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# Main Story Missions

The **Main Story Missions** for Sleeping Dogs. Note some missions require the completion of Cop Missions, Face Missions, Drug Busts, Races or other similar events to unlock.

- The Beginning
- Vendor Extortion
- Night Market Chase
- Stick Up and Delivery
- Mini Bus Racket
- Amanda
- Club Bam Bam
- Meet Winston (not in mission replay)
- Listening In
- Chain of Evidence
- Payback
- Uncle Po
  - Collections for Roland
- Bride to Be
- The Wedding
- Mrs. Chu's Revenge
- Meet the New Boss
- Loose Ends
- Final Kill
- Initiation
- Dockyard Heist
- Intensive Care
- Important Visitors
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- Conflicted Loyalties
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- Civil Discord
- Buried Alive
- The Election
- Big Smile Lee

# The Beginning

This is a tutorial. It's suggested that you have the in-game tutorial turned on.



# Vendor Extortion

Follow Jackie around the night market stalls and do some lightweight fighting (an extended fighting tutorial) in the Night Market. Meet Conroy and end the mission.

# Night Market Chase

Right after you meet Conroy, he tells you to meet Winston at the restaurant. Chase down the guy using your free-running (parkour) to a rooftop to fight several thugs and the runner. There will be a cutscene showing the police arresting wei and then him being released. You will wake up in your apartment after this.

# Stick Up and Delivery

Stick Up and Delivery starts slow and has you drive a slow van to the docks. Once there, attack aggressively and use the ring edge to minimize enemies. Wei can pick up weapons (from thugs) but unless you're very comfortable with the fighting system (and countering), this mission will be tough.

After your battle, catch up to the marked vehicle, smash it, and ditch the cops before delivering the goods to the waterfront factory.

# Mini Bus Racket

Go along with Winstons Thug's (from the Sun On Lee Triad) to each drop off, fight some thugs from Dogeyes' Triad , then "harass" (sound your horn) another 14-person bus(belonging to Dogeyes) to take the passengers. Elude (or takedown with crashes) the enemy pursuers before dropping everyone off at the last stop.

# Amanda

Take Amanda around town, train at *teh dojo*. There, you will get the tutorials for the Enemies and more light will be shed about the missing Jade Statues.

When Wei leaves his apartment. Amanda will be outside looking around (like a tourist). She will ask Wei where to find a specific Kung Fu academy, and Wei will offer to give her a ride there.

They arrive and Wei meets his old teacher(sifu) Wei will also come to know that 11 of the 12 song dynasty statues are gone. Wei will then have to complete some excersizes given by his old teacher. These involves locking on and striking enemies in different directions.

You may call her afterward to go to Victoria Park (Meet Amanda) if you want to unlock the health shrine markers on your map.

# Club Bam Bam

Go to Club Bam Bam and beat up Benny's people at the club after passing the Karaoke mini-game with Tiffany the hostess.

# Listening In

Meet Winston at the Golden Koi after completing Popstar Lead 3. This section of the mission will be unavailable for a replay in the Social Hub. This part is a cutscene.

For **Listening In**, head to the shop and pick up the hardware. Chase after the thug who takes your bag, beat him and take his bag. Call Raymond after recovering the bag. Place the bug in the restaurant (mini-game under a timer), then lockpick to get out.

# Chain of Evidence

Tiffany at Club Bam Bam needs Wei Chen's assistance. Take the handgun from her and call Raymond to arrange a meeting. This is the firearms tutorial. which takes place in the crime scene.

Pendrew will ask that you take up position and practice some shots to recreate the firefight. Escape the police (defaults to the bike) to end mission.



# Payback

Go to Winston's restaurant at the Golden Koi, and drive the SUV to Dogeyes' waterfront warehouse. Head in at the warehouse and melee fight Dogeyes' men.

Take any firearms (unlocking the Fast Disarm on the Cop Skill Tree is a good idea) and lay waste to the place. Be sure though, to take the plant's boss (Siu Wah) alive (have gun drawn before grabbing to use hostage mode).

At the entrance take the police bike to chase down Siu Wah and use "action hijack" (hold sprint while riding) to capture him. Elude the cops and locate the marker to end the mission. If you completed Hotshot Lead 2 as well as this mission, you go to bed to pass the time.

# Uncle Po

This mission is available only after the completion of Payback and Hotshot Lead 2. Go to Club Bam Bam to start. Drive Winston to "Uncle" Po (James Hong) , The Chairman of the Sun On Yee in Central (his condominium is near Wah Fi Storage).

After Po dismisses Wei, get in the marked car and locate Roland at the impound yard in Central. Get the Machine Pistol from Roland and collect the debt from a gambler.

If you earned a faster (Rank A) car before committing to this mission, you can pull on out from the garage now. The gambler (Patsy) will flee in a hotrod (guarded by more hotrods).

Chase them all down (ram or shoot them), catch the target using action-hijack and drive the car back to Roland.

## More About Uncle Po

**Uncle Po** - Uncle Po is the recognized "Chairman" of the fictional Sun On Yee triad (the actual Triad is named the *Sun Yee On*). Despite his position, he has not been formally charged with any crime (apart from association), as evidence of all of this crimes never surface.

Uncle Po is voiced by the legendary James Hong. Hong is a legend in Hollywood, having gone into show business before the Civil Rights Act of 1964. His first big exposure was in *The New Adventures of Charlie Chan*. Since then, Hong has readily adapted his age and experience to other roles in television, including the original *Kung Fu* TV series (starring the late David Carradine), *Falcon Crest* and *Dynasty*.

Mr. Hong has found steady voice work in animation and videogames, and you may recognize his unique Chinese-Minnesotan accent in the *Kung Fu Panda* animations, *Diablo 3*, *Alpha Protocol*, *True Crime* (New York and Los Angeles), *Project Snowblind*, and *Mercenaries: Playground of Destruction*. He is perhaps best known for his darkly comic performance in John Carpenter's *Big Trouble in Little China*, as the evil sorcerer, David Lo Pan.

# Bride To Be

Head back to Winston's restaurant in North Point after completing Uncle Po and Roland's extortion mission tutorial (Collections for Roland). You may receive a call from Winston or you may need to check into an apartment and use the bed to artificially pass time.

Drive Peggy to her destination. After the cut-scene get to the van before the timer runs out. Action-hijack the van before it escapes.

Drive it back to the Bus Depot and take Peggy to the temple next. Get a robe from the shack and fast-talk the priests to get to a black orchid that Peggy wants (this nets Triad XP).

Fight back out and get back in Peggy's car. Drop her off at a mahjong club to be done playing chauffeur.

# The Wedding

After completing *Bride to Be*, **The Wedding** is next. Head to the clothing store in Central's Business district for the next step in Winston's and Peggy's wedding. Get into your tux (this will remove any clothing bonuses incidentally) and head to the banquet near Victoria Park.

After the cut-scene, get to the Indicator on the roof, then go inside and fight the thugs (hand to hand, then gunfight). Fight your way back out the main hall and watch out for innocents while looking for Uncle Po.

Once you find Po, take him through the park to Central Hospital in the district's southwest corner. You can "run" while carrying Po, so make haste before he bleeds out. A cut-scene with Raymond will end this mission (and put you back into your previous clothing set).

# Mrs. Chu's Revenge

**Mrs. Chu's Revenge** is available after completing The Wedding and Hotshot Lead 4. Meet Winston's mother at the Golden Koi.

Call up a contact and triangulate the signal (like in Hotshot Lead 4) near Yau Ling Park. The scanning minigame will require you to locate the correct green person pin-marker that is common across all four "pings" - wait for the ping and see which marker consistently appears in the same spot across different pings and scan it. If the call is lost (when the woman drops the call), you fail and need to try again.

## ***Ancient Chinese Secret: A Re-Section of Time***

The marker on the triangulation mini-game is the same (for each mini-game). If you know the destination where you need to go, you can mark that marker which always appear where your next destination is.

For this particular individual, it is the marker in North Point, near Yau Ling Park.

Drive to Johnny's place and follow him on foot. Defeat his henchmen and pursue Johnny. Capture him with an action-hijack. Remember, he needs to be alive - bring him back to Winston's mother to complete the mission.

# Meet the New Boss

Complete The Wedding and Hotshot Lead 4 to have a crack at **Meet the New Boss**. Drive to Club Bam Bam and get ready to gunfight.

After the cutscene, you will hear gunfire, head out and shoot the enemies in the club and clear the place out. Head outside and defeat Big Smile Lee's henchmen. Once you've killed everyone, Jackie will drive and you engage in the enemies in a rail-shooter mode.

Shoot down enemies (ammo is infinite in this mode) and enjoy the gun-ride. Note that the normal (pedestrian) controls for firing work; the crash button (X for Xbox or SQUARE for PS3) is now your reload.

Catch up to Ponytail, beat him, and then escape the cops (towards the green marker to Wei's right once you regain control) to end the mission.

# Loose Ends

**Loose Ends** is playable once you complete Meet the New Boss. Help Jackie deal with Naz Singh (the C.I. known as *Scoundrel* in your dossier files).

Meet Jackie and drive the bike to the warehouse area past the Top Glamour Imports store in North Point. Chase down Naz, jump the gate (use the side ramp) and shoot the big red fuel tank to knock out his van.

Kill his back-up, put Naz in a car trunk and escape the pier. Escape the 18K gang and call Jane Teng. Drive Naz to the Undercover HQ to end the mission.

# Final Kill

**Final Kill** is unlocked once Loose Ends and Hotshot Lead 4 are completed. Talk to Mrs. Chu, then head to Dogeyes' (Sammy's) hideout in North Point.

Enter the compound on foot and chase him on boat. Run after him in the building, fight his thugs and take Dogeyes back to the restaurant. Protect the car while you go back, which should be easy with infinite ammo.

(Note- Do NOT slow the car down or Dogeyes will escape)



# Initiation

**Initiation** is revealed upon completing Final Kill. Head to Central Hospital to meet with the Tong higher-ups, then get assigned the task to waste some poor detested bastard.

Call Jackie after meeting Po, and meet him at the sauna. Take the massage (still costs money) or leave (remember the only bonus is Face meter gain while fighting - the money is more valuable) and drive to the next location.

Confront your target and "deal" with the problem. Go to the initiation spot after taking out Yung. After the meeting with Raymond, the mission will end.

# Dockyard Heist

**Dockyard Heist** is available after Initiation. Call Jackie once you have control over Wei Shen and use a car to pick him up in Aberdeen. Drive to Kennedy Town port and head into the area towards the tool shed.

Pick the lock, take the cutting tool and meet Jackie. Defeat the enemy thugs by the shipment. Search all the trucks for the shipment. Defeat the next wave of thugs. Catch up to the truck and action-hijack it to rescue Jackie. Fence the jewels in Aberdeen.

# Intensive Care

**Intensive Care** is a fun shooting fest ... provided you get there in time. Should you decide to start this mission, you may want either a fast car (Velocita) or the 1100 NA-R motorbike to weave through the narrow streets from the K-Bar to the hospital.

Once Dockyard Heist is done, you have the option to head to the K-Bar to start the mission. When you get there, you will need to race to Central Hospital to engage in a gun battle with enemy gangsters.

Reach the elevator and head up. When the elevator stalls, force the doors open and take out the enemies on the next floor. Be sure to load up on ammo, and lay claim to an automatic weapon, before you reach Po's room.

Head back out to restore power so the life support systems won't fail. Kill everyone and hack the computer system - all under a timer. The automatic weapon will help in wasting the enemies who rush you.

Head back to Po's room after restoring power. Play king of the hill for a while with 18K's thugs (note the enemies do not drop shotguns but they will fire on you with them) and follow Ricky outside. Escape the cops and drop him off. Go to bed to pass the time if you completed Serial Killer Lead 3 and this mission..

# Important Visitor

After Intensive Care, Important Visitors has you meet Ricky at Sonny Wo's place (next to the bridal shop in Central) for a big job.

Take King (a GTA5 reference perchance?) to the K-Bar first.

Find some girls to entertain King and have a chat; you will get Ilyana's number for a date later. Sing a karaoke song then take a picture.

Head back upstairs and fight the thugs before getting back into the marked car. Return King to his hotel to end the mission.

# Fast Girls

Complete Important Visitors and you can come back to Sonny Wo's place for another mission involving **Fast Girls**.

Take Ricky's car (a Terre GT) and drive Vivienne and her friend, Sandra, to the car rally. Get ready to race (and win).

Ricky's car is the fastest B-rank car (you may even have bought it earlier to complete the optional street races beforehand), so it has enough muscle to outpace almost all the B-rank competition ... unfortunately, you're racing against an A-rank champ, so you will need to use some dirty tricks (ramming) to make him go off-course so you can win.

Your capped speed is something of an advantage for the right-angle turns, but your enemies catch up quickly. Escape the police once you cross the finish line. Needless to say, this is a story mission, so losing is not an option if you want to progress in the game.

Drop the girls off at Sandra's condo ... and you can get a date with the rich girl later. Wei unlocks the Kennedy Town safehouse as well.

# Bad Luck

**Bad Luck** requires the completion of Fast Girls. This is also the mission where you can get one of the Jade Statues. Meet Madame Jiang and plot the downfall of Two Chin. Get into the "Crab Car" ( a 600 Coupe S) and head to Two Chin's house.

Fool Two Chin's neighbor by fast talking her (Internet orders LOL), and using her yard to vault into your target house. If you were exploring earlier, you may even have come into the gated community before (for the Camera and Health Shrine).

Fast talk the guards into Two Chin's mansion so you can screw with his "Feng Shui". Open the gate to Two Chin's mansion and let your partner in. Pick the manor's front door and break in to do the Feng Shui "re-arrangement".

Note you must get the Jade Statue (first floor, in the hallway) during this time by safe-cracking it.

Afterward, adjust the clock to read 4:44 and do what else your partner tells you to do. Stay out of sight when the patrol comes by (stay in cover behind the couch).

Leave when the coast is clear. Hack the camera before leaving to erase evidence you were there. After the cut-scene, steal the Bisai and leave.

# Conflicted Loyalties

**Conflicted Loyalties** is available after you finish Bad Luck. This is the mission where you should be able to retrieve the last of the Jade Statues.

Sonny Wo asks you to set up a surveillance system on Vivienne while she and Ricky are at a party. Head to the address and do the mini-games; you can use this opportunity to grab the final jade statue in Vivienne's apartment.

The doorman won't let you go in, so use the construction site nearby to access Vivienne's place. Hack the computer, and set up the bug.

Quickly hide upstairs after setting the bug in place. Place the camera in the bedroom, then retrieve the memory stick from Vivienne's PC before leaving. Meet Pendrew at the rendezvous then return to the apartment to end the mission.

# The Funeral

**The Funeral** is a big shoot-out scene available once you complete *Conflicted Loyalties*. Pick-up Jackie at the police precinct to start the mission. Head for the marked clothing shop for the funeral and then drive to the cemetery.

Once you have control over Wei, kill the enemies and fight your way out, flanking the enemy grenadier. Take his weapon (an Assault Rifle with a Grenade Launcher) and sweep the area clear to the parking lot.



# Civil Discord

**Civil Discord** is unlocked when The Funeral is done. Meet Conroy in North Point for this mission. Fight the enemy gang and lay waste to everything. Take the weapons and escalate things with the next phase.

Get to the Golden Koi quickly and defeat all the enemies. Hole up in the restaurant and make a stand. Make a second stand at the back alley after the cut-scene. Use gunfire to damage cars for the extra Triad XP.

A third hold-the-line will occur when the alley is cleared; meet Conroy on the roof. Use the grenade launcher to beat off the enemy until reinforcements arrive -- there is an infinite ammo pick-up on the roof. The ammo box is next to Conroy, to Wei's left.

Don't fall off the roof, or you lose. Once you've defended long enough, use the car to lose the cops. Meet Ricky at Vivienne's apartment in Central to finish this mission.

# Buried Alive

**Buried Alive** is unlocked after Civil Discord is done. Head to Aberdeen and see what's up with Raymond.

When Wei gets the text from Jackie, go to the meeting place and get ready to rumble after you're pointed towards Jackie's position. Defeat the enemies and interrogate Horseface about Jackie's whereabouts.

Go back to the street and call up the 18K enforcer; do the phone scanning thing (the marker is near the drydock) and head for it.

Use the car to chase down your target and ram him dead. Take the phone from his corpse to locate your next target. Call "Salty Crab" and meet him in Kennedy Town; take the boat and firepower to "Magazine Island" to save Jackie.

Escape the waterborne ambush and the police (your speedboat is sufficient to outpace the police). Remember that while on the boat, you have infinite ammo, so you might as well expend some bullets for Triad XP. Reach the beach, save Jackie and head back to shore. Pass time by going to sleep.

# The Election

**The Election** is available upon the completion of Buried Alive. Meet Jackie at the marker and battle your way out once you engage in the **Quick Time Event**.

Start by crawling to the toolbox. Do the QTE and take out the first two guards in the cinematic.

Despite your visual appearance, if you used some food or medicine boosters before starting the mission, you will be 100% functional and can kill everyone in the large room.

Maintain your escape (another QTE), defeat more enemies and seize the combat shotgun to keep up your fight for freedom.

Note there are vending machines for healing, if you need to restore life before heading into the steam room; fight the two toughs in there with melee. Take out Mr. Tong afterward and get some payback - remember with elite enemies, simple counters (not the advanced counter, Dim Mak, from the Melee Skill Tree) are best.

## ***Ancient Chinese Secret: Tong's Machete***

Mr. Tong (no relation to Si Hung or Tracer) has a big ass Machete that is only available through a non-replay version of the game. During the time between **The Election** and Big Smile Lee, you have access to this weapon (you don't have it with a replay). Be sure to kill some bad guys with this weapon, or you will miss out on the Whatever's Handy achievement / trophy.

# Big Smile Lee

**Big Smile Lee** is the final mission in the game. For a non-replay version of the game, take Mr. Tong's car and pay Mr. Lee an unfriendly visit in Aberdeen's docks. On a replay, you will start at the back gate (without Tong's machete).

## ***Ancient Chinese Secret: Tong's Machete***

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Visit the food vendor so you have a means of health regeneration before entering the enemy base using the adjacent building's balcony.

Once you go in, start butchering. Take the roof sentry's gun and watch for breakable cover. Move to a good spot to snipe - headshots are easy. Reach the floating restaurant and watch for innocents.

In the restaurant kill Ponytail, Lee's enforcer from the earlier mission (Meet the New Boss). Note that as a mini-boss, he can survive multiple shots to the head, so kill him with a high-powered rifle from afar, or shoot the propane stoves on the counter.

Pursue Lee after Ponytail is slain and chase after Lee when the cut-scene is over; any health boost you have active will carry over, so hope you are at maximum "Face" level to reap all those time bonuses.

Jump on the boat and fight Lee to death by countering him. Do the QTE once he's done, then give Lee a first-hand, front-seat experience of *Fargo* and feed him into the chipping machine.

## **More about Big Smile Lee**

**Big Smile Lee** - Big Smile Lee is one of the most senior, and most ruthless of the Red Poles in the Sun On Yee. Only Uncle Po's ruthlessness can exceed Lee's; and it is the wily Po's guile that's allowed the old man to keep Lee from taking over the triad.

Big Smile Lee is voiced by Tzi-Ma.

# Cop Missions

**Cop Missions** will be unlocked upon the completion of Night Market Chase. Inspector Jane Teng will work with Wei Shen to bring down the Sun On Yee Triad in a dearly "departed" ( ? ? ? ) way.

- Popstar Lead 1
- Popstar Lead 2
  - Drug Busts
- Popstar Lead 3
- Hotshot Lead 1
- Hotshot Lead 2
- Hotshot Lead 3
- Hotshot Lead 4
- Serial Killer Lead 1
- Serial Killer Lead 2
- Serial Killer Lead 3
- Kidnapper Lead 1
- Kidnapper Lead 2
- Kidnapper Lead 3

# Drug Busts

For the **Drug Busts**, you can use a Thug Set to boost your melee damage when clearing out the area to hack the camera, then change back into one of the Cop XP Bonus Sets before you initiate the drug bust to capitalize on the experience points earned.

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/sleeping-dogs-drug-bust-tutorial>

While going around town cracking heads near each drug bust area, remember to upgrade your accessories (watch, bracelet, glasses, and necklace) to maximize your Face XP earned, or you will run out of missions long before you reach Face Rank 10.

Go to the blue shield icon to initiate a drug bust. You have to clear the area of all thugs so you can move on. Locate the junction box for the camera and start hacking. The camera passwords are all unique numbers so there isn't any number that repeats in the code. Red numbers mean the number is not in the password, orange means the number is in the password but not in the right spot, and green means the number in that part of the password is correct. You have six attempts to get the password so eliminate numbers by starting with 0123 and keep going until you know every number.

When you've hacked the camera go back to your apartment and go to the tv. The camera footage will be on and the supplier will soon have a red icon over his head. Identify him for arrest and the police will take care of everything else.

# Foo Long Underpass

# Mong Memorial Overpass



# Tsim Shan Shan Alley

# Wang Fu Parking

# Wah Fi Storage

# Kam Chuk Overpass

# Sui Shan Alley

# **Water Access Central Sewage Outflow**

# Sun Yat Housing Complex

# Wongs Parking



# Chaing Mai Sewer Interchange

# **Water Pollution Control Center**

# Lu Mai Alley

**Denlau Alley**

# Yau Ling Courts

# Yen Yen Foo Long Underpass

# Case 1

**Case 1** ties in with the drugs being dealt by a fellow named "Popstar". Teng asks Wei to "handle" the problem. Try to earn enough Face levels (and money) to get a Police Constable Set (or better before starting).

- Popstar Lead 1
- Popstar Lead 2
- Drug Busts (complete one to advance to the final lead)
- Popstar Lead 3

# Popstar Lead 1

**Popstar Lead 1** requires Wei to find the Popstar-The drug dealer, beat up some customers to get the money they owe to postar , and ditch the cops using a **Quick Time Event** (the Sprint button).



# Popstar Lead 2

**Popstar Lead 2** has you beating up some thugs, hacking the camera (a tutorial) and heading back to safehouse to identify the supplier using CCTV.

# Popstar Lead 3

A second Drug Bust is needed before **Popstar Lead 3** is available. Once it is, go wait for Popstar in the "Chicken Van".

Get ready to tail him without alerting the suspect (honking, ramming his car, etc.). Get to the deal and spy on them without being seen.

Use your phone camera to snap a pic of Popstar's deal from cover. Snap a second picture when the suspect reveals his product.

Tail Popstar to the deal; bypass the guard by fast talking him (**Quick Time Event**) and get to the boat's roof. Snap a pic of the gun being drawn, then call Inspector Teng. Go back to the Undercover HQ in Northpoint and escape the cops while you're at it.

## Case 2

New **Case 2** has to speaking to Jane Teng at the Undercover HQ after the Races are ready to be unlocked. You may want to complete some Face Missions to get enough Face (level 4) to buy the Velocita and the Terre GT cars - they are the best cars for the Rank A and B car races. For the fastest vehicles all around, check out the Speed Chart.

- Hotshot Lead 1
- Hotshot Lead 2
- Hotshot Lead 3
- Hotshot Lead 4

# Hotshot Lead 1

**Hotshot Lead 1** has Teng being muddled by a murder in the illegal street racing circuit. Talk to Jane then go through your phone to call "Ace" to start this mission. Take the impounded car (the 600 Coupe S) as your racer and finish in any place (you need not finish first).

# Hotshot Lead 2

**Hotshot Lead 2** unlocks after completing Chain of Evidence with Tiffany, and Pendrew giving you the firearms tutorial.

Consider doing other side missions (Fight Club, Racing, etc.) to increase your Face level to use better clothes (and better bonuses) before advancing, since you want to increase the Cop XP earned from these missions.

Get into the van and go to Hotshot's last location and plant a bug under his car before time runs out (90 seconds). Return to the van and shadow Hotshot to his different destinations. Call Teng and drive back to the Undercover HQ in Northpoint. If you completed Payback, you go to bed to pass the time.

# Hotshot Lead 3

**Hotshot Lead 3** is referred to as "Water Street" but is essentially this mission. It is unlocked once you finish with Uncle Po and his related mission with Roland (Collections for Roland).

Buy a fast Rank C car - the Enterprise is the fastest (and if you doubt it, check the Speed Chart) - and race the street gang. If you are only using the "free" 600 Coupe S you got earlier, this race might be a tough one since all the other cars will be much, much faster.

# Hotshot Lead 4

**Hotshot Lead 4** takes place *after* The Wedding. Go meet Ace in Central and bring a fast car (a Velocita or Terre GT is great) with you.

You get a call and need to move around to triangulate it (head towards Wah Fi Storage). The scanning minigame will require you to locate the correct green person pin-marker that is common across all four "pings" - wait for the ping and see which marker consistently appears in the same spot across different pings and scan it.

## ***Ancient Chinese Secret: A Re-Section of Time***

The marker on the triangulation mini-game is the same (for each mini-game). If you know the destination where you need to go, you can mark that marker which always appear where your next destination is.

For the panicky woman, it is the marker on the north edge of highway on Central's perimeter, northwest of the Boardwalk.

If the call is lost (when the woman drops the call), you fail and need to try again. Once you have the pin and scan the marker, race there (hence the reason for the fast car) before the victim dies.

Check out the crash site on the beach, get a cut-scene and photograph the car while heading back up to the road. Call Teng, then Ace, and meet him at Victoria Peak with the fastest (Rank A) car you have. Check the Speed Chart for the best one. Follow him to Teng's trap, disable his car, escape the cops, and you're done.

# Case 3

**Case 3** requires the clearing of Loose Ends and Hotshot Lead 4. Once you have, head to North Point to activate the new cop case, Serial Killer.

- Serial Killer Lead 1
- Serial Killer Lead 2
- Serial Killer Lead 3



# Serial Killer Lead 1

**Serial Killer Lead 1** asks you to head to Aberdeen bridge and check out the crime scene. Get a disguise and get into the scene. Check things out and head back out (return the uniform) when done. Call Jane Teng about what to do next.

# Serial Killer Lead 2

**Serial Killer Lead 2** has you heading to the hospital in Central next. This will be in the same general area as the Triad mission Initiation.

Get a disguise and enter the hospital to check records. Once you have the records of the suspect doctor, bug his office and crack his safe before he comes back. Return the uniform after leaving the hospital.

# Serial Killer Lead 3

**Serial Killer Lead 3** is started once you call Jane Teng to monitor the doctor suspected of organ harvesting. Get to Calvin, then action-hijack his kidnapper's car and drive off to the marked spot in Wah Fi Storage.

Call Teng once you arrive and complete the mission. You may need to go to bed to pass the time if you completed Intensive Care as well as this mission.

# Case 4

**Case 4** requires the completion of Fast Girls. Ilyana calls Wei and asks for help with Katushka, her other Russian friend at the K-Bar. Start locating her (or her remains) by following the marker for this case.

# Kidnapper Lead 1

Start **Kidnapper Lead 1** by going to the K-Bar and speaking to Ilyana. Once you have her settled, speak to "Chan" then check out the apartment Katushka lived in. Snap a picture of a mysterious number and then call Jane Teng.

# Kidnapper Lead 2

**Kidnapper Lead 2** requires Wei to change his clothes (at the mission marker), then head to the docks in Central to steal a boat to the offshore gambling den. Note you cannot use the Cop XP clothes for this mission.

Locate the gambler, and after winning a few hands, lose the final hand to set up the sting. Call Ilyana after you leave to start the next part.

In the odd instance that you *win* the hand, Yar ? will still insist on seeing Wei Shen's "girl", and arrange a meeting anyway. If you do this, you need not call Teng afterward but you may miss some dialogue. Either way, you may continue your investigation.

Exit the gambling den and head back to Hong Kong Island.

# Kidnapper Lead 3

**Kidnapper Lead 3** has you meeting Ilyana at the eastern tip of the "Boardwalk" in Central. Take her to the boat and quickly snap the photo of the vessel before it gets out of range.

Shadow the boat to "hidden pirate island" (a.k.a., "Hong Kong") once you regain control of Wei using Ilyana's motorbike.

Drive to the different vantage points before time runs out. When you arrive at the final waypoint, locate a speedboat and take it to track down Ilyana's last position.

Head into the submarine grotto on foot. If you did most, or all, of the Drug Busts, the sewer layout will be the same. Pick up a firearm before approaching the caged girls, or you will likely be shot dead in the ambush.

Take out the guards and rescue Ilyana and Katushka by picking their cage's lock.  
*Sweeeeeeeeeeeeeeeeeeeeeeeet.*

# Random Events

In total, there are 28 random events in the game, 17 of them being the Drug Busts events, together with 3 Hit and Runs, 4 Junk in The Trunk and 4 Shop events. They will appear on the map as yellow shield icons when you are near them.

## Drug Busts:

Go to the locations marked on your map with the blue shield icon. Defeat the thugs, hack the camera, and use the TV in your apartment to identify the dealer and arrest him. The dealer is always the guy in the suit.

note: For locations marked as water access, you'll need a boat, or you can just swim.

## Hit and Runs:

Your mate, Charlie will yell at you at the locations, after a thief has stolen money from your gang, just chase down the thief or run him down with your car to end the event.

## Located at

Northpoint, left exit of the U-shaped road near the top left Car Dealership.

One in Central Soho, Wang Fu Parking, in between the 2 Drug Busts, and lastly, the road just above Siu Shan Alley (use the map)

## Junk in The Trunk:

Look out for a shaking vehicle, and proceed to pull someone out of the trunk.

## Located at

Northpoint, the back alleys near the undercover police HQ.

The wavy road towards Central, above the words Lu Mei alley on the map, look for the lighter coloured area.

Central, In the centre of Victoria Park.

Aberdeen Island, just above the letter A in the map.

## Shop:



Help out the shop owners with drunks/thieves.

Located at

Northpoint, just south of the first Hit and Run.

Central, below the last letter, T in the Business District, under the inverted U shape.

2 in Kennedy Town. Below the letter S, of the Sun Yat Housing Complex, it is not directly below, it's the next road underneath. And the road near to the entrance of the road towards the Cemetery.

Happy hunting!

# Hit and Run Repo Yard

# Mo Mart Drunk

From time to time, a drunk guy is giving trouble to a shop owner. An icon will highlight the location, when you pass by it. You need to grab the drunk, and either drag him away from the shop, or put him in a car's truck. Don't kill the drunk, it will make the event fail.

# Hijacking Knox Vans

**Hijacking Knox Vans** seems to be a repeatable mission, and is in itself, a Random Event after the initial mission.

Around the time you're done with the the Uncle Po main story mission, Winston will call Wei Shen about taking out some vans from a security company that refused to pay "protection" money.

These armored trucks are always indicated by an orange icon on top of them, and will refuse to stop if you stand in their way. The best method of taking them is via an Action Hi-jack.

As soon as you have control over the armored courier, your wanted level will immediately shoot to level 2.

## Lose the Cops

Having taken a van full of money, your next goal is to lose the cops by escaping from their blue bubble sight range (see your mini-map).

Try using narrow alleys and roads that don't give police cruisers the chance to make wide turns. Although police units occasionally "teleport" in front of you to cut you off, you should find a maze of roads much easier to deal with than trying to lose the police on a wide freeway.

Your truck is heavily armored, so ramming (and destroying) all pursuit units is an alternative solution.

## Cash In

Once you're clear of law enforcement, drive the van to the marked garage and you'll be paid by how high your wanted level was once you park the van on the marker.

For example, a level 5 rating will net you \$50,000 and a level 1 rating will get you \$10,000. To get higher wanted levels, you can commit more criminal mischief (like killing policemen in the truck) or just shooting at them with firearms.

# Face Missions

**Face Missions** are referred to as "Favors" in the game. They also include the Random Events and Dating Missions, none of which may be replayed (so when you find one, complete them **and then** save the game ... or you will not get the Chief Inspector achievement or trophy).

Some Face missions unlock new main story missions, while others are unlocked after other mission types (Cop, Main, etc.) are completed. The rule of thumb is to wipe the map of all objective markers for 100%.

- Fashion Advice
- Pay Hospital Bills
- A Quiet Drive
- Cheaters Never Prosper
- Quick Fix
- Steal Cars for Tran
- Meet Amanda (date)
- Tiffany's Song (date)
- Impress Not Ping (date)
- Red Handed Tiffany
- Follow Tiffany
- Cheaters Never Prosper 2
- Truck Recovery
- Collections for Roland
- Distract the Cops
- Pied Piper
- Escort an Ally
- Cheaters Never Prosper 3
- Riffraff Disposal
- Drunk Disposal
- Convoy Intercept
- Safe Delivery
- Pied Piper Redux
- Escort an Ally Redux
- Make Ilyana Sweat (date)
- Real Men Don't Karaoke
- Show What You've Got
- Show What You've Got Again
- Fast and Hot Sandra (date)
- Tang's Toy
- Beat the Heat
- Broken Parts
- Tang's New Toy
- Tang's Newer Toy

# Repeating Missions

**Repeating Missions** is a slight misnomer, since these missions may repeat, but only up to a certain point when they are all run and done (and cannot be repeated).

Tran's Garage starts off with the Sparc Delivery, and ends after you hijack and return at least one of each vehicle (some are repeats, like the Blast, while others are for cars you cannot buy).

Collections for Roland has to serving as muscle for Roland's debt collection business once you drive Winston to see Uncle Po (in the mission of the same name). Like Tran's car-jack missions, Roland's missions will run out after you do enough of them.

Both Tran and Roland activate their missions from Wei's mobile phone after their initial introduction.

# Tran's Garage

**Tran's Garage** is more like *Tran's Car-Jack Express*. Call Tran on Wei's cellphone, find the marked vehicle and take it to his garage.

You can start calling Tran to hijack cars for money (no XP of any kind) after clearing Club Bam Bam and acquiring Tiffany's number.

Note that there are a variety of car hijackings, but they are limited (about 20 or so). Always deliver the cars as dent-free as possible to maximize money earned.

# Collections for Roland

**Collections for Roland** is added upon Wei's meeting with him immediately after Uncle Po. Like Tran, Roland can be contacted by phone once his first mission is done.

Each of the collection missions introduces other elements to the game: shooting from a car, action-hijack (if you didn't do Payback already), putting people into car trunks, etc.

After you extort the money, Wei takes a small portion of the cut and the collection mission ends.



# Dating Missions

Dates are possible with five female characters in the game. Their chief function is to unlock the collectible markers on the map and the final Races in the game.

- Tiffany's Song
- Meet Amanda
- Impress Not Ping
- Make Ilyana Sweat
- Fast and Hot Sandra

# Tiffany's Song

**Tiffany's Song** is considered a "Dating Mission". It may unlock the Jade Statue markers (although the main mission Amanda seems more inclined to do that).

After completing Club Bam Bam, you can call Tiffany again and hit up the Karaoke machine. Score over 90 on the songs to unlock more songs.

Re-visit Club Bam Bam or the K-Bar in Central as you do more story missions; songs are unlocked gradually over the course of the game for the achievement / trophy Karaoke Superstar.

# Meet Amanda

**Meet Amanda** is considered a "Dating Mission", which means completing it will unlock collectible markers on your map. Meet her at Victoria Park, and spend some quiet time with her.

# Impress Not Ping

**Impress Not Ping** is a "Dating Mission", which means completing it will unlock the Camera markers on your in-game map. It's available upon completing Listening In.

Impressing the girl at the electronics shop will earn Face. Do this by distracting the cop, then hacking the camera on the roof before he returns (less than 1 minute). Unlocks all security cameras on map on completion.

# Make Ilyana Sweat

**Make Ilyana Sweat** is a "Dating Mission", and completing it unlocks the Lock Box markers on your in-game map.

After completing Important Visitors, you can call Ilyana and ask her out. Ilyana's idea of "fun" is free running (*dat athleticism*).

Your goal is to beat her by reaching the gold marker before she does. Ilyana jogs more than she sprints, so just race ahead of her and your HUD will show you the way.

After completing her mission, lock boxes will appear on your map. Note that the in-game map's label for Victoria Peak hides one of the lock boxes, but for the most part, all of them are easily located.

# Fast and Hot Sandra

**Fast and Hot Sandra** is a "Dating Mission" which unlocks the final Races you need for the Wei of the Road achievement / trophy, as well as the general completion achievements.

After completing Fast Girls, you can call Sandra for a date. Head to Aberdeen and Sandra will let you drive a spare Tuono.

This car is slower than many of the other sports cars (Blast, Etalon, Velocita) so you should be able to maintain a top speed for 60 seconds on the freeway.

Once the timer expires, drop her home. This unlocks the final few races to Victoria Peak.

# Cheaters Never Prosper

**Cheaters Never Prosper** is an introduction to using the Tire Iron and vehicle damage. Catch the other driver, wreck his car with the car's tire iron, then beat him up.

# Fashion Advice

**Fashion Advice** is easy, and one of the mandatory Face missions available in North Point. Take photos at the marked spots and you are done.



# A Quiet Drive

**A Quiet Drive** is a North Point Face mission that teaches you how to escape police pursuit. Escape the police with the thug after Duke punches out the cop. The angular freeway entrances are great spots to U-turn and escape.

# **Cheaters Never Prosper 2**

# Turn Losers Into Winners

# Pay Hospital Bills

**Pay Hospital Bills** is a Face mission available in North Point. Locate the woman, and then drive her car into the water.

# Escort An Ally

# Pied Piper

# Distract The Cops

# Just A Little Driving



# Quick Fix

**Quick Fix** is a robbery set-up in North Point. Catch the crook and smash his face in.

# Ting's T-Shirt

**Ting's T-Shirt** is easy, and one of the mandatory Face missions available in North Point. Take photos at the marked spots and you are done.

# Drunk Disposal

# Convoy Intercept

# Cheaters Never Prosper 3

**Cheaters Never Prosper 3** takes place in Kennedy Town, after completing The Wedding. Find the race winners and do the property damage and body injury deal for the consistently losing whiner.

A fast car would be a good idea (Blast, Velocita, Etalion, Tuono). Get to the destination (the garage for Tran's hijacked cars in Aberdeen) and defeat all enemies.

# Safe Delivery

# Truck Recovery

# Rifraff Disposal



# Pied Piper Redux

# Escort An Ally Redux

# Real Men Don't Karaoke

**Real Men Don't Karaoke** needs you to complete Make Ilyana Sweat. The goal now is to score LOW on a song (after talking to the guy at the K-bar), so you need to evade all the bars to sing off-key.

# Show What You've Got

**Show What You've Got** is in Kennedy Town. Unlocked after completing Make Ilyana Sweat. The local ne'er do-wells want to parkour. Follow the blips and do it quickly.

# Show What You've Got Again

**Show What You've Got Again.** Head to Aberdeen. Unlocked after completing the previous side mission (Show What You've Got). Follow the blips and do it before the time runs out.

# Tang's Toy

**Tang's Toy** requires you to complete Bad Luck. Head to Kennedy Town and follow a tracker (yellow flares) using Tan'gs special van. Just avoid killing people and cops won't have much to interfere with what you're doing.

# Beat the Heat

**Beat the Heat** is given when you complete Bad Luck. Head to Central. The violent thug (Duke) will take out some cops and require you to use the sports car to escape pursuit. Duke will shoot at pursuing cops, so your best tactic is to outpace them so you can drop the heat.

# Broken Parts

**Broken Parts** takes place in Aberdeen after completing Beat the Heat. This is another robbery set-up. Chase after the thief and waste him.



# Tang's New Toy

**Tang's New Toy** is unlocked once you complete Tang's Toy. Head to Central, meet the guy and use the Bisai to chase the tracker.

# Tang's Newer Toy

**Tang's Newer Toy** is unlocked when Tang's New Toy is done. Head to Central, meet the guy a third time and use the vehicle to chase the tracker.

# Races

This is a stub awaiting embedded videos of each race. Note that you need to finish Fast Girls and Fast and Hot Sandra to unlock the remaining races (apart from buying the correct bike/car for each racing class).

For the best choice of vehicle for each race/rank, it would be fortuitous (or *ancient Chinese secret*) to consult the Speed Chart or Top Speed table for all cars. Note that there are no Rank D Car Races.

- Indecision
- Dockyard
- Mailman
- No Sweat
- Lost
- Detour
- Crippling Road
- Wall Street
- Midtown
- Unconventional
- Early Grave
- Starboard
- Alley Press
- The Queen
- Summit

# Indecision

# Dockyard

**Mailman**

**No Sweat**

**Lost**



# Detour

# Crippling Road

# Wall Street

# Midtown

**Unconventional**

# Early Grave

# Starboard

**Alley Press**



# The Queen

# Summit

# Skill Trees

There are four skill trees, based off on three experience meters, and one set of collectibles (Jade Statues).

- Cop Skill Tree
- Triad Skill Tree
- Melee Skill Tree
- Face Skill Tree

## Accessorize for More Face XP Earned

Accessories like glasses, bracelets, necklaces, and watches only enhance Face experience gain; those should be upgraded as you increase Wei Shen's Face level and "applied" to all your Custom Outfits.

## Better Clothes Earn More Triad and Cop XP

Focus on the Face Missions, Random Events, Races and combating the gangs near the Drug Busts. By completing those side missions, you earn more Face XP and raise Wei Shen's Face level.

Higher levels of "Face" will let you access better clothing with similarly high bonuses for Triad and Cop XP earned, which affects the skills earned on the Cop Skill Tree and the Triad Skill Tree.

# Cop Skill Tree

**Cop Skill Tree** for policeman related skills. Remember you may earn more Cop XP by completing the Cop Missions and Drug Busts, so focus on being brutal during the main story (green) missions for Triad XP.

If you are curious about the "weapons" found from police cars, they are always the same - the Pump Shotgun.

Skill	Functionality
Phone	Wei's cellular phone is accessed by pressing D-Pad up.
<b>Upper Row Abilities</b>	
Skill	Functionality
Fast Disarm	Wei can disarm gun using enemies without a QTE.
Slo-Mo Follow Up	Wei goes into slo-mo after a gun-disarm or a melee attack on a gun user.
Recoil Compensation	Wei's firearms accuracy is markedly improved.
Increased Focus	Slo-Mo duration is visibly increased.
Overpressure Ammo	Wei's firearms damage is greatly increased.
<b>Lower Row Abilities</b>	
Skill	Functionality
Slim Jim	Wei can steal cars without sounding their alarms.
Action Dismount	When Wei has a firearm and exits a vehicle at high speed, he enters Slo-Mo.
Action Hijack	Using action hijack reduces Wei's "heat" and wanted levels by a slight amount.
Increased Ramming Damage	Ram damage from vehicles Wei drives is greatly increased.
Police Trunk Key	Wei can find firearms by opening the trunks of police cars.

# Triad Skill Tree

**Triad Skill Tree** are melee combat related skills and boosts, all of which work very well with the Melee Skill Tree.

Remember that Triad XP is only earned from main story missions (which you can replay once you complete them for more XP and a higher score), so maximize your earnings by paying attention to your Wardrobe Sets.

Skill	Functionality
Counter	Wei may counter ( <i>jeepkuun</i> ) all enemy attacks.
<b>Upper Row Abilities</b>	
Skill	Functionality
Strike Damage Bonus	Damage from Wei's punches and kicks are increased.
Surprise Exchange	Wei can somersault behind an enemy by targeting him and pressing the sprint button at close range.
Melee Weapon Sprint	Wei can deliver a crushing blow with a melee weapon while sprinting.
Charge Kick Follow Up	Hold then attack button for a heavy blow, then tap it to deliver a trip-up and face-kick.
Melee Weapon Boost	Melee weapons do more damage and last a little longer.
<b>Lower Row Abilities</b>	
Skill	Functionality
Strike Resistance	Wei takes less damage from enemy melee strikes when his combat Face meter is activated.
Rising Kick	Wei can press the attack button to do a pop-up strike on enemies while getting up after being knocked to the ground.
Melee Weapon Resistance	Wei takes less damage from enemy melee weapons when his combat Face meter is activated.
Counter Recovery	Wei recovers faster if he fails a counter.
Climbing Elbow Strike	Hold the targeting trigger and grapple button to do a Tony Jaa signature strike that stuns enemies momentarily.

# Melee Skill Tree

The **Melee Skill Tree** is tied to how many Jade Statues you find and return to the marital arts school in North Point. It's recommended that you focus on the lower branch to unlock the Leg Breaker first, then you can focus on either branch thereafter.

Remember, you can get all but two of these statues once the positions of them are known. See the Jade Statue page for details about the "hardest two statues".

Skill	Functionality
Sweep Kick	Wei can do a heavy kick that momentarily causes enemies to fall backwards.
<b>Upper Row Abilities</b>	
Skill	Functionality
Charge Knee Stun	Hold the attack button on the third hit to do a heavy blow which knocks down enemies.
Stun Strike Follow Up	Tap the attack button after the Charge Knee Stun to knockdown the enemy.
Spinning Heel Kick	Hold the attack button on the fourth hit to do a heavy blow which knocks down enemies.
Jumping Power Roundhouse Kick	Hold the attack button on the fifth hit to do a heavy blow which knocks down enemies.
Double Jump Kick	Sprint, then press the attack button twice to land a one-two jumping attack which knocks down enemies.
<b>Lower Row Abilities</b>	
Skill	Functionality
Tackle Strike	Sprint at an enemy and hold the grapple button to tackle an enemy.
Leg Breaker	Grapple with an enemy, then do a light hit, followed by a heavy blow to break the enemy's leg. This stuns the him and positions him so his back is facing Wei Shen.
Disarm Tackle	Sprint at an enemy and hold the grapple button to tackle an enemy, and Wei Shen may occasionally disarm a weapon using enemy.
Stun Grapple Follow Up	Hold the grapple button when facing the front arc of a stunned enemy to brutalize the face.
Arm Breaker	Grapple with an enemy, then do two light hits, followed by a heavy blow to break the enemy's arm. This move knocksdown an enemy momentarily.
<b>Final Ability</b>	
Skill	Functionality
Dim Mak ( <i>Teem Muk</i> )	Instead of countering normally, press the counter and grapple buttons together to send an attacking enemy flying.

# Face Skill Tree

**Face Skill Tree** are skills that are automatically unlocked as Wei Shen advances his "Face Rank" or Face Level.

Skill	Functionality
Combat Face Meter Unlocked	The combat Face meter, which allows Wei to heal in combat, is available.
Fine Food and Drink	The effects of food and drink last 50% longer.
Disarm	When the combat Face meter is active, Wei may disarm enemies of their weapons when countering.
Car Valet	Wei may call a private valet to bring a car (pre-picked at the garage) to his current location.
Toughness	When the combat Face meter is active, Wei takes less damage.
Extra Special Massages	Massages now let Wei gain 50% more combat Face when fighting.
Uninterruptible	When the combat Face meter is active, Wei's attacks cannot be interrupted (similar to the Brawler's attacks).
Everything Just Got Better	The effects of food, drink, and massages last 100% longer.
Unstoppable	When the combat Face meter is active, enemy special abilities are disabled. Additionally, Wei can do a Pin Attack (or Ground and Pound) by tackling (not grappling) an enemy.
Dai Lo	All clothing and vehicles are sold for a 40% discount.

## Accessorize for Face XP Bonuses

Accessories like glasses, bracelets, necklaces, and watches only enhance Face experience gain; those should be upgraded as you increase Wei Shen's Face level and "applied" to all your Custom Outfits.

## High Face Level, Better Clothing Sets

Focus on the Face Missions, Random Events, Races and combating the gangs near the Drug Busts. By completing those side missions, you earn more Face XP and raise Wei Shen's Face level.

Higher levels of "Face" will let you access better clothing with similarly high bonuses for Triad and Cop XP earned, which affects the skills earned on the Cop Skill Tree and the Triad Skill Tree.

# Collectibles

Collectibles will be unlocked on your map after you complete the dating missions (in pink) for Tiffany, Amanda, Not Ping, Ilyana, and Sandra. You cannot "replay" the date missions in the Social Hub. Note that you may choose **not** to date (call) any of them, but that means your map will not have any of the markers of collectibles you haven't claimed.

## [Interactive Collectible Map](#)

- Tiffany's Song (unlocks Jade Statue markers)
- Meet Amanda (unlocks Health Shrine markers)
- Impress Not Ping (unlocks Camera markers)
- Make Ilyana Sweat (unlocks Lock Box markers)
- Fast and Hot Sandra (unlocks final Races)

Or you know, use the Interactive Map derived from these markers so you have the time to have Wei get lucky with the Lady Killer Set.



# Jade Statues

**Jade Statues** are used to upgrade the Melee Skill Tree. All of the statues are marked on the map upon completing Tiffany's Song, but you may see where all eleven statues are on the Interactive Map.

It should be noted that once you complete Tiffany's Song and Listening In, you can go around the whole island and retrieve all the Jade Statues -- except for three -- and really give Wei Shen a lethal boost in martial arts.

## Anticipated Difficulties

One Jade statue is in Two Chin's house. You will not be able to get it except during the main story mission Bad Luck.

The second Jade statue is visible in a condo in Central. When you are committed to doing the main story mission Conflicted Loyalties, you can get the statue then, or return after that mission is completed to visit the condo.

The third Jade Statue is on the offshore gambling den; until you are able to unlock and complete Riffraff Disposal (a Face mission), you will not be able to enter the gambling den.

The fourth statue - in Club Bam Bam - is available upon completing that story mission. You might as well, since Tiffany's Song is only available after clearing the club.

Statue No.	Location
Jade Statue 1 - Dragon	In Club Bam Bam's VIP Lounge. You will need to complete Club Bam Bam to access this area.
Jade Statue 2 - Snake	On a boat at North Point Waterfront; easily found while doing the cop mission Popstar Lead 3 when Wei needs to get on top of the boat's roof. The statue is on the marked boat.
Jade Statue 3 - Dog	Inside the Golden Koi restaurant's kitchen. You can get it during the Listening In mission or just come back in during "free roam" mode <i>after</i> that mission.
Jade Statue 4 - Sheep	In the Northpoint Temple. Check the highest abode's altar for this item.
Jade Statue 5 - Tiger	The bridal shop near Sammy Ho's place in north Central District (the circular plaza on the map). Easily visible when playing Bride to Be; you can spot it in the cut-scene with Peggy. You can get it after the Bride to Be cutscene if you are quick about it.
Jade Statue 6 - Rabbit	Cemetary in Kennedy Town. Check the lobby of the funeral home.
Jade Statue 7 - Rooster	In the K-Bar in Central.
Jade Statue 8 - Boar	Inside the hospital in Central. Check the information desk.

Jade Statue 9 - Monkey	On the offshore gambling den north of Central's coast. You need to complete Riffraff Disposal first.
Jade Statue 10 - Rat	Inside Two Chin's mansion in Kennedy Town. You can only get this during Bad Luck since it is one of the mission objectives. If you miss the mission, replay it from the Social Hub (on your pause menu).
Jade Statue 11 - Bull	Vivienne's Penthouse in Central's Commercial District. You may enter it after Conflicted Loyalties is completed.

# Health Shrines

**Health Shrines** boost Wei Shen's health by an additional 100% (essentially doubling the damage he can take).

Once you complete Night Market Chase, go ahead with the main story mission Amanda, and if you need the markers for each shrine, complete Meet Amanda and you can start collecting. The Interactive Map for the shrines are based off Amanda's shrine markers, but are less accurate than the ones in the game.

Without exception, all the shrines can be reached and prayed to before much of the game is completed.

## Anticipated Difficulties

The shrine near Two Chin's House (and the camera) can be accessed by using the neighbor's yard. Place the gate to Two Chin's house on Wei's left and walk straight ahead. The double doors of the neighbor's house should open (if not, you may need to unlock, but not complete, Bad Luck).

You can vault into the gated community where Two Chin's House is and access the shrine and the spy camera there. The Jade Statue is in the mansion, and cannot be reached until Bad Luck.

## More Anticipated Difficulties

Some shrines (and cameras) appear to be "under the ground". More often than not, the camera or shrine may be in one of the sewer tunnels that is accessible by water (usually for a Drug Bust). Check the objectives view of the map for drug busts with the label "Water Access Only".

To reach "water access" areas, locate the shore and either take a nautical vessel or swim to the destination.

# Spy Cameras

Complete Listening In to unlock the ability to hack cameras and place bugs. You may also need to complete that mission to unlock some Jade Statues (as one will appear in the Golden Koi's kitchen after "Listening In").

Finishing the geek date with Impress Not Ping will unlock the camera locations on your map. The Interactive Map markers for cameras are based off Not Ping's markers. Note that "Not Ping" is really **not** Ping, and has a different name (never revealed, even in the credits).

## Anticipated Difficulties

# Lock Boxes

**Lock Boxes** have money, weapons (usually a handgun) and the occasional piece of clothing (so you need not buy some apparel). While the monetary amounts are not great, they do add up (at an average of 10,000 HKD a pop).

Taking Ilyana out on her "date" by completing Make Ilyana Sweat will put all the lock box markers on your map. Our Interactive Map markers are based off her markers, but the in-game markers are far more accurate.

## Anticipated Difficulties

Some lock boxes look out of the way, or are on difficult terrain. For the most part, Wei Shen can wall-run up most obstacles around his height and reach almost all the boxes without difficulty.

Some boxes appear to be "under the ground" but are in fact, in sewers near Drug Busts that require "water access".

# Martial Arts Clubs

There are four **Martial Arts Clubs** or "Fight Clubs" in Sleeping Dogs. You may return to each of them, clear six rounds of combat, and earn money doing so. Clearing all four fight clubs satisfies the Martial Law achievement / trophy.

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/sleeping-dogs-fight-club-tutorial>

# **Fight Club - North Point**

# Fight Club - Central



# **Fight Club - Aberdeen**

# **Fight Club - Kennedy Town**

# Weapons and Items

**Weapons and Items** are found in the game, but for the most part, you are focused on Food, Medicine, and Curatives.

## Firearms

- 9mm Handgun
- .45 Cal. Handgun
- .50 Cal. Handgun
- Machine Pistol
- .45 Cal. SMG
- Assault Rifle
- Pump Shotgun
- Anti-Riot Shotgun

# Enemies

Wei Shen gets a tutorial on **Enemies** in the story mission Amanda. However, you can be roaming around looking for Health Shrines and Collectibles before that, so here's a quick primer on enemies.

## Strikers

Strikers excel in hand-to-hand combat. They block many of your strike attacks, and occasionally can escape a grapple but they are "fought" normally. Strikers who need extra punch often pack an impromptu weapon.

## Brawlers

Brawlers are slower than Strikers but behave the same. They do significantly more damage and their attacks cannot be interrupted (meaning even if you hit them, they will land their blows until you earn some serious upgrades). They block the most often, but they are easily grappled by Wei. This means you can move them away from their allies and attack them one-on-one. Finally, brawlers are not cowed by presence attacks done on other enemies.

## Grapplers

Grapplers cannot block very well, but they cannot be out-wrestled by Wei Shen. Use light or heavy strikes and weapons to take them down. You know you are fighting one when they lift Wei over their shoulders then slam him down onto the ground. Use QTE to escape. Only striking, the Climbing Elbow Strike and Stun Grapple Follow Up moves work on these enemies.

## Armed Thugs

Armed Thugs are dangerous since their weapons will do a lot of damage to Wei Shen. Be ready to counter them when they "flash red" and signify they are about to attack. Grappling them is impossible. Almost any of the above three enemies can be armed (knives, sticks or guns), so the disarm upgrades on the Cop Skill Tree and the Melee Upgrade Skill Tree are both helpful.

# Strikers

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# Grapplers

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You know you are fighting one when they lift Wei over their shoulders then slam him down onto the ground. Use the resulting **Quick Time Event** to escape. Only striking, the Climbing Elbow Strike and Stun Grapple Follow Up moves work on these enemies.

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# Firearms

**Firearms** are illegal in Hong Kong (especially after the hand over back to China), and only closely scrutinized security personnel and individuals have access to them. Unless a weapon is concealed, police will immediately react to anyone openly carrying a firearm on the street.

- 9mm Handgun
- .45 Cal. Handgun
- .50 Cal. Handgun
- Machine Pistol
- .45 Cal. SMG
- Assault Rifle
- Grenade Launcher
- Pump Shotgun
- Anti-Riot Shotgun

## Free Gun Any Time

However, it is relatively easy to pop a cop and nab a firearm if you have an apartment (or safehouse) nearby. For the locations of all four Safehouses Wei can use, check the Interactive Map.

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/sleeping-dogs-free-gun-tip>

# 9mm Handgun

9MM Handgun	
<b>Clip Size</b>	15
<b>Extra Ammo</b>	45

Weapon carried as the primary sidearm of the HKPD. Large magazine, typical of the Beretta 92F and other clones. There are no variations of this weapon in Sleeping Dogs.

## Variations

n/a

# .45 Cal. Handgun

.45 Cal Handgun	
<b>Clip Size</b>	12
<b>Extra Ammo</b>	36

Robust handgun chambering the .45 **A**utomatic **C**olt **P**istol cartridge. In this game, used by various members of the Triad and gangsters. The torch (flashlight) may be toggled on or off to increase illumination.

## Variations

n/a

# .50 Cal. Handgun

<b>.50 Cal Handgun</b>	
<b>Clip Size</b>	7
<b>Extra Ammo</b>	28

Essentially a "hand cannon", first made popular by the Israeli's gas-operated Desert Eagle (chambered in .50 Action Express). There are two variations of this weapon, in gold and silver color.

## Variants

Gold .50 Cal. handgun is available in Meet the New Boss (Wei starts off with it).

Silver .50 Cal. handgun is available in various story missions near the end of the game.

# Machine Pistol

Machine Pistol	
<b>Clip Size</b>	40
<b>Extra Ammo</b>	160

A small weapon capable of fully automatic fire, chambered for the 9x19 Parabellum cartridge. Typical weapons include the M7A1, M9, mini-UZI, Skorpion, et al.

# .45 Cal. SMG

<b>.45 Cal SMG</b>	
<b>Clip Size</b>	25
<b>Extra Ammo</b>	100

A submachinegun chambered for the .45 ACP cartridge, like the Thompson popularized in American gangster movies and the Dick Tracy comics.

# Assault Rifle

Assault Rifle	
<b>Clip Size</b>	30
<b>Extra Ammo</b>	120

Assault rifle chambered for 5.56 NATO or 5.45 Russian. Combines precision accuracy of a hunting rifle with the automatic fire of a machinegun.

## Variations

A standard assault rifle is available for Wei Shen in one mission, but there are several other variations for the Gun Nut achievement: Tac-Light and the Grenade Launcher versions are the only ones available.

# Grenade Launcher

Grenade Launcher	
<b>Clip Size</b>	1
<b>Extra Ammo</b>	16

Weapon attached to the Assault Rifle. Note the parabolic firing arc. Rounds settling close to the firer may not detonate, or if it does, does so with lethal results.



# Pump Shotgun

Pump Shotgun	
<b>Clip Size</b>	8
<b>Extra Ammo</b>	32

Pump action non-rifled longarm firing large gauge slug or shrapnel (heavy shot shell to light bird shot). Found in the trunks of police cruisers if Wei's Cop Skill Tree has the Police Trunk Key skill.

# Anti-Riot Shotgun

Anti-Riot Shotgun	
<b>Clip Size</b>	10
<b>Extra Ammo</b>	40

Automatic weapon capable of firing non-rifled ordnance. Examples include the Atchisson AA-12, Saiga 12/20/410, and USAS-12.

## variations

A version with no Tac-Light is sometimes available at the start of some missions.

# Melee Weapons

**Melee Weapons** are available from a variety of places. Note that the Machete is only available in a non-replay story mode version of Big Smile Lee, as it shows up between that mission and the one before (the Election). If you do not kill anyone with that weapon, you may screw yourself out of the Whatever's Handy achievement / trophy.

- Tire Iron
- Crowbar
- Cleaver
- Knife
- Machete
- Umbrella
- Purse
- Grocery Bags

# Tire Iron

**Tire Irons** are found in the trunks of civilian vehicles.

# Crow Bar

**Crow Bars** are brought in by hooligans when they attack Wei Shen.

# Cleaver

**Cleavers** ( ? ? ) are sometimes used as impromptu weapons in various fights.

# Knife

A nice cutting **Knife** (generally the 8", 10", and 12" blades of a Western knife set) are sometimes used for street combat by thugs. Waste not, want not.

# Machete

The **Machete** is Mr. Tong's favorite killing tool in the story mission The Election. You can only use it during the non-replay version since the small section between Wei's escape to the start of Big Smile Lee allows you to use that fearsome weapon. If you did not kill anyone and save the game after doing it, you may not get Whatever's Handy.



# Umbrella

When the weather turns rainy, locate pedestrians with the **Umbrella**. Wei may bump into them to cause them to drop the item. You may only bludgeon people with that item.

# Purse

There are several stylings of the **Purse**, each which counts as an individual weapon. Look for female pedestrians with shoulder strap purses and those with hand purses. Wei will use all of them as blunt instruments.

# Grocery Bags

**Grocery Bags** look like purses, but disintegrate with one hit. The trick is to know how much damage an enemy has taken before finishing him off with this weapon -- that, or have many grocery bags lying around.

# Fish

The **Fish** is a weapon you find occasionally if you break the live tanks in various venues (restaurants, fisheries, etc.) with enemies (an environmental attack that kills them) or weapons fire (firearms required).

Click this link to see the video

<http://www.ign.com/videos/2012/08/14/sleeping-dogs-walkthrough-a-slap-in-the-face-achievement-trophy>

# Food, Medicine, and Curatives

There are a variety of **Food, Medicine, and Curatives**, of which only food counts for the Foodie achievement / trophy.

## Food

Regenerates health to your maximum as long as you are out of combat, or if you are in combat, slightly assists the combat Face meter in health regeneration.

## Drink

Restore all health, increases melee (Dragon Kick). You can buy this energy drink from stores (cheaper), from spokesmodels (pricier), or vending machines (priciest -- would you pay \$4 USD for a can of soda?)

## Curative

Restores all health and increases defense ... which uses the same stupid icon as the health regeneration boost.

## Massage

Increases the gain of the combat Face (not Face XP). Useful if you want to keep healing in combat, but otherwise very pricey. Both the legitimate and illegitimate massage parlors give the same bonus.

# Clothing Boutiques

**Clothing Boutiques** are shops that sell clothing. Shops sell different sets of clothes, which when worn in "sets", impart bonuses for Wei Shen until his clothing is changed.

## [Clothing Stores \(Map\)](#)

- Achete
- Aspirazone
- Bruno James
- Couronne
- Even Better Discount Clothing
- Hang Sui (Central)
- Hang Sui (North Point)
- IKOZE
- J. Jiggler
- Number One Clothing
- Salzaus
- Savings City
- Very Best Discount Store

# Achete

Achete is northeast of Mong Memorial Overpass in Central District.

Torso			
Face	Name	Effect	Price
2	Couronne V Neck Bright Blue	n/a	515
2	IKOZE Pride V Neck Yellow	Blue Lantern Triad Set gives 5% extra Triad XP	500
4	Achete Hipster Jacket Gray	Lady Killer Set makes girls go wild	9,240
4	Achete Hipster Jacket Maroon	Lady Killer Set makes girls go wild	9,240
4	Achete Hipster Jacket Black	Lady Killer Set makes girls go wild	9,240
3	IKOZE Quilted Jacket Brown	Bargain Hunter Set gives 5% discount to buying vehicles	12,400
Pants			
Face	Name	Effect	Price
7	J. Jiggler Straight Leg Jeans Blue	Mountain Master Triad Set gives 15% extra Triad XP	21,620
7	J. Jiggler Straight Leg Jeans Dark Blue	Mountain Master Triad Set gives 15% extra Triad XP	21,620
4	J. Jiggler Skinny Jeans Blue	Lady Killer Set makes girls go wild	5,000
Shoes			
Face	Name	Effect	Price
2	J. Jiggler Canvas Sneakers Robin Yellow	Thug Set gives 10% extra melee damage	1,368
2	J. Jiggler Canvas Sneakers Robin Yellow	Thug Set gives 10% extra melee damage	1,468
4	IKOZE Kicks Brown	Police Sergeant Set gives 10% extra Cop XP	6,220
Glasses			
Face	Name	Effect	Price
4	Frisky Cruiser Sunglasses Black	Accessory gives 10% extra Face XP	9,500
4	Frisky Cruiser Sunglasses White	Accessory gives 10% extra Face XP	9,500
Watches			
Face	Name	Effect	Price

3	IKOZE Sports Watch	Accessory gives 10% extra Face XP	17,500
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# Aspirazone

Aspirazone is in the Business District in Central.

Torso			
Face	Name	Effect	Price
8	Aspirazone Designer Suit Black w/ Red Tie	Master Negotiator Set gives 15% discount on buying vehicles	61,600
8	Aspirazone Designer Suit Blue w/ Blue Tie	Master Negotiator Set gives 15% discount on buying vehicles	57,750
Pants			
Face	Name	Effect	Price
6	Aspirazone Suit Pants Black	Police Inspector Set gives 15% extra Cop XP	18,160
6	Aspirazone Suit Pants Dark Blue	Police Inspector Set gives 15% extra Cop XP	18,160
2	Dress Suit Pants White	n/a	7,200
5	Aspirazone Dress Suit Pants Brown	All Business Set gives 10% discount on buying cars	10,200
5	Aspirazone Dress Suit Pants Gray	All Business Set gives 10% discount on buying cars	10,200
Shoes			
Face	Name	Effect	Price
8	Stiddaroli Brown	Master Negotiator Set gives 15% discount on buying vehicles	26,400
8	Stiddaroli White	Master Negotiator Set gives 15% discount on buying vehicles	26,400
5	Black Loafers	All Business Set gives 10% discount on buying cars	14,235
5	Earth Tone Loafers	All Business Set gives 10% discount on buying cars	14,235
6	Aspirazone Malavitosi Black	Police Inspector Set gives 15% extra Cop XP	22,240

# Bruno James

Bruno James is southeast of Government House.

Torso			
Face	Name	Effect	Price
7	Couronne Puffy Vest Red	Mountain Master Triad Set gives 15% extra Triad XP	28,800
4	Aspirazone Business Suit Black	Police Sergeant Set gives 10% extra Cop XP	20,030
4	Aspirazone Business Suit Blue	Police Sergeant Set gives 10% extra Cop XP	20,030
Pants			
Face	Name	Effect	Price
4	Hang + Sui Slacks Dark Blue	Police Sergeant Set gives 10% extra Cop XP	12,235
4	Hang + Sui Slacks Black	Police Sergeant Set gives 10% extra Cop XP	12,235
3	Dress Suit Pants by Achete Dark Brown	Bargain Hunter Set gives 5% discount to buying vehicles	5,390
3	Dress Suit Pants by Achete Dark Blue	Bargain Hunter Set gives 5% discount to buying vehicles	5,390
Shoes			
Face	Name	Effect	Price
5	Achete Tan Loafers	All Business Set gives 10% discount for buying cars	14,620
5	Achete Black Loafers	All Business Set gives 10% discount for buying cars	14,620
3	Hang + Suit Oxford Black	Bargain Hunter Set gives 5% discount to buying vehicles	5,850
7	Achete Stand Up Boots Black wth Brown Sole	Mountain Master Triad Set gives 15% extra Triad XP	17,400
Watches			
Face	Name	Effect	Price
3	Cambria Scallop Watch	Accessory adds extra 10% Face XP	24,500
Bracelets			
Face	Name	Effect	Price
5	Black Pearl Bracelet by Cambria	Accessory earns 15% extra Face XP	29,000

# Couronne

Couronne is between Wah Fi Storage and Drainage Outflow Hub in Central

Torso			
Face	Name	Effect	Price
4	Couronne Classic Blue and White Stripe	Police Sergeant Set gives 10% extra Cop XP	7,920
5	Couronne Long Jacket Black	All Business Set gives 10% discount for buying cars	26,000
2	Hang + Sui T-Shirt Yellow	n/a	530
Pants			
Face	Name	Effect	Price
3	Couronne Whiskered Jeans Blue	Red Pole Set gives 10% extra Triad XP	4,420
Shoes			
Face	Name	Effect	Price
4	Achete Boots Black	Lady Killer Set makes girls go wild	3,450
Glasses			
Face	Name	Effect	Price
4	Frisky Blockers Blue	Accessory gives 10% extra Face XP	12,420
2	Frisky Blockers Black	Accessory gives 5% extra Face XP.	4,420
Chain			
Face	Name	Effect	Price
5	Frisky Gold Chain	Accessory gives 10% extra Face XP	12,000
Watches			
Face	Name	Effect	Price
3	IKOZE Sport Watch	Accessory gives 10% extra Face XP.	12,925

# Even Better Discount Clothing

Even Better Discount Clothing northwest Night Market.

Torso			
Face	Name	Effect	Price
1	Faux J. Jiggler Sports T-Shirt Blue	n/a	370
1	T-Shirt Brown	Minor Thug Set lets you do 5% more melee damage.	85
1	Knock Off Hang + Sui V Neck Black	Minor Thug Set lets you do 5% more melee damage.	125
1	Fake J. Jiggler Hoody Green	n/a	375
Shoes			
Face	Name	Effect	Price
2	IKOZE Talent White	Blue Lantern Triad Set gives 5% extra Triad XP	850
2	IKOZE Perform Green	Blue Lantern Triad Set gives 5% extra Triad XP	850
Hats			
Face	Name	Effect	Price
1	Baseball Cap Yellow	n/a	245
1	Baseball Cap Red	n/a	245
Bracelets			
Face	Name	Effect	Price
1	Awareness Band Green	n/a	45

# Hang Sui (Central)

[[Hang Sui {Central}]] is in its Commercial District.

Torso			
Face	Name	Effect	Price
2	Hang + Sui T-Shirt Purple	n/a	270
2	IKOZE Bold T-Shirt White on Blue	n/a	230
2	Couronne Street V Neck White	Minor Thug Set gives 5% extra melee damage	910
3	Bruno James V Neck Black	Bargain Hunter Set gives 5% discount to buying vehicles	5,385
3	Bruno James V Neck Dark Blue	Bargain Hunter Set gives 5% discount to buying vehicles	4,385
2	Couronne Street V Neck Blue and Gray	n/a	620
3	J. Jiggler Puffy Coat Red	Red Pole Set gives 10% extra Triad XP	6,080
3	J. Jiggler Puffy Coat Dark Green	Red Pole Set gives 10% extra Triad XP	6,080
3	J. Jiggler Puffy Coat Dark Blue	Red Pole Set gives 10% extra Triad XP	6,080
Pants			
Face	Name	Effect	Price
2	Hang + Sui Cargo Pants Green	Thug Set gives 10% extra melee damage	2,620
2	Hang + Sui Cargo Pants Sky Blue	Thug Set gives 10% extra melee damage	2,620
2	Hang + Sui Cargo Pants Camo Pattern	Thug Set gives 10% extra melee damage	2,620
3	Hang + Suit Cut Jeans Denim Blue	Red Pole Set gives 10% extra Triad XP	4,845
2	Couronne Douche Jeans Light	Police Constable Set gives 5% extra Cop XP	6,200
Shoes			
Face	Name	Effect	Price
2	IKOZE Kicks Baby Blue	Thug Set gives 10% extra melee damage	1,440
2	IKOZE Kicks Bloody Red	Thug Set gives 10% extra melee damage	1,440
3	IKOZE Assassins Black	Red Pole Set gives 10% extra Triad XP	6,700

3	IKOZE Club Style White	Red Pole Set gives 10% extra Triad XP	6,700
2	Faux J. Jiggler Canvas Sneakers White	Minor Thug Set gives 5% extra melee damage	460
2	J. Jiggler Canvas Sneakers White	Thug Set gives 10% extra melee damage	1,660
<b>Glasses</b>			
<b>Face</b>	<b>Name</b>	<b>Effect</b>	<b>Price</b>
4	Frisky Ice	Accessory gives extra 10% Face XP.	12,020
4	Frisky Gold	Accessory gives extra 5% Face XP.	4,400

# Hang Sui (North Point)

Hang Sui (North Point) is near Yau Ling Park in North Point.

Torso			
Face	Name	Effect	Price
2	J. Jiggler Track Top Red	Police Constable Set gives 5% extra Cop XP	1,299
2	J. Jiggler Track Top Blue	Police Constable Set gives 5% extra Cop XP	1,299
2	IKOZE T-Shirt Black	n/a	575
2	IKOZE Bold T-Shirt	n/a	469
2	Hang + Sui V Neck Blue	Police Constable Set gives 5% extra Cop XP	????
2	J. Jiggler Hoddie Purple	n/a	532
2	Couronne Tank Top	Blue Lantern Triad Set gives 5% extra Triad XP	1,080
Shoes			
Face	Name	Effect	Price
2	IKOZE Naturals	Police Constable Set gives 5% extra Cop XP	????
2	J. Jiggler Canvas Sneakers	Thug Set lets you do 10% more melee damage	????
Hats			
Face	Name	Effect	Price
2	Baseball Cap White	n/a	245
2	Baseball Cap Orange	n/a	245
Glasses			
Face	Name	Effect	Price
2	Frisky Cruiser Sunglasses Blue	n/a	2,440

# IKOZE

IKOZE is north of Sui Shan Alley and south of Wah Fi Storage in Central.

Torso			
Face	Name	Effect	Price
2	Couronne T-Shirt Black	n/a	420
2	Hang + Sui T-Shirt Black	n/a	570
2	Generic V Neck Red	n/a	340
2	Couronne Street V Neck Pink	Minor Thug Set gives 5% extra melee damage	1,215
3	Achete Button Up Shirt Navy	Bargain Hunter Set gives 5% discount to buying vehicles	8,670
2	Achete Leather Jacket Black	Thug Set gives 10% extra melee damage	4,180
2	Achete Leather Jacket Brown	Thug Set gives 10% extra melee damage	4,180
Shoes			
Face	Name	Effect	Price
2	IKOZE Kicks Black	Thug Set gives 10% extra melee damage	1,645
2	IKOZE Kicks Gray	Thug Set gives 10% extra melee damage	1,645
Glasses			
Face	Name	Effect	Price
2	Hang + Sui Pilots Silver	n/a	1,370
2	Hang + Sui Pilots Black	n/a	1,370
Chain			
Face	Name	Effect	Price
2	Frisky White Gold Chain	Accessory gives 5% extra Face XP	5,320
2	Hang + Sui Coin On String	n/a	180
Watches			
Face	Name	Effect	Price
2	IKOZE Sport Watch Silver	n/a	835



# J. Jiggler

J. Jiggler is north of Night Market in North Point.

Torso			
Face	Name	Effect	Price
2	Hang + Sui Dino T-Shirt	n/a	450
2	J. Jiggler Sports T-Shirt	n/a	529
2	Couronne Fubar Hoody	Minor Thug Set lets you do 5% more melee damage.	4,100
Pants			
Face	Name	Effect	Price
2	J. Jiggler Track Pants Red	Blue Lantern Triad Set gives 5% extra Triad XP	749
2	J. Jiggler Track Pants Blue	Blue Lantern Triad Set gives 5% extra Triad XP	749
2	Hang + Sui Baggy Jeans Light Blue	Minor Thug Set lets you do 5% more melee damage.	1,680
2	Hang + Sui Baggy Jeans Dark Blue	Minor Thug Set lets you do 5% more melee damage.	1,680
Shoes			
Face	Name	Effect	Price
2	J. Jiggler Canvas Sneakers Blue	Thug Set lets you do 10% more melee damage.	1,565
2	J. Jiggler Canvas Sneakers Green	Thug Set lets you do 10% more melee damage.	1,565
Hats			
Face	Name	Effect	Price
2	Baseball Cap Green	n/a	245
2	Panama Hat	n/a	1,200
Bracelets			
Face	Name	Effect	Price
2	Hang + Sui Leather Wrist Bands	Accessory adds 5% to Face XP	5,960

# Number One Clothing

Number One Clothing is in southwest Night Market.

Torso			
Face	Name	Effect	Price
1	Undershirt White	Minor Thug Set lets you do 5% more melee damage.	55
1	Knock Off Hang + Sui V Neck Purple	Minor Thug Set lets you do 5% more melee damage.	????
Pants			
Face	Name	Effect	Price
1	Counterfeit J. Jiggler Track Pants Orange	Minor Thug Set lets you do 5% more melee damage.	90
1	Very Baggy Pants Blue	Minor Thug Set lets you do 5% more melee damage.	????
Shoes			
Face	Name	Effect	Price
1	Faux J. Jiggler Canvas Sneakers Black	Minor Thug Set lets you do 5% more melee damage.	????
Hats			
Face	Name	Effect	Price
1	Basball Cap Black	n/a	60
Chain			
Face	Name	Effect	Price
1	Beaded Dragon	Accessory adds 5% to Face XP	750
Bracelets			
Face	Name	Effect	Price
1	Rocker Wristband Brown	n/a	550

# Salzaus

**Salzaus** is south of Sun Yat Housing, west of Two Chin's House and north of the Cemetary in Kennedy Town.

Torso			
Face	Name	Effect	Price
6	Bruno James Formal Suit Gray	Police Inspector Set gives 15% extra Cop XP	42,350
6	Bruno James Formal Suit Blue	Police Inspector Set gives 15% extra Cop XP	42,350
6	Bruno James Formal Suit Mustard	Police Inspector Set gives 15% extra Cop XP	42,350
6	Bruno James Formal Suit White	Police Inspector Set gives 15% extra Cop XP	42,350
8	Futurismo Black	Lady Killer Set makes girls go wild	92,400
8	Aspirazone Designer Suit Blue w/ Yellow Tie	Master Negotiator Set gives 15% discount on buying vehicles	57,750
8	Aspirazone Designer Suit Brown w/ Yellow Tie	Master Negotiator Set gives 15% discount on buying vehicles	53,900
2	Aspirazone Business Suit Blue	n/a	46,200
2	Aspirazone Business Suit Graphite	n/a	46,200
Pants			
Face	Name	Effect	Price
8	Aspirazone Dress Suit Pants White	Master Negotiator Set gives 15% discount on buying vehicles	17,315
8	Aspirazone Dress Suit Pants Black	Master Negotiator Set gives 15% discount on buying vehicles	17,315
Shoes			
Face	Name	Effect	Price
8	Cream Meshsiders	Master Negotiator Set gives 15% discount on buying vehicles	27,700
8	Black Meshsiders	Master Negotiator Set gives 15% discount on buying vehicles	27,700
8	Brown Meshsiders	Master Negotiator Set gives 15% discount on buying vehicles	27,700

<b>Glasses</b>			
<b>Face</b>	<b>Name</b>	<b>Effect</b>	<b>Price</b>
7	Cambria Nerdique	Accessory earns 15% extra Face XP	49,250
<b>Chain</b>			
<b>Face</b>	<b>Name</b>	<b>Effect</b>	<b>Price</b>
6	Jade Necklace	Accessory earns 15% extra Face XP	150,000
<b>Watches</b>			
<b>Face</b>	<b>Name</b>	<b>Effect</b>	<b>Price</b>
8	Cambria Insider	Accessory earns 15% extra Face XP	107,800
8	Gold Link Bracelet	Accessory earns 15% extra Face XP	269,500

# Savings City

Savings City is in northeast Night Market.

Torso			
Face	Name	Effect	Price
1	T-Shirt Green	n/a	245
1	T-Shirt Dark Green	n/a	245
1	Knock Off J. Jiggler Jersey	Blue Lantern Triad Set gives 5% extra Triad XP	????
Hats			
Face	Name	Effect	Price
1	Trucker Hat	n/a	235
Glasses			
Face	Name	Effect	Price
1	Knock Off Frisky Sunglasses Green	n/a	255
1	Face Mask (Medical)	n/a	140
Bracelets			
Face	Name	Effect	Price
1	Awareness Band Pink	n/a	45
1	Awareness Band Purple	n/a	45

# Very Best Discount Store

Very Best Discount Store is in southeast Night Market.

Torso			
Face	Name	Effect	Price
1	T-Shirt White	n/a	70
1	T-Shirt Black	n/a	70
1	Fake Hang + Sui Fourhead V Neck	n/a	490
1	Counterfeit Couronne Verdant V Neck	n/a	355
Pants			
Face	Name	Effect	Price
1	Knock Off J. Jiggler Track Pants Gray	Blue Lantern Triad Set gives 5% extra Triad XP	500
1	Knock Off J. Jiggler Track Pants Blue	Blue Lantern Triad Set gives 5% extra Triad XP	500
Hats			
Face	Name	Effect	Price
1	Trucker Hat Green and White	n/a	210
1	Trucker Hat White and Blue	n/a	210
Glasses			
Face	Name	Effect	Price
1	Knock Off Frisky Sunglasses Red	n/a	110
Bracelets			
Face	Name	Effect	Price
1	Awareness Band Blue	n/a	45
1	Awareness Band Orange	n/a	45
1	Awareness Band Yellow	n/a	45
1	Awareness Band White	n/a	45

# Wardrobe Sets

**Wardrobe Sets** always consists of upper garment, lower garment (pants) and shoes. There are five primary sets of clothing, with four of them having various grades.

## [Clothing Stores \(Map\)](#)

- Melee Bonus Sets
- Triad XP Bonus Sets
- Cop XP Bonus Sets
- Vehicle Discount Sets
- Lady Killer Set

You can save your customized outfits in the given slots. Incidentally, there are five costume save slots -- one for each of the clothing sets.

Note that these five sets may not be combined with "Preset" costumes (which give no bonuses).

## High Face Level, Better Clothing Sets

Focus on the Face Missions, Random Events, Races and combating the gangs near the Drug Busts. By completing those side missions, you earn more Face XP and raise Wei Shen's Face level. Higher levels of "Face" will let you access better clothing with similarly high bonuses for Triad and Cop XP earned.

## Accessorize for Face XP Bonuses

Accessories like glasses, bracelets, necklaces, and watches only enhance Face experience gain; those should be upgraded as you increase Wei Shen's Face level and "applied" to all your Custom Outfits.

# Melee Bonus Sets

**Melee Bonus Sets** give Wei Shen a boost to his strikes and grapples. Generally, you want to use these sets to clear out the Drug Busts and Face Missions, but not use them during the Cop Missions or Main Story Missions.

- Minor Thug Set
- Thug Set



# Minor Thug Set

The Minor Thug Set gives you 5% extra melee damage. It is available for purchase after Vendor Extortion. Follow Jackie to the clothing store and buy the three items needed.

# Thug Set

The Thug Set gives you 10% extra melee damage. You will need to visit a few stores for the right clothing but it is a good set to wear if you are going for the Drug Busts. Remember to change to a Policeman set after hacking the camera but before finalizing the bust on your apartment's surveillance system.

# Triad XP Bonus Sets

**Triad XP Bonus Sets** give Wei Shen extra Triad XP for Main Story Missions only.

- Blue Mountain Triad Set
- Red Pole Set
- Mountain Master Triad Set

## Triad and Cop XP Warning

Since you only gain Triad XP from main missions, you will only want to wear Triad clothing for all story (green) missions and don cop clothing for drug busts (when you actually use the surveillance system to bust the dealer) and the twelve cop missions Inspector Teng gives you.

It should be noted that you can replay main story missions in your Social Hub, but you cannot replay Cop Missions, Face Missions, or Drug Busts.

# Blue Lantern Triad Set

The blue lantern triad set gives 5% extra Triad experience. If you want to maximize your Triad level quickly, wear one of these sets for all green (story) missions.

The stores carrying items for this set are: J. Jiggler, Very Best Discount Store, Even Better Discount Clothing, Hang Sui (North Point), Savings City, and Achete

# Red Pole Set

The red pole set gives 10% extra Triad experience. If you want to maximize your Triad level quickly, wear one of these sets for all green (story) missions.

Stores with these items are Couronne and Hang Sui (Central)

# Mountain Master Triad Set

The mountain master triad set gives 15% extra Triad experience. If you want to maximize your Triad level quickly, wear one of these sets for all green (story) missions.

Stores with this set's apparel include Bruno James and Achete.

# Cop XP Bonus Sets

**Cop XP Bonus Sets** give Wei Shen extra Cop XP for Cop Missions, [[Drug Busts], and Main Story Missions.

Since you only gain Triad XP from main missions, you will only want to wear cop clothing for drug busts (when you actually use the surveillance system to bust the dealer) and for all twelve cop missions Inspector Teng gives you.

It should be noted that you can replay main story missions in your Social Hub, but you cannot replay Cop Missions, Face Missions, or Drug Busts.

- Police Constable Set
- Police Sergeant Set
- Police Inspector Set

# Police Constable Set

The constable set gives 5% extra cop experience. Useful for the non-replayable cop missions and drug busts.

The following shops have these items: Hang Sui (Central) and Hang Sui (North Point).



# Police Sergeant Set

The sergeant set gives 10% extra cop experience. Useful for the non-replayable cop missions and drug busts.

The shops with these items: Bruno James, Couronne, Achete.

# Police Inspector Set

The inspector set gives 15% extra cop experience. Useful for the non-replayable cop missions and drug busts.

Salzaus and Aspirazone have these items for sale.

# Vehicle Discount Sets

This set gives Wei Shen a discount when buying cars. This bonus stacks with the 40% discount from Face level 10, so you may want to use the best set for the most expensive rides in the game.

- Bargain Hunter Set
- All Business Set
- Master Negotiator Set

# Bargain Hunter Set

The bargain hunter set gives a 5% discount on buying cars. This stacks with the Face level 10 bonus. Wear it before buying any car.

Items are carried by Bruno James, Hang Sui (Central), IKOZE, and Achete

# All Business Set

The all business set gives a 10% discount on buying cars. This stacks with the Face level 10 bonus. Wear it before buying any car.

Aspirazone and Couronne carry the items for this wardrobe set.

# Master Negotiator Set

The master negotiator set gives a 15% discount on buying cars. This stacks with the Face level 10 bonus. Wear it before buying any car.

Salzaus and Aspirazone carry these items.

# Lady Killer Set

This set apparently "drives the ladies wild"! Apart from some extra dialogue on the dates with Tiffany (unlocks Jade Statue markers), Amanda (unlocks Health Shrine markers), Not Ping (unlocks Camera markers), Ilyana (unlocks Lock Box markers), and Sandra (unlocks final Races) the dates are used primarily to unlock collectible markers on the map.

Note that you may choose **not** to date (call) any of them, but that means your map will not have any of the collectible markers (the ones you haven't collected).

The items for this set are available at Achete, Couronne, and Salzaus.

# Car Dealerships

Paint job gallery of all vehicles (by speed) in **Sleeping Dogs**. The first color is the default color. Each image (to the right) cycles the paint job by one.

## 270DX



## Bisai







## 600 Coupe S



## GX300





## Kyou Kan



## Sparc





## Prime



## Neo V







## Taikai



## Hassha





## Odaiko



## Enterprise





## Ridge Sport



## CS 750 R







## Drag 979

The Drag 979 only has one usable paint scheme. The only alternate schemes are from different bikes on the races and Ilyana's honeybee yellow Drag 979 in the mission Kidnapper Lead 3.



## Drifter GT





## 860 MHC



## SES







## Executive



## Bismark





## 1100 NA-R



## Panzer





## Wangan GSX



## Tuono





## Blast





## Terre GT



## Etalon





## Velocita



# Central Impound Yard

Central Impound Yard is near Sui Shan Alley in Central.

Face	Rank	Vehicle	Type	Price
2	B	Taikai	Car	125,000
3	B	Hassha	Car	153,000
2	C	Odaiko	Car	160,000
2	C	Enterprise	Car	330,000
2	D	Ridge Sport	Car	270,000
3	B	Drifter GT	Car	210,000

# Kennedy Town Docks

**Kennedy Town Docks** is the auto dealership on the west side of Hong Kong island.

Face	Rank	Vehicle	Type	Price
4	A	1100 NA-R	Bike	150,000
5	A	Panzer	Car	360,000
4	A	Wangan GSX	Car	550,500
7	A	Tuono	Car	605,000
4	A	Blast	Car	420,000
6	A	Etalion	Car	520,300
4	A	Velocita	Car	649,900



# North Point Chop Shop

North Point Chop Shop is near the Yau Ling scrapyard.

Face	Rank	Vehicle	Type	Price
2	C	Bisai	Car	29,000
2	B	GX300	Bike	38,000
2	C	Kyou Kan	Car	85,000
2	C	Sparc	Car	55,000
2	C	Prime	Car	73,200
2	B	Neo V	Car	40,000

# Top Glamour Imports

**Top Glamour Imports** is in North Point's harbor area, north of the area labeled "waterfront".

Face	Rank	Vehicle	Type	Price
3	A	CS 750 R	Bike	69,300
4	A	Drag 979	Bike	92,700
3	B	860 MHC	Car	462,000
3	B	SES	Car	405,000
3	B	Executive	Car	210,000
3	D	Bismark	Car	390,000
4	B	Terre GT	Car	280,100

# Paint Jobs

Paint job gallery of all vehicles (by speed) in **Sleeping Dogs**. The first color is the default color. Each image (to the right) cycles the paint job by one.

## 270DX



## Bisai





## 600 Coupe S



## GX300





## Kyou Kan



## Sparc





## Prime



## Neo V







## Taikai



## Hassha





## Odaiko



## Enterprise







## Ridge Sport



## CS 750 R





## Drag 979

The Drag 979 only has one usable paint scheme. The only alternate schemes are from different bikes on the races and Ilyana's honeybee yellow Drag 979 in the mission Kidnapper Lead 3.



## Drifter GT





## 860 MHC



## SES







## Executive



## Bismark





## 1100 NA-R



## Panzer





## Wangan GSX



## Tuono





## Blast





## Terre GT



## Etalon







## Velocita



# Speed Chart

All vehicles you own in your garage are re-ordered by their respective maximum speeds after each race. These are the vehicles "sorted" by maximum speed. Keep in mind that vehicles that do not fit the rank (Rank C, Rank B, Rank A) and the vehicle type (bike or car) cannot be used in that race.

Face	Rank	Vehicle	Type	Price
1	B	270DX	Bike	n/a
2	C	Bisai	Car	29,000
1	C	600 Coupe S	Car	n/a
2	B	GX300 <i>(fastest B rank)</i>	Bike	38,000
2	C	Kyou Kan	Car	85,000
2	C	Sparc	Car	55,000
2	C	Prime	Car	73,200
2	B	Neo V	Car	40,000
2	B	Taikai	Car	125,000
3	B	Hassha	Car	153,000
2	C	Odaiko	Car	160,000
2	C	Enterprise <i>(fastest C rank)</i>	Car	330,000
2	D	Ridge Sport	Car	270,000
3	A	CS 750 R	Bike	69,300
4	A	Drag 979	Bike	92,700
3	B	Drifter GT	Car	210,000
3	B	860 MHC	Car	462,000
3	B	SES	Car	405,000
3	B	Executive	Car	210,000
3	D	Bismark	Car	390,000
4	A	1100 NA-R <i>(fastest A rank)</i>	Bike	150,000
5	A	Panzer	Car	360,000
4	A	Wangan GSX	Car	550,500
7	A	Tuono	Car	605,000
4	A	Blast	Car	420,000
4	B	Terre GT <i>(fastest B rank)</i>	Car	280,100
6	A	Etalion	Car	520,300
4	A	Velocita <i>(fastest A rank)</i>	Car	649,900

# Achievements and Trophies

Achievements and trophies are listed alphabetically for ease of indexing.

---

35G

A Big Betrayal

Complete Dockyard Heist.

10G

A Slap in the Face

Kill someone with a fish.

10G

Auto Enthusiast

Purchase all vehicles.

50G

Big Smiles All Around

Complete Big Smile Lee.

20G

Bounty Hunter

Complete all of Roland's Jobs.

30G

Case Closed

Complete all cases.

20G

Central Scavenger

Unlock every lockbox in Central.

75G

Chief Inspector

Complete 100% of all missions, cases, favors, events, jobs and races.

35G

Detective

Complete 50% of all missions, cases, favors, events, jobs and races.

15G

Environmentalist

Perform 5 unique environmental kills.

20G

Event Driven

Complete half of the open world events.

15G

Event Planner

Complete all of the open world Events.

10G

Fashion Statement

Change all your clothes in your wardrobe or a clothing store.

15G

Fashion Victim

Purchase all clothing.

10G

Foodie

Try 10 different foods or drinks.

20G

Gadgetman

Pick a lock, plant a bug, trace a phone, crack a safe, and take over a spy camera.

25G

Gaining Face

Achieve Face Level 5.

10G

Gold Rush

Achieve 5 Gold Stat Awards.

30G

Golden Touch

Achieve 15 Gold Stat Awards.

50G

Great Face

Achieve Face Level 10.

15G

Gun Nut

Use 10 different firearms to defeat enemies.

Hong Kong Legend

Earn all the Sleeping Dogs trophies to unlock this platinum trophy.

15G

Hong Kong Super Hacker

Hack every Security Camera in the game.

5G

In With The Gang

Complete Night Market Chase.

15G

Infowlable

Win 50,000 on a single cockfight.

10G

Karaoke Superstar

Achieving 90% and above for all songs at the Karaoke Bars in HK.

15G

Kleptomaniac

Hijack 5 trucks and collect their cargo.

20G

Man Around Town

Visit Aberdeen, Central, Kennedy Town and North Point.

15G

Martial Law

Defeat all four martial fight clubs.

5G

Minor Face

Achieve Face Level 2.

30G

Mr. Nice Guy

Complete all Favors.

20G

North Point Scavenger

Unlock every lockbox in North Point.

15G

Officer

Complete 25% of all missions, cases, favors, events, jobs and races.

60G

Pure Gold

Achieve 30 Gold Stat Awards.

10G

Rookie

Complete 10% of all missions, cases, favors, events, jobs and races.

20G

Safe Driver

Cruise for 2 minutes straight without damaging your car.

25G

Sharpshooter

Shoot out a cop's tires while fleeing in a police chase.

5G

Slight Silver

Achieve 5 Silver Stat Awards.

35G

Solid Silver

Achieve 30 Silver Stat Awards.

15G

Spiritual Healing

Pray at all of the Health Shrines.

5G

Strike Gold

Achieve 1 Gold Stat Award.

5G

Stuntman

Successfully perform an action hijack.

15G

Substantial Silver

Achieve 15 Silver Stat Awards.

15G

Super Cop

Unlock ten Cop Upgrades.

10G

Take A Bite Out Of Crime

Complete a Case.

20G

That'll Show 'Em

Complete Payback.

10G

Tourist

Win a bet on a cockfight.

15G

Ultimate Fighter

Unlock ten Triad Upgrades.

15G

Wei of the Road

Complete all Street Races.

20G

West End Scavenger

Unlock every lockbox in Kennedy Town and Aberdeen.

15G

Whatever's Handy

Use 10 different melee weapons to defeat enemies.

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.

# Platinum Trophy Guide

Hong Kong Legend

Earn all the Sleeping Dogs trophies to unlock this platinum trophy.

Event Driven and Event Planner may be miss-able, as random events (events which take place between Triad and Cop story missions) will have their markers conveniently vanish after those missions are completed.

As a rule, if you see a yellow random event icon, don't fail it. Or you'll be sorry.

All other trophies are attainable in one run, so long as you remember ***the cardinal rule*** in approaching all missions in Sleeping Dogs -- complete all yellow (random and Face) and blue (Cop) missions before going to a green (Triad) mission.

# Stat Awards

Through various activities, the player can accumulate stat awards (fights, races, driving, etc.). When an activity starts, a window appears at the bottom right of the screen, and the progress is displayed, sometimes together with the previous record.

Every Stat Award has 3 levels, bronze, silver and gold. The stat awards can be reviewed from the Social Hub menu. Stat Awards grant the following achievements:

- 5 Silver
- 15 Silver
- 30 Silver
- 1 Gold
- 5 Gold
- 15 Gold
- 30 Gold

Here is the list:

Name	Action	Bronze	Silver	Gold
Big Spender	Spend money	?	500k	2mil
Bonebreaker	Break limbs	?	40	100
Completionist	Progress in the game	?	60%	100%
Deadeye	Kill by throwing weapon	1	5	10
Defence	Counter attack	?	50	100
Disarming	Grab weapon	?	25	50
Enforcer	Kill everybody	?	100	200
Environmentalist	Kill using environment	?	25	50
Explorer	Gather collectibles	?	120	175
Fast Talker	Convince by talking	1	5	10
Firestarter	Kill by explosion	?	10	20
Fluid Striker	Strike or disarm	?	25	50
Gambler	Win at gamble (- losses)	?	\$500k	\$1m
Gunman	Kill by gun	?	50	100
Handyman	Kill by melee weapon	?	25	50
Headhunter	Shoot the head	?	25	50
Hijacker	Grab trucks	5	10	20
Lucky Shooter	Kill by blind fire	1	5	10
				100
Martial Artist	Kill by hand	?	50	• Mogul



Ninja	Stealth kills (B,B)	1	5	10 75
Overall	Total stat awards	?	45	<ul style="list-style-type: none"> <li>• Public Enemy</li> <li>• Racer</li> <li>• Reckless Driver</li> </ul>
Rogue Cop	Kill cops under heat	5	25	50
Safe Driver	Total time driving above min speed without problem	?	15min	30min
Survivor	Total time under heat	?	10min	20min
Sniper	Average accuracy of last 50 shots	30%	50%	?
Wrecker	Wreck cars	?	25	50

# DLC

**DownLoadable Content** is digitally downloaded content saved to a system's hard drive. A broadband connection - and perhaps a paid subscription - is required for accessing DLC.

**Dragon Master Pack** - This pack combines the content of the 5 following DLC into one collection.

- **Triad Enforcer Pack** - Two extra missions and a Triad XP Costume. It's a high-speed shoot-out in Triad Highway; armed with a high-capacity machine gun, fight a tide of Triads... after your head. Death by 1,000 Cuts puts you in a brutal fight club taking on the Triads with a razor-sharp golden cleaver. Wear the Triad Enforcer outfit for added Face and more punishing damage.
- **Police Protection Pack** - An extra mission and a SWAT (Cop XP) Outfit. Unlock the exclusive High Speed police mission featuring the SWAT outfit, SWAT Police Cruiser car and SWAT Assault Rifle.
- **Martial Arts Pack** - A mission and the Shaolin Warrior outfit (with increased melee damage). Shaolin Showdown is the name of the extra mission and Wing Chun dummy decoration for your safe house.
- **GSP Pack** - Dress like Mixed Martial Arts champion Georges "Rush" St-Pierre with this collection of shorts, t-shirts and bandana, and devastate your enemies with GSP's signature flying punch. Wei Shen also benefits from increased grappling and throwing damage.
- **Deep Undercover Pack** - Unlocks the Plain Clothes Detective outfit (with a reduced heat penalty), the Undercover Police Ghost Car and a CB Radio for your safe house.
- **Drunken Fist Pack** - With the Drunken Fist pack, Wei unleashes this exclusive fighting style. While in combat, filling the face meter will enable Wei to drink from a flask of potent alcohol and perform unique special moves and powerful counters.
- **Square Enix Character Pack** - Become a silent assassin, augmented warrior or king of chaos! Wei Shen dons new disguises in this pack, with three new outfits and three new weapons from Square Enix's Hitman, Just Cause and Deus Ex games. Each outfit includes its own buff and signature weapon.
  - **Hitman outfit** - Agent 47's suit grants reduced attention from the police and comes with a silenced Silverballer. Assassinate your enemies with stealth, Hitman style.
  - **Deus Ex outfit** - The Sarif Industries armor reduces gunfire damage by 33% and comes with a futuristic, fully automatic combat rifle. This technology really is decades ahead of its time.
  - **Just Cause outfit** - The Rico Rodriguez custom outfit allows you to hijack vehicles from a greater distance and comes with Rico's signature pistol, which can fire explosive shells. Liberate those drivers at high speed!

If your game profile has a saved game file from Just Cause 2 at the storage device you use for Sleeping Dogs, you automatically unlock Rico's outfit in Wei's closet. This costume allows you to stunt

hijack from a further distance.

- **Gangland Style Pack**- Topple the Triads in street style with a Japanese Yakuza, Russian Mafia, or Maori Mongrel Mob tattoo, each with their own buff.
- **Zodiac Tournament Pack** - Join Wei Shen for the fight of his life in the second gameplay-extending add-on pack. Invited to an exclusive tournament on a hidden island off the coast of Hong Kong, Wei must overcome the best-of-the-best as he takes on fighters from across Asia in a fight to the death.
  - A new island off the coast of Hong Kong, featuring multiple themed fight arenas, new enemies, bosses and story-extending cutscenes.
  - Two new unlockable outfits featuring new looks and powerful new fighting moves.

# Trivia and Easter Eggs

For various **Trivia and Easter Eggs** in the game, referring to the story, the plot, etc.

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**Sleeping Dogs** was previously known as "True Crime: Hong Kong".

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The "Sun On Yee" Triad is likely patterned on the real life "Society Club", the Sun Yee On[1]. It should be noted that the term ? is synonymous with "hall" or "court" or the equivalent to a Western "Great Hall" or "Grand Court" (non-judicial).

---

The pre-set outfits won in the fighting clubs are outfits worn by characters from asian cinema.

Costume	Movie or Reference
Hai Tien Jumpsuit	<i>Game of Death</i> (Bruce Lee)
Shen Zen	<i>Enter the Dragon</i> (Bruce Lee)
Mr. Black	<i>Reservoir Dogs, A Better Tomorrow</i>
Bon Gak	<i>Ong Bak</i> (Tony Jaa)
Hog Pen Row	<i>Kung Fu Hustle</i> (Stephen Chow)
Manhattan Melee	<i>Rumble in the Bronx</i> (Jackie Chan)
Part Time Assassin	<i>Full Time Killer</i> (Andy Lau)
Inspector Suit	<i>Police Story, Infernal Affairs</i>

---

Wei Shen is **NOT** a cab driver:

Hijack a taxi and drive it near a sidewalk. Sooner or later, one of the pedestrians will run over to your taxi and hop into the backseat (try honking if none do). After an awkward pause, Wei will ask the passanger "Do I look like a cab driver to you?" Confused and afraid, the passanger will flee the taxi. Feel free to drive over the passanger for wasting five seconds of your time.

---

Just Cause 2 Reference:

One radio station advertises Panau, the exotic island Just Cause 2 is set, as a holiday destination.

---

Long Shot John Woo reference:

During the Intensive Care mission an enemy yells to Wei Shen "Tell me where uncle Po is or i will shoot your face off". To which Wei Shen replies" you gonna shoot my face off? somehow i dont see that happening".

Face/Off is a film by John Woo. A movie director who became famous for his Hong-Kong action

movies.

---

Have more to add? Set your contribution apart by using four dashes (-) in the wiki mark-up editor to create a separator.

# Pre-Release Information

The following is information accrued before Sleeping Dogs was released.

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The following is from this article on Sleeping Dogs (IGN):

## From True Crime: Hong Kong To Sleeping Dogs

Sleeping Dogs was originally an Activision-led project called True Crime: Hong Kong. It was to be the third installment of the True Crime series before Activision cancelled the project in February of 2011 due to Activision Publishing CEO Eric Hirshberg's belief that "it just wasn't going to be good enough." [1]

Shortly after in August, Square Enix picked up the publishing rights to continue the games' development at the hands of United Front Games, but chose to rename the project to Sleeping Dogs. This move aligned with United Front Game's original vision since the undercover cop action title always meant to be a new IP, as Senior Producer Jeff O'Connell says, "We always wanted the game to be an original IP; we didn't envision it being part of the True Crime brand, so to be able to finish it this way, I think is maybe the best possible scenario." [2]

## Hong Kong: Not Your Average Setting

Many crime dramas find themselves in New York, Miami, or Los Angeles. Sleeping Dogs developer United Front Games want nothing more than to deliver an ultra-violent police drama inspired by Hong Kong cinema, and so the eclectic city of Hong Kong was the obvious choice for the setting of this crime thriller. "It's some place entirely new and colourful and different and I think that's a great selling point," says Senior Producer Jeff O'Connell. [3]

Click this link to see the video

<http://www.ign.com/videos/2012/03/29/sleeping-dogs-driving-trailer>

As mentioned, Wei Shen will be able to enter and comander a variety of vehicles, including cars, motorcycles, and boats. The Need for Speed-inspired driving segments were worked on by several developers who've had experience with previous Need for Speed titles. A neat feature is that Wei Shen can leap onto an adjacent moving vehicle from a motorcycle.

## A Reputation System

The game will feature a sort of reputation system called Face. Face gauges the amount of respect Wei Shen has; the higher it is the more access to more important people you will have. In addition, XP can be earned towards the Triad or Police to curry either side's favor. With this XP system, you will be able to acquire more equipment and abilities.

# The Hero Is Not Jackie Chan

The game casts you as an undercover cop, Wei Shen, investigating Hong Kong's criminal underworld. He has a special interest in the Triad organization known as Sun On Yee.

## Multiplayer

The million dollar question: Is there multiplayer in Sleeping Dogs? The short answer is no. There will, however, be leaderboards and stats that you can share online with other players.

## Ever Dreamed Of Being An Action Hero?

Sleeping Dogs is many things. It is an open-world game, a cop drama, a violent shooter, a high-adrenaline driving game, and the list could go on. Sleeping Dogs isn't just a bunch of games welded together; it's a game made for people who like to envision themselves as an action hero, the likes of Jackie Chan or Jet Li.



Jeff O'Connell says, "I think what we've done is create an experience where a gamer can be an action hero; a modern day action hero. A guy who has amazing fighting moves; he can do things that you've seen James Bond or Jason Bourne do...To be able to do all these things in an open-world, in a non-linear experience, I think that level of freedom is something that I always wanted to be able to do, so to be able to make a game about it is pretty amazing." [11]

## Pre-Order Exclusives

There are pre-order incentives available at the following stores: Amazon, GameStop and Best Buy.

- Amazon will give pre-order customers an exclusive mission called Shaolin Showdown, a Shaolin warrior outfit, bonus Triad XP points and a Wing Chun safehouse decoration.
- Best Buy will offer a character outfit based on MMA champion Georges St-Pierre. Wearing the outfit unlocks a flying punch ability and enhances grappling and throw damage.
- GameStop will give an exclusive mission called High Speed. and a Hong Kong SWAT outfit, vehicle and assault rifle.





# Cast and Voice Talent

Courtesy SleepingDogs.com and IMDB.com. Various actors of Asian ancestry are featured in Sleeping Dogs.

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- Wei Shen
- Jackie Ma
- Winston Chu
- Dog Eyes (Sammy Lin)
- Big Smile Lee (Character)
- Uncle Po
- Jane Teng
- Thomas Pendrew

# Wei Shen

**Wei Shen** - An undercover cop tasked with infiltrating the "Sun On Yee" Triad. While the game and other characters refers to the lead as "Wei Shen", the fact when someone calls him "Mr. Shen" means his given name would be "Shen Wei." As the name stands, Wei Shen would be greeted as "Mr. Wei" in Anglophone dialogue.

Wei Shen is voiced by Will Yun Lee. Lee first came to mainstream notice as the villain Kirigi in *Elektra* (2005). He has portrayed other minor characters in television and movies, including the upcoming remake of *Red Dawn* and *Total Recall*.

# Jackie Ma



Jackie Ma **Jackie Ma** - Wei Shen's childhood friend, with the Water

Street gang.

Jackie is a small time gangster who introduces Wei to the Sun On Yee. He rides on Wei's coattails and gets increased status in the organization when Wei moves up. However, the gangster life Jackie dreamed of starts becoming more than he bargained for.

Spoiler - Click to see/hide

Jackie Ma is voiced by Edison Chen. Chen has had minor roles in all three *Infernal Affairs*, as well as a small part in *The Dark Knight* (2008).

# Winston Chu

**Winston Chu** - The leader of the Water Street gang, Winston is a Sun On Yee "Red Pole" or a lieutenant in the organization, under the Triad's leader, Uncle Po. Wei works for him when he first joins the Sun On Yee. Winston runs his operations out of his family's restaurant the Golden Koi. Winston has territory problems with Dogeyes who tends to encroach on his businesses. He lacks the brains of other Red Poles, but makes up for it with brute strength.

Spoiler - Click to see/hide

Winston Chu is voiced by Parry Shen. Shen has been in film and television since the late 90s, showing up in things ranging from *Buffy The Vampire Slayer* to *Chicago Hope*. He has returned to television in shows like *Criminal Minds* and *NCIS Los Angeles*; he will be lending his talents to UbiSoft's *FarCry 3*.

# Dog Eyes

**Dog Eyes** - Leader of the 18K gang, and another of Sun On Yee's Red Poles (lieutenants). While both Lin and Chu are serving the same triad, their rivalry over turf leads to tragedy.

Sammy Lin is voiced by Ron Yuan. Yuan is perhaps best known for his minor, but important, character in movies like *Cradle 2 The Grave* and *Kung Pow: Enter the Fist* and on television: Keifer Sutherland's *24* and *Prison Break*. His other appearances are chiefly in videogames, including *Command and Conquer 3: Tiberium Wars*, *Guild Wars 2*, *Saint's Row The Third*, *Uncharted 3: Drake's Deception*, and many others.

# Big Smile Lee (Character)



Big Smile Lee is a high ranking Son On Yee Red pole and is considered to be Uncle Po's successor. His nickname is likely from the fact that he has a Glasgow smile on his face.

He's the most brutal of the Red Poles since his enforcer likes to cruelly torture any person deemed a rat. He's also one of the richest Red Poles since his business operations include prostitution and pornography.

# Uncle Po

This mission is available only after the completion of Payback and Hotshot Lead 2. Go to Club Bam Bam to start. Drive Winston to "Uncle" Po (James Hong) , The Chairman of the Sun On Yee in Central (his condominium is near Wah Fi Storage).

After Po dismisses Wei, get in the marked car and locate Roland at the impound yard in Central. Get the Machine Pistol from Roland and collect the debt from a gambler.

If you earned a faster (Rank A) car before committing to this mission, you can pull on out from the garage now. The gambler (Patsy) will flee in a hotrod (guarded by more hotrods).

Chase them all down (ram or shoot them), catch the target using action-hijack and drive the car back to Roland.

## More About Uncle Po

**Uncle Po** - Uncle Po is the recognized "Chairman" of the fictional Sun On Yee triad (the actual Triad is named the *Sun Yee On*). Despite his position, he has not been formally charged with any crime (apart from association), as evidence of all of this crimes never surface.

Uncle Po is voiced by the legendary James Hong. Hong is a legend in Hollywood, having gone into show business before the Civil Rights Act of 1964. His first big exposure was in *The New Adventures of Charlie Chan*. Since then, Hong has readily adapted his age and experience to other roles in television, including the original *Kung Fu* TV series (starring the late David Carradine), *Falcon Crest* and *Dynasty*.

Mr. Hong has found steady voice work in animation and videogames, and you may recognize his unique Chinese-Minnesotan accent in the *Kung Fu Panda* animations, *Diablo 3*, *Alpha Protocol*, *True Crime* (New York and Los Angeles), *Project Snowblind*, and *Mercenaries: Playground of Destruction*. He is perhaps best known for his darkly comic performance in John Carpenter's *Big Trouble in Little China*, as the evil sorcerer, David Lo Pan.

# Jane Teng

**Jane Teng** - A proud and headstrong Hong Kong police inspector. She has her own task of cleaning up Hong Kong's underworld, and has little knowledge of Wei Shen's motives or mission.

Inspector Jane Teng is voiced by Kelly Hu. Hu came to prominence in the *Growing Pains* in the 80s, and has shown up in various shows ranging from *Nash Bridges* to *Vampire Diaries*. Hu has found steady work as Stacy in *Phineas and Ferb* and lending her voice to Inspector Teng in *Sleeping Dogs* ... a.k.a., True Crime Hong Kong.



# Thomas Pendrew

**Thomas Pendrew** - Superintendent of the Organized Crime and Triad Bureau in the Hong Kong police force. Pendrew is an anachronism, harkening back to days before 1997, when the HKPD was the Royal Hong Kong Police.

Tom Pendrew is voiced by Tom Wilkinson. Wilkinson is from Leeds (in merrie olde England) and is chiefly known for his wide ranging work in television there. His most notable appearances to American audiences include roles in *Rush Hour*, *Shakespeare in Love*, *Eternal Sunshine of the Spotless Mind*, *Batman Begins*, and *Mission Impossible: Ghost Protocol*.

# Mrs. Chu



**Mrs. Chu** is the mother of Winston Chu and the owner and manager of her family restaurant the Golden Koi. She has a very dominating personality, although she does have a softer side such as when she sided with her son's fiance and yelled at him for not spending more time with her. Anybody who crosses her can expect to get very acquainted with her cleaver.