

World's Scariest Police Chases FAQ/Walkthrough

by tiger8191

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World's Scariest Police Chases (ACSII Art soon to come!)

FAQ/Walkthrough for Playstaion

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Version: .50

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Also, if you are creating a new website, please do not request this or any other FAQs if you cannot yet provide me with a URL of your working site. I like to take a look at sites that request one of our FAQs to make sure of the content. I will not allow sites that have offensive materail and/or ROMS.

INTRODUCTION

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Well my girlfriend and I thought it would be a blast to write a FAQ for one of our favorite FOX shows, World's Scariest Police Chases. We have found it to be fun and interesting to work on this together and we both hope this FAQ will be both entertaining and helpful for people looking for some advice how to make the long arm of the law work for you!

The intense intellectualism of Smokey and the Bandit! The thrill a second action of Herbie the Love Bug! The scintillating characterization of a Tolstoy novel, if a Tolstoy novel ever had a car in it! It's all there to enjoy in Activision's World's Scariest Police Chases. Now sit back, enjoy and get ready for a lot of really good car puns. Yay!

VERSION HISTORY

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Version .50 (7/2/01)

Started everything and have mission walkthroughs for missions 1-9.

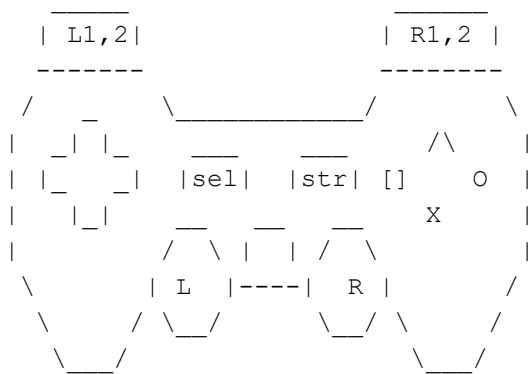
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I. Controls

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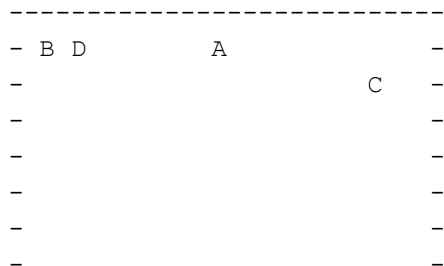


- X- Acceleration
- O- Hand Brake
- /\- Toggle Lights/Sirens
- []- Brake/Reverse
- L1- Select Weapon
- R1- Fire Weapon
- L2- Look Left
- R2- Look Right
- L2+R2- Look Behind

- Directional Pad- Steering
- Directional Pad (up and down)- for auto aim
- Select- View Change
- Start- Pause Menu

II. On-Screen Display

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- -
- -
- -
- E F -
- G -

- A. Timer- Some missions require you to reach a specific place or get evidence within a specified time.
- B. Your Health Bar- This is your damage meter. When it runs out your car is off the pursuit.
- C. Weapon Selection- This shows which weapon is equipped. Press L1 to scroll through the available weapons in your arsenal.
- D. Distance Meter- Some of the missions require you to keep a distance from a perp. Get too close, mission over. Lose him, mission over.
- E. Map- This is your basic map. It shows you where you are and the location of your perps, places you need to go, or evidence.
- F. Perps Health Meter- This works like yours. Once you fully damage him he is busted.
- G. Perps Stress Meter- This shows the stress of the perp. The longer you chase him the more stressed he becomes. When full he gives up.

III. Menus and Modes

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Once in the Main Menu you have many options to scroll through. Here we will tell you information about them and give you an idea about the different play modes that are available.

Options

Here is a place to adjust your audio levels, adjust the screen position, control options, gameplay options and memory card management. Also you can view the credits and as you play you can unlock Bonus Items.

Free Patrol Mode

Try out the Free Patrol mode to get used to the controls and learn about the layout of the city. While you cruise your beat you will encounter some druggies of society. If you wish chase the perp and make them give up. Try and get as many perps as possible before your damage bar runs out. There are a number of options within this mode to choose from.

No. of Players

Select one or two players. See Cooperation Mode ahead about this feature.

Starting Location

Choose your starting location within the city. As you play you will open up more locations to choose from when you play again.

Time of Day

Select the time of day you wish to cruise the dirty, crime filled streets.

Weather Conditions

Choose the weather conditions during the patrol.

Pursuit Mode

This is the meat and potatoes of the game. In this mode you will be assigned many assignments to clean up the streets of this ill-willed city. Again you have some options to choose from.

New Game/Load Game

Here is where you can start a new game or load a previously played game.

Sign In for Duty

Enter your name

Single Mission

Here you can choose one of the missions you have previously played in the Pursuit Mode.

Player Selection

Select one or two player. This only works with missions that allow shooting.

Cooperative Mode

In Cooperative Mode 1 player drives while the other player is in charge of all the shooting. When in this mode there is no auto aim. It is up to player 2 to manually aim his weapon of choice. Cooperative mode is only available in Patrol Mode and Single Mission.

IV. In-Game Menus

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Pause Menu

Continue-	Return to game
Restart-	Restart your current mission
Quit-	Quit your current mission
Mission Objectives-	Review the objectives for the current mission.
City Map-	View the entire city in 3 different views.
Game Play-	Toggle game play options
Sound-	Adjust the sounds

Debriefing Screen

After you finish a mission you will be taken to this screen to see how you did. If you did well you will earn a commedation and a reward. Here you can try again and view replays.

V. Walkthrough

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Mission 1: Pursuit Mode

Objectives:

- Avoid hitting more than 2 obstacles
- Complete the course within the given time limit. (50 seconds)

Here you are to master the control of a powerful police cruiser. Put the pedal down through most of the course. LET off the gas through the corners and the slalom portion of the course. The controls aren't as responsive as other racing games on the PSX.

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Mission 2: Police Academy Basic Pursuit

Objectives:

- Disable instructors vehicle before he reaches his target location.

This will teach you the basics of stopping speeding vehicles safely without risking lives of the innocent. At the start cut straight through the dirt, don't worry about following the road. He is fast but if you can get through all the corners cleanly you should not find this difficult.

Here is the route the instructor takes-

Right turn

Left turn

Left turn into a long straightaway.

Here is a great place to cause a lot of damage, maybe even finish him off. He is going to turn left when the road dead ends. If you time it just right you can T-bone him as he turning and put him into the rocks.

Right turn

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Mission 3: Policy Academy: Advanced Pursuit

Objectives:

- Disable the instructors vehicle before he reaches the target location
- Retrieve the evidence

Don't go shooting just to be popular. Wait until they say you can shoot. When they give you permission to use your fire arm, pull it out and blast him. At one point he will throw out a suitcase. Ignore that for now and continue to follow him. Best place to cap him is on the railroad tracks. Just hold down the R1 and shoot till disabled. When disabled, turn around and retrieve the evidence o complete this mission.

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Mission 4: Police Academy: Expert Pursuit

Objectives:

- Complete the course within the given time limit. (1:10)
- Avoid hitting obstacles
- Hit at least 4 out of the 5 targets

Drive fast but carefully along the course. Careful not to carry too much speed off the jump.

Do the 180 and speed back along the road to your left. Try not to hit cones or you will get upset and start kicking the coffee table like Tiger.

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Tigers now a copper!

Mission 5: DUI Dummy (note: not pronounced "dwee")

Objectives:

- Bring the drunk driver to a complete stop.

You have 1 minute to locate the drunk driver. Turn around as soon as you start, follow the green arrow, no stopping at the Jazz Club or Waterparks advertised. Once you find him, start ramming him, try not to run over any of the little kids who seem to have death wishes the way they dart like jack rabbits into the streets. As the car blazes away, we are assured that peace has once more been restored to this quiet neighborhood, where car fires are apparently an everyday occurrence.

Tiger here, don't be like lunchcat and spend the first 30 seconds damaging the entire car trying to turn around at the start.

Luncat here, turning on the siren won't allow you to drive through walls!

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Mission 6: The Crazy Car Thief

Objectives:

- Locate the suspect (1 minute)
- Apprehend the suspect

When they say they have a visual, you have a minute to find the suspect. Turn around and follow him down the highway. Follow him through 2 construction-blocked exits, then a quick turn off the highway. Once in the park it is best to stay on his tail as much as possible and stress him out. Try and not get distracted by the FX banners! Also it is best not to hit stuff, you need to save your health meter for ramming the suspect. Keep chasing and ramming him till he is disabled.

"This mission looks stupid but it is hard!"-Tiger

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Mission 7: Gangbanger Deathmatch

Objectives:

- Provide backup (1:05)
- apprehend suspects

-retrive the evidence (1:20)

You have a 1:05 to provide backup. Follow the arrow to the scene of the crime. Try to get in one good shot at the ganbangers car when you get there. Quickly turn around and go after those dirty gangbangers. Equip your gun and riddle their car with bullet holes. At one point the gangbangers with throw out some guns. Ignore them and keep after the perps. Once you disable them quickly try to get the evidence. Follow the arrows and drive fast and get there before the time runs out. Justice served!

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Mission 8: Bus Driver Gone Bad

Objectives:

- Bring the bus to a halt before it reaches High-Coast Bridge.
- Avoid endangering the passangers

A quick point- DO NOT SHOOT THE BUS!

Be quick out of the gate. the bus is conveniently behind the Burger Shack you are at. Chas ehim with your siren on until he stresses out. Be careful not to hit all the cars the bus driver leaves in his wake.

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Mission 9: Drug Smuggling Scum

Objectives:

- Tail Leo Garcia
- Apprehend Leo Garcia
- Retrieve the evidence

#####Coming Soon!#####

VI. Hints and Tips

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Still working this out, check back in next update!

VII. Email Rules

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I like emails so please send them. Try and be nice though okay! Tiger8191 will be handling the majority of the emails, Lunchcat is not available for comment at this time. So please send questions and any info you feel needs to be in this FAQ and we will try and put it in with full credit. Please type the name of the game you are asking a question about as I have other FAQs on this site. Here are a few Do's and Don'ts!

1. Email me if you have questions, comments, or info you think I am missing.
2. DO NOT emial me flames, questions that can be ansered in my FAQ please, and walkthroughs. Write your own FAQ!
3. Be nice and I will be nice and help you out, because that is what it is all about. If you are having problems I would love to help out as mich as I can but I have no time for people who want to start flame wars! That being said, please contact me with your questions!

VIII. Thanks!

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Lunchcat and I thank you for reading!

-Thanks to CJayC and Shadotak for hosting our FAQ and my other FAQs and Reviews. Don't work to hard Ceej!

-Thanks to Lunchcat for wanting to spend quality time and working on this FAQ!

-Thanks to me for typing this bad boy up and trying not to laugh as Lunchcat drives crazier than the drunk guy!

-FOX for showing such a terrible show and giving the inspiration for Activision to make this horrible game!

-Thanks to the manual for info on menus and controls/

XIV. Copyright Notice

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Again, do not steal this FAQ. I do this completely for fun and nothing else, so do not ruin it by stealing. I am not a little kid, I am an adult who will gladly pursue any type of legal action to prove that stealing our FAQs is WRONG! Lately there has been a rash of plagiarism and stealing and it has to stop.

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