



Wiki Guide PDF

# Saints Row: The Third

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# Act 1 Missions

Time to start the campaign, and see how the 3rd Street Saints find themselves in Steelport, and more importantly, how they take it over.

Act 1 is a linear act comprised of 12 missions, plus we added the first mission from Act 2 here just for the sake of organization. Act 1 will get you used to the controls and, for Saints Row and Saints Row 2 veterans, the changes in the gameplay. It's pretty easy at first, but stay on your guard: the sooner you learn to fight effectively, the better.

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# When Good Heists Go Bad

## Getting To the Vault

A robbery gone wrong puts you -- who doesn't have a face, voice, or clothing of his or her own yet -- in the middle of a firefight between the tellers and bank security. Luckily, you've got Shaundi, Johnny Gat, and unlimited ammunition backing you up. (Well, you also have an actor named Josh at your side, but he's intentionally useless.) Pretty much no one shoots at you, and those that do often miss. Use this to get used to the controls.



Remember that unlike GTA, there is no cover system here. You'll likely just want to hold down your aim button, then strafe with the left stick. Your character will recover his health on his own just by not being shot, so on the off-chance you're taking bullets, just sidestep around a corner and wait for your health to regenerate. Otherwise, simply follow the linear path, and blast anyone who stands in your way.

Once you get to the vault, you find that you can't simply walk in. Nothing ever goes according to plan with the Saints, does it? No problem: you're just going to blow it open from the ceiling. What could possibly go wrong?

## Making a Big Boom

After breaking away from the vault, you'll hear gunfire as more security will shoot at you from the lobby. Shaundi covers you, so you don't need to attack them, but there's no reason not to. Once they're all dead, proceed up the stairs.

Up there, you'll see a girl with a flashing icon of a button. Approach her and press the indicated button to sign an autograph... assuming you don't want to just shoot her, which is always an option.

Head to the indicated waypoint, then press the interact button to set the explosives and blow the vault.

## SWAT-Killing 101

Josh leaves the group, and dozens of cops swarm in. Your character breaks the fourth wall long enough to tell you that you're going to have to deal with two waves before your ride gets here. Shoot everyone like you did getting up here in the first place; they don't pose much of a threat.

The cops will fling flashbangs at you, and if your camera is pointing at them (indicated by a black-and-

white grenade icon), you'll suffer the momentary effects, even if there's some sort of cover between you and the bang. However, it doesn't last long, and if you're crouching behind one of the fallen cubicle walls, it won't even jerk the camera.



The SWAT guys are a bit more aggressive than the plain clothes security, and they're armored. Try for headshots here: the cops don't move around that much, so you should have enough time to line up a headshot. Meanwhile, Shaundi and Johnny will easily take care of the majority and draw fire, so as long as you keep moving, you'll be all right.

Your character's prediction was partly wrong though: there is a third wave, and it's an attack chopper. Make sure your machine gun is equipped, then crouch behind a desk or some other cover between yourself and the chopper. Then, unload your rounds, aiming for the cockpit if you can. It should go down after about 100 rounds total, whether they're all from you, or if Johnny and Shaundi help out.

## Vault Riding

While Johnny and Shaundi watch your back, you become essentially tethered to your ride home while SWAT guys continue to pour in around you. Aim for headshots, and get ready after the first wave, because the attack chopper comes around for another pass. Prioritize the chopper: the cops can't hurt you too much, but the chopper is a threat. Unload on it, then finish off the stragglers to continue.



Surprise, more choppers appear! Your character will go through a few set pieces, and you'll notice your health bar, radar, and everything else get removed. You're basically invincible here, as long as you keep up the attack. Remember to prioritize the choppers, but shoot the cops if the opportunity presents itself. Leave nothing alive.

Eventually, you'll get an alert beep along with the top and bottom of the screen pulsing red. This indicates that your health is critical, but in this case, it's part of the set piece. Keep firing, and eventually you'll resolve the mission.

# I'm Free - Free Falling

## Character Creation

You'll get to choose and customize your character prior to the next mission starting. You can change his or her appearance (and gender!) once you get into the main game and can access the plastic surgery shop. For now though, choose options you're sure you like... you'll be stuck with him or her a while.

Also, once you're done, you can create a THQ profile from within the game and upload the character to its servers to grab an achievement or trophy. You can also download other characters and play with *them* instead. The best customization will come later, once you're able to purchase and color clothes as well, but for now, a basic face, personality, hair cut, and body type will suffice.

## Escaping the Plane

Stripped of weapons, you and Shaundi have to punch your way to safety several miles in the air. Simply pull the indicated buttons, and practice combos here while you have a chance. The enemies tend to go after Shaundi at worst, or come at you and just stand there as punching bags at best.



In the cargo area, you'll be jumped by guys with guns. Kill the first one, and you'll automatically loot and equip his gun. Run down the stairs, but don't fire on anyone quite yet. Grab the first guy you come to by pressing Y (360) or Triangle (PS3) to use him as a human shield. He'll die after enough shots against him, but he'll be useful as a buffer. The enemies here are unarmored and can be shot easily enough, but aim for the head anyway: it's good practice, and the pistol fires slowly enough to be annoying when you need to fire multiple times.

## Dropping Like a Stone

Shaundi has no parachute, so she's dead if you can't catch her. Line up your crosshair on her with the left stick, and when you get close enough to her, the game takes over for a moment with an animation. After that, you'll have some quick-time events, followed by a midair shootout. Despite gravity working against you, you have room to maneuver, apparently because you're the king of physics as well.

Enemies will start to come at different paces then, but a pop-up box will helpfully tell you how to maneuver. You have mostly 360-degree control facing a given direction, but if you need to hit things "behind" you (relatively speaking), just tap A (360) or X (PS3) to switch. You'll have to do several switches as the enemies start dropping faster. Make use of the aiming button, because the targets will



be pretty small.

You'll then have maneuver through some debris as ground below looms larger. Use the left stick to push yourself through the air, but keep your reticule on the blue waypoint as best you can.



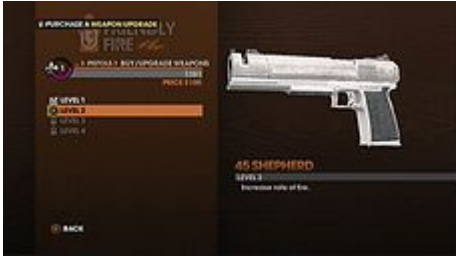
After that, you'll have a one-shot scene where you'll have to shoot the windshield of a plane as it approaches you. Miss, and you'll just be a blood spatter on the fuselage. A cut scene plays, and then you're flying again.

You'll have another wave of enemies, this time hitting you from above and below simultaneously. Choose one group and eliminate them all, then flip over and eliminate the rest. The ones firing from above seem to have better accuracy, but if you kill them quickly enough, they won't cause enough damage to really hurt you.

After that, you'll have to beat another quick-time event, then fly to Shaundi again. Grab her, and the mission is clear.

# We're Going To Need Guns

## Getting Strapped



Head to the indicated waypoint on the mini-map to find and steal a car. Follow the tutorial messages given by Shaundi to learn how to deal with the map, make waypoints, and so on. The best part is, when you're actually driving with a waypoint set, floating arrow icons will appear to steer you down the correct streets (maybe your character still has some of that Loa Dust in his system from last time?). You can safely drive through these icons if you want to take a different route than the suggested one, and the icons will update as you go. Once you get to the indicated Friendly Fire, Shaundi will give you some petty cash. It's not enough for a new weapon, but you can purchase a cheap weapon upgrade. Do so, then follow the GPS to the next location.

## Arming Up at the Armory

The National Guard isn't happy about you breaking into a military-run facility, and they instantly start firing on you when you arrive. Luckily, they're not overly strong, especially compared to you newly upgraded weapon! Like the SWAT guys from the first mission, the MPs here are armored, so try to use headshots to take them down. Because they're spread out and not overly aggressive, consider grabbing one as a shield before mopping up the rest.



Inside the warehouse itself will be a waypoint. Reach it, and you'll summon a bunch of the National Guard to try to flush you out. Crouch behind some cover, like the nearby toolbox, and fire out at them. You've probably collected some automatic weapons from taking out the guards so far, so put them to good use. Allow the first wave of enemies to come into the warehouse itself, because they'll have some guys with riot shields trailing them. If you kill the shield guys -- you can aim for any exposed body part, including the feet -- you can then pick up their dropped shield and use it yourself.

The number of enemies is limitless, but after you kill a couple dozen (whether they actually make it inside or not), Pierce will show up with some backup.

## Flying a UAV Drone

With the odds stacked against you, your character goes hi-tech. You'll get an overhead satellite view of the area, including Pierce's helicopters. Other National Guard armored cars will head to your location, and will be marked with a small red arrow. Aim the UVA at them with the right stick, then hit the indicated button to launch a missile and wipe it out. Try to avoid hitting your own choppers, as they'll help you wipe out any guys who actually manage to make it to you.



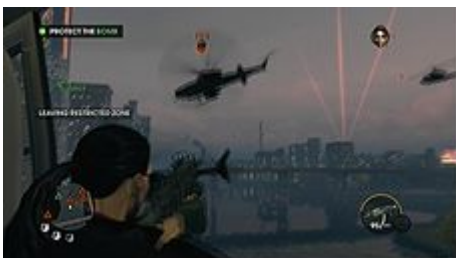
There are two missiles here: "dumb fire" missiles and guided ones. The dumb missiles fire straight but travel faster, whereas you get to manually control (with the right stick) any guided ones. You probably won't need to use too many guided missiles, only if Pierce's choppers get in the way.

Tanks will start to appear on the second wave, indicated with red circles above their red arrows. The circles show the tank's health, and it will take several shots to bring them down. Unless you have no other choice, use dumb missiles here: you need the higher rate of fire to take them down quickly enough.

Once all the tanks are destroyed, Pierce will be ready to take you and Shaundi out of there. Sprint to the landed chopper (ignore the armored cars that are still arriving), and you'll take off.

## Another Air Combat Mission

The National Guard has choppers too, so you'll have to take them out while Pierce flies you to your new home base. Once again, you'll want to aim for the cockpits of the choppers if you can, because it's a lot faster killing the pilot (which automatically destroys the chopper) than it is getting through the tough metal armor.



The flight will take you around and through the city, but this is no time for sight-seeing. If you have no sightline to your target, reload. You have infinite ammo, but not an infinite clip, and it's best to keep as much at your fingertips as possible. Shaundi will help you out if things get dicey, but if you keep aiming for pilots if possible, you should be all right.

It won't be long before Pierce finds a rooftop to land on, and then you'll clear the mission.

## Exploring the Crib and City

With a crib now in your possession, you can change clothes and weapons. Or, better put, you can now buy some stuff since you have a place to store it! You've made \$4000 off this mission, so you may as well grab some new threads unless you're really feeling the default clothes.

At this point, you are basically free to do whatever you want. Go ahead and give Pierce a call to start the next mission (called Steelport Here I Am), because he'll take you on a tour of some the game's features.

# Steelport Here I Am

## Cruising

After calling Pierce, follow your GPS to pick him up at the park. It doesn't matter what vehicle you're driving at first, so pick a fun one!

After you approach the park, you'll be forced to get into Pierce's car. He points you in the direction of the nearest Rim Jobs mechanic store. You can also customize vehicles to insane levels of details at mechanic shops, and any customization will be saved with the vehicle. Once a vehicle is saved, it will be added *permanently* to your garage. You can get it out whenever you wish and, if it explodes, you can pay a mechanic to get it back good as new.

Your second stop is at Planet Saints, a clothing store (though you might want to take it slowly, considering the hilarity that ensues when Pierce touches the radio). Clothing stores are to you as mechanics are to cars: buy some threads, mix and match to your heart's content, and you can save outfits for quick referencing later.



After buying some clothes, you'll be jumped by a Brute, some guy who has eaten way too much beef. Though he moves fast, he's a melee-only attacker, so if you strafe and unload your best weapon into him, he'll go down. Remember that if you get low on health, just get around a corner of some sort (he can't jump over couches like you can), and wait until your health regenerates. It'll take dozens of rounds, but Pierce is helping you out. Once his health empties, he'll kneel, and an icon will be over his head. Run up to him, hit the indicated button, and you'll execute him.

Now you need to shoot your way out of the store because there will be a bunch of gang members near your car, but they're just normal ones. Either sprint to your car, jump in, and drive away; or start killing all the rival gang members so they don't follow you immediately. At some point, you will have to make a break for it, because the gang will come at you infinitely if you just try to stay holed up at the store.



With both a rival gang and the cops on you, the shopping trip is cut early. Drive straight back to the safehouse. Pierce will shoot at any pursuers, though you may have to help him out. If your car is beat up, you might have to change cars at some point during the drive.

That's especially dangerous when you're being shot at of course, so be sure to eliminate as many enemies before bailing from your car.

Once you get there, jump out and ignore any enemies. Run into the building, head up the stairs, and enter the crib proper. The instant you're inside, all notoriety is wiped clean. There are no Forgive and Forget stores anymore; this is the only way to get a clean slate, though it's always free.

Once your notoriety is clear, you're done with the mission.

# Party Time

## Dropping In

We're going by air again, this time to a penthouse that will hopefully serve as the Saints' new headquarters. Right now, it's overrun by some Morningstar (the gang in red that has that crazy Brute on their side), but we're going to take care of that.

Meet Pierce beside the airport, then you'll automatically be taken to the penthouse. You'll have to jump from the chopper to the roof, so follow the prompts to parachute safely. Once you pop the chute, you can control the direction of your decent, but know that you can't go backwards. It's entirely possible to overshoot the building and drift to the street, which won't do you any good. Try to land for the helicopter pad because it's a wide target, and the enemies won't immediately shoot at you.



Draw a gun and head up the stairs, then grab the nearest guy as a human shield. After he gives up the elevator code, you'll hold him in the normal shield position. Everyone wearing red will begin to fire on you as everyone else scatters, so take out the attackers. Stay near the stairs so you can run back down them if you need to recover; unlike real-life, it's not anymore difficult shooting upwards than shooting downwards. All the attackers will grab human shields too, but since this isn't Mass Effect and there is no morality meter, don't hesitate to blow them both away.

## Frag and Clear

Once the pool is clear, follow the waypoints to your first grenade stash. Grab it, then chuck one at the base of the stack of barrels. The explosion will clear them, and you'll be able to continue through the halls.

You'll soon find the elevator. Trip it, and then turn around. Some enemies will start to pour in from where you just were. If you have a shotgun, switch to it, then start unloading once they get into view. They trickle in only a couple at a time, so you should have any problem guarding the elevator.



Once your gang catches up, you'll get Shaundi as a personal follower. The rest will hang near you, but not necessarily with you, as you start moving. Go back the

way you came, up into the main building, then climb the stairs to get to living room. Clear out the area, but be aware that a few of the Morningstar may take a Saint as a human shield. Again, there is no penalty for blowing them both away, but if you shoot a Saint here, that's one less gun on your side to help you. You may want to use careful aim, maybe even with a pistol, to shoot at an exposed body part and keep the shield safe.

A few enemies are dropped off at the pool, but you'll have more coming up the main elevator. Ignore the elevator ones if you can, because they'll keep respawning. For now, eliminate the half-dozen or so at the pool while Shaundi and the rest guard your back. Then, once the outside is clear, finish off the ones coming up.

## Fly-By



After clearing the penthouse, run back to the helicopter pad by the pool. Jack the chopper there, then fly and chase the chopper that's escaping. Follow your onscreen controls to fly: It's pretty easy, even in Advanced Mode, and you should be able to keep some speed. Just remember to tilt forward just enough to get going, and subtly press forward on the stick. If you press full forward, you might gain too much speed while pointing your nose almost straight to the ground!

The enemy chopper will try a couple fancy moves like flying under bridges or between buildings. Unless you have to, just ignore this; you're supposed to be chasing him, not copying his aerial acrobatics. Just as long as you have him in your sight, take the path of least resistance toward him.

After you follow him through an industrial district, a few guys with bazookas will be shooting at you from the ground. They can't hit you if you keep moving, so fly forward and don't stop for anything.

## Harboring a Grudge

Eventually, he'll land at a dock, and a three-minute timer will kick in. Grab an automatic weapon if you have it, or your pistol if you don't; you don't want the slow reloading times of your shotgun here. The enemy lieutenant will run into a building, and about a dozen baddies will be between the two of you. The path is linear, so just shoot your way toward the waypoint.



Once you see the lieutenant, don't unload on him. After his nearest guards are dead, and after the lieutenant stops shooting at you, just approach him and tap the Grab button. You'll get the code clean.



Snap his neck by clicking the right stick, and your character will automatically call Shaundi. Kill the stragglers if you wish, but after a few seconds, the mission will automatically end.

# Guardian Angel (Pierce)

## Defending Pierce



This mission gets underway pretty quickly, with you flying above Pierce while wielding a rocket launcher. Keep your eyes peeled for any car marked with a red circle and blow it to hell; one shot should do it. Be sure to lead your shots because the rocket won't get there instantly. If you haven't played Saints Row or Saints Row 2 before, it may take you a few tries to nail the timing; if you *have* played one of the other games, know that the timing hasn't changed at *all*, and you'll feel right at home.

The green circle above Pierce's car indicates his health, and he will take damage from your rockets, so watch your fire. If he gets a little too close to the enemy, wait until he passes before firing. Yes, he'll take a little damage from the enemy's bullets, but it's better than him eating one of your rockets.

After a while, Pierce will start worrying about road blocks. It's just two vehicles and some dudes across the lanes. If you fire a rocket right between the vehicles, you'll usually take *everyone* out with the resulting explosions, and Pierce stays far enough away to stay safe.

## Boom! Headshot!



After two roadblocks, you'll divert paths to a rooftop, where you'll jump down with a zip line. You'll be using a sniper rifle here, though it must be an anti-material one because it greatly damages cars. You have two options here: aim for the guys who arrive, or aim for the cars themselves. Usually a car will go down in a couple hits, and the explosion should kill everyone (and set the survivors on fire). Alternately, you can go for headshots, assuming you're zoomed in. Follow the on-screen button indicators for zoom controls.

Eventually, Pierce will jump out of the car and start running away. His health regenerates, and he'll finally start helping you take the enemies down. However, he's still relying on your sniping skills here: leaving him to his own devices will only get him killed.

Follow Pierce with your crosshairs because he'll get jumped a couple more times. Eventually, he'll run into a building, and some members of the Syndicate will arrive. They'll follow him in, and they'll be too

numerous for you to snipe them all. Once they round the corner, you'll complete the mission.

## **Aftermath**

This was your first taste of a Saints Row Activity. These are mini-games that you can do at any time you're not in a story mission for some extra cash and respect. They're marked with blue diamonds on the map, and you can use your GPS to find them any time.

# Trafficking (Mission)

## Dealing... With Style!

Follow the waypoint to the start of this mission, which is your second introduction to an activity. Here, you'll ride as the passenger as Pierce drives around and does some business. Your job is to cover his back and shoot anyone who tries to stop you.

The cops are instantly on you here, as well as the Syndicate. Aim for the drivers: take them out, and it stops the pursuit, though of course more will spawn in eventually. Once Pierce stops, you can either hop out the car as well, or stay in to use the car as armor. Unlike previous Saints Row games, if the car is destroyed, you don't necessarily lose. You can always boost another car as long as Pierce is alive, and he'll automatically get in behind the wheel.



Now, as the passenger of the car, the controls are identical to *walking*, not driving. That means you can pull LT (360) or press L2 (PS3) to aim, and you reload with X or Square. Keep that in mind as you're riding around town.

A further advantage is that you can fire with any weapon you want, even shotguns, since your hands aren't on the wheel. Shotguns have limited use of course, unless an enemy car is all up in your grill, so use whatever automatic you can, and your pistol or grenades as backups if necessary.



There is a chance, especially if the customer or Pierce is hit in the process of making their transaction, that they'll have a hard time finding each other. There's nothing you can do about this until the AI corrects itself, but it will mean you'll have to defend them longer. Just stay in the sight of the enemies and try to draw their fire. If all else fails and they seem stuck, run at them and shove them around (by walking into them--don't attack them!). It should jar the AI loose, and the pathfinding will fix itself. As long as they're shaking hands, they're doing the deal, though it'll take a few seconds for the deal to actually conclude.

You have to defend Pierce one more time after his second deal, as he drives you home. You'll like drive by a gang operations center in the process, triggering the Syndicate to come at you with everything, including helicopters. Ignore the chopper unless you have an assault rifle; instead, just focus on the cars as you have been. The chopper takes takes entirely too much effort to deal with, and the cars will present easier, more threatening targets. You only need to defend him until he gets

to his destination, and then you'll be free and clear.

**NEXT MISSION WARNING!**

Before starting the next mission, be sure to get some guns and ammo. Especially buy a few grenades, but you may want to consider upgrading your automatic weapons a time or two. You're going to need the extra firepower!

# Takeover the City

## Earning a Property

Once again, you're being introduced to an overarching goal. It's not quite an activity, but it's another type of mini-game (of sorts) that you can do between missions to earn some cash and respect.



Meet Pierce at the Friendly Fire, then buy it by standing in the light pylon and pressing the indicated button. Don't get too excited about shelling out a mere \$100 for this; you'll never be able to buy another one this cheap.

Buying a property not only adds to your income per hour, but you will receive discounts at this Friendly Fire as well. It doesn't apply to all Friendly Fires, but there's nothing stopping you from owning them all other than your bank account.

## Finding a Sex Doll



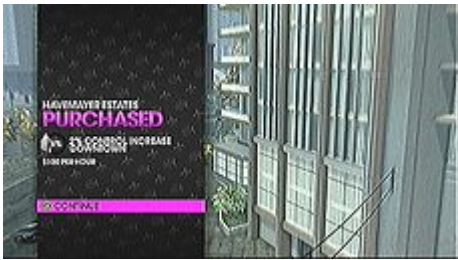
Despite that being a header that would normally get a guide red-flagged at IGN, this is literally what's happening here. There are collectables scattered all throughout Steelport, and finding them earns you cash and respect. (Finding them *all* rewards you with more than that.) In Saints Row: The Third, the "hidden packages" are sex dolls.

Hop in a car and drive to the indicated waypoint to find one. Note that it won't be this easy anymore: they're not marked on the map, but they do have the same blue diamond over them out in the world. If you see the blue diamond, grab it.

Once you hit Respect Level 20, you can buy a perk to see the collectables on the map. This is great if you're the type of gamer who doesn't like going out of your way to explore.

## Buying a Minor Property

It may be a little creepy having a box of sex dolls in the car, so we're going to invest in a place to stash them. Drive to the blip and shell out \$100 for the Havemayer Estates.



This too is a property, but it's not a store. You can buy some properties (marked with a brown icon on the map) that provide income but nothing else. In this case, you also pick up the neighborhood territory too, but the property itself does nothing. Buy up as many minor properties as you can afford as early as you can. They'll pay for themselves in no time, and then it's pure profit!

## Shutting Down a Gang Operation

Remember that you activated a gang operation while driving home in Trafficking (Mission)? Now you're about to see what that's all about.

Drive with Pierce to the waypoint. You'll see a red circle on your minimap as you approach. Note that unlike activities and shops, gang operation symbols are *not* on your main map between missions until you get close enough to notice them. You can usually tell they're nearby when you see a cluster of red dots on the minimap that have no other reason to be there (i.e., you're not being chased and there's not a pile-up on the road). Get close enough, and the symbol will be permanently added to your map. You can take care of it when you see it, or just leave it for later.

Because this one is a storyline mission, this gang operation has no symbol. Usually, the symbol is a blue diamond with a closed fist-looking icon (or a pack of hotdogs... really, the symbol is a little ambiguous). However, other gang operations will show the icon when you get close enough.

Once you get close enough to a gang operation, everyone will turn hostile and open fire. A red circle will appear on the minimap as well. This circled area is the "Flashpoint." If you leave the flashpoint for more than a few seconds, the gang operation commences and you fail it.

For this one, the gang operation starts in the middle of an alley. You can floor it and run a few of them over, then jump out of the car before you drive straight through the flashpoint. Hop out, take cover behind your own car, and start firing on them. There's about a dozen guys in total (way more than the three who were standing in the alley), but Pierce will help you out. Don't forget about your grenades if you have any, because that'll make short work of the ones on the ground, especially if you blow up the enemy car too.

More enemies will come in to backup the ones you initially attacked. All you have to do is kill a set number of gang members **who were there already**, which is indicated in the top-right corner of the screen as a percent. Killing the ones who arrive as backup may help keep them off your back, but they don't count toward shutting down the operation.

After clearing this gang operation, Pierce leads you to a second one. Note that your notoriety doesn't clear, so you're going to be pursued the whole way. Use your car as armor and just run over as many as you can to lessen the number you'll have to shoot. It saves on ammo, and keeps you a bit safer.

This second gang operation is pretty brutal, especially if you already have notoriety, but almost everyone is gathered around a central point. If you have a grenade, put it to use. If not, you have a couple options. You can just try to run over half of them, which usually will take out the majority. Also, there are cars nearby, and if you can blow them up, you'll take out many of them with explosions.

You could try a combination of strategies. First, drive through as many as you can, but then abandon the car while it's in the middle of them, and retreat a bit. When you get some distance, shoot your car to blow it up: it should take out all the rest, or at least most of them. Finish off the stragglers while ignoring the backup, and you'll be good to go.

The easiest one we've found is to just fling all your grenades at the group. Spread them out a bit so, when the enemies scatter, they still get blown up. If you have any survivors, you'll need to move quickly, because usually an enemy chopper enters the scene. Start moving, strafing, whatever; hiding will only give the chopper time to line up on you. Ignore *everything else* here, and just focus on shooting the marked enemies so you can end the gang operation.

## Making Your Escape

Once you clear the second operation, Pierce will tell you to drive to the Friendly Fire you just bought. Hop in the nearest car and floor it over there. **Because you own the building**, when you enter it, you'll clear your notoriety immediately. Once you exit the building, the mission will clear.

You'll *definitely* want to try to buy up shops as much as you can for that reason: it gives you more places to get clear when you've brought a lot of heat on yourself. Further, if you happen to have an enemy gang member near a building you own, you can taunt them, run in to get them off your back, and repeat to quickly gain the "Taunt 50 Gang Members" in the Saints Book.



# Tank Mayhem (Mission)

## Tanks A Lot

Drive over to the indicated waypoint once you accept the mission, and you'll hop in as the driver of a tank. Your mission here is to just cause a crap-load of damage in a time limit; in this case, it's \$125,000 in 2:30. Drive forward, but shoot at everything that moves... and everything that doesn't really. Blowing up cars adds up the damage quickly.

The catch with tanks is that the controls are wonky. Your triggers (or L2 and R2 on the PS3) control your weapons, while acceleration is tied to your left stick along with steering. It won't take you long to figure it out, but if you're not ready for it, it might cause you to mess up at first. Remember to launch rockets at any hard targets, like cars (with the Accelerate button), and fire your guns if you see a mass of soft targets (with the Brake button).



There will be targets, both hard and soft, with the tell-tale red circle above them. These are high-value targets, and destroying them brings a bunch of cash. You'll want to chain together as many kills as possible, especially the high-value targets. Each kill increases your combo, which goes away if you don't destroy something in a short time frame. So just drive on down the street, blow up everything, and reap the rewards.

You'll occasionally see blue pylons as well. Running through these will repair your tank. Your tank isn't invincible, and the cops immediately summon helicopters to stop you, so the going may get a little dicey. Drive through them if you're having trouble, but remember that shooting everything typically results in the best scores and highest survival rate.

Because your combo meter is so important, as it charges, you'll want to start shooting props in the city. For example, if you come to a line of fences, *each* piece of the fence counts as its own object, and therefore increases your combo meter very quickly. A more prominent example would be stoplights, which are usually located next to at least three signs and maybe a garbage can. Taking that mess out would reward your combo with five points, quickly increasing the value of the *next* set of objects you shoot.

# Professor Genki's S.E.R.C. (Mission)

## Genki's Murder Time



This is one depraved bit of reality TV where you have to slaughter everything in your path as you navigate a rather dangerous indoor maze. Sounds easy enough, but the big catch here is that your health doesn't regenerate. Be sure to watch the video that plays before starting this mission to get a grasp of what's going on.

There's really no subtle strategy here: run through the maze and shoot everything that's shooting at you. Take a breath before entering any "doorway" to make sure there's no trap or, if there is one, to time your move so you don't get hit. After three sections, you'll be at the end provided you earned enough money on your way.

# We've Only Just Begun & Hit the Powder Room

## We've Only Just Begun

Simply drive to the Broken Shillelagh to talk to Pierce. The "mission" is over after the cut scene. Once you step out, call up Shaundi to start the next one.

Stock up on ammo and guns before giving Shaundi a call. You'll need them, and probably some grenades too, when you start the next part of the mission.

## The Powder Room

Drive to the indicated building and, after a cut scene, all you need to do is enter and start shooting. The warehouse is pretty straightforward, and there's not much here at first that you haven't seen before. Inside the building itself will be a couple snipers, whom you'll immediately see by their telltale laser sights on their rifles. Try to take them out the moment you notice them; they have trouble hitting you if you keep moving, but they really hit hard.

Find your way into the next room, trace your way through the little lobby, then touch the blue pylon to continue.



You'll come to a new room... remember the Brute from Steelport Here I Am? Well, it appears the Syndicate has their own Brute, but this one is armored and wielding a minigun! Switch to your best weapon -- probably your shotgun -- and keep moving fast. Fling grenades at him when you have a chance, but otherwise, *keep moving*: staying still just invites death. Pierce and Shaundi will be there to help draw fire. Shaundi usually hangs out on the left side of the room, and Pierce stays right. Between them are some steel bins you can hide behind; despite the bins being filled with what looks like wooden boxes, they'll stop any bullets. You can usually peek slightly to the right and still attack him without exposing yourself to too much fire.

Pierce or Shaundi, or maybe both, will go down after drawing enough fire. This will probably be the first time you'll need to revive them. When taken down, a follower will die after 30 seconds. In storyline missions like this, if an important character dies, it's mission over. Out of storyline missions, no important follower will ever permanently die, though they may not answer a call to come back you up for a while. Minor followers -- the homies you recruit just by running around the streets -- *will* permanently die, but hey, who cares? More will simply spawn in their place.

Regardless, if either of your followers dies here, run over and revive them as soon as possible. You may take some bullets, but you can always hide again and regenerate your health afterwards; you

absolutely don't want them to die, else the mission fails.

Meanwhile, watch this guy: sometimes he'll overheat his minigun. If Shaundi or Pierce is down, that's the best time to go revive them. If not, that's the best time to unload into his head.

Aim and fire true, and stick and move. Keep using cover, keep aiming for the head, revive as necessary, and you'll be able to take him down. Remember that the red circle over his head indicates his health, and as it empties, he's dying. Keep up the pressure, and you'll beat him in no time.

## **A Meeting with the Manager**

After the Brute is killed, minions will flood the room from all angles. Shoot 'em all: your shotgun is still probably your best friend here because of the close proximity. Between you, Shaundi, and Pierce, it shouldn't be tough ending the threat, especially given that you can pick up the Brute's dropped minigun.

Don't worry so much about killing everyone here, because your goal is the manager's office. Kill the immediate threats, then continue past the Brute to go up the stairs. Enemies will infinitely spawn as you get on the catwalks, but they'll only spawn across the room from you. Keep moving forward whenever you can; don't be afraid to crouch and slaughter everyone you can see now and then, but if you just sit there, you'll run out of ammo long before the game runs out of enemies.

Once you get near the manager's office, the enemies will start spawning *behind* you. At that point, just ignore them and walk into the pylon. Shaundi will start hacking the computer in there, leaving you and Pierce to defend her. Luckily, enemies are still only spawning on the catwalks across the room. They'll charge you and shoot at you, but you should be able to keep them under control.

Once the "hacking" meter fills in the top-left corner of the screen, you'll clear the mission.

### **NEXT MISSION WARNING!**

Before the next mission, stock up on ammo and grenades. Also, if you haven't already, buy the Health Regen upgrade and Total Health upgrade. If you can't afford it, do some Activities or missions from the Saints Book because you'll need it.

# The Belgian Problem

## Entering Syn Tower



After the mission cut scene plays, drive over to the lowest floor of Syn Tower as indicated on your map. You'll immediately come under fire. Once again, you have two basic choices here: stay in the car and use it as armor, or hop out so you have more maneuverability. Either way, Shaundi and Pierce will help you out.

After you clear the first wave, snipers will appear on the left side of the room. You'll also get a car full of Saints who will arrive to help out by drawing fire. Run forward until you're at the large concrete stop in the center of the room, then crouch and run to the left corner. This way, you can engage the snipers one at a time without exposing yourself to all of them.



It won't be long before a Brute materializes. Switch to either your SMG or pistol so you have quick reload times, then start running around in circles and shooting at him. If he gets in your face, you'll enter a quick-time event to avoid damage while dishing out a bunch. If he charges and contacts you, he'll knock you down and hit you pretty hard without giving you a chance to defend yourself. Keep moving, and whatever you do, stay out of the corners of the room. Once the Brute goes down, a Saint will come in with the bomb on a flat bed. Go to the pylon and hit the indicated button to activate the bomb, which will start a 16-minute countdown. Now go to the next pylon to start climbing up Syn Tower.

Pierce and Shaundi's AI may have trouble following you here, especially if they got run over at some point when the Saints backup arrived. If they stuck, try shooting them a couple times: it usually "shakes loose" the AI, and gets them to following you again. Be sure they're both actively chasing you, or else you won't be able to enter the next area because they'll be flagged as abandoned.

## Who Brought the Marshmallows?

After exiting the elevator, you're in a straightforward gauntlet. Once again, snipers will be present, so prioritize them during firefights. Otherwise, keep moving and shooting. Don't take human shields; they'll only slow you down.



Once you make your way through the generator-looking room, you'll encounter a new Brute wearing a welder's mask. This dude is armed with a flamethrower, and he'll occasionally charge you to smack you with it before setting you on fire. Rather than aiming for his face, aim for the red tank on his back. Eventually it will rupture, blowing him up. If you can't hit it, just shoot at his chest and stomach. Try to stay on the opposite of him as Pierce or Shaundi, as the other one will be able to hit his tank while the other distracts him.

If you don't have room to retreat when he charges, you might be able to dodge his attack by running *at* him. It seems suicidal, but he has a very specific animation for actually swinging his weapon, and it can take *just* long enough for him to do it to let you get *around* him. No matter how you approach it, once again, use weapons with quick reloads because you'll need to keep on your feet, and you won't have time to sit there.

## To the Offices... and Down Again

After the cut scene, you'll notice your timer jumped down a few minutes. Don't worry, it's just to add tension to the next part of the mission in case you blew through the Brute too fast.

Follow your new ally, Oleg, as he goes through the office. No one will attack you for the first part of this, so you don't have to keep a finger on the trigger until after the next cut scene.



Now you'll find yourself on another on-rails shooter. Like way back with *When Good Heists Go Bad*, your health meter and mini-map disappear. Just shoot everyone you see, and your character will go through a series of scenes.

Now you come to a moral decision... You can disarm your bomb for a cash boost, or just leave -- thus blowing up the building -- for a respect boost. It's your call, and there is no "right" or "wrong" decision here. There are plenty of both in the world, after all.

It's easier to earn cash than respect (thanks to the hourly income), so it might be better to take the respect and just wait on the cash. However, by taking the cash, you can buy a bunch of stuff -- such as weapons or properties -- and turn *that* into respect, and of course your long-term financial situation will be improved. Finally, Shaundi wants to blow up the building, while Oleg wants to keep it, if that makes any sort of difference for you.

Either way, it's not a one-shot bonus: it's a permanent gain to either all respect earned, or to your income. Once you make your choice, you'll get a cut scene and clear the mission.

# Return to Steelport

## Finding Kinzie

Jump in the speedboat and head out to the indicated waypoint. You'll come to a barge, and you'll approach it from the rear. Hit the gas, and you'll launch your speed boat up into the back of the barge. Hop out, then start fighting your way to the bow.



Rather than fighting on the ground, you can make this way easier by climbing up on the boxes. Just tap your jump button twice, and your character should grab onto the shipping containers and haul himself up. You'll have better angles on the bad guys from here, though your followers tend not to follow you, so you'll have to jump down if you need to revive them. Once they're gone, head to the barge bridge, and you'll rescue Kinzie. After a short conversation, you'll automatically return to shore.

## Doors To Perversion

Follow your GPS to enter the club, then trace your way through it to either yellow waypoint. You'll be tipped off to go upstairs, where three more possible waypoints lead to the next part.

After this next interrogation, the shooting finally starts. Switch to your shotgun, then bust into the owner's office. Interrogate him, then use him as human shield as you follow your waypoints.



From there, things get a little weird as you have a rickshaw fight. You can shoot the "driver" to somehow magically explode them, or save the driver just by shooting the Syndicate enemies. Either way, eliminate three enemy rickshaws and you'll pass this part of the mission.

## Rescuing Angel

One more lieutenant to grab. Drive forward -- crashing through a gang operation that you'll have to remember for later -- and slip through the gap in the fence. Follow the GPS course until you get to a fight in the streets. You'll have to deal with a Brute; don't try running him over, because he'll just stop

the car cold and make you windshield cannon out of it.



Fighting in the streets gives you a massive advantage over the Brute. Switch to the pistol or SMG, then strafe around him while firing. If he charges, charge right back at him and cross his right shoulder (that is, the shoulder to *your* left). He'll almost always miss the charge, and then you can just turn around and shoot him. With the wide streets, you'll easily be able to circle-strafe him, and all his buddies will be too far away to do anything. After you take out the Brute, Oleg will show up. Head into the casino, and after triggering the waypoint, you'll have to defend your position. A Brute will be the first one in the door, but Oleg will deal with him. You and Zimos need to concentrate on the minions, who will fall just as easily as any others when shot.



After the first wave, another Brute will enter the area, this one with a minigun. Take him out like you did in the Powder Room, but know that Oleg will try to help you out here.

The third wave brings *two* Brutes with flamethrowers. Nothing you do is safe, so run to the other side of the room and focus on the minions. Oleg once again will come to the rescue against the Brutes, and he should be able to keep them under control. One of Oleg's charges can usually take out a full third of an enemy Brute's health.

Once the flamethrower brutes are down, you'll finish the mission. This also, finally, concludes the prologue!

## The Game Begins

The meat of the game starts now. Take missions to advance the story or unlock Activities. Run those Activities or missions from the Saints Book. Play in the city sandbox and have fun! Whenever you're set to do a mission, simply call up a contact from your phone, and you'll be good to go.

You can take the missions in any order you choose. Difficulty will scale up based on what order you take the missions in, so some missions may be harder or easier than described here. In general, our advice will apply to tactics and positioning more than how to shoot and kill, since you've done that plenty already.

Get into the habit of buying weapons and ammo prior to missions, especially toward the end of any



contact's mission line. It can't ever hurt to be full of ammo, and eventually, you won't need to buy any anyway. But it's better to be over-prepared than under-prepared, so earn some cash, and buy some bullets!

# Act 2 Missions

Now that you're all settled in Steelport, your lieutenants have some missions for you. They'll pop up in specific mission lines from specific people, but you can do the actual lines in any order, and even skip around if you wish.

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- Angel's Missions
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- Zimos's Missions

# Angel's Missions

**Angel's Missions**, Kinzie's Missions, Oleg's Missions, Shaundi's Missions, and Zimos's Missions appear as separate contacts at different times once you finish the Return to Steelport mission. You can do the quest lines in any order, and skip around if you wish. Mission difficulty scales up based on how late in the game you're doing a given mission. For example, if you do Zimos' missions last, they'll be much tougher than if you had done them earlier. There is no "right" or "wrong" way to approach the missions, so pick a line you like, and if you get into trouble feel free to skip around!

Remember that if things ever get too tough, just do some Activities or missions from the Saints Book to earn some cash, then buy some new Upgrades. You'd be surprised how much difference faster reloads or more health can make.

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# Insurance Fraud (Mission)

Angel's first mission puts you at the forefront of pain. Insurance Fraud is a classic activity that make you throw yourself into harm's way. If you played it in Saints Row 2, know that it hasn't changed in principle, though it's much easier this time around.

The general idea is that, by pulling the buttons normally reserved for attacking, you'll immediately just ragdoll yourself. By getting run over by a car while ragdolling, you'll gain cash based on how badly you're hurting yourself, with maximum damage bringing in maximum cash. You won't take any actual damage, but of course that perk lasts only as long as you're in the activity.



As soon as you start, hop in a car and drive to any blue waypoint.

This is an "adrenaline zone," and getting blasted by cars charges the adrenaline meter faster. Once it's topped off, the next time you throw yourself in front of a car, you'll go flying crazy high. While in the air, you can control your flight simply by moving the left analog stick. If you are able to bounce off multiple cars and keep your combo going, you'll earn massive amounts of cash. It's not unheard of to make over \$100,000 in a single "accident" while in Adrenaline Mode.

Unlike previous Saints Row games, you can get some serious elevation even from cars that are standing still. However, getting hit by cars in motion, especially cars that driving very fast, will be worth more. Also unlike previous games, getting hit *before* ragdolling will still result in cash gained. If given the choice however, you should ragdoll if you can, as it results in the most control for your body, allowing you to create valuable chains.

# Trail Blazing (Mission)



Trail Blazing is another one of Steelport's Activities. Here, you're set on fire and need to run a checkpoint-laden race while ignited. You get bonus time by setting people and cars on fire, but remember that this is ultimately a race against the clock. You need to prioritize getting to the end, not killing people. If cutting a corner and driving on a sidewalk, but avoiding people in the process, ultimately gets you a faster time, that's what you should be doing.

Part of the reason you need to keep moving is, even if you are earning bonus time, it only adds up when you hit the next checkpoint. So if you have only a few seconds left before losing, don't start going out of your way to hit people. Sure, if they're between you and the checkpoint, by all means make some fried human roadkill. But if you're tight on time, prioritize getting to the checkpoint, not committing murder.

Keep your eyes open on the road, though. You may see small pyres sitting on otherwise empty concrete. By running through these, you'll trigger some sort of remote explosion that usually destroys cars or people to give you more time. If you see a pyre, hit it: they're always somewhere in the optimum racing line between checkpoints, so you'll always have a reason to get them.

# Eye of the Tiger & Face Your Fear

## More Like "Claws of the Tiger"



Despite the name of the mission, this is a modified Escort activity called Tiger Escort. Rather than people copulating in your backseat though, you've got one pissed off tiger trying to claw your eyes out.

There are animal control vans that will follow you around, which take the place of the news vans, but they're not the real concern. The tiger isn't happy being buckled up, so he'll randomly attack you. When he does this, your car will jerk to the side. Running into things will just anger the tiger more, so you see this is a cycle of pain: if you don't quickly recover the steering from one of the tiger's swipes, you'll hit tons of other cars or objects, which will just make the tiger swipe at you more.

Luckily, unlike typical Escort Activities, the tiger's Rage Meter -- which takes the place of the "Footage Meter" -- will actually start to go down if you don't hit things for a bit. Sure, he'll still swipe at you now and then, but as long as you don't panic, and as long as you keep the car as straight on the road as possible, you'll be fine.

If you do anger the tiger too much, he'll start constantly attacking you, but you haven't failed yet. If your health runs out, you'll die, but you can calm him down by doing a full one-second powerslide. Accelerate, then jam the Jump/Drift button and turn hard to either side. You'll make the tiger so happy that his Rage Meter will fully reset, and you'll be able to continue. Once your character's "Courage Meter" tops off, you'll clear the mission.

## Face Your Fear

The mission "Face Your Fear" becomes available after completing Eye of the Tiger. More of a cut scene than a mission, you'll meet Angel at his casino. After you do so, his loyalty is solidified, and you'll be free to move on to other things.

# Kinzie's Missions

Angel's Missions, **Kinzie's Missions**, Oleg's Missions, Shaundi's Missions, and Zimos's Missions appear as separate contacts at different times once you finish the Return to Steelport mission. You can do the quest lines in any order, and skip around if you wish. Mission difficulty scales up based on how late in the game you're doing a given mission. For example, if you do Zimos' missions last, they'll be much tougher than if you had done them earlier. There is no "right" or "wrong" way to approach the missions, so pick a line you like, and if you get into trouble feel free to skip around!

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# Cyber Blazing (Mission)



Kinzie's first mission introduces you to one of Steelport's Activities.

It's pretty meta as you control your character in a videogame, racing along a *Tron*-like tube. Simply drive around the red icons (representing firewalls) and smash into the blue bricks to gain time. Clear enough checkpoints, and you'll win the race, as well as pass the mission.



# Mayhem (Mission)

Time for another one of Steelport's activities, this one called Mayhem. Meet Kinzie, then you'll be on foot with infinite ammo of many of your weapons. Your goal here is to cause as much damage as possible, similar to Tank Mayhem (Mission) in the prologue. Remember to cause as much damage as you can to objects, rather than people: every successful thing you explode adds to your combo, so if you blow up a line of fences with a grenade, you'll get combo points for *each* part of the fence.

In fact, grenades are your best friend because of their explosion radius. Aim for fences and, when the Deckers start showing up, enemy cars. Blowing stuff up causes the most widespread damage, and therefore the most combo points, turning into the fastest cash income.

# Guardian Angel (Kinzie)

## Sniping From On High

You've already done a Guardian Angel mission once, in the Prologue, with Pierce. The general idea remains the same, though not the specifics.



For the first wave, you'll be sniping. Additional Deckers will arrive by car, and you can attempt to shoot the driver through the windshield to force the others out. As long as you hit any given Decker at least once, his health will be low enough that Kinzie or her immediate guard can probably finish them off. You should therefore focus only on anyone whose health is full. The only surprise is that two cars will approach simultaneously toward the end of the wave. You may want to start blasting the car rather than the people inside. It'll take a full clip from your sniper rifle, but if you explode the car before anyone jumps out, all the Deckers will immediately die.

## Decking the Deckers

Kinzie jumps into a car, and you'll reposition to pursue. This time you'll have your trusty rocket launcher. Because it can only fire unguided rockets, you may want avoid going into fine aim so you will have a faster turning speed. If your aim is shaky or you have trouble leading your shots, fine aim would be a good idea. If you're a veteran of Saints Row 2 or have mastered leading your shots however, avoiding fine aim will probably make things easier.



The only real problem here is that the Deckers tend to drive right next to Kinzie. If you can't properly lead your shot, and if the Decker stops his vehicle directly in front of Kinzie, you'll need to take a little gamble. Ignore her sardonic blathering, and wait until she drives forward a bit to create some distance before firing. She's not invincible to your rockets, and it won't take too many shots before her car explodes. You'll want to make sure your rockets won't damage her at all, even if that means she takes a couple bullets in the meantime.

# Heli Assault (Mission) & Phone Phreak

## Kinzie's Heli Assault

Kinzie's next mission is another activity. It's basically like Guardian Angel in that you'll have to protect a specific target, but this time you're actually flying an attack chopper.

The same general idea applies here, in that you need to lead your shots and take down the enemy cars that approach. You have two weapons here. By hitting the Accelerate/Primary Fire button, you'll fire your machine guns. These go straight at the crosshair instantly, and it only takes about three rounds before a car explodes.



By hitting the Brake/Fine Aim button however, you'll be able to fire unguided rockets. Unlike your rocket launcher, these rockets don't fly straight. They'll fly at a curve, especially if you're aiming downward, and they have a longer trajectory time. Whichever weapon you choose, you'll need to fly as low as possible, but still above the targets. It'll take a few missions before you'll be comfortable in the timing of aiming with the rockets, and the machine guns do a decent job, so you might want to stick with them for now.

Like with the previous mission, Kinzie's vehicle will take damage if you hit it. If the enemy is in close, use your machine gun so you don't risk blowing her up.

Enemy helicopters will join in now and then, and those need to be your priority. They'll shoot back at you, but once again, you should stay above them and either rain some missiles (especially since you can just hold the Brake button and unleash a huge salvo) or fill it with holes from your machine gun. The enemy choppers can't take much damage before crashing. Once choppers -- or even enemy cars for that matter -- begin to start flaming, ignore them and focus on a different target because they'll blow up soon enough.

## Phone Phreak

The mission "Phone Phreak" becomes available after completing Kinzie's Heli Assault. More of a cut scene than a mission, Kinzie will ask you to meet her at a diner. After you do so, her loyalty is solidified, and you'll be free to move on to other things.

# Live With Killbane

## Tracking the Broadcast

This mission comes after completing Gang Bang. It seems that Kinzie finally has something on the Deckers. Meet her at her favorite diner to find out the news.

After watching the cut scene and jumping in the car, you'll have a 16-minute countdown. Get to the indicated helicopter, then fly to the blue waypoint. Land on the indicated helipad, and do so quickly, because you'll come under fire. Help Shaundi clear off the roof, then hold the action button at the yellow waypoint. Once the transmitter is placed, jump back into your chopper.



At the second tower, the actual broadcasting antenna is much higher than the helipad. After clearing out the initial Deckers, do a running jump from the helipad to the balcony, then run around the left side of the balcony to find the fire escape leading up. Don't worry if you don't make the jump and fall; as long as you land on the tower and don't go flying off the side, you can still get to the fire escape, it'll just be a longer climb. Once the second transmitter is set, run back down to your chopper. More Deckers will have spawned in, but they shouldn't pose much of a threat; however, Shaundi may get a little stuck in spots, so be sure she's with you before taking off.

Fly to your next waypoint, then yaw the chopper with the right stick to line up the green laser line with the broadcast van. The van will start to drive off, but as long as the laser is lined up, the tracer signal will start to complete. If you're hearing small, short beeps, then you're doing fine. You won't be shot at here, so take your time and stay lined up.

## Inducing Technical Difficulties

Fly to the indicated office building, then try to land in the center of the roof. There is no proper helipad here, so you'll have to make do with what you've got. Clear the roof of enemies, then head through the door up there to get into the building.

The next room holds the reporter and a bunch of Deckers. Be careful here: the reporter is flagged an enemy, and if you kill her, you'll fail the mission. Luckily, she's just hiding in the corner and won't fire, but you better check your aim before you pull your trigger.

There are several rollerskating Deckers in the room, so if you take a human shield, you'll probably move so slowly that you'll get attacked from behind. The stairwell that you took to get here creates a chokepoint at the door, however, so it should be easy enough to control the fight. Stay in the stairwell

as much as possible, pick off the majority of the enemies, then carefully enter and start killing the stragglers.



Once all the Deckers are dead, run to Jane, then immediately run up to your helicopter before the conversation even starts (as long as your mission objective updated itself). You'll probably be a little tight on time by now, so you'll want to get started immediately. Once you're airborne again, fly to the blue waypoint, and come in low. You'll get another cut scene, then pass the mission.

# Learning Computer

## Crashing the STAG PR Center

Meet Kinzie in her "inner sanctum," then drive over to the STAG PR Center. Once there, you'll find that the Deckers have already arrived, and a three-sided fight commences. There are about a dozen enemies here, and it'll get worse, so call in some backup if you haven't already.



Take it slowly through the beginning here. You're not on a time limit, and it's better to take your time and kill everyone you come to than rush forward and get shot in the back. No additional enemies will arrive, so kill the ones closest to the street first, then work your way in.

Once you pop open the door to the lobby, you'll see that the Deckers have already made it inside, and the battle is still going on. Once again, take things slowly: stay outside and strafe around the corner to fire into the building, then strafe back around the corner to reload. Even with backup, there's no reason to expose yourself to enemy fire. Enter the lobby once the majority is clear, and then climb the stairs in the far left corner to take out anyone on the overlooking areas.

Once they're all down, head back into the main area of the lobby, as enemies will start to arrive from the far elevators. Kill them all, then ride the elevators to the garage when prompted.

## Tank Control



Down in the garage, shoot everyone down there, then hop in the tank. Drive it through the useless wooden barricade and out onto the streets. As you approach the blue waypoint, which is the computer on the flatbed of a truck.

You'll soon come under attack by STAG soldiers who are defending it, but they don't arrive in force. Although you'll be tempted to fire rockets, don't: it doesn't take too many shots for the computer to explode, thus failing the mission.

Leave the STAG vehicles to Pierce while you concentrate on the truck. Fire your machine guns instead by hitting Brake/Fine Aim. The four red circles represent the tires, not actual enemies, so don't

panic when you see them pop up.



If you allow the truck to make its 45-degree left turn, it will start to drive among Deckers. The Deckers aren't the problem here: Pierce is. He'll get trigger-happy and may even fire the tank's laser through the computer, failing you. Try to hit the truck's right tires first before this point so, when the truck makes the turn, you'll have an easy shot at its left tires. That way, you should be able to disable it before Pierce has a chance to screw things up. Once the tires are popped, the mission will automatically end in your favor.

# Stop All the Downloading

## Terminal Velocity

Meet with Kinzie, then head over to the nuclear plant. Drive to each blue waypoint, then kill everyone as Kinzie works her magic on the terminals. It's a pretty straightforward mission: see an enemy and kill it while keeping Kinzie alive. If you get into trouble, call in some help, but otherwise, it shouldn't be too tough.



Each location has at least one Decker on a high location, but they're never true snipers. They have better angles on you and slightly increased accuracy so may want to prioritize them, but they're not the game-changers that Morningstar snipers are. Starting with the second uplink you work on, Decker backup will arrive by vehicle. Deal with them as you would anyone else. Kinzie regenerates her health if left alone, so the quicker you shoot, the better things will be.

Now things will get a bit sticky. You get an instant five-star notoriety level with the Deckers, and they'll bring in a Brute or two as you wait for a helicopter to arrive. This fight gets a bit tough. You might want to retreat back into the plant a ways, or go deeper into the grassy area. Whatever you do, don't hang around in the open streets, especially once the Brute is loose.

Your best bet is to stay in the car as much as possible, as well as calling in homies. Call in the Saints Backup if you wish, but your homies, like Shaundi or Zimos, will probably be better suited for it. Oleg unfortunately is unavailable since he's still hanging out at Kinzie's home, and you may have to be a bit lucky to keep the Deckers from obliterating you.

Once the helicopter hovers in close, run to it, but keep an eye on Kinzie. She tends to get a little glitched out here, and if you're too far away from it when you exit your car, she may just stand in one spot forever, forcing you to restart at the checkpoint. Simply drive back and forth down this road, and ignore it if any other follower goes down. Then, once the copter comes in, park near it and hop out. Kinzie should run to it and wait for you. Get near it, and you're in the clear.

## Cutting Power





Well, you're in the clear on the ground, anyway. Kinzie will fly around, then she'll find where the chair is located. Jump out of the helicopter when prompted, and be sure to open your parachute unless you enjoy making a splat on the ground.

You'll be alone as you infiltrate the power plant, but resistance isn't too bad. As usual, you'll want to take it slowly and, once you're in the main room, use all the machinery around you to provide cover as you strafe in and out. You'll be attacked from multiple angles, so keep some cover between you and one side while you attack the other. Some enemies will be across the large room, so unless you have a sniper rifle, focus on the closer enemies first and spiral out to the enemies on the fringes.



Even though it may feel like it, there are *not* infinite enemies here. Some will spawn in after you disable each router, but each specific router only has four guards. True, this adds up to many total enemies, but again, taking it slowly and spiraling out will help get rid of most of the resistance. Eliminate the specialists as they come in, as they'll do the most damage. Don't be afraid to run and crouch behind something if you need to recharge your health. Also, don't forget about the couple guys on the catwalks. They're normal Decker members, but they're pretty annoying, just because you usually can't spray at them due to the metal railings. Switch to a high-accuracy weapon, such as a rifle or pistol, and take them out between routers. They won't respawn, so the quicker you take them out, the better.

# Zimos's Missions

Angel's Missions, Kinzie's Missions, Oleg's Missions, Shaundi's Missions, and **Zimos's Missions** appear as separate contacts at different times once you finish the Return to Steelport mission. You can do the quest lines in any order, and skip around if you wish. Mission difficulty scales up based on how late in the game you're doing a given mission. For example, if you do Zimos's missions last, they'll be much tougher than if you had done them earlier. There is no "right" or "wrong" way to approach the missions, so pick a line you like, and if you get into trouble feel free to skip around!

Remember that if things ever get too tough, just do some Activities or missions from the Saints Book to earn some cash, then buy some new Upgrades. You'd be surprised how much difference faster reloads or more health can make.

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- Snatch (Mission)
- Ho Traffic
- Escort (Mission) & Painting a Picture
- Pimps Up, Hos Down
- The Ho Boat

# Snatch (Mission)



This is another tutorial for one of the Activities. Pick up Zimos, and he'll teach you the Snatch activity. It basically plays like a game of capture the flag, except once you have the "flag" (or hos in this case), you'll start getting shot at by the pimps you took them from. Some hos are easier to recruit than others, and you won't know which is which until you get close. Sometimes, you just have to deal with the pimps or enemy gang members hanging nearby; other times, you'll have to chase down the hos and kill the people holding them hostage. Hos can take damage, so don't simply spray when you get close: be careful and check your targets, but recruit them as soon as you can.

One tip for getting them back safely is, as with all followers, you can start accelerating the instant they begin their animation to get in the car by opening the door. Even if you're driving 100mph before they're fully in the car, they'll still finish their animation and be safe. Drive fast, and don't waste time trying to shoot your pursuers.

Because you need four hos here and only have a four-door car, you'll have to make two trips. Luckily, there are six total hos, so a couple can die before you wind up with too few to pass the mission. Also, remember that once you drop them off, all bets are off; they can get run over or shot, but you can just drive on without worry.

# Ho Traffic



Meet up with Zimos at the indicated waypoint, and you'll be a passenger as he runs a Trafficking activity. Same stuff here as when you did it in Trafficking (Mission) during the prologue: keep Zimos and his business partners alive as they make deals, and take advantage of the unlimited ammo of your pistol if you run out of everything else.

One difference from the last time is that Zimos will conduct his deals farther away from the car than Pierce did. You may have to follow him out to protect him, especially because his buyers won't always play nice. However, Zimos does regenerate his health like you do, so even if he takes some bullets, he should be okay if you can kill his attackers.

Also, remember that you can change cars if the starting one gets destroyed. Given that you'll have tons of enemy backup arriving at any deal spots, you'll have plenty of cars to choose from should the need arise.

# Escort (Mission) & Painting a Picture

## Keep Your Eyes Forward

Zimos apparently enjoys his Activities. Meet him at the waypoint to start an Escort mini-game.

Escort hasn't changed since Saints Row 2. You're a driver while a ho and a client are doing unspeakable things in the backseat of your car. Your mission is to drive around while avoiding news vans because the client doesn't want to be photographed. Occasionally, the client will have specific requests, such as driving incredibly fast, that you have to fulfill.



Fulfilling the client's requests and generally avoiding the news vans will fill the Pleasure Meter, located in the top-left of the screen. When it fills, you pass the activity. Conversely, getting spotted will fill the Footage Meter, located just below the Pleasure Meter. If the Footage Meter tops off, you fail the activity. If you're ignoring the client's request, the Footage Meter doesn't fill, but neither does the Pleasure Meter, so you'll want to do them as quickly as possible; usually, they result in sizable Pleasure Meter bonuses anyway. You'll basically want to "drive with your mini-map" here: keep an eye on it, and look out for any blue dot, which represents a news van. Even if your GPS wants you to take a route, ignore it if it would put you right into a news van's radius.

For Zimos's mission here, it's pretty easy, and there are no surprises. Just keep driving -- the news vans aren't very aggression or numerous -- and you may have a request or two, but it's nothing simple driving can't handle.

## Painting a Picture

The mission "Painting a Picture" becomes available after completing Zimos's Escort. More of a cut scene than a mission, Zimos will ask you to meet him back at his hideout. After you do so, his loyalty is solidified, and you'll be free to move on to other things.

### **NEXT MISSION WARNING!**

Prior to Zimos's next mission, you'll want to go into Abilities Upgrades and get Dual Wield - Pistols if you haven't already. It will make the final fight of the next mission much easier.

# Pimps Up, Hos Down

## Getting Sold

This mission becomes available after you complete Face Your Fear, Phone Phreak, Painting a Picture, and Trojan Whores.

Meet Zimos, then watch the cut scene. You're going to be drunk afterwards, so you'll have trouble walking without falling down and faceplanting. This doesn't cause damage, but it's annoying as heck.



Follow your waypoints, and you'll soon be inside a huge lobby. A couple snipers up top will cause you the most problems. Unlike before, you'll probably want to *ignore* the snipers at first: they're so far away that, given your altered state, you'll have some trouble picking them off. Instead, focus on the ground forces. The snipers may pick off your backup, but a quick revive will get them back into the fight.

Although the snipers don't respawn, some of the ground forces do. Once you have the general area clear, head up the stairs and kill any snipers that your backup missed... which will probably be all of them. Once the snipers are down, head back downstairs, then head to the security room, which is marked with blue waypoints.

Clear out the couple enemies there, then keep following your path; it's linear, so you don't have to worry about getting lost. Grab a human shield to help you out through these tight underground paths, and switch to your shotgun for maximum damage since it'll be pretty tough to miss from point-blank range.

You'll eventually come to a computer. Activate it with your action button, then proceed back the way you came to encounter more enemies. Finish them off and escape the underground.

## Tipping the Valet

A Brute is blocking your escape home. He's another minigun Brute, but the main problem here is that there's not too many places to hide. If you brought backup, try to stay wherever your backup and Zimos are *not*. If you didn't bring anyone else, still try to stay on the opposite side of the room from Zimos.



You'll want to spend your time in one of two places: either behind the car or, once it explodes, behind the very corner of the box on the right side of the room. The Brute moves a bit but won't chase you around like some of the others do, so you can hide there to regen your health if necessary.

By hiding behind the car, you risk it exploding in your face once the Brute unloads on it. However, you do have one advantage even if that happens. Once the car explodes, it becomes a husk... an *invincible* husk. It might be small but, if you're lucky, you might be able to hide behind it instead. The husk will still perfectly block any incoming bullets, allow you to fire from relative safety.

If Zimos goes down, you'll have to take a bit of a risk, especially if you're alone. You may need to risk waiting until the Brute's gun overheats before you worry about reviving him. It'll cut his bleed-out timer a little close, but if you just run out and immediately try to revive him, you'll get shot in the process.

The main advantage here is that you'll be taking on only the Brute; no Morningstar members will rush you. So concentrate fully on headshots, especially from pistols, and especially if you are dual wielding pistols.

# The Ho Boat

## Listening to a Turncoat

Grab some guns, dismiss your backup if you have any, then head over to the docks. After the cut scene, drive over to the cargo ship to begin the mission proper.



There are a few guards, but they're not important; Zimos can handle them. Just head to the shipping containers marked with yellow waypoints. You're not on a time crunch here, so feel free to take some time and blow away any Morningstar members between you and your targets, but don't feel pressured into *needing* to shoot them.

Two containers will contain a Brute each, but for once, they have no visible health meter. The first one is just a normal Brute though, so you can run at him and tap Jump when he charges to dodge it. Otherwise, just shoot him as quickly as possible with your pistols to avoid lengthy reload times.

The second Brute will be another minigun-toting one. Being outside, if you happen to still have your UAV drone equipped, you can put an end to this pretty quickly. If not, just use your standard tactics: let Zimos draw fire, then put as many bullets into his head as possible. If you start taking shots, hide behind any of the billion shipping containers that are around.

## Point Defense



Once all the hos have been freed, run to the next waypoint to pick up a minigun of your own. You'll soon be assaulted by several vehicles, and the minigun will make short work of them if your aim is good. The more vehicles you destroy in the water, the better your chances once they make landing, if they make it at all.

Prioritize the helicopters: not only are they bringing in the most people, but they only take a few rounds before going down and are easy to hit. If any of the boats make landing, Zimos can defend the hos pretty well, and the enemies who land tend to prefer going after you anyway.

After all the vehicles are destroyed, if anyone made it on board, drop the minigun; its power is great, but it will slow you down to much. Instead, switch to a rifle or another automatic and mop up the



Morningstar survivors.

## Air-to-Surface

Pierce will arrive with his own chopper to pick up the precious cargo. At that point, you'll draw an RPG launcher from nowhere, and it will have infinite ammo. Better still, it has lock-on capabilities. When a target vehicle is in sight, go into fine aim and hold the reticule over it for a couple seconds. When the reticule turns red, fire the missile. Lock on to the next target as soon as you can; once locked, the missiles *will* hit their targets unless the environment is in the way. These are truly "fire-and-forget" missiles, so take advantage of it.

If an enemy boat is close enough, such as the third and fourth ones you see, you don't necessarily have to lock on. Just fire straight at them, and the missile will curve itself as necessary to strike the boat.

Eventually you'll come to some bridges, and then the shooters will be on the land firing at you. Luckily, they're near helicopters of their own. Don't bother waiting for the lock on: just fire the missile as soon as you see them, *then* hover the reticule over the idle chopper. The missile will correct itself and curve into the chopper, and the resulting explosion will kill the shooters.

Soon the flight will take you to the city, and snipers on the roofs will start firing. These guys aren't next to any vehicles, so you'll just need to fire without a lock. Now, if you're in fine aim, the rocket will *still* want to go to the reticule. That means, if you fire but then you point your aiming circle at a wall, the missile will slam into the wall. If you're good at aiming, you can direct your missiles this way. However, due to the sheer number of enemies here, it's best to just release fine aim. Then when you fire, the missiles will revert to being unguided, so they'll just travel straight and explode on impact. Aim (without fine aim) between snipers to maximize the damage.

## Hos Before Bros?

After flying through the city, you'll get a call. Once again, it's decision time: do you sell the hos back to Morningstar, or do you keep them yourself? Selling them back will give you a one-shot lump sum of \$25,000, but keeping them adds quite a bit to your hourly income.

Obviously, keeping them will be better for long-term investments (talk about treating women like objects...), but if you need immediate upgrades and just don't have the patience, you may want the lump sum. It's your call.

# Shaundi's Missions

Angel's Missions, Kinzie's Missions, Oleg's Missions, **Shaundi's Missions**, and Zimos's Missions appear as separate contacts at different times once you finish the Return to Steelport mission. You can do the quest lines in any order, and skip around if you wish. Mission difficulty scales up based on how late in the game you're doing a given mission. For example, if you do Zimos's missions last, they'll be much tougher than if you had done them earlier. There is no "right" or "wrong" way to approach the missions, so pick a line you like, and if you get into trouble feel free to skip around!

Remember that if things ever get too tough, just do some Activities or missions from the Saints Book to earn some cash, then buy some new Upgrades. You'd be surprised how much difference faster reloads or more health can make.

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- Trojan Whores

# Trojan Whores

## Crashing the Party

Meet Shaundi back at HQ, and you'll see pretty quickly after the cut scene what's happening. This is a straight action mission: shoot everyone who's shooting back at you. Zimos, Pierce, and all the partying Saints will help out, and it shouldn't be too tough to slaughter the attackers. (It's not like they're wearing much armor ... or anything else.)

After the first couple waves, you'll have to arm up with the indicated sniper rifle, then run to the roof. Pylons will mark the way to the roof's stairs, so as long as you head to them, you won't get lost. Once up on top of the penthouse, take out the snipers on the adjacent buildings. You can use the machinery up there to hide, that way you can peek around and take out each sniper one at a time without exposing yourself to enemy fire.

Once the snipers are down, follow the pylons down to the maintenance room. Tap the action button there to restore power, then head back up. Grab the anti-aircraft missile launcher that's indicated by the yellow waypoint, then *carefully* step out onto the closest balcony.

Two helicopters will be orbiting your position. The missile launcher fires unguided missiles, but the choppers have a tendency to move, then stop, then move, then stop. Time it right, and one missile will take down a helicopter. Relocate to the next one, let another missile fly, and you'll be safe.

... Until the next wave of choppers come in, that is. Luckily, you have unlimited ammo in your missile launcher. Keep firing, and let Zimos and Pierce worry about what's going on inside the penthouse. Once five choppers are down, you'll be safe.

# Gang Bang

## Enter STAG

This mission becomes available after getting through The Ho Boat. Meet with Viola, then watch the cut scene. You'll be in Technically Legal, and you'll have to fight your way out. You're going to have infinite enemies here, so don't dawdle; just shoot any who are in your immediate way, but make your way to the blue waypoint as quickly as possible.



Soon you'll find yourself on the roof with only one mission objective: survive. Planes will arrive to drop off some soldiers, and despite the planes themselves having health bars, it's pretty tough to take them down. The planes have a laser attack that will absolutely destroy your health; *this* is the biggest threat. Keep moving, and when you see a plane fly in close, try to get some sort of cover between it and you. The air conditioning units all over the roof will protect you, though the laser will easily burn away the metal fences surrounding them. When soldiers are dropped off, it will be them, and not the planes, that will get the telltale red circle above them. Kill the soldiers, but be ready: after every wave of enemies goes down, another will take its place, usually backed up by a laser-shooting plane. Survival is more important here than getting kills; the planes typically will leave you alone after shooting at you for a few seconds, just enough time for your health to regenerate before another will come. Again, stay by cover, and you should avoid the brunt of the damage.

After a half-dozen or so waves, one plane will begin to personally engage you and won't break away. Now you can take it out completely, but stay moving: their lasers won't stop, and you'll need to use hit-and-hide tactics to stay alive. Stay standing, don't crouch, so you can maximize your speed.

If Oleg goes down -- they won't shoot at Viola -- time your run. You may notice that the planes fire their lasers in bursts. Or, perhaps better put, they have to recharge for a second or two after attempting to shoot you. Use that break to run out and revive Oleg, then run back in cover. Don't bother attempting to shoot the planes while you're reviving Oleg because you'll be taking too much damage; no reason to draw additional fire.

## Tactical Retreat

After taking down one plane, you'll get a checkpoint, Head down the elevator, then escape through the strip club to get to the street. Sprint and tap the action button so you do a flying kick into the cop car. Wait for Viola, then floor it.



The enemy will pursue you pretty hard, but despite your police wanted level registering four shields, it's a lot less severe than that. There won't be any roadblocks once you clear the perimeter around Technically Legal, so you can focus on driving. The cop car has some pretty damn good speed and acceleration, so tap your drift button around turns to power slide around corners and keep your speed.

If you get slowed up, you might take some laser fire. The cop car is strong, but not that strong. If you see it flaming, quickly bail, and try to find *any* car to continue. Given what your pursuers are driving, it'll be the fast to do just do another flying kick into one of their armored cars. Whatever you do, don't stop, and don't get distracted; don't bother trying to fight back. Just drive home.

# Gang Bang

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# Pierce's Missions

These missions come after completing Gang Bang. Most of these are given by Pierce, but Stilwater Blues is given by Shaundi.

For these missions, and here on out, you'll probably want to keep your ammo supply maxed out at all times. Between *every* mission, fill up your ammo stocks. If you can afford it, start upgrading your favorite weapons as well. When money is tight, start completing Activities and Saints Book missions, because you're going to need the firepower.

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- My Name Is Cyrus Temple



# Deckers.Die

The proper name for this mission is:

<http://deckers.die>

...and it comes up after completing Stop All the Downloading. Meet with Pierce at Kinzie's, then get ready for cyberspace.

## World of SaintsCraft

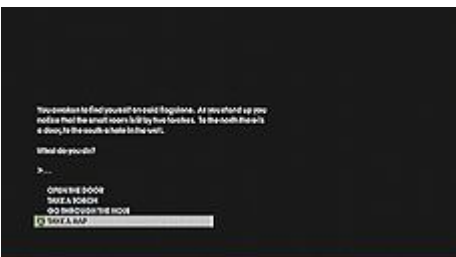


Once there, after going through a couple avatar changes, you'll be in possession of what can only be described as a wireframe Mega Man. You only have one weapon (in addition to your grenades), but one is all you'll need: typically, you can one-shot anyone who gets in your way.

You'll retain all your abilities here, so if you get shot at too much, just hang back and regenerate your health a bit. Otherwise, just run around, strafe around cover, and tap your Primary Fire button as if you're wielding a pistol. You don't have to worry about the weapon overheating like STAG weapons, so have a blast.

As you approach the first blue waypoint, you'll notice that the leader of the Deckers will start messing with the world and your avatar, such as slowing you down. You can't counter this, so you just have to keep moving. Luckily, though you'll occasionally be slowed, it only affects movement speed, not aiming or firing speeds. Even when enemies spawn in, they won't come in any extreme numbers, so they'll be killed easily.

## Playing Like It's 1979



Your character may reject literacy, but you've got a text adventure to get through here. You can't "lose" here, because if you fail the text adventure, you simply start over. To get through it as fast as possible, choose the following options in order...

1. Take a Torch

2. Keep Walking
3. Keep Walking
4. Kill Unicorn
5. Exit Game

After clearing the text adventure, you'll be back where you were before. You'll be ambushed immediately, including by a Decker specialist. Kill the specialist first, then eliminate the stragglers. After that, continue on toward the next waypoint.

At the next firewall, the Decker boss will make you have a faulty connection as a bunch of Decker members swarm you. All this means in practice is that you'll be "teleporting." It'll look and feel like you're "lagging," but any damage you do still counts. You just can't strafe as effectively, but as long as you aim right and fire true, you'll be all right.

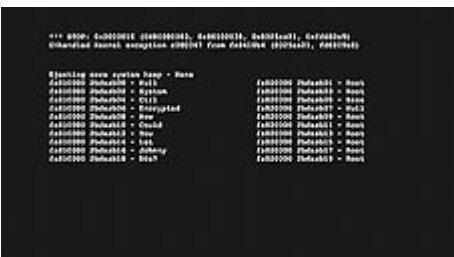


The specialists start getting a little serious here, so you may want to take advantage of charged shots. Hold the Primary Fire button, then let it fly once someone is in your crosshairs. Even specialists die after a single hit with a *mostly* charged blast (not even necessarily a *fully* charged blast), and the explosion radius is pretty large too. As long as you don't get caught in your own blast, it'll be a pretty quick way to clear the enemies.

Once they're all dead, you'll be playing an old Atari game called Tank!. In theory, you can drive around with the left stick by pressing up to accelerate, down to back up, and left and right to spin and steer. In practice, the enemy tank fires so slowly and stupidly that you can basically just sit in one spot and wait for him to approach, then spin and unload on him.

After that, you're back in the main area again. At the final firewall, the Decker boss will randomly flip your controls... on your left stick only. Your right stick maintains fine, so really, this is barely a slap on the wrist, since you should be running back and forth anyway. Kill all the Deckers to continue.

## Inducing a Crash



After clearing the third firewall, the game looks like it bugs out, but it's just part of what's going on. Press any button when you're told "press any key to continue" to continue. How meta is that?

Once you're back in action, continue forward up the ramp. You'll encounter Matt himself, taking control of something that seems to be straight out of a modern Final Fantasy. He'll try reversing your

controls again, but this is totally not a big deal. Just circle-strafe around him and either unload into him, or use charged shots. Charged shots are probably your best bet since he doesn't move around all that much.



Once you get him down to three-quarters health, you'll enter a quick-time event. Clear it, then you'll have another round of shooting. He'll shrink you, but as long as you keep your distance, it won't matter. Shoot him to lower his health to half total, and he'll drop to a knee. Sprint up to him and tap your action button as if you were fighting a Brute, and you'll do another quick-time event.

For the next round of shooting, he'll turn your gun into a zero-range piece of crap. Just keep running around until the effect wears off, then hit him with some charged shots. When his health drops down to one-quarter, Kinzie will finish hacking her way in, and she'll give you control of Matt's dragon avatar. Dozens of Deckers will come in then, but they'll fall to one shot from *any* of your attacks.

Kill all the Deckers, then Matt will arrive again. You maintain your own knight avatar, so he won't be able to do much damage to you. Strangely enough though, it will take more hits now than if you had just been using charged shots. Get in his face and start spamming your Primary Fire button to slash at him. He'll teleport around a bit, and you can dash over to him with the Sprint button. You *can* use your other attacks if you really want to, but there's no immediate need.

Once Matt's health expires, you'll have one more quick-time event. Clear it, and you'll be done.

## Company Man

As this mission concludes, you have another choice: you can either get cheaper weapon upgrades, or cheaper car customizations. Given how insanely expensive weapons are, and how cheap cars are, this should be a no-brainer. You may want to pick the cars option during a second playthrough just to be different, but really, weapons should be your choice the first time.

# Convoy Decoy

## Distracting STAG

Meet Pierce at the Saints HQ to view a cut scene, then head to the indicated STAG base. It's well defended, so bring backup, because the instant you set foot on the grounds, everyone turns hostile. As you did with some previous missions like Stop All the Downloading, it's best to work slowly and shoot your way in rather than just rushing in and getting shot at from all sides.

Jack one of the VTOL planes. Even though the plane is a two-seater, if you have backup, they'll just jump into the *other* plane, giving you your very own mini-air force. The special control with the VTOL plane is that you can switch it from helicopter controls to plane controls by pressing Weapon Select, and the switch happens instantly. So if you're flying forward a little too fast about to slam into a building, tap the button, then pull back. You'll switch to a hover, and you'll be able to go backwards slowly to avoid a crash.

## Earning Your Wings

Once you have the plane, stay in hover, then start bombing the boxes below you. All the boxes you need to destroy are marked with red circles as usual. Let your wingman, if you've got one, defend your back while you do this; don't worry too much about resistance, because these planes are tough.

After you blow up two bases, Pierce reports that the convoy carrying all of the Saints' supplies has been blocked. Switch to jet mode, fly over there, then switch back to hover and clear the resistance. Right now, it's almost too easy in the VTOL, but stay on your guard.

Once the roadblock is clear, you'll need to hit the other two STAG bases. But now STAG has called in help, and there will be enemy planes and tanks trying to shoot you down. Without a wingman, this gets pretty tough, and even with one, you'll need to help him kill enemy vehicles. Prioritize the enemy aircraft, then work on the tanks. In hover mode, you can usually "strafe" (as such) to avoid the laser fire, so keep moving. Use large salvos of missiles by holding down the Brake/Fine Aim button, and don't overly rely on the lock-on. You need speed here, not precision.

Once the four STAG bases are down, Oleg calls you in for help. Fly to him, then get above him and switch to over. A bunch of soldiers will be immediately near him, but ignore them; Oleg himself can handle the soft targets. Instead, stay about 1,000 feet above him, then start bombing the tanks: you can actually hit them before they get within range to hit you. Once the tanks are down, pick off any stragglers with your laser, because you don't want to bomb Oleg accidentally. After that, a few enemy planes will arrive. Don't bother switching out of hover; just blow them up with missiles as they approach.



Your next target is a spy plane. Switch to jet mode and meet it in the sky. Four VTOLs are escorting it, so switch to hover when you get in range. Unless you have a perfect angle, it'll be tough to hit the escorts with your missiles, so just use your laser. Bring all four escorts down, then unload on the surveillance aircraft.

# Nyte Blade's Return

## SaintsCon



Meet up with Viola, then head over to the PR Center. Disarm, then head inside... and whatever you, don't kill guards. There will be plenty of bloodshed later. Check in with reception, then follow the blue pylons around. As you approach Josh, you'll get a cut scene. Now you just need to escape, but keeping cover is no longer necessary. Due to the tight environment, your SMG is probably your best option here, since you can't use your shotgun. Use your standard peek-and-shoot tactics to avoid rushes of enemies. All STAG soldiers here are part of set pieces though, so you won't have to worry about your notoriety level or enemies jumping you from behind.

The soldiers' weapons hit pretty hard here, and you're not on a time limit, so don't worry if you need to just hide for a bit to get your health back. Use doorways to help you with chokepoints, and draw the soldiers to you. Viola is next to worthless in combat here, so don't rely on her.

## Military Tactics



You'll eventually come to a checkpoint at the bottom of a stairwell. Stay on your side of the door until the initial area of the office room is clear, then proceed forward. Even though the blue pylon is directly in front of you, ignore it for a moment, because if you just run forward, you'll be pincerd by enemies as you approach. Instead, turn left and follow the outer wall as you tray your way around the room. This way, enemies will be forced to either hit you from the front, where you'll shoot them, or from the back, where Viola will at least delay them. Once you sweep



around the room, you'll be able to proceed. Next comes the really tough room: the lobby. Switch to your rifle, then start by killing the soldiers below you to the right. Stay near the corner, then start killing the soldiers in front of you. Two soldiers with riot shields will appear,

and you need to prioritize them *last*: they won't shoot at you much, and will prefer to just try to run at you with their shields up. Kill the unshielded enemies first, then execute the shielded soldiers when they give you an opening.

As you head downstairs toward the exit, more STAG soldiers will come out of the elevator. Use the nearby pillars as cover as you take them out. Again, prioritize the shielded soldiers until last. Once they're all dead, you'll be free to enter the elevator.

There's no immediate resistance in the garage, so hop in the indicated vehicle. It seems to have a little extra armor, so your drive back to HQ shouldn't be overly tough. There will be several roadblocks in your way if you follow the recommended GPS route, but driving on the sidewalk will get around them.

# STAG Party & Stilwater Blues

## Mission "Accomplished"



Head back to the PR Center, then fling Molotov cocktails at the "Mission Accomplished" banners above the entrance. Jack one of the APCs unless you came in something better, then return to the HQ.

There are tons of weapons up here, so you'll basically be a kid in a deadly, deadly candy store. If you run out of ammo, just approach the crates, and your ammo stocks will refill automatically.



Hang tight and wait until all the STAG vehicles come to you, and only then, fire a rocket down there. It will set off a bunch of explosions that Oleg set up, and will destroy practically everyone. Finish off any survivors if necessary.

After the north side is clear, run around to the south to help out Viola. She probably doesn't need any immediate help, honestly, since a trio of Saints will be there to watch her back. Approach and kill anyone the Saints missed, then recruit them if you have any empty slots.

Help Viola defend the south side, then return north. You can use your rocket launcher on the arriving tanks, or if you still happen to have your UAV equipped, you can get them without getting your hands dirty.

Pierce arrives, but he gets in trouble. Get ammo for your rocket launcher again, then head downstairs to meet him. The enemies will respawn but the tanks will not (for now), so blow up the tanks. Once you get close to Pierce, he'll automatically become recruited. At that point, sprint back into the HQ.

Pierce gets a little glitchy here and may not follow you. Make sure he's actually on your back before running back to the tower. If he's not following you, you may need to start blowing some of the STAG vehicles up so Pierce doesn't get so distracted. It'll be incredibly dangerous to do this since you'll be exposed, and enemy fire will come from absolutely everywhere, but you don't have a choice.

If nothing else, you get a checkpoint once you get back up the tower. That way, even if Pierce is flagged "abandoned" or dies in the process of you getting there, he'll be spawned at the checkpoint with you when you retry the mission.





Back in the tower, use your new toy to blow up the tanks. The tanks usually take two shots from the air strike to blow up, but other vehicles will blow after one, so resistance will crumble before you. Just be sure to maintain cover between shots, else you'll expose yourself to all the tanks' lasers and gunfire.

Next, you'll have to deal with some aircraft. They'll hover in front of your tower, making them perfect to take out with your rocket launcher. Then, run to the south side and take out the STAG soldiers that managed to make it up the tower. You probably won't need to do any fancy tricks, but if you grab one as a human shield, usually the others won't fire on you, allowing you take them out easily.

## Going Up Top

The Saints are losing ground, so you have to take the elevator up to the roof of the penthouse. Meet Shaundi at the helipad to watch a cut scene. You've got another choice here, one which Shaundi won't be particularly pleased with.

By choosing to give Josh back to STAG, you'll get one free Takeover Assist. The next time you go to your map, you get to pick one entire neighborhood. STAG will automatically give it to you, meaning all the Activities will automatically be completed, all the properties will be bought, and all the gang operations will be shut down. Doing this won't adversely affect your Achievements & Trophies: even if this makes an activity auto-complete, as far as the game cares, *you* completed it.

If you go that route, consider buying the Wesley Cutter International hood. That'll save you \$50,000 on the airport alone, and you'll be adding a lot of your hourly income from having it in your possession. Alternately, the Loren Square hood has several medium and hard difficulty level Activities, so buying this one will get those over and done with without the fuss.

Conversely, choosing to keep Josh adds him as a fairly powerful homie. It's your call, even though Shaundi is pretty adamant about which one to pick.

Whichever you pick, the VTOLs will open fire on you. Don't think: just run and jump off the roof. (The VTOLs are invincible, so you may as well just run without bothering to shoot.) You don't need to pop your chute, as once you get close to the ground, the mission will end.

Note that even though the penthouse got blasted, it's still useable as the Saints HQ. You can recruit Saints, alter weapons or clothes, and so on. The only changes are cosmetic.

## Stilwater Blues

After the conclusion of the STAG Party mission, you'll get a single "mission" from Shaundi called Stilwater Blues. It's just a quick phone call, setting up the next mission.

# My Name Is Cyrus Temple

## Getting To the Carrier

Call up Pierce, then head to the marked Image as Designed. Your character will be changed, but don't worry, it's not permanent.

From there, drive *carefully* to the destination. If you attract *any* attention, from gangs or cops, you're going to have problems. You don't necessarily have to follow traffic laws, but don't cause any excess carnage if you go cutting corners.



You'll be in a different VTOL for this, rather than the jet-like one, but it operates the same. Fly over to the carrier deck; landing will be automatic with a cut scene. Once that's over with, you'll be inside the carrier, and you'll need to follow "your" lieutenant around. You'll get a special conversation with her based on your main character's voice as you go. You'll eventually be presented with three STAG projects and, as the commander, you'll get to sign off on two of them. Whichever you two you choose will be added to your crib when your mission concludes.

The jet bike is a one-seater personal flight vehicle that operates like the VTOLs. It has perfect handling in hover mode and an insane speed in flight mode that will, almost assuredly, cause you slam into a building the first time you try it out. It's a fantastic vehicle for getting around the city quickly, perfect for finding any remaining collectables due to its hover mode and small size.

The tank meanwhile is almost unstoppable due to its sheer power, though its use is limited due to the fact that you'll rarely be in a position where you can call it in; it's more of a "pleasure" vehicle when you want to cause some carnage.

The satchel charges are simply another weapon that takes the place of your explosive slot (i.e., where your rocket launcher is). Its use is incredibly limited, and is probably the least useful of the three projects STAG has going on.

Make your choices however you wish, and you'll continue to the next part of the mission.

## Freeing Your Homies

After you make you choices, you'll get a cut scene, then you'll be free to engage the enemies. Standard combat here, no surprises.



You'll eventually come to a room with several tanks, two of which have STAG soldiers in them. Luckily, there's a tank near the entrance to this room that has no one in it. Hop in, clear the room, then exit the tank and head to the next pylon on foot.

Your next major landmark will be the security room. Open the doors as prompted, then you'll get three yellow waypoints where you have to free your allies. Be careful entering this area, as you'll be attacked from above. You can fire back through the catwalk as if it's not even there, so kill those enemies before securing your followers.

## Ending With a Bang

Now that you have some backup, Viola suggests you blow the carrier up. Sounds like a good idea, so follow the waypoints to get to the nuclear reactor. You'll have standard combat on the way, made easier by the fact that your followers will automatically equip and use any dropped weapons from the soldiers.

At the reactor, you have to blow up a computer. It's protected by invincible glass at first, so you'll need to kill the soldiers to clear a path to it. Once there, blow it up however you want, then prepare to run.

Equip your shotgun if you have ammo left in it, or your SMG if you don't. Sprint until you can't anymore as you follow the waypoints. Slow down to shoot any enemies directly in your way, but don't dawdle. Use grenades if you can to clear the way quickly. When your sprint meter fills up, start sprinting again again. Don't stop moving.



You'll eventually come to the hanger. Three VTOLs are immediately available, but each one you come to will explode. After all three go down, a fourth will appear. Approach it, and you'll be home free.

# Act 3 Missions

You're almost done with the campaign of Saints Row: The Third, and STAG's invasion of Steelport can't go without resistance.

If you have Activities you haven't done yet, or you still have neighborhoods to take over, now would be a good time to do it so you keep the cash rolling in. However, because Steelport is under martial law from here on out -- which means that STAG is absolutely everywhere and you're almost always under at least one-star notoriety with the cops -- it'll be unnecessarily dangerous and complicated to do any diversions. So, avoid the Saints Book, and just concentrate on buying properties or doing Activities if you really want to add to your controlled hoods.

Remember to upgrade your weapons as fully as possible and keep full ammo stocks between every mission. Once your weapons are upgraded, you'll want to focus on upgrading your total health and health regeneration rates. The fighting is going to ramp up here, and you'll need to be prepared.

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# Air Steelport

## Sonic Boom

This mission is given by Kinzie, and can be done before or after A Remote Chance. Head to the airport behind the terminal to start the mission. Once inside the target plane, you'll have standard combat that you shouldn't have any trouble with. The STAG soldiers are no joke and exposing yourself to too many of them at once is suicide, and you won't be able to take any as human shields either. However, as long as you take things slowly as you have been, they won't be able to do you much harm.

When you come to the first waypoint, you'll be given three more to find something to bust through the door. The weapon is in the farthest box, of course, so ignore the others and grab it there. It's next to useless against soft targets though, so rely on your rifle or shotgun against the soldiers. Blow open the door once you get back.

As you get through the next area, watch your back. Right as you come to the door, usually another soldier or two will spawn in behind you. Take them out before going on.

After blowing the second door, you'll have three or four soldiers spawn in behind you. Trying to get around or over them usually results in death, so quickly whip out the shotgun and blow them away. After that, you just need to sprint to the blue pylon; it'll be just a bit faster if you do sprinting jumps (that is, diving rolls) to get over the small obstacles on the ground.

## Get Your Treads on the Ground

Your character just can't stay grounded, can they? Ah well ... at least this time you've got a tank protecting you.



This is a throwback to I'm Free - Free Falling, except you can't flip around to hit enemies from other angles. Your rockets are a little tough to aim, so rely on your machine gun for the soft targets. The soldiers who are using standard guns aren't going to cause you much damage, so ignore them and take out the RPG-wielding enemies first. Enemy tanks will soon come into play, so blow them up with your rockets. You'll want to aim *slightly above* your actual target to hit them. After that will come some VTOLs that will eventually smash into each other and your tank, but blowing them up first might save you some damage.

Even if your tank starts to flame, don't worry about it, just concentrate on defending yourself. After enough damage has been done, you'll see the ground under you, and you'll need to bail from the

tank. Just hit the action button when prompted.

One final fall toward one more tank that's firing at you. Fly around the wreckage, but don't bother shooting back at the tank. Once you get close enough to it, a cut scene will take over, and you'll be done.

# Zombie Attack

## Reversing Steelport from Raccoon City

This mission is available from Viola after Air Steelport. Meet the mayor at City Hall to hear what's going on, and get caught up in a celebrity sighting!

Head to the waypoint, and you'll automatically teleport across the bridge into the quarantined zone. As every zombie movie has ever taught you, the only way to finish off a zombie is a bullet in the brain, so concentrate on those headshots. If a zombie catches you, you'll need to do a quick-time event to free yourself before getting bitten.



Fight your way to each container. Zombies will constantly spawn everywhere, so you have no chance to "clear out" any given area. You have to kill just enough to give yourself some breathing room, then use the Sonic Boom to blast it into the water. Watch your aim, because only a couple rounds into the container will make it explode and end the mission. The target spot to send each container is marked by a blue waypoint once you hit it with the Sonic Boom. Flaming zombies will arrive to complicate things, but just headshot them as well. Viola didn't follow you here but any other homies did, so your crew can help you deal with the zombies while you focus on knocking the containers into the water. Keep an eye on the path each container will need to take, because the barricades and other obstacles will be in the way. The container won't be damaged by them, but smacking it into a barrier doesn't help fix the problem.

After your first container is drowned, Viola calls for help. Rescue her, and she'll be on your side again.

## The Second Container

The second container is guarded by a melee Brute zombie. He'll go down very quickly though, because he's still a zombie, and therefore dead in a single headshot.

With the second container down, it seems your mask is damaged. Take Viola's advice and head to the nearby Rim Jobs. You only have two minutes to make it, so sprint when you can. Keep moving: remember that you run backwards as fast as you run forwards, so if you're being chased by zombies, just spin around and start firing.



Once you get to Rim Jobs, you'll need to protect Viola for about a minute while other zombies come after you. The only real threat is a flaming Brute that immediately spawns in, but he dies in a couple headshots as well. The only problem here is that the corpse remains on fire, so it's easy to stumble into it and ignite yourself. Once the timer expires, return to Viola, and she'll fix your mask, allowing you to continue.

## The Third Container

The final container is in an odd spot behind a fence. You'll have to run through the gate, and then blast it back through the same gate. The problem is that if Viola or another follower is standing in the way of the gate, it won't swing open to allow the container to go through. You'll need to make sure that either the gate is clear, or that it's swung the right way, before you blast it all the way to the water.

With that done, you now need to get a chemical truck for Oleg. You can cut through the smokestack area to get there faster, but dealing with the zombies in that tight of an environment may cause more problems than it solves. Stick to the streets, and trace your way back to the truck.

Don't wait for the followers once you get the truck. At that point, you have two options: return the truck to Oleg for some zombie homies, or put the truck in the indicated spot of the river for SWAT homies *and* the mayor as a homie too! If you go for Oleg, if you fail to make the jump, don't worry: as long as you *attempted* the jump, the mission will end in your favor.



# A Remote Chance

This mission is given to you by Viola at the same time Kinzie gives you Air Steelport. You'll need to do both, but you can do them in either order.

## RC Fun

Remember that device Angel gave you forever ago that lets you remotely control cars? Now, it finally has a use.

Hang out in the chopper until it gets to the destination, then shoot the RC gun at the indicated car. You'll take control of it, and you just need to run over 15 people on the sidewalks. Note that the count only goes up when you *kill* a pedestrian, rather than merely wound them. After that, slam the vehicle into the indicated gas station pumps to blow it up. If you can't do it with one pump, slam it into another, and another, until it explodes.



With that done, Angel will fly you to the next area. Take control of any of the boats, then slam it into the beach party. Simple.

The third area has you remotely controlling a helicopter. This one is a little tricky, because you have to fly one chopper into another. Your signal will weaken for a bit, but Angel will fly a bit closer to maintain a decent signal, so don't worry about the distance. As you approach, the pilot of the target chopper will bail, and your actual target will begin flying it. He'll try to outmaneuver you, so you have to spin in a tighter circle than he's moving. Make use of the quick turn buttons, Left Bumper and Right Bumper (on the Xbox 360) or L1 and R1 (on the PS3). Try to get inside his turning radius, then slam into him.

One more area: this time to the airport to remotely control a tank to shoot another tank. Now, you'll notice there are about ten tanks on the ground that are marked for your remote control. That's because your tank can only take a few shots and will be attacked by STAG soldiers, while the enemy tank you're trying to explode takes about a dozen shots and won't have anything else shooting at it. It's unlikely, no matter how good you are at maneuvering, that you'll lose at least one tank in the exchange. No matter: just take control of another and finish the job!

# 3 Count Beat Down

## Comeback of the Year

This mission is given to by Angel, and is available after you complete A Remote Chance. Meet him at the 3 Count Casino, then start shooting everything in sight. After a short time, some Luchadores will hit the casino and cause you a bit of distraction. Be sure to kill the grenade-shooting specialists first, or you'll be in for a rough time.



Revive your homies as necessary, but concentrate on the slot machines; let the crew take out the enemy bangers unless they get overwhelmed. Once enough slot machines are gone, the manager will pop out of the back room. Interrogate him by hitting your action button, then follow the blue pylons to the casino vault.

With Angel masked again, he wants to mess up Killbane's statues before leaving. Indulge him, but be prepared for a fight: more Luchadores have arrived, and will need to be taken down. It's all standard combat though, so you shouldn't have much trouble.

Once all the statues go down, *two* flamethrowing Brutes will arrive. Subtlety should go out the window here: use your rocket launcher, grenades, and other power weapons to end them in a hurry. Mop up the survivors, then you'll pass the mission.

# MurderBrawl XXXI

## Five-Star Instant Classic

This mission is available after completing 3 Count Beat Down. Taking it will instantly warp you to the arena, where we're about to have the rematch of the century.



As Angel and Killbane wrestle in the ring, you're going to have so much outside interference that Vince Russo called and asked them to turn it down a notch. Your mission as the manager is to run around and beat the hell out of the backup. They'll bring various weapons to play, such as a rubber shark and a blow-up sex doll, which you can use against them too. They all fall in one hit, but there will be so many of them that you'll need to run around to stop them all. If any make it to the ring apron, they'll hop up and distract the ref, allowing Killbane opportunity to do all sorts of terribly illegal moves to Angel.

Watch the reverse-moving progress bar in the top-left corner of the screen. This is a countdown timer, and once it gets to about two-thirds full (or "one-third empty" if you prefer), Angel will be sent flying out of the ring via powerbomb. More interference arrives, but apparently this is an even more extreme version of ECW, because some awesome fan out in the crowd tossed in a chainsaw just for you!



Simply stand over Angel's body and cut up any jabroni who runs at you. After a couple dozen, Angel reports that he's broken his leg, so he essentially tags you in to finish off Killbane. Apparently, his leg is broken enough that he can't finish his match, but together enough that he can help defend you from outside interference. No complaints here with that plan...

## Finally, the Saint, HAS COME BACK, to Steelport!

Wait until the commentators get done blathering, then get to the blue pylon to automatically enter the ring. Once inside, you can't count on your fists. Try executing a combo against him by triple-tapping Primary Fire... you'll eat an attack from a wrestler who apparently is the unholy offspring of the Undertaker and Hulk Hogan.

Ah, but after that chokeslam, the fans will start flinging in more weapons for you. This is no holds barred -- as if the chainsaw wasn't enough of a clue -- so you know what to do here. Grab whatever

you can, combo him, then get in close.



You'll start a quick-time event, but don't worry if you fail: you'll just have to grab another weapon, combo him again, and keep going. In fact, for the next couple sections of this match, that's all you're doing: attempt to punch him, let him chokeslam you, grab a weapon to combo him, then do the quick-time event.

The second wave will end with a bunch more Luchadores crashing the ring. Punch them to death and use the available weapons, and then Killbane will come into the ring. Do the same combo and quick-time combo for a third time to end him.

After the match, you'll get to choose whether to unmask Killbane and keep it, or to spare him humiliation and gain a new weapon. Make your choice, and the mission will end.

### **NEXT MISSION WARNING!**

Prior to the next mission, be sure you have some strong explosives equipped. It's best to have *both* the rocket launcher equipped in the explosives slot with either the UAV or air strike weapons in the special slot.

The next mission, entitled Three Way, is the final mission of Campaign Mode. If there's anything else you want to do, do it and make a backup save, just in case. You'll have plenty of freedom afterwards, and the ability to do the final mission *twice*, but a backup save is always good to have.

# Final Mission: Three Way

## Putting Out the Fires

You'll get this one after stopping the zombies in Zombie Attack and beating Killbane in MurderBrawl XXXI. Meet Pierce, then head into the city. You'll need to clear each of the three battle sites of enemies. You'll have Pierce and Oleg to help out, but don't let that stop you from calling in someone else. Despite the notoriety numbers though, know that you won't be encountering much backup; most notably, planes won't be coming in to support anyone.



Once the area is almost clear, two Brutes will spawn in from opposite sides of the area. Run to one side while your backup deals with the other, and take the down the Brute; by now, it should be easy pickings. Then run to the other side, kill the second, and finish clearing the area.

As the pop-up tool tip helpfully tells you, you can't really "abandon" Oleg, as he'll teleport across the city to you if you just drive off. Anyone else in your party may fall behind however, so it's best to just get everyone together and drive. The only real reason for leaving Oleg back is if your truck gets blown up, and then he won't have a place to ride anyway.

The second battle site is much the same way, but this time, the concluding enemies is a tank. Use your rocket launcher or whatever is in your special weapons slot to take it out. It's no more difficult than a standard tank, so unless you came to the fight without those weapons, it shouldn't be too tough.

Once it's down, jack a car and proceed to the third battle site. Preferably, you'll want to steal one of STAG's APCs at this point, unless your truck is still somehow alive and you want Oleg to ride along. If you have two others other than Oleg, one of them can fire from your APC while you're driving so you don't have to worry about being tailed.

At the armory, now a plane will come into play. Shoot it down as quickly as you can, then worry about the ground forces. They're packing a street and, as with the previous two sites, there will be limited backup arriving for anyone, so it's best to start at one end of the street and work slowly up it, killing everyone in your path. Watch out for specialists, but otherwise, just cut a path through the enemies as you have the previous two sites.

Three tanks will arrive to end things this time, but it's doubtful they'll all reach you. Use any remaining air strikes or UAV strikes to take them out from a distance, and you should be all right.

## Decision Time

You're hit with two issues at once: Shaundi and Viola are captured and held hostage on the small star island, and the statue is about to explode. They won't survive the explosion. But meanwhile, Killbane is getting away. Angel is going after him, but probably can't do it alone. You need to decide whether to save Shaundi and Viola, or sacrifice the girls to finish off Killbane.

Either decision leads to the end of this mission, as well as an epilogue mission. After doing both and watching the credits, you'll be able to redo the final mission and check out the other ending. You'll keep all rewards from both paths by the end of it, so it doesn't matter which order you take the two paths.

- Saving Shaundi
- Killing Killbane

# Saving Shaundi

This is a sub-mission of Three Way, based on choices you made after clearing it.

## To the Monument!

After speaking with Kinzie, jump off the dock on the left side to find a speed boat. You can wait for your backup to come in with you, or you can just floor it to the monument now; your backup will eventually catch up with you by teleporting across the water, but it may take them a while.

Once you approach the island, swing around the right side of the first star point you come to. There, you'll find some stairs, but you may just wind up teleporting onto the island regardless. Start killing everyone you see, and be wary of the flying VTOL overhead. There's also a sniper high up on the tower, and it may be in your best interest to just ignore him. He can't hit you once you get to the base of the tower, so just sprint over there and start making your climb.

## Stopping the Bombs



Once you reach the blue pylon, you're teleported to the top, and a five-minute countdown will start. A standard Saint is to your immediate left, and you can untie him to gain another follower. Don't take too long, as you're about to be pincerred from both sides by STAG soldiers. In fact, it may be best to just kill the enemies before untying the Saint to be sure you're clear. After that, use the Sonic Boom -- automatically equipped for you -- to knock the first charge off the



balcony. Work around this floor, knocking the four charges off. You'll have four total Saints to untie as well. Even though that puts you past your cap, untie them anyway. This way, if any of them fall, you'll have someone else to replace them; and whether they're directly following you or not, they'll help watch your back.

After clearing those four charges, look for the stairs leading up on the east side of the balcony. Head up, but watch for planes. If you're out of rockets here, know that you can usually take down a plane with enough rifle fire; it just might take a while.



Check your fire up on the upper balcony because it's almost too easy to shoot the charges if you're not paying attention, and that won't end well: it only takes a *single* shot to blow the charge and kill everyone. The best strategy here is to resist the urge to shoot the enemies straight-on, and instead turn at an angle so you're firing into the air if you miss. Always be aware of what's *behind* the enemy, not just the enemy himself.

These STAG soldiers can take a lot of punishment, so you can put a quick end to any individual firefight by just grabbing him as a human shield and flinging him off the edge of the tower. It's suicide to try it in the middle of a STAG pack, but it's a great way to eliminate stragglers.

Keep an eye on the clock, because it's likely you've only got a couple minutes left. While the upper balcony is physically smaller, it's more dangerous due to the larger force facing you in addition to the smaller margin of error. Plus, enemies will always be spawning in, so you won't be to just fully clear it. Eliminate the soldiers you can around a given charge, then send it off to the drink the moment you can. Then, again being sure to be at an angle so you don't hit the next one, work your way around the perimeter.

## At the Summit

Climb the final stairs of the statue on the north side. Your backup will dismiss itself as the song fades, and the path is linear so you'll have no problem finding your way to the top.



As a throwback to the original Saving Shaundi scenario in Saints Row 2, Kia has Shaundi firmly in her grasp. You can't hit her, but there are plenty of grenades nearby. While we saw flashbangs last time around, this time it's ... uh ... farts in jars. Seriously.

The Farts in Jars takes up the flashbang grenade slot, Down on the d-pad. There's an unlimited supply of them behind each of the four large shipping containers up there. Grab a set, fling it into Kia, and she'll drop Shaundi due to the stench. Shoot Kia in the face, but be ready, because one volley won't kill her.

VTOLs arrive to help out, but they're honestly irrelevant. If they even bother to fire, just hide behind the boxes as you collect more Farts in Jars. Kia herself won't come out of that little boxed in area, so you don't have to worry about her chasing you. Once the VTOLs are done and start to reposition, pop out and throw another fart in her face. It takes about three or four volleys, and it'll be over.



# Gangstas in Space



Gangstas in Space is DLC released on February 21, 2012.

## On the Surface of Mars

You and the rest of the Saints are on Mars, oddly enough, directly from Saving Shaundi.

This is a cooldown mission from the last one. Despite the laser fire absolutely everywhere, something should tip you off from the bad acting (as if the area itself didn't give you a clue). You will take next to no damage here, and your rifle with infinite ammo will usually two-hit everyone who gets in your way. Follow the waypoints and activate the buttons as marked.

Enemies start getting a little stronger defensively after the second forcefield, but really, they're still nothing compared to you. It's just basic combat, and by now, you should be a master.

You'll eventually find Killbane, who is so totally your father, and you must kill him. To do that, get near the "lava crystals" (stalactites and stalagmites with yellow spots in addition to the normal reddish-brown color), then wait for Killbane to come near. He may pick them up, or he may just get near them either. Way, shoot it, and the explosion will damage him. After three or four hits like that, Killbane will fall to a knee. Run up to him and engage him with a quick-time event, as if he was a Brute.

Killbane is strong enough to cause you some pain here, so while you're trying to get to a lava crystal, just do sprint-jumps to avoid him. Rolling will keep you safe, and will allow you to move faster than he does even if he's running. Just sprint-jump your way around the area to get to a lava crystal, then hang out until he gets close enough.

After three quick-time events, Killbane will be gone, and you'll end the mission, and Campaign Mode. Congratulations!

...But you're not done yet. After the credits roll, you have total freedom to mess around in Steelport. Besides that, Three Way will be available again, letting you play it through and get the alternate ending.

# Killing Killbane

This is a sub-mission of Three Way, based on choices you made after clearing it.

## To the Airport!

First, meet up with Angel at the waypoint. Help him clear out the marked enemies, and as always prioritize killing the grenade-flinging specialists.



After that, you and any of your backup still surviving will jump in a fast car with Angel driving. You meanwhile will be riding shotgun with a rocket launcher, full of unlimited ammo. You'll soon arrive where the plane is taxiing to take off. Just lay into it: it's crazy-easy if your rocket launcher has its lock-on ability. Four shots, and it's down.

Ah, the plane is down, but Killbane is still alive... for a cut scene. After that, you get a quick-time event, and that's it. Finish the quick-time event, Killbane dies ... and so does Shaundi.

# STAG Film

## Enter Daedalus

This mission comes from Pierce after the Killing Killbane subplot of the Three Way mission. Meet Pierce at the bar, then prepare for a change of underwear. STAG has brought in its super-ultra-mega weapon to deal with Saints. But clearly, there are better options here.

Head to HQ, then grab any chopper and fly to the Daedalus. Your first goal is to blow apart the four turrets, which is pretty easy since they don't shoot back. You will have to deal with some tanks between the turrets, but a few missiles will take care of them.



Now it's time to infiltrate the Daedalus. Launch a few missiles near where the tanks were: soldiers will be there, and it's best to clear the landing zone. When it seems relatively clear, land, hop out, and take cover behind the metal guards. Kill the immediate soldiers, then start working inward.

Enemies constantly spawn in, but it's basic combat. Just trace your way to the yellow waypoints and plant the bombs when prompted. Once both bombs are planted, run to the back (near where you planted the second bomb), and hop in the VTOL there.

Fly to the indicated pads, though you'll want to spray some missiles and machine guns to clear the landing zone. Plant both bombs, and Cyrus will show himself.

## Killing Cyrus

Cyrus is flying around in a heavily armored VTOL. There is a minigun near the fourth bomb location that you can pick up and help destroy the plane. The soft targets shooting at you are actually a bigger, more immediate threat. The rocket-launching soldiers won't respawn, so take them out first.



Firing your rocket launcher against Cyrus's VTOL is tough because he can outmaneuver most rockets, even with lock-on. You need to time your shot to hit him as he's coming back; if his rear is to you, don't bother wasting the round, and just start blasting the soft targets. Better still, forget the rocket launcher entirely and just use the aforementioned minigun, since

it will help you take out the spawning soldiers between Cyrus's passes, and it'll hit him fine as long as you lead your shots.

Once his plane goes down, you need to get off the Daedalus. The time limit gets cut to under a minute, and the resistance doesn't stop. Drop the minigun by selecting literally any other when, then sprint-jump all the way to the indicated VTOL. Hop in, and fly on out of there to finish the mission, and Campaign Mode!

Steelport will become it's own country, and the Saints running it. Pierce will become mayor, and the city is yours.

... But you're not done yet. After the credits roll, you have total freedom to mess around in Steelport. Besides that, Three Way will be available again, letting you play it through and get the alternate ending.

If this is completed second time round, Shaundie and Viola will still be able alive and able to help out, as well as the usual effects of this missions taking place.

# DLC

This section collects the **DLC**, or downloadable content, available for Saints Row: The Third.

## Released DLC

- Genki Bowl VII
- Gangstas in Space
- The Trouble With Clones
- Nyte Blade Pack
- Weapons, Outfits, and Vehicles

## Upcoming DLC

On May 3, 2012, THQ announced that an expansion called Enter the Dominatrix is in development for Saints Row The Third. Originally announced as an April Fools' Day joke, Enter the Dominatrix will be a standalone expansion available for Xbox 360, PlayStation 3 and PC.

Enter the Dominatrix takes place immediately after the events of Saints Row The Third as alien warlord Zinyak prepares to invade Earth. Zinyak captures the leader of the Third Street Saints and "imprisons him in an elaborate virtual reality simulation" that looks and feels like Steelport but "is the world that has been pulled over your eyes to blind you from the truth." Although there have been rumors that Enter the Dominatrix may be put in Saints Row 4.

THQ has confirmed that the expansion will be available for \$29.99 and that more details will be announced this summer. While you wait, be sure to check out our review.

# GenkiBowl VII

Click this link to see the video

<http://www.ign.com/videos/2012/01/10/sr3-genkibowl-vii>

The GenkiBowl VII DLC Pack is an activity based story add-on. In this addition to the story Professor Genki has taken over Steelport for GenkiBowl VII. This pack was released on January 17, 2012, and includes 4 new activities, 3 new vehicles, 4 new outfit additions and 3 new homies.

## Activities

- Apocalypse Genki
- Sexy Kitten Yarnasm
- Super Ethical PR Opportunity
- Sad Panda Skyblazing

## Vehicles

- Genki Mobile
- Yarnie
- Verminator

## clothing

- Sad Panda Outfit
- Sad Panda Mask
- Angry Tiger Mask
- Sexy Kitten Mask

## homies

- Sexy Kitten
- Angry Tiger
- Sad Panda

# Gangstas in Space (DLC Pack)



Gangstas in Space is an upcoming DLC Pack that will be released on February 21, 2012.

**Faster, More Intense**

**Faster, More Intense**



**Hangar 18 1/2**

**Hangar 18 1/2**

# **That's Not in the Script**

**Thats not in the Script**

# The Trouble With Clones

The Trouble With Clones is an upcoming DLC Pack for Saints Row the Third.

# **Weird Science**

## **Weird Science Video Walkthrough**

# **Tour de Farce**

**Tour de Farce Video Walkthrough**

# Send in the Clones

# Nyte Blade Pack

The Nyte Blade Pack is an upcoming DLC Pack for Saints Row the Third.

# Activities

Activities, once a staple of Saints Row, have been somewhat downgraded to playing second-fiddle to the campaign. Doing activities still nets you cash, as well as some respect the first time you do them. Activities can be repeated as many times as you wish once unlocked, but you'll only earn respect for them the first time; you'll earn cash for every completion however, and it's a good way to increase your bankroll early.

In Saints Row: The Third, completing an activity also rewards you with a piece of the neighborhood, thereby increasing your hourly income as well. It's best to do them as you can, and they all make good distractions from the story. If nothing else, earning the extra cash and respect can lead to better upgrades, so completing some activities early will give you a long-term advantage in your abilities.

Activities are marked on the map with blue diamonds and icons representing what specifically the activity is. If you highlight a given activity on your map, you'll see its difficulty level. Completing easy activities nets you \$2000, medium activities gets your \$4000, and hard activities earns you \$6000. Despite the given difficulty, you might find some activities generally easier or harder than others, so if there is one you're particularly good at, concentrate on doing it over and over to earn tons of cash.

Many activity instances are story-based at least once, and in fact most activities have to be completed once during the campaign before they'll unlock in the world. After securing Kinzie, Angel, and Oleg as homies, you will probably have at least the first instance of each activity available to you.

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# Cyber Blazing



Cyber Blazing is a variation of the Trail Blazing activity. It's pretty meta as you control your character in a videogame, racing along a *Tron*-like tube. Simply drive around the red icons (representing firewalls) and smash into the blue brick tanks to gain time. Clear all the checkpoints in the allotted time and you'll win.

Cyber Blazing is one of the easiest Activities in the game, and can be used to farm cash as soon as Kinzie is your homie. It's also a decent place to rack up some distance for the Big Air Time challenge, as the pseudo-physics of the cyber-world will let you drive up the curvature of the walls and slingshot about. There are only three instances of it in the city, but it counts as standard Trail Blazing as far as Achievements & Trophies are concerned. Be aware that the instances are still marked for Trail Blazing on the map. You can identify these because they are in the northwest section of the map indicated as Deckers territory.

As with Trail Blazing, destroying property (in this case, the blue tanks) for a small amount of bonus time is a secondary objective at best. Don't go out of your way for them. The best route is to simply drive as fast as the bike will take you and dodge the firewalls, do this well and you will be rewarded quickly. Note that the bike has nitros, making this activity truly a piece of cake.

Completing Cyber Blazing activities unlocks the cyber vehicles, the X-2 Phantom bike and The Wraith sportscar.

# Guardian Angel

There are only two instances of Guardian Angel in the city, and both will come up in the story missions. The general idea is that the game becomes an on-rails shooter with two parts. One part has you sniping as enemies swarm your protectee, and the other has you firing rockets from a helicopter as you tail the protectee's car.

For more information about the specific instances, see [Guardian Angel \(Pierce\)](#) or [Guardian Angel \(Kinzie\)](#).

# Escort

Not to be confused with Tiger Escort, basic Escort is a classic from Saints Row 2 and hasn't changed. You're a driver while a ho and a client are doing unspeakable things in the backseat of your car. Your mission is to drive around while avoiding news vans because the client doesn't want to be photographed. Occasionally, the client will have specific requests, such as driving incredibly fast, that you have to fulfill.



Fulfilling the client's requests and generally avoiding the news vans will fill the Pleasure Meter, located in the top-left of the screen. When it fills, you pass the activity. Conversely, getting spotted will fill the Footage Meter, located just below the Pleasure Meter. If the Footage Meter tops off, you fail the activity. If you're ignoring the client's request, the Footage Meter doesn't fill, but neither does the Pleasure Meter, so you'll want to do them as quickly as possible; usually, they result in sizeable Pleasure Meter bonuses anyway. You'll basically want to "drive with your mini-map" here: keep an eye on it, and look out for any blue dot, which represents a news van. Even if your GPS wants you to take a route, ignore it if it would put you right into a news van's radius.

If you have a co-op partner, the guest player will take the place of the ho and receive intermittent prompts to perform sexual feats. These are carried out in the form of a rhythm game using the joysticks. The player's skill (or lack thereof) at carrying at these requests can make this activity much easier or much harder.

# Heli Assault

In Heli Assault, you'll have to protect a specific target while flying an attack chopper. You have two weapons here: by hitting the Accelerate/Primary Fire button, you'll fire your machine guns. These go straight at the crosshair instantly, and it only takes about three rounds before a car explodes.



By hitting the Brake/Fine Aim button however, you'll be able to fire unguided rockets. Unlike your rocket launcher, these rockets don't fly straight. They'll fly at a curve, especially if you're aiming downward, and they have a longer trajectory time. Whichever weapon you choose, you'll need to fly as low as possible, but still above the targets. It'll take a few practice runs before you'll be comfortable in the timing of aiming with the rockets, and the machine guns do a decent job, so you might want to stick with them for easy- and medium-difficulty instances. Also, it is useful to alternate between machine gun while laying down a barrage of rockets on the particular road of the enemy.

The other advantage with machine guns is that it's much harder to hit your protectee's car. They're tough but will take considerable damage from careless explosions, so when enemies are in tight, use the machine gun to make sure you minimize the damage against your protectee.

Enemy helicopters will join in now and then, and those need to be your priority. They'll shoot back at you, but once again, you should stay above them and either rain some missiles (especially since you can just hold the Brake button and unleash a huge salvo) or fill it with holes from your machine gun. The enemy choppers can't take much damage before crashing. Once choppers -- or even enemy cars for that matter -- begin to start flaming, ignore them and focus on a different target because they'll blow up soon enough.

In co-op mode, each player will receive a helicopter. Having twice the firepower makes the task notably easier.

# Insurance Fraud

Insurance Fraud is a classic activity that make you throw yourself into harm's way. If you played it in Saints Row 2, know that it hasn't changed in principle, though it's much easier this time around.

The general idea is that, by pulling the buttons normally reserved for attacking, you'll immediately just ragdoll yourself. By getting runover by a car while ragdolling, you'll gain cash based on how badly you're hurting yourself, with maximum damage bringing in maximum cash. You won't take any actual damage, but of course that perk lasts only as long as you're in the activity.



As soon as you start, hop in a car and drive to any blue waypoint.

This is an "adrenaline zone," and getting blasted by cars charges the adrenaline meter faster. Once it's topped off, the next time you throw yourself in front of a car, you'll go flying crazy high. While in the air, you can control your flight simply by moving the left analog stick. If you are able to bounce off multiple cars and keep your combo going, you'll earn massive amounts of cash. It's not unheard of to make over \$100,000 in a single "accident" while in Adrenaline Mode.

Unlike previous Saints Row games, you can get some serious elevation even from cars that are standing still. However, getting hit by cars in motion, especially cars that driving very fast, will be worth more. Also unlike previous games, getting hit *before* ragdolling will still result in cash gained. If given the choice however, you should ragdoll if you can, as it results in the most control for your body, allowing you to create valuable chains.

# Mayhem

Your goal here is to cause as much damage as possible with several weapons that feature unlimited ammo. Any object destroyed or person killed results in cash, and it increases your combo meter, which further increases the value of additional destroyed objects. Every successful thing you explode adds to your combo, so if you blow up a line of 5 fences with a grenade, you'll get combo points for *each* part of the fence.

In fact, grenades are your best friend because of their explosion radius. Aim for fences and, when cops or gang members start showing up, enemy cars. Blowing stuff up causes the most widespread damage, and therefore the most combo points, turning into the fastest cash income.

One common yet effective technique is to equip frag grenades and the RPG. You should generally alternate between the two in order to maintain a large combo. However you must always protect your character, it is very easy to die in Mayhem therefore it is sometimes effective to hop into a car (Bo-Duke-En style) and then move to a different area continuing your rain of terror.

# Prof. Genki



Properly called Professor Genki's Super Ethical Reality Climax, or Professor Genki's S.E.R.C., this is one depraved bit of reality TV where you have to slaughter everything in your path as you navigate a rather dangerous indoor maze. Sounds easy enough, but the big catch here is that your health doesn't regenerate. Be sure to watch the video that plays before starting this mission to get a grasp of what's going on.

The strategy here is simply to run through the maze and rack up kills as quickly as possible in order to score enough money to unlock the door at the maze's end. Take a breath before entering any "doorway" to make sure there's no trap or, if there is one, to time your move so you don't get hit. After three sections, you'll be at the end provided you earned enough money on your way.

Even though your health doesn't come back, all your other abilities are in play. This is important, because this one is tough on the harder difficulty levels without some serious advantages. Being invincible to bullets with the Bullet 4 Damage Upgrade will get you extremely far here. You'll encounter a few melee enemies and some fire traps (as well as an electricity trap that you have no upgrade to defend against), but almost everything against you is being fired from a gun. One notable exception to this are the brutes that spawn at certain points. They are called "hunters" but are for all intents and purposes standard brutes of all varieties. These are best regarded as obstacles to evade rather than enemies to kill. Simply keep running, killing as many of the other enemies as you can along the way.

Once you kill enough enemies, it's often best to just run as quickly as you can to the exit while ignoring everyone. The unlimited sprint upgrade provides a valuable edge.

# Snatch



Snatch basically plays like a game of capture the flag, except once you have the "flag," you'll start getting shot at by the gang members you took them from. The "flags" are either hos if you're doing Zimos's instances or FBI contacts if you're doing Kinzie's, but the method and rules are identical either way.

Some targets are easier to recruit than others, and you won't know which is which until you get close. Sometimes, you just have to deal with the pimps or enemy gang members hanging nearby; other times, you'll have to chase down the targets and kill the people holding them hostage. Targets can take damage, so don't simply spray when you get close: be careful and check your fire, but recruit them as soon as you can.

One tip for getting them back safely is, as with all followers, you can start accelerating the instant they begin their animation to get in the car by opening the door. Even if you're driving 100mph before they're fully in the car, they'll still finish their animation and be safe. Drive fast, and don't waste time trying to shoot your pursuers. You can also revive your targets once they're recruited, but if they die before you do, you can't get them back.

Because you need multiple targets and only have a four-door car, you'll have to make multiple trips. However, there are always more targets in a given instance than you need, so a couple can die before you wind up with too few to pass. Also, remember that once you drop them off, all bets are off; they can get run over or shot, but you can just drive on without worry.

This is an activity that can be much easier to pull off with another co-op player. Each player can drive a vehicle to pick up ho's, and the number of ho's required for completion remains the same as in single player. Of course, by separating and pursuing different groups of ho's, you may not be able to revive or otherwise aid each other.



# Tank Mayhem

Your mission here is to just cause a crap-load of damage in a time limit. Drive forward, but shoot at everything that moves... and everything that doesn't. Blowing up cars adds up the damage quickly.

The catch with tanks is that the controls are wonky. Your triggers (or L2 and R2 on the PS3) control your weapons, while acceleration is tied to your left stick along with steering. It won't take you long to figure it out, but if you're not ready for it, it might cause you to mess up at first. Remember to launch rockets at any hard targets, like cars (with the Accelerate button), and fire your guns if you see a mass of soft targets (with the Brake button).



There will be targets, both hard and soft, with the tell-tale red circle above them. These are high-value targets, and destroying them brings a bunch of cash. You'll want to chain together as many kills as possible, especially the high-value targets. Each kill increases your combo, which goes away if you don't destroy something in a short time frame. So just drive on down the street, blow up everything, and reap the rewards.

You'll occasionally see blue pylons as well. Running through these will repair your tank. Your tank isn't invincible, and the cops immediately summon helicopters to stop you, so the going may get a little dicey. Drive through them if you're having trouble, but remember that shooting everything typically results in the best scores and highest survival rate.

Because your combo meter is so important, as it charges, you'll want to start shooting props in the city. For example, if you come to a line of fences, *each* piece of the fence counts as its own object, and therefore increases your combo meter very quickly. A more prominent example would be stoplights, which are usually located next to at least three signs and maybe a garbage can. Taking that mess out would reward your combo with five points, quickly increasing the value of the *next* set of objects you shoot.

# Trail Blazing



In **Trail Blazing** (not to be confused with Cyber Blazing), you're set on fire and need to run a checkpoint-laden race driving a Toad while ignited. You get bonus time by setting people and cars on fire, but remember that this is ultimately a race against the clock. You need to prioritize getting to the end, not killing people. If cutting a corner and driving on a sidewalk, but avoiding people in the process, ultimately gets you a faster time, that's what you should be doing. Part of the reason you need to keep moving is, even if you are earning bonus time, it only adds up when you hit the next checkpoint. So if you have only a few seconds left before losing, don't start going out of your way to hit people. Sure, if they're between you and the checkpoint, by all means make some fried human roadkill. But if you're tight on time, prioritize getting to the checkpoint, not committing murder.

Keep your eyes open on the road, though. You may see small pyres sitting on otherwise empty concrete. By running through these, you'll trigger some sort of remote explosion that usually destroys cars or people to give you more time. If you see a pyre, hit it: they're always somewhere in the optimum racing line between checkpoints, so you'll always have a reason to get them.

When playing in co-op, the guest player sits behind the host and throws molotovs. These can cause additional damage that adds to the remaining clock time. Because of the pace that has to be kept up, it can be pretty difficult to land solid hits, but every second helps.

# Tiger Escort



This is a modified Escort activity. Rather than people copulating in your backseat though, you've got one pissed off tiger trying to claw your eyes out. There are animal control vans that will follow you around, which take the place of the news vans, but they're not the real concern. The tiger isn't happy being buckled up, so he'll randomly attack you. When he does this, your car will jerk to the side. Running into things will just anger the tiger more, so you see this is a cycle of pain: if you don't quickly recover the steering from one of the tiger's swipes, you'll hit tons of other cars or objects, which will just make the tiger swipe at you more.

Luckily, unlike typical Escort activities, the tiger's Rage Meter -- which takes the place of the "Footage Meter" -- will actually start to go down if you don't hit things for a bit. Sure, he'll still swipe at you now and then, but as long as you don't panic, and as long as you keep the car as straight on the road as possible, you'll be fine.

If you do anger the tiger too much, he'll start constantly attacking you, but you haven't failed yet. If your health runs out, you'll die, but you can calm him down by doing a full one-second powerslide. Accelerate, then jam the Jump/Drift button and turn hard to either side. You'll make the tiger so happy that his Rage Meter will fully reset, and you'll be able to continue. Once your character's "Courage Meter" tops off, you'll clear the mission.

When playing in co-op mode, the guest player will be a passenger tasked with soothing the tiger by playing a rhythm mini-game with the joysticks. This can be a great help or hindrance to succeeding at the activity, depending on the player's knack for pulling off the moves.

# Trafficking

In Trafficking, you'll ride as the passenger as your ally drives around and does some business. Your job is to cover his back and shoot anyone who tries to stop you.

The cops and/or rival gangs are instantly on you here. Rather than destroy their vehicles--which will just cause more to spawn right away--aim for the drivers or the tires: take them out, and it stops the pursuit, though of course more will spawn in eventually. Once your ally stops, you can either hop out the car as well, or stay in to use the car as armor. Unlike previous Saints Row games, if the car is destroyed, you don't necessarily lose. You can always boost another car as long as your ally is alive, and he'll automatically get in behind the wheel. He'll always prefer to enter the same vehicle, and if you switch, it might take him a bit to figure out what you're doing, so you don't have the time to be choosy.

Now, as the passenger of the car, the controls are identical to *walking*, not driving. That means you can pull LT (360) or press L2 (PS3) to aim, and you reload with X or Square. Keep that in mind as you're riding around town.

A further advantage is that you can fire with any weapon you want, even shotguns, since your hands aren't on the wheel. Shotguns have limited use of course, unless an enemy car is all up in your grill, so use whatever automatic you can, and your pistol or grenades as backups if necessary.

There is a chance, especially if the customer or your ally is hit in the process of making their transaction, that they'll have a hard time finding each other. There's nothing you can do about this until the AI corrects itself, but it will mean you'll have to defend them longer. Just stay in the sight of the enemies and try to draw their fire. If all else fails and they seem stuck, run at them and shove them around (by walking into them--don't attack them!). It should jar the AI loose, and the pathfinding will fix itself. As long as they're shaking hands, they're doing the deal, though it'll take a few seconds for the deal to actually conclude.

# Sexy Kitten Yarngasm

In this activity you control a giant ball of yarn and try to destroy vehicles and objects. There is a set time limit for you to reach a certain amount of damage costs.

# Apocalypse Genki

Apocalypse Genki is your average Super Ethical Reality Climax type activity but with a jungle theme added.

# Sad Panda Skyblazing

In this activity, your objective is to receive a certain amount of points while gliding your way down to the landing marker.

If you glide through the rings that lead you to your objective you are awarded with points. You are automatically equipped with a chainsaw and can obtain points by killing the mascots that are set on the roofs of buildings that you fly accross. There are two types of balloons that are placed around buildings. There are Angry Tiger Balloons, that can be landed on and popped for points, and Sad Panda Balloons that deduct points if you pop them. Landing inside the landing marker will give you bonus points as well.

# Super Ethical PR Opportunity

In this activity you are given the privilege to escort Professor Genki around the city and show him a good time.

To complete this objective you must raise Genki's pleasure bar to the max limit, similar to the Escort and Tiger Escort activities. Professor Genki enjoys murder and encourages you to run over pedestrians. Killing pedestrians will give you flamethrower fuel that you can use to destroy vehicles and burn pedestrians. He also gives you other objectives such as doing damage to other vehicles and murdering mascots. Genki hates annoying fans and his annoyance meter will rise if one of them gets in a certain range of him. Once Genki's pleasure meter is at max your objective will be to deliver him to his public appearance.



# Saints Book

The Saints Book is available almost immediately. It's a list of various challenges and contracts that you can take on during your game. Assassinations and Vehicle Thefts must be done between missions, but any progress you make toward Challenges during missions sticks.

# Assassinations

Assassinations have you taking out special targets, occasionally using specific methods. You're usually given a list of around four to eight targets, and you can choose any target you wish. Killing him results in cash and respect, and adds another target to the list. Some only become available after certain missions are passed, but in general, you can do quite a few for some nice money early in the game.

The list here is sorted by the name of the target. Most targets have a simple process: chase them as described in the contract (the important parts will be in blue text), then kill them in any way possible when you have a chance. If anything is odd or different, we'll talk about it here.

Also, there is nothing wrong with a little backup. If you're planning on doing some extended assassination sessions, grab some Saints from a building you own, or even call in one of your standard homies to back you up. It'll make the contracts easier, and let you earn cash faster!

## Agnes

Agnes is an old bitty who hates genitals, so the first thing you need to do is get a crib or clothing store and toss all of the threads aside. Just go to "Wardrobe," then "Outfits," then "Remove All Current Clothing."

Drive over to the Nobody Loves Me store, then hop out. Start streaking by hitting Down on the d-pad twice, and just prance around showing everyone just what you were born with. All you have to do is shock one person, and then Agnes should appear.

## Alejandro

The trick to getting Alejandro to show himself is that you need to be driving a car from the Luchadore gang. The target is in Sunset Park, which is on the central large island, but the Luchadores operate out of the southwest island. If you don't have a Luchadore car, head over there first, then just drive around until you can carjack one of them. If you have trouble finding one of them, just start killing Luchadores until their start getting backup to arrive.

Once you have a Luchadore car, lose your notoriety, then head over to Sunset Part (as indicated by the waypoint). Once you're there, just being anywhere near the docks usually will trigger the target's appearance. If not, drive up and down the docks, and he'll appear in no time.

## Almonzo

Drive to the zone, then start shooting any Luchadore member you see. There is a gang operation at the north end of the zone, just south of the Rim Jobs in Arapice Island, that you can use if you haven't already sealed it. If you have, just drive around until you find some Luchadores. Murder each one you see, including the ones that come up for backup.

After ten or so go down, the target will appear. He's big, but not a Brute, so firing rounds into any part of his body will cause damage. By the time he arrives, you'll have a lot of notoriety. You may want to call in Oleg, who will help you out here. Either way, you'll probably have to deal with a Luchadore who will fling a bunch of grenades at you. Keep moving and try to get your target caught up in those explosions. If you have any weapon that causes flames, such as flamethrower or a Molotov cocktail, this would be the time to use them.

## **Andre**

Andre is a bit complicated to deal with, and you'll definitely want some backup. Drive to Espina, then start killing any ho. Don't simply spray all civilians, because things are going to get pretty tough as it is without all the cops and STAG breathing down your neck.

Slaughter the hos, who can mostly be found between Zimos's Pad and the Rusty's Needle to the east. It doesn't tell you when you've killed enough, but you need about three to five dead.

After that, start slaughtering any Morningstar you come to. You need to get your Morningstar notoriety up to three stars in addition to killing all the hos. If you haven't done it yet, shut down the gang operation over on the east side of the island in the Espina district. (It's north along the same street as the Medium-difficulty Trafficking activity.) By the time you close it and kill any backup, you should be up to three or four stars. Blow up some helicopters too to really get your notoriety up there.

Andre should appear down the street from wherever you happen to be once this is pulled off. Andre himself is no more difficult than any of your assassination targets, so you shouldn't have any trouble with him personally.

## **Barry**

Grab any helicopter, then fly over to the waypoint. Land on the helipad, then wait for your target. He'll be with two bodyguards, so you have a couple options here. Either kill him now and deal with the guards or, if you're feeling like doing some skydiving, fly in the air then just bail.

## **Bernie**

Call up Bernie in your phone contacts, then drive to the indicated hood. Three targets will pop up, and two are decoys. Kill each mark if necessary, and you'll get rewarded when the real Bernie is dead.

## **Blaize**

Head over to the marked district, then rob any store by walking in and using fine aim on the clerk. It's probably easier to do this in a store you own, that way you can almost immediately wipe the notoriety you get from doing this. Once you rob the store, whether or not you succeed, Blaize will show up.

## **Brutus**

Disarm by selecting only your fists as weapons, then drive down to the marked park. He's usually just a few feet north of the path in the northeast corner of the park, but the closest entrance is blocked by a STAG barricade if you're doing the mission late. The north gate is unblocked though, so drive in there and meet Brutus.

Brutus is no easier than any other Brute, but as long as you don't have weapons drawn, you can get right next to him. He won't turn hostile until you start attacking him, so if your first shot is a rocket launcher or a UAV drone missile, it'll be a pretty short fight.

## **Chandler**

This one is pretty simple. Drive to Sunset Park, then hop out and get hit by a car. You don't have to take a lot of damage from the hit, but you have to be smacked hard enough to fall down. If you're having trouble getting cars to drive fast enough, stop a car by standing in front of it, then fire your gun a few times. The driver will panic and, hopefully, drive into you.

## **Clovis**

Drive over to the indicated Rim Jobs, then do any sort of modification to your car; merely entering the garage and exiting won't help. When you drive out of the garage, Clovis will appear.

## **Danny**

Head to the Yearwood hood, then hop out of your car and call up for a pizza (it'll be temporarily at the top of your phone contacts). Wait for Danny to appear, then take him out; he's incredibly easy. The only issue here is that takes him a bit to actually arrive. It takes him about 30 seconds of real-time, though is certainly can feel like a good hour.

## **DJ Enigmus**

Finding Enigmus is pretty easy: just drive on over to the Salander district, then tune your radio to the K12 radio station. Four targets will appear: three are decoys. You won't know which is the real one, so kill each one. Just be warned that once you kill a decoy, several members of the Deckers will arrive to kill you. Ignore them to keep your notoriety down, or take them out to get some room before moving to the next one.

## **Dr. Wang**

Head over to the large south-central island, then visit the Image As Designed store in the Loren Square district. (It's just east of the Heli Assault activity and just north of the Prof. Genki activity.) Buy surgery, but note that you don't actually have to change anything, since the way Image As Designed works, you pay up front.

Once you exit the surgery screen, you may not notice anything at first, but as you leave the store,

your target should pop up somewhere outside. Finish him to clear this contract.

## Gerrard

The trick with this one is that you need to be driving a muscle car, such as the **Phoenix**, **Hammerhead**, or **Boot Legger**, to attract him to you. It may be tough to specifically find any of these cars, so unless you have one in your garage already, you may want to do other contracts first and just get to Gerrard when you can.

### Phoenix



**Phoenixes** are two-door cars that feature wide, straight grills and stylized hoods, and always have roofs (i.e., they're never convertibles), and often have spoilers. Click the pictures above for the front, side, and back views of a Hammerhead.

### Hammerhead



**Hammerheads** are fairly similar, but have dual-headed headlights (that is, both headlights have two bulbs, for a total of four headlights on the car). You can sometimes find Hammerheads in the Sunset Park district, on the central island. Click the pictures above for the front, side, and back views of a Hammerhead.

### Boot Legger



**Boot Leggers** are four-door cars with four round headlights and round mirrors, plus a split grill. Click the pictures above for the front, side, and back views of a Boot Legger.

When you have one of these cars, simply drive it up to the indicated gas station. Gerrard will appear after about four seconds, assuming you have the right car. Kill him any way you wish, though blowing up the gas station as Angel suggests is pretty epic.

## Grigor

Drive to the indicated zone, then head to the docks on the east side (to the east of Curly's Chop Block and Tank Mayhem (Easy)). Grigor should appear shortly.

Grigor himself isn't tough, but he's surrounded by a bunch of Morningstar members. Also, the moment you approach him, you get an instant five-star notoriety against the Morningstar. You'll want to bring backup, and you'll need to kill him as quickly as possible. Escaping shouldn't be overly tough, and once Grigor is dead, you can be taken down anyway without repercussions other than the hospital bill.

## Harry

Jump in a car and drive to the indicated waypoint. You can take your time at first; despite the "urgency" of the contract, you're not on a time limit or anything. The moment you get to the bridge and the white circle pops up though, you'll have only a few seconds to get to him. He's surrounded by cops, but you can just spray them all. Kill him, then escape quickly before your notoriety gets too high.

## Jake

Jake drives around in a cement truck in the Camano Place district... and, that's it. Other than that little tidbit, there's nothing special you need to do to get him to appear: just drive around a bit and you'll find him.

## Jim

This contract requires very little setup. Simply head over to the Saints HQ, then call up Jim on your phone. He'll appear, and he's no challenge to take out.

## Karl

Karl hangs out at the airport. Follow your waypoint, and go around the terminal. Look for a luggage cart: they're usually one just before the fenced area. Jump in, and you'll see the crosshair target on the mini-map.

Karl will drive up to you in his own cart. If you don't kill him immediately, he'll just start to drive off. Either way, blow up his cart or just kill him to pass the contract.

## Kirsten

Head over to the marked Planet Saints, then fling a grenade into the store. Several people will probably die but, more importantly, the explosion should break some of the objects. You must use a normal (i.e., frag) grenade. Flashbangs, EMP grenades, Molotov cocktails, and Farts in Jars won't

work.

Only one grenade is usually needed, but Kirsten sometimes arrives with a couple decoys as well. Kill them all just to be sure.

## **Lt. Gorshin**

This one involves getting the cops on you, so you might want backup. You can select the target from the Saints Book option of your phone, then head to the indicated zone, *then* call in backup if you wish; or you can just call up some homies first before heading over there.

Either way, get to the indicated zone, then start slaughtering just absolutely everyone. Rocket launchers are especially effective in attracting attention! Once you get up to a two-star notoriety with the police, your crooked cop target should appear.

## **Lucas**

After accepting the contract, you'll get a Decker outfit in your wardrobe. Head into any clothing store or crib, then change into it; it'll be listed in the Suits option. Once dressed, drive on over to the indicated hood.

Lucas will eventually appear just by driving around, but he comes with some Saints to help him, since they don't realize he's a traitor. You only need to kill Lucas, but you may need to just wipe them all out so they don't pose a threat to you.

## **Luther**

Pierce is right about one thing: anyone who hits on *him* needs to be removed from the world. Drive to the indicated zone, then just start complimenting literally everyone you see (including gang members and cops) by hitting Right on the d-pad. Luther will pop up after you compliment about five different people.

## **Michael**

Kinzie's final target can be found driving around in Ashwood. Grab a police car, then head over to that hood. Rather than just a blue path on your GPS, you'll have a green path this time, one that persists even once you get to the hood. The green path will lead you right to Michael.

It's not as simple as just following your path though. Once you see your target, drive up behind him with your cop car. You *don't* need to flash the lights; Michael will pull over regardless, or will at least completely stop in the middle of the street. Once he does, just hop out of the car and finish him however you choose.

## **Mike**

Even though Saints Row 3 eliminates the number dialing from previous iterations, you can do this one as soon as you get it. Drive to the indicated zone, pull up your phone, and go to the "Phone" option on it. At the top of your contact list will be "Emergency Response." Call them, and Mike will show up. After you take him out, the Emergency Response contact will disappear from your contact list.

## **Mr. Dickson**

Before driving to the waypoint, take a look at the map. Somewhat north of the blue waypoint on this island is a property called Fill-Her-Up Super Toy Shop. Limos usually spawn between here and the High Rise Condos properties to the west, and you need to jack one.

Once you have your limo, drive carefully to the blue waypoint; you absolutely don't want the cops on you at this point. As long as you're in a limo when you park near the indicated building, your target should come out. The moment he appears, he'll try to get into the limo and ride shotgun with you. He never has to make it in the vehicle, but if he does, it doesn't matter; just kill him any way you want to pass the contract.

## **Mr. Hess**

Head over to the blue waypoint and drive around the zone a bit, and the target will appear shortly. He's got four cops surrounding him, so it'll take a perfect shot to put him down without getting your notoriety up. Alternatively, just use a Molotov cocktail and throw it at him. It won't kill any of them, but the cops will be too distracted by being on fire that they won't fight back for a few seconds, giving you time to kill Mr. Hess and escape.

## **Officer Dealy**

Dealy is pretty simple to attract. Just drive to the Bridgeport hood as indicated, then start taunting civilians (with Left on the d-pad). Just taunt absolutely everyone you see, and Dealy will come soon enough. He'll begin firing on you as soon he arrives, but he's only got a pistol, so he shouldn't be a threat.

## **Oliver**

Your best bet here is to wait until you have or can boost a VTOL jet from STAG, but it can be done earlier if necessary. Fly over to the indicated zone, and your target will appear in a helicopter. Now you've got two options: either land and take out the enemy chopper from the ground, or just shoot it down with whatever weapons your VTOL or other aircraft has. You can use an attack chopper, such as the Vulture, instead of the VTOL if you have trouble getting one.

## **Pr0Tip**

Drive over to the indicated zone, then get near the roads that immediately surrounds the power plant. Just drive around, and Pr0Tip and a decoy or two will appear. No real challenge here.



## Randall

Head over to the 3 Count Casino, and you'll notice that just before you get into the zone, you'll get a *green* waypoint instead of just a blue one. When you enter the zone, the blue GPS trail disappears, but the green one stays. Drive over, then start punching everyone in the vicinity. You'll still be outside, but this is counting as the gamblers of the 3 Count Casino for some reason.

It usually only takes one or two assaults before Randall shows up on the docks. He has no surprises other than a couple useless bodyguards, so just run over and end him.

## Sgt. Steiner

Grab a plane or boat, then head over to the statue on the star island. Call up your special contact, and Steiner will appear soon. He's armored and is about as defensively strong as a Brute. He's got a laser rifle and is pretty accurate with it. You'll also have to deal with a rival hitman, but he's nothing special, and will go down quickly.

If you happen to have the Bullet Resistance 4 upgrade, this'll be cake. Even if not, just go all-out with offense and keep moving, like you would any Brute.

## Smoov

Drive to the Henry Steel Mills district, then drive around slowly to look for a fat ho. They're pretty tough to find, so just drive around randomly without leaving the district. Once you find her, hop out of the car, get close, and grab her with the action button.

Hold onto her for awhile, and Smoov should appear after a few seconds. Toss her if you wish, but he will come at you, so you could just wait for him while keeping her a human shield. Pop Smoov when you can to finish the contract.

## Tony

Head over to Leather & Lace, then buy clothing of any kind. It should only take one purchase, and Tony will appear directly next to you once you cancel out of the shopping screen.

## Ulysses

Grab any sort of aircraft, be it a plane, chopper, or the rocket bike, then fly to the indicated building. (It's the property called "Parkview Flats" in the Salander district on the west island.) Be sure to fly about halfway down the building: fly too high, and he won't notice you. He should pop out right away, but you may have to circle the building a few times. Once he appears, you can land and take him out or, if you happen to be flying something that has a gun, use that weapon instead.

## Whitney

The waypoint of this one will bring you to a private jet behind the airport. Boost it, then your target will automatically appear. Let her come into the plane, then take off into the skies. Whenever you wish, bail from the plane. She'll remain in it as it crashes (possibly exploding in midair), and you'll pass the contract.

# Vehicle Thefts

Vehicle thefts are almost all operated the same way: drive to the targeted neighborhood, then drive around until you see the special car icon on your map. Boost the vehicle, then get it to the chop shop as soon as you can, and you'll be rewarded.

Boosting the vehicle immediately brings a notoriety level, scaling up as you go through any given vehicle contact. Succeeding here is all about knowing the best line from the pickup spot to the chop shot, and driving fast and carefully. On some of the longer hauls, it may be necessary to plot a trip to a Rim Jobs to get the vehicle repaired. Helicopters will constantly be trying to snipe at you whenever they can line up a shot, so make good use of obstructions such as buildings, underpasses, and monorail tracks. Pursuing vehicles have an uncanny knack for matching your current speed even in the fastest of cars, and don't seem to have interest in ramming you, so driving like a maniac in an effort to ditch them can be more trouble than its worth. Move fast enough to avoid getting your tires shot out, but not so fast you won't go slamming into a roadblock.

For most vehicle thefts, you can call in with the Notoriety Wipe Upgrades to be free and clear, but some you can't. Another helpful upgrade is the Nitrous vehicle upgrade, which gives all vehicles you drive nitros.

Some vehicle thefts require you to simply find the car driving around the given hood, and you can find them at random when they spawn in. Other thefts require you to find a specific instance of the vehicle, and it will always be in the same spot. No matter what, the vehicle only counts if you jacked it after you accept the contract. For example, even if you already own a Sovereign, when you accept the contract to steal one, you have to go steal a *different one*.

Sometimes a message may pop stating that your target vehicle has been destroyed, even if it has yet to even appear on your mini-map. In this case, go back to your Saints Book and select the vehicle again. This is particularly problematic with the final handful of vehicle thefts, which are aircraft protected by STAG. The message that the vehicle has been destroyed is easy to miss in the middle of a pitched firefight. Before jumping in, look at your mini-map and make sure it's still represented there. If not, the vehicle has been deselected.

It's a good idea to complete as many vehicle thefts as possible before the completion of Act 2, where the outcome of the mission results in bridges being raised.

# Challenges

Challenges are numerical goals of specific events in the game. You earn some petty cash for doing each one, but given that there are 41 total, the total amount of profit adds up.

Unlike Assassinations, Vehicle Thefts, and Activities, progress toward all challenges occurs at all times. For example, you will be *constantly* gaining the Distance Traveled challenge simply by doing anything but standing still. Therefore, several challenges will probably get completed just in the course of you playing the game, but there are some you may have to look out for.

Not all challenges are unlocked from the beginning. For example, the Emus Destroyed challenge is given to you by Oleg, and your character has no idea who he is prior to The Belgian Problem. It won't be very deep into Act 2 Missions when they'll all unlock, however.

We'll give you some advice in completing each challenge, but you probably don't want to force it. If you're going through the campaign for the first time, don't worry about going out of your way: there will be plenty of time after the credits roll and you get total freedom to finish up if you're a completionist.

Listed here are all the challenges alphabetically, rather than the order they appear in the game, since they'll hop around as you complete them. The number listed next to the challenge title is how many things you need to finish it.

## Basejumps Nailed (15)

Get onto any high building, then jump off the roof. You'll automatically be prompted to open your chute. Do so, then hit the action button again when prompted to set a basejump target. If you get anywhere inside it, this will count.

## Big Air Distance (5000 feet)

This counts when you've got a ground vehicle in the air off a ramp or just falling off a building. Bikes are best for this, especially around the airport runway where you can build up some crazy speed.

## Boats Destroyed (25)

Self-explanatory. It's easily done if you do activities and other diversions, but if you blitz the story, you may not get it. Simply head to any set of docks and just explode everything you see to top it off.

## Car Torpedo Total Damage (2000)

A car torpedo is when you dive out of a moving car, and the car runs over people. Drive on a sidewalk, then bail... or, conversely, gain a high notoriety, then drive along until you see a roadblock, then dive out before you get to it. Any damage you do to yourself counts toward this challenge as

well, but you'll gain much more by using this trick in a crowded area.

## **Cars Destroyed (300)**

This counts when you destroy any ground vehicle other than tanks and bikes. This is incredibly easy to achieve in the course of the story, especially with the final few missions. The Mayhem, Tank Mayhem, and Survival challenges are all great places for racking up car explosions quickly. Heli Assault also involves blowing up a lot of vehicles.

## **Carjackings (250)**

Simply divest a driver of their vehicle and drive away. Carjackings count for any vehicle, not just cars, but it only counts if the vehicle is occupied at the time.

## **Compliments Paid (50)**

Self-explanatory and effortless. Go to anyone -- cops, civilians, *any* gang members including your own -- and hit Right on the d-pad.

## **Decker Specialists Killed (50)**

Kill the rollerskating teleporting Deckers to add up here. Get a two-star notoriety to draw them in. Note that once you take over all Decker territory (they only control a small section of the map in the northwest), Deckers won't spawn there any longer. In such event, you'll need to milk Survival challenges, vehicle thefts, and other opportunity to rack up gang notoriety while in former Decker territory.

## **Distance Traveled (2,500,000 feet!)**

This goes up whenever you're moving at all, regardless of method. If you play through the entire game without cheating, play all the missions, take over all territories, and otherwise go for 100%, you'll probably get this in time. If it's the very last thing you need to do, hop in a VTOL and do some laps around the islands.

## **Emus Destroyed (50)**

Emus are the smallest four-wheeled vehicles in the game. They're easy to spot once you know what to look for, and they can't take much damage before exploding. If you see one and you're not on a time limit, just hop out of the car and blow it up. When you get called to do a survival challenge against mascots, you will have a fine opportunity to both rack up mascot kills and destroy lots of emus.

## **Gang Members Taunted (50)**

This only counts when you taunt enemy gang members; it doesn't count taunting civilians, Saints, or cops. Run up to a rival gang member who isn't actively attacking you, then press Left on the d-pad. Preferably, you can do this in the middle of a group, which will taunt all of them with a single press of the d-pad.

This one can get annoying because, as soon as you taunt someone, he'll immediately start to attack you and induce notoriety. You'll have to shake that off before trying to taunt anyone else again, because taunting doesn't work to someone who's already trying to shoot you in the face. Having a homie with you simplifies things, because they will kill the pesky gang member for you, and that will not increase your notoriety.

This should be done before completing area takeovers, as there will no longer be any gang members to taunt who aren't already hostile.

## **Gang Ops Defeated (32)**

There are 32 gang operations in the game across the islands. Each one can be shut down to earn control of a hood, so if you're aiming to takeover the whole city, you'll get this one in time. Some gang operations are linked to the story.

## **Grenade Kills (50)**

Self-explanatory, and easy to achieve in the course of the story. The Mayhem activity often supplies limitless grenades.

## **Headshots (500)**

Self-explanatory. This one isn't necessarily automatic: you'll need to aim a bit to pull it off. This only counts as a headshot if it's a killshot too: unloading a magazine into a Brute's face won't help.

## **Helicopters Destroyed (60)**

Self-explanatory. You'll probably destroy about 30 or so in the course of going through the story unless you really went all-out. To get the rest, it's most efficient to upset the Morningstar, since at three-start notoriety, they'll send in helicopters and snipers to take you out. Choppers are easy to kill, preferably with the rocket launcher, but the rifle and SMG works almost as well, especially when upgraded. Heli Assault, Mayhem, Tank Mayhem, and survival challenges can all be great places to rack up helicopter kills.

## **Hoods Explored (18)**

It's pretty much impossible *not* to do this in the course of the story.

## **Hostages Taken (50)**

This counts when you carjack a vehicle that has passengers in it, and you *start* the hostage diversion by pressing the Action button when prompted. You do *not* need to successfully complete the diversion, but it must at least be started. Don't have any homies with you, or they will toss the passengers out.

## **Human Shields Used (150)**

Self-explanatory. Unlike many of the combat-oriented challenges, this one can be fulfilled just by grabbing civilians.

## **Kill Brutes**

Self-explanatory. This will almost definitely happen over the course of the story, but it'll be solidified with doing a few Survival challenges and Mayhem activities.

## **Luchadore Specialists Killed (50)**

Kill the grenade-shooting fat Luchadores to pass this challenge. Get a two-star notoriety to draw them to you. The same advice regarding Deckers specialists also applies here; don't take their presence for granted before you complete city takeovers that will eliminate them from spawning.

## **Mascots Killed (200)**

Mascots are anyone dressed in any sort of costume, from the Saints Energy Drink to animal costumes. Playing Professor Genki's Super Ethical Reality Climax is a good way to get this up since that's all you'll be facing in the murder room.

## **Morningstar Specialists Killed (50)**

Kill snipers to pass this challenge. Get a three-star notoriety to draw them to you.

## **Multi-Kills (500)**

This sounds when you kill multiple people with one specific attack. Explosives are basically required, and carpet bombing an area will help add this up. Destroying vehicles usually results in multi-kills too. Mayhem, Tank Mayhem, and Survival challenges can offer nearly non-stop opportunities for multi-kills.

## **Near Misses (500)**

You'll most assuredly get this by the end of the story. When you drive down a road, try to go down the exact center between two lanes, and you'll rack up Near Misses on both sides.

## **No-Weapons Kills (25)**

Self-explanatory. It's fastest to approach a target, then hitting Heavy Attack. This will induce a quick-time event, and unless you completely blow it, you'll kill the target and add to the challenge. This only counts when fighting rival gang members and cops, not civilians or Saints.

## **Nut Shots (25)**

A "nut shot" only counts when it's the kill shot. Some enemies can be one-hit killed, but it's tough to really aim for it, especially because it doesn't count if you nut-shot a civilian. It's easiest to do if you're not really trying: arm yourself with an automatic weapon, aim in the genital vicinity, and pull the trigger. You'll probably get 25 before the end of the story if you're aiming there, rather than aiming for headshots.

## **Oncoming Lane Distance (100,000 feet)**

You'll probably have to go a bit out of your way for this one. Drive against traffic as much as you can; if you do so as much as possible for all story missions, you might clear it before you're out of Act 2.

## **People Run Over (500)**

Drive on the sidewalks when going from mission to mission, and you'll fill this one easily. Honestly, you'll probably fill this one either way because of all the murders you're sure to commit, especially in Trail Blazing Activities.

## **Powerslide Time (300 seconds)**

Take every single turn you come to at speed and tap the Drift button as you do so. Half-seconds help out even if it doesn't seem so, so several hundred quick turns will eventually get this. If you want to force it, drive to the airport and just drive back and forth on the tarmac, powersliding at each end.

## **Shortcuts Found (50)**

Unless you constantly follow all the rules of the road and stick to your GPS route like a granny trying to get to Old Country Buffet, you'll eventually get this in the course of the story. To force it, constantly look for alleys to cut through blocks to jump the GPS routes.

## **STAG Commandos Killed (25)**

Self-explanatory, you'll get this when killing the heavily armored enemies at the end of the game.



You'll get this probably just from completing the final mission.

## **Stoppies**

Build up some speed on a motorcycle, then hit the brakes (regular brakes, not handbrakes) while continuing to direct the bike forward. This should cause it to tilt up onto its front wheel and spin about a bit. The Kenshi is far better for this than the Estrada.

## **Stores Robbed (15)**

To rob a store, when you're free of notoriety, get in any store, then use fine aim against the clerk behind the counter until he or she dumps some money on you.

The easiest way to do this is to buy two stores near each other. Rob one, then run over to the other to shed your notoriety. Rob that one, then go back to the first one and rob it again. Keep it up, and you'll get this in no time.

## **Streaking Time (600 Seconds)**

Head to your crib or any clothing store, then enter your wardrobe. Go to "Outfits," then select "Remove All Clothing." Now, the mere act of walking around doesn't count. Once outside, you need to double-tap Down on the d-pad to officially start the streaking diversion. At that point, as long as the diversion is active, it will add to the time. You can achieve the 600 total seconds in any number of streaking sessions.

## **Survival Completed (26)**

When you're unengaged in any missions or activities, and you're on foot (i.e. not in a vehicle) your phone may ring. If you answer it, you have to drive to an indicated district and survive multiple waves of enemies. This can be incredibly difficult due to the sheer number of enemies you'll be facing with little chance to regenerate health, yet it gets progressively easier as you get deep into the game and have a bunch of Upgrades, notably damage upgrades, Hiomies are especially helpful here, both those you can call on your phone and those that become present when you take over a territory. Vehicles can also be called, and a tank or VTOL can make short work of most gangs. The real challenge is actually getting every challenge completed. If you pass on doing survival challenges early in the game, you'll have to hunt them down patiently later on.

## **Tanks Destroyed (25)**

Self-explanatory. If you blitz the story, you may not get it, but you'll be close. Just anger the cops enough and tanks will be sent after you.

## **Two-Wheel Distance (2500 feet)**

You'll probably get this in due course during the story. It's easier to achieve with faster, lighter cars since even hitting a curb will probably get you on two wheels for a while. However, even heavier vehicles will work out. For example, if you're driving an SUV or APC and hit something, you'll probably tilt back onto your back wheels, which *will* count for this challenge.

## **Vehicle Mod Spending (\$20,000)**

Self-explanatory, but it counts whether you're doing body mods or colors. You'll get this in due course over the game unless you stick with only a couple cars and never branch out.

## **Vehicle Surfing Time (600 Seconds)**

Start this diversion by standing in the middle of the street until a car stops. Then, jump onto its roof, and hit the action button when prompted to start. You'll grab onto the roof and try to maintain balance as the car speeds down the street. Do this for 600 seconds total across any number of sessions to pass.

## **Wheelie Distance (10,000 feet)**

The best bike for this is the Kenshin since you can't accidentally fall backwards on it. Drive to the airport, then just wheelie back and forth on the runway until you get it.

## **Windshield Cannon Distance (1000 feet)**

To fire yourself out of a car as a windshield cannon, drive any car as fast as possible into any unbreakable obstacle. Bikes don't count, but sports cars are the best since they can get up to speed so quickly. It's best to aim for something like a guard rail since you can fly over it, rather than a building since you'll just splat into the wall and not really get much flight time.

This is best done in Insurance Fraud, because the physics are modified and will launch you further.

# Upgrades

**Upgrades** give you special powers and abilities to make yourself and your homies stronger, better, and faster. This is the equivalent of "leveling up" in a role-playing game, and generally serves the same purpose.

All upgrades require a certain respect level, and most have an associated cost in cash. You'll naturally acquire both respect and cash over the course of the game; if you're lacking cash, you can just sit and wait for your hourly income to accumulate, and if you're lacking respect, run some missions or do some diversions, Activities, or story missions.

Upgrades have *nothing* to do with Achievements or Trophies, so don't feel pressured into buying everything. Some of the later upgrades are incredibly expensive, and it's doubtful you'll be able to afford everything by the time you're done with the story unless you do a lot of waiting around or play Activities over and over. You should buy the upgrades that interest you or are the most helpful. For example, you may reach the point where you never fire your pistol, so buying any of the Ammo - Pistol Combat Upgrades would just be a waste of your resources.

The game is setup so that buying upgrades is practically required. You might be able to get away without them on Casual difficulty, but it's almost necessary for Normal difficulty, and it's definitely necessary for Hardcore difficulty. Damage Upgrades, can make a huge difference in gameplay, as they reduce how hard you're hit by enemy fire. The most game-changing upgrade is arguably Damage - Bullet 4, which makes you invincible to enemy bullets. If you have only that upgrade, grenades and such may still hurt you, but even STAG's laser weapons won't make a dent in your health.

Note that there are no upgrades for protecting your cars. You can upgrade individual cars at Rim Jobs, but you can't simply buy an upgrade that makes any given car suddenly start to operate like a tank. The only upgrade that applies to any given car you jump into is Skill - Nitrous, located in the Vehicles Upgrade, and that has limited use.

There are three types of upgrades that are automatically given, and therefore not covered here: Customization Items, Strongholds, and Activities. These are unlocked by getting through certain story missions and making certain choices during the campaign. Although they will be listed in your phone once you acquire them, they are otherwise invisible and therefore not listed here in the wiki.

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# Abilities Upgrades

These upgrades give you special abilities to help out your overall gameplay. In general, these upgrades should be a low priority for you: the Damage Upgrades and Combat Upgrades will take you further.

## Collectible Finder

The collectible finder is a one-shot upgrade (Level 20 | \$49,500) that adds the collectable items to your map as icons. It only adds the sex dolls, drug drops, money pallets, and photo ops locations; it does *not* add stunt jumps, gang operations, or any Activities you haven't found yet. Once you collect any given collectible, its icon will disappear from your map.

The icons are on the 2D map, meaning they don't distinguish altitude. Some collectibles are placed on top of buildings, requiring a helicopter or the immensely helpful Specter rocket bike to get easily.

Note that stunt jumps are *not* directly or indirectly tied to *any* Achievements or Trophies, so if you buy the collectible finder, you'll be able to easily achieve 100% game completion and all Achievements.

## Dual Wield

These upgrades allow you to dual wield pistols (Level 3 | \$8500) or SMGs (Level 21 | \$54,500). Dual-wielding pistols isn't useful in the long run but is a cheap, early upgrade to help increase your combat effectiveness.

## Notoriety

These upgrades reduce the time it takes to for a gang's notoriety to decay. The gang notoriety upgrades have limited use in the long run, mostly because some of the later story missions have you at a constant notoriety level. Further, it may be better to just spend the cash on shops and cribs since you can just jump into any owned property to wipe out any notoriety anyway.

However, the cop notoriety upgrades are always useful, as it allows you to complete Saints Book missions faster since you can shake the cops easier. Still, you should prioritize Damage Upgrades if you have some available.

Each notoriety upgrade of a given gang requires the previous one. For example, in order to get "Notoriety - Deckers 3," you must first purchase "Notoriety - Deckers" and "Notoriety - Deckers 2." However, you can own different levels of different gangs, so you could own "Deckers 3" with "Morningstar 2" for example.

Name	Respect Level	Cost
Notoriety - Deckers	8	\$8,000
Notoriety - Deckers 2	12	\$12,000

Notoriety - Deckers 3	16	\$15,000
Notoriety - Luchadores	14	\$13,000
Notoriety - Luchadores 2	18	\$16,000
Notoriety - Luchadores 3	22	\$18,000
Notoriety - Morningstar	2	\$2,000
Notoriety - Morningstar 2	6	\$6,000
Notoriety - Morningstar 3	10	\$10,000
Notoriety - Police	15	\$14,000
Notoriety - Police 2	25	\$20,000
Notoriety - Police 3	35	\$23,000

## Revive Speed

Revive Speed upgrades decrease the amount of time of the animation to revive a follower who has fallen. In the heat of combat, this doesn't feel significant, but the faster you can revive someone, the better: during the act of reviving, you are vulnerable to take damage and can't fire back.

These upgrades lose their effectiveness toward the end, once you start getting invincible and doing all the work by yourself. When you're still starting out though, they're pretty useful.

Name	Speed Increase	Respect Level	Cost
Revive - Speed	10%	5	\$4,250
Revive - Speed 2	20%	13	\$11,250
Revive - Speed 3	30%	21	\$17,250

## Saintsbook

This upgrade is automatically given to you after a particular story mission. This simply gives you access to the Saints Book option on your phone.

## Skills

There are two skill upgrades: Pickpocket (Level 4 | \$3750) and Scavenger (Level 4 | \$3250). Both are cheap but not overly useful. Pickpocket gives you so little money that it's almost not worth it: at an average of about \$20 picked per pocket, you'd have to bump into 188 people before it would pay for itself. Scavenger however can have some use, especially if you buy it as soon as you can, since you'll be able to gather cash from almost everyone you kill.

## Sprint

These upgrades increase the length of your sprint meter, allowing you to run for a longer distance before needing to rest. These upgrades are incredibly useful, and should be bought once you're caught up with Damage Upgrades. Note that none of these upgrades increase the *speed* at which you run.

<b>Name</b>	<b>Meter Increase</b>	<b>Respect Level</b>	<b>Cost</b>
Sprint - Increase	25%	2	\$5,500
Sprint - Increase 2	50%	7	\$18,000
Sprint - Increase 3	75%	15	\$42,000
Sprint - Increase 4	100%	29	\$59,500
Sprint - Increase 5	Unlimited	38	\$69,500

## **Upgrades**

This upgrade is automatically given to you after a certain story mission, and grants you access to the Upgrades option on your phone. In other words, it's a recursive upgrade; don't think it about too hard or your head will explode.

# Health Upgrades

Health upgrades affect only your health meter. When paired with Damage Upgrades, you'll be able to take way more damage. You should still prioritize Damage Upgrades if you can only afford one, but you should buy both when you can afford it.

## Health - Regen

Health Regen upgrades increase the speed of the actual regeneration rate of your health meter, but not how fast it takes to start. That is, it takes about five seconds of not being hurt before your health starts to come back; those five seconds will never be reduced regardless of upgrades. However, the speed at which your health actually comes back will increase.

Name	Respect Level	Cost
Health - Regen	3	\$4,500
Health - Regen 2	9	\$18,000
Health - Regen 3	18	\$32,500
Health - Regen 4	29	\$42,500

## Health

These upgrades actually extend the length of the health meter. When paired with Damage Upgrades, you'll be very tough to take down.

Name	Health Meter Increase	Respect Level	Cost
Health - Upgrade	25%	6	\$5,500
Health - Upgrade 2	50%	14	\$12,500
Health - Upgrade 3	75%	24	\$18,500
Health - Upgrade 4	100%	36	\$22,750

# Damage Upgrades

This series of upgrades are the most game-changing. Each upgrade set has little effect at first, but ultimately makes you invincible to the given damage type. When paired with Health Upgrades, your survivability will be much greater.

There are no upgrades to protect against melee damage or the electricity traps in Professor Genki's S.E.R.C.. Keep your distance, and you should be okay.

## Bullet

These upgrades will reduce all bullets against you, including STAG laser weapons and vehicle weapons. This is the most powerful series of upgrades, since buying Bullet 4 will pretty much make you impossible to stop. For some of the more challenging "siege" scenarios that the game throws at you--for instance, the harder levels of Professor Genki's S.E.R.C, some survival diversions, and the final mission on Hardcore difficulty--you will be hard-pressed without it. On the other hand, there's no going back once this upgrade is acquired, and much of the game will lose all sense of challenge. Think it over.

Name	Damage Reduction	Respect Level	Cost
Damage - Bullet	5%	2	\$1,500
Damage - Bullet 2	10%	9	\$8,000
Damage - Bullet 3	20%	17	\$14,750
Damage - Bullet 4	100%	48	\$75,500

## Explosive

These upgrades protect you from grenades and exploding cars. You'll still go flying unless you have the independent "Explosions - No Ragdoll" upgrade, but the damage won't be as great. This upgrade is less important than Bullet, but it's still important. When combined with the infinite grenades Combat Upgrade, you can basically carpet-frag the immediate area without endangering yourself.

Name	Damage Reduction	Respect Level	Cost
Damage - Explosive	5%	12	\$10,500
Damage - Explosive 2	10%	21	\$17,000
Damage - Explosive 3	20%	33	\$22,000
Damage - Explosive 4	100%	47	\$75,000

## Fall



These upgrades protect you from fall damage. When you're struck with an explosive, you'll usually take additional fall damage if you go flying, so these upgrades are a little important. However, overall, you're better off spending your cash on other damage upgrades before this series unless you've bought everything else already.

Name	Damage Reduction	Respect Level	Cost
Damage - Fall	10%	19	\$16,000
Damage - Fall 2	30%	31	\$19,000
Damage - Fall 3	50%	40	\$24,000
Damage - Fall 4	100%	49	\$76,000

## Fire

These upgrades will protect you from fire damage, and you won't lose control of yourself when you're ignited. With the final upgrade, you won't be ignited at all, even when being shot with a flamethrower, and you can just fling a Molotov cocktail at your feet to do some crowd control. These upgrades are a little useless in the long run, as the only real fire you have to worry about comes from Brutes.

Name	Damage Reduction	Respect Level	Cost
Damage - Fire	10%	8	\$7,500
Damage - Fire 2	30%	16	\$14,000
Damage - Fire 3	50%	27	\$17,250
Damage - Fire 4	100%	46	\$74,500

## Vehicle

These upgrades will protect you from being hit by cars. You'll still ragdoll from being hit and possibly sent flying, even with Vehicle 4, but damage will be reduced. This is a fairly useful upgrade for the whole game, but prioritize getting the Bullet series first.

Name	Damage Reduction	Respect Level	Cost
Damage - Vehicle	10%	3	\$2,500
Damage - Vehicle 2	30%	10	\$9,000
Damage - Vehicle 3	50%	18	\$15,500
Damage - Vehicle 4	100%	50	\$76,500

## Explosions - No Ragdoll

This is a one-shot upgrade (Level 31 | \$45,000) that only knocks you back a step when you take an explosion, rather than sending you flying. Very useful, and you should save up for it once you hit

Level 31.

# Combat Upgrades

These upgrades allow you increase you ammo carrying capacity, as well as reloading speeds. Special weapons are listed in this section as well.

These upgrades are important, but less so than Damage Upgrades. You don't necessarily have to buy them all, however: if you prefer using a specific type of weapon, that weapon should be your priority, and you can ignore the others.

## Explosive

These upgrades increase your ammo capacity of your explosive slot, such as the rocket launcher.

Name	Ammo Increase	Respect Level	Cost
Ammo - Explosive	25%	7	\$6,500
Ammo - Explosive 2	50%	11	\$10,500
Ammo - Explosive 3	75%	17	\$14,500
Ammo - Explosive 4	Unlimited	50	\$77,000

## Grenades

These upgrades increase your ammo capacity of *all* grenades, including frags, flashbangs, and even Farts in Jars.

Name	Ammo Increase	Respect Level	Cost
Ammo - Grenades	25%	3	\$2,750
Ammo - Grenades 2	50%	8	\$7,000
Ammo - Grenades 3	100%	12	\$10,750
Ammo - Grenades 4	Unlimited	50	\$77,500

## Pistol

Your pistol is your first basic weapon, and is strong enough to get through many of the early missions. Due to the inexpensive cost of your upgrades, it's very feasible to buy all the way to Pistol 3 before getting out Act 1 Missions. Once you're in the Act 2 Missions, other weapons may take priority, but it's still good to have your pistol as backup.

Name	Ammo Increase	Respect Level	Cost
Ammo - Pistol	25%	2	\$1,750

Ammo - Pistol 2	50%	6	\$5,000
Ammo - Pistol 3	75%	10	\$9,250
Ammo - Pistol 4	Unlimited	50	\$78,000

## Rifle

Your rifle is the strongest non-explosive weapon in the game, and toward the end of the campaign, you'll be heavily relying on it. You'll want to upgrade it, but because the upgrades are a little pricey compared to other Combat Upgrades, you may want to get some other upgrades first, such as Damage Upgrades.

Name	Ammo Increase	Respect Level	Cost
Ammo - Rifle	25%	5	\$4,000
Ammo - Rifle 2	50%	9	\$8,500
Ammo - Rifle 3	75%	14	\$12,250
Ammo - Rifle 4	Unlimited	50	\$78,500

## Shotgun

Your shotgun is powerful but has a very limited range, making its effectiveness lessen as you get deeper into the story, where most missions take place outside. Still, it's a great early weapon, and should be upgraded at least once before you get out of Act 1.

Name	Ammo Increase	Respect Level	Cost
Ammo - Shotgun	25%	4	\$3,000
Ammo - Shotgun 2	50%	8	\$7,250
Ammo - Shotgun 3	75%	12	\$11,000
Ammo - Shotgun 4	Unlimited	50	\$79,000

## SMG

These upgrades increase your ammo capacity for submachine guns. SMGs are great overall weapons for close- and medium-range environments, and will probably be your go-to weapon until you fully upgrade your rifle.

Name	Ammo Increase	Respect Level	Cost
Ammo - SMG	25%	3	\$2,000
Ammo - SMG 2	50%	6	\$5,250
Ammo - SMG 3	75%	10	\$9,500
Ammo - SMG 4	Unlimited	50	\$79,500

## Special

This one increases your ammo capacity for your special weapon slot, which is first filled by UAV, but also includes your sniper rifle. This one is almost totally irrelevant, and should be prioritized last among the Combat Upgrades.

Name	Ammo Increase	Respect Level	Cost
Ammo - Special	25%	9	\$9,000
Ammo - Special 2	50%	13	\$12,000
Ammo - Special 3	75%	19	\$16,500
Ammo - Special 4	Unlimited	50	\$80,000

## Faster Reloads

This set increases the speed of all reloading animations. They're fairly cheap upgrades given when you'll probably be at that respect level in the storyline, but they should be low-priority upgrades. The only weapon that has an annoying reload time is your shotgun, which you probably shouldn't be relying on anyway.

Name	Respect Level	Cost
Faster Reloads 1	9	\$8,500
Faster Reloads 2	18	\$14,500
Faster Reloads 3	27	\$20,000

## Instant Reloads

All four of these upgrades require Faster Reloads 3 before they'll appear, but unlike other series of upgrades, these four are independent of each other. For example, you don't have to buy Instant Reload - Pistols before buying Instant Reload - Rifles.

The term "instant reload" is a bit of a misnomer: actually, what's going on is that reloads are unnecessary. So for example, say you buy Instant Reload - Rifles. With your rifle equipped, you can literally just hold down the trigger until your entire ammo count runs out.

Name	Respect Level	Cost
Instant Reload - Pistol	42	\$49,500
Instant Reload - Rifles	45	\$51,500
Instant Reload - Shotguns	44	\$50,500
Instant Reload - SMGs	43	\$50,500

## Melee

These upgrades increase the distance you fling a human shield when you tap the grab button. It's mostly for amusement, and not really very practical in combat.

<b>Name</b>	<b>Respect Level</b>	<b>Cost</b>
Melee - Muscles	5	\$4,500
Melee - Muscles 2	13	\$11,750
Melee - Muscles 3	22	\$17,750

## **Weapons**

Any special weapons you have earned through story missions will be listed here after the Melee set. The weapon upgrades are all automatic and free, but are listed in this spot of your phone for the sake of completeness.

# Vehicles Upgrades

There is only one buyable Vehicle Upgrade, which is the Skill - Nitrous upgrade (Level 26 | \$56,500). This upgrade gives you the ability to activate nitrous in any car you're driving by clicking the left analog stick. Its use is limited, as it's mainly for speed over precision, and precision driving is what you'll mainly be doing.

All other Vehicle Upgrades listed on your phone are special vehicles you have earned that are in your various garages, similiar to the way Combat Upgrades list your earned weapons. These are only for the sake of completeness; all upgrades are automatic and free when you hit certain points in the story.

# Gang Abilities Upgrades

These upgrades affect the number and strength of your followers. Some upgrades not listed here in the wiki are automatic and free, coming when you get to certain points in the story. For example, the "Homie - Pierce" upgrade is automatically yours near the end of the Act 1 Missions.

## Followers

These upgrades affect the maximum number of followers you can recruit and have active. Some missions allow an extra, story-based follower as well, but the number will be reduced to its base once you're out of the mission.

Name	Respect Level	Cost
Gang - Followers	1	\$0
Gang - Followers 2	6	\$12,000
Gang - Followers 3	16	\$28,000

## Health Increase (Gang)

These upgrades increases the health of all followers, named homies or just standard Saints, as well as story-based temporary followers. This is a fairly important upgrade early, but once you start doing most of the work, you may not need them.

Name	Health Increase	Respect Level	Cost
Gang - Health Increase	10%	17	\$14,500
Gang - Health Increase 2	20%	28	\$20,500
Gang - Health Increase 3	30%	41	\$24,250

## Revive Timer

These upgrades increase the amount of time you have to revive your followers if they're knocked out. The timer is unaffected if you blow them up yourself.

Name	Timer Increase	Respect Level	Cost
Gang - Revive Timer	10 sec	11	\$9,750
Gang - Revive Timer 2	20 sec	19	\$15,750
Gang - Revive Timer 3	30 sec	32	\$21,750

## Gang Weapons



These upgrades upgrade your gang members' *default* weapons, but they can and will always pick up what they find on the field. Or, in your homies' cases, they usually come with their own weapons that can't be changed. For example, Oleg always runs around unarmed, mostly because his melee abilities are good enough as they are.

Note that in the game, this series of upgrades is listed in reverse order. However, they still require the normal prerequisites, so you need to buy Gang - Weapons - SMGs before you can buy Gang - Weapons - Shotguns.

Name	Respect Level	Cost
Gang - Weapons - SMGs	8	\$7,750
Gang - Weapons - Shotguns	17	\$14,250
Gang - Weapons - Rifles	37	\$23,000

## Health Increase (Homie)

This set of upgrades increases the health of all *named* followers, such as Shaundi and Pierce. These upgrades stack with Gang - Health Increase, so buying them all is recommended.

Name	Respect Level	Cost
Homie - Health Increase 1	7	\$5,500
Homie - Health Increase 2	16	\$14,250
Homie - Health Increase 3	25	\$19,000

## Homies

Most homies (named followers) are given to you automatically for free during certain story missions, but are listed in this section of your phone automatically for completeness. What's listed here are the followers you need to buy before they're available.

The vehicle homies will show up in that vehicle and tend to fire on any enemies. It seems like they're also supposed to deliver the vehicle and then leave, but the aircraft homies seem to get confused and fly off anyway. If you need a quick ride, you can give them a call and hope for the best, but you'll probably just need to get to a crib and get your aircraft yourself.

The most useful homie upgrade is one of the cheapest. When you call in Saints Backup, they come with a full compliment of Saints (four, all of whom will be added to your active followers up to your maximum), as well as a Saints-colored car.

All of these homies are independent of each other, and can be bought in any order you desire. As with all homies, calling one will make that one unavaible for an hour of in-game time.

Name	Respect Level	Cost
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Homie - Heli	24	\$18,750
Homie - Saints Backup	7	\$7,000
Homie - Tank	26	\$19,500
Homie - Vehicle Delivery	2	\$1,000
Homie - VTOL	39	\$23,500

## Notoriety Wipe

There are three upgrades here, one of which is automatic after a very late Act 3 Mission. These upgrades add an option at the bottom of your contacts list, and calling them will immediately cancel all notoriety against either the gangs or the cops.

Because of the once-per-hour restriction, these upgrades are actually not worth it: it's better to just buy properties since you can just wipe notoriety by jumping into a shop you own. Further, some story missions and Saints Book missions don't allow you to call in and wipe your notoriety, so its use is incredibly limited. There are much better things to spend your cash on.

Name	Respect Level	Cost
Notoriety Wipe - Gang	11	\$10,250
Notoriety Wipe - Law	1	\$0
Notoriety Wipe - Police	20	\$16,500

# Bonuses Upgrades

Most of the upgrades in the Bonus Upgrades section are free and automatic. They're mostly assigned here when you make specific choices with story missions, upgrades and bonuses listed here because they don't fit in anywhere else.

## Hourly Income

These upgrades instantly add the given amount to your hourly income. They usually take several cycles to pay for themselves, but they're worth it and will earn you more cash the earlier you activate them.

Name	Income Increase	Respect Level	Cost
Bonus - Hourly City Income	\$500	4	\$3,500
Bonus - Hourly City Income 2	\$1,000	11	\$10,000
Bonus - Hourly City Income 3	\$1,500	20	\$17,000

## Respect

These upgrades add an automatic bonus to all respect earned. The earlier you get these upgrades, the better.

Name	Respect Increase	Respect Level	Cost
Bonus - Respect	5%	7	\$6,000
Bonus - Respect 2	10%	15	\$13,000
Bonus - Respect 3	15%	30	\$21,250

## City Takeover

This upgrade is a one-shot event (Level 28 | \$40,500) that will automatically complete all Activities, buy all properties and shops, and shut down all gang operations in the chosen hood. Doing this won't adversely affect your Achievements & Trophies: even if this makes an activity auto-complete, as far as the game cares, *you* completed it.

If you buy this upgrade, consider buying the Wesley Cutter International hood. That'll save you \$50,000 on the airport alone, and you'll be adding a lot of your hourly income from having it in your possession. Alternately, the Loren Square hood has several medium and hard difficulty level Activities, so buying this one will get those over and done with without the fuss.

## Cash For Respect

These are one-shot upgrades allowing you to spend money to get respect. Unless you're incredibly close to gaining a level that you need, it's usually better to just keep the money and spend it on another upgrade.

<b>Name</b>	<b>Respect Increase</b>	<b>Respect Level</b>	<b>Cost</b>
Swap - Cash For Respect	4,000	5	\$8,000
Swap - Cash For Respect 2	8,000	14	\$24,000
Swap - Cash For Respect 3	12,000	23	\$36,000

# Secrets

## Unlockables

Unlockable	How to Unlock
Killbane's Mask	Earned at Murderbrawl XXXI after humiliating Killbane.
Apoca-Fist	Earned at Murderbrawl XXXI after sparing Killbane.
Toilet Outfit	Beat the game once.
Blowup Doll Outfit	Beat the game once.
Zombie Gat Homie	Beat the game once.
STAG Armour	Defeat Commander Cyrus (Eliminate Killbane).
Gangstas in Space Outfit	Defeat Killbane (Save Shaundi).
Saint's Space Rider	Complete Gangstas In Space.
Cyrus's F-6 VTOL V-2	Defeat Commander Cyrus.
STAG N-Forcer	Defeat Commander Cyrus.
Cyber Buster	Defeat Matt Miller in Cyber reality.
ASP Tank	Defeat Matt Miller in Cyber reality.
Chainsaw	Beat the game's two endings (Kill Killbane & Save Shaundi).
Deckers Blade	Purchase and/or beat the game's two endings (Kill Killbane & Save Shaundi).
Decker's Outfit	Assassination from Saintsbook.
Vulture	Complete Trojan Whores.
X-2 Phantom	Beat all Trailblazing Activities in the Stanfield, AKA the Deckers district.
Wraith	Beat all Trailblazing Activities in the Stanfield, AKA the Deckers district.
Gimp Gang Customization	Complete Return to Steelport.
Wrestler Gang Customization	Beat all Escort Activities in the Carver Island, AKA the Luchadores district.
Guardsmen Gang Customization	Beat all Tank Mayhem Activities in Steelport.

<b>Mascots Gang Customization</b>	Beat all Prof. Genki S.E.R.C. Activities in Steelport.
<b>Satchel Charges</b>	Pick from three choices in the mission when you play as Cyrus.
<b>Specter</b>	Pick from three choices in the mission when you play as Cyrus.
<b>Eagle</b>	In the armory where you go to for three way where those helicopters are it's on one of those heli-pads, but it only appears when you're on the ground.

# Cheats

Enter one of the following cheats in the Cell Phone menu under Extras for the desired effect:

Cheat	Effect
repaircar	Repair Car
goodygoody	No Police Notoriety
oops	No Gang Notoriety
notrated	Bloody Mess (bodies explode)
vroom	No Car Damage
lolz	Add Gang Notoriety
pissoffpigs	Add Police Notoriety
cheese	Give \$100,000
whatitmeanstome	Give Respect
fryhole	Heavenbound
runfast	Infinite Sprint
goody goody	No Cop Notoriety
oops	No Gang Notoriety
givemunicipal	Spawn Municipal
givephoenix	Spawn Phoenix
givesquasar	Spawn Squasar
givetaxi	Spawn Taxi
giveambulance	Spawns Ambulance
giveanchor	Spawns Anchor
giveattrazione	Spawns Attrazione
givebootlegger	Spawns Bootlegger
givechallenger	Spawns Challenger
givecommander	Spawns Commander
givecondor	Spawns Condor
giveeagle	Spawns Eagle
giveestrada	Spawns Estrada
givegatmobile	Spawns Gatmobile
givekanada	Spawns Kanada
givekenshin	Spawns Kenshin
giveknoxville	Spawns Knoxville
givekobra	Spawns Korbra

givekrukov	Spawns Krukov
givemiami	Spawns Miami
givenforcer	Spawns Nforcer
givepeacemaker	Spawns Peacemaker
givereaper	Spawns Reaper
repaircar	Spawns Repaircar
givevpg	Spawns RPG
givesandstorm	Spawns Sandstorm
givesatchel	Spawns Satchel Charge
giveshark	Spawns Shark
givesheperd	Spawns Sheperd
givespectre	Spawns Spectre
givestatusquo	Spawns Status Quo
givetitan	Spawns Titan
givetoad	Spawns Toad
givetornado	Spawns Tornado
givevortex	Spawns Vortex
givevtol	Spawns VTOL
givevulture	Spawns Vulture
givewidowmaker	Spawns Widowmaker
givewoodpecker	Spawns Woodpecker



# Easter Eggs and Secrets

"Titanic" Easter Egg: On the first island (left to right) near Kinzi's Warehouse there is a grounded ship in a dock. If you go onboard and walk to the front of the ship there are two sex dolls in the classic Titanic position.

There is a penguin Easter Egg which can be found on any container ship. At the rear of the ship there is a small penguin impaled on the wall dripping blood.

Dead Space, Half-Life and Portal Easter Egg: At the rear of any Cargo Ship there is a small poster on the wall. This poster has a list of 'Missing Ships'. Among the ships is the USG Ishimura which was the Space Ship from Dead Space. There is also one named the Borealis which is the Aperture Science Research Vessel from Half-Life 2 and Portal 2.

Mr Toots Easter Egg: At the Steelport Army Base there are a number of Shield Emblems painted on the ground. Each of these contain an Image of Mr Toots from Red Faction Armageddon.

"Cabbit" Or Easter Bunny Easter Egg: In The Port Pryor District go south-west of The Three Count Crib and you will see a boat. Go on the boat and then you will see another boat. Cross the mini-bridge connecting the 2 boats and you will see a "Cabbit" or "Easter Bunny" as well as a gang operation.

Map Easter Egg: In the Captain's Cabin of every Barge ship there is a map on the wall. This map shows the whole of Steelport and a number drawings which could indicate more Easter Eggs.

Payne Easter Egg: There is a reference to one of Volition's prop artists on the centre island at the top. It is just behind the Syndicate HQ.

"Shaundi On a Magazine" Easter Egg: To Find this you have to have had The Three Count Crib unlocked. Go into the Three Count Crib and go up the stairs on the right side of the room while you are looking at the window. Take a left into the room and then take a right and look down. You should see a magazine laying there and if you zoom into it with a scope (upgraded Ar55, or Sniper) you can see that it's Shaundi.

Also Sometime after you have beaten the game and you are on Arapice Island or near it you can get a call and sometimes when you answer it you will be told that your homies are surrounded by zombies. When you go to the spot there will be 4 homies standing in a circle with a vehicle near them. Then you will fight off 5 waves of zombies. Wave 1: 200 kills Wave 2: 100 kills Wave 3: 100 kills 4: 100 kills Wave 5: 100 kills. There is also one of these that come up near lets pretend but it's with Mascots that drive Emu's and Knoxville's.

This isn't really a Easter Egg its more of a glitch to customize any noncustomizable vehicle. You take any customized vehicle to rim jobs then hit Y to go into customization mode. then you go into your garage and pick the car you want to customize. Then do not hit retrieve. Hit the B to go back to customization mode and you should be able to customize your noncustomizable vehicle.

There is a Kaneda South-East of Wesley Cutter International there should be a bunch of crates and you go through one and there is a Kaneda sitting in there. Also there is a Stork and another helicopter

a little south-west of Wesley Cutter International on 2 different heli-pads.

In the game Killbane makes reference to a "Montreal screw job". This is a wrestling reference to the 1997 "WWF" Survivor Series PPV in which Brett "The Hitman" Hart had a prior agreement with Vince McMahon to retain his title in his hometown in his last match for the "WWF" before leaving for the WCW. However during the match, Shawn Michaels put Brett Hart in the sharpshooter. Earl Hebner took orders from McMahon to ring the bell signaling Hart tapping out and losing the match though Hart never did tap out and afterward became furious, even punching McMahon for betraying him.

Wrestler taunts: Nature Boy- reference to Ric Flair, The Marine- John Cena, Angelmania- Hulk Hogan, Cut Throat- might be in reference to Chris Benoit.

# Weapons and Vehicles

Vehicles and Weapons used in SRTT

Ultimate Scrubber

Fully customise a road sweep truck for deadly spikes and enough force to blow up cars with one blow. Suprisingly quick

# Glitches

The following glitches and bugs were experienced with the launch version of Saints Row The Third.

## Hole in the Ground

Slightly to the North of the Burns Hills Reactors there is a long hole in the ground around the border of the steep hill. If you enter the hole you fall until you hit some water. While in the water you can see everything above you but the ground. If you are playing co-op one player can get on the Specter and land on the rocks half-way through the hole, while the other player fires the Sonic Boom at the Specter. This allows the Specter to pass through the hole and fly around under the city. To get back above ground, fall off the drop-off next to the water until you respawn in the city.

## Nitrous Glitch

When you are at your garage use nitrous and then store your vehicle in the garage while using nitrous and the nitrous will be stuck there forever.

## Inside Saints HQ Walls

At the saints HQ, drive into the closed doors with a motorbike and it will make you fly in.

## Inside Saints HQ Walls 2

If you have the Genki Man-A-Pult you can launch yourself through the wall into the upper floor of the Saints HQ. Park your Man-A-Pult on the street facing the HQ, get yourself sucked up, and aim slightly above the glass windows.

## Hostages Through Walls

If you take a hostage, run towards a wall or fence, and throw the hostage, that person will be stuck halfway through the wall or fence while odd noises occur and a large blood spot appears around the body. Sometimes the hostages limbs will flail around or stretch out.

## Lets Pretend At Planet Saints

At any planet saints open both the double doors then enter the building. Once you have done that start sprinting out but just before you leave the shop press Y and it should come up as Lets Pretend and not Planet Saints. (Works for Nobody Loves Me and Leather & Lace)

## Professor Genki Red Block

The first time a player goes through the Professor Genki side mission to unlock it, it was fine. Afterward, each side mission for Professor Genki has a big annoying red block that takes up most of the TV screen. All the professor Genki activities have the red box covering the screen. (*Reported for Xbox 360.*) Turning the power off then starting again will probably fix the problem. If not, clearing your Xbox 360 cache should resolve this issue.

# Character Gallery

Link your favorite custom character to share with everyone here.

- Dexter
- Dr. Manhattan
- Johnny Gat
- Mr. Steel
- Niko Bellic
- Taxmaster
- The Mask (Stanley Ipkiss)
- Deadpool

# Achievements / Trophies

Saints Row: The Third features 60 achievements and 61 trophies, because of the Platinum trophy for the PlayStation 3 version. There are no secret achievements or trophies, though their specific descriptions may be hidden or vague until they're unlocked to save you from spoilers.

Beware that *this* list **DOES** contain spoilers.

15G

A Better Person

Buy any one of the Upgrades

20G

And Boom Goes the Dynamite

Complete all six instances of Heli Assault

10G

Bo-Duke-En

Execute 50 carjackings by doing a quick hijack with Sprint + Action

80G

Bright Lights, Big City

Take over all of Steelport

10G

Cowboy Up

Fully upgrade one weapon in each slot

10G

Dead Presidents

Complete the When Good Heists Go Bad mission

20G

Double Dose of Pimping

Complete all six instances of Snatch

10G

Everything Is Permitted

Complete all 36 Assassinations

20G

Fence Killa 2011

Complete all six instances of Mayhem

10G

Flash the Pan

Shut down all 36 gang operations

30G

Gangstas... In Space!

Complete the Final Mission: Three Way by Killing Killbane

20G

Gellin' Like Magellan

Explore every district in Steelport

10G

Gender Equality

Play for two hours as a male character, and two hours as a female character

10G  
Getting the Goods  
Find 20 collectible items

20G  
Go Into the Light  
Complete both instances of Guardian Angel

25G  
Gotta Break Em In  
Complete the The Ho Boat mission

25G  
Hack the Planet  
Take over the Stanfield district

25G  
Hanging With Mr. Pierce  
Take over the Downtown district

15G  
Haters Gonna Hate  
Kill 1000 total enemy gang members

20G  
Have a Reality Climax  
Complete all instances of Professor Genki's S.E.R.C.

10G  
Hi-Jack It  
Complete all Vehicle Thefts

25G  
I Heart Nyte Blayde  
Complete the STAG Party mission

10G  
Jumped In  
Upload any character to the Saints Row official website

25G  
kill-deckers.exe  
Complete the Deckers.Die mission

Kingpin  
The platinum trophy, given to you after getting the other 50 (PlayStation 3 version only)

20G  
Kuh, Boom.  
Beat the The Belgian Problem mission by blowing up the tower

20G  
Life of the Party  
Find all 80 collectible items

10G  
Love/Hate Relationship  
Taunt and/or compliment 50 *enemy* gang members

25G  
Mourning Stars  
Take over the New Colvin district

30G  
Mr. Fury Would Be Proud



Complete the Final Mission: Three Way by Saving Shaundi  
25G

Murderbrawl 31  
Complete the MurderBrawl XXXI mission  
25G

Once Bitten... Braaaaaaains  
Complete the Zombie Attack mission  
20G

Opulence, You Has It  
Completed the Party Time mission  
10G

Ow My Balls!  
Do your first nutshot/testicle assault combo  
20G

Ouch.  
Complete all six instances of Insurance Fraud  
10G

Pimped Out Pad  
Upgrade any stronghold to its highest level  
20G

Porkchop Sandwiches  
Complete all three instances of Trail Blazing and all three instances of Cyber Blazing  
10G

Shake and Bake  
Complete any one of the Challenges  
10G

Stay Classy Steelport  
Kill 25 enemies each with the Penetrator and Farts in Jars  
20G

Tank You Very Much  
Complete all six instances of Tank Mayhem  
10G

The American Dream  
Buy at least one upgrade for ten different vehicles  
15G

The Welcome Wagon  
Complete the I'm Free - Free Falling mission  
40G

Third and 30  
Play the game for at least 30 hours  
40G

Titanic Effort  
Complete the My Name Is Cyrus Temple mission  
20G

Tower Defense  
Complete the The Belgian Problem mission by taking over the tower  
20G

Tune In, Drop Off  
Complete all six instances of Trafficking

20G

We're Takin' Over

Complete all of Pierce's Act 1 Missions

10G

Who Loves Ya Baby

Kill 50 Brutes

30G

You're My Hero!

Complete all Challenges

25G

You're the Best...

Take over the Carver Island district

20G

Your Backseat Smells Funny

Complete all three instances of Escort and all three instances of Tiger Escort

## **GenkiBowl VII**

10G

Storm the Yarn

Destroy a mouse ATV during Sexy Kitten Yarnasm

10G

C-C-C-Combo Breaker

Cause \$150,000 in damage in a single Sexy Kitten Yarnasm combo

10G

Murder in the Jungle

Finish both instances of Apocalypse Genki

10G

Feeding Time

Throw 5 mascots into the water(in a single instance of Apocalypse Genki

10G

Flame On

Fly through all of the rings (in a single instance of Sad Panda Skyblazing

10G

Cat on a Hot Tin Roof

Kill all of the rooftop mascots (in a single instance of Sad Panda Skyblazing

5G

Stick the Landing

Land on Magarac Island (in Sad Panda Skyblazing

5G

Get Off My Back

Destroy 5 chase vehicles (in a single instance of Super Ethical PR Opportunity

10G

Cooked To Perfection

Roast 50 peds with the car's flamethrower (in a single instance of Super Ethical PR Opportunity

20G

Genki Bowl Champ

Complete all activity instances in Genki Bowl VII

# Official Soundtrack

## Gen X

- **Volcanology** - Brooklyn
- **Diamond Eyes** - Deftones
- **Clarion Call** - Delphic
- **Stupid Grin** - Dragonette
- **Renegades** - Feeder
- **Sha La La La La** - Heavy Young Heathens
- **Too Fake** - Hockey
- **Lost Desire** - Jr.
- **Torture** - King Khan and The Shrines
- **Animal** - Miike Snow
- **Riot Rhythm** - Sleigh Bells
- **Next Girl** - The Black Keys
- **In Cauda Venenum** - The Dear Hunter
- **Queen Dot Kong** - The Do
- **El Matador** - The Lines
- **Born Free** - The Rassel
- **Stop Searching** - Valencia
- **Paint Yourself** - White Denim

## K12

- **Jokers of the Scene** - Baggy Bottom Boys
- **State of Ghetto Jackin'** - Baobinga
- **Satisfaction** - Benny Benassi
- **A City In Florida** - Deadmau5
- **Idealistic** - Digitalism
- **Pitiless** - Dilemn
- **Heartbeats** - Grum
- **Double Bubble** - Jesse No
- **Oh No You\_Don't** - Jesse No
- **Angry Elephants** - Junkie XL
- **Wallflowers** - Kevin and Carrick
- **Scrub Down** - Kevin Seaton
- **C L U B** - MNDR
- **Neckbrace** - Ratatat
- **Woo Boost** - Rusko
- **31 Seconds to Die** - The Bloody Beetroots
- **Don't Break It** - Tugboat

## Kabron

- **Este Reggaeton** - Ambush
- **Vamonos Hasta Bajo** - Blaster Chicks
- **Get Down** - Calle Cardona
- **Ella Prende Gilla** - DJ Genesis
- **Virtual Diva** - Don Omar
- **Dejate Llevar** - FDK feat. Pinky
- **Lujo** - FDK
- **Movimiento Espectacular** - Flama
- **Chacka** - Friendz
- **Maria Juana** - Mr. Kapri
- **Maldito Alcohol** - Pitbull
- **La Turbina** - Prophex
- **Sueltate Y Toma** - Reggae Black
- **Se Fue La Luz** - R\_1
- **Ponte A Trabajar** - Vakero
- **Todavia No Hay Na** - Villanosam

## Klassic

- **Brandenburg Concerto No\_3\_Allegro** - Bach
- **Minuet** - Boccherini
- **Waltz in D Flat Major** - Chopin
- **Humoresque OP101 No7** - Dvorak
- **Hallelujah From Messiah** - Handel
- **Hungarian Rhapsody** - Liszt
- **Spring Song** - Mendelssohn
- **Der Holle Rache** - Mozart
- **Serenade No13 in G Allegro** - Mozart
- **The Thieving Magpie Overture** - Rossini
- **The William Tell Overture** - Rossini
- **Carnival of the Animals Fossils** - Saint Saens
- **The Stars and Stripes Forever** - Sousa
- **Blue Danube** - Strauss
- **Ride of the Valkyries** - Wagner
- **Skaters Waltz** - Waldteufel

## K-Rhyme

- **Gimme What You Got** - Amanda Blank
- **Done Did It** - Blakroc
- **Throw Your Hands Up** - Freeway
- **My Life Is A Party** - G Easy
- **Power** - Kanye West

- **Get It In** - KB
- **I'm Burnt** - Kurupt
- **Don't Panik** - Medine
- **Paradise** - Mickey Factz
- **Quiet Dog** - Mos Def
- **In the Zone** - Pharoahe Monch
- **Fur In My Cap** - Rob Roy
- **Boom Bye Yeah** - Sean Price
- **Push Play** - Sixx John
- **Can't Stop Now** - Southpaw Swagger
- **The Countdown** - Sum Kid
- **93 Hardcore** - Tandem
- **Yonkers** - Tyler the Creator
- **Mirrors** - Wale
- **Good to Go** - Yelawolf

## The Blood

- **Bezerker** - After the Burial
- **Runes to My Memory** - Amon Amarth
- **Obfuscation** - Between the Buried and Me
- **Perfect Weapon** - Black Veil Brides
- **Suicide Jag** - Chemlab
- **Feel Like I Do** - Drowning Pool
- **Apocalyptic Havoc** - Goatwhore
- **Regurgitated Disinformation** - Job For A Cowboy
- **WVill** - KMFDM
- **Armagoddamnmotherf\*\*\*inggeddon** - Marilyn Manson
- **Divinations** - Mastodon
- **Apologies Are for the Weak** - Miss May I
- **The Lotus Eater** - Opeth
- **Rise Rebel Resist** - Otep
- **Misanthropy Pure** - Shai Hulud
- **Love?** - Strapping Young Lad
- **Necropolis** - Black Dahlia Murder
- **Farewell Mona Lisa** - The Dillinger Escape Plan
- **Slow Revolution** - Tugboat
- **Engine Wrecks** - You Love Her Coz She's Dead

## The Mix

- **Stand and Deliver** - Adam Ant
- **Fantasy** - Aldo Nova
- **Holding Out For A Hero** - Bonnie Taylor
- **Machinehead** - Bush

- **Pepper** - Butthole Surfers
- **Epic** - Faith No More
- **Relax** - Frankie Goes to Hollywood
- **You're The Best** - Joe Bean Esposito
- **Return of the Mack** - Mark Morrison
- **Live Wire** - Motley Crue
- **Shout at the Devil** - Motley Crue
- **No Easy Way Out** - Robert Tepper
- **My Adidas** - Run DMC
- **Ball and Chain** - Social Distortion
- **What I Got** - Sublime
- **It's My Life** - Talk Talk
- **Birds Fly Whisper To A Scream** - The Icicle Works
- **Funky Cold Medina** - Tone Loc

## Swim

- **Let Spirits Ride** - Black Mountain
- **Insufficient Fare** - Cerebral Ballzy
- **Winner** - Cheeseburger
- **Basketcase** - Dangerdoom
- **The Cyborg Slayers** - Dethklok
- **No Vacancy** - J G Thirlwell
- **The War** - Mike Bigga
- **Anarchy** - Odd Future
- **Aqua Team Hunger Force** - Schoolly D
- **Sports Sports (Bar Remix)** - Tim & Eric
- **Save Me From Myself** - Unknown Hinson
- **Idiot** - Wavves

# DLC

This section collects the **DLC**, or downloadable content, available for Saints Row: The Third.

## Released DLC

- Genki Bowl VII
- Gangstas in Space
- The Trouble With Clones
- Nyte Blade Pack
- Weapons, Outfits, and Vehicles

## Upcoming DLC

On May 3, 2012, THQ announced that an expansion called Enter the Dominatrix is in development for Saints Row The Third. Originally announced as an April Fools' Day joke, Enter the Dominatrix will be a standalone expansion available for Xbox 360, PlayStation 3 and PC.

Enter the Dominatrix takes place immediately after the events of Saints Row The Third as alien warlord Zinyak prepares to invade Earth. Zinyak captures the leader of the Third Street Saints and "imprisons him in an elaborate virtual reality simulation" that looks and feels like Steelport but "is the world that has been pulled over your eyes to blind you from the truth." Although there have been rumors that Enter the Dominatrix may be put in Saints Row 4.

THQ has confirmed that the expansion will be available for \$29.99 and that more details will be announced this summer. While you wait, be sure to check out our review.

# GenkiBowl VII

Click this link to see the video

<http://www.ign.com/videos/2012/01/10/sr3-genkibowl-vii>

The GenkiBowl VII DLC Pack is an activity based story add-on. In this addition to the story Professor Genki has taken over Steelport for GenkiBowl VII. This pack was released on January 17, 2012, and includes 4 new activities, 3 new vehicles, 4 new outfit additions and 3 new homies.

## Activities

- Apocalypse Genki
- Sexy Kitten Yarnasm
- Super Ethical PR Opportunity
- Sad Panda Skyblazing

## Vehicles

- Genki Mobile
- Yarnie
- Verminator

## clothing

- Sad Panda Outfit
- Sad Panda Mask
- Angry Tiger Mask
- Sexy Kitten Mask

## homies

- Sexy Kitten
- Angry Tiger
- Sad Panda



# Gangstas in Space



Gangstas in Space is DLC released on February 21, 2012.

## On the Surface of Mars

You and the rest of the Saints are on Mars, oddly enough, directly from Saving Shaundi.

This is a cooldown mission from the last one. Despite the laser fire absolutely everywhere, something should tip you off from the bad acting (as if the area itself didn't give you a clue). You will take next to no damage here, and your rifle with infinite ammo will usually two-hit everyone who gets in your way. Follow the waypoints and activate the buttons as marked.

Enemies start getting a little stronger defensively after the second forcefield, but really, they're still nothing compared to you. It's just basic combat, and by now, you should be a master.

You'll eventually find Killbane, who is so totally your father, and you must kill him. To do that, get near the "lava crystals" (stalactites and stalagmites with yellow spots in addition to the normal reddish-brown color), then wait for Killbane to come near. He may pick them up, or he may just get near them either. Way, shoot it, and the explosion will damage him. After three or four hits like that, Killbane will fall to a knee. Run up to him and engage him with a quick-time event, as if he was a Brute.

Killbane is strong enough to cause you some pain here, so while you're trying to get to a lava crystal, just do sprint-jumps to avoid him. Rolling will keep you safe, and will allow you to move faster than he does even if he's running. Just sprint-jump your way around the area to get to a lava crystal, then hang out until he gets close enough.

After three quick-time events, Killbane will be gone, and you'll end the mission, and Campaign Mode. Congratulations!

...But you're not done yet. After the credits roll, you have total freedom to mess around in Steelport. Besides that, Three Way will be available again, letting you play it through and get the alternate ending.

# The Trouble With Clones

The Trouble With Clones is an upcoming DLC Pack for Saints Row the Third.

# Nyte Blade Pack

The Nyte Blade Pack is an upcoming DLC Pack for Saints Row the Third.