



Welcome to the force. You are the result of an experimental genetic modification program designed to improve human functionality. Although the experiment was seemingly a success, it's time to put your skills to the test. Your primary objective is to exterminate the gangs that have infested our city.

There are three districts, each under control by a different gang, which are comprised of hundreds of members. It won't be easy, but we've provided you with this "strategy guide" to walk you through the process. Good luck.

In this guide you will discover:

- **Training:** Learn the basics of your capabilities and responsibilities.
- **Walkthrough:** Discover the location of every Supply Point, and best tactic for taking down every gang leader.
- **Secrets:** Discover the hundreds of orbs scattered throughout the city

Note: This guide provides the location of approximately 850 orbs. For the latest orb locations, please consult the online guide at guides.ign.com.

Guide by: Andre Segers

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Training

Listen up agent, even though you are partially human, you're still our property. As such, we expect you to follow the protocols listed below to ensure your future success.

The Essentials

Playing Crackdown really boils down to two things: killing gang members and finding orbs. While orb collection is technically optional, you'll definitely want to search high and low for them as they will be invaluable when dealing with gang leaders.

Districts

Pacific City is a sprawling metropolis that consists of three main districts (four counting the Agency). Although the Agency possesses tunnels that lead to all three, only the Los Muertos one is accessible for now. The other two districts can be reached at any time by crossing the various bridges, at which point their respective tunnels will become accessible from the Agency.

Note: Although all three districts are accessible from the onset, it's highly recommended you focus on one at a time and only proceed to the next district once all current gang activity has been eradicated. The suggested order of tackling the districts is the same as they're numbered in the Agency's garage: 1) Los Muertos, 2) Volk, 3) Shai-Gen.

Gang Leaders

Each district is resident to 7 gang leaders: 6 generals, and 1 kingpin. Unfortunately, their specific locations are unknown, so it's up to you to sniff them out. Since it can be difficult to track them down, we've included a map for each district that displays their exact location. Once you're within close proximity of a leader, their exact location will be permanently revealed on your map.

Note: Each gang leader is responsible for a particular aspect of the gang's organization. As such, by killing the gang leaders lowest in rank, the rippling effect will weaken the remaining higher-ranking gang member's defenses, making your job significantly easier. For this reason, it's suggested you always target the Kingpin last for the highest odds.

Supply Points

These are territories reserved by the peace corps to replenish supplies and serve as gateways to other supply points. Unfortunately, they have all been seized by the local gangs and it's your duty to reclaim them. While these Supply Points are located within enemy controlled territory, they usually aren't heavily guarded.

Supply Points are indicated on your HUD as a beam of orange light, and can be spotted miles away. Once you've regained control of a Supply Point, you can restock your supplies (ammo, grenades) an infinite amount of times, swap out weapons with guns acquired from dead gang members, or you can even transport to any other Supply Point within your control, allowing for quick access to almost any point in the city.



Vehicles

As a fully trained agent, you are allowed to seize any vehicle you see fit. While they will allow you to traverse the city quicker than on foot, their main purpose is to be used for the Vehicle Races.



Rooftop Races

A green beam of light indicates a rooftop race that's visible on both your HUD and mini-map. In short, you have a limited amount of time to pass through the green checkpoints as you leap from rooftop to rooftop.



If you're successful in beating the target time, you'll earn driving points.

Racing Tips:

When leaping between checkpoints, try to stay at as high of an elevation as you can to minimize the amount of jumping you have to do. In other words, if it looks solid, use it as Lilly pad to reach your destination. Air conditioners, water towers, and any other objects are all fair game.

Vehicle Races

A race location is indicated by a purple beam of light that's visible on both your HUD and on the mini-map. These are similar to the rooftop races, except they take place on the street.



If you're successful in beating the target time, you'll gain driving skill points.

Racing Tips:

- While waiting inside the beam of light for the three-second countdown, accelerate just before the race begins to give yourself a head-start.
- Because checkpoints often appear around a corner, keep an eye on your mini-map after passing through a checkpoint to see where the next one pops-up.
- If you damage your vehicle, go off-road, or get stuck in an alley, don't fret. It's often quicker to hop out of your vehicle and complete the race on foot than it would be to try and get your vehicle back on the right track.

Aim Accurately

Not only does crouching enable you to take cover behind short objects, but it also steadies your aim.



Target Lock

By depressing the L-trigger, you can lock-on to enemy targets, such as gang members or vehicles. Furthermore, you can target specific parts of the body/vehicles by pressing the right thumbstick in the direction of the desired target.



Death

Unfortunately, with great power come great risks. This line of work requires you to put your life on the line constantly, and it's not unusual for agents to be killed in the line of duty. Thankfully, The Agency has prepared for this scenario and has access to an infinite supply of replacement clones to pick up where you left off. However, keep in mind that any time you perish, with the exception of your agility, all of the meters governing your power up status will empty, which can be a minor setback.



Walkthrough

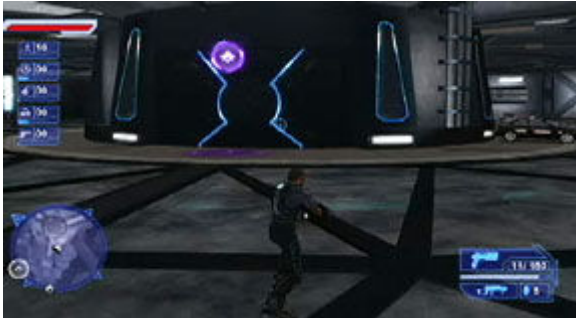
The Agency

Los Muertos

Volk

Shai-Gen

This slick garage is where the Agency keeps its custom-build vehicles. Thanks to its central location, the three exit tunnels provide quick access to each of the three districts. However, the only tunnel accessible for now is the leading to Los Muertos; you'll have to drive to the other two districts first in order to enable their quick access tunnel.



Additionally, you can select from one of the three core Agency vehicles:

- The Agency Supercar
- The Agency SUV
- The Agency Truck Cab

You may also choose one of the lined up police cars, though they lack the higher-end features of the three listed above. Once you've selected your ride, proceed into the "1" tunnel towards your first destination: Los Muertos.



The Agency

Los Muertos

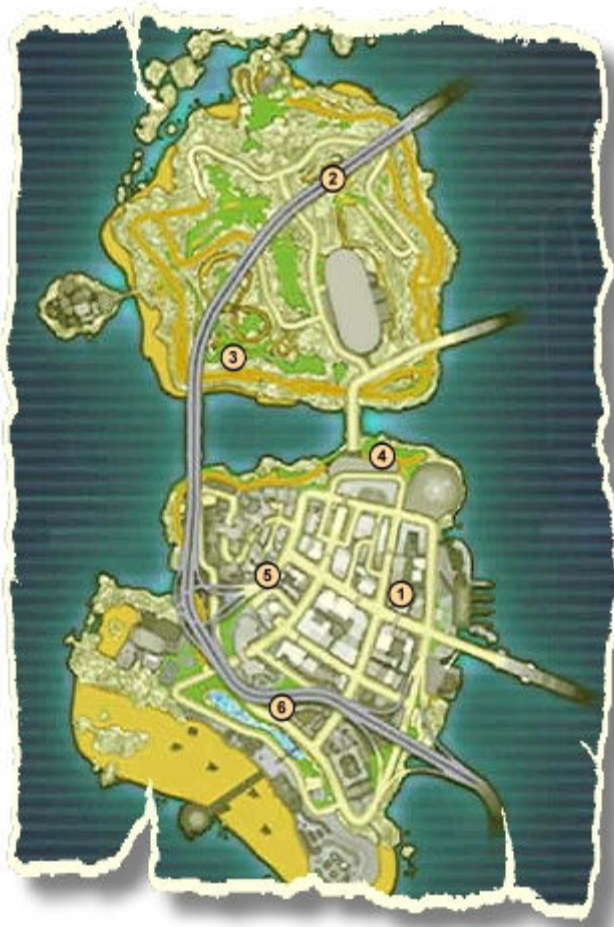
Volk

Shai-Gen

Supply Points

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#1 - Pacific City Bank (North Island)

Let's get you familiar with your radar in the bottom-left corner of the screen. You should see a small blinking icon that cycles between orange and white. That shows the location of a Supply Point currently in enemy hands. With the aid of the mini-map, drive towards it.

Once there, you'll find several gang members on the bank's balcony. They don't pose much of a threat, so jump up to their level by using the small sections of wall as a step-ladder. Once they're defeated, stand in the orange beam of light and interact with the Supply Point by pressing "Y." By doing so, you can replenish your supplies, change your weapons, and warp to any other Supply Points you've gained control of. In addition, whenever you acquire an enemy's weapon you haven't yet used, take it to the Supply Point.



Afterward, your boss will fill you in on some key details regarding your first Gang Leader target, as well as additional Supply Points that should be acquired.

#2 - Radio 410 Tower (North Island)

You can find this Supply Point in the mountainous northern area of the North Island.



#3 - Garcia Point (North Island)

Surely you've spotted the huge statue on the cliff side as you enter the northern island, right? Look for a Supply Point just northeast of that. It's also almost completely barren of the gang's presence, so you shouldn't have any trouble.



#4 - Royal Vista (South Island)

The next Supply Point is the northern-western tip of the southern island. To reach it, find "The Mart" and proceed east along the wall until you find a gap with a ramp inside. Climb that to the rooftop and fight off the gang members,



#5 - Hillside Housing (South Island)

This supply point rests on top of a housing unit on the north-western portion of the southern island. You can climb the building using a dumpster on the south side to reach the ledge above, then make your way to the Supply Point at the top. There aren't too many gang members in the immediate vicinity, but move quick to avoid the heavy gunfire coming from the rooftops near Juan Martinez.



#6 - Social Security (South Island)

This supply point is found atop a building on the southern side of the southern island. Use the small neighboring buildings to begin your climb, then use the windowsills to climb the rest of the way.



Walkthrough

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#1 - Alvarez (Subordinate) / South Island - Western beach

Alvarez can be found on the beach behind his sporting complex inside a rocky alcove. While you can certainly attempt to get there via the main entrance, the many guards won't make it easy. A much easier method is to enter the ocean from a nearby beach and swim around to the back of the sporting complex. When you reach the shoreline, run up the beach, take out the enemies ahead, and jump on the rocky structure, where Alvarez waits on the other side.



From this vantage point, Alvarez won't have anywhere to hide, so toss grenades to not only damage him, but also clear out his henchmen. When the coast is clear, drop down and finish Alvarez off with melee attacks.



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#2 - Sanchez (Subordinate) / South Island - Apartment Complex

At the top of the apartment complex on the southern side of the south island awaits Sanchez. A quick way to reach her is to climb the windows of the blue, western building to reach the top.



Thankfully, there aren't too many armed guards at the top, so she shouldn't pose much a threat. Due to the rooftop's close quarters, your melee attack can be quite handy. In addition, shoot the explosive barrel if Sanchez is anywhere near them to damage her significantly.



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#3 - Martinez (Subordinate) / South Island - Heart of housing development

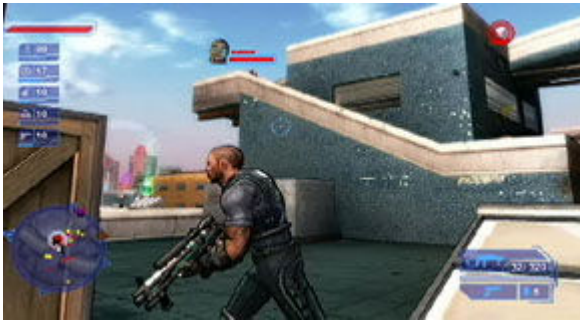
Martinez is stationed near a radio tower on the rooftop of this blue building, near the Hillside Housing supply point. You can climb to the roof via a ground floor entrance on the east side of the building. There are a few gang members defending it, but it's nothing a few grenades can't handle. Afterward, climb the staircase and turn left at the top.



There are several enemies on the next level. Stand near the top of the staircase so you can retreat back down for cover, if needed. The staircase on the right leads to Martinez - if you're lucky, he may walk down himself saving you the trouble.



If Martinez doesn't pay you a visit, just climb that staircase to the top and take down Martinez with whatever means necessary.



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#4 - Garcia (Kingpin) / North Island - Inside the building on the small western island

If you haven't already, it's strongly recommended you remove the Kingpin's subordinates first to make this battle much easier.

Approach the island Garcia is on by swimming up to it from either the north or south side, then jump up the rocky cliff to his location (use your mini-map to locate him). With this method, you'll avoid the brunt of Garcia's defenses. Look for an open door that leads to Garcia's personal bar, with Garcia playing the role of bartender.



Take care of the few cronies in the room first, then either chuck grenades at Garcia since he can't evade them, or simply march behind the counter and use your melee attacks to defeat him.



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#5 - Guerra (Subordinate) / South Island - Behind the nightclub in the northeastern tip

It seems Guerra likes to party, so look for him hanging out back, behind his nightclub, in the northeastern tip of the south island.

Your arrival will likely be met with a volley of bullets whizzing past your head. Stay behind the large gated entrance and use it as cover while you shoot the armed guards within. You may also come across some of the female gang members within who like to get up close and personal; they don't pose much of a threat since they're unarmed, so use your melee attack if they get too close.



Once the entryway is clear, bust through the gate ahead and climb the stairwell which leads behind the club.



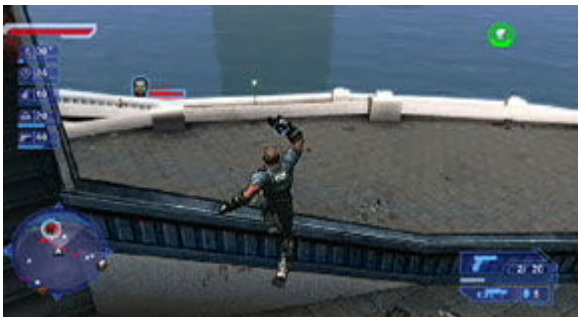
Once in the rear, you'll find Guerra in one of two places:

- Beneath the canopy on the balcony.
- On the bottom floor underneath the balcony

Keep an eye on your mini-map, and look for the boss's mugshot on your HUD to determine where he is. If he's under the canopy, chuck a few grenades to get rid of his minions, then charge up and melee Guerra to death.



If Guerra is on the bottom floor, it's in your best interest to take down as many of his thugs as you can before approaching. As such, descend the floors slowly, killing all of Jose's lackeys along the way. Use the staircases for cover, or run up to a higher floor if you need to recuperate.



Once on the bottom floor, you'll find Guerra near a stack of boxes. Since he'll likely be surrounded by other gang members, chuck a grenade or two to clear most of them out, then go in for the kill.



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#6 - Gonzalez (Subordinate) / North Island - Lighthouse on northern tip.

Gonzalez can be found on a wooden deck about halfway up the lighthouse. Because the area is heavily guarded, you'll want to find a quick and safe route to get to him. The best method is to swim from the ocean to the east side of the lighthouse, then jump up the mountain side to reach the deck where Gonzalez is waiting. This route will mostly shield you from Gonzalez's hit-men.



Once you reach Gonzalez, you can either shoot him from the mountainside, taking cover when necessary, or for a quick victory, join him on the deck and use your melee attacks to knock him to the ground below, resulting in an instant kill.



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#7 - Diaz (Subordinate) / North Island - Inside garage to the southeast

Perhaps you've seen the large purplish object in the southeast corner of the north island; that's Diaz's garage, which doubles as his current hideout.

Since the area is swarming with enemies, work your way to the garage's roof and shoot the guards through the holes in the ceiling. Because of your distance, the enemies won't return fire, allowing you to clear the interior out with nary a problem. Make sure to crouch down and stay still for improved accuracy, and ensure the support beams aren't blocking your shots.



With the garage mostly cleared out, drop inside to find Rafael hiding inside an alcove on the east side. If the garage door is shut, ram a car into it to force it to open. When it does, prepare for Diaz to drive a car right at you. Shoot its tires to slow it down, then either target Diaz through the windows or hijack the car to force him out. Once he's exposed, melee and shoot him until victory.



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Final Crime /

Los Muertos' final crime takes place at the amusement park - an unorthodox location to be sure. Thankfully, you should be at a high enough skill level to make this challenge almost stupidly easy.

Near the entrance to the amusement park, there's a large display of boulders you can use for cover. Jump on top and chuck grenades at the legions of gang members, then duck back down to avoid return fire.



With that batch clear, jump on top of the roof on either side of the clown and shoot the criminals on the inside of the park. With everyone taken care of, Los Muertos will be restored back to its civil self.



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#1 - The Retreat (South Island)

On top of the "Down in One" building on the western side of the south island. To reach it, grab onto the store front's sign, then to the windows behind it. Use them to climb most of the height, and then jump over to a beam on your left. From there, make one more leap to the building's roof.



#2 - Storage Facility (South Island)

Southeast section of the southern island. It's on the second floor of a small building east of the shipping dock.



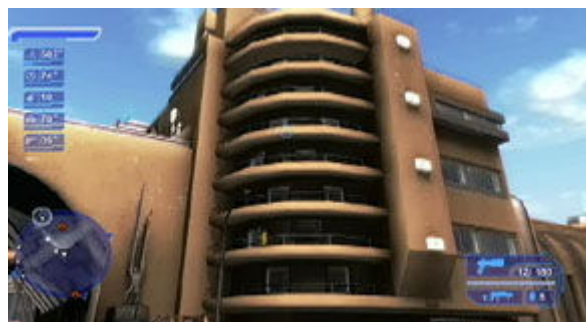
#3 - Hi-Power Tower (South Island)

This supply point is on the northeastern side of the southern island. It rests atop the Hi-Power building's eastern side. To climb it, simply use the pipes on the building's east side to gain the height you need.



#4 - Maxims Arch (South Island)

Western side of the southern beach. Look for it on top of a building with several large pipes attached. Use the balconies on the northwest corner of the building to climb to the top.



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[display Gryzunova's location] | [display all boss locations]

#1 - Gryzunova (Subordinate) / North Island - Mountain / South Island - Shopping District

Gryzunova is unique in that in that she can appear in one of two places, and will relocate between the two between failed attempts.

Location 1) Mountain Canyon - Jump over the mountain from the rear to attack her directly. Do it quickly so you don't draw the attention of the guards out front. When you encounter her, simply melee her to death.



Location 2) Shopping District - From the Maxims Arch Supply Point, leap to the adjacent building to the west. From this rooftop, you'll have perfect view of the battleground below and should be able to spot Gryzunova and her kin below.



We recommend killing the soldiers on the nearby rooftops first (especially the sniper to the north), then focus on her bodyguards below. Duck behind the roof's rim for cover to regain health. Furthermore, Gryzunova is equipped with a rocket launcher and a direct hit can take you down - get out of the way as soon as spot her launching one.

Once most of her fellow mates are destroyed, jump into the center of the shopping arena and take her down face to face. Shoot her arm or use your melee attacks to prevent her from launching any more rockets, and stay on the move constantly to avoid a rocket if she manages to squeeze one off.



If she does hide, focus on killing her body guards instead to make it easier to kill her later.

Tip: If you're feeling daring, you should be able to wrap this up quite quickly. Once you land on the rooftop, just shoot at her as quickly as you can. If you're swift, you can destroy her before she can take cover - just watch your health since the surrounding gang members can be devastating.

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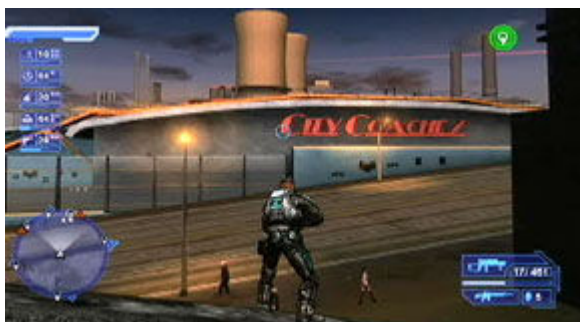
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#2 - Biragov (Subordinate) / South Island - Premises of City Coachez, on east side of island.

Biragov is hiding inside the large blue hangar that has "City Coaches" emblazoned on it. Jump onto its rooftop and use this vantage point to shoot any immediate threats nearby.



Once they're disposed of, drop off the north side into a small alley. Here, you'll find an entrance into the hangar, with Biragov on the second floor. Hang back by the entrance for cover, and shoot the enemies through the doorway.



Once the gang's presence has been reduced, charge in and seek out Biragov on the second floor. As usual, use melee attacks to take him down quickly.



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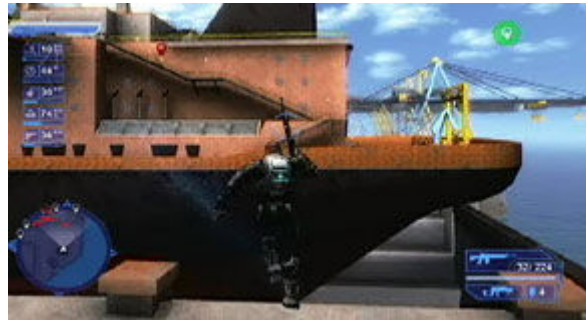
#3 - Mikhailov (Subordinate) / South Island - On the docked oil tanker on the island's south side.

Although the room Mikhailov is hiding in on the oil tanker is relatively void of enemies, the ship yard surrounding it isn't, and can be quite deadly if you're unprepared. Depending on what level agility you have, there are two methods of getting to him.



Method 1

If your agility is at level 3 or 4, there's a very quick and easy method to beat him. We recommend swimming along the wall that borders the warehouse area from the west side until you reach the third batch of mines. Carefully jump to the staircase behind them, onto the roof of the warehouse nearest the ship. Run to the edge of the roof and jump at the last second to reach the ship.



Now quickly climb the staircase directly ahead and enter the room at the top to find Mikhailov. The room may have a few enemies in the back, toss a grenade to dispose of them, and then focus on Mikhailov. Combine gunfire and melee attacks to kill him.



Method 2

However, if your agility level is below level 3, you're going to have to use an alternative method. There's a warehouse on the east side of the ship that contains a computer which can be destroyed to lower two ramps. To get to the computer, enter the doorway on the west side of the building and follow it to the end. Chuck a grenade at the computer, then back away a few feet until it detonates. With the computer destroyed, wait here until you see the ship's ramps lower through the window.



Once they have, hightail it out of there, run up the ramp, and make your way up the staircase at the back of the ship to meet with Mikhailov. The room may have a few enemies in the back, toss a grenade to dispose of them, and then focus on Mikhailov. Combine gunfire and melee attacks to kill him.

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#4 - Sovetnik (Subordinate) / North Island - Oil refinery on the west side of the island.

Sovetnik has gone into hiding inside one of the Oil Refinery's central building. Unfortunately, it's inaccessible for now, so you'll have to destroy three control points in order to breach it. These points are marked on your HUD as red "!" mark.

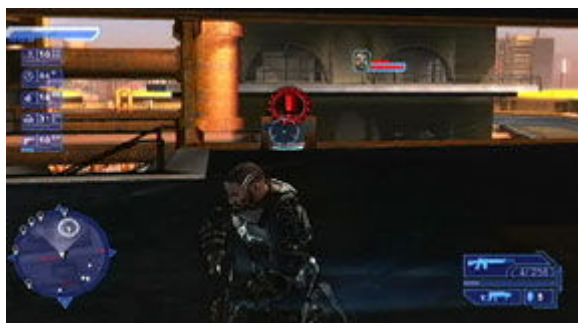


The control points are littered around the walkways and structures that surround the central building. Shoot the control points to detonate them which then cause a chain reaction that weakens the Sovetnik's building's integrity. Here are the locations of the three control points:

- North of building: Top Floor of the multi-story structure.
- North of building: 2nd Floor of the multi-story structure.
- South of Building: - On the elevated walkway

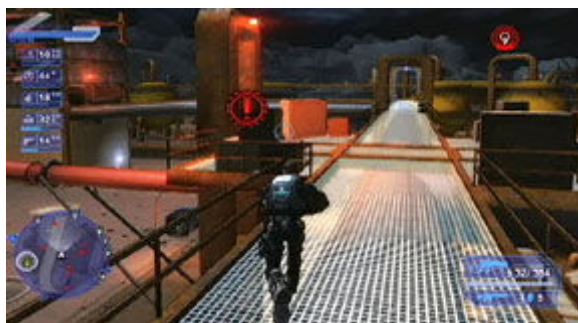
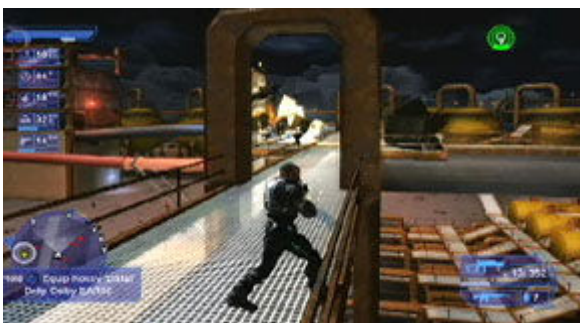
We recommend destroying points 1 and 2 first, since they're both relatively close to one another, and the building can be

used for cover. However, proceed through the structure carefully, as the many explosives littered about can be set off by the enemy and are capable of killing you in one hit. For this reason, ignite any explosives you find from a safe-distance so they can't be used against you.

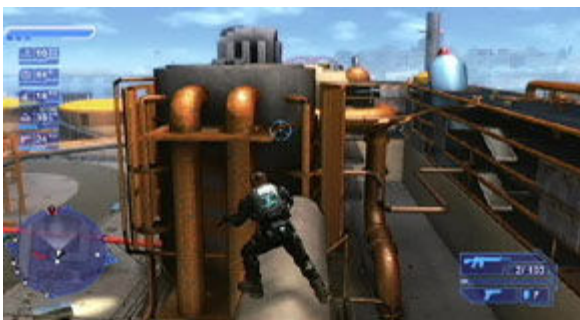


Once the first two control points are destroyed, take the time to shoot any enemies you can see to ease your route to the third control point.

For the third control point, simply jump atop the walkway on the south side of the building and look for the control point at the mid-point.



Once you destroy all three, Sovetnik will emerge and retreat to the rooftop of his hideout. Either use the various pipes to scale the building, or jump to it from the top floor of the multi-storied structure nearby. While he has a few bodyguards, they shouldn't pose much of a threat. Use your melee attacks on Sovetnik to stun him, and then just beat on him until he expires.



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#5 - Golyak (Kingpin) / South Island - Last island of the series of land masses in the southeast

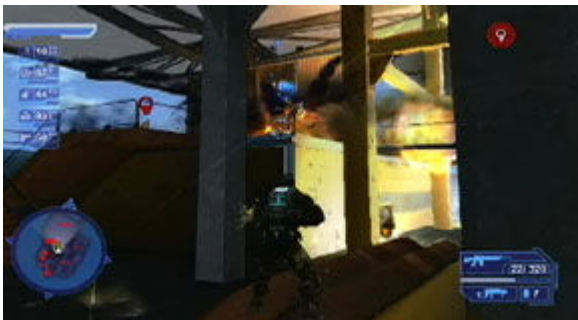
The oil platform is heavily fortified, so it's best to avoid a direct attack. Instead, swim wide alongside and wrap around the back to reach the rear entrance.



Once inside, use the various platforms and catwalks to climb your way to the top. The jumps can be difficult, so take your time and plan your jumps carefully to spare frustration. You won't face too much opposition, generally only a soldier or two at a time.



Once near the top, leap through the square hole in the ceiling. Now this is where the pace picks up. A large amount of gang members are up here, most of them by the small staircase that doubles back on itself to the northwest. Chuck grenades at their platform to destroy them, and take cover at the base of the staircase if you need to recover health.



Now leap to the catwalks surrounding this area and work your way to the large yellow platform. Then simply climb the staircase and jump to the base of the tower to encounter Golyak.



Thankfully, he's all by himself, so lay into him with a few melee attacks to put him down for the count.



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#6 - Romanova (Subordinate) / North island - Northeast corner in Mason's.

Trying to enter Romanov's domain through the main entrance is suicidal. Instead, jump up the rocky mountain left (or north) of the entrance to enter sight unseen.



If you look into the valley below, you'll spot Romanova driving a truck around. Jump down in front of the vehicle and hijack it to get her out. Now quickly hop out of the vehicle and back away so you can toss a grenade at it, thus damaging Romanova in the process. With her hurt, go in for the kill by using melee attacks, grenades, and gunfire.



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#7 - Rabotnikov (Subordinate) / South Island - Small island, east of the main island.

Rabotnikov is hanging out on the northeastern tip of the small island. While there are several entrance ways at the front of this fortress, they're heavily guarded, and there's a lot of land to cover to get to Rabotnikov.



Thankfully, there's a very easy method of getting to Rabotnikov. From the main southern island, jump into the ocean and swim wide along Rabotnikov's island's northern side (e.g. its left side if you're facing it). Continue swimming just a few meters past the first tower to a large rocky protrudence from the island -- jump up this until you're near the top.



You should be very close to Rabotnikov at this point. Now leap to the semi-flat rocky surface parallel to the tower and face left to where Rabotnikov is. There's a small gap in the stones that's perfect for ambushing Rabotnikov. Rabotnikov is patrolling the area, so wait patiently for him to pass, then chuck several grenades to defeat him without him knowing any better.



If you do end up taking significant damage, just jump to the ocean below for a safe recovery point.

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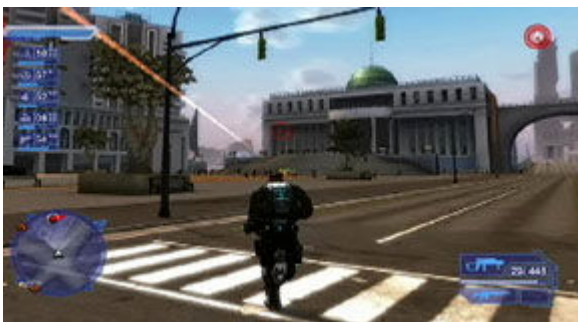
Gang Leaders

Final Crime



Final Crime / South Island - Northwest section

The remaining gang members have gathered in the courtyard near their Volk statue. Like with the previous Final Crime, you merely have to exterminate the remaining squad members.



We recommend climbing onto the Indroccation building's rooftop, west of the courtyard, so you can safely take down the exposed gang members. Use the rim of the rooftop for cover, and make sure to lock-on to far away targets to ensure accurate aiming. Once the bulk of the gang has been destroyed, jump to the ground and take care of the remaining stragglers on foot.



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#1 - Comfortitude, LTD. (North Island)

On top of medium-sized building near the Botanic Gardens.



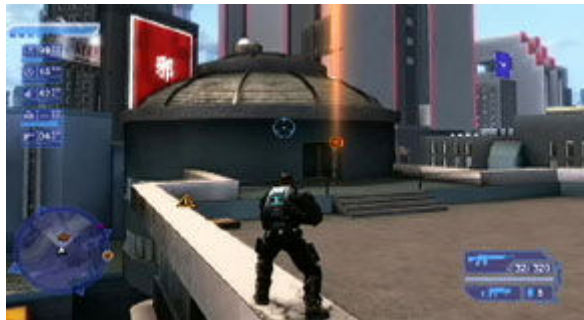
#2 - Bubble (Central Island)

This is located on top of an arch on the western coast.



#3 -Intellicenter (South Island)

Located at the tip-top of the Intellicenter building.



#4 -The Block (North Island)

This supply point is located on the rooftop of Utopian Heights.



#5 -Stripey's Café (Central Island)

On top of a skyscraper near Wang's Tower.



The Agency

Los Muertos

Volk

Shai-Gen

Supply Points

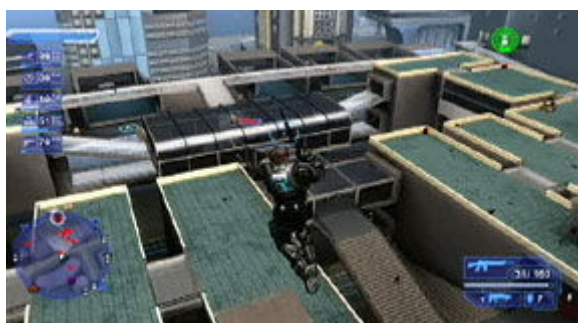
Gang Leaders

Final Crime

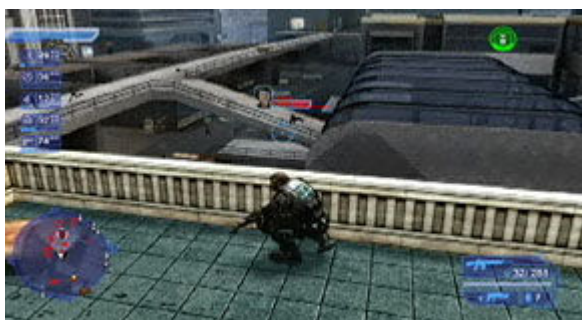


#1 - Timbol (Subordinate) / South Island - Glass enclosure surrounded by several buildings

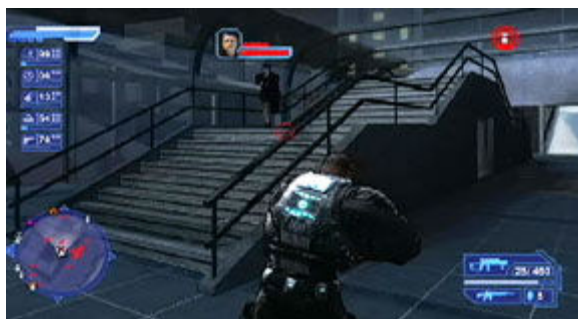
Timbol is located in a raised glass enclosure at the center of the area and getting to her certainly isn't easy. There are several ways into the fortress, but the safest method is to climb one of the nearby building and leap to the rooftops directly north or east of the glass enclosure.



From here, you'll have an ideal vantage point of not just the glass container, but the enemy-filled walkways as well. Ultimately, your goal is to lure Timbol out from her glass enclosure and onto the walkway so you can shoot her from a safe distance. To do this, we recommend running back and forth along the rooftop until she emerges onto the walkway. Do note though that the gang members continually respawn, so don't bother taking them all down, as they'll be back shortly. If you take damage, simply crouch behind the rooftop's rim to avoid fire, but keep on the watch for grenades. Ideally, Timbol will run out onto one of the three walkways to try and take you down herself. Keep in mind that you can jump onto the glass enclosure to get a better shot at Timbol while she's on the walkway.



If you find she's playing hard to get, you may have to venture into the glass enclosure itself to take care of the matter. We recommend shooting down a few of the guards first, just to increase your odds of survival, then charge into the glass enclosure containing Timbol. Try to take down as many guards as you can while staying on the move, then focus on Timbol when the coast is clear. As usual, melee attacks are the best weapon against her. If you begin taking heavy fire, run around the room to evade it (while hopefully regaining your shield), and try to melee Timbol with each pass. She will eventually succumb to your efforts.



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#2 - Czemenko (Subordinate) / North Island - West Side

Approach the building from the north side, via the ocean. Climb the rocks up to where the three tanks are, then turn left and proceed down the ramp surrounded by boxes to enter the building.



Jump up the ramps to the top floor and look for a staircase near Czemenko's position, as marked on your radar. At the top is a glass window -- kick it to knock it down, thus exposing Czemenko.



Tip: If you need to regain health during your climb up to Czemenko, duck into one of the hallways or prison cells during your climb.

There are a few guards you'll have to contend with, we recommend ducking into the hallway at the back for a safe haven, and throwing grenades to deal with them. Once clear, melee Czemenko to death.



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#3 - Yin (Subordinate) / South Island - Complex's center dome.

As with many Shai Gen gang leaders, there are several methods into the dome, but as usual, the higher ones are the safest.



From the Intelicenter supply point, head south along the circular rooftops, then to the glass walkway that lines the dome. Follow it counter-clockwise, jump the gap to the balcony, then up to the entrance above leading into the dome.



Now is when you need to pick up the pace. The gang members inside continually respawn, so it's futile to even bother with them. Instead, jump run/jump up the ramps to the top floor, where you'll find Yin. Quickly mask on the Melee button to deal with her once and for all.



The Agency

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Supply Points

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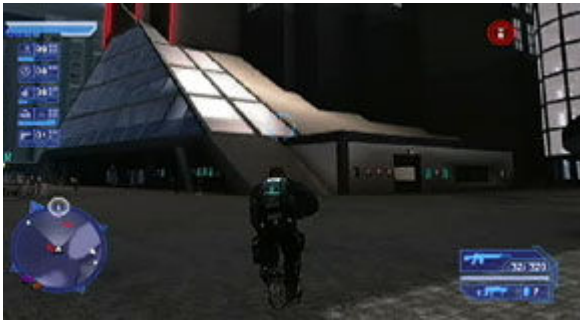


#4 - Wang (Kingpin) / Central Island - East side inside Wang's Tower.

Wang is the top dog of the Shai-Gen, and has some of the most formidable defenses yet. While it's possible to defeat Wang at lower levels, we strongly recommend maxing out your agility at level 4 before taking on Wang. It's a long climb to the top, but we have you covered.



To begin your ascent, enter Wang's tower through the doorway near the security booth, on either the north or south side of the building. However, there may be a locked door blocking your access, but thankfully, the control panel is just on the other side. Simply toss a grenade at the door to destroy the control panel and open the way.



At the top of the first staircase, turn into the room with the low-hanging chandeliers and run up either one of the staircase near the back of the room.



Tip: Hide in the corners of the back of the room if you need to regain health.

Continue climbing until you reach another room with more chandeliers. Ignore the staircase through the door in the back of the room and instead climb either of the large staircases to the sides. Continue climbing until you reach a room with an orange floor. Run to the back of the room and around either one of the corners, then proceed up another staircase to another floor.



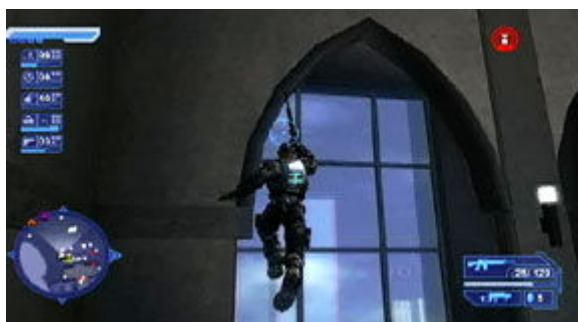
This room will leave you quite exposed, so it's especially important to move quickly. Your goal is to jump/run up the ramps to the top level. This is generally easiest along the east wall. You will soon reach a walkway that doesn't climb any higher. At this point, look for a flat pillar along the west side of the room near the walkway that you can jump to.



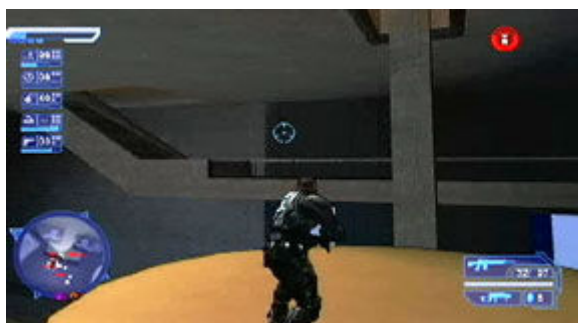
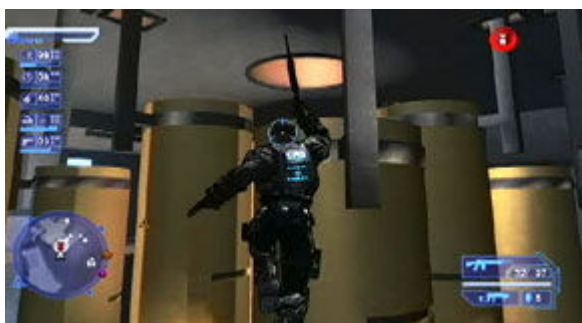
From the pillar, leap to one of the lit up pillars in the center of the room, then to another walkway on either the north or south side. This will lead to another room that surrounds a large pillar engraved with a green triangle. As you make your way to the staircase in the southeast corner, melee any enemies that get in your way.



You'll arrive in a large room with several yellow cylinders seemingly hanging from the ceiling. Turn left and leap onto one of the arches to use it as a foothold, then jump to the ledge above. Follow this catwalk clockwise and climb the staircase to the top.



Now make your way to either the northwest or southeast corner and jump on top of the low hanging yellow cylinder in the center of the room. Leap from one to the other until you reach a walkway on the east side of the room, then climb the staircase.



Tip: If you need to regain health, hide behind the corner walls on the bottom floor, or duck into the hallway on the ledge just above the arches.

You'll find yourself in room with a bunch of boxes. Make your way to the staircase in the southwest corner, but watch out for the holes in the floor through which the I-beams are situated.



In the loft, continue through the rooms until you reach another staircase. Climb it to reach the rooftop.



You'll find Wang on the second floor of his house. You can leap to be from the gazebo or the huts on either side of the rooftop. Once there, knock his guards off the ledge with a swift kick, then focus on melee attacks to defeat Wang. He's not much more difficult than prior gang leaders, so just give him your wall.



Tip: If you need to take a breather to regain health, run around this platform to the backside of the building.

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Shai-Gen

Supply Points

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#5 - Cowel (Subordinate) / Central Island - West side building (across from Wang's Tower)

Cowel waits at the very tip-top of his skyscraper, so prepare for a long journey.



The only entrance into the building is from the courtyard, but it's guarded by a small gang. Chuck a grenade to get rid of most of them, and hopefully knock down the doors leading into the building. If the doors persist, give them a good kick to clear the way.



Now make a mad-dash across the lobby and activate the blue floor icon in the back of the room to call the elevator. As soon as the doors open, dash inside and activate a second blue floor panel to ride to the top floor. Although you may have taken a few hits, your shield and health should fully recover by the time the elevator doors reopen.

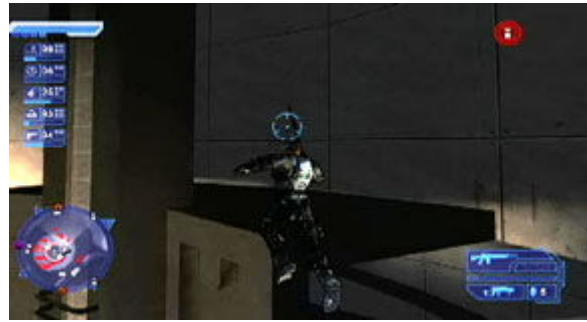


But you didn't think it was going to be that easy, did you? Even though you're technically on the top floor, you still have some more climbing to do. As you enter the room, you'll see a ramp that spirals up to the ceiling, sort of like that scene from Men in Black. However, unlike Will Smith, you don't have to run the entire thing. Quickly jump from ramp to ramp, ignoring the enemies along the way.



Note: If your agility skills aren't quite up to par, you should be able to run up the ramps without too much trouble. Just move quickly, and take cover at the locations noted below if you need to regain health.

If you begin taking heavy fire, there are several opportunities to regain health. On each floor, look for sections of wall that you can take cover behind which will shield you from most gun fire, but keep an eye out for a few buggers that will chase you around it. Furthermore, there are two excellent cover locations at the very top of this room: On either side is a small structure with a tall vertical beam. Since this location is inaccessible to enemies, it's perfect for regaining health, especially since you'll be fighting the gang leader shortly.



Once you reach the top, run out the doorway to the east and climb the blue ledges on either the right or left side to the next level. Pause momentarily at the top to avoid the barrel a gang member tosses down, then jump up and take out the guards here. Once clear, jump to the dome at the top, where Cowel resides.



There are two entrances on either side of the dome. There is a group of enemies guarding both of them from the inside. Chuck two grenades, one at both entrances to take down most of the guards, then shoot the remainders, while staying outside the dome so you can use it for cover.



With Cowel's goons defeated, help him meet his maker by pummeling him with your melee attacks.



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Gang Leaders

Final Crime



#6 - Oakley (Subordinate) / North Island - Expo Center's dome in the northeast

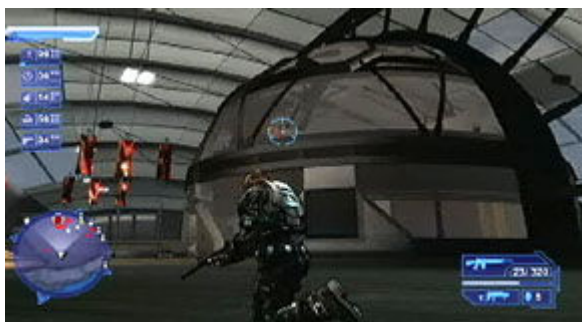
Oakley has taken residence inside a small dome contained within the large Expo Center. There are two main ways into the Expo Center:

- Rear entrances - This involves busting down the doors, which draws unwanted attention, and thus is not recommended.
- Tunnel - Look for a tunnel along the water front southeast of the dome. This is the quickest route into the dome, and won't draw attention to yourself.



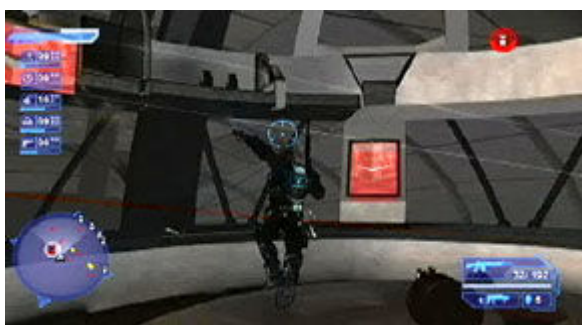
The guards inside the dome are non-hostile, which means they won't open fire unless they feel threatened. Because of this, don't fire your gun unless you're fired upon first. This will enable you to enter the dome with ease. Once inside, look for the walkway that leads into the smaller dome in the center. Unfortunately, once you set foot on it, an alarm will sound

which will inform the guards that you're a threat. Don't worry about it for now - just run into the small dome, turn left, and climb the staircase at the end.



The upper area of the small dome is guarded by a moderate amount of gang members. Oakley is located on the upper catwalk. Although the gang members respawn continually, take down a few first to increase your odds against Oakley. Tip: If you take damage, duck into one of the stairwells along the perimeter of the area for cover.

Oakley can be found on the upper catwalk that surrounds the arena. Simply jump up to him and melee him quickly for victory.



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#7 - Rzeznik (Subordinate) / East side - Between the three main islands

Time is of the essence, as the gang's hefty presence will reduce you to hamburger in no time. Approach the security complex from the east side (also its backside) by swimming around it.



As with previous leaders, Rzeznik awaits on the top floor. Shortly after entering the complex, you'll be met with a large amount of gun fire, but you can evade most of it by moving quickly. Use your agility skills to quickly jump up the ramps (as opposed to running up each one) and use the occasional beam to help scale the building. Once you reach the top of the ramps, head east towards Rzeznik's position, as marked on your radar to find a staircase.



Quickly jump up the staircase to the third level, where you'll find Rzezniak inside a board room, completely unguarded. Show off your smooth moves by using your melee attacks to quickly end the battle. Be aware that if you take too long, reinforcements will show up - use grenades to deal with them.



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Final Crime



Final Crime / North Island - South side

The Shai Gen put up one hell of a fight as their last stand, so it's important to be more reserved in your approach than normal.

From the Comfortitude LTD Supply Point, jump west to the building below. This rooftop will act as your primary position for both shooting and taking cover. Since the gang members are equipped with heat seeking rockets, you're going to have to play more defensively than usual.



Begin by standing near the center of the rooftop (so as to prevent rockets from reaching you) and pick off any gang members you can target on top of the surrounding buildings. Once they're taken care of, crouch down and walk to the edge of the roof facing the street with crime activity. Try to get a lock on one of enemies' below, then jump and shoot at their head, which will hopefully result in a kill. Immediately crouch back down to evade the rockets fired by the gang members, then lock onto another gang member and repeat the process.



Once the rocket-wielding gang members are down, look on your mini-map for any remaining enemy targets and take them down - they shouldn't pose much of a threat.



With the death of the last gang member, Pacific City will be free of crime, and the gang's tyranny...

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Click one of the districts listed above for Agility and Hidden orb locations, or continue reading below for more information:

Agility Orbs (500 total):

Agility orbs increase your "agility" stat; they allow you to jump higher and run faster, which are crucial abilities for not only fighting the gang leaders, but also locating additional orbs.

Agility orbs glow a bright green color and emit a soft noise when you're close, so they're generally pretty easy to spot. They're almost always located on the rooftops of Pacific City's buildings, so it doesn't take much effort to find them.

Tip: Because of the Agility's Orbs bright green glow, they're most visible at night. For increased visual range, climb to the top of a tall building and survey the landscape with a sniper rifle.

Hidden Orbs (300 total):

Hidden Orbs improve all five of your skills, so it's definitely worth your while to seek them out.

Because they're so valuable, they can be quite elusive. Unlike the agility orbs, these are often hidden in the dark, seedy corners of Pacific City. Whether it's in an alley or a dark corner of a parking garage, it takes some serious effort to locate them.

Secrets

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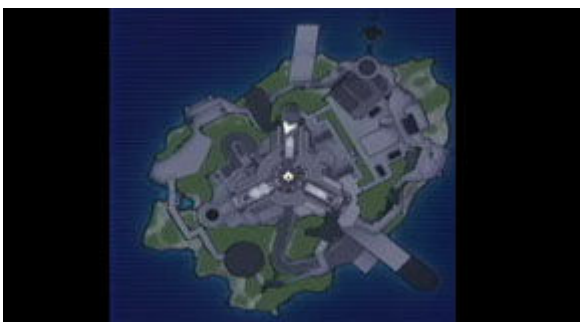
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[Agility Orbs](#)

[Hidden Orbs](#)





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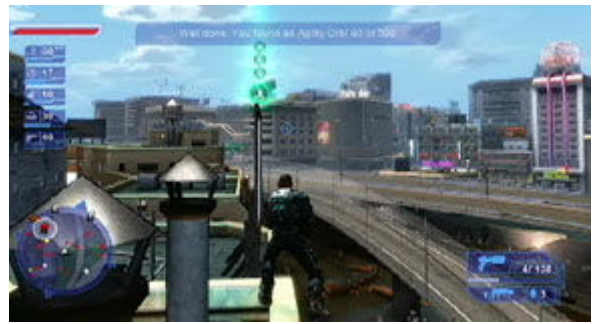


























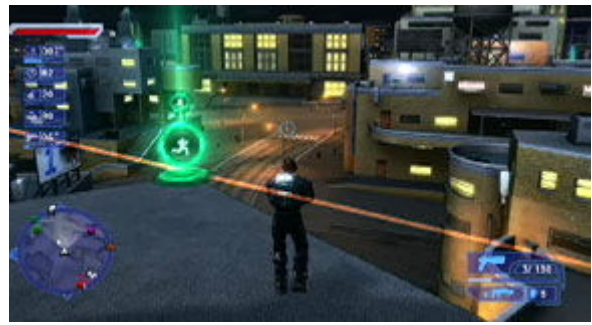






























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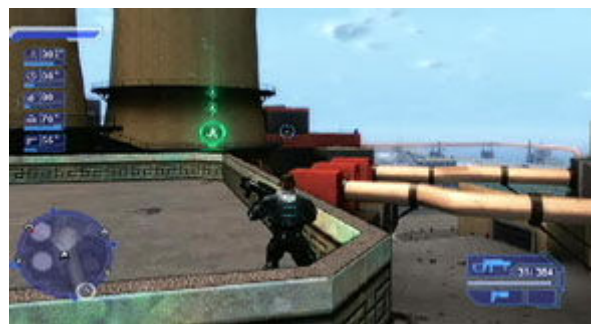
Volk

Shai-Gen

Agility Orbs

Hidden Orbs







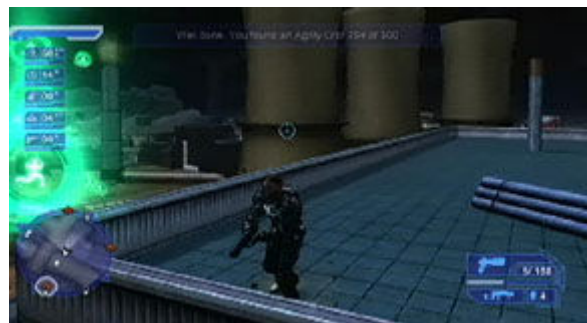
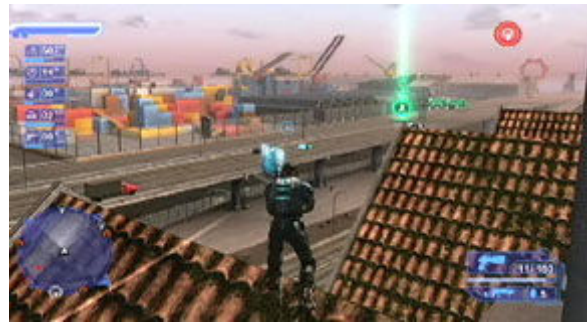


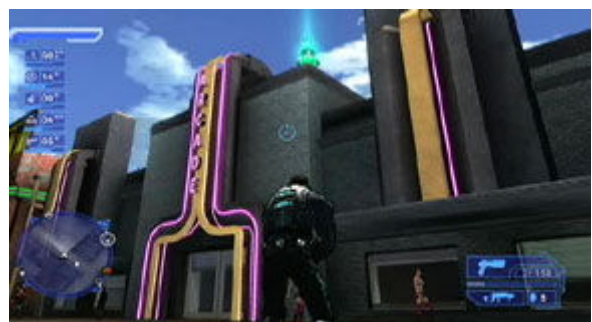




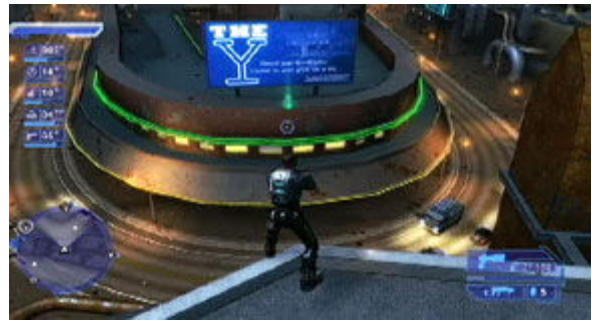




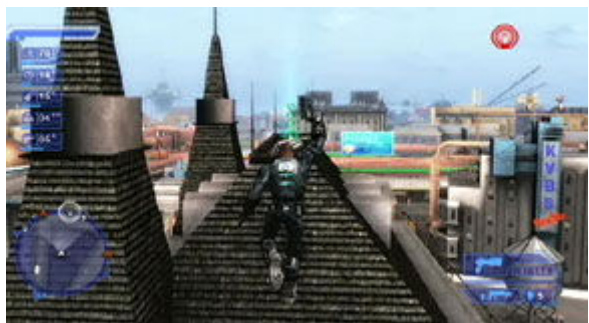




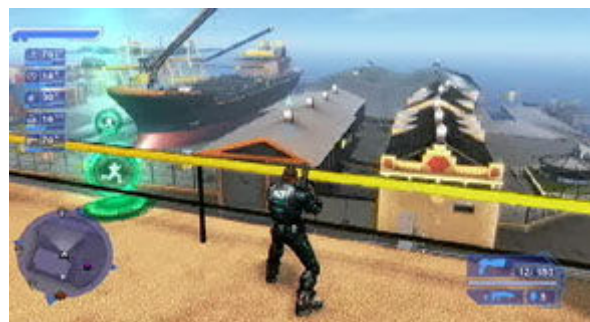
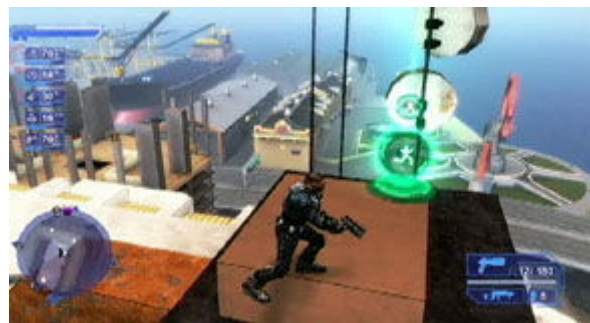
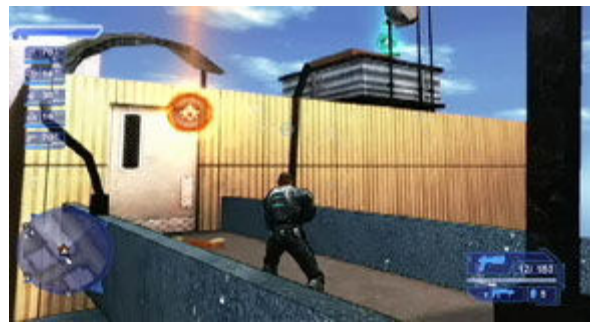
















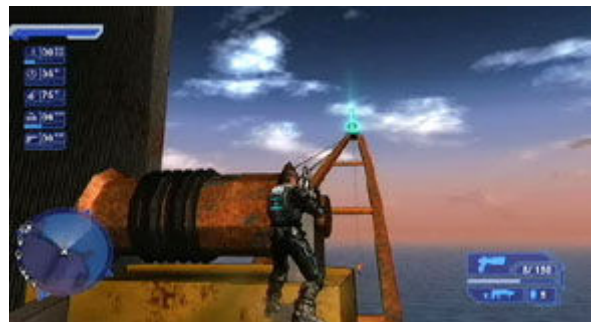










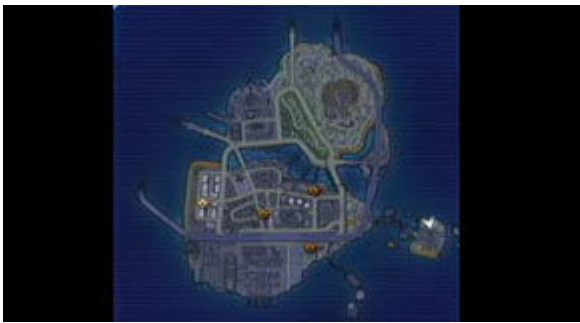


















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Agility Orbs

Hidden Orbs



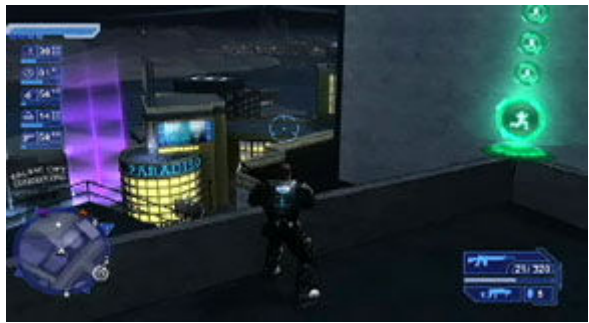


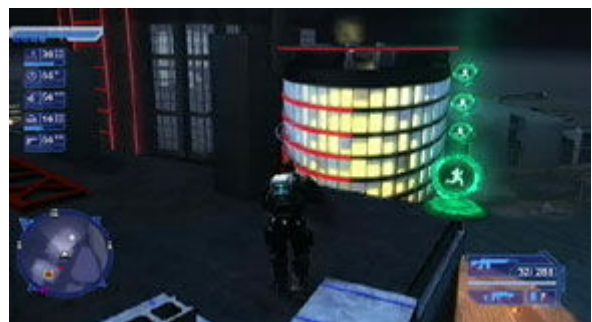
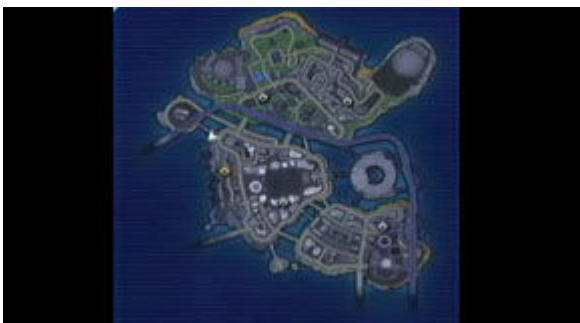




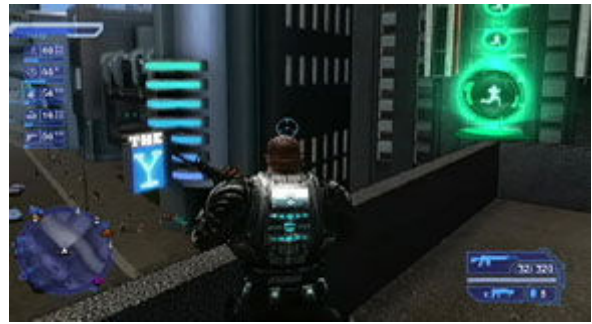










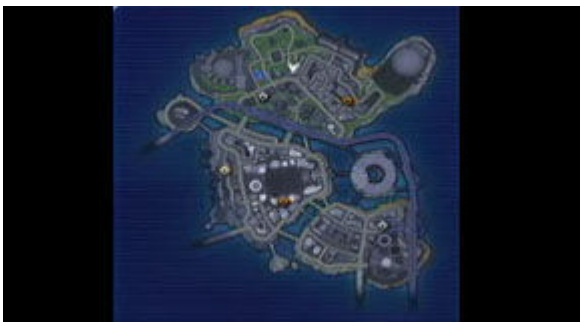




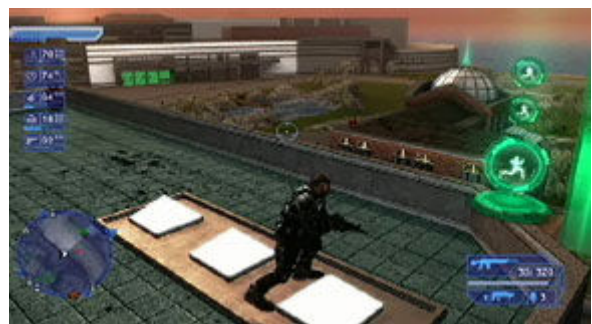










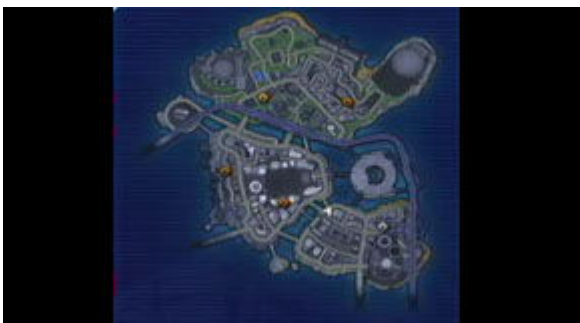
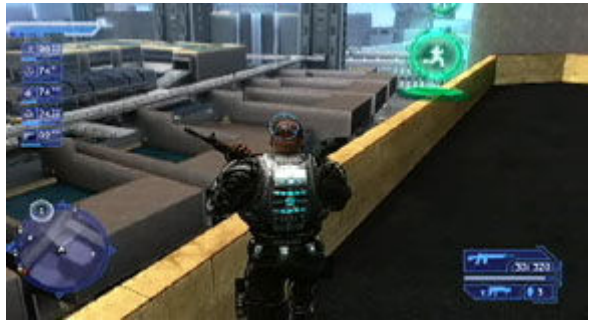


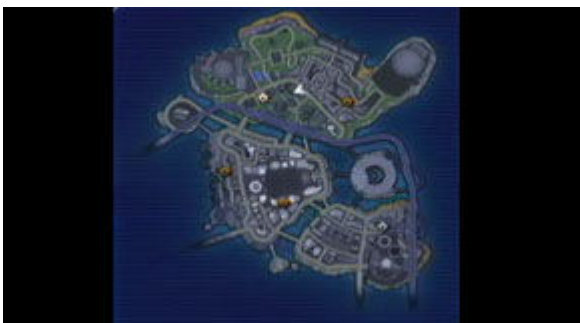


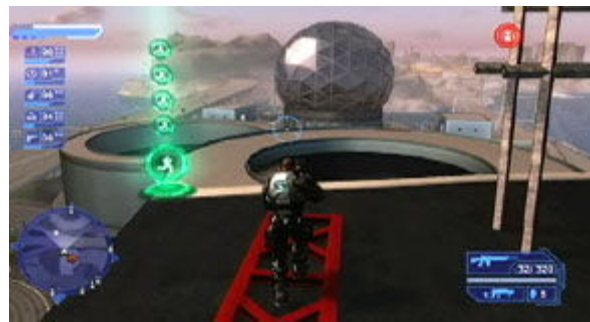


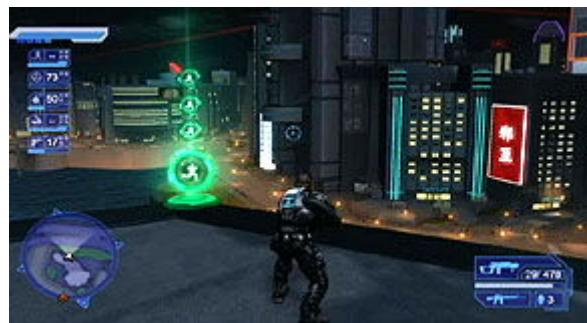












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Agility Orbs

Hidden Orbs

1-12

1 - At the tip of the needle, near the top of the Keep.



2 - Inside a hallway beneath this rooftop race.



3 - Located inside this doorway



. 4 - On top of a building, setoff from the Keep to the north.



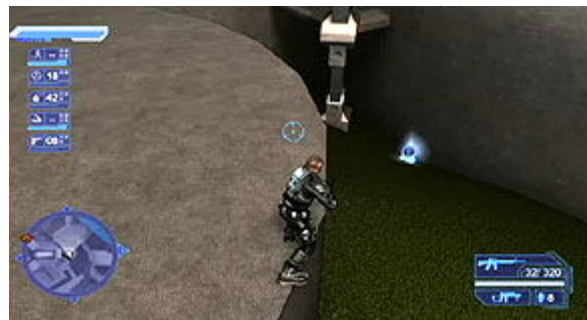
5 - On the top level of the keep, check behind the northern tower.



6 - High up the southeastern tower on the backside.



7 - In a grassy corner on the northern side, near the tennis courts.



8 - About halfway up on the backside of the southwestern tower.



9 - Look on the coast line on the west side for this orb.



10 - You can see this orb through a the slit - take the nearby staircase to reach it (just above the tennis courts).



11 - In a ditch bordering the tennis courts.



12 - Check behind these pipes on the eastern side of the main complex.



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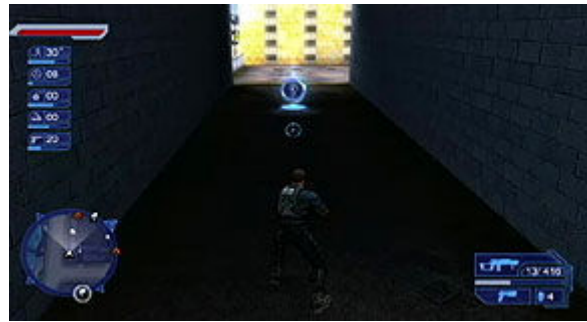
Agility Orbs

Hidden Orbs

1 - On the Police Department's rooftop's backside.



2 - Check inside a hallway of the blue Social Security and Welfare building, on the second floor.



3 - Look in a tunnel left of the south of the East Coast Ferry Co, along the waterfront



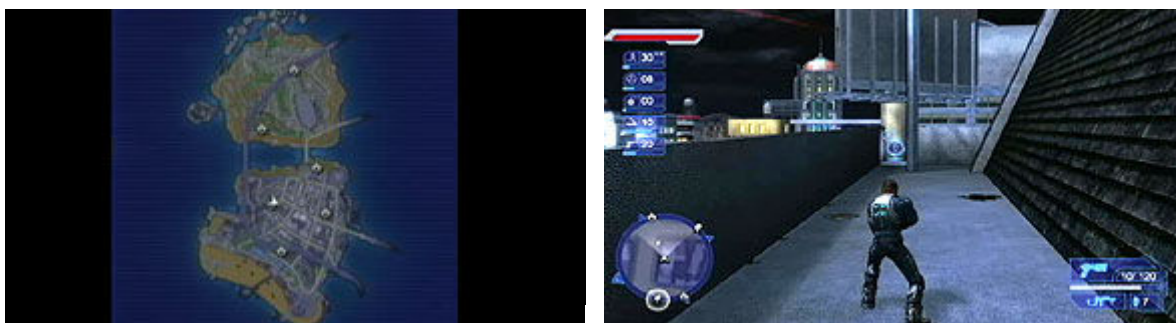
4 - Found inside a pipe above an awning near the bridge connecting Los Muertos to Volk.



5 - Found on the tip of the El Caballo Loco's cathedral's tower.



6 - On the 2nd floor of the El Caballo Loco cathedral, check inside the rim near the billboard.



7 - Look between the supports of the red sky bridge.



8 - In front of the second floor entrance of the Keller's building..



9 - Look for this orb directly behind the Pacific City Bank's Supply Point, two levels up.



10 - On top of a small gazebo directly in front of the Pacific City Bank's Supply Point entrance.



11 - Behind a billboard across from the amusement park.



12 - Inside the amusement park, look inside the "Big Coconuts" booth near the entrance with the clown statue.



13 - On top of the lighthouse behind the amusement park.



14 - At the end of the sunset pier that spirals behind the large domed building.



15 - Inside an alcove on the rocky beach.



16 - Alongside the rocky cliff behind the apartments facing the ocean



17 - On top of a support beam under the eastern bridge connecting the two Los islands.



18 - On the east side of Guerra's nightclub, look for it in an alcove on the second floor



19 - Look on the balcony about halfway up on Pacific City Bank's back side.



20 - Behind a trio of skylights on the backside of the police station, near the top.



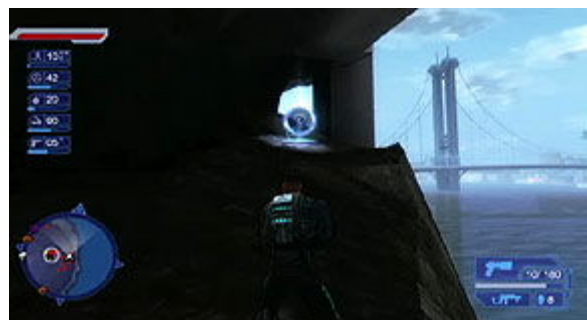
21 - On top of a beam spanning across the road in front of "The Royal Vista"



22 - Enter the hallway behind the "Royal Vista" supply point for this hidden orb.



23 - Drop off the rear of Guerra's nightclub to find an orb along the rocky wall bordering the water.



24 - Follow the rock wall south from the orb mentioned above to find another



25 - Northern island – Under the bridge leading to the other district.



26 - On top of the "AI" sign on the large building.



27 - On the northern island, drive along the main road to spot this orb above one of the tunnel entrances.



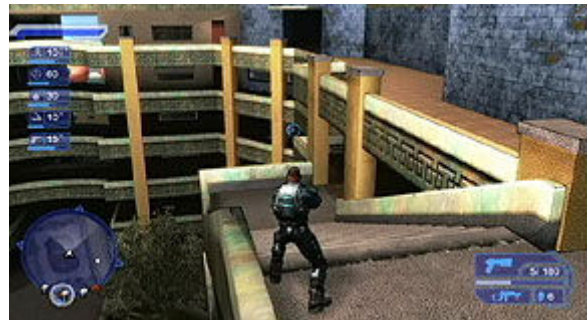
28 - On the northern island, look on the red bridge that spans the valley.



29 - On the rooftop directly across from the west side of the cathedral, you'll find an orb next to an orange fuel tank.



30 - Check on the third floor of this apartment complex.



31 - Look in a corner on the second floor of the orange parking garage.



32 - On top of a walkway underneath the western bridge connecting the two Los island.



33 - On the northern Los island, this orb is between the legs of the large statue on the cliff.



34 - On the northern island, check along the rocks on the east side of the large garage for an orb facing the water,



34 - Follow the cliff side mentioned about south to find another orb by a tree (east of the garage)



35 - Northern Island - On the south side of the garage, look on an edge on the inside of the canyon for it.



36 - Northern Island - Just south of the Garcia Supply Point (and large statue -, there's an orb on a small hill amongst a few trees



37 - This orb is located in a hallway on the second floor of the orange building across the street from the Department of Public Works.



38 - Head into the alley directly across the street from the Hillside Housing complex. Follow the stairs down for this orb.



39 - On top of a support beam underneath the northeastern bridge heading to Volk.



40 - Climb the staircase on the backside of the Los Banditos restaurant (near the tunnel leading from the agency - to find an orb on the balcony.



41 - Below the waterfront shopping center (comprised of several wooden buildings - look for a tunnel on the beach that yields this orb.



42 – This orb is at the top of the staircase that leads to the roof of the Pacific City Garage.



43 – Amongst the rocky terrain behind Guerra's nightclub.



44 – In a corner of the Sprint's store 2nd floor.



45 – Northern Island - On the roof of Garcia's mansion.



46 – Behind a wind powered generator north of Garcia's mansion.



47 – Between two large rocky mountains in the ocean behind the lighthouse.



48 – Southern Island – On the third vacant floor of the building shown.



49 – Behind the red building with the billboard on top.



50 - Southern Island - On top of the clock tower.



51 - Look behind this set of building to find an orb along the waterfront.



52 - Look around the Social Security Supply Point for this orb.



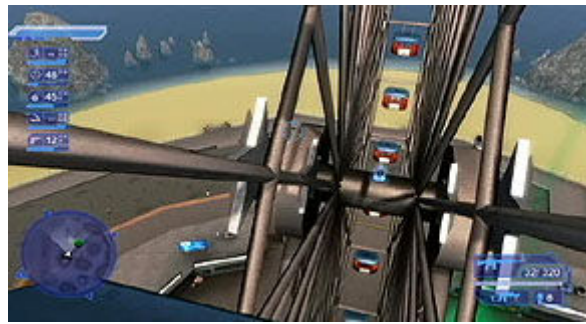
53 - This orb is obscured by a bush, next to a support beam below the southern bridge that connects to Shai-Gen.



54 - Underneath the pier that leads to the lighthouse near the amusement park.



55 - On a peg in the very center of the ferries-wheel.



56 - This orb is inside the domed building, at the end of the pier.



57 - Inside a crater on top of the large rock formation on the west side of the beach.



58 - Take the tunnel right next to the orb mentioned above, and follow the left wall for another orb.



59 - Continue following the wall mentioned above for an additional orb.



60 - From the tunnel entrance of the orb mentioned above, follow the right wall for yet another orb.



61 - Look for an orb below this arch, on the beach.



62 - Look alongside this rocky wall that separates the beach from the tennis courts.



63 - This orb can be found on the rocky hillside that borders the ocean, near Alvarez's domain.



64 - Look for an orb beneath this bridge, near the yellow parking garage.



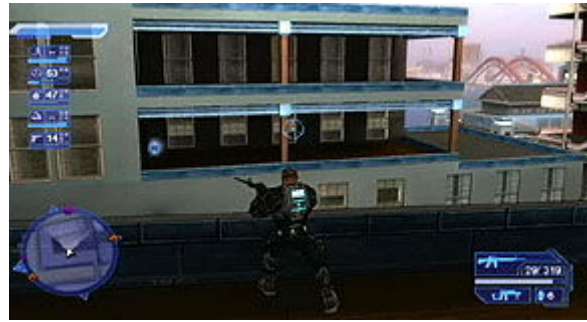
65 - Beneath the southern half of the eastern bridge, which connects the two islands.



66 - Beneath the northern half of the eastern bridge, which connects the two islands.



67 - Look on the second floor of this housing complex.



68 - Below "The Number One" sign.



69 - Near the top of this building.



70 - Behind the "U Pay Stay" sign.



71 - Behind the "Cluckin' Good Chicken" sign.



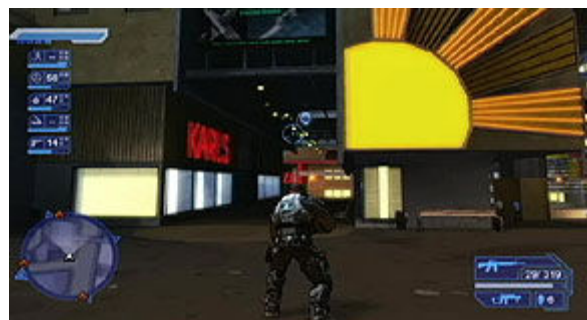
72 - Look for an orb on the 4th floor of this apartment complex, near Sanchez's domain.



73 - Below this blue sky bridge.



74 - On a beam in the hallway behind the "Sun" building.



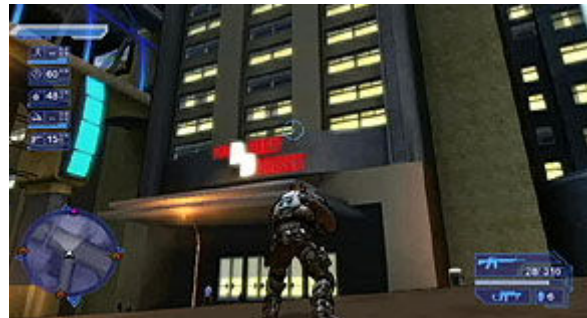
75 - Hidden behind a fence, near the "Speedy" gas station (Note: Because of the way Crackdown renders orbs, this orb will appear to be invisible if looked at through the fence, so make sure to jump over it.)



76 - On the roof of "U Pay Stay."



77 - Climb to the top of "The Daily Digest" building and look for the orb at the bottom of a stairwell on the rooftop.



78 - In a gap between the rocks, near the base of the northern half of the western bridge connecting the two islands.



79 - Look for it in a water passageway below Garcia's domain.



80 - Near a tree northeast of Garcia's domain.



81 - This orb is in a rocky alcove near the lighthouse, and is accessible from the ocean.



82 - Swim around the outside of the rocks near the lighthouse to find this in a valley between two rock pillars.



83 - Look for this orb amongst the rocks near the bridge connecting the two mountain-sides.



84 - In a hallway of the "Radio PFAN 410" building



85 - his orb is inside a pipe on the east side of Diaz's garage.



86 - Underneath the northern bridge leading from Los Muertos to Shai-Gen.



87 - This orb is inside a cavern accessible from the northern side of the island. It's near the dock, below the lighthouse. Look for the orb on top of the hallway entrance.



88 - This orb is being held by a crane, just south of the lighthouse. Drop into the hole to grab it.



89 - Look for this orb high-up in an alcove on the east side of the lighthouse.



Secrets

The Agency

Los Muertos

Volk

Shai-Gen

Agility Orbs

Hidden Orbs

1 - After crossing the southernmost bridge from Los Muertos to Volk, look for an orb on top of the red archway as you enter Volk.



2 - Southern Island – On a pipe that wraps around a blue building on the northern half of the island, near the smoke stacks.



3 - Southern Island – This orb is resting on top of a beam of the Hi-Power building, near the smokestack on the northern side



4 - From the archway near Masha's SuperMarket leading into the "Hi-Power" section, enter the alley directly across the street to find the orb on top of a beam.



5 - On the northeastern section, look for this orb on top of a pipe that connects three large silver-colored cannisters.



6 - Look on top of a walkway inside the western-most smokestack accessible from the bottom.



7 - Behind this structure is an orb.



8 - On a walkway on the east side of the structure shown above.



9 - On top of a beam that connects two buildings near the center of the southern island, near the Maxims building.



10 - Resting atop a steel pipe on top of the "City Auto Repair" building.



11 - On top of this exhaust pipe.



12 - The orb rests on the yellow logo at the top of this building.



13 - This orb sits on top of the "hand holding a red ring" statue.

14 - On top of one of the vertical beams



15 - On a pipe sticking out of the building directly north of the building mentioned above.



16 - An orb is resting on top of the star logo on "The Cells" hotel.



17 - On the shipping dock's east side, look for this orb on top of a red transport machine.



18 - In the shipping area with the four cranes in a row, an orb is positioned on the edge of the crane 2nd from the west



19 - There are two cranes facing the boat in the shipping yard. Look behind one of the wooden buildings near them one for an orb.



20 - An orb can be found on top of the 2nd bridge from the east that connects the northern and southern islands.



21 – Look for this on top of a oil pipeline that stretches across the freeway.



22 - Follow the pipe mentioned above to a concrete building on the ocean (prior to the oil platform). There's a platform on the back of that building that conceals the orb.



23 - On the eastern most bridge that connects the northern and southern halves of the island, look for the orb on top of the grated portion



24 - On the eastern most bridge that connects the northern and southern halves of the island, look for the orb on top of the grated portion (just north of the one mentioned above)



25 - On the freeway, look for the orb on top of the off ramp sign.



26 - Northern Island - Check along a rocky ledge near this building.



27 - An orb is on a pipe protruding from this building, near the Alcove.

28 - Look behind the KVBS Radio building for an orb on the second floor.

29 - Look for this orb on top of the building in the water.



30 - Look for this orb amongst the rocks near the water.



31 - On a pair of oil pipes that span the canal between the northern and southern islands.



32 - The orb is hidden in a recession at the top of this blue container. 33 - In the shipping yard, you'll find one on a platform near the 2 smoke stacks. 34 - In the shipping yard, look inside the recession at the top of this blue container for an orb.



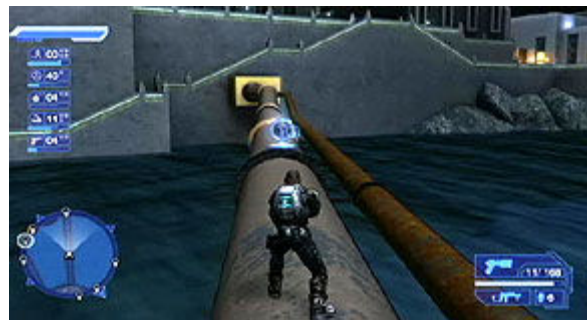
35 - In the northwest corner of the shipping yard, you'll find an orb above two suspended pipes.



36 - Check on top of a pipe that connects the northern and southern halves of the island.



37 - Check on top of a pipe that connects the northern and southern halves of the island.



38 - On the southern island, look behind the Newsworthy building on a 2nd story walkway for this orb.



39 - On the edge of the red oil pipe that leads to the oil factory.



40 - Northern Island - On the end of the long dock in the northwest corner.



41 - Southern Island - Underneath the eastern side of the bridge that leads to Los Muertos.



42 - Look for this orb at the entrance to the computer room on the west side of Morgan's Warehouse, near the docked oil tanker in the shipping yard.



43 - West of the shipyard, look inside the hallway of this apartment building for an orb by the staircase.



44 - Look inside the northeastern tower of Rabotnikov's island for this orb.



45 - On top of a small rocky island east of Rabotnikov's island.



46 - Facing Rabotnikov's island's south entrance, look for this orb on the rocky mountain to the left.



47 - This orb can be found inside a small hut on the path leading to Rabotnikov's island.



48 - An orb rests atop the high rocky mountain on the northeastern corner of Rabotnikov's island.



49 - In Romanova's mountain valley, look for an orb in an alcove with a pipe in this building.



50 - Inside a chimney on the east side of this building in Romanova's mountain valley.



51 - Behind the row of houses in the back of Romanova's mountain valley area.



52 - In Romanova's mountain valley area, look for a tunnel high up in the northeast corner that leads to an orb.



53 - Romanova's mountain valley conceals an orb high on a ledge on the east side.



54 - Northern Island – Just before the bridge leading to Shai-Gen, check out the eastern mountains for this orb.



55 - Southern Island – On top of some pipes halfway up the lower portion inside the huge oil rig structure.



56 - At the base of the tower that tops the oil platform (where Golyak was), you'll find an orb on the end of a beam



57 - This orb is on a support beam of the red bridge that connects Volk to Los Muertos.



58 - Look beneath the row of yellow canisters.



59 - Drop down one of the grates near the yellow canisters mentioned above to find an orb at the end of the sewer.



60 - At the top of the smokestack, nearest the cranes.



61 - At the top of this smokestack.



62 - On a platform halfway up the structure with the several chrome pipes.



63 - At the top of this bridge that connects Volk to Shai-Gen (climb the support ropes to reach it -



64- Check the rocky shoreline beneath the eastern bridge that connects Volk to Shai-Gen for this orb.



65 - In front of the billboard above the tunnel in the northeast.



66 - This orb is along the shoreline near the oil refinery.



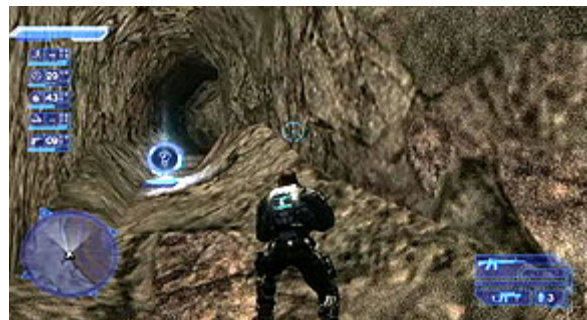
67 - Inside the guard tower right of the entrance (use the platform on the right to leap into it).



68 - Look inside the container the steel pipe drops off into, near the north side of the canyon.



69 - Look inside the tunnel on the second level, furthest to the east.



70 - Under this bridge, which connects the northern and southern Volk islands



71 - The first building leading to the oil platform in the water has an orb on its backside.



72 - On top of a pipe beneath the structure just before the oil platform.



73 - This orb is located on a small platform on the north side of the oil rig (it's easiest to spot if you take the ramp from the top floor of the building just before -).



74 - Behind this building in the southeast corner of the shipping yard.



75 - At the end of this crane (second from the east, on the south side of the shipping yard).



76 - On a wooden platform behind this building, in the southwest corner of the shipping yard.



77 - In the entrance, at the base of this building on the west side of the shipping yard.



78 - Just around the corner from the orb mentioned above, you'll find another orb on the ground floor at a second entrance.



79 - Enter Morgan's Storage and Shipping building (the one with the control panel, next to the docked ship_ - through the loading bay door, and look for the orb on the center walkway.



80 - This orb is on a pipe, positioned between two on the west side.



81 - Climb the staircase of the building near the Waterfront Collective strip mall.



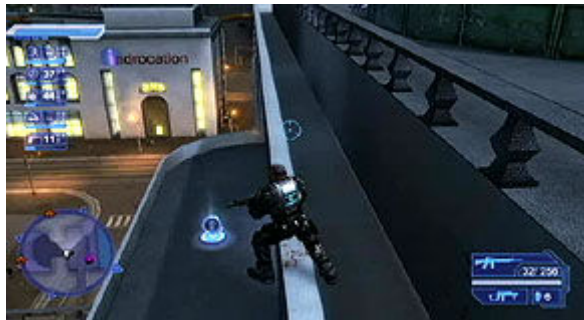
82 - This orb is on a pipe below the western most bridge connecting the northern and southern islands.



83 - Look in the tunnel just below the second bridge on the west side.



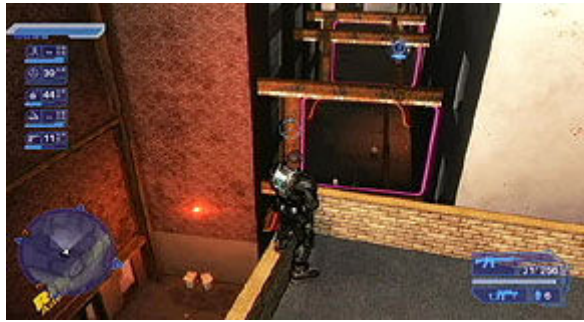
84 - This orb is on the balcony of the town square's white building.



85 - Check on the back of one of the waterfront houses.



86 - On a beam located connecting several buildings (look for it behind "Pumpers")



87 - On top of a walkway, beneath the base of this smokestack near the Hi-Power plant.



88 - Look in smokestack next to the one mentioned above for another orb.



89 - On the south side of the domed building.



90 - In the room next to where you fought Biragov, look on top of beams.



91 - Behind this striped smoke stack.



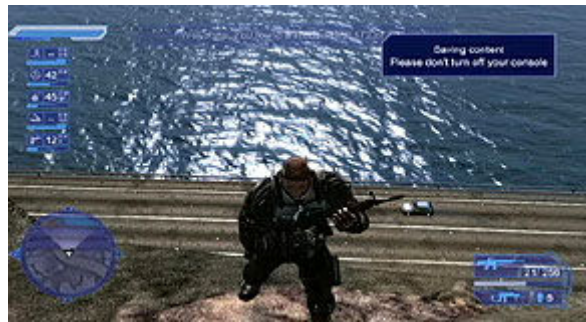
92 - On some rocks sticking out of the ocean near the eastern red bridge connecting the north and south islands.



93 - This orb is on top of the northern side of the eastern bridge.



94 - Above the road on the side of the mountain (climb over to it from the other side of the mountain).



Secrets

The Agency

Los Muertos

Volk

Shai-Gen

Agility Orbs

Hidden Orbs

1-25 | 26-50 | 51-75

1 - Look behind three draped flags on the side of this building



2 - Follow the building shown above to the backside for another orb.



3 - On the southern portion of the central island, an orb can be found at the very top of this building.



4 - About halfway up Wang's tower's east side, look for an orb on an open floor.



5 - Long on top of the film statue in front of the Pariadiso building on the central island,



6 - Central island - At the top of the Forbes & McCalister building near the center of the island.



7 - At the top of a tower (located south of Wang's tower).



8 - Northern Island – On top of this building on the northern half of the island.



9 - Northern Island – On top of this gazebo the northern half of the island.



10 - Northern Island - Between the three billboards on top of the Hightower parking structure.



11 - Southern Island – Look on a balcony accessible from the rooftops south of the New Bohemian Studios sign



12 - Northern Island – Look in the hallway along the waterfront beneath this building for an orb.



13 - Southern Island – On top of the Brilliant Rise building.



14 - Southern Island - Look behind the "111" sign on this building.



15 - Central Highland – Inside a small alcove atop a hotel on a small island, in the northwest tip.



16 - Follow the rocks in the ocean behind the Agency's tunnel to find another orb.



17 - Pick up the grate and drop down and head north to find another orb.



18 - Red Cherry Hotel – Near Cowell's building, look on top of a ledge near the entrance



19 - At the base of the Pogo building, look in an alcove for this orb.



20 - At the very tip of Cowel's tower, on top of the dome.



21 - Near Czemenko building, look for this orb in a gap between the walls, accessible from the rooftop.



21 - Inside Wang's tower, on top of a yellow tube.



22 - On the bridge leading from Los Muertos to Shai-Gen, look for the orb on the northern most platform.



23 - Underneath the western side of the southern bridge leading from Shai-Gen to Los Muertos.



24 - This orb is on top of the eastern most support of the bridge south bridge connecting Los Muertos to Shai-Gen.



25 - Look at the base of a staircase under the western side of the northern bridge coming from Los-Muertos.



26 - An orb is located on a staircase on the northern side of Czernenko's domain.



27 - Inside the dome where Oakley was, an orb can be found on top of the central support beam.



28 - There's an orb wedged between the blue vertical columns of this skyscraper.



29 - Look inside the southern entrance to the "Hightower Parking" complex.



30 - On top of the trio of billboards that are at the peak of "Hightower Parking."



31 - Look on the second floor balcony of this building to find another orb.



32 - Look in the gap between the two buildings shown for an orb.



33 - Look for a short tunnel along the northern side of the canal for this orb.



34 - On the west side of Rzezniak's domain, look for an orb on the coastline.



35 - This orb is on a high platform on the Rzeznik facilities' north side.



36 - On the bottom floor of Rzeznik's facility, look on the eastern side for an orb on top of a machine.



37 - Check under this bridges which connects the middle island to the southern island for an orb.



38 - On the top balcony of the building just south of Rzeznik's facility is an orb.



39 - Check among the rocky shoreline beneath the road on the east side.



40 - This orb is on top of a support beam of the easternmost bridge leading to Volk.



41 - On the eastern side of the eastern bridge leading to Volk, an orb can be found on a small ledge protruding from the bridge.



42 - Check under this viewing deck along the waterfront for an orb.



43 - On the rooftop of the "Manority Corporation building."



44 - Along the waterfront on the south side (near the Agency tunnel -, look for the orb in a small alcove.



45 - Take the staircase near the southern most bridge connecting the center and south islands to find an orb in a passageway beneath the bridge.



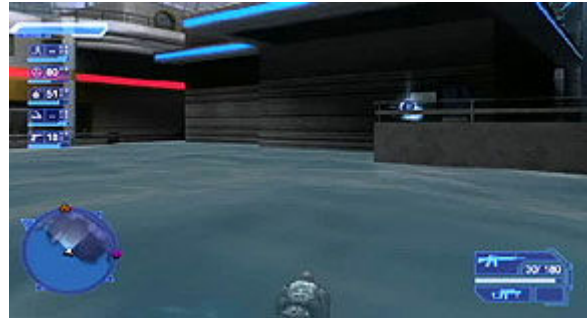
46 - Another orb is positioned underneath this blue sky bridge.



47 - This orb is located at the base of a staircase just west of Yin's glass dome (on the top level).



48 - An orb is located behind the building next to the "Dead Cat Bounce" building.



49 - An orb is located behind the "Dead Cat Bounce" building.



50 - In the ally, next to the 1941 building.



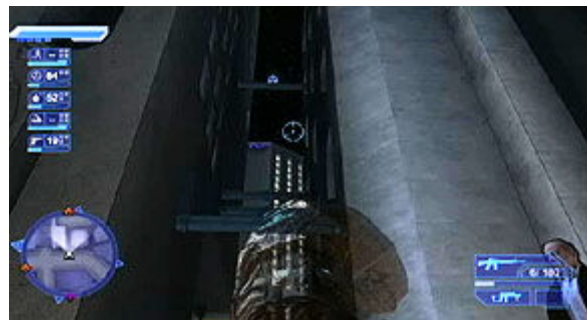
51 - On some pipes, near the arch.



52 - Lodged in the entrance to this building.



53 - High up on these pipes, near the "film" statue.



54 - On the backside of the "Central Point" building, look for a triple arch between two tall buildings – the orb is on top of a ledge there.

