survive if you grabbed the armor at the beginning of the mission. After they are dead, take one of the Vans and move it out of the way. Then go back to the limo and drive it to the Vedic Temple. If you have extremely low respect from the Zaibatsu (a blinking minus sign) it will be hard to get away in the limo because the Zaibatsu men will have Rocket Launchers. Otherwise, just follow the arrow and park outside the temple. Job Complete!

Red Phone Part 2 - Power Station!

Payoff - \$70,000

The first part of the Red Phone must be completed first.

Answer the phone and then follow the arrow to go meet some Krishna. You will find out that the Kovski Power Station is burning old tires for power which is polluting the city. You and your Krishna buddies must destroy it. To do so, you have to plant four bombs around the compound. You have to find the bombs first though. They are being held by four different guards in these locations:

(232, 64)

(232, 61) - Go up the walkway at (233, 74)

(239, 64)

(239, 61)

Once you have all of the bombs planted, you have to find a higher area where you can watch the explosion. Go up the walkway at (233, 74), follow the arrow to the top, and enjoy the destruction. Job Complete!

Zaibatsu - Grey (7 Missions)



Boss - Uno Carb  
Vehicle - Z-Type  
Nickname for you - Gecko  
To gain respect from the Zaibatsu, kill the Krishna.

Green Phones (44, 162)

Top Phone - Grand Theft Auto!  
Payoff - \$40,000

You are going to steal a few cars. The first one Uno Carb wants you to steal is a Jefferson at Krishna Krushers. There are four guards around the car. Take them out with your Uzi or run them over with your car and then drive the Jefferson parked there to the Zaibatsu Power Cores. Now go into Russian Territory and steal a Bulwark and drive it back to the core. The next car is a Rumbler on the island near Tedium docks. Steal it and then take it to the core. The last one is a Cop Car which is on a trailer in Azari Heights. To tow the trailer, you will first have to steal a Truck Cab. There should be a Truck Cab driving down the road as soon as you leave the Power Core. When you get one, follow the arrow to the trailer and back up the truck to attach the trailer. Drive the trailer to the cranes back in Zaibatsu Territory. Once the crane takes the Cop Car off the trailer, drive it to the Power Core garage. Job Complete!

Bottom Phone - It Was An Accident!  
Payoff - \$40,000

You are needed to neutralize three key operatives from rival outfits.

#1. First follow the arrow to a special package Uno Carb has arranged for you. To obtain it, first go to (132, 221), then head Southeast to (137, 232). From there jump left onto the belt and then head North on it. Jump down and kill the two Krishna. Grab the package and exit to the left. Now take the package to the Russian Bilovski. Give him the package which is actually a Rocket Launcher. He will eventually kill himself.

#2. Find a Hot Dog Van and then go meet someone back in Zaibatsu Territory who will load up your van with poison hot dogs. Now drive to Krishna Territory and deliver the dogs. He will get in your van and eat a hot dog. When he gets out, follow him for a while until he dies.

#3. Meet a Zaibatsu man on the rooftop back in Zaibatsu Territory. To get up there, go up the stairs at (69, 198) and then walk to (61, 195). Jump to the gap to the right and then talk to the guy there. He will put you in control of a remote control limousine. Drive it to Russian Territory and meet four Russians. They will get in their car and follow you. Lead them to Krishna Territory. The Krishna will blow up the car full of Russians.

After the Russians are killed, destroy the limo. Job Complete!

Yellow Phones (7, 183)

Left Phone - Payback!  
Payoff - \$60,000

Uno Carb is selling drugs on the black market for twice the price. Go meet the Russian Ziggy Pole to get in on the deal. Ziggy would be killed if he was caught dealing with a Zaibatsu man, so before you meet him, get a Bulwark. (Car with the star on top in Russian Territory) With that car, go pick him up. He won't deal because the Russians want better drugs such as Mitsi. Now go meet a Zaibatsu dealer and then go back to Russian Territory to meet a group of five Russians. They refuse to deal with the Zaibatsu. Uno Carb tells you to kill them. This is pretty easy because they don't fight back, they just run away from you. After you kill them all, go meet the last dealer to get the money. He tells you that he is being tailed and can't talk right now. So follow his friend who will eventually drop off the money. Now follow the arrow to a Russian truck at Brow-Eye Sewage Works. The truck contains reactor fuel that the Zaibatsu could use. To get there, go to (246,

77) and drive North to the walkway at (246, 12). Walk up and grab the Molotav Cocktails. Continue on the walkway and take out two guards. If you want to, take out the two guards to the left throwing Molotav Cocktails by throwing some of your own at them. Now follow the arrow to the exit to find out it is locked. To open it, go to (238, 17) and throw Molotav Cocktails at the generator until it blows. Now go North and grab the truck and leave this place. Be careful that the guards above don't bomb your truck with cocktails if you didn't kill them earlier. Take the truck to the Zaibatsu safehouse. Job Complete!

Right Phone - Lock Out!

Payoff - \$60,000

Russians have stolen a truck full of Zaibatsu artificial intelligence units. Your mission is to steal it back. Go to the entrance to find out that the gate is locked. Go to the back entrance at (33, 58) to find that that gate is also locked. To get in, you are going to have to pick up Sacchmo the safecracker and take him to the back entrance. Follow him after he opens the gate to the next locked gate. He will kill himself this time trying to open it. To get in there, you will have to steal a Russian Bulwark so the Russians will let you in. After you get through the locked gate, drive straight North and ramp over the water to get the truck. But of course, the exit is locked. You will have to take out the two generators to open it. To get up there, go to (35, 34) and drop down to the walkway. Follow the path around, killing the guards on your way, until you get to the generators. If you don't have any Molotav Cocktails, you can grab some at (29, 44). The best place to stand and toss the cocktails is (27, 41). After you disable both generators, jump down at (27, 40) and get in the truck. Drive to the Zaibatsu safehouse. Job Complete!

Left or Right Phone Part 2 - Gang War!

Payoff - \$60,000

After you have completed either the left or right phone, or both phones, this mission is now available.

Russian and Krishna successes are weakening Zaibatsu enterprise so Uno Carb wants you to start a gang war. Start by stealing a Russian Bulwark. Drive it to Krishna Territory and run down twenty Krishna. To find a good place to where there are several Krishna, go to (221, 190) and go East. After twenty Krishna have been killed, take a Krishna Karma Bus and run over twenty Russians with it. A good place to find several Russians is (144, 53). Go North from there to find them. If you are in the middle of running over one of the gangs and your vehicle is about to explode, just go back to the territory where it came from and get a new one. After you kill twenty Russians... Job Complete!

Red Phone (26, 249) - I'd Like A Tank Please, Bob!

Payoff - \$80,000

Uno Carb thinks that the City Security Services are getting too big and he wants to show them that the Zaibatsu still mean business. Steal Uno a SWAT Van. By now you shouldn't find it too hard to find and steal one of these. You must have a wanted level of at least four before they will show up. The next vehicle to steal is the Special Agent Car which you will see when you have a wanted level of five. The last one is a Tank. It takes a wanted level of five to get these to come around. It is easier to steal a Tank that is driving around rather than one that is parked and shooting rockets. Job Complete!

Red Phone Part 2 - Army Base Alert!

Payoff - \$80,000

The first part of the Red Phone must be completed first.

The Tank you stole in the previous mission was booby trapped and

blew up Uno's garage. You are to steal a Tank straight from the army base. The base is heavily guarded with Police and Tanks. I've found that the best way to get buy them is just to get a fast car and drive right past everyone to the very back of the base where the Tank is. Once you get the Tank drive it out of there while trying to avoid the Tanks. You will have a wanted level of six on the way back to Zaibatsu Territory so try to stay away from any Tanks. It is better to stay off the main roads, so when you get out of the army base, go North and follow the yellow fence that surrounds the construction site. This will take you back to Zaibatsu. (see the map) If you are able to get back to the Zaibatsu safehouse without killing yourself... Job Complete!

#### The Final Job!

You must complete every job from the Russians, Zaibatsu, and Krishna.

You have managed to piss off all of the gang bosses and they want you dead. All three gang bosses: Jerkov, Sunbeam, and Uno Carb are out to get you... unless you get them first. All three of them will come after you in their cars. Try your best to kill them. If you are able to get them all, you have beaten every job in the Industrial Sector. Job Complete!

#### End

Once you have earned \$5,000,000 or more, follow the arrow to (44, 97) to beat the game. Game Complete!

CONGRATULATIONS!!, YOU JUST BEAT GRAND THEFT AUTO 2 AND ALL YOU GOT WAS THAT SHITTY GAME COMPLETE SCREEN!!

#### D. Bonus Levels

##### Level A

The object of this Bonus Level is to destroy 4 Ice-Cream Vans in a time limit. Get in the Stinger and grab the Car Uzis and choose an arrow to follow. You also have to look out for more ammo laying around in the city because you will get low after a while. After you have blown up a few vans, you will get a time extension. You may need to get a new car if yours gets beat up too much. Look for a fast one and when you get a new car, you must find more ammo. If you get all twelve vans, you will get 1st Place.

##### Level B

Bonus Level B is the same as A except it is in a different territory. Use the same strategy used above.

##### Level C

Bonus Level C is the same as A & B except it is in a different territory. Be careful around the water in this level because you can easily fall into it and fail the level.

##### Level D

Get in the Furore GT and race around the track for 3 laps. If you want bonus points, run over the people standing on the side of the road.

##### Level E

Get in the Furore GT and race around the track for 3 laps. Run over people for bonus points. Best route: From where you start, head directly East and go off of the road to a dock. The dock will curve around and head North. Continue on the dock and soon you will ramp back to the road. Where you land there will be 3 people to run over. Run them down and drive up the stairs on your left. Head directly West from there and you will land where four more people are standing. Run them over and leave to the North. Now

follow stay on the road. When you are heading South, fairly soon you will see 3 more people to run over on the left side of the screen. Keep going to finish the lap. Do this three times within the time limit to get a great score.

#### Level F

Get in the Furore GT and race around the track for 3 laps. Run over people for bonus points. Best route: Almost immediately after you start the race, you will see stairs to the South. Head That way and run over the three people at the top. Continue on the path and you will soon find a ramp that takes you back to the main road. You can go cut the buildings for a shortcut. There are three more people standing on the left side of the road. Keep following the road and you will soon see two people on the right side of the road. Run them over and head South. Soon you will have to ramp over some water. If you go fairly slow over it, you should land directly on two more people. Turn left at the intersection to complete the lap. Do this three times within the time limit to get a great score.

#### Level G

This bonus level is fairly easy. As soon as you start just walk forward and grab the Uzi and start killing. You have 30 seconds to kill as many people as you can. You get extra time for every 15 people you kill. There is more Uzi ammo around the compound.

#### Level H

You have 30 seconds to kill as many people as you can. You get extra time for every 15 people you kill.

#### Level I

You have 30 seconds to kill as many people as you can. You get extra time for every 15 people you kill.

### IX. Secret Guides Introduction

The secrets in Grand Theft Auto 2 are far more abundant and of many different types. Because there are many more guns in GTA 2, there are more Kill Frenzies. They've also added in GTA 2 Tokens to GTA 2. Collect as many as you can to unlock Bonus Levels. And as usual, there are several Kill Frenzies. The secret guide explains how to find both of these things in each sector. As a note, in the GTA 2 secret guide I have decided to use coordinates instead of not using them at all in as in my GTA and GTA London Guide. Enter WUGGLES as a player name to display the coordinates.

### X. Secret Guides

#### A. Downtown Sector

You must have the coordinates code on to find these. For Playstation, enter WUGGLES as a player name to view the coordinates on your screen while playing.

#### Kill Frenzies (20 Kill Frenzies)

##### Neutral Territory (Kill Frenzies 1-14)

##### 1. (226, 238)

Description - Tank Kill Frenzy

Requirements - Kill 10 people in 60 seconds.

##### 2. (8, 139)

Description - Taxi Kill Frenzy

Requirements - Run over 50 people in 180 seconds.

How to find - Go to (8, 148) and head North and slightly west through an alley. The taxi is on the right

3. (247, 220)

Description - Flamethrower Kill Frenzy

Requirements - Kill 10 people in 60 seconds.

4. (203, 197)

Description - Flamethrower Kill Frenzy

Requirements - Destroy 5 vehicles in 60 seconds.

5. (125, 82)

Description - Flamethrower Kill Frenzy

Requirements - Kill 30 people in 120 seconds.

How to find - Go to (125, 100) and head North until you can't go that way.

6. (194, 121)

Description - Rocket Launcher Kill Frenzy

Requirements - Kill 30 people in 180 seconds.

How to find - Go to (197, 117) and go South through the alley.

7. (181, 145)

Description - Rocket Launcher Kill Frenzy

Requirements - Destroy 5 Taxis in 180 seconds.

How to find - Go to (186, 146) and go West through the alley.

8. (168, 207)

Description - Molotov Cocktail Kill Frenzy

Requirements - Kill 30 people in 120 seconds.

How to find - Go up the stairs at point (161, 202)

9. (130, 109)

Description - Molotov Cocktail Kill Frenzy

Requirements - Kill 5 people in 60 seconds.

How to find - Go to (124, 103) and head South and go up the ramp on the right. Then head South and go up another ramp.

10. (166, 183)

Description - Molotov Cocktail Kill Frenzy

Requirements - Kill 10 people in 60 seconds.

How to find - Go up the stairs at point (149, 190). Once up the stairs, go East until you can't go that way. From there, go North through the small opening, and from there up the stairs on your right. Go across the bridge to the West after climbing the stairs and you will see it.

11. (198, 245)

Description - Silenced S-Uzi Machine Gun Kill Frenzy

Requirements - Kill 20 people in 120 seconds.

12. (152, 104)

Description - Silenced S-Uzi Machine Gun Kill Frenzy

Requirements - Kill 20 people in 60 seconds.

How to find - Go to (168, 101) and go straight West into the building. When you get to the wall, go South and then straight West again under the foot bridge. Go up the stairs to get the Kill Frenzy.

13. (147, 91)

Description - S-Uzi Machine Gun Kill Frenzy  
Requirements - Kill 20 people in 120 seconds.

14. (153, 58)

Description - S-Uzi Machine Gun Kill Frenzy  
Requirements - Destroy 8 vehicles in 120 seconds.

Yakuza Territory (Kill Frenzies 15-16)

15. (3, 164)

Description - Tank Kill Frenzy  
Requirements - Destroy 10 vehicles in 60 seconds.

How to find - Go to (8, 161) and go West and soon you will see an alley going South. Go South into that alley.

16. (112, 241)

Description - Silenced S-Uzi Kill Frenzy  
Requirements - Kill 10 people in 60 seconds.

How to find - Go to (104, 241) which is on the South side of the river, and go Northeast to (112, 237). From there, go straight South.

Zaibatsu Territory (Kill Frenzy 17)

17. (214, 50)

Description - Rocket Launcher Kill Frenzy  
Requirements - Destroy 10 vehicles in 60 seconds.

How to find - Go to (208, 44) and go South down the alley. At the T-intersection go East.

Loony Territory (Kill Frenzies 18-20)

18. (5, 26)

Description - Fire Truck Kill Frenzy  
Requirements - Run over 20 people in 60 seconds.

How to find - Go to (5, 36) and go North.

19. (9, 53)

Description - Silenced S-Uzi Machine Gun Kill Frenzy  
Requirements - Destroy 4 vehicles in 60 seconds.

How to find - Go to (5, 47) and go East into the building. In the building, go South and up the stairs.

20. (88, 27)

Description - S-Uzi Machine Gun Kill Frenzy  
Requirements - Kill 15 people in 120 seconds.

GTA 2 Tokens (25 Tokens)

Neutral Territory (Tokens 1-17)

1. (161, 138)

How to find - It is at the Church where you start. You must answer the phone at the church and go through everything the man on the phone tells you to. When your done, he tells you to come back to the church and gives you a S-Uzi and the first GTA 2 Token.

2. (129, 233)

3. (151, 207)

4. (131, 200)

5. (208, 160)

How to find - Go to (209,166) and go North through the alley.

6. (201, 145)

How to find - Go to (190, 146) and go East into the building.

7. (229, 167)

8. (227, 140)

9. (246, 150)

How to find - Go to (238, 150) and go East up the stairs.

10. (127, 176)

How to find - Go up the stairs at point (149, 190). Once up the stairs, go North across the road and go West to (131, 174). Go up the stairs and get the token.

11. (183, 152)

How to find - Go to (186, 152) and go West through the alley.

12. (154, 161)

How to find - Go to (154, 156) and go South.

13 & 14. (159, 131) & (159, 118)

How to find - Go to (146, 135) and go East. Go slightly North and you will see an opening. Go through there and soon you will see stairs. Go up them to get your token. To get the token 14, continue North to cross a walkway to a different building. Jump down to a different level on the right and continue North again. Go up the stairs, head West, and jump down using the jump button to get the token.

15. (161, 108)

How to find - Go to (168, 101) and go straight West into the building. When you get to the wall, go South and then straight West again under the foot bridge. Go up the stairs and then go up another set of stairs on the South side. Follow the walkway around to the token.

16. (67, 74)

How to find - Go to (70, 72) and climb the steps all the way to the top.

17. (81, 66)

Yakuza Territory (Tokens 18-21)

18. (117, 234)

How to find - Go to (104, 241) which is on the South side of the river in Yakuza Territory. From there go Slightly North and then straight East all the way to the back until you see a walkway. Climb the stairs and head North.

19. (85, 233)

How to find - Go to (94, 240) and go North and follow the alley West which leads to the token.

20. (59, 251)

21. (29, 252)

How to find - Go to (25, 246) and go South through the alley.

Zaibatsu Territory (Tokens 22-25)

22 & 23. (240, 104) & (239, 126)

How to find - Go to (246, 98) and go West down the road. When you get to the T-Intersection, go South. After the road goes around a corner, you will see an entrance on the South side of the road. When you go in there immediately go East and climb the stairs. Once you get that token, go East and jump over to the next wall and go South. After a little while there will find that the road is cut off. Jump that part too. Now go down the stairs.

24. (203, 93)

How to find - Go to (190, 87) and go straight South until you get to the wall. From the wall head East under the little bridge. Go South and then go East under another little bridge and then up the stairs that you will see soon after. At the top of the stairs, go West and then North through the alley.

25. (184, 106)

How to find - Go to (190, 87) and go straight South until you get to the wall. From the wall head East under the little bridge. Then go South and then up the stairs. Follow the path around and go South when you get to (184, 98).

#### Other Secrets

Car Crush Prizes (249, 241)

When you take cars to the car crusher in the Southeast corner of the Downtown Sector, you can get prizes depending on what the car is. Once the car has been crushed into a cube and placed on the belt, it goes through the factory and then to the right. You can walk up onto the ramp and see that the cube has turned into something useful for you. This is usually a weapon, but it could also be an invulnerability pill.

You can also do this at the other car crusher at (171, 11). After your car has been crushed, go by the entrance to the crane and you will see an alley that runs parallel to the gate. Go through there and you will see a wooden stairs that you can climb up to get your prize.

Insane Stunt Bonus!

Go to (241, 173) and look at the ramp. You will need a running start to get the bonus, so get a fast car and go North to point (241, 149). Now head South at full speed and go off the ramp.

Insane Stunt Bonus!

Go to (157, 90) and check out the ramp. Follow the road Southwest to the main highway. Grab a fast car and get a running start on the highway and head East on the road which heads to the ramp.

#### B. Residential Sector

Kill Frenzies (20 Kill Frenzies)

Neutral Territory (Kill Frenzies 1-9)

1. (29, 177)

Description - Tank Kill Frenzy

Requirements - Destroy 20 vehicles in 120 seconds.

How to find - Go to (21, 182) and go North up the stairs. On the roof, go to (23, 178) and go South through the building and the Northeast to



jump down to the Tank.

2. (6, 173)

Description - Furore GT Kill Frenzy

Requirements - Run over 30 people in 90 seconds.

3. (112, 164)

Description - Rocket Launcher Kill Frenzy

Requirements - Destroy 15 vehicles in 60 seconds.

4. (43, 146)

Description - Flamethrower Kill Frenzy

Requirements - Kill 10 people in 90 seconds.

How to find - Go to (43, 138) and go South into the alley.

5. (113, 144)

Description - Molotov Cocktail Kill Frenzy

Requirements - Kill 10 people in 60 seconds.

How to find - From the corner of the road at (108, 130), go Southeast to (113, 137)

6. (151, 122)

Description - ElectroGun Kill Frenzy

Requirements - Kill 20 people in 60 seconds.

How to find - Go to (145, 122) and go East up the ramp.

7. (176, 143)

Description - Rocket Launcher Kill Frenzy

Requirements - Kill 10 people in 60 seconds.

How to find - Go to (183, 141) and go West and then South when you reach a wall.

8. (208, 93)

Description - Shotgun Kill Frenzy

Requirements - Kill 10 people in 90 seconds.

How to find - Go to the one lane road at (211, 98) and go North.

9. (252, 102)

Description - S-Uzi Machine Gun Kill Frenzy

Requirements - Kill 10 people in 90 seconds.

How to find - Go to (237, 118) and go East until you have to go North or South. When you get there, go North until you get to the corner by the river.

Scientist Territory (Kill Frenzies 10 - 14)

10. (242, 185)

Description - Furore GT Kill Frenzy

Requirements - Use the mines to destroy 15 Cars in 120 seconds.

11. (146, 211)

Description - ElectroGun Kill Frenzy

Requirements - Destroy 5 cars in 120 seconds.

How to find - Go to (148, 207) and go South.

12. (212, 201)

Description - ElectroGun Kill Frenzy

Requirements - Kill ten people in 120 seconds.

How to find - Go to (210, 198) and go South.

13. (132, 171)

Description - S-Uzi Machine Gun Kill Frenzy

Requirements - Kill 20 people in 90 seconds.

How to find - Go to (140, 172) and head West.

14. (172, 192)

Description - Shotgun Kill Frenzy

Requirements - Kill 15 people in 60 seconds.

How to find - Enter the mall at (183, 170). Go to the ramp at (173, 181,) and head South until you get to the Kill Frenzy.

Zaibatsu Territory (Kill Frenzies 15-16)

15. (147, 43)

Description - ElectroGun Kill Frenzy

Requirements - Kill 20 people in 120 seconds.

16. (164, 77)

Description - Molotav Cocktail Kill Frenzy

Requirements - Destroy 20 vehicle in 60 seconds.

How to find - Go to (197, 74) and walk up the ramps. At the top of the ramps, jump North to (194, 72). Go up that ramp and then jump South over the same gap. Follow the remaining ramps to the top of the building. From there you have to head West jumping gaps from building to building until you get to (176, 73). Walk across the pipes to another building across the street. On that building, there is a different set of pipes that you need to walk across to get the Kill Frenzy.

Reneck Territory (Kill Frenzies 17-20)

17. (26, 102)

Description - Tank Kill Frenzy

Requirements - Shoot 20 people in 120 seconds with the cannon.

How to find - Go to (18, 97) and follow the alley to the East. The alley leads around to the Tank.

18. (84, 57)

Description - Rocket Launcher Kill Frenzy

Requirements - Destroy 10 cars in 120 seconds.

How to find - Go to the alley at (84, 42) and go straight South.

19. (67, 17)

Description - Furore GT Kill Frenzy

Requirements - Use the S-Uzi Machine Gun mounted on the car to shoot 30 people in 120 seconds.

20. (9, 27)

Description - Flamethrower Kill Frenzy

Requirements - Kill 20 people in 60 seconds.

How to find - Go to (32, 29) which is in the Mobile RV Park. Go Northwest in the grass to (20, 24). From there, go West under the bridge to get the Kill Frenzy.

GTA 2 Tokens (25 Tokens)

Neutral Territory (Tokens 1-7)

1. (52, 202)

How to find - Get a running start in your car and ramp off the stairs at (89, 206) Don't stop when you get to the next building across the street. Keep going straight and go off another ramp and across another street. The token is sitting there.

2. (2, 212)

How to find - Ramp off the dock at (12, 202) to get to a warehouse in the middle of the river. Head South on the other side to get your token. After you grab the token, ramp back to the other side on the other dock.

3. (77, 164)

How to find - Go to (62, 163) and go straight East and head up the stairs.

4. (89, 144)

How to find - Go to (97, 131) and go South to the parking lot to (96, 144). At that point, go West down the alley to get your token.

5. (136, 147)

How to find - Go to (136, 150) and go North

6. (162, 136)

How to find - Go to (145, 136) and go straight East through the alley.

7. (247, 112)

How to find - Go to the alley at (241, 117) and go North. Walk up the stairs on the right to get the token.

#### Scientist Territory (Tokens 8-12)

8. (241, 235)

How to find - Go to (214, 217) and go South into the research center. When you get to the Red Phone, go East and then up the two sets of stairs. At the top of the stairs go South across the walkway. At the T-Intersection on the walkway, go East to the token.

9. (236, 195)

How to find - Go to (236, 204) and go North through the alley.

10. (196, 234)

11. (116, 237)

12. (199, 173)

How to find - Go to the mall at (183, 170) and go up the stairs on the South side at (170, 167). Follow the walkway around to (166, 174) and then head South again. Go up the ramp at (163, 181) and then head North on the pipes to cross over to a different building. Head East and go over some more pipes at (169, 171). On another building across the streets, go East to the edge and jump down two building levels to get the token.

#### Zaibatsu Territory (Tokens 13-19)

13. (169, 83)

How to find - Go to (197, 74) and walk up the ramps. At the top of the ramps, jump North to (194, 72). Go up that ramp and then jump South over the same gap. Follow the remaining ramps to the top of the building.

From there you have to head West jumping gaps from building to building until you get to (176, 73). Walk across the pipes to another building across the street. On that building, there is a different set of pipes that you need to walk across to a different building. Go pass the Kill Frenzy by jumping down to the right. You should be at (166, 77). From there walk South and jump down to another building to get the token.

14. (253, 49)

How to find - Go to (246, 41) which is in the Village in Zaibatsu. Go Southeast from there to (251, 55) Go North and up the stairs from there.

15. (220, 29)

How to find - Go to (221, 34) and go North.

16. (246, 2)

How to find - Go to (247, 17) and go Northeast to (254, 8). Now go North to the corner and then West to the token.

17. (195, 4)

How to find - Go to (193, 9) and go North.

18. (154, 4)

How to find - Go to the road at (143, 9) and go North and then East.

19. (78, 1)

How to find - Go to the sidewalk at (109, 9) and go West to the Hydro Plant at (104, 8) Walk or drive straight West until you can't go that way anymore. From there, go North. The token is in the corner hidden under the silver pipe.

Redneck Territory (Tokens 19-25)

20. (39, 111)

How to find - Go to (55, 106) and go straight West under the black grate until you get to (39, 106). The token is in the alley to the South.

21. (62, 100)

How to find - Go to (64, 92) and go South. When you get to the wall, go East and then South again. You will see an alley on the left where the token is.

22. (101, 52)

How to find - Go up the stairs at (130, 77) and go South on the road to the right. Go around the corner and up the ramp. When the road turns West, follow it all the way to (101, 58). Go North through the small opening in the building to get the token.

23. (13, 76)

How to find - Get a fast car and go up the stairs at (130, 77) and go South on the road to the right. Go around the corner and up the ramp. When the road turns West, follow it all the way to where it turns again at (18, 59). Go North to get a running start and park your car so it is pointing South at the point (16, 45). Go straight South and ramp off the corner. As soon as you go off the ramp, hold down the reverse button and the brake button. If you did it right, you will have stopped on the roof of a slanted building at (16, 68). Get out of your car and go West and jump from the corner of the building over to another building. Walk South and jump down to the token.

24. (65, 78)

How to find - Get a running start and go off the ramp at (64, 52). On the other side of the fence, go Southeast to (68, 75). From there, walk to the North around the building on the wooden walkway and go to the point (59, 79). Walk up the roof to the Northeast to get the token.

25. (32, 6)

How to find - Go to the back of the Mobile RV Park at (6, 22). From there go North across the river. On the other side, go East across another river. On that strip of land, go to the back. The token is hidden behind the building on the right.

#### Other Secrets

##### Car Crush Prizes

When you take cars to the car crusher, you can get prizes depending on what the car is. Once the car has been crushed into a cube and placed on the belt You can walk up onto the ramp and see that the cube has turned into something useful for you.

(112, 130) - The ramp to get on to the belt is at (126, 133). Walk up onto

the boxes and jump twice to get on to the belt.

##### Rocket Launcher, Armor, and Health (233, 188)

##### Insane Stunt Bonuses!

There are two ramps in the mall in the Scientist Territory. One ramp is at (174, 160). From there, you can go directly South to hit another ramp at (174, 188)

Get a running start and go off the stairs at (89, 206) Don't stop when you get to the next building across the street. Keep going straight and go off another ramp.

The ramp is at (51, 161). You can also go off the ramp across the street.

Go to (175, 69) and go straight East to the ramp.

The ramp is at (247, 52). You will ramp across the street to another building. At the end of that building, you will ramp to the roof of a bridge. At the end of the bridge there is one more ramp.

The ramp is at (87, 85).

#### D. Game Secrets

##### Fly!

Obtain some Molotov Cocktails and find a rooftop with an opening where you can jump off. As soon as you jump off, repeatedly press the fire button. This will allow you to fly around the city. When you are ready to land, you have to ease off pressing fire so you will descend a few feet at a time. Otherwise, you will fall to your death.

##### Elvis Has Left the Building!

When you see a bunch of guys walking in line and making Elvis noises, you can kill them to get a bonus. Get a car and run over them all in a straight line so they all die at the same time to get the bonus.

##### Garage Prices and Definitions

Hell Oil - \$10000 - Equips oil on your vehicle so you can lose cars on your tail because they slide off the road.

Gold Mines - \$50,000 - Equips mines on your vehicle.

Max Paynt - \$5000 - Changes the plates on your vehicle and repairs any damage.

Bomb Bay Mix - \$5000 - Equips a bomb on your vehicle.

Smith & Weston's - \$25000 - Equips machine guns on your vehicle.

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