

World's Scariest Police Chases FAQ/Walkthrough

by Hot Turkey

Updated to v0.4 on Jun 13, 2001

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Worlds Scariest Police Chases (PSX)
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NTSC Version

Version 0.4

13th of June 2001

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/ Case 1 \ _____

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Revision History

0.4 - 2 more mission guides done, added a tip for mission 7 and a small guide for mission 8. Added a section on the HUD (people are asking me for help on it already).

29KB

0.3 - ASCII art. The Maps suck, the title is cool. A few small fixes, it's worthy of uploading now.

21KB

0.2 - Done 4 missions fully. The 4 police academy ones so you can get out onto the street. Fixed some sentences.

20KB

0.1 - First Version of the faq, game modes, cheats, introduction, gameshark codes are pretty complete.

12KB

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/ Case 3 \

Introduction

The game Worlds Scariest Police Chases has been rumoured about for ages. Rumours recently resurfaced of a game featuring 65 missions and 15 bad boy missions, with some impressive looking screen shots. The game was releases having 20 missions with some medicore graphics and sonud. It is however still quite fun and will take you anywhere from 1 day of full playing to a week of playing on and off to complete it. My first game took 7 hours I think over 4 days to complete, I don't remember what it was excatly though.

I recommend renting the game too see if you enjoy it or not, most people seem to love it of hate it, personally I loved it but it is getting a little tedious now since I have completed all the missions. The game offers about 10 vechicles ranging from tanks to pizza delivery vans, 5 weapons and a free patrol mode where you drive around looking for crooks to chase. It is also 2 player, one person drives and the other shoots. While this is fun it would of been funner to have a split screen mode or something where you could both cooperate in catching the crooks.

One thing I particually liked about this game was the memory card saving and loading times. They are damn fast, like less than a second. Pretty impressive. The game also autoloads saved data when you start the game. It dosent seem to slow the start up at all. Great!

_____ \
/ Case 4 \

Game Modes

From the main menu the game offers you 4 options. Use X to select and triangle to go back to the previous screen.

Free Patrol - You drive around the city of ashland looking for criminals to chase. You have a choice of 4 cars. A black sports car, a brown stationwagon, a police sports car and a crusier/ bonus car. You get bonus cars by completing missions in pursuit mode well and earning commendations.

Player Selection - Pick 1 or 2 players. If you select 2 players one of you does the shooting and the other does the driving. You get to pick which if you select 2 players.

Starting Location - Where you start. There are 10 locations, but only 1 (headquarters) is available at the start of the game. More are unlocked by simply going to that area in the game.

Area List - I haven't actually found them all yet, I used a gameshark code to get all the areas. I'll look for them once I have done the mission guide.

Headquarters
Church
Beach
Gas Station
Chinatown
Donut Plaza
Stadium
Industrial Area
Airport
Police Academy
Harbour

Blank - You get this with the gameshark code. It is just a blank arena, your car gets destroyed when you start.

Time of Day - You can pick from Random, 6:00AM, 9:00AM, 12:00AM, 3:00PM, 6:00PM, 9:00PM, 12:00PM. Each time will make the game brighter or darker depending on what time you select, day time night time.

Weater Conditions - You get to pick from Random, Clear, Cloudy - the game goes a little darker, Rainy or Thunder - Seems to be a combination of Cloudy and Rainy with some thunder sounds.

Pursuit Mode - You play the missions in order. You get a summary after each mission of how you went ect. You can also earn commendations which give you bonus items. You have to perform well to get commendations however.

Commence Pursuit - You can choose to start a new game or load one.

Single Mission - Like pursuit mode but you get to pick a single mission to do. You can only pick those missions that you have completed in pursuit mode previously. You can earn commendations in this mode.

Mission Select - Pick a mission to do

Player Selection - Pick 1 or 2 players. If you select 2 players one of you does the shooting and the other does the driving. You get to pick which if you select 2 players.

Options - Set the game options, controls the screen audio ect.

Audio - Change the sound levels for - effects , speech, siren and the music.

Display - You can adjust the centering on the screen using the control pad if you select adjust. Default puts the screen

where it was when you started the game.

Controls - Set the controls for both players here. Use O to set the default controls and Square to set the Task.

Task - There are 3 tasks you can set controls for Driving, Shooting and Combination. The default controls are:

Driving - Left - Steer Left

Right - Steer Right

L2 - Look Left

R2 - Look Right

Square - Change the camera view

X - Accelerate

Square - Reverse

O - Hand Brake

Shooting - X - Shoot

Triangle - Activate the Siren

L,R,U,D - Aim in the corresponding direction.

R1 - Change to the next weapon (In the game press it once to make the weapon menu popup and then press is again before the menu closes to select you weapon.

Combined - Left - Steer Left

Right - Steer Right

L2 - Look Left

R2 - Look Right

Square - Change the camera view

X - Accelerate

Square - Reverse

O - Hand Brake

L1 - Change to the next weapon (In the game press it once to make the weapon menu popup and then press is again before the menu closes to select you weapon.

Up - Change to the next target (if you have a weapon selected.

Down - Change to the previous target (if you have a weapon selected.

R1 - Shoot

Triangle - Activate the Siren

Memory Card - You can load or save game settings here.

Bonus Items - This lists various bonus items in the game that you can turn on and off. You earn bonus items by completing missions in pursuit mode or single mission well and earning commendations.

Credits - Shows the game credits of course

Game Play - Allows you to change a couple of aspects of the game

City Map - On/Off

Vehicle Indicator - On/Off

Route Indicator - On/Off

Distance Unit Indicator - MI/KM

HUD (Heads up Display)

People have been asking me about the meters alot, so I have decides to do a small section on the HUD.

In the top left is your current weapon. Press the weapon next button once to bring up the list and press it quickly again to change to the next weapon.

Sometimes there will be a timer, this is how long you have left to complete a mission or get to a location.

Ocasionally there is an arrow. Follow this to get to a location that you need to get to for a mission or something. It is pretty easy to follow, when you near a corner it will start to turn to the corner a while before it you get to it. The arrow will striaghten up before quickly turning to the corner. So if you watch it and it turns a little then it means you need to take the next turn.

The Red bar appears in most(all) missions. It represents how much damage you have done you have done to the enemy. Fill it up and the enemy will stop, completeing the mission (except for a couple with multiple cars to stop).

The Blue bar is the stress bar. This appears in most early missions where you are just following people for nothing major. It fills up by closing in on the suspect and pursuing him closly. Once it is full the suspect will stop.

There is also a damage bar for your car, once it is full your car is dead. The mission will end.

/ Case 6 \

Mission Guide

Most of the missions are fairly hard. I will do a full guide for all missions when I get around to it.

/ Mission 1 \

You have to steer the police crusier around a small track twice. You get 48:00 seconds, it should take you about 40:00.

- Guidelines - Avoid hitting more than 2 obstacles.
- Complete the course within the givin time limit.
- You have 48:00 seconds to do 2 laps.

Guide - Accelerate from the start and turn the first 2 corners left. Take a -_ style turn right and move to the left of the track to get away from the barriers. You will need to brake or stop accelerating at this corner. Speed down the straight watching out for the barriers. For the next lap do the same except you will need to slow down a litte at the first bend since your going faster this time.

Map - B_____
/ \
| |
S |

| K E Y |
|B - Brack/ |
| Slow |

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|>      /
<|      /
|>      |
|      <|
\_____/B
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```
|S - Start/ |
|   Finish |
|> - Barrier |
|   on left |
|< - Barrier |
|   on right|
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```

/ Mission 2 \

You have to disable an instructors car using a faster police car. You get a fair amount of road to do this in

Guidelines - Disable the instructors vechicle before he reaches his target location.

Guide - Speed across the mud and follow him around a bend. You may be able to ram him here if your quick enough. He'll take a quick left into a long straight. Do some damage here. At the end he'll turn left across the round about. Ram him. You should be able to finish him off here, else follow him to a small bend and get him there, if you dont he'll probally get to the end and you will fail.

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Map - D _____ D _____ B
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      | _____/
      |      /B
      |      |
      |      \_
      D \    \
      E ___/   \
                      S
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| K E Y |
|B - Brake |
|D - Damage/ |
|  Attack |
|S - Start  |
|E - End/Fail|
|  Mission |
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/ Mission 3 \

This mission is entitled "Advanced Pursuit" meaning you get to use a weapon, a pistol. You have to stop a car that goes as fast as you before it reaches the end of it's route and then go back and retrieve a suitcase thrown out.

Guidelines - Disable the instructors vechicle before he reaches his target.
- Retrieve the evidence.
- Retrieve the evidence in 1:10 minutes.

Guide - Speed full speed after the car, you will be told you can use firearms, so heed it. The goes straight but curves, just drive straight and you'll be fine. Keep shooting him, he will throw a suitcase out. Follow him to a corner and continue with the pursuit and the target practice. You should be able to disable him by the end of the bridge. If not pursue him some more while shooting. He goes straight apart from a point where he strays off the trakcs as it is blocked, you'll need to follow him here.

Map - E _____ |-----| _____

```
| K E Y |
|S - Start |
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| E - End/Fail|
C | F - Able to |
| | use guns|
| | C - Suitcase|
| | Evidence|
| || - Bridge|
| -----|
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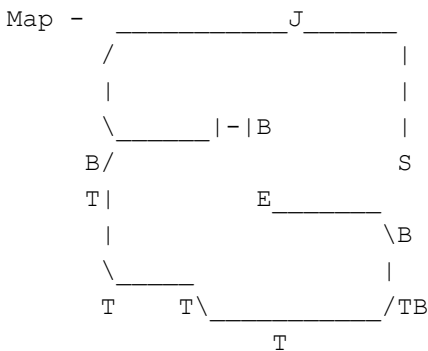
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/ Mission 4 \

Here you have to use advanced driving maneuvers and shoot some targets at the same time.

- Guidelines - Complete the course within the given time limit.
- Avoid hitting any obstacles.
 - Hit at least 4 out of the 5 targets.
 - You have 1:10 minutes.

Guide - Accelerate to the first corner and turn left. Slow down at the jump if you want and take 2 lefts into an alley. Stop at the end, in between the white lines. Wait 3 seconds turn 180 and take the left track. You can do the 180 easy by stopping on an angle so you only need to turn about 135. Brake at the corner or slow down. You have to shoot the targets now. Press up or down to select them and shoot. Take a left shoot a target at the corner and 1 past it. Drive throught the -\ turn and shoot 1 more target. Shoot the final target at the corner. Brake and take 2 lefts to complete this mission and your training.



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_____
| K E Y |
| S - Start |
| E - End/ |
| Finish |
| J - Jump |
| B - Brake |
| T - Target |
|| - | - 180 |
| turn |
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/ Mission 5 \

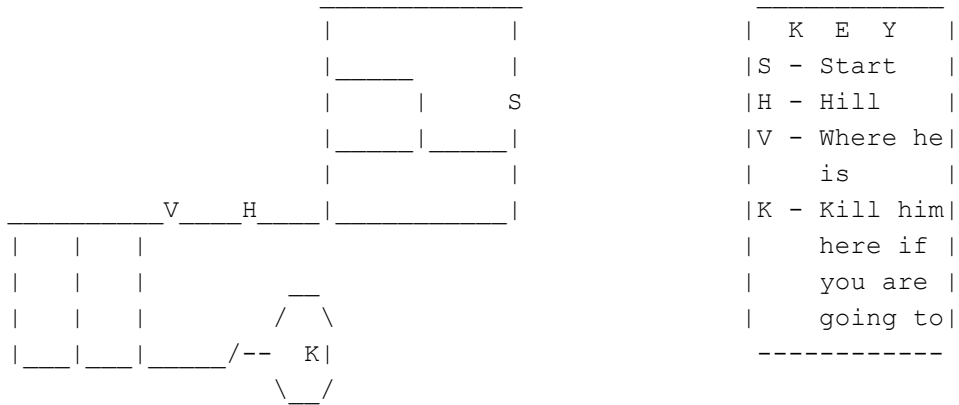
You have to stop a drunk driver in this mission. Rather easy as the DUI Dummy goes quite slowly.

- Guidelines - Bring the drunk driver to a complete stop.
- Make it to the drunk driver in 1 minute.

Guide - From the start you can either go forwards, take 2 lefts and follow the road to the end and take a right. At the top of the hill you will be able to see him. Alternatively from the start you can turn around and take the first or second right (i prefer the second as you dont have to do as much turning) if you take the first go past a left only turn and take the right, then follow the road to the end and take a right up the hill. If you take the second right just go straight down the road and up the hill.

Once you are up the hill you can either try to take out the DUI Dummy or pursue him. If you pursue him your in for a five minute chase, however if you don't damage him, your car or do too much property damage you'll get a commendation. Alternatively you can take him out. Attack his car from the side, you will do less damage to your weak crusier this way. If you haven't taken him out by the octagon try to do it there, it should be pretty simple. I've done a map to help you see where to go.

Map -



 / Mission 6 \

This is where people (including myself) seem to get stuck, mainly due to the fact that we try to trash his car. Doing that seems impossible so you will need to follow him for about 4 minutes.

- Guidelines - Locate the suspect.
- Aphrehend the suspect.
 - Get to him in 1 minute.

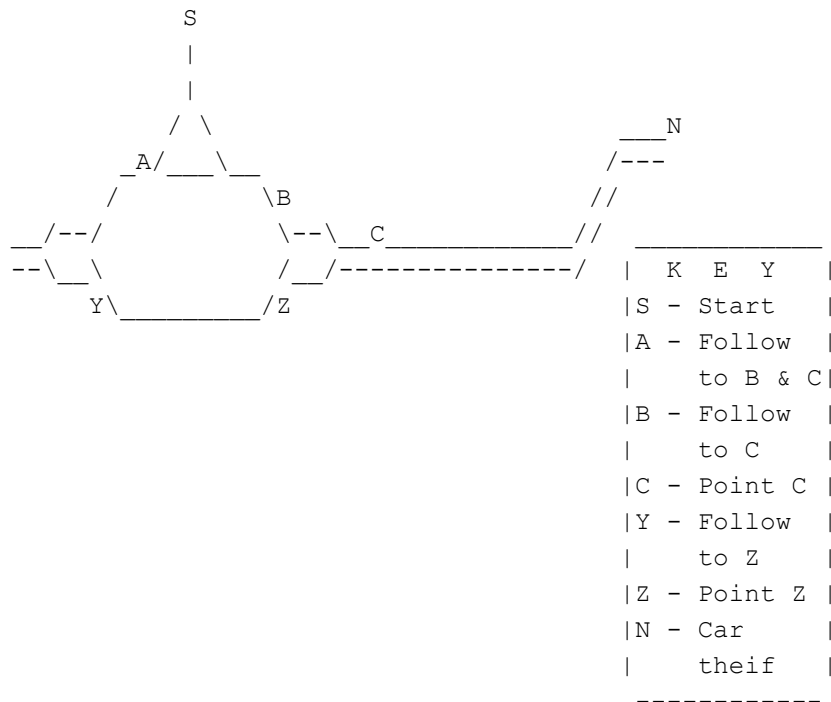
Guide - From the start go forwards and take the right road up to the bridge. Take a left into oncoming traffic (its easy to avoid as there is not much). Take the second left and you should be heading down the wrong side of the road (you will crash through some cones and other road things). You should have visual on him with about fifteen seconds left. Purse him through a park, the city, along the highway and into the suburban area before he gives up. He only makes about one sharp turn which is in the city area so he should be easy to follow. This way you take points A.B.C.

Alternatively from the where you get onto the bridge/round-about take a right and drive 270 degrees around and get off on the right side of the road. This only really helps if you can't seem to make it to him, as once you have you will be on the wrong side of the road which may make it hard. I

prefer the first method as it is relatively quick. This way you take points Y.Z.

I've done a map to the crazed car thief.

Map -



/ Mission 7 \

This tip is from minkster74

for the gang shoot out at the motel, all you need to do is aim your car in front of the fleeing car and the chase is over as soon as the car hits the road. the shotgun is helplessly thrown out of the side.

/ Mission 8 \

People seem to have trouble with this mission (I passed it first time), my mate even rang me up asking how to pass it. What you need to do is follow the bus right behind it, not close enough to bump into it however. The blue meter (stress) will fill up and he'll stop before the bridge. If you still can't do this you will need to wait till the next update when I hopefully do a guide for this mission.

/ Case 7 \

Cheats

So far I only know of one cheat it is to get all missions and all the bonus items. You don't get all areas in pursuit mode, but you do get all the weapons.

The cheat is entered on the main menu. You get a sound like a cat meowing (don't quote me on that) if you enter it correctly. Press Left, Right, L1, R1, O, Square, R2, L2 to activate it.

I don't know who found this.

/ Case 8 \

Gameshark Codes (NTSC)

I may make some codes for the game, but it would mean pulling my PC apart, because I have screws on my com port where I plug the comms from the psx in and the cable used it wide so it dosent fit in with the screws in place, bah!

Anyway here are some codes I found on the net.

Infinite Health (Including Enemies) 800707E4 2400 - I tried this code and all it did was remove the health bar until I damaged my car then it reappeared and I could get damaged again. I could also damage enemy cars.

Infinite Ammo 8006B454 2400

Unlock All Missions (Pursuit Mode) 800FC0BA 0014

Unlock All Missions (Single Mission Mode) 800FC342 0014

Unlock All Locations (Free Patrol Mode) 800FC340 FFFF - This gave me a bonus location which must of been not included in the game or just the cheat screws up. The location is blank and when you play it your car automatically crashes.

Unlock All Bonus Items 800FC344 FFFF - I dont think this unlocks ALL bonus items, just the ones in the options menu. I got a bonus item called LAW while playing pursuit mode. It gives you the missile launcher in free patrol mode, with this code I didnt have it.

Again I have no idea who made these. I have found them on a couple of sites.

/ Case 9 \ _____

Credits

CJayC for putting this faq on gamefaqs.com and running the site.

Ian Chai, Glenn Chappell for creating the FIGlet program.
John Cowan for making the version I used.

minkster74 for a tip on mission 7.

/ Case 10 \ _____

End

Check www.gamefaqs.com for the latest version of this faq. (Hopefully with the mission guide complete =])

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/ Case Closed \ _____
