

Urban Chaos FAQ/Walkthrough

by Hyperactive

Updated to v1.0 on Mar 10, 2003

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

URBAN CHAOS FAQ/WALKTHROUGH

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FAQ Stuff
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WELCOME

hello, this is my FAQ/Walkthrough for Urban Chaos, a stunning game made for the Sony Playstation. This game is like Grand Theft Auto, but with the better view. This is proably why I like this game and why I'm writing a walkthrough for it.

UPDATES
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Current version: [1.0]

WEBSITES

These websites have permission to use my FAQ without even e-mailing me:

CURRENT WEBSITES

www.gamefaqs.com

ALLOWED TO HAVE WITHOUT E-MAILING ME

www.neoseeker.com

www.psxcodez.com

Anyone elses site who wants this FAQ can e-amil me, except for cheatcc, they can't have my FAQ and will never get any of my FAQs ever again as they are a bad website who rip off peoples FAQs and don't even ask for them, and sometimes when they do e-mail the owner of the FAQ for it and they reply NO, he still puts it on his site. Even if a FAQ says 'This FAQ can never be put on cheatcc', he still posts the FAQ without permission and edits out that part. That is illegal to just take it. Something really has to be done about Dave A and his website.

So please, If you are reading this from cheatcc.com, please contact me straight away, Thankyou.

Any other site who is not on the list can just e-mail me and ask for this FAQ, To every site except cheatcc I will allow them to have it.

NOTE: If you are reading this from a different site than gamefaqs, neoseeker, psxcodez, or any site that is on the 'Curretn Websites' list, please e-mail me straight away. I will only post this FAQ on sites that I know are good.

E-MAIL POLICY

The most common thing: "Help, I'm stuck"

You need help, pleaaee, feel free to e-mail me with your question, I would be glad to help you with whatever you need.

my email is:

=====
Wayallal@yahoo.com.au
=====

-----What you can send in-----

=A question to do with Urban Chaos.
=Information about an alternative way to do a mission
=Anyhting Iv'e missed
-----Please don't send me-----
=Spam that would waste my time!
=Hard to read stuff
=Blank subject

AFEW LAST NOTES:

:Most poeple say that "Don't send me a question that is answered in the guide". I honestly don't car if you do that, because If you missed it, then thats not really all your fault. It will mean that you will get a really quick answer from me because it's already in the guide so I will know about it.

LEGAL STUFF

This document (C) 2002 Aaron Baker (Wayalla).
It CAN'T be sold, printed in a magazine, or put on any unorthirized websites. Permission has to be granted to use this on your site.

CREDITS

Wayalla: For creating this FAQ

CJayC: For creating gamefaqs

You: For reading this

Anyone else who wants to be thanked

STRATEGY GUIDE FAQ

Q: Why make a strategy guide for an old game?

A: I have actually just had this sitting on my computer for about more than a year, I didn't know about gamefaqs then so I decided to submit it now.

Q: Can I contact you for help on this game?

A: Yep, but please don't send me spam or anything lese that would waste my time.

Q: Can I have this FAQ on your site?

A: If you are Neoseeker or psxcodez, you can have this FAQ without contacting me at all, all other sites will need to contact me first, except ANY e-mail from cheatcc will get deleted.

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Controls

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Just for the sake of completeness, I have decided to add the controls,
by now, of course you should know all the controls.

DARCI

CROSS: JUMP
SQUARE: PUNCH/FIRE WEAPON
TRIANGLE: KICK/SLIDE
CIRCLE: ACTION
L1: FIRST PERSON VIEW
R1: CHANGE TARGET
L2: CAMERA LEFT
R2: CAMERA RIGHT
SELECT: CHANGE WEAPON
START: PAUSE/MENU

ROPER AND MAKO CHANGES

Roper and Mako are the other 2 characters that you can play. They have their differences, as Mako is a Wildcat and Roper is a good guy but not a cop, here are a few changes, let's start with Roper:

- Roper cannot run
 - Roper cannot arrest people
 - Roper can carry people
- Now Mako:
- Mako cannot arrest people

THE ACTION BUTTON

The action button can be used for many things, as it suggests. Here are some things that it can be used for:

=RUN=

Just hold it down to sprint, this can be used to get to the place faster. You do have a limited sprint meter before you stop and need to rest.

=TALK=

Press O in front of any character, including civilians and cops to talk to them. Sometimes talking to people can give you information about the situation.

=SWITCHES=

Press O to press switches on the wall on or off, this can sometimes bring an elevator down, or just stop a timer.

=GET IN CARS=

Press O near a parked car to get in the car, and now you can drive it around the district (Note that most cars are usually locked and you can't hijack people driving on the streets).

=SEARCH=

Press and hold O on an enemy's dead or arrested body and you will search him for weapons and items.

=ARREST=

When an enemy is on the ground, you can arrest them by pressing O on their body. This saves fighting them some more and loses health.

=CRAWL=

Hold it down while standing still and your character will kneel to search bodies, from here, keep O held down and press and hold up and

your character will start crawling. Use this to sneak up on the enemy.

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Weapons
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This section is a brief description about the weapons in the game:

Handgun

Basic weapon, this is a pistol. easy to use and only takes 3 shots to kill the enemy. Held by both hands and you can't kick or punch while using it. First found in the mission 'Gun Hunt' only on doing the proper story missions, not the extra objectives.

Shotgun

An extrodanary weapon that takes 1 shot or 2 shots to kill the enemy, bad fire power, but it does alot of damage. Sound of the bullets souns like a real shotgun.

M16

the only machine gun, a rapid fire weapon that takes about 4 or 5 bullets to kill the enemy, can hols alot of bullets and can inflict massive damage when fired rapidly.

Grenade

An explosive weapon that is thrown, then after a certain amount of time, it explodes causing damage to all in range of the explosion.

Explosives

Plant then run, this will explode in a certain number of seconds afterwards. To pick up once set, press action button. Plant near something you want to destroy to cause massive damage.

Knife

Carried by alot of enemies, this weapon can seriously injure anyone. Slightly more powerful than the baseball bat.

Baseball bat

A weapon carried by nearly all enemies, this can force the enemy to the ground in 1 hit, only carried in one hand and is more powerful than the fist, but not the knife.

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Hand to Hand Combat
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Being so cool and all, you don't always have to fight with a weapon in this game. You can use hand to hand combat, it is the basics of all combat. Here are some moves you can do with hand to hand combat:

MANOUVERS

-Punch: A normal foward punch

-Kick: A normal foward kick

-Slide: A slide tackle to bring the opponent to the ground

-Grapple: Flip the enemy onto the ground

-Triple punch: A triple punch combo to bring the enemy down

-Triple kick: A triple kick combo to bring the enemy down

-Side punch; A punch to your side

-Side kick: A kick to the side

-Roundhouse: A kcik where the foot goes all around your body

-Air kick: A kick while done in the air

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CONTROLS TO MOVES

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PUNCH: SQUARE

KICK: TRIANGLE

SLIDE: RUNNING + TRIANGLE

GRAPPLE: UP + SQUARE

TRIPLE PUNCH: S, S, S (Right timing)

TRIPLE KICK: T, T, T (Right timing)

SIDE PUNCH: LEFT/RIGHT + SQUARE

SIDE KICK: LEFT/RIGHT + TRIANGLE

ROUNDHOUSE: X IN A BATTLE

AIR KICK: X + UP + TRIANGLE

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LAST NOTES

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All these moves are for the default controller settings of the game, so please don't contact me syaing you can get the moves to work and you have it on a different controller setting. I will probably delete ANY e-mails that say "I can't get a move to work" or something like that. Some moves like the rounhouse can only be used in battles, and just not walking around the street as X has other actions to do.

You can beat up pedestrians by just punching and kicking them, it is really fun to do this, but most of them just run away like a sissy and never fight you. Be warned, too many civilian casualties and you will have a warning. 4 warnings and it's game over. I never harm innocent people on the sidewalk, unless I'm of course Mako, who is a wildcat.

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Characters

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DARCI STERN

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In case you didn't even know, this is the character you play for most of the game, she, yes thats right SHE is a new cop on the beat to protect Unioun City against crime.

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ROPER

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A mystery man to Darc'i, he follows her around helping her with defeating the new gang, the wildcats. Lends a hand on many missions and knows a fair bit about Stern's father. You also get to play him about 3 times. He cannot areest people as he is not a cop.

MAC BANE

The physco candidate that is tearing the city apart with the new gang the wildcats, he is what you could say as the main boss of the game, and has physco powers and bizzare hitmen.

THE WILDCATS

The new gang taking over Liberty City, they are connected to Mac Bane, and want to take of Liberty City and rid it of every cop.

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General Strategies

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CAMERA TROUBLES

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One mahor problem in Urban Chaos is the camera view, it always seems toy play up on you by just not being behind your character, which can mean that it is hard controlling. This is what I do when the camera is playing up on me:

1: Usually I just remember the GTA style, up equals foward the way darci is looking, not the way the camera is looking. So if you press right on the D-Pad, it will turn to Darci's right, not the cameras.

2: If you can be bothered, use R2 or L2 to swing the camera back behind your character, you will need to press it afew times.

3:Lets just say you want to face a way but the camera is really troubling you, heres a great way, press and hold down L1 for first person view and turn the camera around, when you let go of L1, you will be facing the dircetion you were in first person mode.

DEFEATING THE ENEMY

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The main part if you want to complete this game, you need to know how to defeat the enemy, the most easiest way is to:

Shoot them with a gun:

Usually 3/4 bullets kills with a Handgun

Usually 1/2 bullets kills with a shotgun

Usually 2/3 bullets kills with a M16

That was just to give you a description to save you ammo

A different way to take down the enemy without weapons is to grapple them, while they are on the ground, you can easily arrest them.

A GOOD LOOK

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Sometimes in normal view you can't see where you have to go, this can be overcome by holding down L1 to go into first person view, this gives you a better look of where to go.

CLIMBING

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Sometimes you have to jump from roof to roof, but you can't make it cleanly, sometimes you will just make it and hang off the edge, you can use Up to pull yourself up from here, or if you want to get to a different part of the building and pull yourself up, use left and right to move along the edge. Sometimes you will need to climb a ladder as well, just go to the ladder and press O next to it to start advancing upwards, or you can jump onto the ladder to get higher up at the start.

RUNNING

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You can run to get to your destination quicker by pressing and holding down O, you do have a limited sprint gauge, and after awhile you will need to rest for a few seconds. But it is worth it, especially on timed levels when you need to hurry.

HEALTH

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If you need to refill on health, there are 2 things to do:

- 1) Find a health kit, they come in 3 packages; 25% health gain, 50% health gain, and the occasional 100% health gain.
- 2) Find a bench and press O next to it, your character will sit down on it and it takes their health up by about 5%, keep on doing it to get full health.

SPECIAL

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After doing special non-mission things just like doing something out of objectives can earn you some special items such as Constitution, Stamina and things like that. The more you collect, the more special things happen. They are also just lying around in hidden spots around all the levels. I can't give you an exact location of every one, so you will have to try and get them yourself.

DRIVING

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As you know, you can drive cars in Urban Chaos, here are the driving controls:

X or UP: Accelerate

O: Get into car

SQUARE: Brake

Right/Left: Steer

The only cars that you can drive are I think cop cars. To get in a car press O, you can drive around Union City or just have some fun running over people. You will need to learn driving skills to complete this game, as lots of levels require you to drive.

GLOBAL POSITIONING SATELLITE

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Another important thing, this pinpoints the location of where you are and the location of your objectives, if the arrow is at the top of the GPS, you are heading the correct way, because that is what direction that the objective is.

BATTLE SCARS

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If you are being hacked to pieces in a battle, you can use X + Left/Right to roll out of the battle, and then you can come back in with a charge or run away and find some health.

EASY TAKE DOWN

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When you are on a mission crawling with wildcats with guns, always take out your weapon, but not all the time you have to shoot and waste ammo, you can simply run into them and do a slide tackle while they are on the ground.

LOOSE HEALTH WHILE ON THE GROUND

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When a 'enemy' is on the ground, you can hack into him with your legs, thus killing them after a few vital blows to the body. This is well used with Roper and Mako as they cannot arrest people and therefore have to kill them. To hack into a body on the ground, press triangle next to him while he is a target.

GUN LOSS

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Once you are knocked over by a enemy/car, you will lose your weapon because of the impact and all ammo as well, to obtain back your weapon, collect it back off the floor, but if the enemy takes it, kill them and search their body to take it back, it will come back with all ammunition that you had before.

SEARCHING

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Once an enemy is dead/arrested, go to the body and press and hold the action button (O). You will start searching the enemy, keep it held down until the 'searching' message goes off. Sometimes the enemy will leave valuable ammo and weapons.

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Cheats

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All levels

Press and hold R1 + L1 + START + SELECT on the main menu.

All weapons

Press and hold X + S + O + T and then press Right, and then collect the ammo off the ground.

Refill Health

Press and hold X + S + O + T and press Right.

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Bonus levels

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In Urabn Chaos, there are extra mission that you can play. These missions are with a gang member called Mako. That's why I think this game is so good, it lets you play as 3 characters: Stern, Roper and Mako. Mako cannot arrest people, but can do all the other things that Darci Stern can do. Here are the secret levels and how to obtain them:

Nitro Car: Complete 'Combat Gold'

Auto Destruct: Complete 'Urban Shakedown'

Rat catch: Complete 'Driving Gold'

Assasin: -

=====
Frequently Asked Questions
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Q: Why make a strategy guide for an old game?

A: I have actually just had this sitting on my computer for about more than a year, I didn't know about gamefaqs then so I decided to submit it now.

Q: Can I contact you for help on this game?

A: Yep, but please don't send me spam or anything lese that would waste my time.

Q: Can I have this FAQ on your site?

A: If you are Neoseeker or psxcodez, you can have this FAQ without contacting me at all, all other sites will need to contact me first, except ANY e-mail from cheatcc will get deleted.

Q: Are there any cheats for this game?

A: Yes, refer to my 'Cheats section'.

Q: Is there actually a way that you can play as roper?

A: Not for all of the game, but only in about 3 certain levels you get to use him.

Q: Is there a way to use stealth?

A; Yes there is, but it is useless, crawl right up to an enemy, thats the way to use stealth, but then they have a better shot at you when you get up because for some reason they know you are there.

Q: How old is Stern?

A; I don't know, why are you asking me!

Q: Is there a way that you can throw your knife?

A: No!

Q: What are the little icons that I pick up for?

A: If you mean the stamina icons and stuff, they give you bonuses when you get a certain amount of them, E.G: More running power.

Q: I keep dying, Hlep!

A: Ok, basic survival tips; Stay alive, Shoot the enemy.

Q: Why wont the game load?

A; At the beginning it does take awhile for the game to load, but if it doensn't load at all, then you have proabably got an illegal copy or the back is scratched like hell.

Q: Why can't I kill Roper?

A: Because he's a good guy, bullets just go straight through him.

Q: When was this game released?

A: Here I live it was realeased in early 2001.

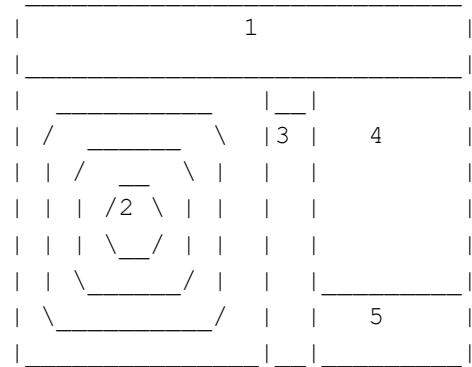
Q; They why make a strategy guide for an old game?

A; Please refer to 'Strategy Guide FAQ' in faq stuff or above this.

Screen

Ok, this section is just to describe to you what the things are on the screen on the top left of your screen:

GAME SCREEN



1: Radar objective

Shows you the current objective that is foward of you

2: G.P.S

Global positionong satellite, shows you when your objectives are

3: Health

Shows amount of health

4: Weapon

Current weapon/ammo

5: Time limit

=====

Shows the amount of time to complete the level

Of course, the screen shows your character you are playing and all other things in sight.

MAIN MENU

From here you can choos to 'Start a new game', 'Load a previously saved game', 'Options' or 'Credits'. If you are new to Urban Chaos, then go to New Game, if you already have a gae save file, go to save game to load your file.

MAP

This place (What you have already figured out) is where you can select your level, only 3 levels will be avilable to you at first, but once you complete more, more become available. Press left or right to select your area and then your level.

Once you complete Physical training, R.T.A will become open

Once you complete Combat Tutorial, Combat Silver will become open

Once you complete Driving bronze, Driving Silver will become open

Complete Driving B and Combat T without completing Phycial, R.T.A will become open.

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Options

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AUDIO

Audio mode: Choose from Stereo (Default), Mono

Audio Volume:

Effects volume: Things like 'The punch noise'

Music Volume: 'The background music'

Speech Volume: 'Speech volume, talking vloume'

All 3 can be set to a different volume to make the noise louder, which you have already figured out

CONTROL

Press right for config 1, again for config 2, then 3.

If you want to design the controls yourself, then press O to go into free mode, then press the button for run, left, right, back, kick, punch, action, jump, first person view, target, camera left, camera right, inventory, pause game.

Press X to accept any changes, press Triangle to cancel any changes. press Square to toggle Vibration function on and off.

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raining
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Test I: Physical Training

this is the start of your Physical, what you have to do is negotiate the obstacle course within the time limit of 2 minutes. The basic things that you need to know are that: X is to jump, thats about all. This course gives you abit of everything that you will need sometime or another in the game, now lets start.

There is really no need to use your GPS on this level, as all you have to do is follow the track foward. Jump over the first parts and when you come to a ladder, jump onto it by pressing X, this will give you a better boost. Climb over the fence and once again over the crates and jump onto the rope above you and you will swing down. If you fall at any stage, there is a ladder to help you get back up. Once you have done the first section of the course, you will now understand more about the controls. When you get to the last section, run around the outside and climb up by pressing X and then up near the low section. Once you are at the timer, press O to stop it and then it's level completed, thats if you didn't run out of time.

Test II: Combat Training

This level gets you prepared for hand to hand combat. it shows you and explains how to do the different moves and combos to take down the enemy and anyone who poses a threat.

Ok, straight away, press Square and practise punching, also do the same with kick, and press triangle. Once you have done that, use your GPS and go to the lone guy. To do a slide tack, while running press and hold down triangle. Do it on this guy. Once that has been done correctly, approach the next guy on your GPS, what you have to do with him is perform a triple punch combo on him. Do this by getting the timing right on 3 punches, it's really quite hard for me, and can somtimes take 5 minutes just to do it. Go to the next target and do the same. Approach the next and do the kick method, this is slightly easier than the punching thing. Approach the next guy and you have to perform any move you want on him, so experiment. Approach the dudes on the top of the bulding. Use the ladder to get to them. Once up there, approach the targets and you are told what to do. Pick on one of the targets, but don't worry about taking him down at all, get a guy on the left side of you and then press left and triangle and you will kick him down, do this to all the other guys except for the one you are facing. Once all but one are down, that part is done. Now approach the last target and bring

him down with a grapple manouver by pressing FOWARD + UP.

Test III: Driving bronze

This is the start of your driving training. Lets get you reunited with the controls shall we? X or UP is to accelerate, and SQUARE is to brake. To hop into the car, you will need to press O next to the door. Ok, here we go.

Press O next to the car to get in it and then drive up to the corner and follow the circuit around and do three laps of driving. Note that it doesn't matter if you hit any cones, Iv'e realised it does nothing. You have a set time limit, but it shouldn't be a problem. Do three laps to complete this test.

Test IV: Combat silver

Ok, this is the easiest of the training levels available to you now, the other one is driving silver if you have followed this walkthrough. make sure you know how to do basic combat moves like the slide and the graapple, those are the only moves that you will need for this level. Also make sure you know how to use the GPS.

To start of, there is 2 new targets. Follow your radar to one of them and perform a grapple by moving foward and pressing square, then from him to the ground and arrest him. Go to the next target and do the same. After both of them are eliminated, there is 3 new targets, do the same to them all and arrest them. Now there is 3 new targets, no enemy has a weapon on this level, so you don't need to worry about getting shot. Take all of them down and arrest them (You can kill them, but arresting them is quicker and you are timed on this level). Eliminate all the rest of the targets on this level and you are done with the silver grade. The last target will run away from you, they way to overcome this is to simply run after him and tackle him.

Test V: Driving Silver

Ok, now you will have to use your skill to get around this track, once you are near the end, you are required to back back into the bay.

Directions for this level are juts follow the track around, taking it slowly. Once you get on the second lap, then start going faster because you will know most of the track now because of the first lap you did. At one stage near the end of the track, you are required to do a reverse and stop, you will know where to back it in because you have a T junction, then back the car in the right road. Cones don't matter at all, well Iv'e found that it doesn't take any time off. Afew more notes on this level: 1)You have to do 2 laps in a set time limit, so I half the time limit and say I have this much time for 1 lap, so I can tell If I'm behind and need to catch up abit. 2)Just take your time, you don't want to damage the car too much.

Test VI: Combat Gold

Ok, the hard one, this makes fighting tougher and you will need to learn all fighting skills to get past this level. Some people have guns now as

well, thus making it harder, and also they come in groups.

To fight a whole group of wildcats, challenge 1, grapple him and arrest him before the other guys can kick you. Now just focus on one target and do a side kick to knock them down and then switch targets to him and arrest him, then grapple and take down the rest, when you do it correct, it should be no problem. If you see a aimer at you, you are being aimed at by a weapon, in this level, it would be a handgun, so either roll to avoid fire, or quickly take down the enemy by doing a slide tackle as you will need to act quickly. Grab all weapons if you want to use them, and there is alot of targets to take down, so don't waste ammo. If you are good at fighting many enemies, you will complete it in no time.

Test VII: Driving Gold

Alright, this is the hard one, you have to do 2 laps of the expert course in under a certain time limit, seems hard? Then you are right. This requires alot of skill to complete.

Stick to the track and don't veer of course, thats the main rule. Cones dont' matter if you hit them. The course is different to the last one, but it still has the same base. This time, there is 2 points in where you have to reverse to; one is the same as the last one, and the other is hidden away. Make sure to to them both, and usually you don't have to stop before going again. Use all your skills to complete this hard one. Well done if you did do it.

=====
Walkthrough
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West District- R.T.A

Yay, you are finally allowed onto the streets. You first missions is to bring a car back to the station and rescue a mugger.

Ok, first of all, find the car that needs to be brought back for impounding. It is a taxi that is found near the park. Use your GPS and get over there. Once you are there, talk to the officer by the car and he will give you a little briefing of what happened. Get in the car by pressing O. And if you did all the driving missions, you will be very skillful at driving, so stick to the road and try not to damage the vehicle. Take it back to the station by using your GPS. Now you have to arrest the mugger. Once again, follow your GPS to the mugger, he will be beating up an innocent civillian, slide the guy down and arrest him, and then it's mission accomplished.

West District- The Jump

A person is threatening to jump off of brooks tower because he wasn't accepted at the Union City Fire Department. Your job is to bring down the suicide threat.

K, find brooks tower on your GPS, and when you get close enough, you will get a message from cop Miles, he has lost his police car, (Damn idiot). And you have to find it, I have checked the hole city and I am unable to find it at all, anyone wanna help? Anyway, right next to miles

on the road is a ladder, with an officer there. Go up that ladder. Follow the rooftops and the ladder to the top of this building and then use the power line at the top to swing down and approach the guy. View the cut scene, and then it's missions accomplished.

West District- Gun Hunt

An honest citizen has seen someone dumping a weapon used for a murder, your job is to find the witness and get him to tell you where the gun is. This is a pretty easy level.

Your G.P.S will once again lead you to the park, Deeks is in the middle of the first planter to your left. Go up to him. Now you have a new location, go to it. It will be a back alley. Most people say that something is wrong because the gun isn't in the exact location where the G.P.S is, but it is around this area. Move up and into a different alley path and the gun is behind a dumpster, collect it. Now you can use it if you want to, but it does have little ammo. Now once you are about to take it back, another thing appear on your GPS, go and arrest the guy or eliminate him and then use your GPS and take it back to the station.

West district- Trouble in the Park

There is a disturbacne in the park, as the name of the level say. Residents are getting nervous and think thing are going to explode any minute, it is your job to get to the park, and rescue the loiteres.

Once again, your GPS leads you to the park just around the corner from the station. Enter the park and go up to where you can see the people talking. They threaten you, but they can't fight very well. Go in with a slide and try to take down 1 or 2 of them with it ready for a simple arrest. Knock down the other guy and you get a cut-scene and a new helper. A mystery man comes, called roper. Once the cut-scene is over, stay where you are and gang members will come and attack you and Roper. Go in with a slide and take down as many as you can and protect roper, once all assholes are down, it's mission accomplished after you veiw the cut-scene.

West district- Urban Shakedown

The wildcats have tried to take over this section of UC, and started of by trying to rid the city of all cops. The station has just been attacked, and several cops have just been killed, it's your job to take down a certain amount of wilcats before they take over this part of UC.

First of all, run foward and press O to talk to the officer in front of you. Now you will have some help. Follow your GPS to the targets. Some come in groups, this is why you will need the help of officer Schwartz. Take down all wildcats and arrest them and take the ammo from the wilcats with guns. Continue onto the next targets with your friend. Always go in with a slide and try and take down as many of them as you can and collect ammo. Sometimes you will need to climb ladders to get to the target. Once all atrgets are arrested/eliminated, it's mission completed.

Baseball Ground: Gatecrasher

You got a tip from roper that there is a meeting going on between gang bosses in the UC baseball ground, it is your job to go in there and arrest at least one of the gang bosses.

DON'T TAKE the front enterance in, you will be cut down to pieces. Take the alley past it. it will be locked, talk to the people there and go in the club. Talk to the people in there and find out which one is Wild Bill, speak to people by pressing 0 and 1 guy will ring him up. Go to the diner that now appears on your radar. Also this is the first mission that you get to start off with a weapon, but save the ammo for near the end. Speak to the guy at the bar, and arrest the wildcat there as well. Now go back to the alley and it will be open. Jump up onto one of the dumpsters and onto the roof, and you need to go to the left of where you first came in, so use the rooftops to your advantage. Get into the seats, and then jump the barrier and slide into the bosses and arrest one. NOTE: When you get down to the seats, defenatly equip a weapon.

Gangland- Nitro Car

Now you play a wildcat, now this is why the game is so cool, not only you play a cop, but also the bad guy as well. You are new, and want to impress the boss. You need to create havic in UC.

First of all, grab the knife from behind the dumpster to you foward right. Head out of the hideout and aim and shoot and quickly kill the 2 cops before they get a hit on you with the shotgun. Collect the ammo. Go right from the park and follow your GPS and kill the cops and get to the Car Pick Up Point. The car is in a small back alley to the right as the road ends up farther. Take the car, and deliver it to the drop point. Once the car is positioned, a note will tell you to ditch the car, so do that and run away, but still in a close position to see the fireworks. In 15 seconds, the car will explode. Run back to the alley and get Cliffy and Zit and take them along with you to the Bomb squad, equip your shotgun and take them all out. Grab the next Nitro car and take it to the corner department store and ditch the car. Watch the explosion, then go back and kill the cop holding Cliffy and Zit, after that is done, it's mission accomplished and level completed.

Gangland- Auto Destruct

Now back to stern :(You have to get to the car bombs and bring them back to the Bomb Squad, it a certain amount of time limit.

Run to the location on your radar, and ignore EVERYTHING on your way, if you need to, jump to avoid being hit. Grab the car and take a route back to the bomb squad, but the most obvious route is always blocked, so take a deiiferent one. Get to the bomb squad and park it in the required sapce and youv'e done that part. Then get to the other car and take it back to the next squad, but yet again watch out for roadblocks. Now you have to arrest the people responsible, Cliffy and Zit I'm guessing. Run over to the park near the Wildcats' hideout. Arrest the two wildcats and run into the hideout. Kill anyone in sight (Wildcats of course) and search the back of the bins by using 0. Then get back to Sarge and you've completed the level.

Gangland- Rat Catch

You once again play the cool Wildcat named Mako, wooooooooooooooooooooo.
You need to Nab some guy, I don't know why, and I don't really care why.
But first of all, you need some help.

Find Bish first, use a ladder and the rooftops to find him, and jump.
Next, you have to find another guy to help you, his name is Mclean.
Contact them both, and find a safe way down so they aren't hurt. Now you
need to find Spiv, who gives you info on this guy. Follow your radar and
get to the guy you have to catch, but he would rather die than go with
you, so show him your wrath and kill him, don't worry, it's part of the
mission. Return to the hideout and kill all cops on the way, to once
again, show how mean you are. Once at Spiv, you have new orders, the
boss will like you again if you kill a lot of cops, so do exactly that. Go
around killing them until its level complete.

Rio Canal- Arms Breaker

What you have to do is destroy the stuff in the barrels. This is like a
maze level, and requires good jumping skills to complete.

Go to Roper first. Where you have to go is to an alley, you will know it
is the right one because there will be a guy urinating on the wall, and
you will see a fence ahead of you, which you can't get through and a
little pair of stairs to your right. Go to the stairs, and then run up
them and climb onto the building. Climb up onto the next part to your
right and follow the path over the alley where you first came in. You
need to make it over the fence> Climb up the ladder and jump over the
fence by using the pathways and into the first lot of stuff you have to
explode. Destroy it with your explosives and continue, onto the next lot
and destroy that. Next, go back to the car park and you will find a
bunch of Wilcat pick-up men. The best way to kill these dudes is to
stand back, and throw a grenade, like the ones Roper gave you. Once all
are dead, you've done the level.

Southside- Media Trouble

That damn reporter 'Gordansky' has got too close to the wilcats. The
wilcats have taken her as a hostage and took her to the beach house, it
is your job to get to her and rescue her before any harm can be done.

I'm not sure what the lookout is as you never really have to go there.
Go to the beach house by using your GPS. It is heavily guarded.
Definitely get a good weapon like a shotgun with at least 5 bullets before
going in. Once you have done that, run in and shoot the first lot of
people with M16s, and then the guys on the balcony. Move around the left
side of the house and you must shoot everyone here real quick before
they can shoot Gordansky as she comes out. Definitely collect all M16
ammo and fight your way back to the district station. You need to
protect Gordansky with your life. Try to always get the gun aimed on you,
and not her. Always be ready for anything, and be quick and sharp to
kill. Get back to the station by using your GPS and you have done the
level.

Southside- Semtex

To start off with, all it says to do is go on the beat, seems easy, well

more things happen and the level gets harder. Actually, you have to meet your informant Deeks, he has some personal information to pass on.

Use your radar to locate Deeks, he is at the gas station. Go up to him by climbing the fence. Speak to him. It turns out that Deeks was a rat in the wildcats and the Wildcats now want to kill him. Several wildcats come, but only attack the ones that try to aim at you. All the rest, Deeks will take care of, Once all the assholes are down, speak to Deeks again by pressing 0. Now you have to find officer Mako, take the closest road. While you are going down the road, you'll hear screams from the top of the building. Let's be a good cop and rescue him now, shall we? Continue up the road a bit, then do a 180 turn and you will see a ladder, climb up it, then equip a weapon. Kill the guy to your left and jump up to the space provided. Use this same technique and jump and climb up. Note that you do have a time limit to do this. Get up to the guy and eliminate the guy to your left and then the guy on the right holding the hostage and threatening to push him off, but make sure you don't kill the hostage. Once that is done, talk to the hostage. For this you get a few extra things. Then climb back down and get to officer Moko and talk to him. Now, once again you have to find Roper, he is just across from you. Talk to him, and then take the Shotgun, you have no choice but to go with him, it has to be done to complete the level. Follow Roper with your Shotgun out and he will lead you into a whole stack of Wildcats, eliminate them all with your Shotgun and collect the health. Now you need to destroy the Semtex. Follow your GPS, but you can't get to the location it says just by using it. Find the gap in the wire fence and kill the guys working for the wildcats. Then turn right and run down the path and stay back and kill all the wildcats with your weapon. Run up the ramp at the end to your left and kill the guy behind you and run down into the boxes area. Kill everyone here once again and at the end turn left, you will now find out that officer Smith has been tipping off the Wildcats about the cops' busts. So eliminate him with your shotty before he hurts you. Climb up to where he was and follow the top around and follow the path down. Run up to the area away from where you were and turn right. Destroy both semtexes in this area with one shot. They are both around the corner with a few wildcats protecting them.