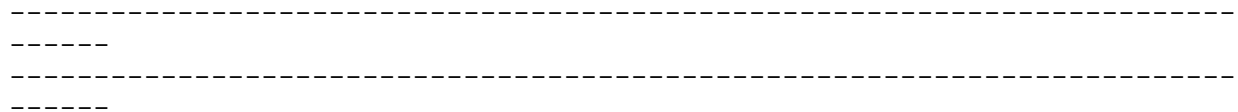
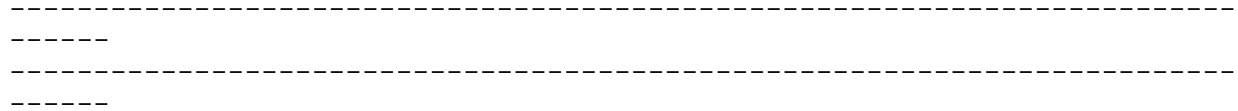


For the first half of the game, you will be doing missions as Mark Hammond, the convicted bank robber who has just recently been freed.



### I. The Frightener



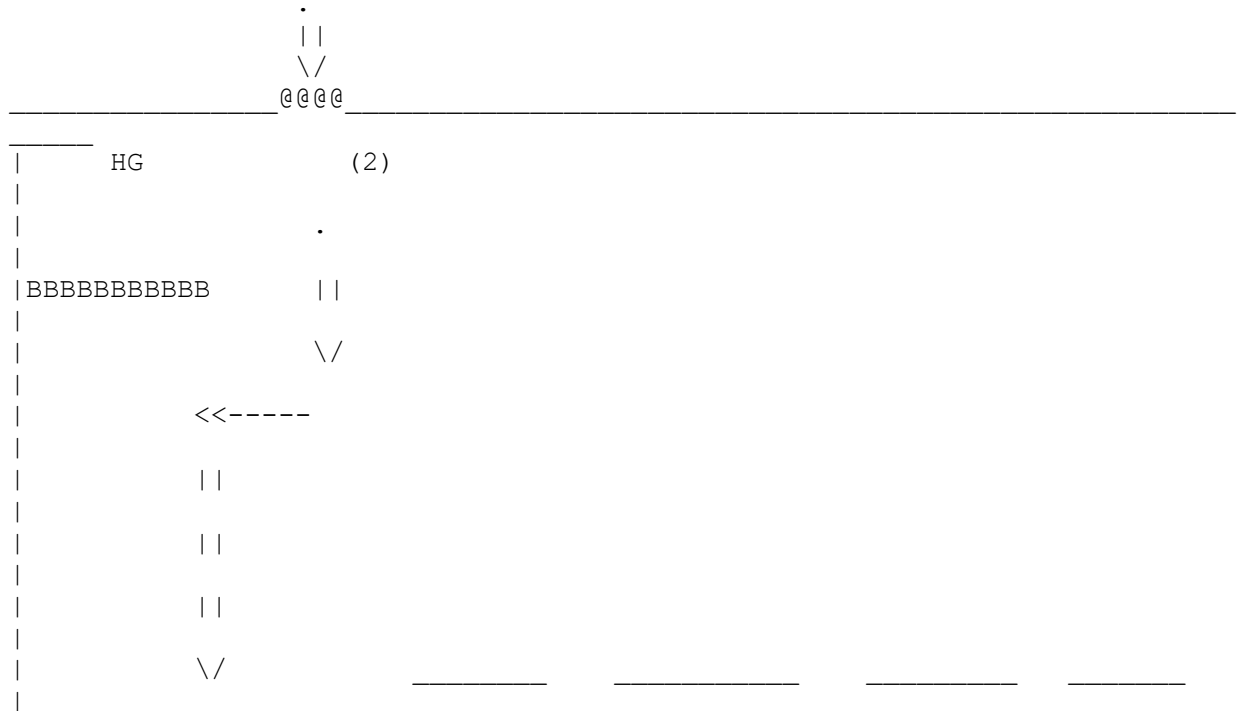
This is where you are thrown into the action. Immediately, you are in the car and need to chase after the red car which is carrying your boy. You'll need to chase it across town until you locate the warehouse where they are holding the boy.

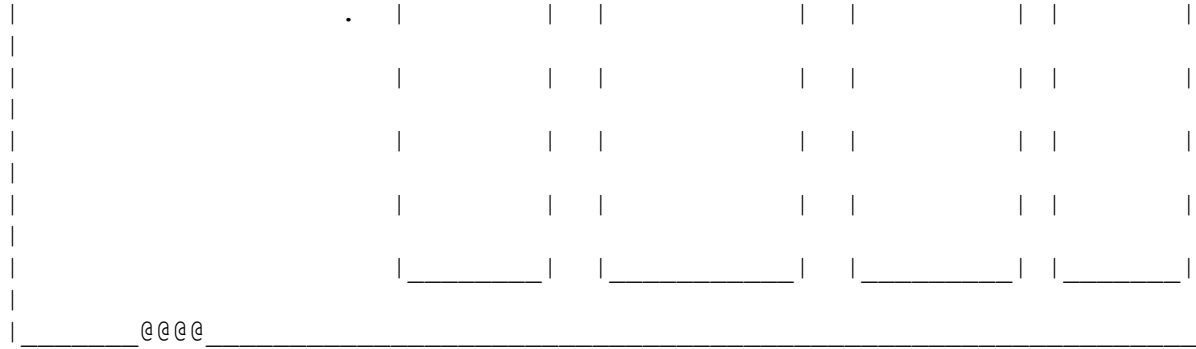
As soon as you are in the car, hold down X and accelerate forward. The acceleration speed is low, but the speed when it gets going is pretty good, so don't worry about losing them. Make a right and try to avoid the car coming from the lane on the left, go down the left hand side of the road, taking care to swerve in and out of traffic whilst you do. Go left. You'll need to avoid the three cars waiting in the three lanes. Occasionally, there is a Taxi in the fourth lane, so the option of simply going around here whilst avoiding the Traffic Light is not always open to you. If the Taxi is blocking the lane, go right in between the tree and building wall.

Once you are past it, speed forward and make the first right. Be careful of the car coming down here. Take another right and stay on the right hand side of the large brick structure. Try and stay between the two lanes. Make the first left and ensure you avoid the fencing seperating the two lanes. Stay in the left lane, moving between the two lanes and the footpath to avoid traffic.

As you approach the end of the road, you'll notice the other cars have stopped. Go in between the two waiting cars and brake before you hit the car that is coming around. When you do, head left and go into the right hand lane. The cars will swerve out of your way if you stay half-and-half with the lanes. Keep going straight and go across the crossroads. Continue straight on, and when the indicator tells you to turn left, do so. Make another left and the headlights should come on. Stop and get out.

NOTE: Should you bust your car up, you are able to hijack another one and still be able to catch up with the car. If you need to jack another one, chances are you'll lose them before you can catch up with them.





(1)

LEGEND  
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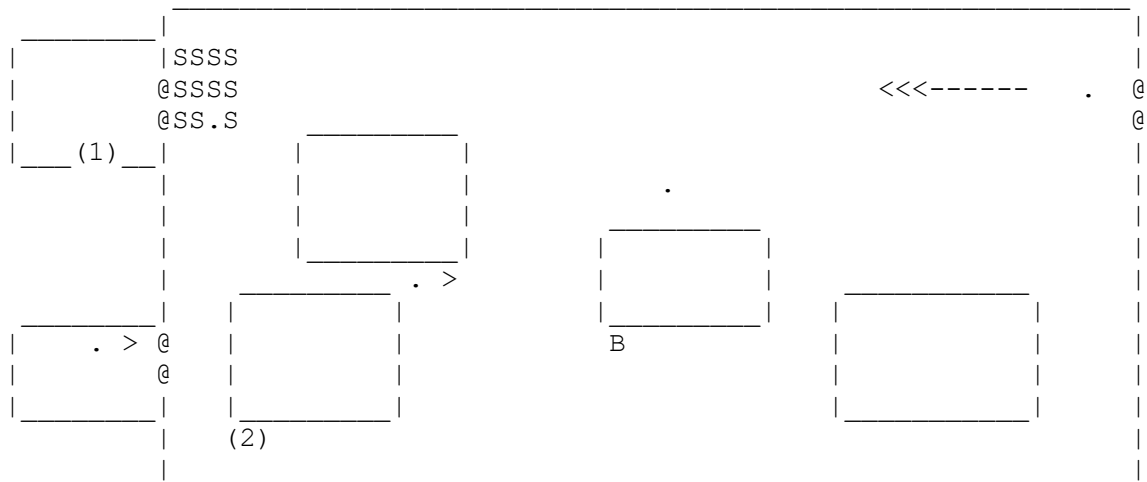
Symbol	Reference
@	Door
B	Barrels
HG	Guard on a higher level
.	Gang Member
<<---	Show Direction of Running Movement for the different gang members
(1)	Point of Interest 1
(2)	Point of Interest 2

---

After finding the warehouse, get out and go to the left hand side of the open doorway that leads into the yard. Step as close to the doorframe as possible without revealing yourself (1) and it should show you the guard standing by the large containers. Pull the analog stick left, hold R1 and press square about three times. The guy should drop dead. Release the analog stick to come back into the wall again. Push the stick left again and hold R2, shoot out the barrels below the balcony with the gunman on it. He should come flying off in a ball of flames. Release the stick and come back into the wall. Bring it out

again and hold R1. Fire three shots at the guard and then press X to stand out from the wall. Let yourself stand beside the wall to regain any health you may have lost.

Head towards the open door in front of you. A guard will come out, so hold R1 and pop him until he dies. Stand to the right of the doorframe and lean against the wall (2). Push the stick out and shoot the barrel. Walk in and get ready to hold R1. When you get close enough, a guard will come from behind the beer crates on your left, one will appear from behind the crates in front of you, and one will enter through the door on the far right hand wall. Hold R1 and shoot them down. Lean against the crates to regain health you may have lost.



LEGEND  
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Symbol	Reference
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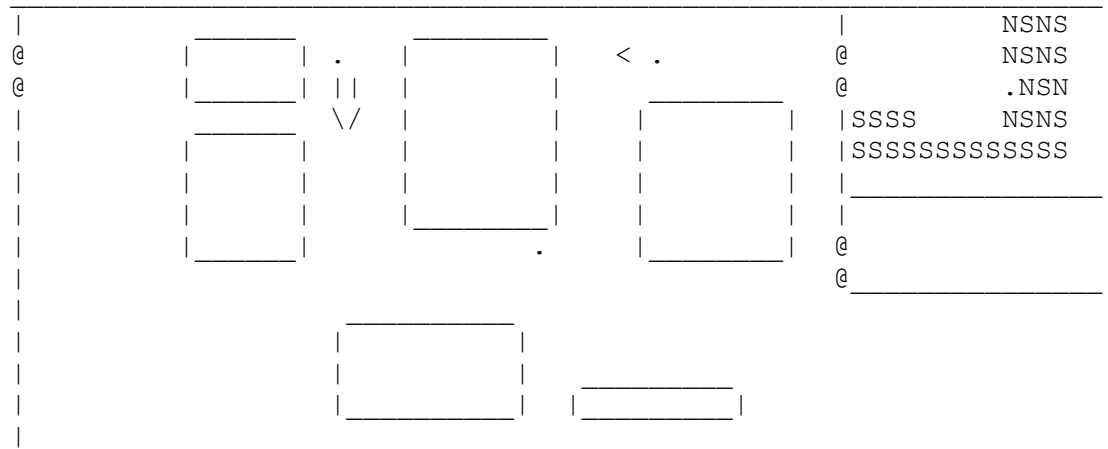
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S	Stairs/Steps
.	Gang Member
@	Door

| </> | Show Direction of Running Movement for the different gang members |  
| (1) | Point of Interest 1  
|  
| (2) | Point of Interest 2  
|  
| B | Barrels  
|

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Stand against the crates and move along them. When you get to the end, the game should show give you a clear view of a man standing up a few stairs (2). Burst around the crates and use the R1 button to shoot him down. Come out from behind the crates and walk towards the stairs he was standing on. A guy will come out of the door on the left, so use the R1 button and shoot him. Go up the stairs and retrieve the Shotgun (1).



LEGEND  
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Symbol	Reference
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| @ | Door

| . | Gang Members

| </> | Show Direction of Running Movement for the different gang members |



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Symbol	Reference
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@	Door
W	Wall
B	Barrel
.	Gang Member
</>	Show Direction of Running Movement for the different gang members
CJO	Charlie Jolson's Office

Stand against the wall straight in front of you as you go up and go to the right along it. The game will give you a clear view of the room. Two guys will come around the corner into view. Burst around and use R1 to shoot them both. You'll drop your Shotgun now as the ammo is used up.

Walk into the room and as you pass the office door, you'll see a guy run by the other side. Come around and simply shoot him. Lean against the wall in front of you and move to the left. When the game gives you a clear view, wait a short minute and you should see a guard come past. Burst around and shoot him, then shoot the other one.

Go through the door in front of you and into the office on the left to confront Jolson.

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You can shoot the barrels below the balcony where the guard is standing. When you have shot them out, they will blow up and the balcony will collapse. The AK the guard was carrying will then be available for you to pick up.

Source: RDysn  
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To take as few hits as possible, park your car down the street, get out  
and  
draw your gun. Run past the entrance then run quickly and take cover  
behind  
your car. Jump out, shoot the gang members, hide and repeat.

Source: Cam Miller

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II. Burning Bridges

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You'll wake up in a car, beaten and bruised by what Jolson did to you the  
previous day. Jolson will instruct you to go into Soho, your old turf,  
and  
burn down a business that he bears a grudge against. Hammond immediately  
rejects the offer because 'those are his friends.' Jolson soon reminds  
him  
who has whos kid. So Hammond is off to do the job.

I am assuming you have the ability to go from Point A to Point B on the  
map. It  
is not like the first mission where you must chase a car through London.  
You  
can go to this mission at any time you like. Anyway, once you arrive you  
will  
notice a guard standing at the door. DO NOT DRAW YOUR WEAPON IN FRONT OF  
HIM!  
He will immediately start shooting at you if you do.

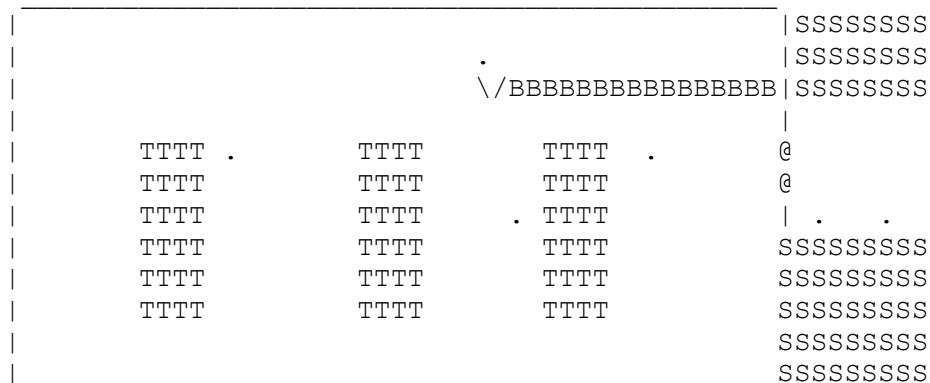
REPUBLIC  
RESTAURANT

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Symbol	Reference
.	Gang Member



Approach him without any weapons and grab him using the X button. Break his neck and then draw your weapon. Go directly up the first three stairs and then use the R1 button to shoot the two guys standing at the top.



LEGEND

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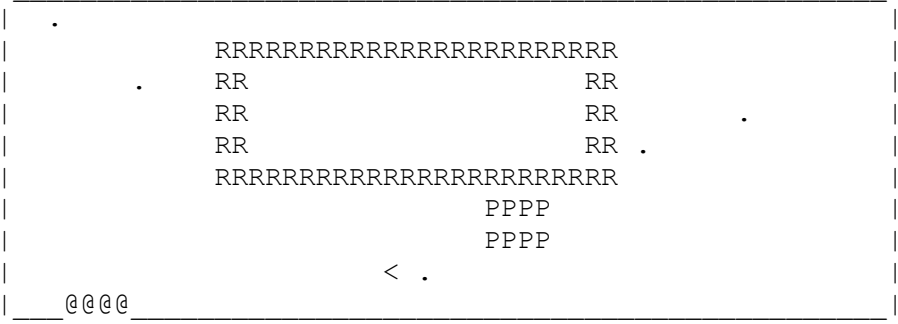
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Symbol	Reference
T	Table
B	Bar
S	Stairs
.	Gang Members
\/	Show Direction of Running Movement for the different gang members
@	Door

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Go into the left hand door and shoot the two guys brandishing guns. This can cause a problem as one of them has a Shotgun, but they pester you if you don't shoot them. Plus when they are dead you get a substantially more powerful Shotgun.

Once they are dead, pick up the Shotgun one of them dropped and recover some health. Go up the stairs and shoot the first guy as he walks down the stairs.



LEGEND

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Symbol	Reference
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R	Railings
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P	Pillar
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@	Door
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.	Gang Members
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</>	Show Direction of Running Movement for the different gang members
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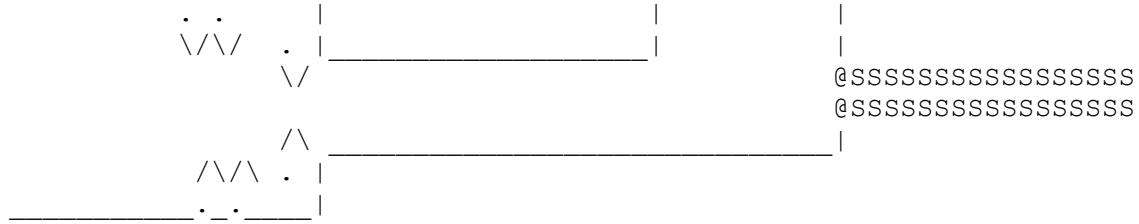
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Go into the room and you will notice about four guys standing around. Shoot the one in the near corner and then shoot the one standing by the pillar.

Go further into the room and shoot down the two guys at the far end of the room. Shoot the lanterns on the walls and then leave again. Recover health before you leave as you are going to be doing battle with the police when you get down. Go down the stairs and shoot the lone cop who has ventured onto the bottom floor of the building.

Run out into the street and get into the car that is waiting at the side of the pavement. You need to lose the cops and get out of Soho. The best way to lose the cops is to drive towards a fence and then swerve at the last minute. This means that the cops go flying into the fence and you speed on.





LEGEND  
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Symbol	Reference
C	Crates
S	Stairs
@	Door
.	Gang Member
/\ \/	Show Direction of Running Movement for the different gang members

Once you reach the bottom, lean against the wall and then jump out and use the R1 Button to shoot the two guys standing there. Run forward and pick up the AK that one of them drops.

Turn around and continue forward from where the stairs are. Use the R1 button to shoot down all seven people that jump out at you. They jump out two at a time so when one dies, quickly release and then press R1 again. This will aim the gun at them. Let fire from it and then repeat the process as more jump out. Walk towards the statue.

You will now be in the car. Get out of the art gallery and then head to the Spotted Dog. The best way to get the police off your back is to head towards a fence and then swerve at the last minute. The police will crash into the fence and by the time you accelerate away, they won't be able to catch you.

Once you arrive at the Spotted Dog, you'll see a cutscene with Hammond

demanding his kid back.

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There is a way of disposing of 3 or 4 Triads and getting in an out safely. To do this, stand relatively far away from the front door, then use free aim and shoot the receptionist. It doesn't really matter if you hit her. The shot will be heard and some Triads will start to chase you. Run to your left and through the open gate. Jack a car, drive back into the area and run over the offending Triads. Pick up one of their guns and make your way into the area with the stairs. Once up here, follow the walkthrough for the mission.

Source: Cam Miller

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When you get down into the basement, you can shoot an oil barrel next to the fire place down where all the gang members are coming from. It will spill out, and if you shoot the pool of oil, the furnace will explode and take all seven gang members with it.

Source: Rune

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You are also able to do the above method, mentioned by Rune, from the stairs before the Triads even know you are there.

Source: Forever\_Driving

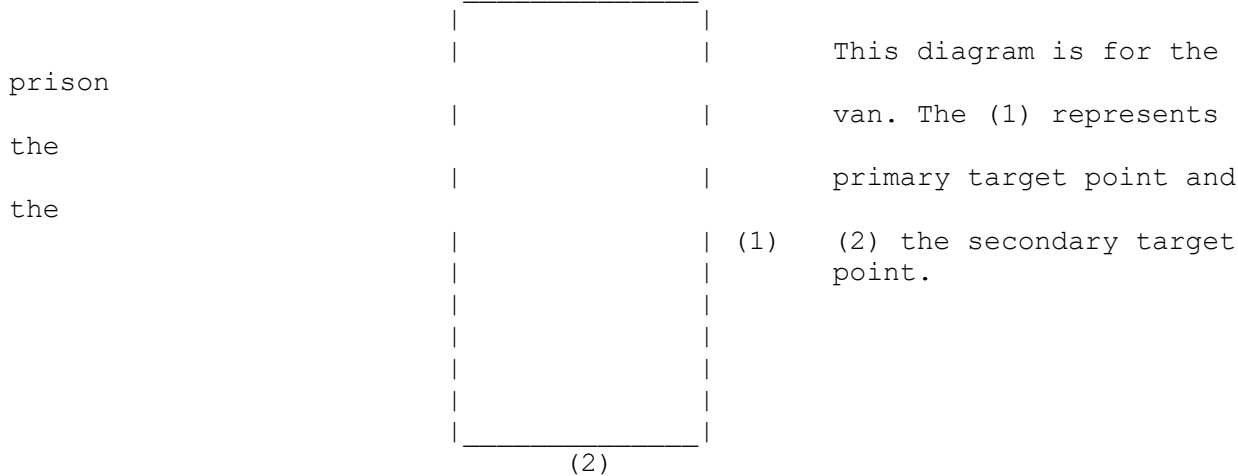
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IV. Aiding and Abetting  
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Jolson wants you to ram a prison van off the road in order to rescue the convict inside. He tells you that Eyebrows will be going with you to take care of the cops, and all you have to do is ram the police van off of the road. Once you see the cutscene, you will be outside with a parked car and Eyebrows standing beside you.

Get in the car and wait for Eyebrows to get in. He'll tell you to head for the Old Bailey. Follow your Indicator Lights until you come across the police van. As Eyebrows consistently reminds you, you have to be discreet. The problem is that if you attract the Police's Attention then it can make this part of the mission so much harder.



Anyway, once you locate the van, your aim will be to hit it hard and fast. The best ways to do this are to go into the side of it and drive beside it, this will cause it to start to smoke. If you hit it hard a few more times in the back, it should give in.

It is essential to avoid pedestrians in this mission, as if the police start chasing you then you haven't got much hope.

Once you have done enough to make the van stop, you'll see a cutscene where it goes over on its side. Eyebrows will get out of the car and use an AK to gun down the guards who were driving it. You'll then see the convict crawling feebly out of the van.

Eyebrows and him will have a nice cosy chat and reunion before Eyebrows takes what is either the convicts twin or a dummie out of the car and places it on the road. Hammond will ask them to hurry up because 'the place'll be crawling with filth'

They will get back in the car and Eyebrows will instruct you to get rid of the cops and then get back to the warehouse. Before you begin this, you'll need to know different methods to get rid of the cops as they come after you. The most effective way is to let one get right up your back and then head towards a traffic jam. Swerve out of the way at the last time and take the first turn off.

Normally, this would result in the cops losing you, but in a mission such as this where one of your objectives is to lose the cops, chances are it won't. The next thing you can do is to head towards a fence ending. As you approach it, make a quick jilt to either side. This should allow the cop car to go flying into the fence and let you get the way.

The third way is just based on speed. Speed your way through the traffic and try to avoid crashes. This isn't always reliable as your car has a tendency to blow up if you crash too often.

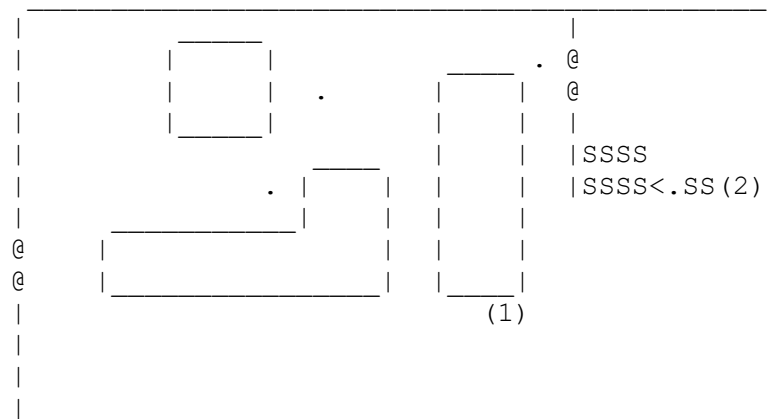
Once you have the cops off your back, drive patiently to the warehouse. You don't want to kick the cops off again by doing a hit-and-run in front of them. Once you arrive at the warehouse, you'll see a cutscene where they are torturing some guy by dangling him from the ceiling by his hands and electrocuting his stomach.

Jake will instruct you to wait where you are until he is done helping with the torture.

You'll get a call from Liam. Hammond says that he is going to sneak into Jolson's office to see if there is any sign of Alex. This section is based on stealth as you can't go in guns blazing or you will be caught. Now, you will

notice a guard standing outside the door you need to use to get into the next area. Leave the warehouse and get in the car and then get out again. When you come back in, the guard will have left.

(Since you only deal with the second part of the warehouse and the upper floor, I'm not going to draw maps for the first part and the courtyard, since you can easily understand the instructions anyway)



LEGEND  
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Symbol	Reference
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@	Door
.	Gang Member
S	Stairs
<	Show Direction of Running Movement for the different gang members
(1)	Point of Interest 1
(2)	Point of Interest 2

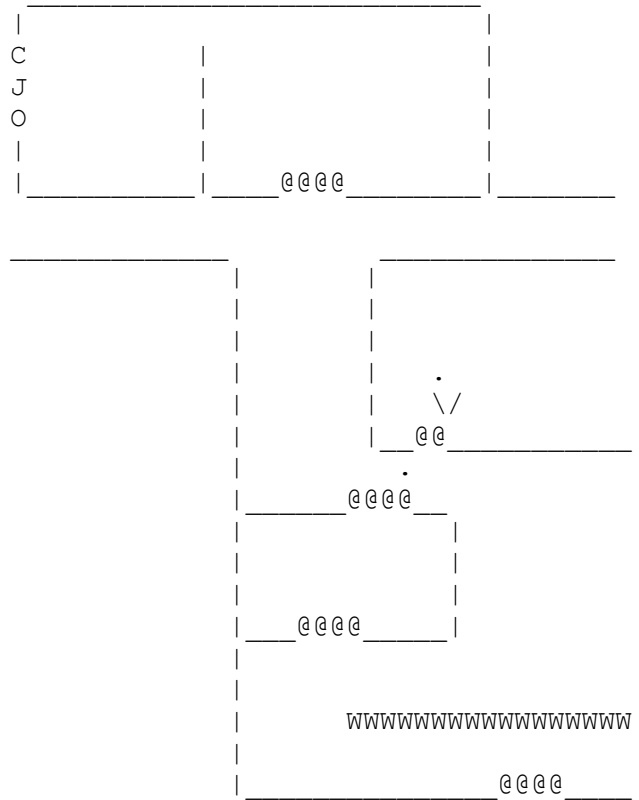
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Walk through the door and go to the right of the crates in front of you. Roll forward to the next crates and stand against them (1). Look around the corner



and you should see a guard standing smoking. You will remember this area from 'The Frightener' where you have to reach Jolson's office. The guy is guarding the stairs, so walk up behind him and take his hostage. Snap his neck and then head through the door. You should see the stairs on your right.

Instead of going up the stairs, hide under them (2) until the guy coming down has gone through the door you have just come through. Once he is through the door, go up the stairs and lean against the wall in front of you. Go to the edge of the door and you should see four guys in a procession leaving the room. Wait for about two minutes before going around the corner.



LEGEND  
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Symbol	Reference
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| @ | Door  
|  
| W | Wall  
|  
| . | Gang Member  
|  
| \ / | Show Direction of Running Movement for the different gang  
members |  
| CJO | Charlie Jolson's Office  
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If you go around any sooner, then they will attack you and you'll fail  
the  
mission. Proceed through the two doors and when you come out, you should  
see a  
guy on your left. Approach him and take him hostage. Snap his neck and  
then  
proceed to Jolson's office.

(The running guard will come out if you wait too long. It is advisable  
that you  
snap the guys neck and then move on immediately to Jolson's office)

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V. Taxi for Mr. Chai  
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Mr. Chai is the poor chap who has just been brutally tortured to death by  
the  
gang. They want you to dump his bloody and battered body outside a  
restaurant  
in Chinatown. You'll see a cutscene of them dragging the body down the  
stairs  
whilst Hammond argues with them about the dangers involved.

When you get into the second bit of the cutscene, you'll see that they  
have  
placed him upright in the seat. They tell you what to do again before  
telling  
you to get going.

Once you gain control of the car, it is a nothing but a simple drive from  
the  
warehouse to Chinatown. Ensure you don't draw attention to yourself from  
the  
cops otherwise you'll have a hard time completing this mission. Once you  
arrive

in the street and see the headlights come on, continue forward until you trigger the cutscene with Hammond kicking the body out of the door and the Chinese men coming out and going "Johnny Chai?!?! NO!!! Go get the bastard!"

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VI. Out of the Frying Pan

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This is the second part that Jake informed you about. You have to lead the Triads to an abandoned warehouse where some of Jake's men will be waiting. You will have the cops and the Triads after you, so it is wise to try to get the cops to crash to ease the amount of ramming your car will get.

The key is not to get too far ahead. Should you do that then the Triads won't catch up and you'll be driving to the warehouse by yourself. Try to speed to the end of the road and wait for them to catch up and then speed away down the street again and repeat. When you reach the warehouse, you'll realise you have been setup.

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LEGEND  
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| Symbol | Reference
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| R      | Rubbish Bags
|
| C      | Car
|
| D      | Dumpster
|
| W      | Wall
|
| @      | Door
|
| .      | Gang Member
|
| GC     | Gang Car
|
| /\ <  | Show Direction of Running Movement for the different gang
members |
| (1)   | Point of Interest 1
|
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The first thing you should do is go into the right hand side of the car and take the guy holding an AK hostage. Snap his neck and pick up his AK. Run in and make two rights and then a left. Hide behind the crate and shoot anyone that comes. Burst around in controlled bursts to shoot everyone. (Refer to Point of Interest 1 on the map)

When everyone outside is dead, check the windows to make sure they are dead (You'll know if you hear gunshots). Head into the door that the guards were flocking out of to confront the Triads and shoot the guy in here. Recover any health you may have lost and pickup a dropped AK on your way out.

When you walk out, you'll see a cutscene where Harry tells you that Jolson wants you to infiltrate a police station as a phone repairman and kill a D.C.I.

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If you park a car in front of the archway which has the wheelless car, and park it close so that no-one can get past, you can simple run into the little 'inlay' in the archway. When a Yardie comes towards you, you can simply shoot him and mop up the leftovers because the Triads can't get past the car.

Source: Lars A

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### VII. Filthy Business

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Start by going right and pinching the purple car. It has alot of speed and very good handling, making it the ideal choice for this mission. You'll need to get to the BT Van in Grosvenor Place. Unfortunately, this is on the other side of London and you'll have both the police and gangs attacking you on your way.

The best option when you are in the car is to go left and drive between the cop and the car. Take the road that is at 45 degrees to the road you started on and then follow the indicators. Use the methods I listed in 'Police and Car Chases' to get rid of the police and the gag cars.

The police will set up a roadblock in the form of Car-Stinger-Car-Stinger-Car. It is wise to ram through the central car to avoid the stingers as they will make the car you are driving almost impossible to control. This will mean that you'll have to get out, look for another car and get it without being shot by the vast amount of police that have accumulated in the area.

Once you locate the van, park on the same side of the street. On my first attempt, I stopped in the middle of the street and tried to run across the road. This resulted in Hammond being knocked down and killed. Once you are in the van, you'll see a cutscene where Hammond is on the phone to Liam about the location of Alex.

Once the cutscene is over, accelerate and you'll hear Hammond say "\*\*\*\*ing Rust Bucket!" You should get a phone call from Harry asking if you're in the van

yet. He will also inform you that the real BT Van is on its way to Snow Hill Police Station. You'll need to take it out before it reaches its destination.

The van is on Oxford Street. Follow the indicators, and when you see the van, waste no time in ramming it. Go straight into the back of it and continue accelerating. The van should speed away once you stop, so speed after it and get to its side. Drive it towards the pavement and trap it. The driver should have abandoned it.

Once the driver abandons it, go to the Police Station by following your indicators. This is the hardest part of the mission. You have to use stealth to get to the Evidence Room on the first floor and then kill the D.I. Use the numerous tips on stealth that I mentioned in the techniques section.

For those who would prefer a more detailed run through, the following should get you to the evidence room to get the gun, let you follow the D.I. down into the interrogation room, and kill him without anyone but him knowing.

Start by going into the room with the phone wires. The police officer who led you there will leave you to it and go into the pool room opposite. Immediately, leave the room and take a right into the corridor you came through. Make a left and continue running. If you done it correctly, you should be running into the custody area. The police officer here will walk across before you bump into him so continue running.

Go towards the far wall and go up the stairs on your right. Make a right from the stairs and go right then left. Follow the signs to the Evidence Room from here and pick up the gun lying in the middle of the floor. Go out of the room and lean directly against the wall in front of you. Move along to the end and you should see an armed guard talking to McCormack (Large bloke in white shirt).

McCormack will be asking him where the women they brought in earlier was (This person is Yasmin in case you are wondering, the women who helped in the kidnap

of your son). Once they move, lean against the wall directly on your left and watch them. Once they start moving again, come out from around the corner and follow them. When they walk into a room with high rows of files, stand by the door so that you can get a clear view.

When McCormack leaves, go into the door and make an immediate left. Go around this row and you should see the guard standing with his back to you. Approach him, take him hostage and snap his neck. Go forward and make a left. You will be able to see McCormack in the doorway. Lean beside the door so you can see into the room. When he moves, stop leaning against the doorway and go right.

Look down the corridor to your right and you should see McCormack coming out of the room. Follow him down the stairs and into the interrogation room. Once he is in the interrogation room, get out your gun and start shooting him. Don't worry about being shot, you can get away with four shots. It will take about ten or eleven shots to kill him, so hit him hard and fast.

When he is dead, you'll see a cutscene where Hammond confronts Yasmin. Yasmin will confess that she was part of the kidnap gang who shoot Hammond's wife and took his child. Hammond raises his gun with revenge on his mind, but Yasmin says that she knows where your kid is.

You and Yasmin are now on one side. You'll need to shoot everything in sight, starting with the guard who ventures in through the door. Go straight into the corridor in front of you and shoot the cop standing up there with the bulletproof vest on. Shoot the other guard that comes around the corner.

Chances are the cop with the bulletproof vest got a shot on you, so take some time to recover health. Go around the corner to the left. You will see a gas cannister being thrown by specially trained squads. Go right into the corridor and take no prisoners. Shoot the first guy, and then the second guy. By the time the third guy runs up, he'll be so close that you'll smack him over the



head knocking him unconscious.

Take the time to lift up two of the guns they have dropped. These are much more powerful than your standard (double) pistol(s). Continue forward and make your way back to the custody area. When you are about to enter the custody area, another gas cannister will be thrown. Waste the three man squad and then shoot the cop at the far end of the area.

Go through the door on your left. Yasmin will yell that they are closing the gates and that you need to shoot the motor. You won't be successful in your attempts because it is moving quite fast and you are miles away. Go through the door on your left and make your way to the reception area. Shoot everyone that comes. Remember to clear an area before leaning against a wall to recover health.

Burst outside the police station and shoot the cop standing beside the police van. Once he is dead, wait for Yasmin to get in the police van before speeding away. Follow the indicators and use the tactics mentioned in the Techniques section to avoid the police. When the stingers come out, ram through the centre car.

Unless you are extremely lucky or extremely skillful, you will need to change your car at some point. When your car starts to smoke, waste no time in getting out and stealing a new one. Drive right up to Yasmin to make sure she gets in before speeding off again.

Once you are in the correct street, the indicator will start blinking at a faster rate than usual. The driveway is not a road, so it is easy to miss. Once you drive into the driveway of the warehouse, Charlie will call you with your next 'assignment'.

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If you use an AK or the MP5 Machine Guns instead of pistols, you should be able

to shoot the yellow box in time and leave enough room for you to drive through it.

Source: Cam Miller

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Also, if you shoot it and leave just enough room for a person to get out, you can run out onto the road and jack a passing car. Once you are in the car, simply drive to your destination slowly.

Source: Robert Milner

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Occasionally, another Mark Hammond will appear. From here, you can either let him shoot everyone whilst you follow and mop up any leftovers, or you can try and free-aim kill him. If you do this then the game will mistake the ghost for McCormack and you'll pass through to the next part of the mission.

Source: Johnny Bull

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If you corner McCormack and pistol whip him a couple of times, he'll die. This<sup>7</sup> is much easier than trying to shoot him down as he has a larger resistance than the average opponent.

Source: Michael Quirke

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In the Evidence Room, there is a small space behind the door. You cannot enter this small space unless you slide your back against the wall. When the cops come in, they do not know you are there and will have their backs to you. From



## LEGEND

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Symbol	Reference
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| R | Railings

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| S | Steps

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| @ | Door

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| B | Bar

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| LDT | Lap Dancing Table

|

| . | Gang Members

|

| > | Show Direction of Running Movement for the different gang members |

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The people downstairs will have heard the shots, so walk down as fast as you can and burst through the door. Shoot the guy on the right first, then the guy down in the tables below the lapdancing tables. Take out the guy in the long white coat that ventures around.

Go over towards the bar and shoot the bartender. A guard will come out of the ladies locker room and one or two more will appear. Shoot and run. Once one is dead, run away and hide to recover health, do the same thing for the second and then the same for the third.

Smack all the lapdancers over the head with your pistol and then go into the ladies locker room. Go right into the shower area to trigger the cutscene where Yasmin finds Layla has been killed by the crossfire.

Yasmin tells you to take her boots off. You'll then see Yasmin walking to the door with Layla's clothes on. Charlie will ring you and tell you to go to a Yardie crackhouse to retrieve some drugs. He'll tell you to drop off the girl

first. Watch the remainder of the cutscene as Yasmin and Hammond get in the car. The next mission will start now.

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IX. The Cowgirl and The Cash

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You'll need to drive to Charlie's mansion to drop off Yasmin. Start by going straight forward and left. The police will have heard the gunshots, so they'll be after you as well the Soho gang.

You'll need to employ some of the car chase techniques such as Brake and Slide and the two Bait ones etc. Once the police are off your back, head patiently to Charlie's mansion. When I say patiently, I mean take your time. Stop at red lights, go the right way down the road etc. As you approach Charlie's, the gang cars will start to attack you again.

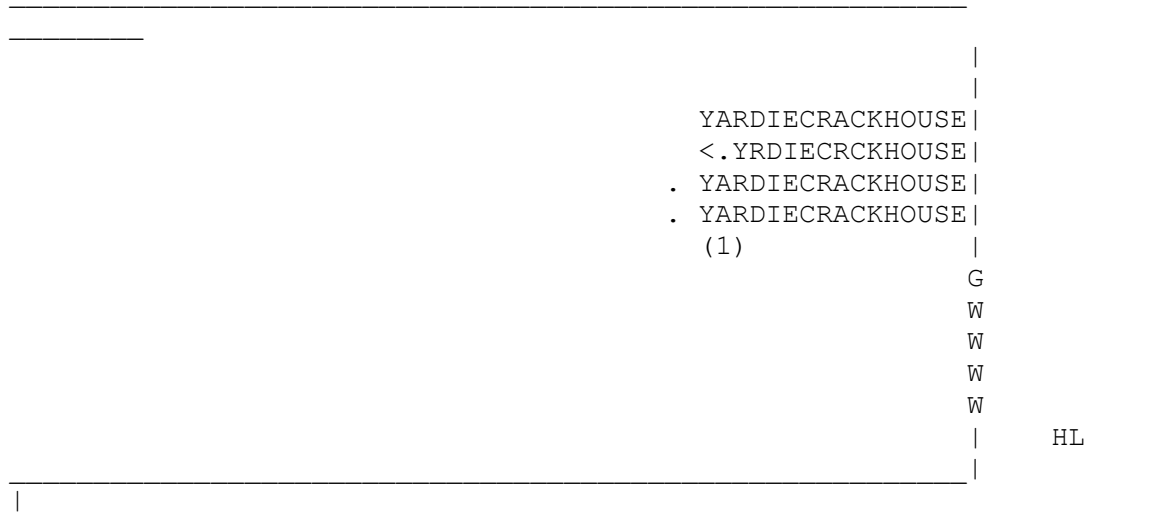
Employ the same methods and pull up outside Charlie's house. The headlights will come on to alert you when to stop, plus his house is the only one that has an open door, so it is easy to identify.

Once you have dropped off Yasmin, you'll need to go to the Yardie Crackhouse. As usual, the indicators will direct you to the correct place. Be discreet and only start belting when the gang cars come after you.

When you pull into the correct street, the headlights will flash. Keep an eye out for a wall that has crumbled at one end. Once you locate it, park beside it and get out. Go into the alleyway and lean against the last wall on the right. When you look around, you should see two guys.

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LEGEND  
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Symbol	Reference
W	Wall
G	Gap
HL	Place where Hazard Lights Come On
.	Gang Members
<	Show Direction of Running Movement for the different gang members
(1)	Point of Interest 1

Use the jump out shot technique to mow them down. Run forward and pick up the AK that one of them has dropped. Look to the right through the door immediately as you walk past. There is a lone guard in here, so shoot him and then proceed further into the house.

Go into the second door on your right and shoot the guy in here and then go up the stairs. Use your AK to shoot and kill anyone or anything. Once everyone on that floor is lying face down in pools of their own blood, take some time to recover by leaning on a nearby wall.

Repeat for all other floors. When you approach the last floor, you'll hear shouts of "Hammond!" and a Shotgun go off. Remember that when they shoot they can aim at you. This in turn means that you can aim at them. Use the R1 button and shoot them down. There are about five or six that will come to try and get you, so once someone dies, immediately switch targets and repeat this process until they are all dead.

Go through the last door on your right and you'll see a cutscene where Hammond has uncovered the money and phones Liam. During this cutscene, you will see Hammond put the money in the boot of a car and the car keys on the back tyre on the drivers side.

When the cutscene is over, get in the car and speed away before the gang member carrying a baseball bat gets to you. Get to the depot that Charlie instructed you to. The police and gang will ram you as you make your way, so again employ the techniques that I'm mentioned before.

When the police are off your back, drive patiently to the depot and pull into the driveway indicating by the indicator flashing much quicker than normal. You will now see a cutscene where Hammond has no bag. He looks in the dumpster and finds a kit bag and a horrid smelling cat.

He puts the cat in the bag and has a confrontation with three heavies Charlie has sent to get the money. He'll throw the bag to them and they'll enquire as to what the smell is. The cat will jump out of the bag onto one of their heads whilst Hammond sneaks into the warehouse via a side door.

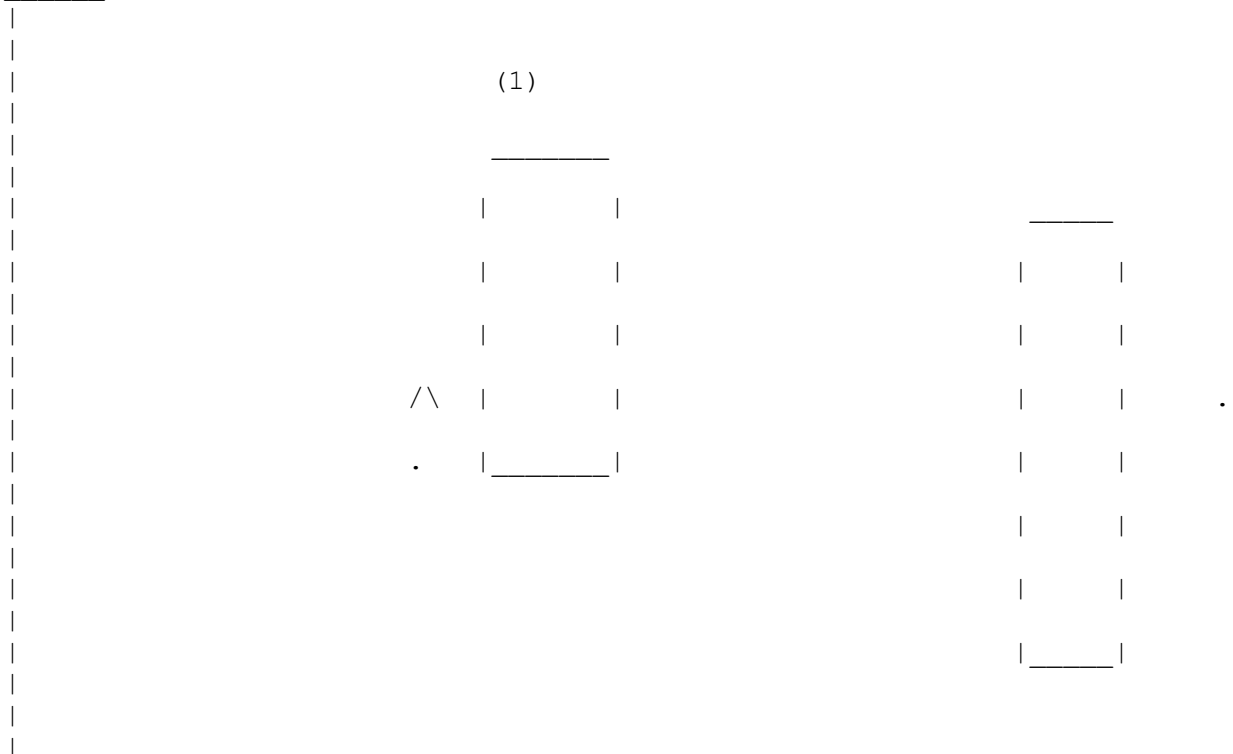
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X. A Cat In A Bag  
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Lean against the crates in front of you and shuffle along to the end, you should see the three heavies in a circle discussing where you've gone. They'll decide to split up.

One will come in your direction. Shuffle to the other end of the crates (1). The game should give you a clear view of the guy walking towards you. You have an AK, so when he is quite near, burst around and shoot him. He should drop dead, but you'll alert other guards to your presence.

Immediately go down where the guy came from and shoot the two guys that venture out from behind crates on your left. Take some time to heal yourself because you will almost have certainly been shot at by one of the three guards you've taken on so far.







LEGEND

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Symbol	Reference
C	Cage
S	Stairs
W	Wall
WA	Walkway
.	Gang Member
(1)	Point of Interest 1
B	Barrels
@	Doorway

(Note: I only displayed the crates that played a critical part in the game. I didn't think it was necessary to draw out all the crates if they will not play an active roll in the walkthrough, or indeed the mission itself. I hope this is not inconvenient for those of you using the walkthrough)

Go around the corner from where the two guards emerged and shoot the guard standing between some pipes. Pick up any weapons the guards may have dropped and proceed towards the far end of the warehouse. You should see, what appears to be, a guard standing on a balcony with an open door behind him.

Shoot him and then press and hold R1. Hammond should be pointing it towards some large crates because the target is standing behind them. Let loose with a series of shots from it and it should blow it up. This will cause a large explosion capable of killing the four guards standing around it. You'll even get the amazing sight of one flying over the crate you are leaning on and landing on his chest with his clothes on fire.

Proceed around the corner and take out the guard standing on the stairs. This will take about 10 shots due to how far he is away. He is a substantially better shot than you, so make sure you take time to recover between outbursts from your gun.

When he is dead, go into the door underneath the balcony and take out the guard in here. Take any weapons that he drops and go out into the warehouse and up the stairs. Go along the balcony towards the open door. Go through the door.

You should hear some of Charlie's heavies making mocking comments towards you. Shoot the guy standing in the doorway and proceed through it. Continue down and then enter the empty office.

You'll be treated to a cinematic where Hammond and Yasmin pour out their feelings on the current situation to each other. An unknown man is pointing his gun towards the stairs at the door. He is going unnoticed by Yasmin and Hammond until he identifies himself... Frank Carter.

He'll tell you that he wants to nail Jolson and he needs you alive not dead to do so. He gives you a gun and tells your to burst your way out of the basement and get to Charlie's plush Mayfair house where they are holding Alex.

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XI. The Prodigal Son  
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After you see the cutscene, follow Jasmin and watch as she slaughters everyone in sight. Pick up a dropped gun and go up the stairs and into the warehouse. Carter has already been here as there are bodies lying all over the place. Keep your eyes open and hold R1.

Holding R1 will auto-aim on any guards left standing, so go and find them and kill them. Go and get in the car waiting outside (Sometimes Yasmin won't appear. She is leaning against the stairs regaining health. Walk up to her and walk slowly to let her follow you to the car).

Take the car and follow the indicators to Charlie's house. Out do any cop cars by speeding between traffic and weaving between lanes and pavement. When a cop car is right up behind you, act as bait so it crashes etc. When they are off your back, head to Charlie's house.

Once you arrive in the street, the hazard lights will come on. Get out and look for stairs that lead down to the basement. Follow Yasmin down. You'll need to get past the lasers to find Alex. I have prepared the following maps using the keyboard to assist you.

Legend:

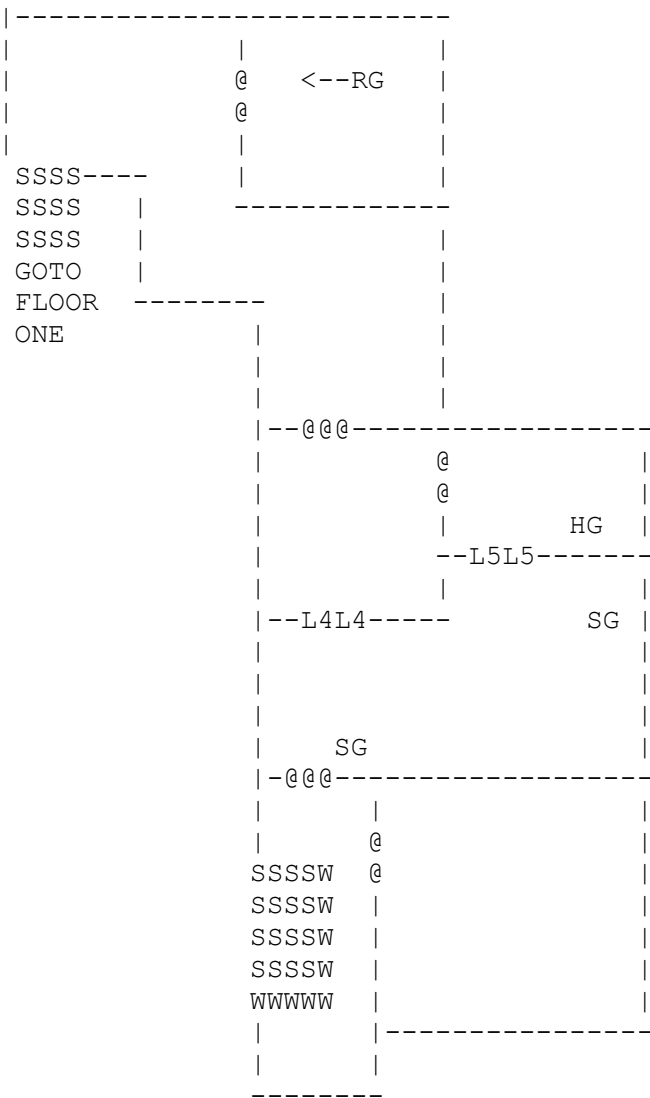
Symbol	Meaning
SG	Stationary Guard
RG	Running Guard
HG	Guard on Higher Level
@@@	Doorway



Go left and shoot the stationary guard. Shoot the guard that comes running and pick up the Shotgun that the stationary guard dropped. Go towards the stairs and the lasers will come on. Lean against the wall to the right of the stairs and shuffle along to the end so that you can see up the stairs.

Jump out and shoot the guard coming down and then shoot the next guard as he comes down. Lean against the left hand wall of the stairs and shuffle along up the stairs and past the laser.

Ground Level:



As you come up the stairs, shoot the guard standing just outside the door. Come

around the door and shoot the guard standing in the far corner of the court yard. Press R1 and aim at the guard standing on the balcony above. To get past these lasers, run into either doorway and they will come on leaving Yasmin trapped. Run back into them and then roll to behind the wall surrounding the stairs on the map.

When the gas has dispensed, go through the doorway and follow the corridor around. Go into the room on your right and shoot the guard as he is coming out. Go up the stairs.

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 Instead of running back and hiding behind the wall, you can simply continue forward and roll under the next laser that appears. This will deactivate the laser that is blocking Yasmin and allow you to continue further into Charlie's house.

Source: Lee Gallagher and Koen Symens

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Floor One:



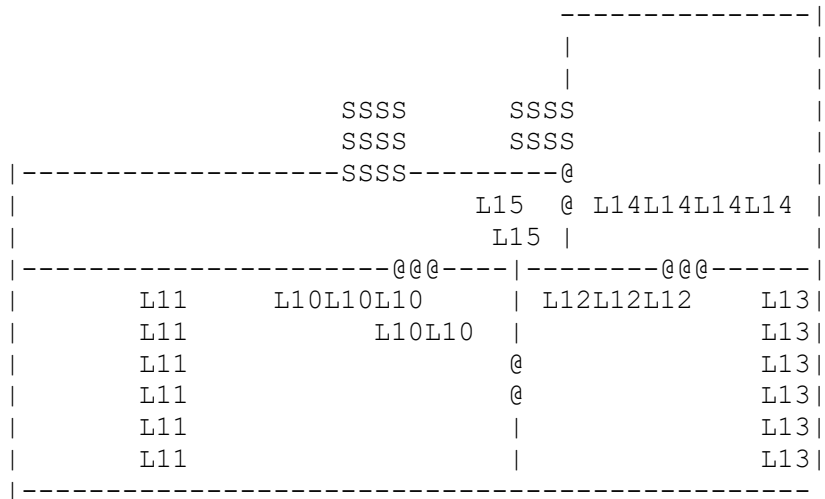
This one can be quite difficult to work out. There is a stationary guard, so

when you hear him shooting at you as you go up the stairs, take aim using the R1 button and kill him. Proceed up the stairs and go through the door listed as L6. The lasers won't come on until you walk through, so go through the door marked as L7 as well.

When you walk through these doors, the lasers come on so you won't be able to go back. Roll under Laser 8 and then go to the 'junction' of Lasers 8 & 9. Roll under Laser 8 and lean against the wall. Shuffle along the wall to the left until you can't anymore and use the R2 button to manual aim. This should let you look forward.

Carefully walk forward and out the door and up the stairs. Shoot any guards that venture towards you.

Floor Two:

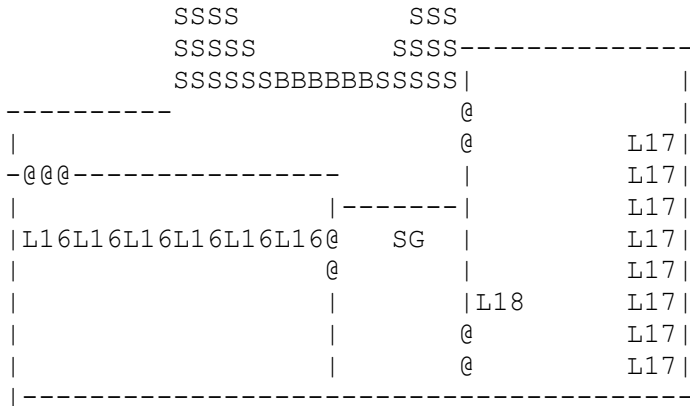


After coming up the stairs, go through the door to the left and lean against the door. The pool table should be in front of you. Shuffle along to the left until you are past the laser. Come out from behind it and roll under Laser 11. Go around the pool table and roll under L11 again.

Go through the door and roll onto the wall behind L12. Shuffle along the wall and go through the door. Roll under L14 and go out the door.

Continue up the stairs and shoot anyone who comes near you.

Floor Three:



Start by going into the door on the left in the corridor. Roll under the laser and then go round the bed and roll under that laser. Shoot the guard in the bathroom and go into the next room. Watch out for the laser on your left. Sofas are blocking you from simply walking around, so get into space and roll and then shuffle along the wall.

Once you are past the laser, walk through the door and all the lasers should go off. Go up the stairs and into the door to trigger the cutscene.

You'll see Alex being bundled in the car just as Hammond reaches the room. He will go mental and decide to ring D.C. Carter. Carter informs him that they are all going to meet on a large ship down the docks where Jolson is going to offer you to the rival gangs.

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Once you start the next mission, run back into the house through the basement and take the same route you did before. When you go up the stairs, make a right and go into Charlie's garage. There is a TVR here that you can take. When you get in, the garage door will lift and you can drive it away.

Source: Sean Keegan

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If Yasmin gets stuck in the pavement, let her stay there. This means that you only have to look after yourself and don't have to worry about Yasmin getting shot. She will still talk to you though.

Source: Adam Cox

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### XII. Aboard the Sol Vita

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This is probably the most infuriating difficult mission you'll have played so far. Not only is getting to the ship a chore, but actually making your way to Alex can result in alot of curse words, and for some, a couple of malfunctioning controllers.

After seeing the cutscene, you'll be left outside of Charlie's house with Yasmin. If you are lucky, you'll be holding an AK. Anyway, stand in the middle of the road and wait whilst a longish queue builds behind. When you see a low sports-like car with one colour for the body and another for the roof, jack it and speed off.

You'll find this car to be quite handy as it is quick and handles well. As you go down the street, the indicator should tell you to go right. Do not do so. You'll be going up the wrong way and then the police will be on your ass. Instead, continue down the road and when you come to the third right (This includes the slip lane that leads into the lane you are in (you'll know what I'm talking about when you drive past it), go right.

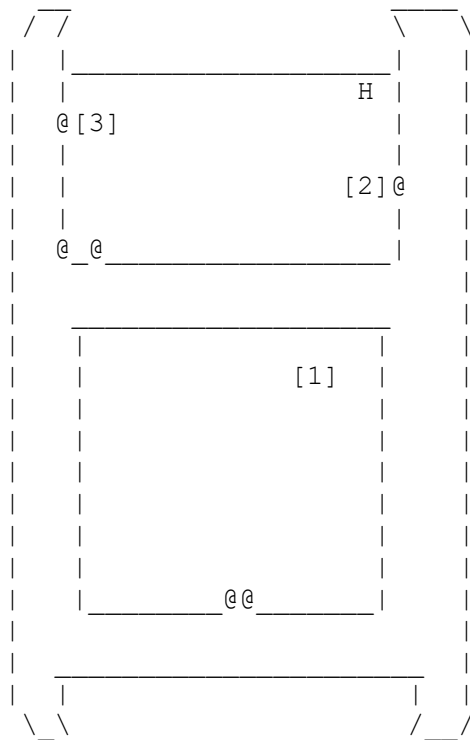
Take your time and follow the indicators to the waterside road. Take this road left and go right over Tower Bridge when you come to it. When you come out on the other side, follow the indicators until you come across a large brick red

wall that seems to be blocking where the indicator is telling you to go.

Keep your eyes open and go left into an enclosed area. At one side, there will be an alleyway blocked off by bollards and boxes. Go through the boxes and then progress out onto the dock. You'll see a rusty boat with the name 'Sol Vita' on the side. Go around to the other side and you'll see stairs with a ramp that leads onto the ship.

Go up the ramp and you'll see the rival gangs firing at each other with AK's and Shotguns. Lean against the crate to the right of the aisle and burst around to shoot any who survive. Pick up an AK-47 that one of them has dropped and go forward and then left. You'll go two or three steps and then you'll see two guys come around the corner.

Use the R1 button to fire them down. Proceed around the corner they came from and then go into the door on the left. Go down the stairs immediately on your right.



Legend

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Symbol	Meaning
H	Harry
@	Door
[1]	Starting Point
[2]	Door A
[3]	Door B

I realise the sheer feebleness of the diagram, but it is just to give you a general idea of the layout of the hull. Unlike my other diagrams, I haven't listed guards etc. This is because they can appear in droves in the middle of a gunfight. Anyway, after coming down the stairs, you'll be on a raised area (Starting Point ([1])). You'll hear shots. Go down the stairs on your left and look right. Shoot the three guys that come around the boilers here and then go out the door (See diagram). Shoot the guy that was trying to shoot you and go left and go up the corridor.

Murder any and all guards as they come. If you feel you are running low on ammo, drop your AK/Shotgun and pick up a new one. Once you find the door labelled [2] on the map, go through it and shoot all the guards that approach you. Watch out for the falling crate. Make your way up the stairs and shoot the guard standing on the balcony.

You'll hear gunshots and, what sounds like, Harry mocking you. Go through the door in front of you, and shoot the two or three guards standing below on the stairs. Lean beside the doorframe of Door B ([3]) and when you see the forklift come past, burst around and shoot the driver dead. You need to do this because if you try and go through the maze-like structure of crates with that going round, you'll probably get run over.

Once you have tamed the forklift, roll into the area to avoid the crate that falls. Find an area where you can clearly see Harry bending down behind the crate. Shoot any guards that come towards you whilst you take care of Harry.

Hold R1 and fire like there's no tomorrow at Harry, He'll be firing at you as well, but only take time to recover if you're about to die next shot. When Harry falls, you'll see a cutscene where Hammond finally reaches his boy. He'll pick him up and give him a massive hug whilst Yasmin points out the bomb. Carter will come in as well.

Soon, the Collin's gang leader will come in with Jolson at gunpoint. The Triad and Yardie leaders will join them. They'll start arguing and blaming Hammond for everything. Hammond asks for a chance to explain everything. The guard holding Jolson tells the Collin's gang leader to hear him out.

Hammond explains that Jolson shot Susie and kidnapped Alex. He says he only done it all for his kid. The Collin's gang leader decides that Hammond was justified in his actions. He'll ask the Triads to let him, the girl and the boy go. The Triads won't be overly-thrilled, but they say they'll recognise this favour and in time ask for one in return.

Jamal also gives in. Hammond will ask about Carters fate. The Collin's leader says that he never goes all out for the filth and tells Hammond not to push his luck. Before leaving, Yasmin will go up and mock Charlie about the situation he is in.

After this all happens, you'll see Yasmin, Alex and Hammond walking away from the ship before it blows up. The game will now give you the option of continuing as D.C. Frank Carter and then saving the game.

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I'm sure you have had many emails now about the location of the boat. You need to follow the indicators on your car & you will eventually take a left down a street which has cones across it. From there, go to the end of the street & get out of your car. You will see an alley with some bollards stopping you from driving down it. Go down there & in front of you (If I remember correctly) you will see a carpark area with some transit vans. Run to there & the ship on your left is the ship you need to get on. go down the left hand side of the ship where you will see a boarding ramp & you will hear alot of gunfire. When you get on the ship, you run around shooting, but the bird (i forget her name) will run down a narrow corridor on the upper deck - take care there as there are 2

guys with ak-47s and around the corner is a few guys as well. She will just run on regardless so you will have to shoot trying to avoid her. The way I found easiest to beat her is to go around the back of the ship, then run straight down, past a burnt out forklift truck & keep running. You will just beat her & can at least get closer to the gunmen before she blocks you, then shoot & hope.

Source: David Cowley

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There is a secret way aboard the ship. If you walk over to the cargo pallette which is sitting near the gang plank and step on, the crane will pick you up and drop you off on the other side of the ship. Yasmin kills everyone on her own and never dies.

Source: Forever\_Driving

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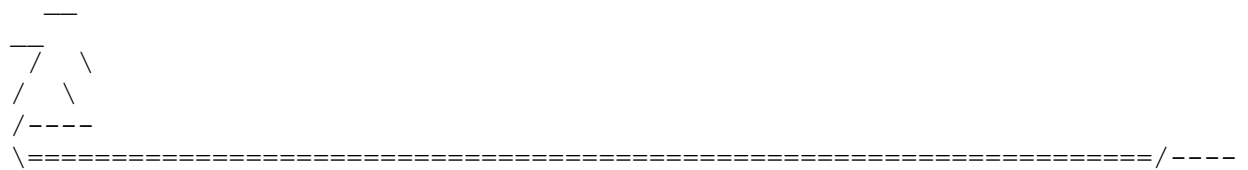
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You are able to kill Harry from outside the final room witht he forklift. Just position yourself just outside the doorway and keep rapping R1, you'll eventually get a lock on through a tiny gap and you should be able to kill him with ease.

Source: Forever\_Driving

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Onward with D.C. Frank Carter's missions.



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For the second half of the game, you'll play as feisty copper Frank Carter.  
He's completely and totally obsessed with bringing down the Jolson Empire.  
You'll also notice how the events intertwine with those you done as Hammond.

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### XVIII. Bargain Basement

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At the start, you'll see Carter and Joel in the car together. They'll be surveying the brothel when they spot 'Mad' Jake Jolson. Carter will see this as an opportunity to bring down a portion of the Jolson Empire. He'll decide to go into the Brothel without backup. Joel decides to go with him also.

If you want, you can Free Roam at the start of this level and then come back to do it when you're fed up driving around London. Also, you might want to take some time to get used to the fact that Carter will arrest and knock people unconscious when he takes them Hostage, he won't kill them (Boo!).

Anyway, head for the door (Joel runs much faster than you do, so just follow him) and go inside. You'll see him standing waiting for you. When you get close, he'll go right. Instead of going right, go left because the stairs collapse before you get a chance to go up them.

Shoot the guy that comes around the corner and then take out the guy holding his hands up be smacking him over the head with your gun. Walk on and you'll hear a shotgun go off, and the wall to your left fall apart. Go left and then go left in the door. Shoot the guard and then walk out the door.

Go right and then left. You'll see a guard in the distance and one shooting you

through the hole in the roof. Take out the guard in the distance first and then run back and shoot the guard through the roof (This means he won't be there when you go up the stairs). Go straight forward and go up the stairs.

Take some time here to recover if you feel you need to. When you are fully recovered go up the stairs and immediately press and hold R1 when you get to the top. You'll see two or three guards come round towards you, shoot them all to Kingdom Come and then shoot the guard who comes out of the door on your left.

A guard might be shooting you from across the large hole in the floor, if he is then kill him. Lean against the wall and shuffle over along the wall until you reach the other side. I feel I should point out here that you'll need to be patient on this bit, I tried to roll across the last bit and was treated to an utterly infuriating short clip where Carter screams and falls through the roof to his death.

Anyway, once you are over, go left and should the guard who comes out of the door on your right, shoot the two guards who venture down the corridor. From here, it is just a case of shoot on sight. You see someone, you decorate the walls in 'Hint-Of-Brain'. Anyway, if you come to another hole in the roof then shuffle along the wall. When you reach the other side, go right and you'll see a blood soaked man clutching his side as he tries to stand up.

That is Joel, I didn't know this the first time I went through and made the mistake of manually shooting him in the head, thus failing the mission. Anyway, the SWAT Team will have arrived by now and they'll be making their way through the brothel. Go up the stairs and you'll hear Jake taunting you.

Once again, shoot anything that comes near you whilst you wait for the SWAT Teams. When they arrive, let them go ahead and follow behind them. They'll take out all the guards. At one point, you'll hear a gunshot and see a wall

collapse. Then one of the SWAT Team members will fall down dead, pick up his gun and shoot the guard through the hole in the wall.

Proceed further into the Brothel, ensuring that you let the SWAT Teams stay ahead of you. Eventually, they'll make it to a small room at the back where Jake is. They'll arrest him and you'll have completed the first part of the mission.

The next part is very simple in comparison. You'll need to drive Joel to the Hospital. Get in the Police Car and wait for him to get in, put the Sirens on and go left and then right. Take the first right and follow the indicators. You'll eventually pull into the front gates of the Hospital. Your hazard lights will come on to tell you to stop. You'll see a plantbed surrounding by concrete blocking the front door. Drive around this and drive directly towards the front door. You'll know when the mission is over because the screen will blacken and give you the option of saving the game. Do so.

The cutscene will show Charlie shouting at McCormack to remove Carter. When Carter comes into McCormack's office to tell him about the situation involving Jake Jolson, he'll also tell him he is about to interview him. McCormack says that he'll do it himself because Frank is a liability. Infuriated, Carter listens into the interview between McCormack and Jake Jolson and discovers that there is a Yardie Crackhouse down near the river. Carter decides to investigate.

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XIV. Show Some Remorse

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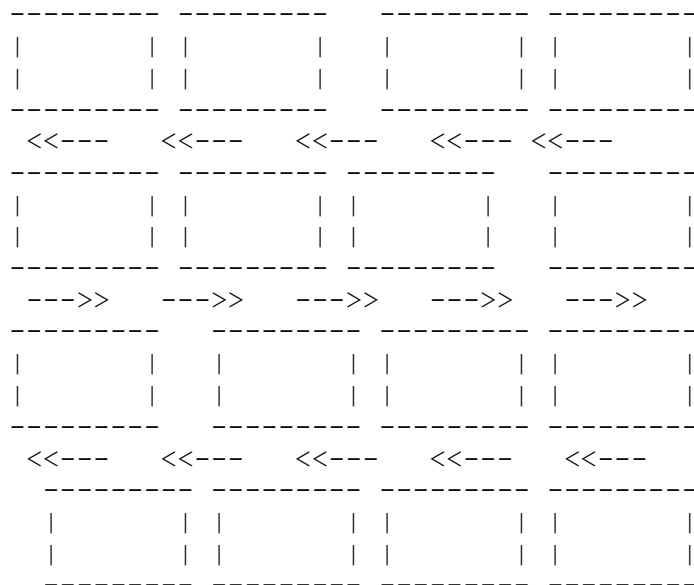
You'll need to drive to the depot, so start by getting onto the road that runs beside the river by following the indicators. It is better to do this because the Depot is near Tower Bridge. Once you see Tower Bridge, cross it and follow



the indicators to the depot.

You'll be attacked by some gang cars on your way there, simply outspeed them and continue following the indicators until you reach the depot. When you do reach it, the Hazard Lights will come on. Get out and go into the small area barricaded by bollards.

You should have an MP5 gun from the last mission, so use it to eliminate the first three guards you can see. Walk in and avoid the large crane that moves between the rows of crates. Shoot the guard on top of the crates on your right and progress into the den.



The above diagram is feeble, but it gives you the general idea of the layout. There are about four rows of crates with one space to progress into the next row. The arrows represent the movement of the large crane. You'll need to lean against the crates when it comes by to avoid getting run over by it. Progressing through this mini-maze is simple enough. The only problems are caused by suddenly being shot in the back by a Yardie. When this happens, hold R1 and fire on the retard until he collapses.

When you reach the last row of crates, the SWAT Teams will come in and start

shooting at the Yardies. They'll tell Carter he screwed up because it was an SO19 Mission. During this, you should see a white van being driven about the complex and stop.

When you and the SWAT Teams have shot everyone dead, approach the van and you'll hear Carter yell, "You're under arrest!"

You'll see the cutscene where they are bundling the Yardie leaders into the police van. Carter will go over to his car and pick up his radio, there is a call going out for someone to respond to a 'disturbance' where gunshots were heard. The address is given as the 'Republic Restaurant'. Carter will accept and get in his car to drive to the Republic.

(You might be interested to know, that this is the bar that you burnt down as Hammond. You are seeing things from Carter's point of view now.)

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XV. Disturbance in Soho

You are at the depot where you've just arrested the Yardie ringleaders. You'll see Carter going accelerating in the car in the cutscene so be ready to take control of it. You'll need to keep holding X and go right when you gain control of the car.

You'll need to try and avoid the police officer crossing the road because they can slow you down if you hit them. Anyway, once you are past the police officer, follow the indicators to Soho. You're on a time limit, and the indicators direct you up one-way streets.

Fortunately, you have sirens to make the traffic move out of the way, and the comfort of knowing you can break traffic laws because the police won't come after you. Start by following the indicators up the one way street. Use the sirens to your advantage by driving up between two lanes. This makes it easier

to swerve between the lanes.

Follow the indicators to a T-Junction. This particular T-Junction makes you cross a bridge if you go right. Go right and over the bridge and continue following the indicators. When you come to a road barricaded by a Fire Engine and an Ambulance, get out.

NOTE: I was only able to afford one severe crash on the way to the bar. This was when I crashed, full-speed, into an oncoming vehicle. I recovered, but my tyre was blown out and I had to steal another one. If you try to steal anymore, then you'll run out of time. So drive carefully.

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		FIRE E			
		AMBU			
		FIRE E			
				Symbol	Meaning
				-----	
Engine		, ,		FIRE E	Fire
				AMBU	Ambulance
Point 1		PC1		SP	Starting
				PC1	Police Car
2		GC		PC 2	Police Car
		, .		GC	Gang Car
Car		.		BC	Burnt Out
		. . @ REPUBLIC		@@	Door
Members		. @ RESTAURANT		.	Gang
Members		.		,	SO19
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		BC			
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This mission is much easier than it would have you believe. The first time through, you'll probably die anyway, so take the time to drive through the carnage and learn the positions of the gangs etc. drive back and forth, taking in the surroundings until you die.

Once you die, you'll be at the starting point. Go immediately forward, past the Fire Engine and Ambulance to the Police Car. Some people suggest the Fire Engine due to its durability. The problem I encountered was that I wasn't able to handle it as well as a Police Car. It kept crashing into lamp posts on me and I ended up dying.

Once you are in the police car. Waste no time in going down the right hand side of the road. Plough through any gang members on this side of the road and take the ones out further up. A gang car and police car will both fly towards you. Speed up and swerve. They'll crash. Drive towards the door of the gang car and kill the gang members before they can get out.

Once the car members are dead, head back down the street again. Fly into the cars because gang members are hiding behind them and in front of them, so you can kill a few without having to take shots from them. Continue doing this on all the cars.

The mission is over when everyone is dead. You may think you have killed everyone, but go back up near the street where the gang car and police car are both marked as coming from on the diagram. You will probably see a lone gunman. Accelerate towards him and kill him.

S019 help out as well. You should be able to complete the entirety of the mission in a car, but if you HAVE to get out, keep your eyes on the S019 Members. If you see one gunned down, get his MP5 Machine Gun and waste no time in unleashing pure hell on the gang members.

When they are all dead, you'll see a cutscene where the Triads and the Yardie's are beating the hell out of each other because the Yardies think it was the Triads who grassed them up and caused the raid on the depot. Carter, as usual, will respond before the armed back-up units have arrived.

You'll need to go to Chinatown and then to the NCP Car Park where you'll have to quell the riot.

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### XVI. Painting The Town Red

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To get to Chinatown, U-Turn immediately at the start. Follow the indicators and they will direct you up a brick laided street. This is the street where all the fighting is taking place. Ram through the burnt out cars and the gang members to the other side of the road and avoid the gang car that comes hurtling down the road towards you when you pull out of the street.

Go into the NCP Car Park ahead of you, and immediately go down the left hand side. Going down the right hand side can cause problems because there is a burning vehicle obstructing your way.

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|\_\_| \ / \_|

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That is a very basic diagram, but it gives you an idea of what the levels look like. Start by ramming your car into the car in front of you. Try and stay in the vehicle as much as possible whilst ramming through the Yardies. Once you

are through the Yardie line, immediately direct your smoking vehicle towards the Triads further up. By this point, the car will be so bust up you'll end up pushing the Triad into the wall to kill him.

When this happens, get out and immediately withdraw your Pistol and take aim at the gang members. You get the support of a solitary S019 Member. If he dies, ensure you pick up his gun. Anyway, only move onto a new level/floor when you are sure everyone is dead. When you are sure everyone is dead on the existing floor, go down a level.

Shoot the guard as you go down the ramp before leaning against the wall. Jump out in controlled bursts using the auto targetting system and blind shooting to dispose of the gang members. When you approach the level further up, you'll see a car come flying from the level above. This will wreck the ventilation shaft above causing it to fall and thus causing the way to be blocked.

Go left and into Fire Exit Stairway. Go up a level until you see a door and repeat the process of seek and destroy. Continue down the levels, using walls, cars and other gang members as shields to protect yourself from enemy fire.

There really isn't any advice I can give you other than to ensure you check every nook and cranny for gang members. I was doing my head in trying to find where the last gang member was. I found him, wounded behind a pillar. A quick pistol whip was enough to silence him and complete the mission.

The mission is complete once you've shot or arrested everyone.

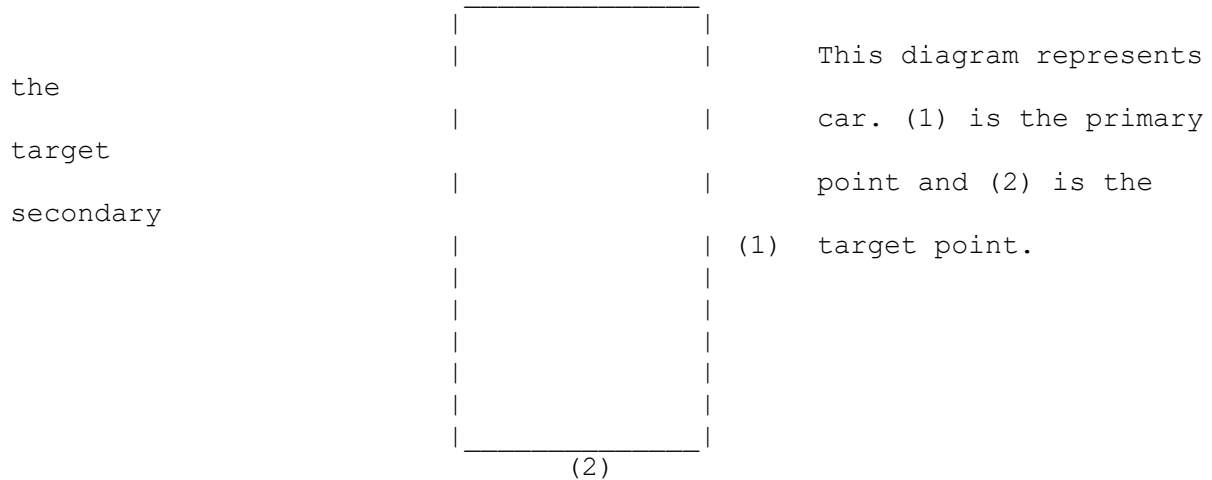
After the mission, you'll see Carter packing a gun away as evidence. McCormack will come flying down into the car park in his car and start yelling at Frank for putting people's lives at risk. He tells him that he had better be there when they transfer 'Crazy' Jake Jolson to another jail.

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XVII. Escort Service  
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You'll need to accompany the prison convey. Follow the indicators until you see the convoy in the distance. Your hazard lights will come on, causing you, inexplicably, to slow down. Put your sirens on using the L3 Button and chase after the land rover with the gang members in it.

They are pretty nifty drivers, so you'll need to try and avoid the lamp posts and other traffic that they try to swing you in to. When you get close enough to ram them from the side, drive into them and try to push them to the side of the road.



If they get away, bang into the back and the side of them. The initial ram should cause the car to smoke. This means you can easily see it. When you have managed to make the vehicle catch fire, back away until you see it has burnt out.

You'll need to rejoin the prison convoy. Follow the indicators. You have a limited time period, so you'll need to be quick about your return to the convoy. As you make your way there, you should see a series of burnt out cars. You'll need to avoid these as best you can and continue following the indicators.

When you reach the location, the screen will go black and you'll see Carter swerve into the road and be confronted by Jake Jolson unleashing hell from an AK-47. Carter's car will topple and Jake and company will get away.

You'll then see McCormack suspend Carter for acting 'unprofessionally'. On your way out of the office, a W.P.C. (Woman Police Constable) will approach Carter and inform him of two rookie police officers being held by the Yardie gang at a bedset.

Carter decides to go after them and deal with McCormacks reaction once he has rescued them.

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#### XVIII. The Vigilante

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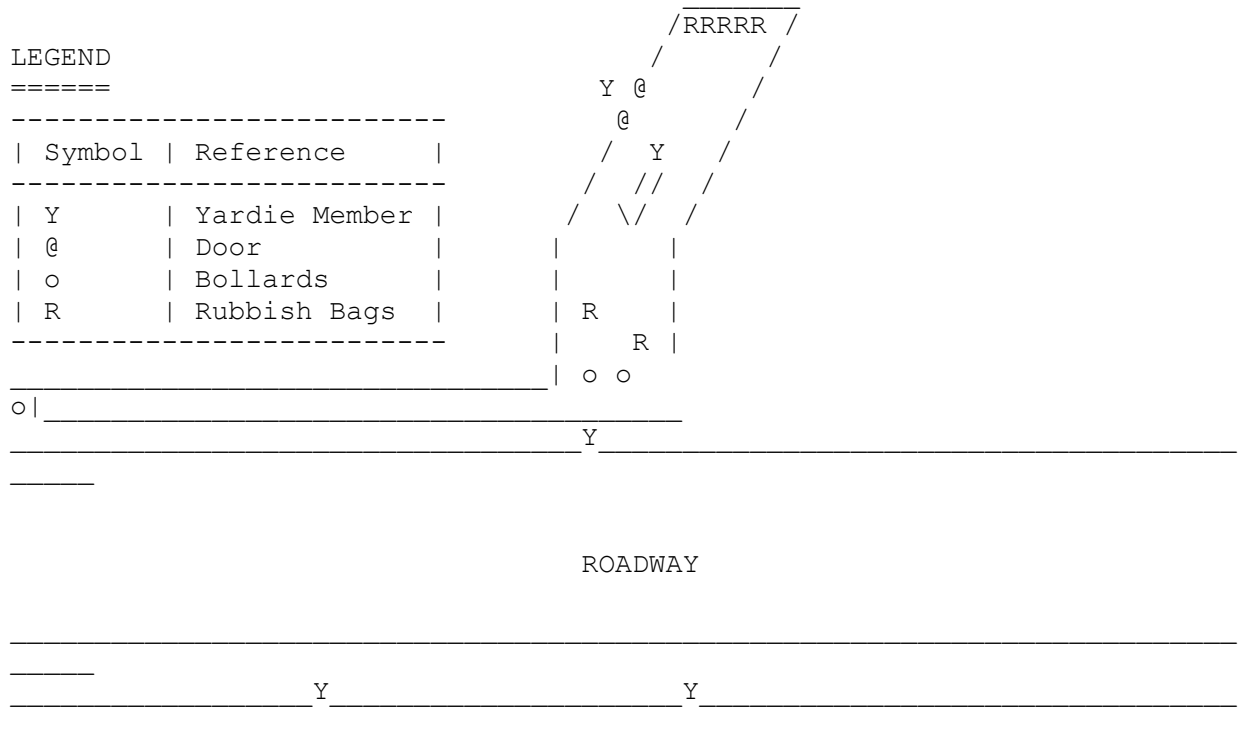
You'll start off in a new black Saab with no sirens. You'll need to follow the indicators to the Yardie crackhouse. The Yardie gang will be ramming your car and performing drive-bys on you as you drive there, so outdo them by speeding between lanes and by using the two bait techniques mentioned in section 6, sub section IV, parts A3 and A4.

The Yardies at your throat and they'll probably puncture a tyre or at least cause your car to smoke. If this happens, immediately get out and gun down any Yardies as they get out of their cars. Nick another car and continue following the indicators. I suggest trying to jack a Police Car because you can use the siren to clear the traffic on one lane streets etc.

When you are in the right area, the indicator will start blinking furiously before the hazard lights come on. When you see this, stop the car and get out. The alley is blocked off by bollards and can be either on your left hand side or your right depending on what way you came down the street.

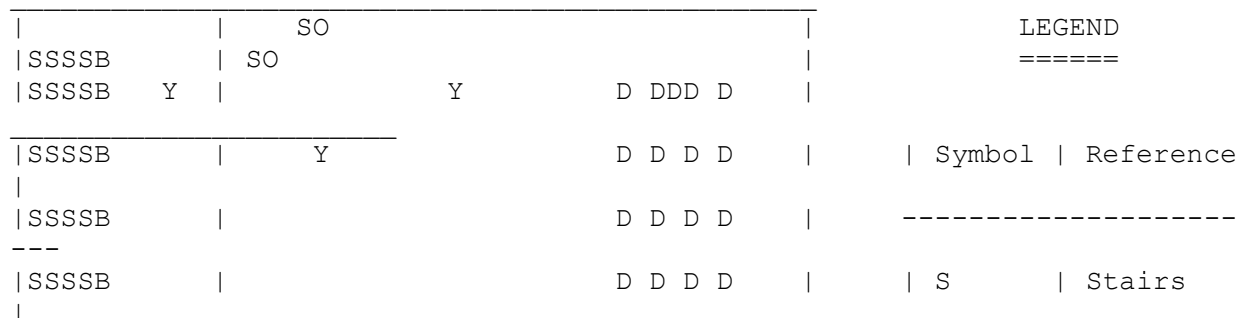


You'll know when you hear a gunshot. When you locate the gunshot, take out your gun and shoot the Yardie.



That is the alleyway. The yardie outside the alleyway can be taken down easily and the two Yardies that sometimes appear on the opposite of the street can be taken out by getting back in your car and running them over. The yardie indicated as running can surprise you when you enter the alleyway, so keep tapping R1 until you get a lock on. Maintain the lock-on and walk slowly until he is in sight. Lay waste to him and go into the house.

There is a Yardie standing at the door, so gun him down and go up the stairs onto the next floor.





This mission can be deceptively difficult if you don't know what to do. First of all, POI stands for Point of Interest. Anyway, walk up the stairs and lean against the wall. Shuffle along to the edge of the doorframe until you can clearly see the Yardie standing with his back to you.

It looks like he is teaching them all how to cook. Jump around and immediately aim for the Point of Interest 1 marked on the map. This is a gas cannister. When it is shot, it will release gas that will trigger an explosion, massacring anyone within range. This will dispose of the first five Yardies.

There will be fire around the doorframe, so carefully make your way through. This is one of the times when the control system can really screw you over when you walk randomly into the fire and burn to death... Anyway, shoot the Yardies by tapping R1 and shooting one or two bullets at a time towards them.

This method is unique in that it temporarily disables them all because they will be clutching the hit body part in pain whilst you aim at another person. When they are all dead, lift any guns that may be of use (AK-47, Shotgun, Another Pistol) and shoot the remaining guard through the open shuttered window.

Walk through the door to end the mission. The game will give you the option of saving the game. Do so. You'll then see the cutscene where Frank releases the two cops and dewires one from the mains system. They'll tell him that they were sent there by McCormack to try and uncover a supposed link between the Triads and the Yardies.

They'll agree with Carter that the operation 'stinks' (for those who don't know what this means in this term, it pretty much means it smells of sewage i.e. It isn't right (i.e. McCormack is bent)). Carter will tell the cop to get the other cop on his soldier and go through the alleyway whilst he goes out through the courtyard.

Once the cutscene is over, you'll be on mission 19.

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XIX. Stalking McCormack  
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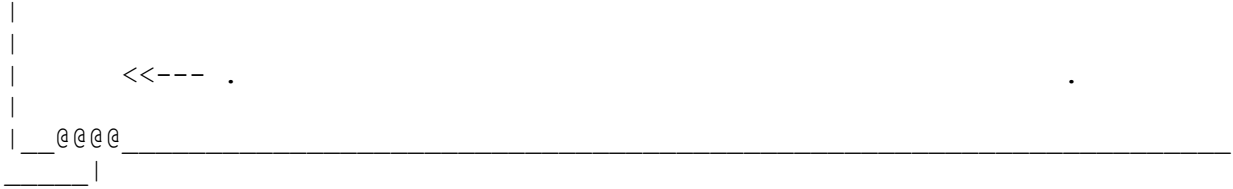
You'll start this mission in the room where you met the Rookie Cops. Go out the door and go around the tables and out of the burning door by sticking to the right hand side of it. Go down the stairs. When you get to the first floor, you'll hear a series of gunshots etc.

The Triads and the Yardies are in a gunfight in the courtyard.

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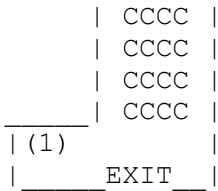
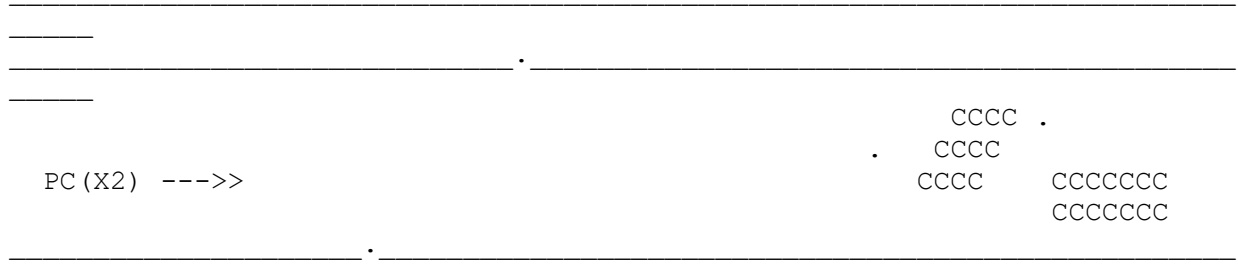
Symbol	Reference
C	Car
W	Wall
R	Rubbish Bags
D	Dumpster
.	Gang Members
@	Door
HG	Guard at Higher Level
EXIT	EXIT

When you start coming down the stairs, you will see a Yardie come running in the door (See Diagram). Gun him down and then go down and lean against the doorframe as close as you can. Burst around, and in controlled bursts, fire upon the two guards standing behind the car.

From now on, you'll have to go out in the open. Go out the door and go right and shoot the Triad standing in front of the Dumpster and the two Yardies in the distance. Shoot the next gang member who is taking refuge behind the car. Now is a good time to rest, so go back in the door you came from and rest.

When you are fully recovered, head back out and head towards the exit. At this time, three gang members, one sporting an AK, will attack you. One will also appear at the window above the arch. Tap R1 to alternate between targets and shoot. They will be temporarily imbolised as you move onto a new target. Repeat this process until the three there are dead.

Shoot the guard above the arch, with your pistols and then lift the AK. Proceed to the arch.



LEGEND

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Symbol	Reference
C	Car
PC	Police Car
.	Gang Member
EXIT	EXIT
(1)	POI 1

(POI stands for Point of Interest)

Come out of the alleyway, and shoot the guard immediately in front of you. Turn right and you'll see three guards and a couple of cars belonging to the gangs. Shoot the one on the pavement, then the one in front of the car, then the one behind. Then turn around and shoot the one who would have been on your left in the archway.

Should you become almost unmovable (clutching your side, shuffling your feet etc.) roll to POI 1 on the map. This will hide you from the gunshots and give you some time to recover your health before taking on the gang members again. When they are all dead, you'll see two police cars come flying up the street. Get in one of the police cars and get to Snow Hill Police Station.

The indicators will tell you where to go. Fortunately, it isn't too far away.

When you approach the back entrance to Snow Hill, the hazard lights will come on. When you stop, you'll see a red car pull out in the distance. That is McCormacks car.

The trick to following McCormacks car, is to be inconspicuous. Don't get too close behind. If you get too close behind, McCormack will spot you and you'll fail the mission. If you get too far behind, then you'll lose the car and fail the mission. The problem with this is that you have to go all the way back to fighting your way out of the courtyard.

Anyway, once he takes off, he'll make a right and then a left. When he is out of sight, make a right then a left. You'll see him in the distance. He'll break traffic laws on his way there, but you have the advantage of being able to do that without getting the police swarming around your car.

As he progresses further, you'll need to accelerate to keep up. When the Hazard Lights come on, put the brakes on and wait about a second before putting them on again. Another tactic which you can use is a gliding sort of technique. Short holds of the X Button will cause you to accelerate and then glide along the road until you stop. This is a good way to control speed, but when it is gliding, you'll find the car slightly more difficult to control than you would if it was normally travelling.

McCormack will end up at the depot where you played out the mission "A Cat In A Bag". When he turns in, he'll turn right and then make a right to park outside the door. You make a right from the street and continue forward. Park your car and get out.

When you get out, lean against the Lorry and when you see McCormack get inside the door, stop leaning against the lorry and run to where he went into. You'll go through reception and a small narrow corridor.

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Go down the stairs in front of you, and make your way up the walkway. When you get up to the walkway and start walking along, a cutscene will trigger. It turns out McCormack is completely bent and is organising a death squad to kill Joe Fielding, Carter's partner.

Carter hears him say that his room will be guarded, so take some friends. You will hear Carter say that they aren't going to kill Joe.

Once you see the cutscene. Make your way to the road and stand in the middle. The cars will stop. Take the first car that stops and speed off immediately right. Follow the indicators to the hospital. When the hazard lights come on, stop and get out. Go right and into the hospital.

Go up the stairs on the right and walk along the walkway and through the corridor. You should see a sign telling you that the second floor stairs are nearby. Go up them, and continue forward. On your right you will see a female police officer guarding a room.

Inside is Joe. Go inside the room to trigger the cutscene. Carter tells Joe that he has McCormack. Joe tells him that Hammond has already killed McCormack at Snow Hill. Carter will be livid. Joe will tell him that he had been onto the D.C.I. for ages and had been digging up dirt.

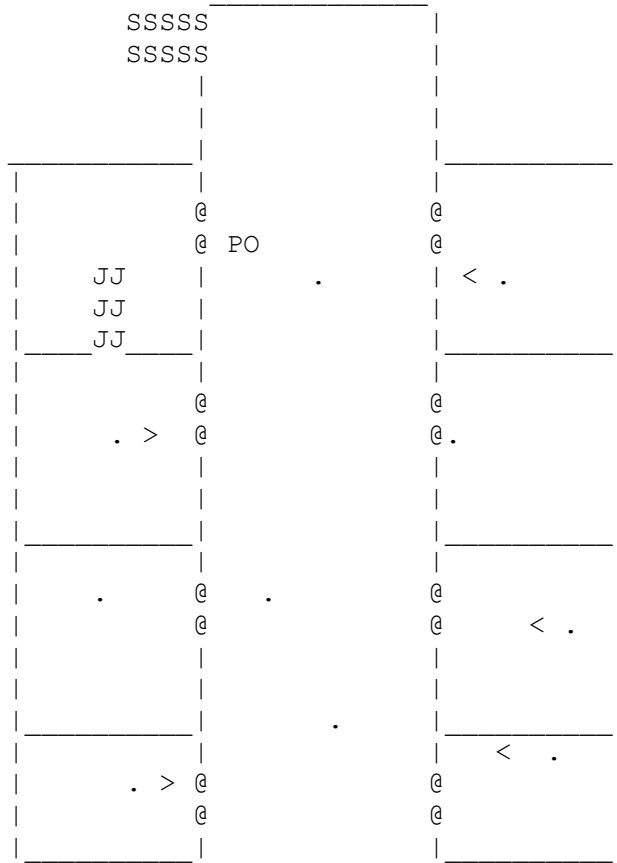
When Joe finishes, you'll see a policeman walk past and get shot in the back.

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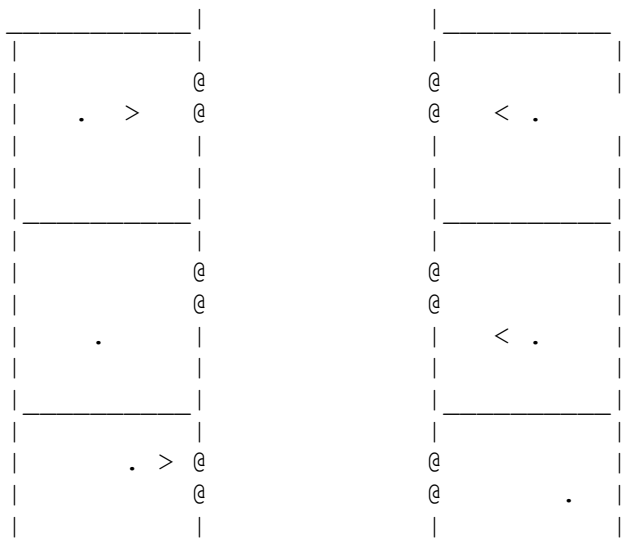
XX. Do The World A Favour

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You'll need to shoot every gangster who is in the hospital to secure it (it's amazing how incompetent the lot of them must be when it takes pretty much the entire gang to infiltrate one hospital and find one ill cop...) The floor layout looks something like this:



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LEGEND  
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Symbol	Reference
PO	Police Officer
J	Joe
S	Stairs
@	Door
.	Gang Members
</>	Show Direction of Running Movement for the different gang members
W	Walkway

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Start out by getting out your guns and tapping R1. This will automatically aim at the first guard. When he comes through the door, waste him and pick up any guns he drops that you can use. Go out and roll to the other side of the hallway. Shoot the two guards in the distance using your Pistols as they are better over longer distances.

As you progress up the Hospital Corridor, you'll have to deal with guards in every room. They come out when you are about to walk past, so keep tapping R1 and ensure that you have shot both guards on both sides before advancing any further up the corridor.

Should you be shot during this mission, go back to a cleared room and lean against the wall long enough to recover health. Head back out the door, and continue tapping R1 whilst you move, shooting if you see anyone and going back





LEGEND (FOR FIRST FLOOR)

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Symbol	Reference
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S	Stairs
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|

@	Door
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W	Walkway
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</>	Show Direction of Running Movement for the different gang members
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.	Gang Members
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When the SWAT Team say they need your help, they mean you go up and do it and we'll have a cup of tea and a scone. Go up the stairs and go straight into the walkway on your right. Tap R1 as you go along and massacre any guards as you see them.

They come running out of the rooms, as well as staying in them, so you'll have to ensure that you have checked each and every room before you move onto the next one. When you are positive that the corridor is cleared of every last villian, go back down, past the walkway and into the door on your right.

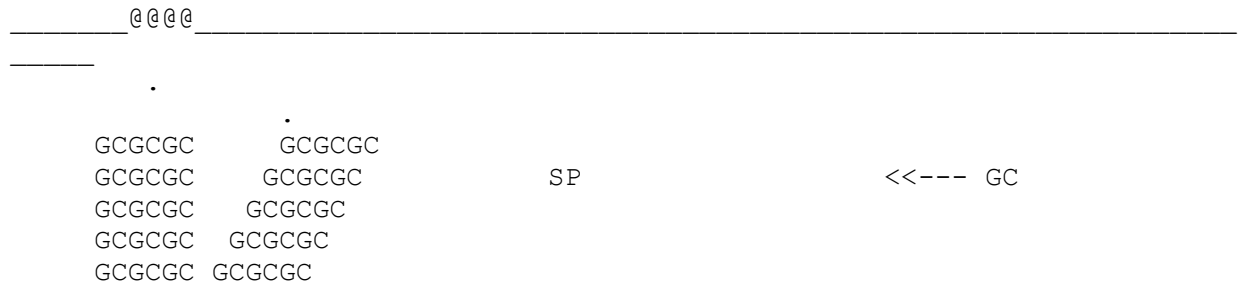
This is a ward that is swamped by death squads looking for Joe. Shoot the one on your right hand side first, then the ones in the distance. One guard should come running out of door on your right. Waste him. Go through the door and immediately aim left. This should target the two guards in the distance. Shoot them and then pick up any weapons that the squads might have dropped.

Note: If you take a gun and shot it at the pillow of a patient, they'll look up

in bewilderment. You can then shoot them in the head and hear the Heart Monitor die out.

Once you are sure you have killed every last villian, go down to the ground floor. The S019 Squads will say one of two things:  
1) They're still up there. Carter, we're going to need your help.  
2) All Clear Down Here. Good Job Carter.  
If you here the latter, go out the door and jack a car.

You'll be going to the lockup. An S019 Officer gets in with you, but he'll probably die before you get to the lockup. Drive patiently to the lockup, obeying any and all traffic laws. When you get to the right area, you'll be down a dead end street and you'll see two cars in the distance.



LEGEND  
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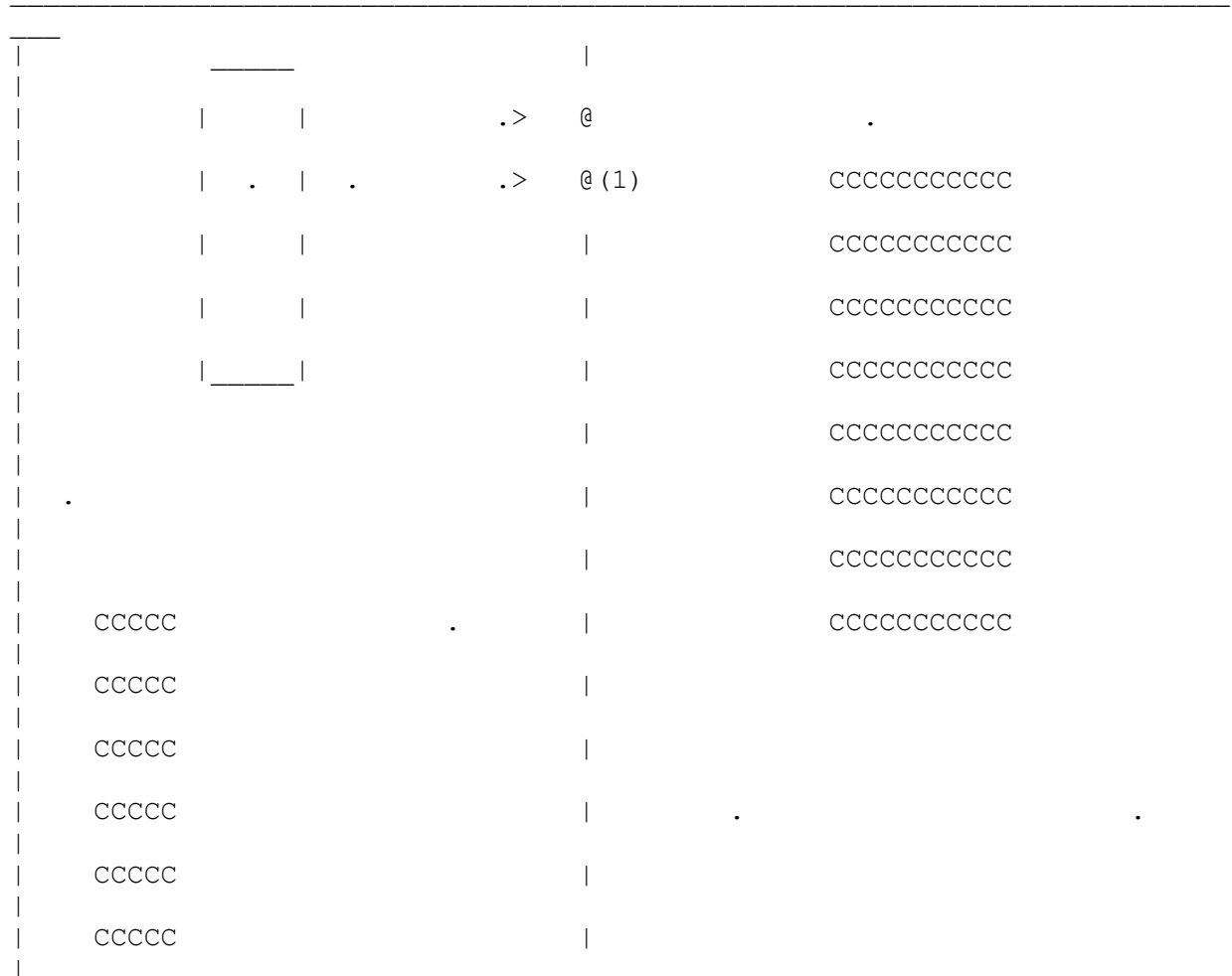
Symbol	Reference
GC	Gang Car
@	Door
.	Gang Member
SP	Starting Point
<<---	Shows Direction Of Movement That The Gang Car Attacks You From

When you approach the correct street, you'll see two heavies and two guards in

the distance. Get out and immediately use the pistols (Once again, they are much better over longer distances than the Shotgun and the AK. If you have one of these weapons, drop it and then pick it up again once the two in the distance are dead).

When you have killed those two, a gang car will fly towards you and swerve. It will stop right beside you, stand next to the door, and as soon as the gang member gets out of the car, smack him with the butt of your weapon. If it is an AK or Shotgun, he'll collapse immediately, if it is pistols, smack him again and he'll fall to the ground.

Shoot the guy who got out on the other side of the car and then head inside the door to the lockup.





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LEGEND  
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Symbol	Reference
C	Car
@	Door
F	Files
(1)	Point of Interest 1
.	Gang Members
</>	Show Direction of Running Movement for the different gang members

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This is not as hard as you may think it looks upon first impressions. It is basically two rooms. Each room contains about four gang members that you have to kill. When you get into the second room, two guards will come running through the door to try and shoot you. One is armed with a Shotgun, so kill him first and then move on to the other ones. On with the walkthrough...

Go through the door and immediately aim for the guard behind the car on your left. The box on the diagram represents a car inlay (hole where workmen can stand up below cars to work on the bottom of them). You can shoot the little control box to make the car come down on top of him, it is much easier just to shoot him though.

Once he is dead, shoot the guard on your right, and then any other guards that are in the room that may not be on the diagram. When you are sure that that room is cleared, stand next to the doorframe and you should see a guard crouching down beside the car. Shoot him and then go in the door. Shoot one of the guards in the distance.



| C            | Car                    |  
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Go straight forward and make a right into the door. Go right and continue forward. Make a left and you'll see the garage containing the two cars ahead of you. You'll hear Carter say "TVR or Lotus? TVR or Lotus?" As you approach a certain car's door, he'll say "TVR it is then." or "Lotus it is then."

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-----Note:-----  
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You are able to Free Roam in one of these two cars as there is no time limit imposed on when you need to go to the warehouse.

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If you intend on going to straight to the warehouse, it doesn't really matter which car you take. The warehouse is only mile or so away. Follow the indicators and then the hazard lights will come on. When this happens, stop immediately and look for a red letter box.

Once you locate it, you'll see a grey wall with a break in it. Get out of your car and drop the Shotgun and put your pistols away. Since you are going to have to sneak into the warehouse unseen, the pistols will do you no good at all.

Stand against the wall and listen in to the conversation between the two guards.

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-----Note:-----  
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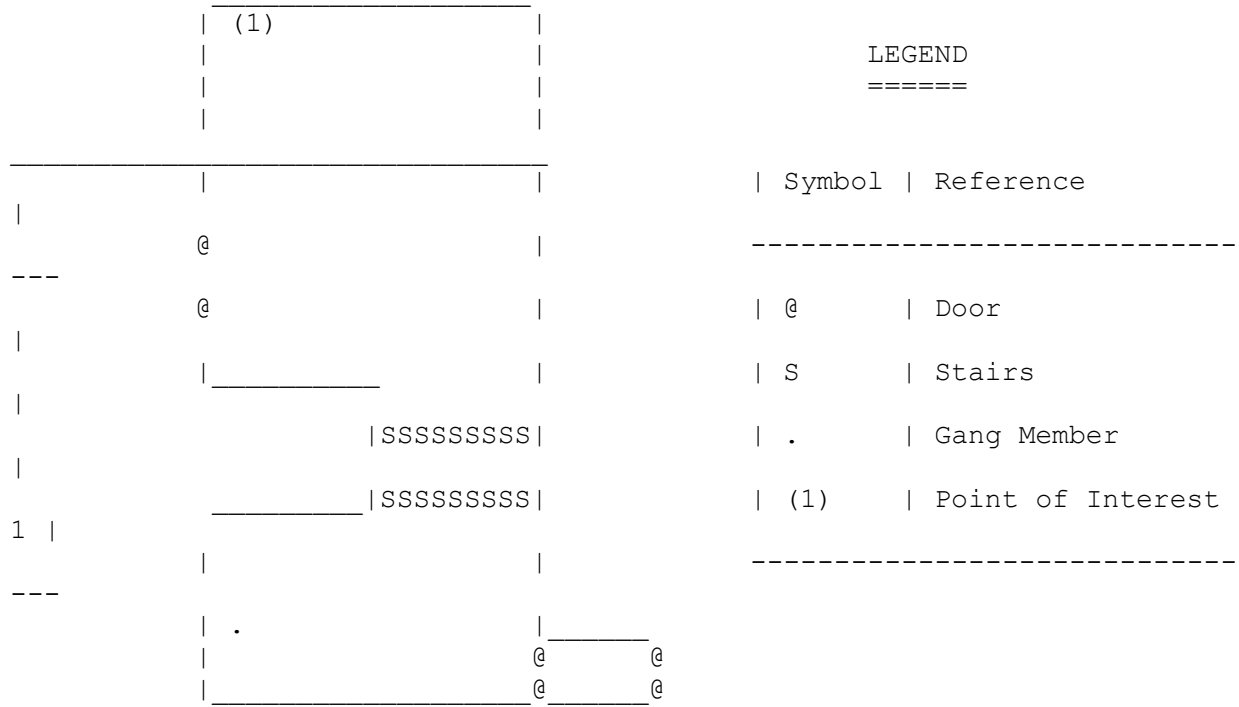
I will only be drawing in crates that are of interest to you. If you never use the crates for cover, or to hide behind I will not list them. I hope this will not inconvenience anyone.

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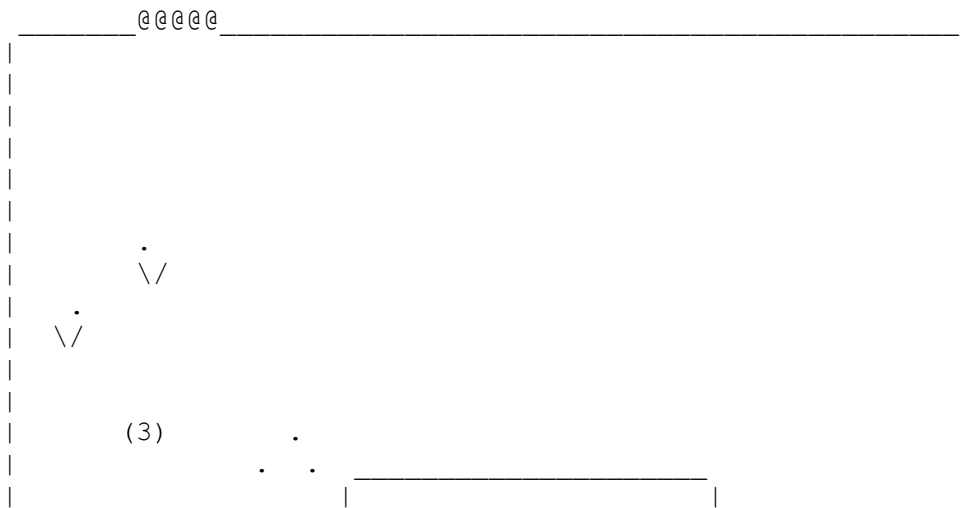
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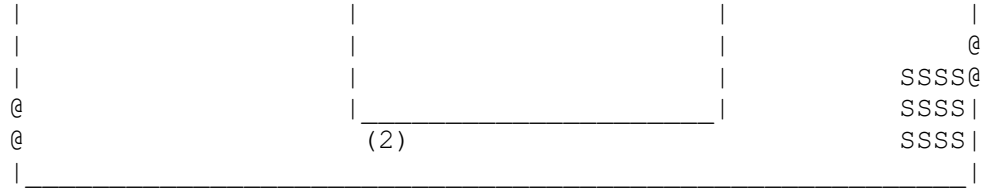


Hug the wall as you run and get behind the guard. Make sure you have no weapons equipped and handcuff him. Move on, up the stairs and into the next area.



This short area can provide a few problems for people who haven't gone through it before. The guard located on the map is not facing you, but instead is looking at a notice board. You can arrest him, or you can run straight past him. Either way it doesn't matter. The only reason I bothered with this short map is because I'll refer to it after the next diagram.





LEGEND  
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Symbol	Reference
S	Stairs
@	Door
.	Gang Member
\/	Show Direction of Walking Movement for the different gang members
(2)	Point of Interest 2
(3)	Point of Interest 3

---

You have two options to get past the five guards here.

Option 1:  
=====

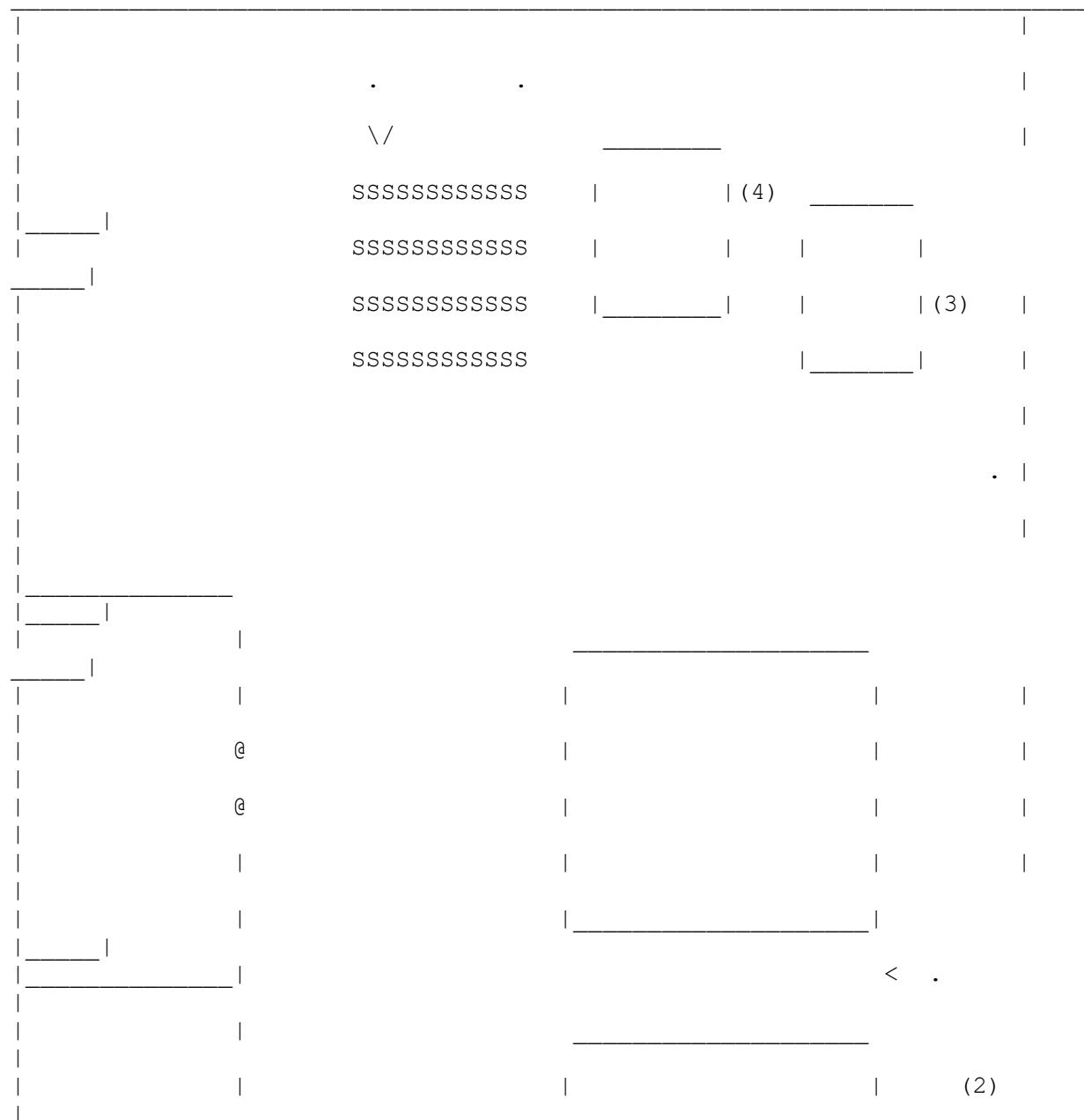
Look back at the previous diagram. You will see a (1) labelled on it. The option here is to stand at the doorframe and listen into the conversation between the three. You'll then see the three disperse around the area, and one come towards you.

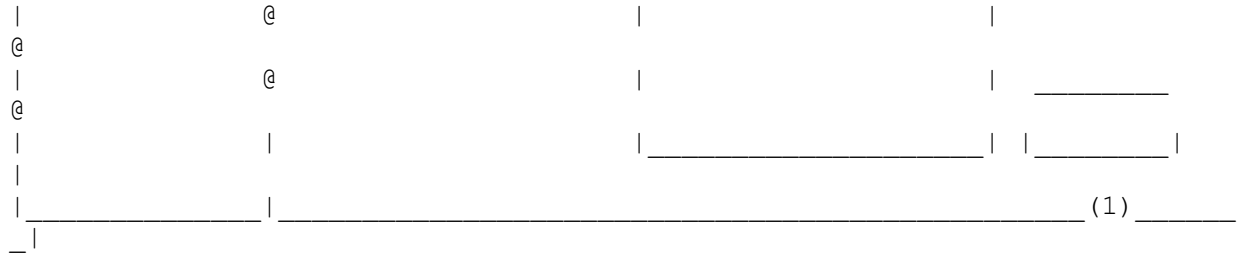
Stop leaning against the wall and move up to the general area labelled (1) on your map and wait there. Use the R2 button to Free-Look. When you see him go down the stairs, make your way down to (2) on the map.

Option 2:  
=====

Instead of doing anything, immediately run up the stairs and past the guard. Go through the door on your left and down the stairs and stand beside the crates on your right. Shuffle along to the end and you should be standing at (2).

Because Option 2 requires you to be quick, Option 1 might be the better option for people playing this mission for the first or second time. Either way, you are at (2) now. It is nothing more than a waiting game. You'll see the two guards talking and then one go up to the other end of the warehouse and one go through the door on the left hand side of the screen into the second area of the warehouse.





LEGEND  
=====

---

Symbol	Reference
@	Door
S	Stairs Leading to Basement
.	Gang Member
< \	Show Direction of Walking Movement for the different gang members
(1)	Point of Interest 1
(2)	Point of Interest 2
(3)	Point of Interest 3
(4)	Point of Interest 4

---

This can be an absolute nightmare if you don't know what you are doing. As soon as you go in, you'll see two guys with their backs to you, on your right, talking to each other. Go to the low crate on your left and crouch down behind it at (1).

They'll be saying something along the lines of "Harry is a psycho when it comes to Hammond". When you see them move away, one will go up and left, and the other will move up and take a stationary position (Guard closest to (3) on the map).

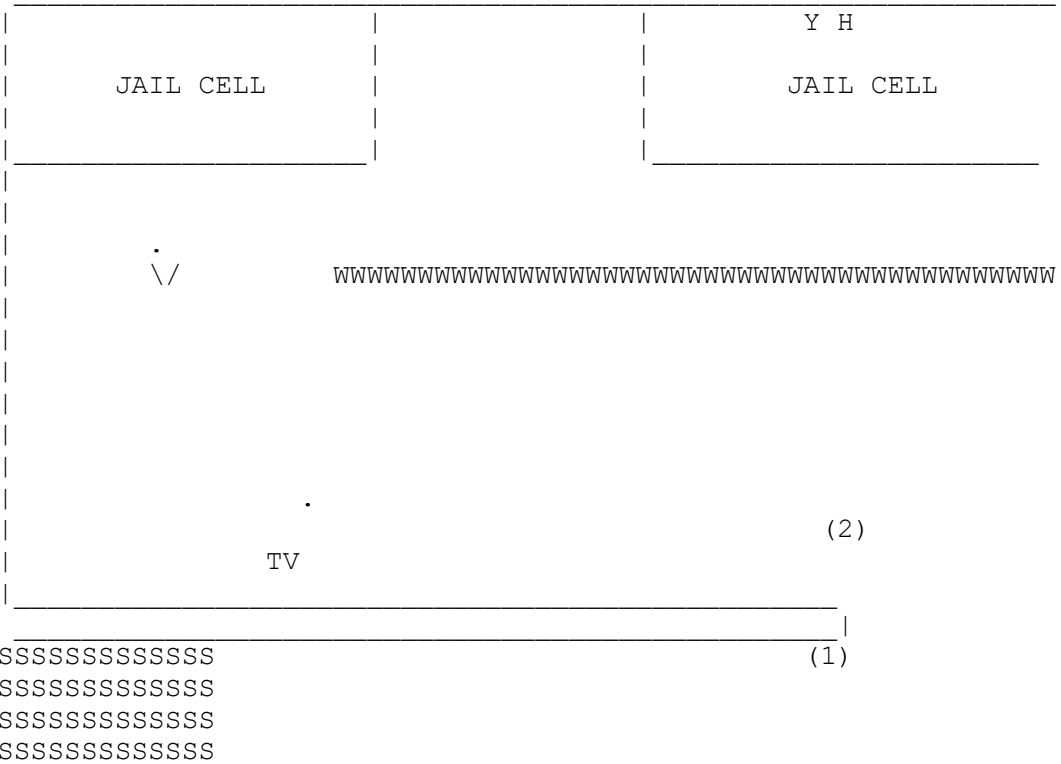
Stop crouching and walk forwards. Hug the crates on your right and get behind the guard. He has good hearing, so you won't be able to stand behind him



without alerting him. Once you have taken him hostage, move him quickly to  
 (3) on the map. This is behind a crate, and out of eyesight of the other  
 guards.

This is essential because if you get seen by any other guards you'll be  
 shot at  
 and fail the mission. Once you have him out of sight, handcuff him and  
 move to  
 (4) on the diagram. Shuffle along to the end so that you can see the two  
 guards  
 standing at the stairs.

One of the guards will go down the stairs, leaving the other guard alone  
 by  
 himself. Walk up to him and handcuff him. Proceed down the stairs and  
 into the  
 basement.



LEGEND  
 =====

---

Symbol	Reference

---

-----

W	Wall
TV	Television Set
S	Stairs
Y	Yasmin
H	Mark Hammond
.	Gang Member
\/	Show Direction of Walking Movement for the different gang
members	
(1)	Point of Interest 1
(2)	Point of Interest 2

-----  
-----

As soon as you come down the stairs, immediately lean against the wall and shuffle along to (1). You'll see two guards having a conversation at (2) on the map. When they have dispersed, immediately go around the corner and take the guard watching TV hostage. Bring him back around the corner you just came from and handcuff him.

Once he is handcuffed, lean against the wall so that you can see the guard (The one indicated as walking on the map). He has just come from the cells and is standing in front of the TV. Walk up to him and take him hostage. Handcuff him and then go around the corner, past the crumbling wall.

The screen will blacken and you will be given the option of saving. Do so.

The cutscene will show you hiding behind a crumbling wall whilst Harry, Charlie and Jake emerge from the cell containing Hammond and Yasmin. Charlie tells Jake to go up the depot and get the detonator for the bomb. He tells him that if he does it wrong, the timer won't start and it will simply explode.

As they are leaving, Charlie says that it is going to be exactly like the old days again.

You'll then move to outside the cell door. You'll hear Hammond tell Yasmin that he just wishes he could spend more time with Alex etc. You've seen this part of the mission before as Hammond, so nothing really is new. He'll slip a gun under the door, and Carter says he will provide cover up the hall.

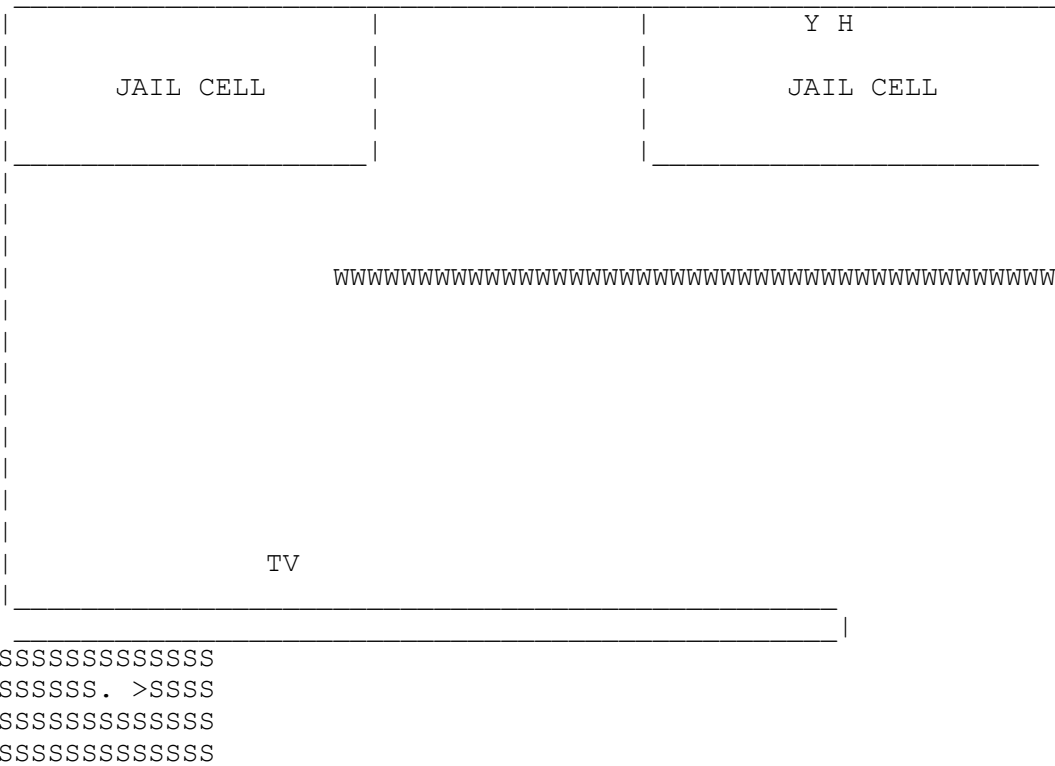
He blows the lock off the door, and the next mission begins.

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-----  
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XXII. Meet Mark Hammond

-----  
-----  
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Once you have seen the cutscene, you'll be control of Carter again.



LEGEND  
=====

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| Symbol | Reference  
|

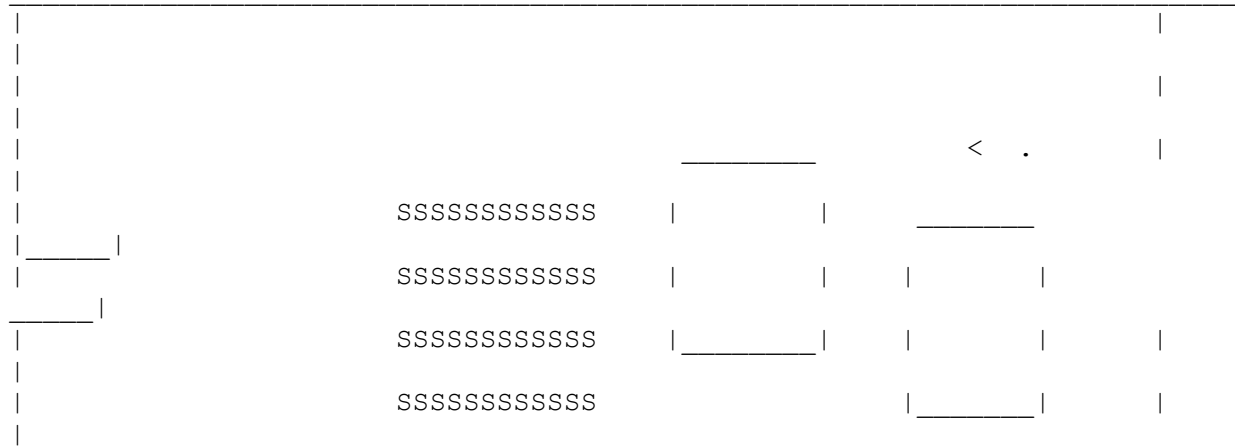
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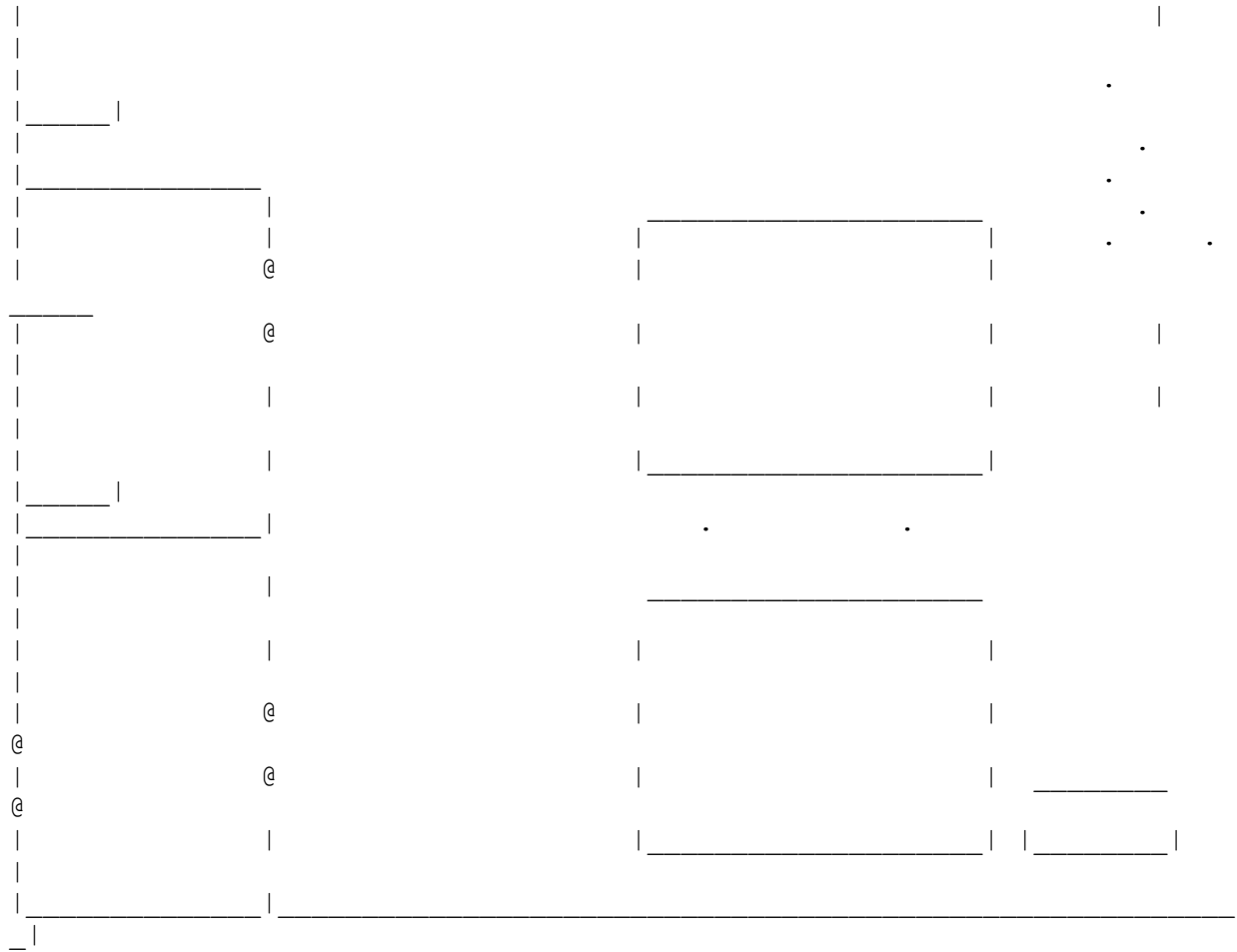
-----
| W      | Wall
|
| TV     | Television Set
|
| S      | Stairs
|
| Y      | Yasmin
|
| H      | Mark Hammond
|
| .      | Gang Member
|
| >     | Show Direction of Walking Movement for the different gang
members |
-----
-----

```

This can be a surprise the first time through if you don't know what to expect. The first time through, you'll make your way up the stairs and you'll see the guard coming down, you'll try to shoot, but you won't have your guns out and by the time you get them out, you've been shot to the ground.

Therefore, the advisable thing to do is to make sure you have your guns out at the start of the mission. Make your way round the corner and up the stairs and gun down the guard coming down the stairs. Proceed up the stairs. If you got shot at any time doing this part, take some time to lean against the wall in the basement before moving on.





LEGEND  
=====

---

Symbol	Reference
--------	-----------

- 
- |      |   |
|------|---|
| @    | Door  |
| S    | Stairs Leading to Basement  |
| .    | Gang Member   |
| < \/ | Show Direction of Walking Movement for the different gang members |
- 

This part of the mission can be insanely difficult. You should have Double Pistols by now, so you'll be able to kill enemies twice as fast. Once you have

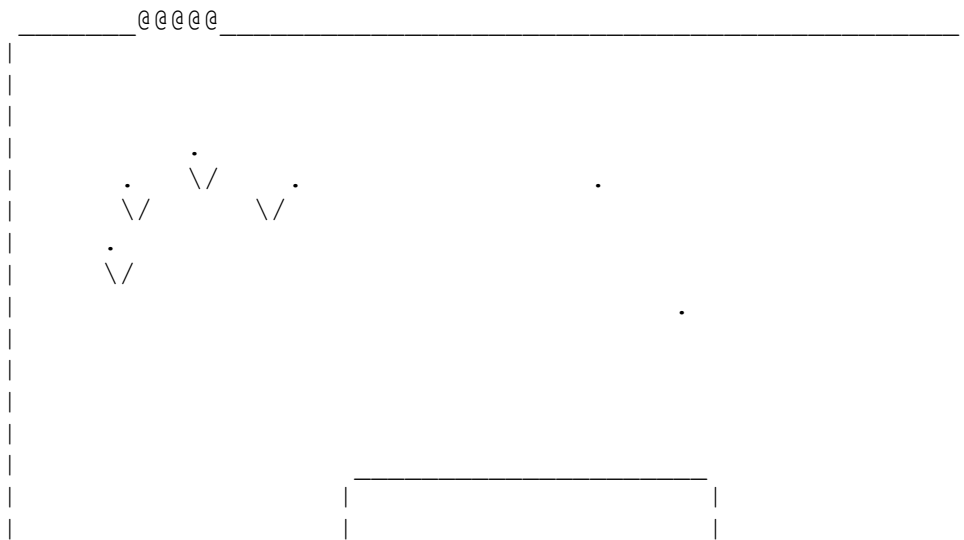
come up the stairs, IMMEDIATELY take aim at the collection of guards standing at the large open doorway that leads into the next area.

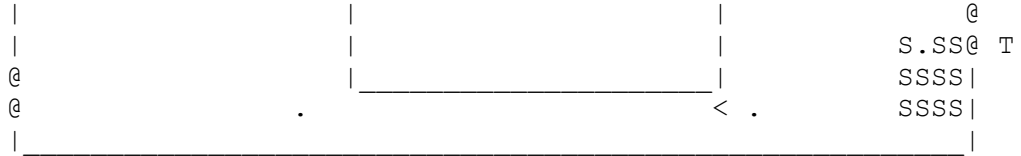
There are about seven of them, and two or three others scattered behind crates in other parts of the warehouse. Approach the seven or so guards, and fire off your Pistols from as close to possible. The closer you are, the quicker it will kill them. The only problem with this tactic is that it is easier for you to be shot at, but provided you switch targets immediately after you've killed someone, it shouldn't provide much of a problem.

=====  
=====  
-----Note:-----  
=====  
If you find yourself in dire need of a rest, head back down into the basement and lean against the wall until you have recovered.  
=====  
=====  
=====

Occasionally, you'll have two or three guards from further down in the warehouse come charging at you. Take them down in size by laying into them with a few rounds from whatever gun you are currently holding (This could be either a Shotgun, an AK or your basic double pistols, depending on who you killed).

Once you have cleared out that area, move on to the next.



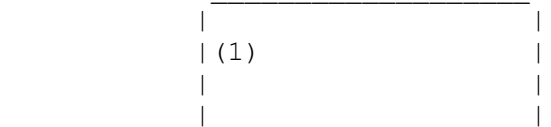


LEGEND
=====

Table with 2 columns: Symbol, Reference. Contains entries for Stairs, Door, Gang Member, Running Movement, and Target Area.

Once you have entered this area, you have two ways out. You can through the main entrance door on your left, or you can go out the back way straight ahead of you. I strongly recommend you go out the back way as there are fewer guards for you to have to kill.

On with the walkthrough. Once you have entered the area, immediately take out the guard in front of you. Keep moving towards the stairs. There is a guard on top of the stairs, so kill him and then go up them. Chances are you'll be getting shot at, so take some time to shoot down some of the guards you can still see. Once you can't hear any more shots, go through the door.



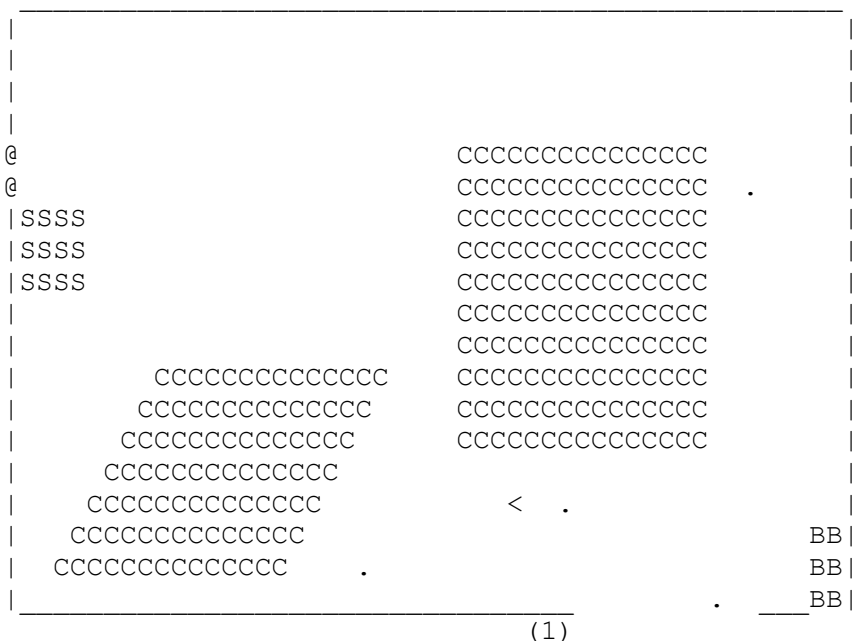
LEGEND
=====

Table with 2 columns: Symbol, Reference. Starts with an entry for '@'.



Once you have entered this area, I strongly advise you take some time to rest at (1). Position your character so that he faces the stairs. During your resting time, it is more than likely that the guard indicated on the diagram will come running up the stairs and try to shoot you. Murder him and then heal again until you are fully recovered.

Go forward, down the stairs and out of the door on your left and into the courtyard.



LEGEND  
=====

---

Symbol	Reference
--------	-----------



-----  
-----  
| C | Car  
|  
| S | Stairs  
|  
| B | Barrel  
|  
| @ | Door  
|  
| . | Gang Member  
|  
| < | Show Direction of Running Movement for the different gang  
members |  
| (1) | Point of Interest 1  
|  
-----  
-----

Once you come down the stairs, immediately hold in R and auto-aim at one of the gang members. Waste him and then move down the stairs and hide behind one of the cars. Crouch down and burst back up often to fire at them. Only go back down once you have taken one of them out.

Repeat this process until they are all dead. Occasionally, a gang member will wander aimlessly towards you around the car. Shoot him dead and then proceed with the above tactic. Once they are all dead, nick one of the two cars in the courtyard (I recommend the one that is easier to get out of the courtyard) and speed off.

The next part is a timed driving mission from the warehouse to the King's Cross Depot (This is the place in the mission: "Stalking McCormack") You should have nicked the small fast car from the courtyard, so the key is to ensure you do not crash it.

Go and a fast, yet acceptable speed. What I mean by that is go fast enough to be able to overtake the cars on the road, but not so fast that if you pull the analog stick to quickly you'll swerve and end up facing the wrong way. Move quickly through the traffic, serving between the lanes and the pavement.

Because you are a police officer, you don't need to worry about traffic laws.

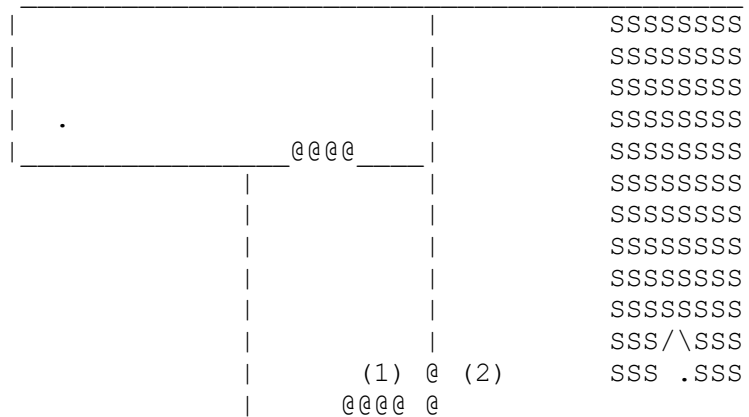
The pedestrians stand against the wall when you come flying up the pavement, so do that for the majority of the time.

Chances are you'll fail this the first time. You'll respawn outside the main entrance of the warehouse. From here, go right and run up to the main road. If you are lucky, you'll see a Police Car trying to turn off into the road you are on. If this happens, stand in the middle of the road and jack it.

If not, get your guns out and go around the corner. A gang car will pull with two members inside. Shoot them both, and pick up any weapons they drop. Get in their car, and make a left so you are going past the warehouse. Follow the bend and avoid the gang car that pulls in front of you.

Continue following the bend around and then make a left before you get into the small area surrounded by wall in front of you. Once you have gone left, make a right at the T-Junction and then follow the indicators. Once you are near the depot, the hazard lights will come. When this happens, you should see the fencing on your right. Drive the car down to the end and make a right into the courtyard.

Park the car and get out. Proceed towards the door.



LEGEND  
=====

---

Symbol	Reference

```

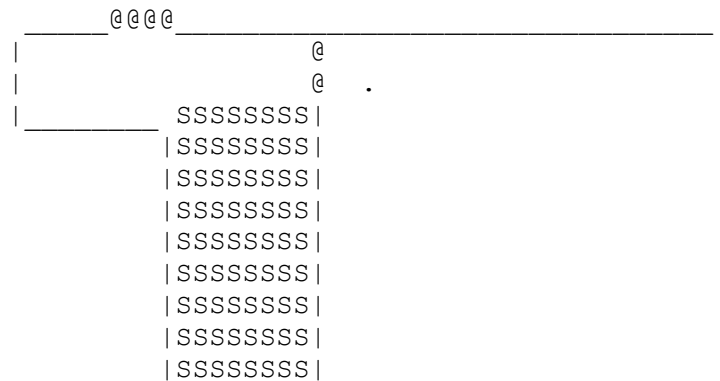
-----
| @      | Door
|
| .      | Gang Member
|
| S      | Stairs
|
| /\     | Show direction of walking movement for the different gang
members |
| (1)    | Point of Interest 1
|
| (2)    | Point of Interest 2
|
-----
-----

```

As you approach the door, you'll see the two guards having a discussion at (1) on the map. They'll eventually disperse and one guard will go through the door opposite the front door (Empty room as seen on the above diagram). The other will go through the door on the right and stop at (2) to talk to someone.

When he has finished talking, go through the door on your right and follow him up the stairs. You don't need to worry about the person he was talking to at (2), because they only see you if you go under the stairs (I can't even see where the guard is).

Anyway, follow him up the stairs and he'll go through the door on his right.



LEGEND  
=====

```

-----
| Symbol | Reference |
-----

```





```
| V      | Van
|
| /\     | Shows direction of walking movement for the different gang
members |
| (1)    | Point of Interest 1
|
| (2)    | Point of Interest 2
|
| (3)    | Point of Interest 3
|
```

-----  
-----

To be honest, I think I made the diagram way too big there. I couldn't get the scale right at all. This part of the mission is incredibly easy, but if you don't know where to go you'll be running around aimlessly around the crates. Those who have good memory, will remember the cutscene at the end of Hammond's 11th mission. It shows Carter, bending down behind a crate looking at the hardware that Jake is putting in the van. This is the location you need to get to (That is how I knew where to go). Onward with the short walkthrough for this part.

As you can see from the map, there are two guards standing at the bottom of the stairs. They will be having a conversation. Wait for one of them to leave, and then go down the stairs and arrest the guard standing by himself. Proceed around the wall and go and stand at (1) on the map.

You'll see the numerous guards and Jake loading up the van with hardware. Once you have got the general layout of where the guards are in your mind, stop leaning against the crates and run across to the crates at (2). This can be your downfall at times, because there is one guard here who seems to look around just as you are about to get behind cover.

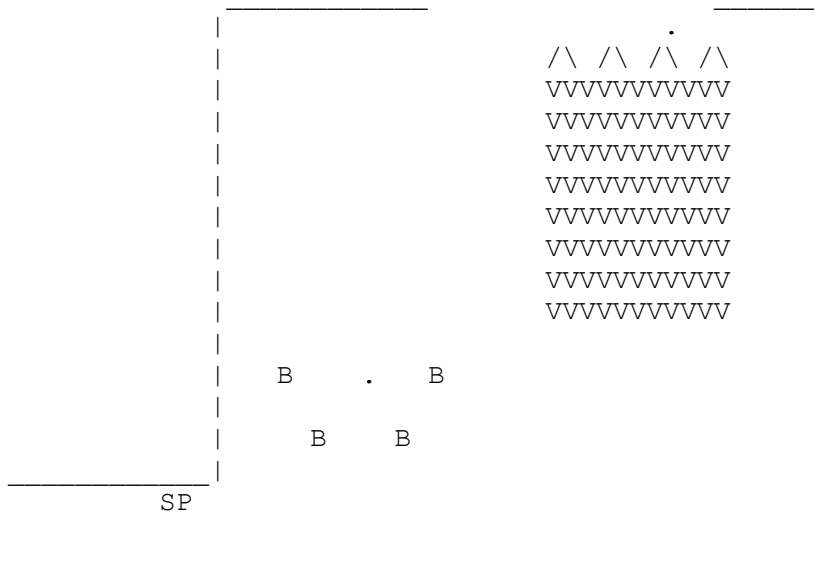
Once you are at two, make your way through the few short corners and then walk towards (3). The cutscene will trigger.

You'll see a VERY similar cutscene to the one at the end of Hammond's 11th mission. You'll see Carter crouch down behind the crates. Hammond will ring him and Carter will say "I'm at the depot, Jake's just about to leave". Hammond

will tell him to get the Flying Squad, but Carter points out that he is suspended.

Once the cutscene is over, you'll be on the next mission.

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-----  
XXIII. Showdown With Jake  
-----  
-----  
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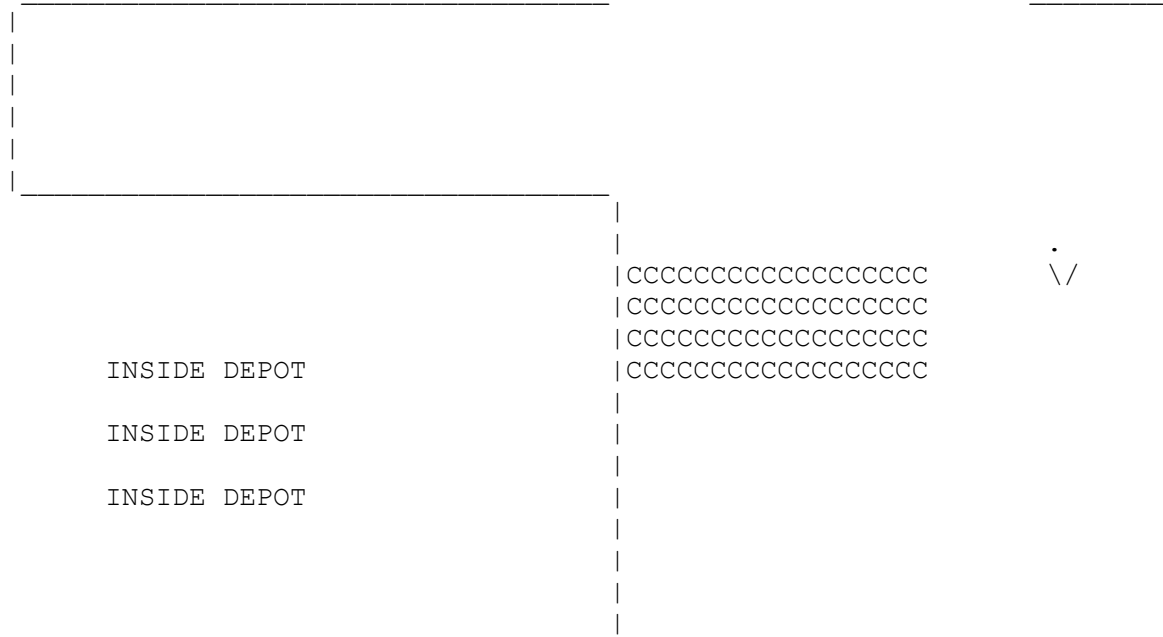
LEGEND  
=====

Symbol	Reference
B	Barrel
SP	Starting Point
.	Gang Members
/\ /\	Show direction of accleration for the different vehicles

You'll start at SP on the map. You'll be facing towards the back of the van.  
Once you try to shoot at it, it'll speed off. Don't bother shooting it (I tried to shoot the tyres out, with absolutely no luck whatsoever. So it isn't worth trying to do it when you don't need to). Instead, lean against the wall and

burst around.

Free Aim at one of the barrels beside the gang member and he'll blow up. The van will also accelerate away, and more than likely, it will knock down the guard standing at the entrance. Go out into the courtyard.



LEGEND  
=====

---

Symbol	Reference
C	Car
.	Gang Member
\/	Show direction of running movement for the different gang members

---

This part is fairly simple. The first time through, you might be so surprised by the guard coming round. Once you are outside in the air, you'll see the gang member come flying around the corner firing his AK at you. You'll only be holding pistols, but these are much better over longer distances than any heavier weapons.



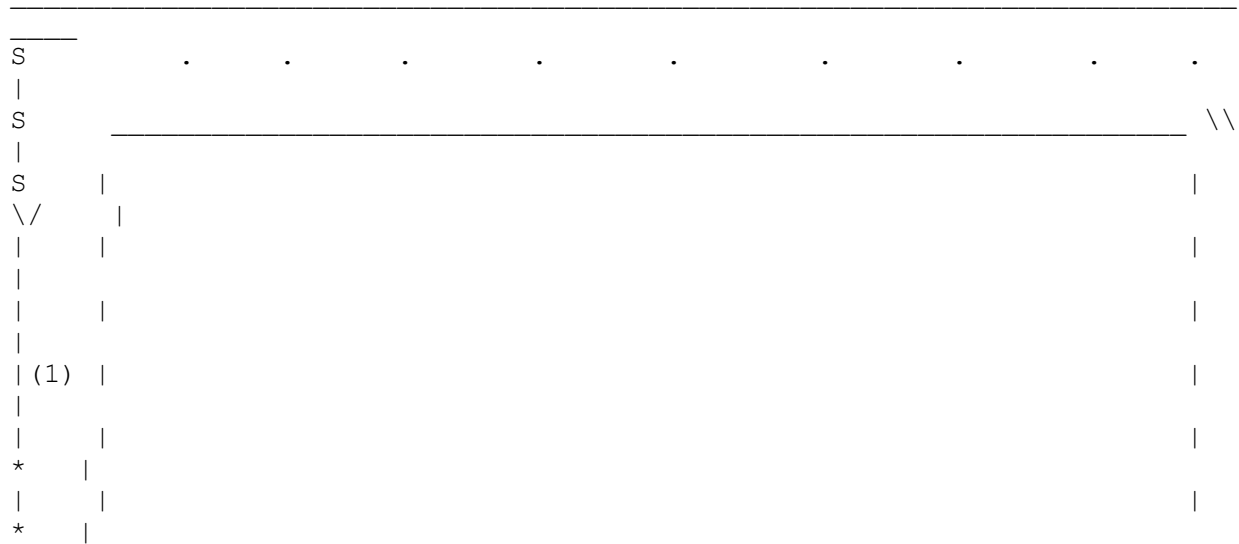
Shoot him down and then go towards his body. Lift the AK and then get in the car indicated on the map.

You'll need to drive to the Sol Vita. Start by following the indicators. Get down onto the road that runs parallel to the River Thames and then drive east. From here, take a right onto Tower Bridge (when you can) and then follow the indicators.

You'll know you've reached the destination because there will be a large gate open with a storage yard visible. Go through it and then drive your way to the front of the ship.

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=====
=====
-----Note:-----
=====
You can follow the indicators to the ship, but it causes alot more hassle than the method I mention above. You are on a Time Limit, so you'll need to be pretty quick to get to the ship. Avoid crashing by braking and then accelerating again.
=====
=====
=====
```

Once you are beside the ship. Approach the ramp and go up it.





```

RRRRR
RRRRR
RRRRR
RRRRR
RRRRR

```

LEGEND  
=====

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Symbol	Reference
R	Ramp
.	Gang Member
\/	Show Direction of Running Movement for the different gang members
*****	Suggested Route you should take
(1)	Point of Interest 1

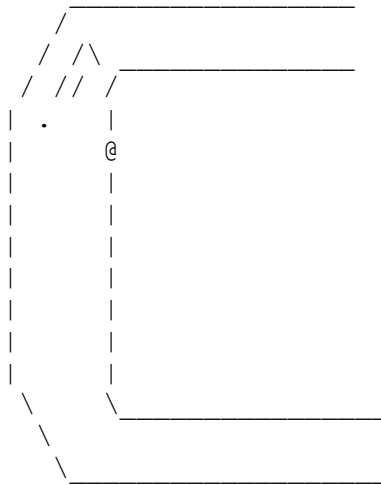
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Go up the ramp halfway and shoot the guard standing with his back to you. As the diagram above shows you, go to the right and stop half way up. The guards will have heard the shots and will be rallying around this side. When the first one comes around, shoot him and then don't move.

As each guard comes around, shoot him to death. When you have only two or so left, lean against the wall to recover some health and then go around the

corner. Shoot the remaining two and make your way forward. Make a left and shoot the guard further down and then lean against the wall to regain health.

Go forwards to the side of the boat where all the guards are and you'll notice a guard standing beside the forklift. Shoot him, make a left and go up the stairs straight in front of you.



LEGEND  
=====

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Symbol	Reference
--------	-----------

---

@	Door
.	Gang Member
/\	Show Direction of running movement for the different gang members

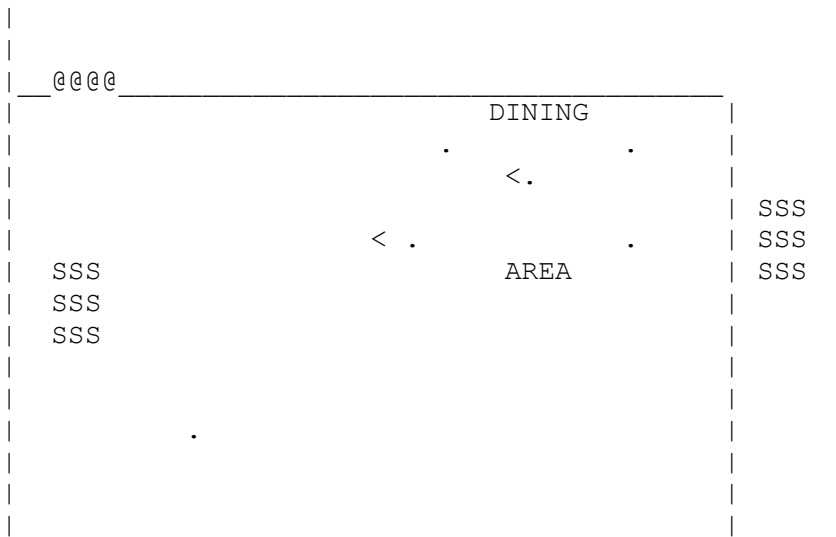
---

Once you are up the stairs, a guard will come running around towards you. You might have problems killing him off because he'll go back around the corner again and start shooting when you go around the corner. If this happens, hold R1 and lay waste to him.

Go into the door on your left.







LEGEND  
 =====

---

Symbol	Reference
--------	-----------

---

S	Stairs
@	Door
.	Gang Members
<	Show direction of Running Movement for the different gang members

---

This area is much easier than you would expect. Once you come up the stairs, swing around and immediately shoot down the guard behind you (He wasn't always there. I replayed this mission a few times. Sometimes he was there, and sometimes he wasn't).

Turn to your left so that you are facing the dining area and lay waste with a barrage of bullets at the gang members standing there. You should be able to murder most of them without having to rest. The last couple will provide problems as you don't want to go any further away because you won't be able to shoot them, but if you stay where you are you'll keep getting shot at and die.

The only solution that I found was to hold R and move towards them whilst

firing. You should be able to take them both down and then move outside via the door indicated on the map. Once you are outside, find the stairs and make your way up to the next level.



LEGEND

=====

Symbol	Reference
S	Stairs
.	Gang Members
J	Jake
\/ <	Show direction of Running Movement for the different gang members

Once you have come up the stairs, go right and continue going right until you see Jake. You'll need to KEEP shooting at him and never stop. Only stop shooting at him when one of the two guards that are indicated on the map run towards you. Take some time to murder them before returning to Jake.

When he is nearly dead, he'll venture towards you. You'll be injured badly as well here, so when you see this happen, immediately stop shooting at him and when he gets close enough, smack him a couple of times across the head with the butt of your weapon.

When Jake is dead, the screen will blacken and you'll be able to save the game. Do so. You'll now watch the cutscene.

You'll see the end of the cutscene you seen as Mark whilst you are down in the hull. Collins will have just told Mark that he, Alex and Yasmin and go. When Hammond asks about Carter, Collins says that he never goes all out for the filth.

When they have left, there will be an argument with Carter accusing everyone of different things. Charlie will get loose and start shouting that he runs London and no-one else. He'll pull the bomb trigger out of his pocket and trigger the bomb. He'll start singing 'Land of Hope and Glory' at the top of his voice, providing for the funniest gaming moment of the year.

Once he has triggered it, all the gangs will flee out of the doors, as will Carter. Thus, we enter the final mission.

++++  
++++  
When you are battling Jake on the ship, run towards him when he is on the higher level rather than keeping your distance. He doesn't get on the crane and you can kill him there without having to make your way back down to bottom level of the ship. Ensure you have a Shotgun, as it will kill him faster.

Source: Forver\_Driving

++++  
++++

```

+++++
+++++
You can sneak your way onboard the boat, kill the first guy and take his
gun,
stealth up against the first cargo container and go right to the far left
and
then wait. When you hear the crane drop off the barrels run down the side
of
the ship towards the bridge and nobody spots you until you meet 3 guys
just
around the corner. If you kill those 3 guys and shoot Jake quickly, the
group
of bad guys talking at the start of the level don't have time to catch up
with
you. Although you can wait for 2 minutes at the start of the level, by
then the
forklift has placed all those barrels next to the talking badguys, you
can
take all of them out by shooting just one of the barrels.

```

Source: Forever\_Driving

```

+++++
+++++

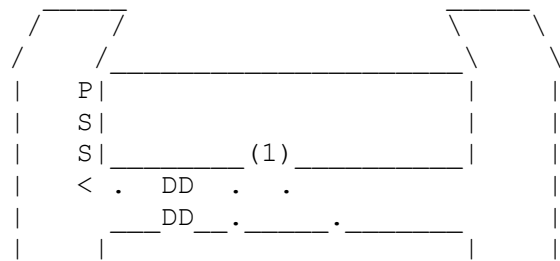
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-----
XXIV. Land of Hope and Glory
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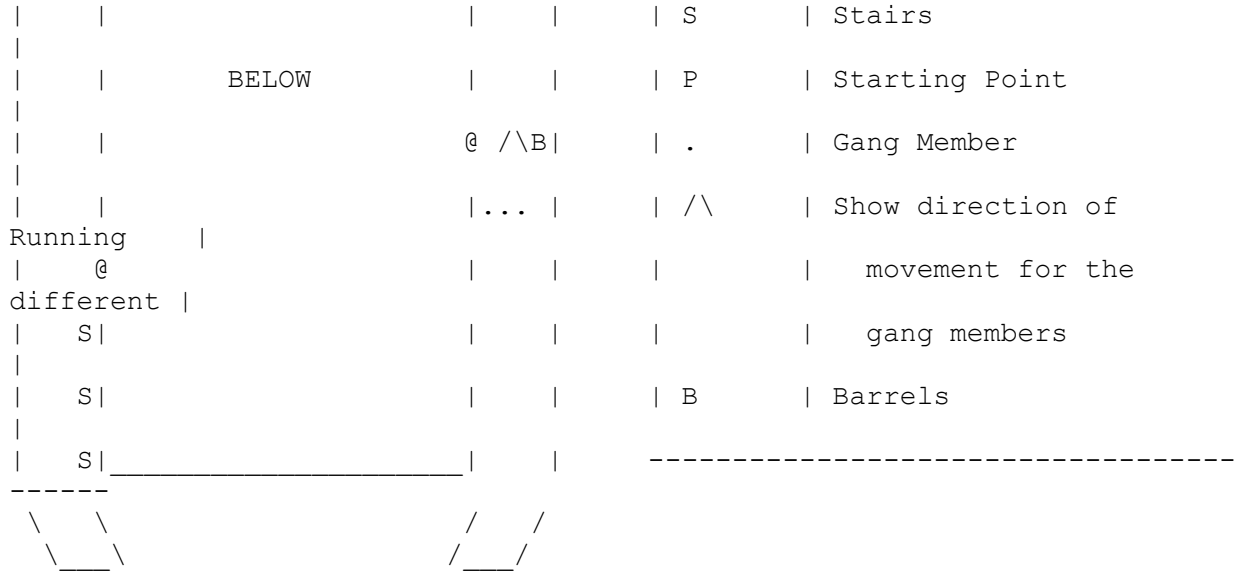
You have three minutes to escape the ship.



LEGEND  
=====

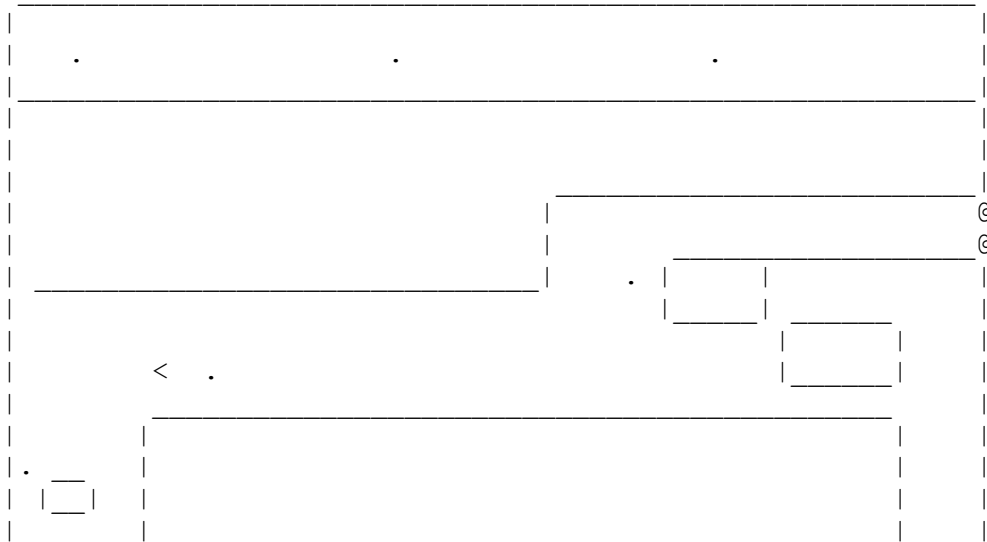
	Symbol	Reference
	REFER TO	-----
	@	Door
	DIAGRAM	D Debris





You start at the top of the stairs. Go down the stairs and you'll see two guards come running past you. They won't do anything to you, they'll just run past. Once you are able 2/3 of the way down the stairs, two gang members will emerge from your left.

They'll be shooting at each other and you, so take them both out with a few well placed shots in their direction. When they are dead, look to your left and you will see two gang members on top of balconies. The thing will collapse and they will both die. Look back in the direction you were initially going and go up the stairs in front of you and into the door on your left.

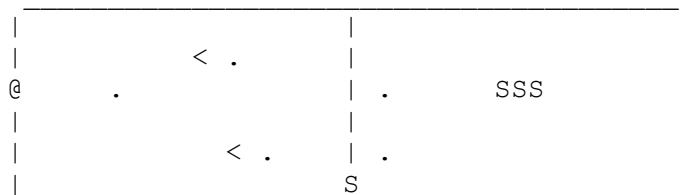




Proceed forward through the doorway and make a left. Shoot all the guards as they come towards you can then make the final left. There are four guards here.

Shoot them all. Sometimes they will be shooting at each other when you go around, others they'll simply be standing as though they are waiting for you.

Either way, lay into them and when they are all dead, take some time to recover health. When you have recovered your health, make a right into the next area.



#### LEGEND

=====

---

Symbol	Reference
--------	-----------

|

-----  
| @ | Door

|

| S | Stairs

|

| . | Gang Members

|

| < | Show direction of Running Movement for the different gang members |

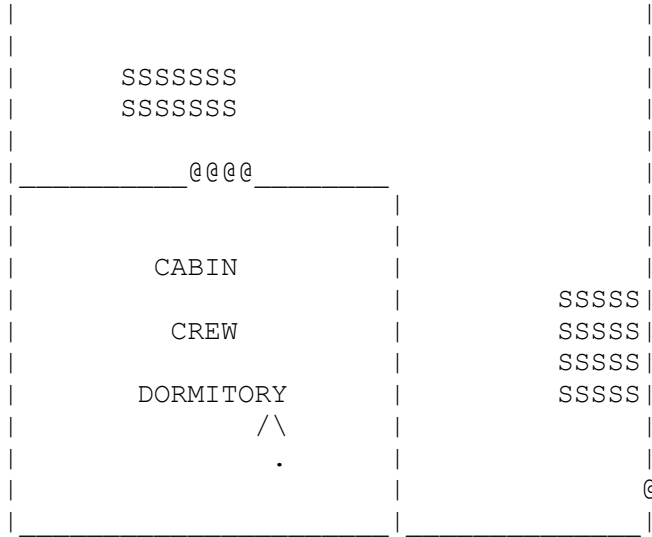
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When you enter this area, everyone will be on you. It is essential that you take out the guards on the ground floor first. Once they are dead, shoot the guards on the top floor. If, between shooting the ones on the bottom floor and then on the walkway, you need to recover health, lean behind one of the boilers out of the gang members sight before firing at them again.

Once they are dead, go up the stairs and then go up the stairs.

---



LEGEND

=====

---

Symbol	Reference
@	Door
S	Stairs
.	Gang Members
>	Show direction of Running Movement for the different gang members

---