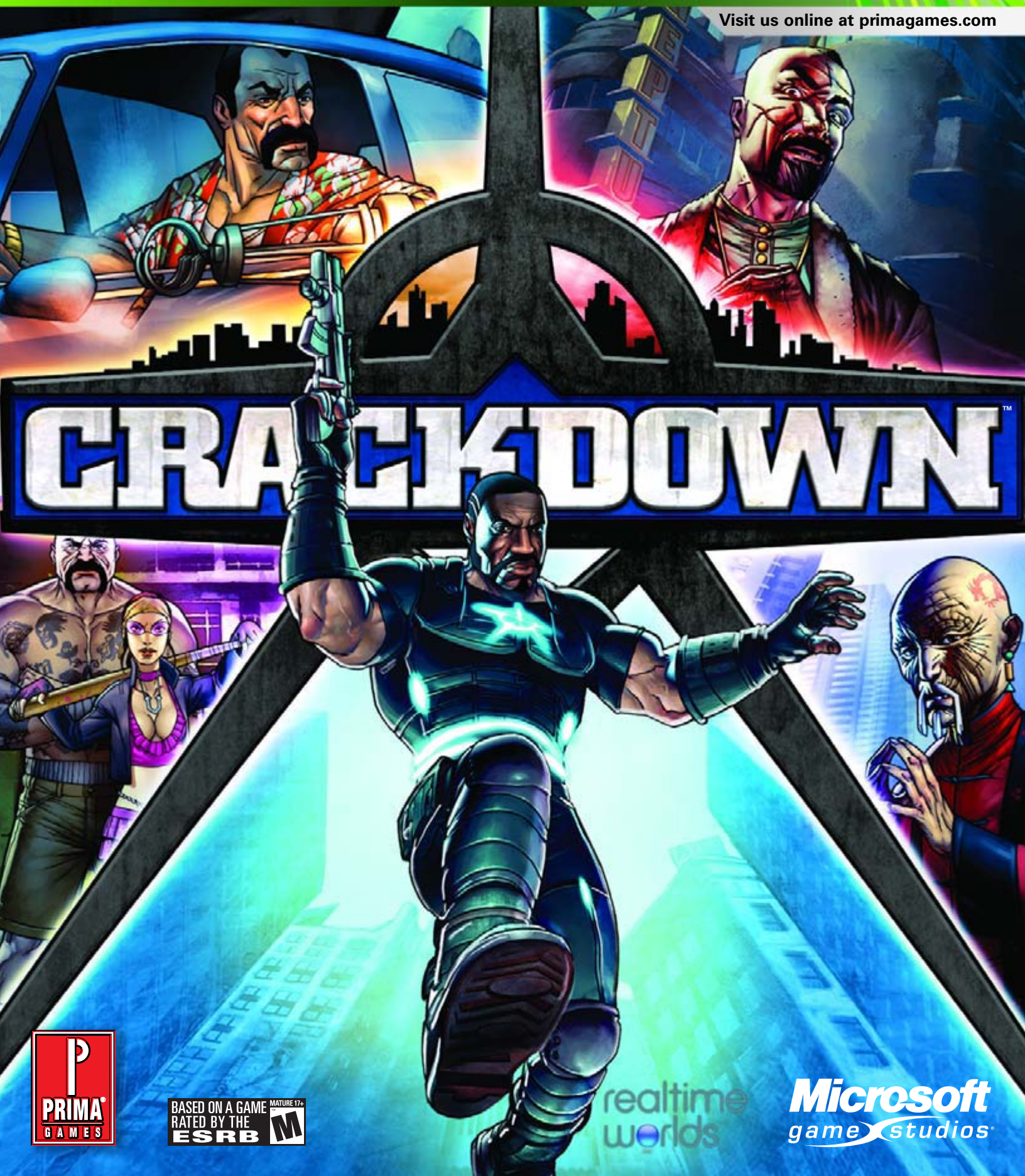


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# CRASH DOWN



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## PRIMA OFFICIAL GAME GUIDE

Written by Fernando Bueno

In game content by Gary Penn

### Prima Games

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We want to hear from you! E-mail comments and feedback to [fbueno@primagames.com](mailto:fbueno@primagames.com).



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## Introduction

### WELCOME TO PACIFIC CITY

Welcome to the fold, Agent. If this is your first visit to Pacific City, then you're in for a treat...after you put in some work, of course. Pacific City was once a vibrant city teeming with happy citizens, bustling about their business. Unfortunately, over the years, three major crime syndicates have taken over and infested their respective islands with organized crime.

Conventional methods of dealing with organized crime have met with failure. That's where you come in, Agent. As a result of our Human Modification program, we're counting on you to clean up the city and do what ordinary Peacekeepers could not. With that in mind, consider this book your field manual. Use it to find your way around the city's three main islands, infiltrate all Boss sanctuaries, locate valuable Agency Agility Supplements and Agency Supply Points, and even coordinate with another Agent to take care of business. This book is like your best friend—you can count on it.

### USING THIS FIELD MANUAL

The contents of this book are for your eyes only, Agent. At no point should any of Los Muertos, The Volk, or a Shai-Gen Soldier ever lay eyes on it. Should it fall into the wrong hands, not only will you pay with your job, but the security of the Agency and our Human Modification program will be severely compromised. We don't want that, do we?

All warnings aside, you probably have questions. And that's ok; that's what our intelligence network is for. For answers to questions about each of the three gangs and their Kingpins, refer to the specialized sections later in this field manual. Turn to the walkthroughs for each gang for everything you need to know about Los Muertos, The Volk, or the Shai-Gen respectively. The manual is divided in such a way that everything you need to know about each gang is in its own compartment.

Aside from that, this field manual is peppered with Directives, Intel, and Cautions. See below:

#### Directive

DIRECTIVES MAKE YOU A MORE EFFICIENT AGENT. SKIP A DIRECTIVE AND YOU'LL BE FOREGOING VALUABLE INFORMATION THAT COULD MAKE YOU A MORE EFFICIENT KILLING MACHINE... IN THE NAME OF JUSTICE, OF COURSE. DIRECTIVES HELP YOU REACH YOUR FULL POTENTIAL.

#### Intel

INTEL ARE PIECES OF INFORMATION MEANT TO KEEP YOU INFORMED. THEY MAY BE ABOUT A GANG, ITS LEADER, AN AREA, OR EVEN THIS FIELD MANUAL. INTEL ARE NOT CRITICAL, BUT THEY CAN BE VERY INFORMATIVE. YOU *DO* WANT TO BE SMARTER, DON'T YOU, AGENT?

#### CAUTION

THESE CAUTION BOXES WILL SAVE YOUR HIDE, AGENT. UNLESS YOU HAVE A DEATH WISH, PAY CLOSE ATTENTION TO THESE. THEY CAN KEEP YOU OUT OF A SLING AND ON THE STREET, FIGHTING CRIME, WHERE YOU NEED TO BE.

#### CO-OP CRIME FIGHTING

These sidebars are chockfull of information for cracking down on crime Co-op style. Get another Agent to join you and check these sidebars for tactical information on tackling even the toughest assignments.

You're ready to continue. The next section provides training on the enhancements you've undergone thanks to the Human Modification program. Welcome to the field, Agent.

### Cleaning Pacific City Alone—Solo Campaign

The Solo campaign is just as it sounds, Agent: you against the scum infesting Pacific City. You go at it alone with only the Agency network supplying you with information.



## INTRODUCTION

Remember, no one will be watching your back, so keep this field manual close by in case you need help. Keep in mind, though, that although the strategy provided in this field manual is infinitely useful, it is not the only way to get things done.

### Take On the City in Tandem—Co-op Mode

If you happen to come across another Agent, you can team up to bring down all Bosses and Kingpins. During a Co-op campaign, you and a partner can choose to either divide and conquer, tag-team, or concentrate on completely different things.

It's really up to you and your partner. The rest of this field manual, however, contains Co-op strategy in the Co-op Crime Fighting sidebars. Consider them suggestions, not rules.



### On the Clock—Time Trials Mode



After you trigger the dossier for a boss by getting close to the mission area, that mission is unlocked in Time Trials mode. There you can tackle any previously

completed assignment while being timed. The faster you do it, the better your score.

Once you're engaged in a Time Trial, the immediate area surrounding the enemy compound is blocked off, at which point it will be you, the Boss or Kingpin, and his lackeys. Try different strategies to get your best possible time.

#### Intel

YOU START ALL TIME TRIALS WITH YOUR CURRENT ABILITIES. SO IF YOU TAKE ON LOS MUERTOS TIME TRIALS AFTER REACHING THE SHAI-GEN AREA, YOU HAVE ALL THE ABILITIES AND WEAPONS YOU'VE ACQUIRED.





## Cracking Down

### YOUR NEW IMPROVED SELF

As a modified human, you're more akin to a super soldier than your former human self. Then, you were an officer; now, you're a super Agent.

Along with enhanced abilities, you're also equipped with state-of-the-art technology as represented in your heads-up display (HUD). By knowing what is indicated on your HUD, you can keep track of the streets, your modifications, and your weapon and ammo count.

### Ability Enhancements

#### Agent Abilities

#### Regenerating Shield

#### Current Cartridge

#### Total Ammo Count

#### Map

#### Primary Weapon

#### Back-up Weapon

#### Grenade

As a product of the Human Modification program, you are not like our other Peacekeepers. All abilities pertinent to your crime fighting skills have been enhanced, allowing you to jump higher and farther, shoot more accurately, drive cars more efficiently, lift and throw heavier objects, and even produce bigger and deadlier explosions than normal Agents of the law.

You can also improve your abilities as you clean Pacific City. That means that the more you lift objects and use them to stop crime, the stronger you'll get. Similarly, the more you use explosives against enemies, the stronger your explosions become. Get it, Agent? If not, see below for a detailed explanation of your skills and abilities.

#### Directive

YOU CAN ALSO USE HIDDEN ORBS TO IMPROVE ALL SKILLS SIMULTANEOUSLY OR GREEN AGENCY AGILITY SUPPLEMENTS TO INCREASE YOUR AGILITY.

SIMILARLY, SUCCESSFULLY COMPLETING ROOFTOP RACES INCREASES AGILITY, AND ROAD RACES INCREASE DRIVING SKILLS. BOTTOM LINE: THERE ARE DIFFERENT WAYS TO BECOME A BETTER AGENT, SO KEEP YOUR EYES OPEN AND ALWAYS BE READY TO ACT.

#### Agility

#### Driving

#### Explosives

#### Strength

#### Weapons

#### Percentage to Next Star

#### Ability Icon



#### Current Star Rating



The game uses star ratings for each Skill. A new player begins with zero stars for an ability and works to develop each star, up to four stars. After you max a specific ability, its percentage counter is blanked out to indicate that the ability is maxed out (instead of a fifth star).

### Between the Cracks...

"Some of the NPCs, particularly the Peacekeepers, say interesting things: 'I hear a 4-star Agent's spit can kill you.'"

—Tiffany Walsh, *Crackdown* team

### Agility

Of your abilities, Agility is perhaps the most important. It allows you to jump higher and farther than a normal human. This ability gets you to the tops of important buildings and allows you to scale otherwise impenetrable walls.



You can't get to certain places without a high Agility rating, so keep your eyes to the sky and sooner or later you'll be flying up high.

Increase your Agility ability by:

- Killing enemies from high places
- Finding Agency Agility Supplements
- Finding Hidden Orbs
- Completing Rooftop Races
- Taking out Kingpins

## Directive

MAKE AGILITY YOUR PRIMARY FOCUS WHEN INCREASING YOUR ABILITIES. YOU CAN USE DRIVING, WEAPONS, EXPLOSIVES, AND STRENGTH TO DISPATCH ENEMIES, BUT ONLY AGILITY GETS YOU WHERE YOU NEED TO GO.

## Driving

You may be able to get around the city on foot, hopping from rooftop to rooftop, but you're an Agent of the law. As such, you must get from place to place quickly. For that, you need a vehicle.



The Agency doesn't care if it is a Shai-Gen luxury sedan or the Agency SUV, as long as your Driving skills are constantly improving. You're better off using the Agency vehicles because they are tailored to your abilities, but in a pinch, any car will do.

Increase your Driving ability by:

- Killing enemies while in a car
- Completing Driving stunts
- Finding Hidden Orbs
- Completing Road Races
- Taking out Kingpins

## Explosives

Your Explosives ability is invaluable. Capable of eliminating multiple enemies at once, explosions are like an Agent's K-9 unit; sic them on your enemies and stand back while they do all the dirty work.



As you increase your Explosives ability, any explosions you cause—whether from rocket launchers, grenades, or exploding vehicles—increase in diameter and destructive force.

Increase your Explosives ability by:

- Killing enemies with grenades
- Killing enemies with rockets
- Killing enemies with exploding vehicles
- Finding Hidden Orbs
- Taking out Kingpins

## Strength



As a Modified Human, your strength and muscle mass are way above the norm. At first, you can lift an object weighing nearly 200 pounds and

throw it 100 feet. As you exercise your Strength, your ability to pick up heavier objects and throw them farther will increase.

Eventually you will be able to lift large vehicles and toss them at groups of enemies. Until then your only recourse is to lift as much as you can, and to use your Strength ability against the evil forces corrupting the city.

Increase your Strength ability by:

- Killing enemies with heavy objects
- Killing enemies with melee attacks
- Finding Hidden Orbs
- Taking out Kingpins

## Weapons

You may have gone through target practice and arms training as a recruit, but you're in the field now, Agent. This is not a test; this is a live assignment. Your Weapons ability is perhaps your second most valuable ability (second to Agility).



Because firearms are your primary form of assault on crime, your Weapons ability is very important. By increasing your Weapons ability, your accuracy will sharpen and your deadliness with a firearm will be unparalleled. Boost this ability, Agent, and your enemies will not be safe high or low.



Increase your Weapons ability by:

- Killing enemies by shooting them
- Finding Hidden Orbs
- Taking out Kingpins

## Enhanced Targeting Reticle



Thanks to the Human Modification program, you've gained the ability to target specific body parts while locked on to an enemy. Obviously, certain

weapons, such as a sniper rifle, are more effective in targeting than others, but you can aim every weapon (except rocket launchers and grenades) at the head, torso, either arm, or legs.

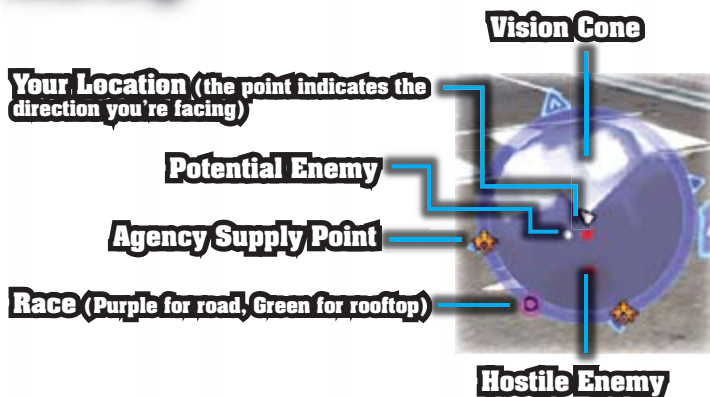
Once you've locked on to your enemy, a series of targeting arches converge around your reticle. The closer the arches are to the center of the reticle, the more accurate your shot will be.



### Directive

CROUCH TO STEADY YOUR SHOT AND AIM MORE ACCURATELY. IF YOU RUN AND GUN, YOUR SHOTS WILL BE WILD AND MOST WILL MISS THEIR MARK.

## HUD Map



Situational awareness; do you know what that is, Agent? It means being aware of your surroundings and the situation at hand. As much as you may want to storm into an area and take a bite out of crime, don't.

Running blindly into a situation without being aware of what awaits is foolish. The Agency has invested a lot in you, so don't waste it. Use the map in your HUD to make better decisions during any given situation.



### Directive

OCCASIONALLY THE MAP SHOWS LOS MUERTOS, VOLK, OR SHAI-GEN GANG ICONS NEARBY. THESE ARE KINGPIN LOCATIONS. IF YOU SEE ONE, IT MEANS YOU'RE CLOSE TO SCUM. GO CLEAN IT UP!

## Intel

WE CALL THIS YOUR HUD MAP BECAUSE THERE IS A SECOND, LARGER MAP AVAILABLE IN THE PAUSE MENU. WHILE THE PAUSE MENU MAP OFFERS A LARGER VIEW OF THE ENTIRE CITY AND ALLOWS YOU TO PLAN YOUR STRATEGY FAR IN ADVANCE, YOUR HUD MAP IS BEST SUITED FOR KEEPING TRACK OF THE ACTION IN THE IMMEDIATE VICINITY.

## AGENCY TOOLS

You may be out there on your own, except when you're taking on the city in tandem, but you're never without the Agency's help. We've strategically placed Agency Supply Points, Hidden Orbs, and Agency Agility Supplements (among other things) out in the city for you to use. Read on to see what they do.

## Agency Agility Supplements

These green orbs are littered about Pacific City. Usually they are placed in hard-to-reach places where only a Modified Human Agent can reach them.

Otherwise, we'd be handing Agency biotechnology over to Los Muertos, The Volk, and Shai-Gen Soldiers.

When you locate one, take note of how many circles float above the main orb. The more circles, the tougher it is to get, and the higher Agility increase you'll get from acquiring it. Naturally, orbs that yield the highest amount of Agility increase are placed in the highest buildings and hardest-to-reach spots. Whenever you're near one, listen for the pulsating sound; it's faint at first, but the closer you get to it, the louder it becomes.



## Hidden Orbs



Like the Agency Agility Supplements, these Hidden Orbs augment your abilities. Only instead of augmenting just one, these boost all five of your

abilities. Unlike the Agency Agility Supplements, these Hidden Orbs won't always be atop buildings and skyscrapers.

Instead of hard to reach, these orbs are hard to find. Find them in Pacific City's nooks and crannies. Like the Agency Agility Supplements, these have a distinct sound to them. Their glow also emits a soft humming buzz that indicates you're near.

### Between the Cracks...

"You don't get experience for orbs you collect after you die. Take risks collecting orbs, but make them calculated risks."

—Jami Johns, *Crackdown* team

## Agency Supply Points

These Agency Supply Points were once a part of our Agency network. Now they've been taken by the very forces we're out to stop. Los Muertos, The Volk, and the Shai-Gen have captured these valuable portals.



Before you recapture them, they blink orange and white on your HUD map. Once you've reacquired them, they stay orange. Use reacquired Agency Supply Points to stock up on weapons and to travel between other Supply Points around the city.

### Directive

INCREASE YOUR ARSENAL! AFTER PICKING UP AN ENEMY'S WEAPON, HUSTLE BACK TO AN AGENCY SUPPLY POINT AND ENTER. THE WEAPON WILL BE STORED FOR FUTURE USE AND BE MADE AVAILABLE AT ALL AGENCY SUPPLY POINTS...PROVIDED YOU'VE RECAPTURED THEM OF COURSE.

## FIGHT CRIME YOUR WAY

Once out on the streets of Pacific City, you face seemingly endless waves of gang members. Rest assured, Agent, that Los Muertos, The Volk, and Shai-Gen operatives won't hesitate to put a bullet in your back. Hell, they won't hesitate to put a rocket in your back either.

That's why you have to be prepared to wage a war on crime in a multitude of ways. The city is a safe haven for evil-doers and is littered with weapons of all kinds. sniper rifles, different types of grenades, lighting poles, construction materials, cars...you name it. If you can wield it, it's a weapon. Yes, Agent, that includes the bodies of enemies you've recently eliminated.

## Leaps and Bounds



Jumping as an attack? Maybe not. But landing, that's deadly. Your exceptional Agility allows you to scale to heights no other Peacekeeper can reach. From

there you can either snipe your enemies and rain death from above, or you can just rain Agent from above.

If you jump down from the top of a building and land on an enemy's head, you'll cause some serious damage. Of course, this should never be your primary form of attack because it is not extremely lethal and it takes a lot of practice, but it is a great way to get the jump on rooftop-bound gang members.

## Up Close and Personal

Your fists and feet are just as good as your primary and back-up weapons. Should you run out of ammo, they are great replacements and never need reloading.



The only drawback is that you have to get in close quarters for close-quarter combat. You're exposed and in danger of taking excessive damage, but you're close enough to inflict major damage. You have super strength, Agent! Use it.

### Directive

IF THE ENEMY IS TOO CLOSE FOR COMFORT, YOU CAN SMACK HIM WITH THE BUTT OF YOUR WEAPON BY USING **®**.



## Crushing the Competition

Your expert martial arts training isn't the only thing your super strength is good for, Agent. Sometimes you have to improvise out in the field.

That's when your environment comes into play. While you can destroy your environment in an attempt to stop crime, the Agency doesn't encourage it.

However, should you find yourself in a pinch, you can pick up vehicles, explosive tanks, construction materials, and so on to crush crime. You can even take your improvised weapons up high. Just pick up a vehicle, for example, by holding **Ⓢ**, jump to a high vantage point using **ⓐ**, and chuck it at your enemies with **Ⓡ**.



## Precision Shooting



The bulk of your kills will be with a firearm, Agent. Fire your weapon with **Ⓡ**. To switch between primary and back-up weapons press **Ⓢ**. Better still,

you can lock on to your target using **Ⓛ** and cycle through the head, arms, torso, or legs using the right thumbstick. Once you have the enemy targeted, pull the trigger.

Of course, some weapons such as sniper rifles offer even more precise aiming. Press **Ⓢ** to use the scope. Once you're targeting through the scope, use **Ⓡ** to zoom in and **Ⓛ** to zoom out. As always, remember to wait for the targeting reticle to shrink for a better shot.



### Directive

DON'T FORGET TO PRESS **Ⓡ** TO RELOAD. ALWAYS RELOAD DURING A LULL IN THE FIREFIGHT. THE LAST THING YOU WANT IN A FIREFIGHT IS TO BE STUCK WITH AN EMPTY CARTRIDGE AND HAVE TO RELOAD UNDER FIRE.



## Blowing Enemies Away



Though technically not a primary or back-up weapon, grenades are just as valuable a part of your arsenal. To use most grenades, simply press **Ⓡ**

and toss them at your opponents. Some grenades, however, like the Colby Limpet Charge, require you to toss it with **Ⓡ** then hold **Ⓡ** for two seconds to detonate it.

Grenades are a very useful part of your arsenal. They can clear small rooms or rooftops and cause extensive damage to enemies. After blowing up and losing a huge chunk out of their health bars, enemies are set on fire and suffer damage over time.



### Directive

YOU COULD SET AS MANY LIMPET CHARGES AS YOU HAVE BEFORE DETONATING THEM. TRY STRATEGICALLY PLACING THEM AROUND ENEMY COMPOUNDS BEFORE SETTING THE COMPOUND ABLAZE.

## CRIME ECOSYSTEM

Before tackling the filth-riddled streets of Pacific City, you have to know what you're up against. Only a foolish Agent would attempt to blindly take to the crime-infested alleyways and rooftops without proper knowledge of what to expect. For this information, pay close attention to the dossiers in the following chapters.

The only way to successfully rid Pacific City of Kingpins and the crime they commit is to first increase your chances of successful infiltration. To do so, you have to eliminate their criminal support system and add chinks to their armor, so to speak. As is the case with all Kingpins, their Boss network is like armor. Every Boss comprises one piece of the armor needed to keep them safe. If you take out one of their Bosses, the defenses around a Kingpin's compound will weaken.

The Boss network is like a Kingpin's warm blanket. It's time you pulled the sheets and exposed them to the cold, Agent.

### Intel

NOT EVERY BOSS YOU KILL WILL WEAKEN A KINGPIN'S DEFENSES. ONLY ELIMINATING GENERALS CREATES DAMAGING BLOWS TO A KINGPIN'S COMPOUND. SHOULD YOU NEED TO KNOW WHICH ARE GENERALS AND WHICH ARE LIEUTENANTS, OPEN YOUR DOSSIEERS FROM THE PAUSE MENU AND SEE FOR YOURSELF. GENERALS ARE PLACED JUST BELOW A KINGPIN, AND LIEUTENANTS ARE BELOW GENERALS. EVEN CRIME HAS A FOOD CHAIN, AGENT, YOU JUST NEED TO BE AT THE TOP OF IT.

# Burying the Dead

## LOS MUERTOS GANG PROFILE



Los Muertos, "The Dead," have rapidly grown from a petty band of illicit drug dealers into a significant narcotics operation dominating the two islands forming Pacific City's east side; a district now known as La Mugre, "the dirt."

The gang's death designation was originally chosen to strike fear

into those who might dare stand in their way. Now their name is more associated with the consequences of their vile trade. Los Muertos are formidable fighters with remarkable brute strength and brutality to match. They're also renowned vehicle specialists, stealing and customizing the finest cars and vans before using them to great effect in crimes and getaways.

Be aware that La Mugre's south island is packed with rooftops that present an ideal retreat for athletic Agents under extreme duress.

## LOS MUERTOS DOSSIERS

As we mentioned in the Crime Ecosystem section of the previous chapter, to take out a gang's Kingpin, you should start with his underlings. We say "should" because actually, you don't have to. A sufficiently powerful Agent—one who has acquired enough Agency Supplements by other means—can attempt to infiltrate a Kingpin's compound without ever touching one of his Bosses.

In the interests of safety, efficiency, and logical order, however, we provide you with detailed dossiers for every Boss, including their locations, and infiltration strategies for you and a partner, should you choose to take one. The following information was obtained at great cost to the Agency's resources; many men and women died getting you this information, Agent, so put it to good use.





## Juan Martinez

Juan "El Numero" Martinez controls Los Muertos' eyes and ears and, thanks to his loyal "Bangers," knows everything about anything on the streets. Residing in the heart of the multilevel hillside housing area of La Mugre's south island, this manipulative and malicious criminal also holds Los Muertos' purse strings. Martinez puts the gang's ample illegal earnings to especially effective use when threatened...by hiring the best assassins money can buy.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Hillside Housing



## Violetta Sanchez

Violetta "Santa Maria" Sanchez...Hot. Dirty. Deadly. Three choice words used by an undercover officer to describe Los Muertos' persuasive recruiter...before he fell foul of her charms and extreme initiation ceremony. Sex and violence are her favored tools. Beyond a severe beating lies the allure of an endless and effortless supply of the finest women, narcotics, firearms, and vehicles.



Classification	Effect of Elimination	Location
General	Eliminating Sanchez decreases the number of enemies spawned in the Kingpin compound	Apartments



## Jose Guerra

Jose "Tremendo" Guerra uses his failing nightclub on Los Muertos' southern island to ply his vile trade: the manufacture and distribution of a potent and addictive narcotic cocktail. A cunning, cold-blooded character, Guerra takes deliveries of the drugs by day and deals them by night. His operation alone accounts for a significant percentage of Los Muertos' illicit income.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Nightclub



## Rodrigo Alvarez

Rodrigo "Montana" Alvarez knows no morality, fear, or boundaries. This mighty man-mountain rules a brutal pit-fighting operation at his sports complex on La Mugre's south island. He trains the men for his own physical indulgence, typically showing off his prowess in the ring against multiple assailants. The result: Los Muertos are fit and lethal in close quarters combat.



Classification	Effect of Elimination	Location
General	Eliminating Alvarez decreases the Kingpin's guards' health bars by half	Sports Complex





## Between the Cracks...

"Rodrigo Alvarez has one of the few grenade launchers on Los Muertos. If you kill him, be careful not to leave it behind, or you'll be playing a long time without it."

—Jami Johns, *Crackdown* team

Rafael "Chuco" Diaz is a renowned and accomplished car thief, joy rider, and driver. His extensive skills and knowledge are literally a driving force for all Los Muertos behind the wheel. Diaz supervises the creation of Los Muertos' high performance vehicles, from the illegal acquisition of the best civilian transportation available to the extensive customization process. His base of operations is a distinctive garage on La Mugre's northern island where he and his "Easy Riders" regularly race.

### Rafael Diaz



Classification	Effect of Elimination	Location
General	Eliminating Diaz removes the roadblocks barring entrance to the Kingpin's compound	Garage



Ramon "Pistola" Gonzalez is a brutal and volatile man with an unnatural love of the gun. He handles his hardware with psychotic affection...and lethal efficiency. Gonzalez controls the flow of Los Muertos' cutting edge munitions, from frequent deliveries at a secluded north coast cove to distribution to the ground forces.

### Ramon Gonzalez



Classification	Effect of Elimination	Location
General	Eliminating Gonzalez decreases the Kingpin's guards' weapon power	Lighthouse



Don Domingo "El Brazo" Garcia is a tough, intelligent man whose violent temper serves him well as Los Muertos' leader. In the past decade it was his shrewd use of raw muscle and capable, dependable accomplices that raised the humble street gang into the big league, making Los Muertos one of Pacific City's three dominant criminal organizations. On his rare visits to the capital, Garcia stays exclusively in his villa, protected by his trusted elite guard unit, Las Sombras.

### Don Domingo Garcia



Classification	Effect of Elimination	Location
Kingpin	Eliminating Garcia diminishes the strength of Los Muertos gang to virtually nil	Villa





## THE WALKING DEAD

Of course, not every Los Muertos walking the street is a Boss or a Kingpin. In fact, none of them are. Those are their soldados, their soldiers. Los Muertos soldados are ruthless, eager to pull the trigger, and even more zealous in their attempts to down stray Peacekeepers. That includes you, Agent.

The following is a quick rundown of the different soldiers found in Los Muertos' army. Remember, Agent, they're killers. They're not misunderstood, they're not merciful, and they don't like you. Lucky for you, Los Muertos soldiers are the lowest scum on the food chain, so if you use your smarts, you should be able to come out of most encounters with them with moderate damage. That doesn't mean they're weak, however. Don't underestimate any of the gangs' foot soldiers; they're ruthless and armed to the teeth.



### Associates



Little intelligence has been gathered about Los Muertos' Associates. Are they simply Los Muertos members' dedicated wives and girlfriends, or

are they more? What intelligence *has* been gathered suggests that these vicious vixens are violent vessels of Los Muertos' various vile vexations on Pacific City. In short, they are underhanded and sneaky. They seem nonthreatening, perhaps because they travel unarmed; however, they are quick to jump into action when they are needed. Did we mention that they like to dance?

### Street Soldiers

These are the least of your worries...if you face them one on one. If you end up surrounded by Street Soldiers, their pistols, the Kokov Diktat, will seem like machine guns. Keep your wits about you, Agent, because Street Soldiers are always looking for a reason to "bust a few caps"; give them one, then make them regret it.



### Street Thugs



See the Ingalls 80 SMGs in their hands? They know how to use them, Agent. Luckily, their weapon of choice, the Ingalls 80 submachine gun, is most effective up close, so if you take them on from a distance you have the upper hand. If, however, you foolishly wander into their midst and find yourself surrounded, expect their retribution to be swift and riddled with bullets.



### Henchmen

These Henchmen are bad business. They are the most dangerous of the bunch, often toting powerful boom cannons, the Dempsey SO-6 "Stub."

Their shotguns can shred Agents into pieces at close range and cause moderate damage from medium range. Should you encounter a group of Los Muertos and spy Henchmen among them, make them your first priority. In fact, you would be smart to take them out first, take one of their shotguns, and turn it on the rest of the gang members.



## Los Muertos' Arsenal

Los Muertos' arsenal may not seem very threatening at first, but rest assured, in their hands a stick with a pointy end is dangerous enough. Luckily, Los Muertos Soldiers prefer submachine guns to full automatic machine guns and sniper rifles. In fact, save one grenade launcher, as there are no other high damage output weapons on La Mugre islands.

Even so, Agent, be very wary of taking on Los Muertos in bunches. You'll meet your end at the end of their muzzles.

### Harlington HMG-90

Harlington HMG-90s are specific to Los Muertos hit squads.



Clip Size	Maximum Clips	Maximum Ammo Count
80	10	800

### Kokov Diktat



Clip Size	Maximum Clips	Maximum Ammo Count
8	10	80

### Ingalls X80 SMG



Clip Size	Maximum Clips	Maximum Ammo Count
32	10	320

### Dempsey SO-6 "Stub"



Clip Size	Maximum Clips	Maximum Ammo Count
4	10	40

### Shrapnel Grenade



#### Directive

AS JAMI JOHNS SAID PREVIOUSLY, DON'T FORGET TO PICK UP ALVAREZ'S GRENADE LAUNCHER. IT IS THE ONLY GRENADE LAUNCHER AVAILABLE ON LA MUGRE ISLANDS, AND IT WON'T BE MADE AVAILABLE AGAIN UNTIL LATER IN YOUR MISSION.





## LOS MUERTOS AGENCY SUPPLY POINTS

### Agency Supply Points Locations



● Agency Supply Point



**Pacific City Bank**



**Hillside Housing**



**Royal Vista**



**Social Security**



**Garcia Point**



**Radio 410 Tower**





## RACING LA MUGRE

### Rooftop Race Locations



**Around the Wheel Race**



**Rooftop Acrobatics Race**



**Los Muertos Rooftop Race**



**Goin' Home Race**



**La Mugre Skyline Race**

### Road Race Locations



**Crazy Horse Race**



**Hillside High Race**



**La Mugre Alleys Race**



**La Mugre Coast Race**



**Los Muertos Endurance Race**



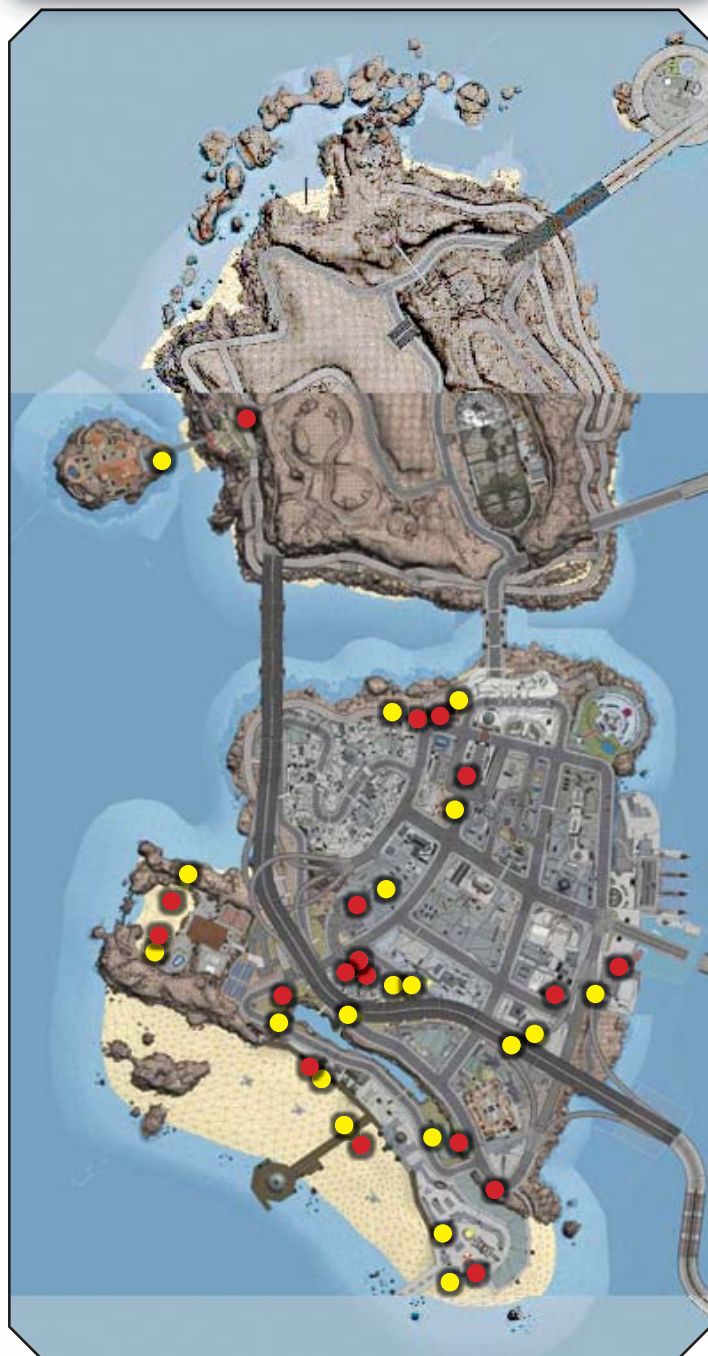
**Off-Road Chaos Race**



● Rooftop Race Locations    ● Road Race locations



## STUNTING ON LA MUGRE



● Stunt trigger point    ● Stunt marker

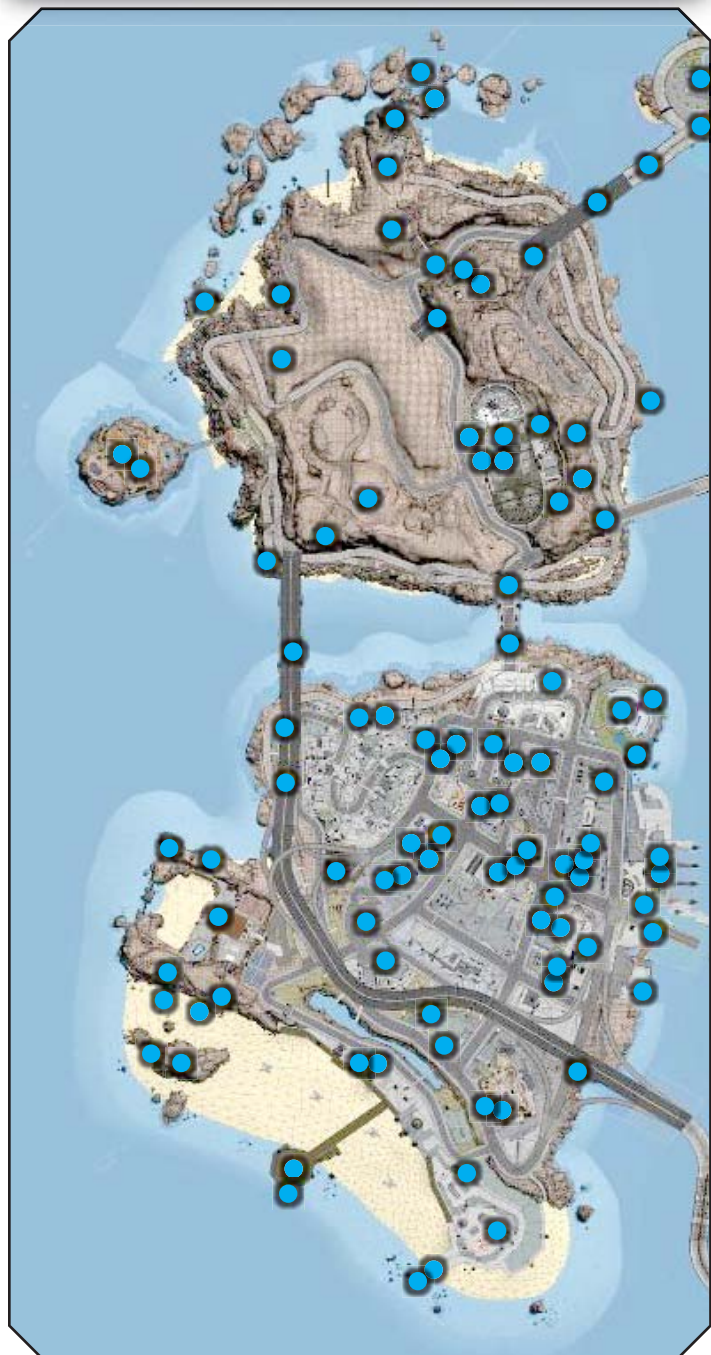
## AGENCY/AGILITY/SUPPLEMENT LOCATIONS



● Agency Agility Supplement



**LOS MUERTOS HIDDEN  
ORB LOCATIONS**



● Hidden Orb





## FIRST THINGS FIRST...

Congratulations, Agent. If you're reading this, then it means you're embarking on the ultimate mission: to clean up Pacific City. As we stated before, you can't leap into these missions headfirst without proper knowledge of where to go, what to do, how to prepare, and a backup plan should you need to be re-cloned.

Before tackling Los Muertos' mero-meros, the "head honchos," you have to reclaim your first Agency Supply Point. By doing so, you gain a spawning point in Pacific City should you meet an untimely demise. The first Agency Supply Point you capture also allows you to travel between it and the Keep, our headquarters. Let's go there now.

### The Keep

This is your main launching point, Agent. Our central headquarters has been relegated to this small island at the center of Pacific City's bay. Luckily that affords us a defensive position and tunnel access to all three main areas; La Mugre, the Den, and the Corridor. From here, choose your Agency vehicle and begin your mission.



Access the Agency garage (by pressing **Y** while standing in the purple circle) and select a vehicle. We recommend that your first vehicle be the Agency SUV. It provides a great balance of durability, speed, and handling for Agents new to the field. After choosing the vehicle, get in (by pressing **Y** next to the vehicle) and get going.

### Directive

USE **RT** TO ACCELERATE AND **LT** TO GO IN REVERSE. THE HAND BRAKE IS **A** AND THE BUMPERS (**LB** AND **RB**) CYCLE THROUGH SONGS ON THE RADIO. TO HONK THE HORN, PRESS **B**.

AFTER YOU ATTAIN LEVEL 5 DRIVING ABILITY, EACH AGENCY VEHICLE'S HORN IS REPLACED WITH SPECIAL ABILITIES. REFER TO THE COMPENDIUM LATER IN THIS GUIDE FOR MORE INFORMATION ON THOSE SPECIAL ABILITIES.

### Between the Cracks...

"At least once, be sure to climb to the top of the Agency Keep tower and check out the view of all of the islands at night."

—Tiffany Walsh, *Crackdown* team

### Intel

THOUGH THERE ARE THREE TUNNELS AT THE BASE OF THE KEEP, ONLY ONE IS UNLOCKED AT THE BEGINNING OF YOUR MISSION. TUNNEL 1 LEADS TO LOS MUERTOS' ISLANDS, LA MUGRE; TUNNEL 2 LEADS TO THE VOLK'S DEN; AND TUNNEL 3 LEADS TO SHAI-GEN'S AREA KNOWN AS THE CORRIDOR.

AFTER AGENTS AUGMENT AGILITY, STRENGTH, DRIVING, FIREARMS, AND EXPLOSIVE SKILLS, THE OTHER TWO TUNNELS WILL UNLOCK.

### Behind Door Numbered 1

Exiting tunnel 1, you're thrown directly into a firefight between Peacekeepers and Los Muertos gang members. Though your first task is to reclaim the Agency Supply Point on your HUD map, take a moment to show the Peacekeepers why Agents are the new law.



## BURYING THE DEAD

Use your vehicle to run down the gang members engaged in a firefight with the Peacekeepers just outside the tunnel. By running them down in your car, you start improving your Driving ability and take less direct fire. Once they are removed, get out of your car and claim the Agency Agility Supplement hovering at the corner of the nearby building.

After acquiring your first green orb, get back in your vehicle and proceed to the Agency Supply Point. Use the most direct route possible and run down any Los Muertos gang members on your way there.



Once at Pacific City Bank, the location of the first Agency Supply Point, approach the Los Muertos atop the bank carefully. They're engaged with Peacekeepers, but that doesn't mean they won't turn on you as soon as they spot you. Lock on to a Henchman and peg him with a grenade. The explosion should clear out the small group atop the bank. If any survive, clean up with your pistol.

With the group of Los Muertos out of the way, the Agency Supply Point is yours for the taking, Agent. Pick up any of the weapons the gang members might have dropped, grab the Agency Agility Supplement, and jump up the bank's stepped architecture to reclaim the Agency Supply Point just above you.



### Intel

GOOD JOB, AGENT. YOU'VE JUST UNLOCKED YOUR FIRST ACHIEVEMENT. CHECK IT OFF YOUR LIST.

Once you've reclaimed it, turn around and continue jumping up Pacific City bank's stepped architecture to reach your first Hidden Orb. Well don't just stand there, Agent, grab it.



Now jump back down to the Supply Point and turn your attention toward the open courtyard in front of the bank. Locate another Hidden Orb just above the gazebo and jump from the Supply Point balcony to the gazebo top to grab it. Once you've acquired your second Hidden Orb, turn to the building north of Pacific City Bank.

Jump onto its roof and turn right. Climb atop the wooden framework and slowly inch toward the building to the east. Look up high to spot another green orb perched on its corner. Jump from the wooden framework to the pipe jutting out of the next building. From the pipe, leap and grab the edge of the wall just under the green orb. Once you're there, pull yourself up onto the building's top and grab the Agency Agility Supplement.

### Directive

FROM THIS POSITION YOU CAN SPY ANOTHER AGENCY AGILITY SUPPLEMENT FLOATING NEAR THE EDGE OF THE NEXT BUILDING. IT'S TAUNTING YOU, AGENT. FORGET ABOUT IT FOR NOW BECAUSE YOU CAN'T GET IT.





Run to the right edge of the roof and turn east. Just below the right edge of the building is a large billboard leading to the next building. Carefully jump atop the sign and run across to the building on the right. Use its stairs to climb to the top level and circle around the back of the building to a catwalk with another green orb.



Run across the catwalk, collecting the orb, and back down the stairs on the other side of the building. At the bottom of the stairs, turn east and locate another Hidden Orb. Back up to get some running room and leap across to the next building where the blue orb is sitting. Once across, grab the Hidden Orb and turn back the way you came.



With another Hidden Orb taken care of, saunter back to the Agency Supply Point atop Pacific City Bank. Hop back to the building with the wooden framework on its roof and leap back to the roof with the green orb you ignored a while back. This time, get a running start and launch yourself off the triangular glass paneling on the floor to grab the green orb. This orb should raise your Agility level to one star. Before heading back to the Pacific City Bank Supply Point, leap to the next building to the east and grab yet another Agency Agility Supplement.

## Intel

WHILE ATOP THIS BUILDING, HEAD EAST TO ITS EDGE. FROM THERE, LOOK DOWN AND SPOT GUERRA'S NIGHTCLUB. TAKE NOTE, AGENT. YOU'LL RETURN TO THIS BUILDING SOON, BECAUSE IT'S THE LOCATION OF ONE OF LOS MUERTOS' GENERALS.



Head back to the Pacific City Bank Agency Supply Point and restock on weapons and ammo. Again climb the bank's stepped architecture and edge around the north corner of the bank, climbing higher as you go. Eventually, you reach another green orb floating over the bank's northeast corner. Congratulations, Agent, you've found three Hidden Orbs, reclaimed an Agency Supply Point, increased your Agility level, and saved some Peacekeepers' hides. Perhaps you're ready to take on your first assignment....

## Directive

FOR EVEN MORE AGENCY AGILITY SUPPLEMENTS, TURN YOUR ATTENTION TO THE EAST COAST FERRY CO. JUST SOUTH OF PACIFIC CITY BANK. IT HAS FIVE EASY-TO-REACH GREEN ORBS PERCHED ALONG ITS ROOF AND PILLARS, TWO MORE GREEN ORBS ON THE DOCKS BEHIND IT, AND ONE HIDDEN ORB IN A TUNNEL UNDERNEATH THE BUILDING.



## Between the Cracks...

"The clock tower over the Los Muertos ferry station is stuck at 1:55:33, which is the zip code for Breezewood, Pennsylvania."

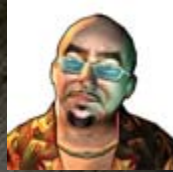
—Jami Johns, *Crackdown* team





## JUAN MARTINEZ

Juan "El Numero" Martinez controls Los Muertos' eyes and ears and, thanks to his loyal "Members," knows everything about anything on the streets. Residing in the heart of the multilevel Hillside Housing area of La Mugre's south island, this manipulative and malicious criminal also holds Los Muertos' purse strings. Martinez puts the gang's ample illegal earnings to especially effective use when threatened...by hiring the best assassins money can buy.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Hillside Housing

### Advanced Recon Results



Advanced tactical profiling suggests this target should prove appropriate for less experienced Agents. You are advised to focus on removing individual guard units one at a time to minimize being overwhelmed.

Four points of tactical interest are noted:

1. Access through the main gate provides the most obvious route through to Martinez but also features the most opposition.
2. The lower gate in the street below provides the shortest route to Martinez. Once the guards are neutralized, take the stairs, eliminating any resistance along the way, until you find Martinez.
3. Access via the rear balconies on the western rear side of the Hillside Housing estate is advised for Agents with advanced Agility skills. Opposition from this side is likely to be minimal.

4. Finally, the bulk of the Hillside Housing estate is accessible via dozens of rooftop routes, which is ideal for athletic Agents. The opposition faced depends on where the compound is accessed, but overall it should be less intense than entering through the main gate.

### One on Juan



Of the four different infiltration points, we are highlighting infiltration point 1. We find it is the most effective, direct route to Martinez for Agents with little to no increase in abilities. It may seem the most up-front assault, but it provides perfect cover, a position near another Agency Supply Point, and enough distance to keep you from taking on direct fire.

Though you may be tempted to take out the main gates to Hillside Housing, don't. Martinez always expects a frontal assault, and as such, keeps his front door very well guarded. Instead, approach the wall to the left of the front gates and scale it.

Climb up on the rooftop left of the gates and continue moving up the building toward the next Agency Supply Point. Once you've reached the Supply Point, reclaim it and climb the shack near the Supply Point. Atop it sits an Agency Agility Supplement.





Jump across to the next rooftop, the one with the water tower, and grab another green orb near the edge of the roof.

From the safety of your perch, rain grenades down on the enemies below. Begin with the members on the roof below you, then eliminate the enemies near the gates and slowly aim your bombardment toward the center walkway. Clear all the enemies near the walkway, using the Supply Point to restock on ammo as you see fit.



After clearing the walkway and front gate area, restock at the Supply Point and equip a weapon for long-range use, such as a sniper rifle or your Colby €AR50. Jump down to the roof immediately left of the walkway and face the walkway's far end. Walk to the south corner of the roof, behind



the large shed, and grab another Agency Agility Supplement. Do an about-face, climb the shed, and grab another Agency Agility Supplement.

Sufficiently supplemented, now you can focus on whittling down Martinez's men. Use your long-range weapon to zoom in on their heads and pop them one by one. You're well beyond the reach of their weapon's most damaging fire, so sit there as long as you can and pick off his men. To eliminate his men in multiples, target the explosive barrels near them and send both men and barrels rocketing sky high.

## CO-OP CRIME FIGHTING

Taking out Martinez with a partner can be a lot of fun, Agent. You can each take to the roofs on opposite sides of the walkway that leads to Martinez and clear out his guards. You can also leave one Agent on the roofs to clear a way while the second Agent takes the assault to the walkway.

The best way, however, is to take long-range weapons and climb the water tower on the building behind the Supply Point. From there you can spot Martinez on the distant roof and unload on him.



With the walkway clear, and minimal resistance near Martinez's building, slowly climb down onto the walkway and cross it. Keep your finger trained on the trigger, Agent. Martinez's men will defend him to the very end. Luckily, you can absorb a decent amount of fire before having to take cover. Should you need to take cover, duck behind the walkway's walls.

When you reach Martinez's building, take the stairs on the right. Use lock-on aiming to lock on enemies before you spot them up the stairs, and take them out as you climb the steps. Drop Martinez's members as you climb the steps and slowly reach the top.



Martinez greets you with his shotgun but is still careful



not to get too close. If you haven't already taken out the guards on the rooftop, take them out first and then grab the green orb. Once that is done, turn all of your attention to Martinez.



## BURYING THE DEAD

### Juan Less Enemy



Beware of Martinez's two-pronged attack. He can grenade you clear off the building and slice through you with his shotgun. Turn the tables on him and down him with grenades, then cut him up with your firearms as he is writhing on the floor in pain. He has four health bars, so don't let up on him. Eventually, he will succumb to your superior firepower.

#### Directive

ANOTHER ACHIEVEMENT OFF THE LIST, AGENT. GO CHECK IT OFF.



With Martinez out of the way, Los Muertos' finances and information flow are severely disrupted. The low-level members lack the intelligence and expertise to effectively take his place, making Los Muertos a softer target.

With Martinez gone, return to the Hillside Housing Supply Point to stock any weapons you might have picked up.

## SECOND ON THE CHOPPING BLOCK...

Good job, Agent. Martinez's demise weakens Los Muertos' stranglehold on Pacific City. Next on the agenda is the elimination of Jose Guerra. Though his last name means "war," he resides in a place of decadence: Guerra Nightclub on La Mugre's northeast shoreline.

Stock up on ammo and weapons at an Agency Supply Point and warp back to the Keep. From there, take one of the Agency vehicles, preferably the Agency Truck Cab, and head back out into the field. Drive the truck to infiltration point 2 of Guerra's Nightclub.

Stop the truck at the intersection with Guerra's Nightclub and the blue building with the multiple balconies. Get out and quickly jump up to grab ahold of the first balcony. Keep jumping up the balconies, hanging from the edge until you can't reach any farther.



While on the last balcony, jump onto the railing and stand on it. Face outward until you're just about to fall down and leap up, and turn back to face the building in mid-jump. Grab the edge of the roof and hoist yourself up.



Run over to the Agency Supply Point and reclaim it. Above and behind the Agency Supply Point are two more green orbs. Jump up and grab them before going back down to the streets and Guerra's Nightclub.



## JOSE GUERRA

Jose "Tremendo" Guerra uses his failing nightclub on Los Muertos' southern island to ply his vile trade: the manufacture and distribution of a potent and addictive narcotic cocktail. A cunning, cold-blooded character, Guerra takes deliveries of the drugs by day and deals them by night. His operation alone accounts for a significant percentage of Los Muertos' illicit income.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Nightclub

### Advanced Recon Results

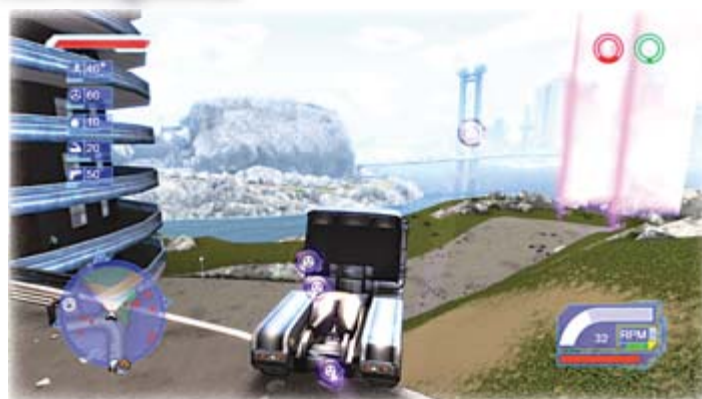


Guerra's premium narcotics made his club a magnet for the city's more...discerning criminals and civilians. Attendance recently plummeted, suggesting Guerra's up to something.

1. A frontal assault requires speed and precision to give gang members less time to arm. Use explosives to breach the club entrance gates. Efficient sniping can remotely reduce overall opposition and minimize your risk of injury.
2. Alternative access is possible through the club's car park via a coastal road. This is well guarded so expect strong opposition. Once inside, keep moving. Gang reinforcement is plentiful and space is tight.
3. Further access at the rear of the club is possible by swimming in or jumping from the rocks at the marina. This route should take you very close to Guerra and present negligible opposition until you reach the heart of the club.

Advanced tactical profiling suggests that entering the club from the front or upper levels will send Guerra running for the rear side of the car park. Breaching the base from the lower levels should encourage him to move to his VIP lounge.

### No Way Jose



Get back into your Agency vehicle, make a left at the intersection just past the club's main entrance, and drive down the small hill, turning right as you go.



At the base of the hill is a well-guarded gate. Ram past the gate and its guardians, driving into the rear of the club. Three Los Muertos cars screech out of the parking area and try to ram you, but that is why you brought the Agency Truck Cab: to steamroll right over them.



Ram all the enemy vehicles and run over

any members foolish enough to be on foot. Once the lower area of the parking lot behind the club is mostly clear, get out and gun down any that remain.



## BURYING THE DEAD



With the lower level clear, climb on top of the Agency Truck Cab and jump across to the second level of the parking area. Run to the stairs at the far end of the parking area and slowly go up. The second level of Guerra's parking area should have a few more enemies to eliminate. Take out big clumps of enemies with grenades, and take cover behind the stairs' walls.

Don't be afraid to pop out of cover to lay waste to more scum; just don't let them swarm toward you. By now, Guerra should be cowering in the pink VIP tent at the club's rear. Watch the steps you came from so you don't get pinched, and continue moving toward Guerra in the tent.

### CO-OP CRIME FIGHTING

The parking area is nearly symmetrical. That means that one Agent can take one set of stairs and the other can charge up the second set, causing Guerra's men to split their attention.

Slowly squeeze Guerra into the tent and apply pressure as you pinch him from both directions. You should be able to drop him in no time.

When you're close enough to Guerra, pepper his tent with grenades. That should eliminate any straggling enemies and put the hurt on the crooked nightclub owner. Before taking it to him in the tent, however, look around for a shotgun on the floor nearby. There should be plenty after the mayhem you just caused.



After finding one (if you don't, then grab a good close-quarters weapon), approach Guerra in his tent, and open fire. He should be down a few health bars by now and be nearly ready to drop. Close in on the scumbag and let him have it.

## No More Jose



Jose Guerra's timely demise spells the end of his club and los Muertos' fertile drugs operation.

This represents a serious blow to los Muertos' loathsome but lucrative trade.

Before leaving, run around to the front of the club and grab the two green orbs hovering over the pillars. Unless you've managed to reach level 2 Agility, ignore the green orb atop Guerra's club...for now.





## THIRD'S NOT A CHARM...

With Martinez and Guerra down, it's now time to take on the Generals. Your attempt on Garcia will likely fail unless you take out his Generals first. Granted, you can attempt to level up by finding Hidden Orbs and Agency Agility Orbs dispersed around Pacific City, but to get a real shot at Garcia, you'd best start chopping down his Generals.

That being said, return to the Pacific City Bank Agency Supply Point and prepare to hunt down Violetta Sanchez, the first of the Generals you will encounter.

### Rooftop Hustle



From the Pacific City Bank Supply Point, climb to the top of the bank and edge around toward the back. There you see a long red walkway to the next building. Storm across the walkway and eliminate the gang members on the other end.

As you exit the walkway, turn right and head toward the next building. Climb the wall and grab the Agency Agility Supplement on the next roof. Attached to that building is another with a shingled roof.

Use the windows to climb to the shingled roof and claim another green orb. Be careful though, there are plenty of Los Muertos Snipers perched by the orb. Take them out first, and then grab the glowing green goodies.



Move southwest toward the other end of the roof and look down. Spot two buildings below with green orbs on each. It's a long way down, but you'll make it, Agent. Leap down and claim the orbs for yourself.



After grabbing both green orbs, continue moving south, grabbing green orbs as you go

until you see the building with a giant scorpion on top. Grab the Agency Agility Supplement near the scorpion, then jump back down to the streets.

### Between the Cracks...

"Many times you will find yourself in this scenario—heading to a mission...Oh, a green orb! Another green orb! Oh, I bet I can reach that orb!...What was I doing again?"

—Kevin Dodd, *Crackdown* team



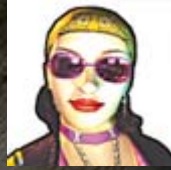
Once on the street, run under the highway toward Violetta's Los Muertos icon in your HUD map. The way into the apartment complex is blocked by

a group of Los Muertos gang members. I hope you're ready to knuckle down and get to work, Agent, because we're after Ms. Sanchez now.



## VIOLETTA SANCHEZ

Violetta "Santa Maria" Sanchez...Hot. Dirty. Deadly. Three choice words used by an undercover officer to describe Los Muertos' persuasive recruiter...before he fell foul of her charms and extreme initiation ceremony. Sex and violence are her favored tools. Beyond a severe beating lies the allure of an endless and effortless supply of the finest women, narcotics, firearms, and vehicles.



Classification	Effect of Elimination	Location
General	Eliminating Sanchez decreases the number of enemies spawned in the Kingpin compound	Apartments

## Advanced Recon Results



Los Muertos has run this once-luxurious apartment complex into the ground.

1. The road outside the apartments is the most obvious entry point to the compound but is heavily barricaded and guarded. Caution is advised on entry. Once inside the main courtyard it's easy to get caught in crossfire from the balconies.
2. An area of derelict land provides access to the rear of the apartments. This, too, is well defended.
3. Athletic Agents can make use of rooftops surrounding the apartments and avoid many of the ground-based threats. Be aware there is a guard presence on some vantage points around the compound.

## Violent Violetta



Before trekking too far into the apartment complex, venture to the right of the blockade. Run toward the four-storied blue building with the rows of windows all the way up. Use the windows to climb to the roof.



Once at the roof, eliminate the group of Los Muertos. Toss a grenade to light them up and sweep up the remains with your firearm. They shouldn't be too tough for you at this point, Agent.



With the roof clear, approach the building to the west and scale its wall. Continue moving toward the Agency

Supply Point to the west and reclaim it as soon as possible. After reclaiming the Supply Point, grab the green orb near the roof's edge.





It's time to start moving toward Sanchez, Agent. Begin by dropping down to the building below. On it are more gang members and another Agency Agility Supplement. Before you drop, let a grenade clear the way for you. Drop it just above the members' heads and wait until they're nice and crispy before you drop down.

After dropping down and grabbing the green orb, move to the edge of the building and look right. Leap across to the buildings on the right and grab the Agency Agility Supplements atop the neighboring roofs.

There are several more orbs to acquire here, Agent. Make a few sweeps of the neighboring roofs and grab all the green orbs you can locate before turning your attention to the long plank of wood connecting the building to the east to the other building across the street.

When you're ready, pick off any enemies on the streets, then navigate the wooden plank across the street. Reach the other side and immediately kill any members you see before moving on.



## Directive

SEVERAL GREEN ORBS FLOAT AROUND THE ROOF AT THE OTHER END OF THE WOODEN PLANK. LOOK AROUND AND GRAB THEM ALL BEFORE CONTINUING TOWARD SANCHEZ.



When all the members on the ground are taken care of, turn back toward the large building behind you. Again, use the windows to scale the side of the building and reach the top, where more gang members wait. Luckily, there aren't many on the roofs, so taking them out is a simple matter of steamrolling through them.



Use your firearm and grenades to take out enemies on distant roofs as you circle around and clear every roof surrounding the apartment complex. Leap from roof to roof, collecting green orbs as you go, and circle around toward Sanchez's HUD map icon.

## CO-OP CRIME FIGHTING

If you have a partner with you, send him low while you take the high ground.

If you both want to tackle the rooftops, then one should concentrate on eliminating the enemies on roofs while the other takes out the gang members on the levels below.



**Directive**

PAY CLOSE ATTENTION TO YOUR ENEMIES, AGENT. MANY OF THEM CARRY HIGH-CALIBER WEAPONRY PERFECT FOR YOUR CURRENT MISSION. LOOK FOR A GANG MEMBER SNIPER NEAR SANCHEZ'S ROOF AND GRAB HIS RIFLE AFTER YOU DROP HIM. USE THE REMAINING BULLETS TO SOFTEN UP MS. SANCHEZ BEFORE YOU GET UP CLOSE AND PERSONAL.



Once you're near Sanchez's hideout, train your sights across the roofs to spot her. Lock on to her and either use the last of the sniper rounds, or take shots at her head with your firearm of choice. As you do, keep a lock on her and leap across the remaining buildings, shooting her as you go.

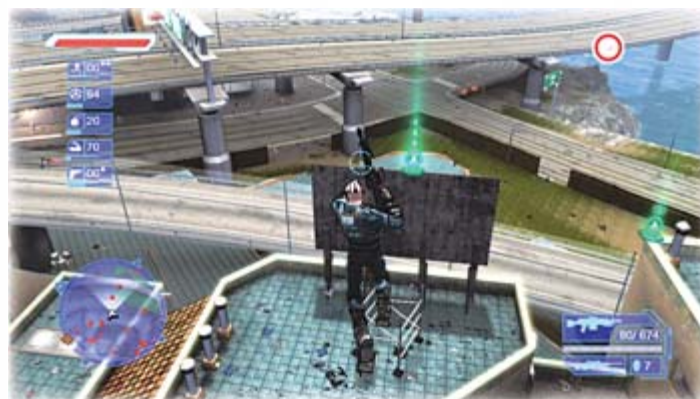


Just before you make your final leap to land on her roof, toss a grenade ahead of you to set her aflame. As you land, maintain a steady stream of bullets on her to finish her off. If she tries to get up, either shoot her legs out from under her, or bludgeon her with melee attacks. Finish off her four health bars as you strafe around her, and eliminate the deadly vixen.

**Vanquished Violetta**

With Violetta out of the frame it's not such a pretty picture for Los Muertos. Recruitment is at an all-time low. With less new blood flooding the streets the civilians are gaining confidence again.

Good work, Agent.



Before leaving the apartment complex and returning to the Agency Supply Point, grab the remaining green orbs on nearby roofs. You should, at the very least, be at level 2 Agility by now, Agent.





## FOURTH DOWN AT THE SPORTS COMPLEX...

Half of Garcia's Generals are out of the equation, but that doesn't mean it's time to sit down and rest, Agent. Next on the chopping block is one of Garcia's most dangerous assets. Rodrigo Alvarez is not only a danger to society, he trains menaces in brutal hand-to-hand combat for Los Muertos.

His Sportiz Complex houses dozens of Los Muertos gang members ready to pump Agents full of bullets. Of course, we aren't going to let that happen, are we, Agent? Our route to Alvarez starts with a peaceful walk on the beach, transitions into mild hiking, refreshes you with a short brisk swim, and ends in bloodshed.

### The Calm Before the Storm

Begin by equipping a sniper rifle, a machine gun, and your choice of grenades at the Social Security Supply Point. Once you're armed and ready, turn south and climb down the Social Security building to the streets below. Run south, toward the beach and Sunset Pier.

Before turning west, scour the beach for every Agency Agility Supplement and Hidden Orb you can find. Pay close attention to the tops of the lifeguard houses, the inner docks, the end of the pier, and the top of the beach buildings and restaurants. When you've grabbed all the green and blue orbs you can locate, start moving west along the beach, toward Alvarez's complex.



## RODRIGO ALVAREZ

### Advanced Recon Results



Rodrigo "Montana" Alvarez knows no morality, fear, or boundaries. This mighty man-mountain rules a brutal pit-fighting operation at his sports complex on La Mugre's south island. He trains the men for his own physical indulgence, typically showing off his prowess in the ring against multiple assailants. The result: Los Muertos are fit and lethal in close quarters combat.



Classification	Effect of Elimination	Location
General	Eliminating Alvarez decreases the Kingpin's guards' health bars by half	Sports Complex

This sports facility features luxury tennis courts, swimming pools, and even a private beach, but it's all just a front for a sinister Los Muertos training ground. Alvarez spends his time on the beach surrounded by his most trusted subordinates.

The compound is most heavily defended around the main building, so stick to the periphery for an easier passage.

1. Access through the front gate is sure to be met with the most resistance. Stay alert. The multi-tiered main complex provides many opportunities for armed gang members to get the drop on unsuspecting Agents—and they don't take kindly to unwelcome visitors here.
2. The compound is surrounded by cliffs that could be scaled by athletic Agents, but beware of patrols in these areas.
3. Agency intel suggests a secret tunnel in a rocky outcrop some way along the beach leads into the heart of the compound.

## Between the Cracks...

"There's a system of caves on the south side of the Los Muertos Sportiz Complex. In addition to offering an alternative entrance to the mission, several Hidden Orbs can be found inside."

—Jami Johns, *Crackdown* team

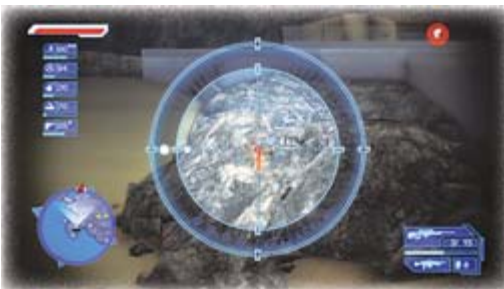
## Hunting Alvarez for Sport



On the beach, run west to the caves along the shore. They lead directly to the rear of Alvarez's Sportiz Complex. Grab the Hidden Orb in the first rock formation and continue running along the beach, keeping the water to your left.

When you reach the rock formation, swim out around it, and jump out of the water to the top of the rocks. Carefully, and slowly, climb to the very top of the rocks to get a vantage point of the complex's beach.

From the rocks, snipe Alvarez's men patrolling the complex's rear. Start with the men on the bridge near the shore, then work your way around the surrounding cliffside, clearing them of Los Muertos.



Before approaching the rock outcropping at the center of the beach, take a minute to take down all the gang members rushing to the beach from the complex above. Pick them off as they come down the stairs and watch for grenades being launched from the rock outcropping.

## CAUTION

WATCH OUT FOR THE GRENADES COMING FROM ALVAREZ'S DIRECTION. THEY'RE REMARKABLY ACCURATE AND CAN SEND YOU DEEP INTO THE OCEAN, LEAVING YOU FLOATING LIKE A SITTING DUCK.

## CO-OP CRIME FIGHTING

Partnered Agents can split duties on the beach. One should start bombarding the interior of the rock outcropping, while the other cleans the surrounding area of Los Muertos.

Agent teams can also split Alvarez's guards' fire by approaching from both cliffside.



With the majority of his expertly trained men a bleeding mess on the beach, Alvarez is left to fend for himself. Storm the beach and jump on top of the rock outcropping protecting Alvarez. Inch to the edge and look inside.



When you spot Alvarez, lock on to him and pelt him with grenades. The rocks focus the force of the explosions and keep Alvarez from escaping. As he catches fire, leap down and attack him with your firearms. Continue assaulting him with grenades to keep him on the defensive, and finish him off with your rifle.

## Little Fish, Your Pond



Rodrigo Alvarez is dead. Without Alvarez to push them to their physical limits, Los Muertos are unlikely to stay in shape. But do not become complacent.

Before exiting the Sportiz Complex, take a few minutes to grab the orbs around the area. Search underneath the main building, amid the red support beams, and grab the Hidden Orb.



Atop the main building are two more Agency Agility Supplements. Use the stairs in the main building to reach the top, then simply jump out to grab the orbs.



## Between the Cracks...

"There is a basketball court inside the sports complex where you can play hoops. And yes, Agents *can* jump."



—Tian Li, *Crackdown* team

## END OF DAYS FOR THE DEAD...

Quick Spanish lesson, Agent. Diaz is a variation on the word "days" and Los Muertos means "the dead." So it looks like we're about to reach the end of days for the dead. Don't forget that. The next step in cleaning Pacific City is to help Diaz reach the end of *his* days.

Though we're almost done with La Mugre, we have yet to reach La Mugre's north island. That is where our last three targets reside. Rafael Diaz is in the garage on La Mugre's north island. It's time to get moving, Agent.

## Moving On Up

Before attacking Diaz, reclaim another Agency Supply Point. This time, reclaim the Supply Point just north of the garage. To get there, begin by warping to the Royal Vista Supply Point and restocking on your weapons of choice.

On the roof of the Royal Vista, go to the building's northeast corner. Look down and find the highway below. It leads straight to the north island and Diaz's garage. Climb down the side of the building and commandeer a vehicle.





## BURYING THE DEAD

### Directive

DON'T FORGET TO GET THE HIDDEN ORB INSIDE THE RADIO TOWER, AND THE AGENCY AGILITY SUPPLEMENT ON ITS ROOF.



Good work, Agent. The radio tower is yours, and you've acquired more orbs. Now go reclaim that Agency Supply Point. You'll need a spawning point close to Diaz should your first attempt on his life meet with disaster.



Take the highway all the way up to the northern island, past the garage's main entrance. Just as you reach the north side of the garage, under the next highway overpass, exit the vehicle and climb the rocks along the cliffside.

At the highway overpass, eliminate the gang of Los Muertos terrorizing commuters below. Beware, Agent, there are more than a handful of them, and they can blow you clean off that highway overpass with one grenade.

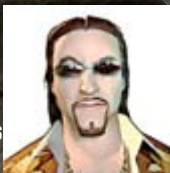


With no gang members to get in your way, continue moving up the rocks, leaping from edge to edge. Keep a close eye on your HUD map to ensure that you're moving toward the Agency Supply Point at the top of the cliffside. The top houses a radio tower rife with Los Muertos gang members. Clean the tower before exposing yourself and taking the Supply Point.



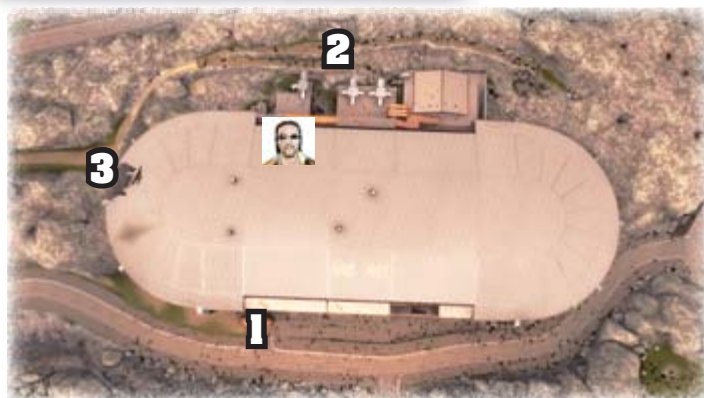
## RAFAEL DIAZ

Rafael "Chuco" Diaz is a renowned and accomplished car thief, joy rider, and driver. His extensive skills and knowledge are literally a driving force for all Los Muertos behind the wheel. Diaz supervises the creation of Los Muertos' high performance vehicles, from the illegal acquisition of the best civilian transportation available to the extensive customization process. His base of operations is a distinctive garage on La Mugre's northern island where he and his "Easy Riders" regularly race.



Classification	Effect of Elimination	Location
General	Eliminating Diaz removes the roadblocks barring entrance to the Kingpin's compound	Garage

### Advanced Recon Results



This garage represents Los Muertos' very own vehicle testing ground. Street racing used to be a regular fixture here until a petulant Diaz was soundly beaten in a race.

1. The front gate is well guarded so access to Diaz that way is likely to prove difficult. Explosives or a vehicle might prove useful here.
2. Entrance via the hills to the rear of the garage is likely to lead to less resistance. Agency intel suggests a secluded ventilation shaft in this area might provide alternative access.
3. It should be possible for Agents adept with suitable Driving skills to use a vehicle to leap through a gap in the wall, found at the end of the path leading from the radio station. This is likely to meet with intense resistance but at least protection is offered by the vehicle used to gain access.

Use explosives to destroy enemy cover. Beware of frustrated drivers in search of cheap thrills: they are likely to run you down.

### Dropping In on Diaz



Strong as you may be, there is no glory in charging the garage head on. That is why we will not be taking the first infiltration point alone. Sure, a vehicle would provide some protection in a head on assault, but we've got better ways to get things done.

Our infiltration point is behind the garage. Get a move on and jump over the rocks to the north of your Supply Point. Just over the ridge is a path that leads straight to the garage's roof.

Approach the garage roof carefully, moving toward the rear of the garage. Use your sniper rifle, or something comparable, to eliminate the minimal accompaniment of guards on the roof's top.

Slowly reach the rear of the garage building and take out any of the gang members on the far ridge against the distant cliff. Below you, along the garage wall, reside more members. Take them all out before continuing forward.



## CO-OP CRIME FIGHTING

Agent teams can take two different approaches to the Diaz mission. While one Agent can attack the front doors (infiltration point 1), the other Agent can bust in through infiltration point 2.

Another tactic is to both storm in through the catwalks at the rear of the garage and use the barrels below to eliminate Diaz's men.

Almost there, Agent. Now that there is minimal resistance along the distant cliff wall, get to it by jumping across the pipes and walkways behind the garage. Once on the cliff wall, run to the east end of the cliff and grab the Hidden Orb.

After grabbing the Hidden Orb, run back west along the cliff wall to the pipe jutting out of the garage. Inside the pipe is another Hidden Orb. Jump inside and grab it. However, before dropping down into the garage, reload your weapons and prepare for an intense firefight.

## Directive

JUMPING INTO THE PIPE CAN BE A TRICKY PROPOSITION. IF YOU JUMP TOO CLOSE YOU'LL BOUNCE RIGHT OFF. INSTEAD, TIME YOUR JUMP SO THAT YOU REACH THE EDGE OF THE PIPE ON YOUR WAY DOWN. THEN JUST HOIST YOURSELF UP.

Once inside the pipe, venture deeper inside. When you find the hole in the pipe, drop into the garage. Don't worry, Agent, we're not sending you into a hotbed of Los Muertos fire unprotected. You drop into a protected room.

Diaz is just outside the room you land in, completely unaware of your presence. Get the jump on him, Agent. Kick down one door, not both, in the room you're in. If you kick down both, you're encouraging Diaz's men to come at you full force. Instead, knock down one door, just enough to get a lock on Diaz, and peg him with a grenade.

## Intel

AS YOU FALL INTO THE ROOM BEHIND DIAZ, YOU GRAB ANOTHER HIDDEN ORB. IF YOU SOMEHOW MANAGED TO MISS IF, LOOK UP AND GRAB IT BEFORE YOU LEAVE THE TINY ROOM.

## CAUTION

DON'T STAY IN THE TINY ROOM YOU DROPPED IN TOO LONG. DIAZ'S GUARDS WON'T HESITATE TO SEND GRENADES YOUR WAY.



After you've put the hurt on Diaz, kick down the other door and sweep the larger room with your firearm. Take out his guards, then focus your attention back on him before he makes a getaway. Keep a steady stream of fire on Diaz and pelt him with grenades to keep him down.





The room beyond yours is a larger room within the immense garage, so Diaz doesn't really have anywhere to go until the doors to the larger room are opened...by a truck cab crashing in. Maintain the pressure on Diaz to keep him from retaliating and stalling long enough for the truck cab to come bust him free.

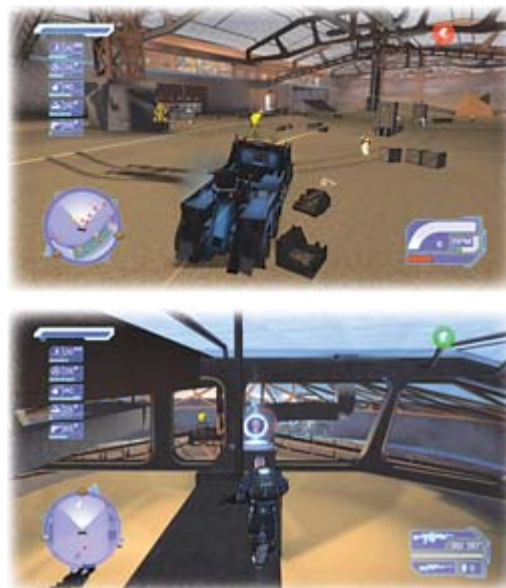
## No More Dias for Diaz



Rafael Diaz is dead. The loss of his exacting standards means Los Muertos's choice of source vehicles is poor and their modifications substandard. This is a decisive blow for justice.

Don't leave the garage without properly sweeping it clean. Use their own cars to run down any remaining members.

For the gang members on the rafters above, snipe them from the catwalks, then climb atop the rafters to find two more Hidden Orbs. Alright, Agent. It's almost time to take on Garcia. Head back to the Radio 410 Tower Supply Point.



## ONLY COWARDS HIDE IN LIGHTHOUSES...

This is the last of Los Muertos' Generals. After you take down Ramon Gonzalez, your road to Don Domingo Garcia should be nearly obstacle free. Don't get too excited, Agent. You'll still have to get your hands dirty; they just won't get as dirty as they might have with Generals to support him.

I hope you're ready for some swimming and precise jumping, as intel suggests that this is our most direct route to Gonzalez. Gonzalez is currently cowering inside his lighthouse at the northern end of La Mugre's north island. Get to it, Agent. We're one step closer to cleaning La Mugre.

## RAMON GONZALEZ

### Advanced Recon Results



Ramon "Pistola" Gonzalez is a brutal and volatile man with an unnatural love of the gun. He handles his hardware with psychotic affection...and lethal efficiency. Gonzalez controls the flow of Los Muertos' cutting edge munitions, from frequent deliveries at a secluded north coast cove to distribution to the ground forces.



Classification	Effect of Elimination	Location
General	Eliminating Gonzalez decreases the Kingpin's guards' weapon power	Lighthouse

There are many lookouts here, ready to raise the alarm at the first sign of an Agent and make progress even tougher. Neutralize these lookouts before they can act.

Gonzalez has an array of formidable firepower and his lookouts are usually armed with the best in long-range rifles—weapons advantageous to any Agent who obtains them.

1. The dirt track from the northeast is well defended.
2. The north pathway allows vehicular access close to the main lighthouse buildings, but only after using coastal rock formations as a ramp.
3. The southern pathway is the least guarded but only leads to the forest area not the main compound.
4. The northwestern rock peninsula leads to the north of the lighthouse. It's the most direct route to Gonzalez but is only accessible from the heavily guarded wind farm, and requires advanced athletic skills to conquer it.
5. In a suitable vehicle it's possible to cover the southern mountain range. The route passes some treacherous rock formations and is reasonably well guarded en route.
6. It's also possible for Agents to swim to any point on the northeast coastal area but all are well defended.

## Capping a Coward



Our attempt to eliminate Gonzalez begins at the Radio 410 Tower Supply Point. If you've just returned from the Diaz mission, take a minute to restock on weaponry. If you've been off gallivanting about Pacific City, go to your nearest Agency Supply Point and warp to the Radio 410 Tower Supply Point.

### Directive

THE FOLLOWING INFILTRATION ROUTE ASSUMES YOU'RE AT LEAST AT LEVEL 2 AGILITY. IF FOR SOME REASON YOU'RE NOT (THOUGH YOU SHOULD BE IF YOU'VE FOLLOWED OUR DIRECTIVES), TAKE A FEW MOMENTS TO LEVEL UP.

I hope you're ready, Agent. You've got a short trek to make to Gonzalez's lighthouse. Go north, toward the small rocks jutting out of the island's north shore. The lighthouse is easy to spot from the Radio 410 Tower Supply Point, so just look north and you'll see it.

Start hoofing it to the lighthouse. Navigate north past the streets below by jumping from hill to hill. As you approach the lighthouse, begin to veer east toward the main gates. Dash past the main gates toward the beach to the northeast.



Wade into the ocean and swim to the large rock formations to the northeast of the lighthouse. Jump atop the first, most shallow rock formation and follow the rocks west, toward the lighthouse.

Be very careful in planning your leaps, Agent. If you miss, it's into the drink with you. As you

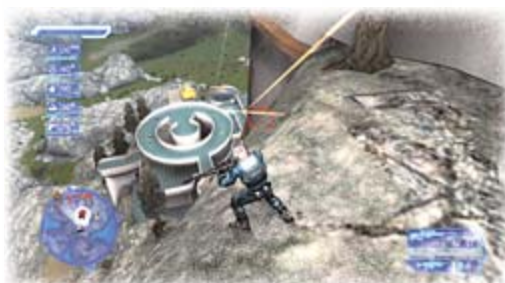
approach the rear of the lighthouse, stop to snipe any guards that may spot you. After taking them out, turn to the tall rock pillar attached to the rear of the lighthouse and begin climbing it by jumping from ledge to ledge.



## CO-OP CRIME FIGHTING

A team of Agents should avoid taking this route as it is slow and requires a lot more planning than two Agents can muster in live action. Instead, both Agents should attack the lighthouse from infiltration points 1 or 2.

From there, two heavily armed Agents can overpower Gonzalez's forces. When Gonzalez begins to rain bullets down on the Agents below, one should lay suppressing fire while the other moves forward.



When you've reached the very peak of the tall rock formation, ignore the guards below and jump to the broken walkway attached to the lighthouse's rear. The next step is dangerous and requires precision control, Agent, so contemplate it very carefully before proceeding.



From the walkway, slowly inch toward the edge and locate the small, reddish brown ledge protruding from the lighthouse's edge. Once you do, jump out to it and land on it. Hug the wall, Agent; it's a long way down.



## Intel

THERE ARE TONS OF GONZALEZ'S LACKEYS BELOW WITH RIFLES. DON'T WORRY TOO MUCH ABOUT THEIR HAIL OF BULLETS, BECAUSE THEY CAN'T DO TOO MUCH DAMAGE FROM SUCH A DISTANCE.



From the safety of the ledge, slowly edge around to the south side of the lighthouse. You'll be taking fire, but it can't hurt you. Continue moving around the side of the lighthouse until you can safely spot Gonzalez on a perch beneath you.



With a high-ground advantage, lock on Gonzalez and

rain down hell on him. Because you're firing on him from above, the majority of your fire will be caught by his shiny dome. If he retreats into the lighthouse, keep a lock on him and drop down to finish the job.

## Open Invitation to Garcia's Villa



Ramon Gonzalez is no more...and so is Los Muertos' advanced firearms feed. The threat of significantly more effective fire-power finding its way on to the streets is diminished. A great many lives have been saved today thanks to you, Agent.



## BURYING THE DEAD

You've eliminated Gonzalez, so his lackeys below have even more reason to gun you down. Luckily you still have the high ground. Train your sights on the creeps below and start sniping. Eliminate as many as you can before dropping down to nab the green and blue orbs lying around.

The first orbs are green and blue ones hanging in a tunnel leading underground. Hop down into the tunnel and grab them. Proceed farther into the underground passageways to locate another Hidden Orb on the rafters hanging from the ceiling. When you've got your fill of orbs, head back to the Radio 410 Tower Supply Point.



## TOPPLING A KINGPIN

Don't get nervous, Agent. This may be your first Kingpin, but you've taken all the steps necessary to make this as easy as possible for yourself. Hell, you've tackled two low-level Bosses and four Generals, so one more on the list of scum shouldn't faze you by now.

Still, we should take all necessary precautions to ensure that this is a successful hit. Garcia's villa might seem impenetrable—and Garcia might even think it is, which plays in our favor—but it is far from it. We have a multitude of choices when infiltrating. Ours will be infiltration point 3 on the villa's south side.

### Garcia Point



The final Agency Supply Point in La Mugre is called Garcia Point, for a reason. Near it is a giant statue of Garcia overlooking the very city he has helped corrupt. The statue also overlooks his villa as if always keeping a watchful eye on the dastardly Kingpin. The irony of it all is that we're going to take the Supply Point right from under his very nose...literally.



From the Radio 410 Tower Supply Point, head back to the garage (just as you did when you were heading after Diaz). This time, however, instead of heading toward the rear of the garage, head to its front door, near the streets.



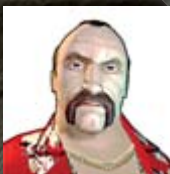
Grab the Hidden Orb floating above the main sign and drop down to the street below. Cross the street and head toward the Agency Supply Point icon on your HUD map. It's nothing but a few hops and skips away, Agent.

After reclaiming Garcia Point, grab the green orb on the roof of the shack and the Hidden Orbs on a hill behind the Supply Point and under the Garcia monument.



## DON DOMINGO GARCIA

Don Domingo "El Brazo" Garcia is a tough, intelligent man whose violent temper serves him well as Los Muertos' leader. In the past decade it was his shrewd use of raw muscle and capable, dependable accomplices that raised the humble street gang into the big league, making Los Muertos one of Pacific City's three dominant criminal organizations. On his rare visits to the capital, Garcia stays exclusively in his villa, protected by his trusted elite guard unit, Las Sombras.



Classification	Effect of Elimination	Location
Kingpin	Eliminating Garcia diminishes the strength of Los Muertos gang to virtually nil	Villa

Housed on a small, natural rock formation overlooking the vast ocean on one side and La Mugre on the other, Garcia's beautiful villa is a welcome distraction from the dirt and grime of the city. But don't be fooled. It may look like a relaxing retreat but the villa was built with fortification in mind.

1. Explosives will be required to bring down the main gates and remove any vehicular opposition en route to the main building.
2. Agency intel suggests that if a direct approach through the front gates proves problematic, a jetty below the main house may provide an alternative entry point.

This space is unlikely to be so well defended—provided guards aren't alerted by your presence. The target space could be accessed by swimming in.

3. Otherwise, try making your way along the cliffs, traversing beneath the bridge to reach a secluded path.

Advanced tactical projections suggest that, in the event of the alarm being raised, Garcia is likely to retreat to his bar area.

## Advanced Recon Results



## The Fall of a Kingpin



Because Garcia Point offers a great view of his villa, it is the most logical place to begin your mission. Walk to the edge of the hillside and find Garcia's villa. Carefully begin your descent to the strip of beach south of the villa.



## BURYING THE DEAD

### Directive

GREAT WORK, AGENT. YOU'VE ACQUIRED ALL DOSSIERS FOR LOS MUERTOS, SO CHECK THAT OFF YOUR LIST OF ACHIEVEMENTS TO OBTAIN.



Swim out to the path on the southwest side of the villa and climb up the rocky side of the island. Hug the wall of the estate as you round to the west end of the island.

Be careful not to get spotted by guards manning the rear of the island. If they find you, take them out immediately. Otherwise, stick to the walls and out of sight.

### CO-OP CRIME FIGHTING

Agent teams can have a great day infiltrating Garcia's villa. Though both can work separately to eliminate Garcia's guards, the best approach is to attack from the same area at once.

Because Garcia's guards rarely leave their posts, focusing on one central area provides the easiest path to Garcia. Take out all the gang members near his bar and immediately attack with everything you've got.

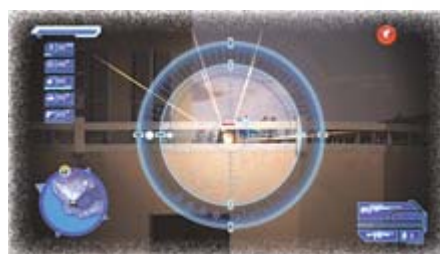


Reach the grassy area of the estate, just below the rear deck. When you spot the guard posted at the deck, take him out with a headshot. It might alert the other guards behind the villa, but they won't be able to find you on that grassy area.

Use the rocks near the railing to climb onto the deck. A few more of Garcia's guards are waiting by the pool. Get the drop on them and send a grenade swimming with them.



Immediately train your sights on the men on the level above, near Garcia's bar. Slowly strafe toward the bar area while peppering them with bullets.



Once you're close enough to the bar level, jump up and finish off any remaining members. There shouldn't be more than one or two at this point. If there are more, unleash a grenade, but save some for Garcia.





Garcia is close now, Agent. Circle around the back of the bar and peek in through one of the open doors in the back. Lock on to Garcia and toss a grenade his way. It should set him on fire as well as take out any guards in there with him.



Stay outside his bar and use up every last grenade you have. They might not be enough to finish him off, but they'll take care of his guards and a decent amount of his health. When you're sure the coast is clear, and Garcia is cooking to a crisp, rush inside and finish him off.

## Less Mugre



Don Domingo Garcia, head of Los Muertos, is dead. Nice work, Agent.

Los Muertos are now running riot, out to avenge their loss. They are disorganized but highly dangerous. Stay alert.



Don Domingo Garcia is out of the picture, but the remaining Los Muertos gang members aren't ready to put down their weapons. Slowly creep out of the bar area and finish off any Los Muertos members that came to see the commotion.

With the villa clean, explore the rooftops to acquire more Agency Agility Supplements or Hidden Orbs before tackling your final mission in La Mugre. When you're ready, take one of Los Muertos' cars near the entrance and speed down toward the amusement park near La Mugre's southeast end.





## PUTTING ON THE FINAL TOUCHES



The remaining members of Los Muertos are disorganized, angry, and looking for blood. Intel suggests they've accumulated at the amusement park in La Mugre's southeast area, near the prominent Ferris wheel. The majority of them are bunched up in front of the main entryway, making them great grenade fodder.

Fortunately, your efforts have not gone unnoticed by the Peacekeepers. Renewed by the noticeable decrease in crime, the Peacekeepers' faith and confidence has increased. Perhaps that is why they arrive to provide support in quelling the riot outside the amusement park.



Soften up the gang members outside and leave them for the Peacekeepers. Jump over the fence and take out the few scattered members inside the park. Once they're all dead, grab the green orbs floating above the amusement park shops—there should be nearly a half-dozen above the food signs alone.



Los Muertos are buried once and for all. The Agency has begun regeneration of La Mugre, cleaning up the filth left by Garcia's scum and renaming the district Green Bay as a mark of respect for one of the Agency's founders.

Agent, your initiative and ability are inspirational. Thanks to your deeds, the innocent need no longer live in constant fear of Los Muertos.

## Directive

YOU'VE CLEANED UP LA MUGRE AND ELIMINATED ALL LOS MUERTOS IN PACIFIC CITY. CHECK THIS ONE OFF YOUR ACHIEVEMENTS LIST, AGENT.





## Hunting the Volk

### THE VOLK GANG PROFILE



The Volk, "The Wolf," is a beast to be reckoned with. Tired of relentless fighting for poor pay and no recognition, hardened militia came together to put their skills to more profitable use...organized crime.

The Volk brought with it a strong pack work ethic and a vast horde of munitions and armored vehicles of

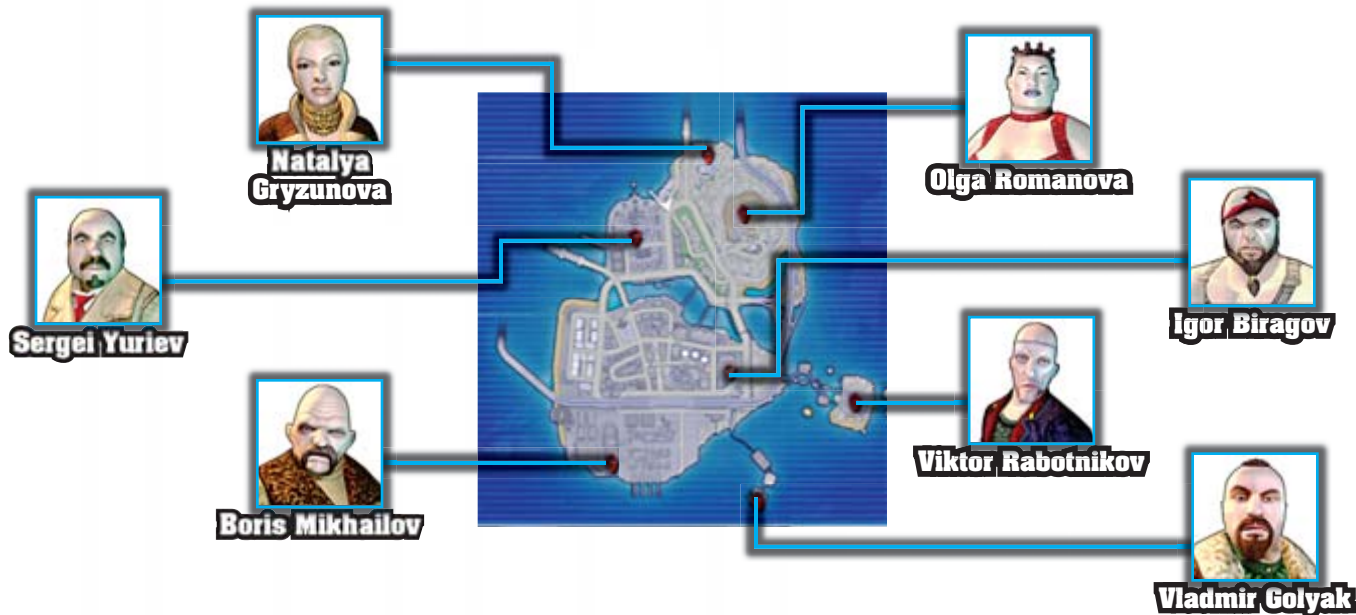
war. The mob's wolves embrace strict military discipline and are experts in the use of firearms and explosives. They bolster their ranks with skilled illegal immigrants and use the rest as a disposable work force.

The Volk controls the entire industrial area of Pacific City, locally known as the Den.

### THE VOLK DOSSIERS

Things are getting hot, Agent. After cleaning up La Mugre islands and doing away with Don Domingo Garcia, you now must tackle the Den and show the Volk that this lone wolf is not to be trifled with. The following intel was gathered very recently and should prove to be up to date.

Note that as you traverse the tops of the Den's many towers, the gaps between buildings and ledges have increased. Due to the difference in civil engineering between La Mugre islands and the Den, less agile Agents will have a difficult time navigating the skyline. Should that be the case, return to La Mugre islands and acquire enough Agency Agility Supplements to augment your abilities. If you have been following the instructions contained in this field manual, however, you should be adequately prepared to hunt the pack. Happy hunting, Agent; you'll be the Den's top dog in no time.



## HUNTING THE VOLK

### Sergei Yuriev

Sergei "Sovetnik" Yuriev runs the Volk's oil refinery on the Den's north coast, pushing workers hard in continuous shifts to create vast amounts of cheap fuel to sell at a high profit on the black market. Yuriev is convinced that the Agency is out to get him—and, of course, we are, which is why he never leaves his tower at the center of the refinery and is guarded like gold.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Oil Refinery



### Olga Romanova

Olga "Meat" Romanova... experimental steroids shaped this former athletic prodigy, transforming a delightful beauty into a vile beast. Romanova and her loyal "Puppies" operate the quarry on the east coast of the Den's northern island. From here they direct the distribution of the Volk's near-endless supply of explosives to the workers in the Den. Be advised: they are skilled in and excited by the use of their wares.



Classification	Effect of Elimination	Location
General	Eliminating Romanova diminishes the amount of explosives available to the Kingpin's guards	Quarry



### Igor Biragov

Igor "Rafik" Biragov's formative years were spent forging a far-reaching reputation from driving unsound trucks packed with volatile hazardous compounds over incredible distances and through treacherous conditions. These days he drives the smooth running of the Volk's substantial fleet of trucks and military vehicles. His dedicated teams of "Gators" shadow all haulage routes throughout the city and hijack trucks forced to pass through the Den. Biragov then sells the merchandise to desperate immigrants and uses the proceeds to buy military vehicles from his extensive contacts.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Traffic Depot

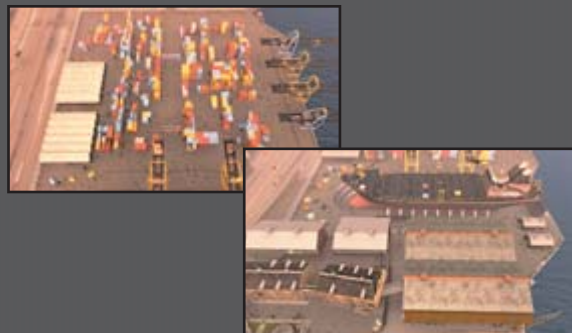


### Boris Mikhailov

Boris "Baron" Mikhailov is responsible for the hordes of illegal immigrants flooding the city to become the Volk's new workers. Where they come from is unknown, but the numbers are phenomenal. Mikhailov brings in far more than required, reportedly in foul conditions to ensure the survival of only the fittest. The remainder that don't make the grade are let loose in the city to distract the Agency. Mikhailov and his depraved "Govnyuk" guards reside at the Den's southern docks.



Classification	Effect of Elimination	Location
General	Eliminating Mikhailov decreases the number of enemies spawned in the Kingpin compound	Docks





## Natalya "White Fox"

Gryzunova rose to power through strategic contact with selected bodies. Once she had their hearts, trust, and assets, she took their lives. This cunning and fierce woman craves control over her surroundings to compensate for her extreme volatility. She commands mindless but dependable brute squads that maintain order in the Den. Gryzunova personally prepares her people in a training ground to the north of the Den, but is usually found where trouble thrives, typically in the black market area to the south of the Den.



Classification	Effect of Elimination	Location
General	Eliminating Gryzunova decreases the Kingpin's guards' health bars in half	Observatory by night, Arcade by day

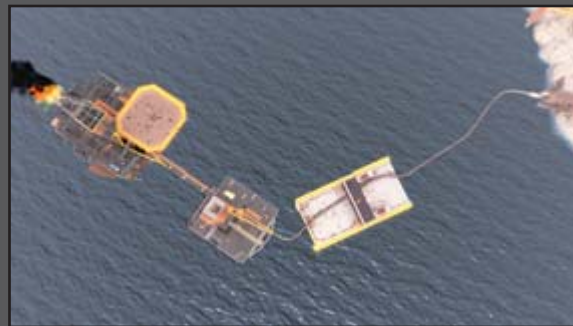


## Vladimir "The Wolf" Golyak

Golyak put his exceptional military training to successful use as a mercenary in the previous decade. His talent resulted in strategic alliances with sinister and influential people whose appreciation of his work he used to build his own powerful empire. Golyak has returned to Pacific City to reclaim control of his troubled organization. His base of operations is an oil rig, now anchored just offshore and heavily defended by his trusted "Kroff," which is likely to present you with a challenge.



Classification	Effect of Elimination	Location
Kingpin	Eliminating Golyak diminishes the strength of the Volk gang to virtually nil	Oil Rig

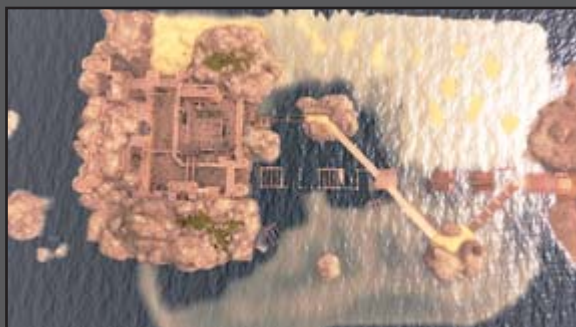


## Viktor "Curse" Rabotnikov

has spent his life killing: contract for business, serial for pleasure, and his peers to further his career. He now controls the Volk's vast munitions operation, overseeing the distribution of firearms from the armory in the old fort to the Workers in the Den. Warning: Rabotnikov and his wares are well defended by his heavily armed "Shishka" units.



Classification	Effect of Elimination	Location
General	Eliminating Rabotnikov diminishes the power of the Kingpin's guards' weapons	Weapons Dump



## THE WOLF PACK

Like Los Muertos, the Volk are armed to the teeth. Just as their namesakes would flash their canines in a show of aggression, so do the Volk casually brandish high-power assault rifles, sniper rifles, and grenade launchers in a show of violent arrogance. As much as we'd like to say that their bark is worse than their bite, we can't.

The Volk's arsenal is more than capable of biting chunks out of your health before you even realize it. Furthermore, keep in mind that most of the Volk's forces have survived conditions far worse than they are accustomed to in the Den and should never be underestimated. They're as tough as they come, Agent. As you might expect from a gang named the Volk, they firmly believe that there can only be one alpha dog in this den.

### Volk Thugs

Don't let their name fool you, Agent. Volk Thugs are a most dangerous beast. When they spot you, they'll continue to attack until you're down. Their high-powered automatic rifles are nothing to scoff at. Don't underestimate these Volk.



### Explosives Experts



You may have gotten a chance to pick up a grenade launcher in La Mugre, but here on the Volk island, they seem to be standard issue. Though the

majority of the Explosives Experts are located near Boss and General locations, you might occasionally run into one when you least expect it. How will you know? You'll know by the unexpected explosions at your feet.

### Snipers

These Volk are both a blessing and a curse. They can spot you from above and put the hurt on you in a hurry, but should you get the drop on them, their sniper rifles are a perfect way to turn the tide in a long-range fire fight.



### The Volk's Arsenal

The Volk's arsenal is a combination of long-range weapons and explosive firepower. You'll rarely come across a Volk member carrying a piddly handgun, Agent. The Volk are dangerous folk, and as such, their arsenal is a perfect match for their intentions.

The best defense is a good offense, right? So your best method of defense against a Volk is to disarm him and claim his weapon for yourself.

#### Ingalls MG-60



Clip Size	Maximum Clips	Maximum Ammo Count
32	10	320

#### Watson HE99 "Hothead"



Clip Size	Maximum Clips	Maximum Ammo Count
10	2	10



## Watson HE79 "Grenadier"



Clip Size	Maximum Clips	Maximum Ammo Count
10	2	10

## Harman MP-50



Clip Size	Maximum Clips	Maximum Ammo Count
32	10	320

## Dempsey I90 Equalizer



Clip Size	Maximum Clips	Maximum Ammo Count
8	10	80

## Bastion S600 "Long Eye"



Clip Size	Maximum Clips	Maximum Ammo Count
5	4	20

### Intel

THE VOLK ALSO CARRY SOME WEAPONS THAT YOU MIGHT BE FAMILIAR WITH, THANKS TO LOS MUERTOS. ASIDE FROM THE ABOVEMENTIONED WEAPONS, THEY WIELD THE HARLINGTON, DIKTAT, AND SHRAPNEL GRENADES.

## THE VOLK AGENCY SUPPLY POINTS



● Agency Supply Point

### Agency Supply Points Locations



The Retreat



Storage Facility

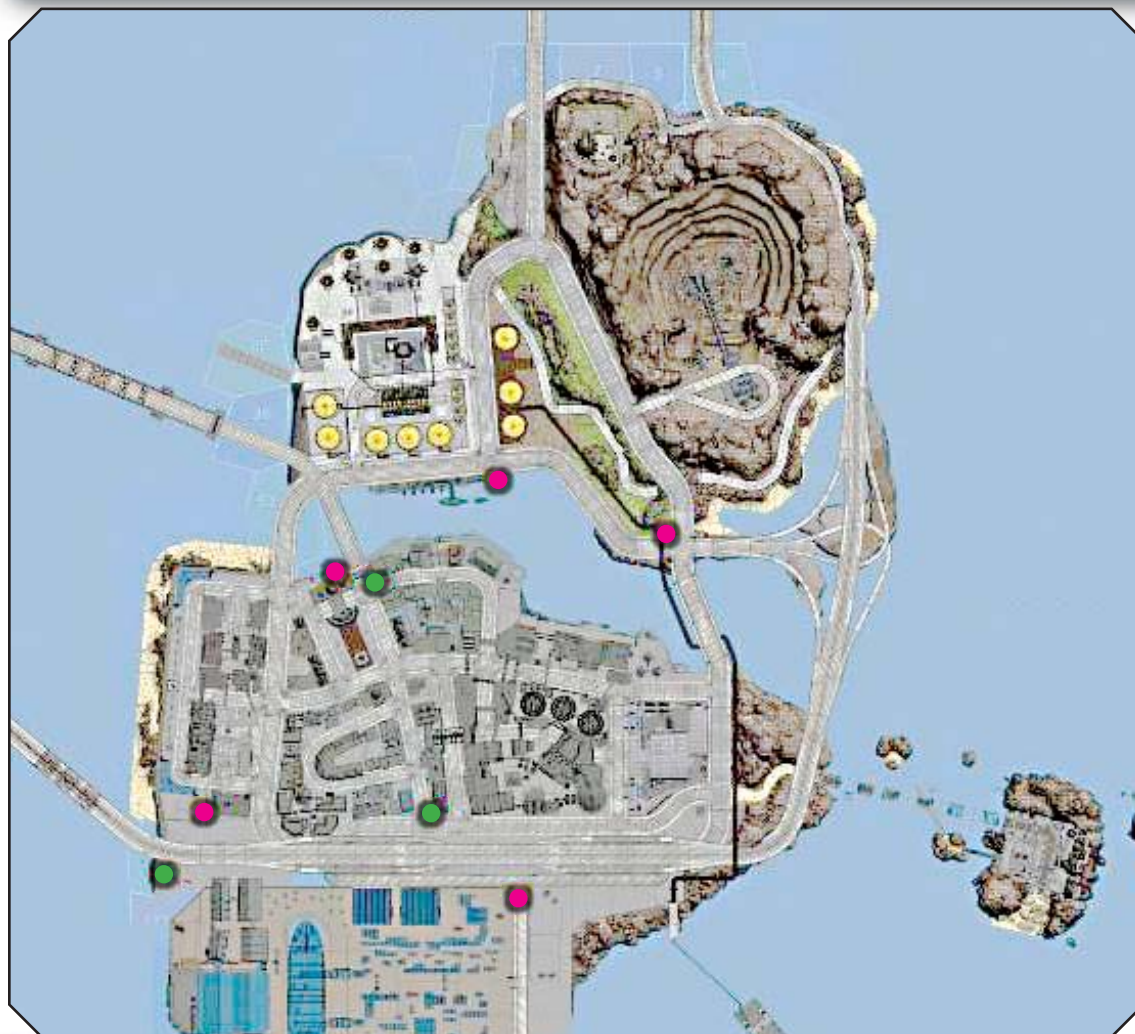


Hi-Power Tower



Maxims Arch

## RACING THE DEN



● Rooftop Race locations

● Road Race locations

### Rooftop Race Locations

### Road Race Locations



**High Volk-age Race**



**The Wolf's Teeth Race**



**The Alleys of the Den Race**



**The Freeway Gauntlet Race**



**The Volk Endurance Test Race**



**Ascending the Cells Race**



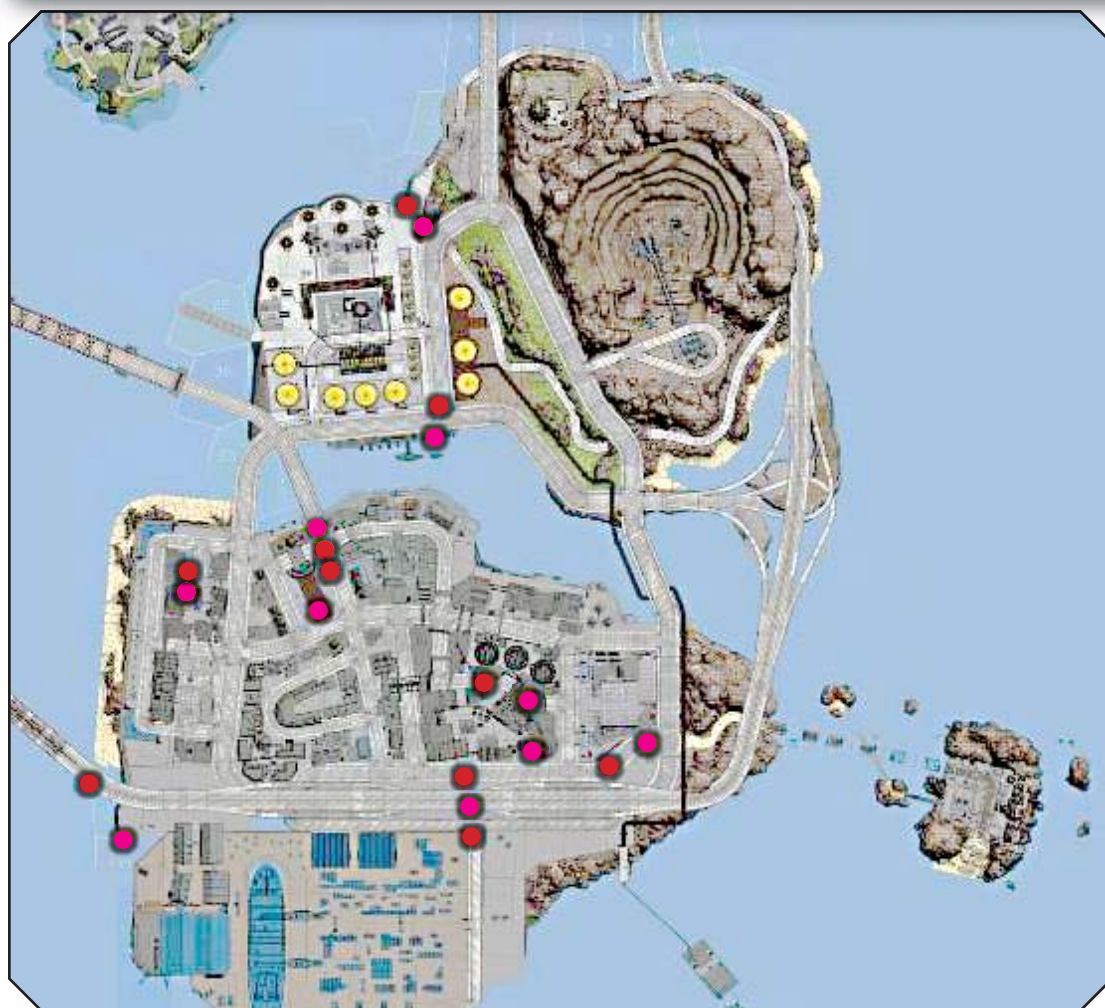
**The Widowmaker Race**



**Tour the Den Race**



## STUNTING IN THE DEN



● Stunt trigger point    ● Stunt marker



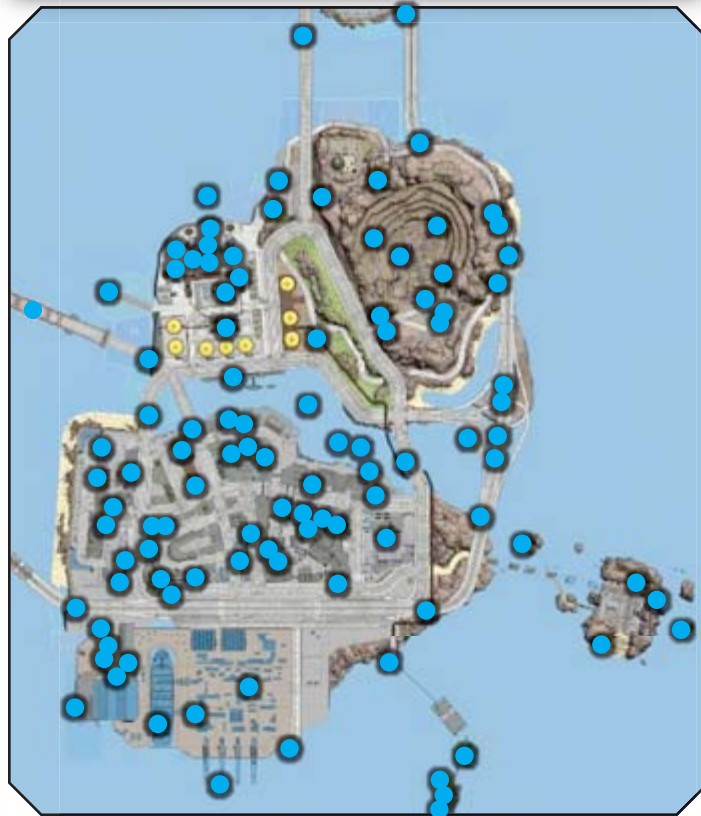


# AGENCY/AGILITY SUPPLEMENT LOCATIONS



● Agency Agility Supplement

# THE VOLK HIDDEN ORB LOCATIONS



● Hidden Orb





## INFILTRATING THE DEN

The Volk won't take kindly to outsiders snooping around their Den, Agent. That is why we stress being at 2-star Agility, at the very least, before continuing. Three-star would be preferable, but 2-star will do. Your first target in the Den is Sergei Yuriev. He's a paranoid low-level Boss holed up in the oil refinery's main building.

Don't get ahead of yourself, however. Just because you've cleaned La Mugre, it doesn't mean you can waltz right up to Golyak and off him. You have to start from scratch in the Den. That means taking out Bosses like Yuriev before gunning for the big dog.

### Intel

AFTER SETTING FOOT ON THE VOLK ISLANDS, THE DEN, YOU CAN FINALLY USE TUNNEL 2 UNDERNEATH THE KEEP.

## SERGEI YURIEV

Sergei "Sovetnik" Yuriev runs the Volk's oil refinery on the Den's north coast, pushing workers hard in continuous shifts to create vast amounts of cheap fuel to sell at a high profit on the black market. Yuriev is convinced that the Agency is out to get him—and, of course, we are, which is why he never leaves his tower at the center of the refinery and is guarded like gold.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Oil Refinery

2. Alternatively, a disused pipe leads to the heart of the compound, bypassing many guards. Explosives and athletic skills are required to exit the pipe. Once inside, beware of explosive oil barrels and check your fire.

The refinery is controlled from within the compound. Target but don't attack the workers to encourage them to operate the controls and increase the pressure in the refinery apparatus. Repeat this process for the building's remaining two floors.

### Sticking It to Sergei



Your hunt for Yuriev begins at the Keep, Agent. There you can stock up on weapons and pick up a company vehicle. Take tunnel 2 to the Den and it dumps you off right at Yuriev's front doorstep...literally.



## Advanced Recon Results



Agency intel shows that Yuriev never leaves his super-reinforced building. Your only option is to drive him into the open and make him vulnerable to attack.

Advanced tactical projections suggest overloading the refinery apparatus (labeled "?" on your map) to destroy each of the building's floors and force Sovetnik and his bodyguards on to the building's roof.

1. There are three heavily guarded main entrances to the compound. Athletic Agents should be capable of scaling the perimeter walls. Reinforcements will be quick to respond if alarm points are triggered.



## HUNTING THE VOLK

As soon as you exit the tunnel, jump out of your vehicle and leap over the oil refinery compound wall. On the other side are very large tanks with walkways running up the side. Before you get up there, take out any Volk in the immediate vicinity.

Reach the top of the oil tanks either by jumping up via the surrounding catwalks or by running up one of the attached walkways. Atop the tanks are more Volk. Snipe them before they cause too much damage.



It's time to take out the other two refinery apparatus control centers. Take the left walkway at the T-intersection toward the large platforms to the main building's left. Approach slowly, Agent, because plenty of Yuriev's men are waiting to blow holes in you.

When you reach the walkway's end, jump across

and grab hold of the platform's edge. Climb up to the very top and carefully slink past the tanks and pipes, eliminating Volk as you go. Follow the platform to its center and locate the second refinery apparatus control center. Blow it up.



**CAUTION**  
YOU'RE IN AN OIL REFINERY, AGENT. AS YOU SNEAK AROUND, WATCH OUT FOR ALL THE BARRELS ACHING TO TAKE A STRAY BULLET AND EXPLODE RIGHT NEXT TO YOU.

Creep toward the center tank and face the refinery's main building. Between you and the building is a large network of catwalks. Snipe the guards patrolling the catwalks and the floor below before taking a flying leap toward them.

On the catwalk find the large refinery apparatus



control center. It's at the T-intersection just in front of the main building. Lock on to it and blow it up. The pressure overloads and blows up pipes located near the main building's first floor. Yuriev heads for higher ground.



The third and final refinery apparatus control center is two levels below the second. Drop down by hanging from the ledges or find the stairs at the platform's rear and take it out. This forces Yuriev to climb to the main building's roof.

### Directive

DON'T WASTE YOUR AMMO TRYING TO TAKE OUT YURIEV HERE. YOU MAY BE ABLE TO SPOT HIM AND EVEN LOCK ON TO HIM, BUT HE'S BEHIND BULLETPROOF GLASS AND CAN'T BE HARMED.



## CO-OP CRIME FIGHTING

The best team tactic against Yuriev is “divide and conquer.” Each Agent should split up and attack a different side of the refinery. Converge on the refinery apparatus control center at the top of the platform (the second one as described above) and immediately jump across to the main building’s roof to tag-team Yuriev.

If you destroy the refinery apparatus control center on the walkway or the lower platform level last, you allow Yuriev and his guards to take defensive positions on the building’s roof. The trick is to be there waiting for him when he comes out of his elevator.



Quickly climb back to the top of the platforms and leap over to the large tank to the main building’s left. From there, leap across to the building’s roof. While in the air, take out Yuriev’s guard wielding the grenade launcher. Lock on to him before jumping and pop him in mid-jump.

As you land, make a beeline toward the downed man’s grenade launcher and pick it up. With it in your hands, turn to Yuriev and his remaining Volk peons. Bomb them off the roof and turn your firearm on Yuriev to finish him off.



## Between the Cracks...

“Once you reach the Volk’s island, get a rocket launcher as soon as you can. Leveling up your Explosive skill should be easier.”

—Tiffany Walsh, *Crackdown* team

## SO LONG TO SOVETNIK



Sergei “Sovetnik” Yuriev is no more. Without his authority and expertise the Volk’s black market fuel operation is struggling to maintain efficiency and cost-effectiveness. This will impact heavily on the Volk’s finances.

## Establish a Home in the Den

Now that you’ve cleared the oil refinery, it’s time to establish a presence in the Den. The first of four Agency Supply Points is on the Den’s southern island. In fact, they’re all located there. Grab a vehicle and take the southwest road leading to the south island. Follow the road to the easternmost Supply Point icon on your HUD map.

Once you’re next to it, get out of the car and scale the side of the building, using the balconies to get up. Hoist yourself up on the roof and claim your Agency Supply Point, the Retreat.



## SINKING YOUR TEETH IN...

You've started making a dent in the Volk power structure, Agent. That's good. Unfortunately, the rest of the Volk are still out there causing trouble, and they don't plan on slowing down anytime soon. Your attack on Yuriev only spurred them on.

Volk death squads now roam the streets looking for the Agent who burned up their lucrative oil trade. The next step is to head straight for the Volk's next Boss, Igor Biragov. He takes refuge in the traffic depot to the east of the south island. Before you take on Biragov, however, you need to secure more Agency Supply Points.

## Stranglehold the Volk



Before you trek all the way to the traffic depot and Biragov, reclaim two more Agency Supply Points to tighten your stranglehold on the Volk. They will be the second and third points in the Den.

Leave the Retreat Supply Point and turn right, toward the rusty walkway to the west. Should any Volk stand between you and the walkway, equip a sniper rifle or a grenade launcher and take them out from the safety of the Supply Point.

Dash west across the roof toward the rusty walkway and pass it up. At the end of the building, look down and find a church, the building with the two-spire shingled roof. Jump down and land on top of it.



### Directive

UPON LANDING YOU'LL TAKE SOME DAMAGE, BUT IT WON'T BE ANYTHING TO WORRY ABOUT. STILL, ELIMINATE ANY ENEMIES ON THE CHURCH'S ROOF AND SURROUNDING AREA AS A PRECAUTION. THEY'LL SHRED YOU AS SOON AS YOU LAND IF YOU DON'T.



Jump down from the church roof and hit the city streets. Locate the Supply Point icon on your HUD map and continue to move across the city streets toward it. Stop only to grab Agency Agility Supplements on nearby, easy-to-reach rooftops.

The Supply Point is at the top of a large beige building with multiple stacked balconies. Look up to see the orange beam shooting up into the sky. Use the balconies to climb to the top and reclaim the next Supply Point, Maxims Arch.



Nice work, Agent. You've acquired another Agency Supply Point in the Den. We're still not ready to take on Biragov however. To do that, you'll have to claim another Supply Point. Luckily, the next Agency Supply Point is across the street from Biragov's traffic depot.

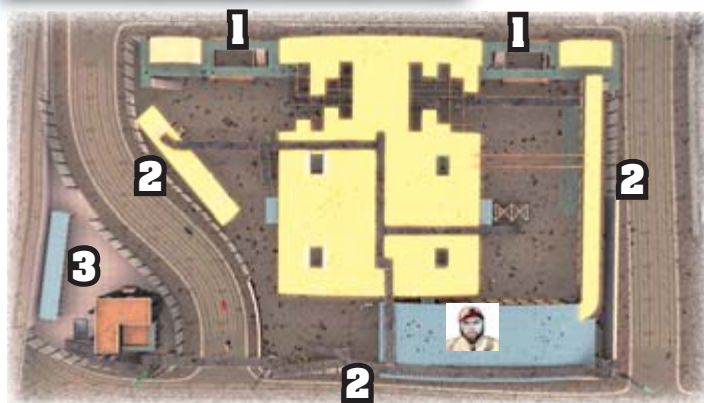
From Maxims Arch, turn north-east and locate the next Supply Point icon on your HUD map. Just as before, leap across rooftops until you have to take to the city streets. The building that houses the Supply Point has a set of stairs and three stacked walkways connecting it to the building south of it. Take the stairs up and scale the wall to reach the building's roof.



This building's roof offers a great view of the traffic depot below. Reclaim the Supply Point and stock up. You're now at Hi-Power Tower, Agent. Stock up on weapons befitting the Supply Point's name.

## IGOR BIRAGOV

### Advanced Recon Results



Igor "Rafik" Biragov's formative years were spent forging a far-reaching reputation from driving unsound trucks packed with volatile hazardous compounds over incredible distances and through treacherous conditions. These days he drives the smooth running of the Volk's substantial fleet of trucks and military vehicles. His dedicated teams of "Gators" shadow all haulage routes throughout the city and hijack trucks forced to pass through the Den. Biragov then sells the merchandise to desperate immigrants and uses the proceeds to buy military vehicles from his extensive contacts.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Traffic Depot





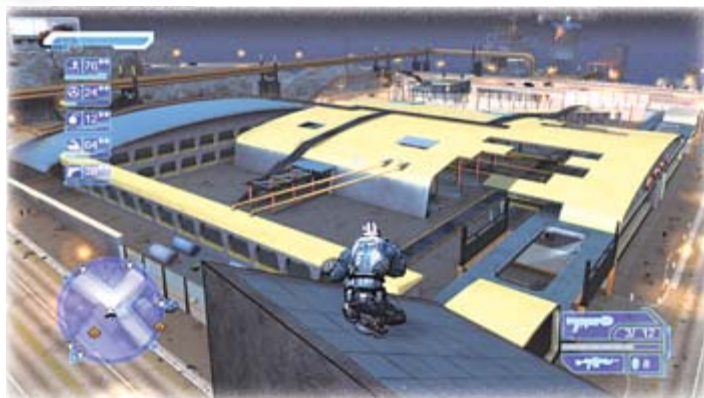
## HUNTING THE VOLK

This facility is optimized for vehicular use. As such, fast vehicles should be able to bypass the majority of the defensive forces around the compound.

1. The most obvious access points are the two gates on the north-south road [1] to the west of the depot. Agency intel suggests all of these access points will be blocked by heavy gates in the event of unauthorized intrusion.
2. Athletic Agents can easily leap the perimeter fence [2] but should note that the most convenient access points are the best defended. Be prepared to act fast and effectively.
3. A small annexed area to the south [3] provides access to the main compound via a bridge spanning the southernmost road. This is not as well defended as the main compound.

Agents armed with long-range weapons should be able to snipe from the higher positions surrounding this area, to remove and reduce the defensive presence prior to making an entrance.

### Igor BBQ



As we mentioned before, the Hi-Power Tower offers a great view of the traffic depot below. To top things off, the corner of the Hi-Power Tower overlooks Biragov's hideout at the north-east corner of the traffic depot.



Locate infiltration point 3 on the overhead satellite photos of the traffic depot. It is southeast of your present location. Equip a high-powered automatic rifle and the grenade launcher before dropping down to the streets below.

Once on the streets, use the rifle to down enemies. Along the east corner of the traffic depot, a long metal walkway runs from north to south, connecting infiltration point 3 and Biragov's hideout. Take the streets and gun down all patrols along the catwalk as you round the traffic depot along the northeast corner.



As you charge down the street, stop to take cover behind the pillars across the street from the depot. Watch for Volk vehicles viciously veering into you, Agent. The Volk are sneaky and will resort to any means necessary to stop you.

By the time you reach infiltration point 3, the walkway leading to Biragov should be clear. If it isn't for some reason, finish off any remaining patrols as you go.





Carefully traverse the catwalk toward Biragov's building and make a left at the first T-intersection. The walkway leads to the roof of a yellow building adjacent to Biragov's hideout. Creep along the building's edge, moving west until you see the large windows leading into Biragov's building.



Gun down Biragov's patrols through the windows, then drop in through one of the windows into a corridor. The way is clear, so run down to the building's northeast end.



Turn right at the end of the corridor and locate Biragov down the aisle. Before taking him out, eliminate his guards on the floor below and the corridor across from Biragov.



grenade launcher locked on him, and continuously pepper him with grenades until he is nothing more than burnt Biragov BBQ.

## CO-OP CRIME FIGHTING

Athletic Agents can partner up and take this mission in similar fashion as a solo infiltration. Instead of running down to infiltration point 3, the Agent team should leap over the wall closest to Biragov's building.

On the other side, both Agents can cover each other as they approach Biragov in his hideout.

## Bye-Bye Biragov



Igor Biragov's timely demise has destabilized the Volk's vast vehicle operation, devastating its replenishment and maintenance. Biragov's demoralized Gators have gone their own ways, leaving the compound in the Agency's hands—and the city's truckers breathing easier.





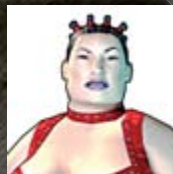
## QUARREL AT THE QUARRY

Two Volk Bosses are down, so it's time to start on the Generals, Agent. First on the list is Olga Romanova. She's the brute of a woman currently entrenched at the quarry in the north island in the Den. In the quarry, Romanova is surrounded by an alarming number of explosives.

Infiltration point 2, your infiltration point, is high risk, high reward. You'll have a tough time getting there, but it pays off in dividends when the rockets start flying. Let's get to it, Agent. There is no time to waste.

## OLGA ROMANOVA

Olga "Meat" Romanova...experimental steroids shaped this former athletic prodigy, transforming a delightful beauty into a vile beast. Romanova and her loyal "Puppies" operate the quarry on the east coast of the Den's northern island. From here they direct the distribution of the Volk's near-endless supply of explosives to the workers in the Den. Be advised: they are skilled in and excited by the use of their wares.



Classification	Effect of Elimination	Location
General	Eliminating Romanova diminishes the amount of explosives available to the Kingpin's guards	Quarry

## Advanced Recon Results



Romanova is sure to be found inspecting the area. Advanced tactical projections suggest that, if disturbed, she is likely to retreat to the best defensive position: the cave at the top of the road surrounding the machinery.

1. The most direct route to Romanova is via the main entrance (1), but expect heavy resistance.

Explosives will prove the most effective means of removing any opposition here, especially vehicular.

This is a highly volatile area full of crates of explosives, warheads, and missiles. The missile trucks are unstable and especially dangerous, but not as hazardous as the cave, which is the main explosives storage area.

2. Advanced tactical profiling aside, another route to Romanova offers less resistance and increased chance of success. Agile Agents capable of scaling difficult rock formations should approach Olga's quarry via the northwest rock formation (2) available from the main road.

## Between a Rock and a Head Case



Our mission starts at the Hi-Power Tower Supply Point. Jump down from the Supply Point roof and commandeer a vehicle. Any vehicle will do, Agent. No need to get picky. Take the main road left and make another left at the intersection. You'll get on the bridge leading north toward the quarry.



Speed across the bridge toward the quarry and pass by the large Dodge Caliber billboard. As you pass the quarry's main entrance on the right, pay close attention to the street ahead.



As soon as you see the large boulder on the right corner of the next intersection, stop and exit your vehicle. This is where you'll be infiltrating the quarry.



Jump on top of the boulder and take a good look at the rock face to your right. It slants slightly at a diagonal—perfect for jumping on top of it. Jump on top of the rock face and climb all the way up.



## Directive

THERE IS ANOTHER HIDDEN ORB JUST ATOP THE ROCK FACE. GRAB IT BEFORE YOU CONTINUE, AGENT. CHANCES ARE YOU'LL NEED IT.



With the observatory to your left, traverse the rocky steps toward the large slanted area of the rock face. See the recon photos above. Just as before, jump up the slanted rock face to the very top.



You've made it to a vulnerable point in the quarry's defenses, Agent. You've got the upper hand. Drop down to the rocky plateau overlooking the quarry and carefully run toward the quarry's east end.

As you go, look over the edge and eliminate all enemies on the quarry floor

below. It makes it easier when the time comes to return to the main quarry area.

## Intel

OUR INFILTRATION ROUTE ROUNDS BACK IN ON ITSELF, BUT IT IS THE BEST WAY TO ENSURE THAT YOU HAVE ROMANOVA ALL TO YOURSELF, OUT IN THE OPEN.

Continue navigating the rocky path toward the highway beyond the quarry's east end. Carefully edge around the rock face, following the humming of a Hidden Orb nearby.



When you locate the Hidden Orb, carefully creep out to the edge, making sure not to slip to the highway below, and grab it. Once it's yours, look down and locate the protruding rocket from the cliffside beneath. Carefully drop down from the rock face and steer yourself toward the rocket in midair.





## HUNTING THE VOLK

### Directive

**WORST CASE SCENARIO:** IF YOU DON'T MAKE IT THE FIRST TIME, YOU'LL HAVE TO ATTEMPT IT ONCE AGAIN. YOU'RE AN AGENT, NOT A QUITTER.



Congratulations, Agent, you've infiltrated Romanova's refuge. Because you've infiltrated the quarry's rear cave, she can no longer flee there once you've been detected in the quarry, forcing her to stay at her present vulnerable location. For now, you've also got the drop on the men in the cave. Use your grenade launcher, hand grenades, or rocket launcher to blow up the Volk in the cave.

### CO-OP CRIME FIGHTING

Agent teams can approach this mission in a much more conventional manner. Both well-equipped Agents should drive an armored vehicle through the main gates.

When one Agent leaps out of the vehicle to clear the Snipers, the other Agent should continue to drive the vehicle, plowing through grounded enemies. Once the coast is clear, storm Romanova and put an end to her work.

### CAUTION

BE VERY CAREFUL AS YOU TRAVERSE THE CAVE. YOU'RE SURROUNDED BY EXPLOSIVES IN A TIGHT, CRAMPED ENVIRONMENT. IF YOU DON'T MOVE QUICKLY ON THE GUARDS, ONE OR TWO BULLETS CAN DO YOU IN.

SIMILARLY, AS YOU APPROACH THE CAVE'S ENTRANCE (YOUR EXIT NOW) BE MINDFUL OF THE ROCKET LAUNCHER-WIELDING VOLK ON THE TOWERS OUTSIDE. THEY'LL SEND A FEW ROCKETS YOUR WAY AND THAT'S THE END OF IT.



Carefully exit the cave, back into the main quarry. Blow up all remaining Volk just outside the cave and dash toward Romanova's location on the HUD map. Enemies come out of the woodwork from high vantage points, but if you have eliminated the majority of the Volk in the main quarry area, your trek to Romanova's location should be a breeze.



Romanova is behind an armored vehicle to the left of the main entrance. It may require some light climbing, but she is easily accessible to you. Jump up and immediately hit her with a grenade. Just as with most every other Boss or General, keep her lit up like a Christmas tree as you approach. Shower her with grenades from your launcher and finish her off before she can even get a shot in.

### No Medals for This Loser

Olga Romanova's death has made Agency occupation of the quarry a matter of course. Reports suggest the remaining key figures are still in possession of explosive supplies but at least the workers are likely to be less...volatile.





## TARGET: GRYZUNOVA

Surely you've heard the saying "kill two birds with one stone," right, Agent? Well in this case the two birds are Romanova and Gryzunova. The stone? Well, you *are* near a quarry. Think about it. Gryzunova's main base of operations is the observatory, which is a stone's throw from Romanova's quarry.

As soon as you're done rocking Romanova, go north to the observatory. If it's daytime, you'll have no problem finding Gryzunova. If it happens to be night, take some time to explore the quarry and observatory in peace while collecting the green orbs and Hidden Orbs in the area. Either way, wait until morning to take on Gryzunova because we're counting on taking her out at the observatory.

## NATALYA GRYZUNOVA

Natalya "White Fox" Gryzunova rose to power through strategic contact with selected bodies. Once she had their hearts, trust, and assets, she took their lives. This cunning and fierce woman craves control over her surroundings to compensate for her extreme volatility. She commands mindless but dependable brute squads that maintain order in the Den. Gryzunova personally prepares her people in a training ground to the north of the Den, but is usually found where trouble thrives, typically in the black market area to the south of the Den.



Classification	Effect of Elimination	Location
General	Eliminating Gryzunova decreases the Kingpin's guards' health bars in half	Observatory by night, Arcade by day

## Advanced Recon Results



Natalya's main base of operations is the city observatory. She is also known to be setting up temporary operations in the Den's shopping arcade.

1. The main entrance to the observatory is on the north side of the Den. The cliffs surrounding the observatory's base (1) provide an ideal point of attack for athletic Agents, but beware of strategically placed guards and traps. The most viable position for a retreat here is the plateau behind the observatory building.

It may be possible to catch Natalya and her Wolf Pack off guard in the residential district. Riots erupt in the shopping zone every few days, making it difficult for the Wolf Pack to secure the area. A surprise attack during a riot could provide an easy takedown. Agents adept with firearms can use the vantage points of the surrounding buildings while the rioting civilians provide a distraction.

Make use of the protection offered by Agency vehicles if directly attacking the Wolf Pack. They are likely to use their military training to pin down and surround assailants.

## Cutting Off Gryztle

If Olga was "Meat," then Natalya is the gristle...or Gryztle as the case may be. And much in the same way gristle has flavor and is bad for you, Natalya's charms are deadly. She's a dangerous woman, Agent, and she's well protected at the observatory. Scout the area before she

arrives and get to know the observatory's nooks and crannies so you're not caught by surprise when the bullets start to fly.

When Gryzunova and her men show up, be waiting for them in the nearby rocks. Step away for a minute and let them get into positions so that they aren't scrambling about when you bombard them with grenades.





## HUNTING THE VOLK

### Directive

AS YOU ROUND THE ROCKY AREA SURROUNDING THE OBSERVATORY, BLOCK GRYZUNOVA'S PATH BY KICKING DOWN THE LARGE BOULDER ABOVE THE OBSERVATORY STAIRCASE.



Carefully patrol the surrounding rocks to ensure that all of Gryzunova's guards are gone. Use a combination of grenades, close-quarter combat, and your rifle to take them all out.



Circle around to the front of the observatory. There, a large group of Volk is gathered by the observatory globe. Sneak up on them and let them have it, Agent. The fewer Volk, the better.



Climb back on top of the surrounding rocks and return to the rocks just above Natalya's location. From the safety of the rocks above, bomb Natalya to kingdom come. If you time your grenades properly, she won't have any time to retaliate. Another General burnt to a crisp.

### CO-OP CRIME FIGHTING

A team of Agents won't necessarily be more efficient in this task, just faster. Teams should split duties, one covering high, the other low, or pinch the observatory from two different directions.

When it comes to Gryzunova, take turns bombing her with grenades and she'll be down in no time.

### Target: Dead

Natalya Gryzunova's passing leaves her brute squads lacking an authority figure to control them. Their reduced effectiveness is made worse by rebellious immigrants gaining confidence—a diversion likely to make the Den a less dangerous district for Agents on patrol.



### Directive

COMPLETING THE GLOBAL IMPACT ACHIEVEMENT DURING THE HIT ON GRYZUNOVA WOULD BE A GREAT CHALLENGE FOR TALENTED AGENTS. NOT ONLY ARE YOU IN THE LOCATION WHERE YOU ACQUIRE THE GLOBE, BUT THERE ARE PLENTY OF VOLK TO BOWL OVER.

BE CAREFUL THOUGH, YOU'RE A SITTING DUCK WHILE YOU HOIST THAT GLOBE OVER YOUR HEAD.





## THE MIKHAILOV MISSION

You're well on your way to eliminating the Volk completely, Agent. The falls of Gryzunova, Romanova, Biragov, and Yuriev were all deafening blows to the Volk establishment in Pacific City. Now comes one of the toughest assignments you've had to date.

The Volk may be crippled, but they can still constantly renew their ranks with fresh meat. You need to put a stop to that. Before you do however, the Agency *highly* recommends that you increase to 3-star abilities. Once you have done so, report for mission briefing.

### Taking the Final Supply Point



Well done, Agent. You've increased your skills to level 3 and are ready to take out the Volk's recruiter, Mikhailov. Begin your mission at Maxims Arch Supply Point and equip a sniper rifle and rocket (or grenade) launcher. The way to the next Agency Supply Point is simple. Begin by walking to the south end of the roof and locating the docks in the distance.

Jump down to the roof of the building below and begin to turn east. In the distance you'll see the oil rig. Head toward the oil rig as you move from building to building. Grab all green orbs you come across, but don't stray too far.



Cross the street you come to and go under the highway overpass. You'll come upon a fence, but you're an agile Agent capable of leaping over it in a single bound, right?

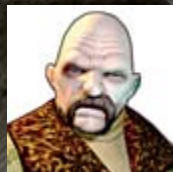
It doesn't matter how, just get over it. Continue going east and follow the Supply Point icon in your HUD map. The final Agency Supply Point in the Den, Storage Facility, is just east of the docks. Reclaim it and turn west.





## BORIS MIKHAILOV

Boris "Baron" Mikhailov is responsible for the hordes of illegal immigrants flooding the city to become the Volk's new workers. Where they come from is unknown, but the numbers are phenomenal. Mikhailov brings in far more than required, reportedly in foul conditions to ensure the survival of only the fittest. The remainder that don't make the grade are let loose in the city to distract the Agency. Mikhailov and his depraved "Govnyuk" guards reside at the Den's southern docks.



Classification	Effect of Elimination	Location
General	Eliminating Mikhailov decreases the number of enemies spawned in the Kingpin compound	Docks

## Advanced Recon Results



A grounded oil tanker situated near the center of the complex is where Mikhailov is sure to be located, supervising the repairs from the ship's bridge. The cargo at the front of the complex obstructs line of sight and makes ambush at any moment a likelihood.

1. Use the gantry system [1] to access the control room in Morgan's warehouse, directly opposite the ship. Destroy the computer in the control room to aid access to the ship.
2. The doors to the old dock entrance [2] can be removed by Agents skilled with explosives to give direct access to the warehouse area.

Use a heavy vehicle to break through the roadblocks or a fast vehicle to quickly drive around them.

3. Advanced tactical projections suggest that Agents with appropriate Driving skills and a suitable vehicle could take advantage of a ramp [3] in the container area.
4. A suitably agile Agent could take advantage of the containers [4] to gain direct access to the ship's bridge.

Be warned: the missile trucks are highly explosive and unstable.

## Dock Fight

Your recommended method of infiltration for the Mikhailov mission is a mixture of infiltration method 3 and improvisation. Though advanced tactical recon suggests that an Agent with advanced Driving skills and a suitable vehicle could gain access to the boat, the Agency believes it is more efficient to take the vehicle route in the container area by foot.



Begin by leaving the Storage Facility Supply Point and leaping west across the orange tarps. Avoid the main entrance to the container area and climb over the northeast corner of the fenced-in area.





Once you're over the fence, locate the first ramp attached to a container. It's in the compound's northeast corner. Grab the Agency Agility Supplements on the container above you and turn toward the next ramp to the south.

Follow the ramps as they lead toward the west end of the container area. As you approach, snipe any Volk that stand in your way. Be quick about it, Agent, because they're armed with nasty rocket launchers and one hit can send you flying in no time.

Once you reach the end of the container area, you're facing the tip of the boat. Don't attempt to leap across unless you're at Agility 4-star, Agent. It's a fool's leap. Instead, turn left and start moving south.



Get the jump on any Volk still hiding among the containers and go south, staying close to the west edge of the container area. To your right should be the boat and two large yellow cranes; keep them in your line of sight as you go.



Keep going south until you reach the southern end of the container area. There, climb atop the large red crate to the left of the second yellow crane. It's not rocket science, Agent; you'll know it when you see it.

While atop the red crate, target the Volk guards on the boat and snipe them one by one. As soon as you down one, another will come running out. Take out as many as you can or until it is clear to continue moving.



Jump from the red crate to the crane on your right. Aim for the Hidden Orb on the crane's walkway and jump across. As you land, take a minute to reload your weapon and check your rocket launcher's ammo. You'll need at least one or two rockets soon.

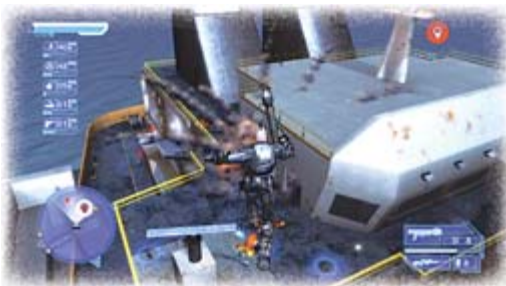


When you're locked and loaded, slowly creep up the crane's arm toward the boat. Watch your left side and wait until Mikhailov's men come pouring out of the boat's main cabin.

As soon as they're done filtering out of the door, unleash hell on them, Agent. One solid shot from your rocket or grenade launcher should do them all in instantly. If not, fire off two rounds for good measure, or follow your primary shot with a hand grenade.

This is it, Agent. Mikhailov is alone in the cabin and you've got the drop on him. Before dropping down, however, send a grenade in the doorway or just outside the doorway ahead of you. That will sting Mikhailov a bit and force him to back away from the door while you leap down from the crane to the main cabin area.

As you land, put away your launcher. The small cabin allows little room for error, and one rogue grenade or rocket blast can get you too. Instead, equip your sniper rifle and get a bead on his beady little head. As soon as you've got him locked in your sights, snipe away. As you take shots at his head, stay close to the doorway. You don't want to get stuck in the little room with nowhere to go.



Should you feel the need to be a bit risky, get *in* the cabin and toss grenades at him to keep him burning and on his back. If you try to toss grenades from the outside of the cabin, you run the risk of them bouncing off the roof because of the arch of your throw. No matter what method you choose, stay in tight on Mikhailov, taking cover as you need to, and finish him off.

## CO-OP CRIME FIGHTING

Agent teams should approach the docks from infiltration point 3 as well. The container area is packed full of Volk wielding rocket launchers, grenades, and sniper rifles, so having another Agent to watch your back will prove extremely valuable.

The approach vectors remain the same. If there is to be any deviation from the abovementioned plan, it should be to ensure a more thorough extermination of Volk in the container area. One Agent should continue along the established path while the other moves parallel to the first Agent from a southern route.

## Between the Cracks...

"At the Volk docks, swim around to a set of stairs near the back to reach the ship area relatively undetected."

—Tiffany Walsh, *Crackdown* team

## Buried Boris

Boris Mikhailov took his secret to the grave. Now no one will ever know how he managed to bring in so many immigrants undetected. But we do know that the replacement of skilled workers is proving problematic and new Volk recruits are negligible.





## VIKTOR, THE VILLAINOUS VOLK

The remaining Volk General is entrenched in the weapons dump off the Den's southeast shore. Surrounded by tons of weapons, explosives, and heavily armed Volk, Viktor comfortably takes care of his volatile business. Viktor may be one of the Volk's toughest and most valuable Generals, but he is still flesh and bone, Agent.

The weapons dump is very well guarded from its main entrance and some of the surrounding areas. The most vulnerable area for infiltration is the south gate. Don't worry, Agent, you won't be getting wet again. This time you can walk right up and knock on Rabotnikov's back door...or you could just jump over his fence into his back yard.

## VIKTOR RABOTNIKOV

Viktor "Curse" Rabotnikov has spent his life killing: contract for business, serial for pleasure, and his peers to further his career. He now controls the Volk's vast munitions operation, overseeing the distribution of firearms from the armory in the old fort to the Workers in the Den. Warning: Rabotnikov and his wares are well defended by his heavily armed "Shishka" units.



Classification	Effect of Elimination	Location
General	Eliminating Rabotnikov diminishes the power of the Kingpin's guards' weapons	Weapons Dump

## Advanced Recon Results



Rabotnikov is located somewhere inside this highly fortified weapons stockade, Agent.

1. The most direct route inside is over the bridge [1] via the main entrance.
2. Close to the bridge is a less heavily defended area [2] accessible to athletic Agents.
3. Agents adept with explosives can gain access by destroying the old entrance gate located on the south side of the fort.

The crates of ammunition are highly explosive. You could use them to your advantage—especially those on the conveyor system.

Beware of the mines. They are extremely unstable.

## Playing in Another Man's Yard

Choose your launching point for this mission. Both the Storage Facility and Hi-Power Tower Supply Points seem to be equidistant to Rabotnikov's island fortress. Warp to either Supply Point, and equip a sniper rifle and another weapon of your choice. Be sure to equip the sniper rifle.

Leave the Supply Point and go southeast toward the weapons dump. Rather than approaching the main gate, take to the shallow beach to the southwest of the island.



Follow the shallow beach around to the rear of the island. At the rear is a fairly well guarded gate with two towers.

## HUNTING THE VOLK

At the south gate, take cover behind the mounds of sand. First target the two men in the towers and snipe them. Their heads are the only visible part of their body, so it shouldn't take more than one shot to take them down from this distance.

When they're no longer a threat, turn your attention to the men patrolling the catwalks joining the two towers. Save ammo by targeting the explosive boxes on the catwalks rather than targeting each individual guard. Wait for the guards to approach the boxes, then shoot the boxes to make them explode.



Pass up the building, but continue to monitor the stairs. Wait until you see a group of red dots on your HUD map in the vicinity of the stairs. As they get closer to the stairs, set your sight on the explosive boxes at the top of the stairs. As soon as the Volk guards pop their heads out of the stairs, pop one of the explosive barrels. The explosion will take out all of the Volk guards at once.

Immediately turn around and take cover. Rabotnikov and his guards are in a patio just behind you. As soon as the explosion goes off, they become aware of your location and open fire.

When your health bar is full and your regenerating shield is up, peek your head out and spy Rabotnikov and his men through your scope. Target his guards first and pop them in their domes.



Great shooting, Agent. The south gate is now clear and open to infiltration. Resist the urge to bust through the gates, and instead climb the rock face to the right of the gate.

On the other side of the rocks is a small building with explosive boxes on its roof. Slowly creep up along the rocks and keep a close



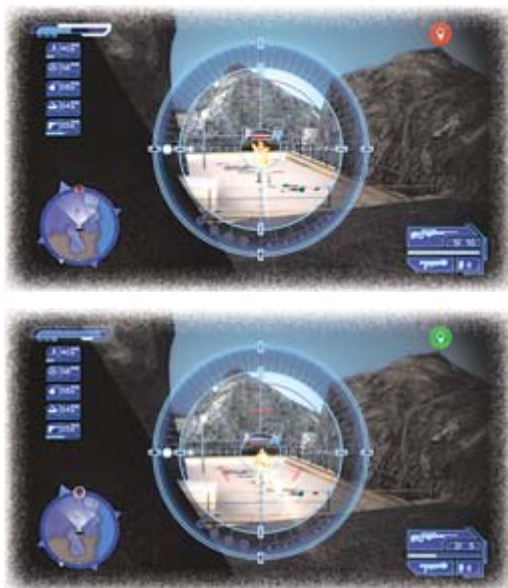
eye on the stairs leading to the roof of the building below.





With Rabotnikov's men out of the way, he's clean pickings. Once again, peek your head out from your cover and train your scope on his head. With a fully loaded rifle, fire off a round at his head. Maintain a steady pressure on him to keep him from establishing consistent fire on you. If he does, take cover for a second to regenerate your shield.

Don't take cover for too long, though. Rabotnikov's health will regenerate and make it harder for you to whittle it down. Keep the pressure on Rabotnikov with your sniper rifle and he won't be able to touch you. The last of the Volk Generals falls.



## CO-OP CRIME FIGHTING

Adventurous Agent teams should tackle Rabotnikov's base from the front gate. Using a series of leap-frog maneuvers, one advances while the other one provides cover, to move up the bridge toward the main compound area.

Once in the compound, skirt the rocky sides of the island until you both reach Rabotnikov at the island's rear. As soon as you locate Rabotnikov, lay into him with everything you've got.

## The End of Rabotnikov

Viktor Rabotnikov's death has allowed the Agency to seize the bulk of the Volk's massive arsenal. The remainder is reportedly in the hands of the remaining key figures, so while the workers are likely to prove less of a threat, caution is still advised.



## CLAIMING THE DEN

We're one step closer, Agent. Golyak's Generals are out, leaving Golyak more vulnerable to an attack. That's a good thing too, because his oil rig is a tough nut to crack. The rig is surrounded by water, and reaching Golyak requires trapeze-act grace, tightrope walking, and precision jumping and climbing.

Your infiltration point requires the least amount of each, but it's still far from safe or a sure thing. If, for some reason, you're still not 3-star Agility, now is the time to do it. If you can go for 4-star Agility, do it. Better to be over-prepared than under, Agent.

## Oil in Water

Beginning from the Hi-Power Tower, start leaping across rooftops toward the southeast. You'll have no trouble spotting the oil rig smack dab in the middle of the ocean. Traverse the city streets and take a flying leap into the ocean.

Swim around the back of the oil rig, past the main pipe and surrounding platforms. You're right under Golyak's nose, and he doesn't even know it, Agent.



## Directive

YOU'VE LOCATED ALL VOLK DOSSIERS, AGENT. THAT'S ONE MORE ACHIEVEMENT TO CHECK OFF OF YOUR LIST.

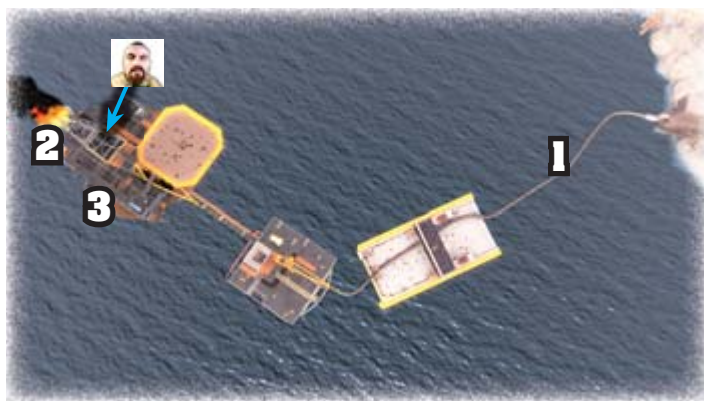
## VLADMIR GOLYAK

Vladmir "The Wolf" Golyak put his exceptional military training to successful use as a mercenary in the previous decade. His talent resulted in strategic alliances with sinister and influential people whose appreciation of his work he used to build his own powerful empire. Golyak has returned to Pacific City to reclaim control of his troubled organization. His base of operations is an oilrig, now anchored just off shore and heavily defended by his trusted "Kroff," which is likely to present you with a challenge.



Classification	Effect of Elimination	Location
Kingpin	Eliminating Golyak diminishes the strength of the Volk gang to virtually nil	Oil Rig

## Advanced Recon Results



Golyak is most likely to be watching over operations in the main drilling platform. It will be advantageous to impair his defenses by removing his generals before making a direct assault on the oil rig.

The main oil pipelines in the city span from the Volk's offshore oil drilling platform located to the south of the Den.

1. The most direct route to Golyak appears to be an assault along the main pipe [1] leading out from shore to the barge, followed by a fight to the top of the main drilling rig.
2. There's a service access point on the far side of the base of the drilling shaft on the south side of the main platform [2].
3. Only the most athletic Agents should make the treacherous swim to the bottom of the drilling shaft and the difficult ascent up its decaying rusty ledges [3].

## Slick as Oil and Just as Volatile

Swim around to the back of the oil rig and sneak up on the guards at the base of the rig's open drilling shaft. If they spot you as you swim up to the platform, they'll open fire. Increase your chances of success by drawing their fire away, then swimming around to the other side and sneaking up on them.



Take them out, then sneak into the shaft. Watch your head as Golyak's guards are perched atop several rusty platforms and wield powerful sniper rifles and automatic rifles.



Carefully navigate the rusty platforms, climbing higher and higher. Occasionally stop and take a minute to look up and plan your next few steps. Only a fool would blindly jump up the platforms without a plan in place.



BE VERY CAREFUL WHEN JUMPING. IF YOU GET TOO HIGH AND TAKE EVEN ONE MISSTEP, YOU CAN FALL ALL THE WAY BACK DOWN.





When you reach the four colored pipes attached the main oil rig, resist the temptation to dash across. If you do, you'll backtrack into a part of the rig you don't want to be in. Instead, ignore the pipes and turn left.

Move up the side of the drilling shaft, using the walkway ramps to climb higher up the rig. Follow the hallways up the rig until they wind into the interior of the rig. Kill the guards you encounter and use the surrounding passageways to take cover.



You'll come under extremely heavy fire from above, so take cover frequently, pick your shots, and always restock on ammo from downed enemies or just take their weapons altogether.



and barrels. Use them to dispatch multiple enemies at once as you fight to the top.

A good Agent is always mindful of his surroundings and uses any advantage they may offer him. Here, you're surrounded by a multitude of explosive boxes



lessen Golyak's guards' numbers before taking the fight to Golyak. Golyak is hiding directly underneath the flaming oil rig tower. He snipes at you from the safety of the rig tower. Don't let him take potshots at you, Agent.

When the coast is clear, rush his tower. Jump on top of the pipes

attached to his tower and locate his position under the tower. Jump up, lock on to him, and let 'er rip as you land. He'll be down in a matter of minutes with the right weapon. As always, target his head.

## CO-OP CRIME FIGHTING

The method detailed above is great for Agent teams. Because the area directly underneath Golyak is extremely crowded with guards, a second Agent will be very valuable as you approach.

Strategically cover each other as you approach Golyak and rush him as soon as you spot him. He can't contend with two Agents at once.





## AGENT'S DEN



Vladimir Golyak may be dead but his workers are still united, attempting to recruit any remaining immigrants to rebuild their former glory. Only once all workers are removed from the streets can we be sure that we have full control over the Den.

## Cleaning Town Square



After killing Golyak, return to the Storage Facility Supply Point and warp to the Maxims Arch Supply Point. Just behind the Supply Point is the town square, chockfull of rioting Volk remnants. Enter the Agency Supply Point, grab a long-range weapon with good accuracy and a grenade launcher, then start moving toward the town square.

Rather than attack the rioters in the town square from the ground level, climb to the roof of a nearby building and get to work, Agent. Use your scoped weapon to take out rioting individuals and use the grenade launcher only when you have a clean, clear shot at multiple Volk.

Remember, if you blow up civilians, you'll lose precious ability power-ups, so choose your targets wisely. Keep killing rioting Volk until they're all gone.



The Volk is no more now that the last of the workers has been retired. The slave labor is free to formally join the existing citizens and all are united in their relief.

The Agency's Peacekeepers are reclaiming the space, removing all associated grease and grime produced by the Volk occupation. A new name for the Den marks a new beginning: Hope Springs.

Your effectiveness, Agent, is commendable.

## Directive

YOU'VE CLEANED THE ENTIRE DEN OF PACIFIC CITY AND PROVED THAT YOU ARE TOP DOG. THAT'S AN ACHIEVEMENT, AGENT. CHECK IT OFF AND BE PROUD.



## Corporate Take Over

### SHAI-GEN CORPORATION PROFILE

The Shai-Gen Corporation is a sinister and pervasive force for evil. It was founded and funded by the previous government with a remit to evolve radical preemptive defense solutions.

Its intensive scientific research, strategic influence initiatives, and black propaganda yielded staggering and disturbing results.

The burgeoning division became financially independent, probably through illicit sources, and more powerful than its original patron. This led to a purchase by a mysterious individual and the birth of the Shai-Gen Corporation and as a result, the Agency.

The Shai-Gen is based in the Corridor, a space created for the unified, lavish lifestyle of its personnel and a superficial utopia for its numb citizens. Only exceptionally agile Agents have the capability to exploit the heights.



### SHAI-GEN DOSSIERS

This is it, Agent: the final step in our mission to clean Pacific City. You've come a long way and knocked off a lot of Bosses and Generals. You know how it works now, so there is no need to tell you just how dangerous the Shai-Gen are.

The Corridor is the perfect playground for an Agent with exceptional Agility. The buildings are farther apart and much taller than anything you've climbed before. In fact, the only building taller than the Shai-Gen's is our very own Agency building in the Keep. Be sure to reach 4-star on all abilities before attempting to take over the Shai-Gen's Corridor.



**Dr. Baltazar Czernenko**



**Zuang Lun Wang**



**Colonel Axton Cowell**



**Thadeous Oakley**



**Vitaliy Rzeznik**



**Mrs. Timbol**



**Melissa Fang-Yin**

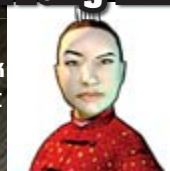
## CORPORATE TAKE OVER

### Melissa Fang-Yin

Melissa Fang-Yin is Shai-Gen's exceptional Intelligence Director.

Her comprehensive intelligence network relies on the interception and assessment of all communication within, to, and from the city. Refined information is directed to the relevant departments to control conduct within the Corridor.

The population is under constant, vigilant scrutiny from field operatives known as "Analysts." They seek out infractions and insubordination and convey precision data to the Enforcers who administer immediate and extreme reprisals.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Intel Facility



### Thadeous Oakley

Thadeous Oakley is dedicated to "The Message." The Corporate lines that captured the hearts and minds of a nation.

His management of Shai-Gen's extensive and effective public relations campaign is exemplary. He single-handedly made the company universally irresistible and encouraged an unprecedented influx of new talent.

Oakley uses his own highly addictive subliminal branding techniques, and the methods are too sophisticated to be understood by anyone else. Clearly Shai-Gen's reputation hinges on Oakley's existence.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Public Relations Dome



### Mrs. Timbol

Mrs. Timbol's primary role is ruling Shai-Gen's Human Resources department, supervising the training of new recruits for The Corporation's radical Security force.

Her intense indoctrination program is ruthlessly efficient. Those who fail provide target practice for those who succeed.

Mrs. Timbol is the Devil made flesh. This...woman has no heart or soul but revels in stealing both via Shai-Gen's Acquisitions department: a covert group that kidnaps innocent civilians for use in sadistic training exercises and research.



Classification	Effect of Elimination	Location
General	Eliminating Timbol decreases the Kingpin's guards' weapon power	Human Resources Facility





Vitaliy Rzezniak, Security Director for the Shai-Gen Corporation, runs a private militia to rival the country's official armed forces.

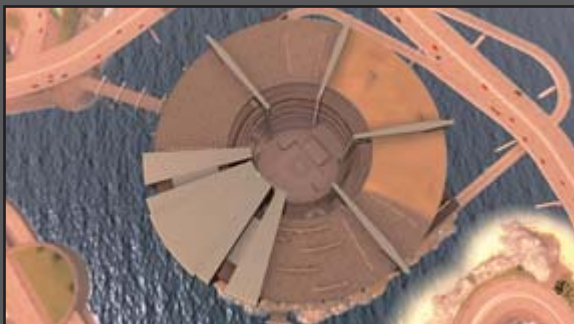
## Vitaliy Rzezniak



His Enforcers keep the Corridor clean through their judicious use of cutting-edge equipment and expertise combined with exceptional Analyst intelligence.

Rzezniak is supremely paranoid, his trust only ever extended to Melissa Fang-Yin, doubtless blinded by her beauty and intellect. He rarely leaves his office on the top floor of a fortress-like Security Complex overseeing the east side of the Corridor.

Classification	Effect of Elimination	Location
General	Eliminating Rzezniak decreases the number of guards at the Kingpin's compound	Security Complex



Colonel Axton Cowell acts as Shai-Gen's Defense Director providing watertight protection for "the big fish".

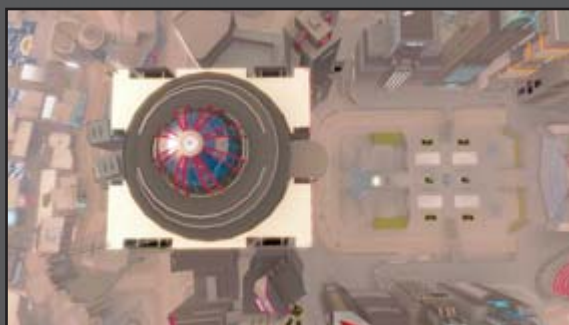
## Colonel Axton Cowell



From the top floor of his War Room, Cowell keeps track of all key figures and events throughout the city, ready to act when the need arises, typically to stop trouble before it starts.

It's not clear why this highly decorated ex-Special Forces legend has aligned himself with Shai-Gen but his presence is a significant obstruction to justice.

Classification	Effect of Elimination	Location
General	Eliminating Cowell removes the roadblocks barring entrance to the Kingpin's compound	Defense Tower



Doctor Baltazar Czernenko is Shai-Gen's Research Director. His most successful inventions are the emotion suppressants used to keep civilians docile and the genetic accelerants used to create so-called "Super Soldiers."

## Dr. Baltazar Czernenko



Czernenko's work focuses on every unlawful, unethical, and unfounded field of medicine. The results are seldom practical or pleasant, but Shai-Gen is confident another breakthrough is imminent.

Fortunately for them, Pacific City provides a healthy supply of potential test subjects....

Classification	Effect of Elimination	Location
General	Eliminating Czernenko decreases the Kingpin's guards' health bars by half	Research Center



Wang is Pacific City's most prominent yet enigmatic occupant. The Managing Director of Shai-Gen has rarely been seen or heard. His capabilities are unbounded through speculation that typically concerns his use of the dark arts to fuel his phenomenal success and empower his deadly Kiao-Lung guards.

### Zuang Lun Wang



Facts about this figure are non-existent. Only now he is prepared to engage with the Agency do we know the location of his headquarters: the skyscraper in the Corridor's main square.

Clearly this is a trap.

Classification	Effect of Elimination	Location
Kingpin	Eliminating Wang diminishes the strength of the Shai-Gen Corporation to virtually nil	Corridor's Main Skyscraper



## CORPORATE SCUM

With a weapon in one hand and an arrogant superiority complex in the other, most of the Shai-Gen Corporation's Soldiers are a dangerous mix of lethal training and haughty disdain for the law. They are trained by the best, carry the best weapons, and drive the nicest vehicles. Shai-Gen Soldiers won't hesitate to put a bullet in an Agent's head and then put another one in his back for getting blood on their designer shoes.

Many of the Shai-Gen's Soldiers are eager to pull the trigger, and they do so with amazing accuracy. Due in part to their training, but mostly to their choice in weapons, the Shai-Gen Soldiers rarely miss, Agent. Only fast and nimble Agents enter the Corridor. Only top Agents leave it.



### Shai-Gen Thugs



Granted, not all of the Shai-Gen Thugs are dressed in scrubs, but they are all surgeons with the pistol. Regardless of their attire, don't take them for gimps. They're dangerous at a distance, capable of killing up close, and lethal at long range. Should you get your hands on one of their pistols, you'd even be playing field just a bit.

### Shai-Gen Soldiers

The Shai-Gen Soldiers' choice of weapons ranges from pistols to submachine guns, but their level of lethality remains a constant. More often than not, you'll encounter these Soldiers guarding a Boss or a General, but when you do, remember this: they'll keep going and going... until you're dead.





## Lackeys

The results of Dr. Czernenko's experiments, these lackeys are bastardizations of the Soldiers from the Human Modification program. Make no mistake about it, Agent, they possess remarkable speed, super strength, and a thirst for blood—just like the successful products of Czernenko's program.

They don't carry weapons but are quick to use inanimate objects to bash their prey. By killing them, you're doing yourself, civilians, and the lackeys themselves a favor. Put them out of their misery, Agent.



### Intel

LACKEYS ARE LET LOOSE ON THE CORRIDOR ONLY AFTER YOU ELIMINATE CZERNENKO.

## Shai-Gen Snipers

Intel reports provided by undercover Peacekeepers suggest that the Shai-Gen also employ several Soldiers perched on the Corridor's roofs. Their weapons of choice? High-caliber sniper rifles and extremely explosive rocket launchers. So keep your head up and your eyes trained on the rooftops.



## Shai-Gen Corporation's Arsenal

As we've stated before, the Shai-Gen Soldiers are expertly trained marksmen. However, that doesn't mean that they are so smug they'll carry low-end weaponry. On the contrary, their state-of-the-art weapons are upgraded versions of weapons in the other two boroughs.

The Corridor is full of high-rise buildings with perfect vantage points for Snipers and rocket-wielding Soldiers, so expect to see plenty of bullets and explosions when you hit the streets.

### Intel

ASIDE FROM MANY OF THE WEAPONS WE'VE ALREADY COVERED, SUCH AS THE HARMAN MP-50, INGALLS MG-60, DEMPSEY 190 "EQUALIZER," HARLINGTON HMG-90, AND SHRAPNEL GRENADE, THE SHAI-GEN ALSO CARRY THE FOLLOWING WEAPONS:

### Smithers "Punisher"



Clip Size	Maximum Clips	Maximum Ammo Count
16	10	160

### Watson HE99-X "Firefly"



Clip Size	Maximum Clips	Maximum Ammo Count
1	10	10

### Bastion SX900 "Longshot"



Clip Size	Maximum Clips	Maximum Ammo Count
1	10	10

### Cluster Grenade



**SHAI-GEN/AGENCY SUPPLY POINTS**

● Agency Supply Point

**Agency Supply Points Locations****Comfortitude, LTD.****Bubble****Intellicenter****The Block****Stripey's Cafe**



## RACING THE CORRIDOR



● Rooftop Race locations    ● Road Race locations

### Rooftop Race Locations



**Wings Are for Suckers Race**

### Road Race Locations



**City Park Burnout Race**



**Shai-Gen's Shopper's Race**



**Shai-Gen's Tourist Race**

## STUNTING IN THE CORRIDOR



● Stunt trigger point    ● Stunt marker

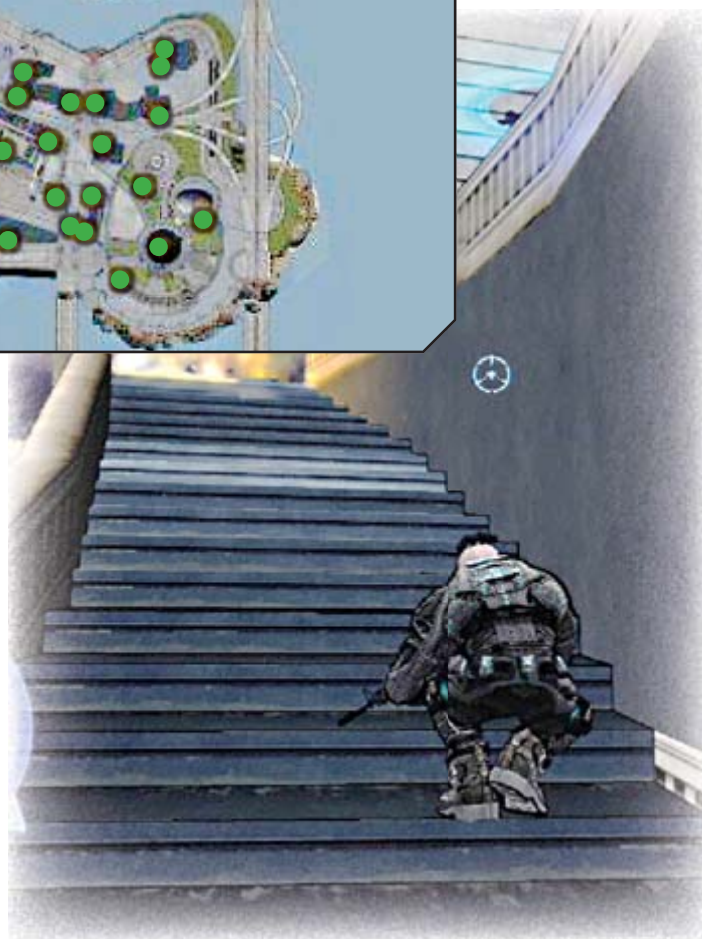




## AGENCY/AGILITY SUPPLEMENT LOCATIONS



● Agency Agility Supplement



## SHAI-GEN HIDDEN ORB LOCATIONS



● Hidden Orb



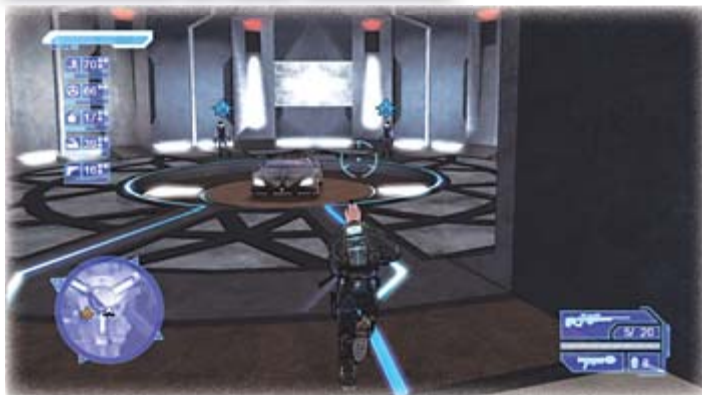


## YANG TO FANG'S YIN

Melissa Fang-Yin is the Shai-Gen's intelligence specialist. You are the Agency's field expert; one who isn't happy sitting behind a desk gathering "intel." You are a man of action, Agent. That makes you the opposite of Fang-Yin. But this doesn't mean that you're going to run after the Shai-Gen without proper preparation.

Infiltrating the Shai-Gen's Intel Facility should be a great test of your abilities. If you find it too difficult at first, work on key abilities some more. If you can take Fang-Yin out with relative ease, then you're ready to take over the entire Shai-Gen Corporation.

### Welcome to the Corridor



Your trek to the Corridor begins at the Keep, Agent. Warp back to the Agency Supply Point at the Keep, equip your weapons, and take a vehicle out of the Agency garage.



Take tunnel 3 out of the Keep and into the Corridor. The tunnel's exfiltration point is in the Corridor's east island. Immediately make a right and head toward the only Agency Supply Point icon on the southern island.

#### Directive

ON YOUR WAY TO THE SUPPLY POINT, RUN OVER AS MANY SHAI-GEN SOLDIERS AS YOU CAN.



Pass up Moore Towers and arrive at the Supply Point building. Either use the intricate latticework on the side of the building to jump to its roof, or climb the windows of the adjoining building.

From the adjoining building's roof, target the Snipers below the Supply Point, and leap across the buildings to the Intellicenter Supply Point. Behind the Supply Point building is Melissa Fang-Yin's compound. Knuckle up, Agent, it's time to go to battle.

## MELISSA FANG-YIN

Melissa Fang-Yin is Shai-Gen's exceptional Intelligence Director.

Her comprehensive intelligence network relies on the interception and assessment of all communication within, to, and from the city. Refined information is directed to the relevant departments to control conduct within the Corridor.



The population is under constant, vigilant scrutiny from field operatives known as "Analysts." They seek out infractions and insubordination and convey precision data to the Enforcers who administer immediate and extreme reprisals.

Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn't affect Kingpin infiltration	Intel Facility

## Advanced Recon Results



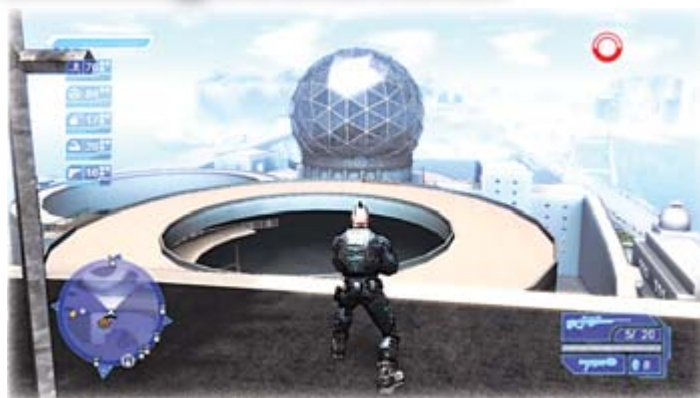
This complex houses Shai-Gen's Intelligence division where they collate satellite imagery and information to rival the Agency's.

Melissa Fang-Yin can be found within the central dome of the complex.

1. and 2. High walls give the enemy the advantage here. The complex is accessed through a heavily guarded main [1] entrance or a car park to the rear [2].
3. High explosives or a large vehicle are required to remove any gates obstructing progress, such as those at either end of the corridor connecting the car park [3], the heavily armed entrance courtyard [3], and the rear loading bay [3].

Alternatively, target the smaller gates leading directly from the car park to the rear courtyard, allowing you to bypass the entrance courtyard altogether.

## Infiltrating the Intel Center



Equip a sniper rifle and a rocket launcher before heading out to meet Fang-Yin head on. With your sniper rifle in hand, jump atop the roof behind the Intelcenter Agency Supply Point and locate the large circular building behind you.



Target the Shai-Gen Soldiers patrolling the circular building, and take them out. One or two headshots should do the trick, Agent. Once they're all down, re-supply at the Agency Supply Point and head back up to the roof.



Back up and take a flying leap over the streets below to the circular

building you just cleaned off. Upon landing, immediately survey the area and clear it of any Shai-Gen presence. Look into the rings below and the surrounding buildings, Agent, because the Shai-Gen are ubiquitous.





Sterilize the area surrounding the circular building and the second, attached circular building housing the large satellite dish. With the area clear, slowly move toward the large sphere's entryway. Get to work, Agent. The Shai-Gen won't remove themselves.



After eliminating all Shai-Gen near the sphere entry, turn your attention to the rear entrance off to the right. Keep scoping out enemies and take them out safely from a distance. There aren't many now, but when you move forward, even one additional Shai-Gen Soldier will seem like an army.

## CO-OP CRIME FIGHTING

The sphere's two entryways are perfect for a team of Agents to execute a split incursion. Agents should each take one entry and attack them simultaneously, leaving the Shai-Gen guarding the sphere's interior little time to react.

Similarly, Agents should simultaneously approach Fang-Yin once inside so that one Agent always has a clean shot at her back.

Jump across the gap below from the circular building to the stairs near the sphere's entry. Carefully creep to the sphere's door and peer inside. Shai-Gen Soldiers will immediately open fire, so don't rush in.



Peer inside the door, locate the Soldiers in the doorway directly across from you, and take them out.



Back away from the door and take cover long enough to recuperate any health you've lost. Continue peeking in the door, taking out Shai-Gen little by little. Several are moving around the sphere interior, using the walkways to move high and low inside. To keep track of enemies, lock on to an enemy as you back away from the door. That way, when you approach the door again, you're already aware of your enemy's location.





## CORPORATE TAKE OVER

Kill enough Shai-Gen in the sphere's interior to ease infiltration. After you've softened the sphere's interior, creep inside and take cover under the steps while you locate the rest of the Shai-Gen above you.

Mind you, Agent, you're still vulnerable to enemy fire while under the stairs, but less so than if you were out in the open. Edge out from beneath the stairs to kill the Shai-Gen above you. Use your grenade or rocket launcher to snuff them quickly.



Lock on to Fang-Yin above you and slowly ascend the ramps and steps toward her. As you do, lay into her with everything you've got. She's wielding a powerful automatic rifle, but she has to aim at you through railings, ramps, and steps. So even though you're below her, your sniper rifle gives you the upper hand.



Alternately, if you're running low on sniper ammo, grab a dropped Harman-MP 50 from a downed enemy. It is equally useful at medium range as you approach Fang-Yin. Keep your fire steady and overwhelm Fang-Yin. No amount of intel will keep her from falling.

### Farewell Fang-Yin



Melissa Fang-Yin's demise has numbed Shai-Gen's basic senses. Her analysts lack appropriate direction and what data they have is

incomplete and poorly communicated. This makes it harder for Shai-Gen to suppress insurgents and cope with other inconveniences.



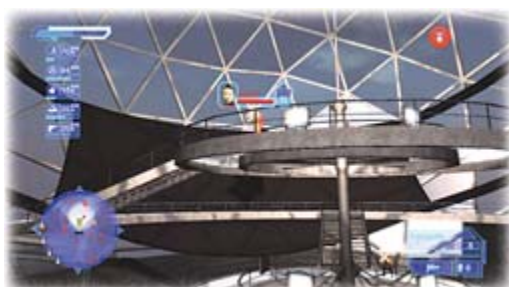
The intel complex is all yours, Agent. Sweep the rest of the sphere area for any Shai-Gen you might have missed and grab any Hidden Orbs or Agency Agility Supplements nearby.

### CAUTION

BE MINDFUL OF YOUR SURROUNDINGS, AGENT. IF YOU'RE USING A GRENADE LAUNCHER, ITS WIDE ARCHING SHOT IS SURE TO HIT A LOW CEILING, DOORWAY, OR THE STEPS ABOVE YOU AND EXPLODE IN YOUR FACE.



When Fang-Yin's guards are gone, and the interior houses only you and Fang-Yin, take cover long enough to regenerate your shield and regain all your health. As you do so, reload your weapons, and locate Fang-Yin above you.





## SCREAM "TIMBOL!" AS SHE FALLS

Normally, we'd have you attack the next Boss on Shai-Gen's payroll. Instead, we're going to have you take a more efficient approach to taking over the Shai-Gen Corporation. Because you're currently located on the Corridor's southern island, and there are no more Agency Supply Points here, your next course of action is to eliminate all Shai-Gen Generals on this southern island.

Your next target is Mrs. Timbol, located in the Human Resources Facility southwest of the Intellicenter Supply Point. Hopefully, you're warmed up and ready to take on this particularly tough assignment, Agent. Mrs. Timbol does the hiring, but she makes sure to assign plenty of Soldiers for her own protection as well. Infiltration point 4 is your route, so look the map over and familiarize yourself with it before you go.

## MRS. TIMBOL

Mrs. Timbol's primary role is ruling Shai-Gen's Human Resources department, supervising the training of new recruits for The Corporation's radical Security Force.

Her intense indoctrination program is ruthlessly efficient. Those who fail provide target practice for those who succeed.

Mrs. Timbol is the Devil made flesh. This...woman has no heart or soul but revels in stealing both via Shai-Gen's Acquisitions department: a covert group that kidnaps innocent civilians for use in sadistic training exercises and research.



Classification	Effect of Elimination	Location
General	Eliminating Timbol decreases the Kingpin's guards' weapon power	Human Resources Facility

2. Access via the rear car park means working your way up through the different levels from ground level (2). This is likely to involve removing the most guards.
3. and 4. Agents with high athletic skills have the advantage entering via the front towers (3), especially for negotiating the lower levels. Alternatively, leaping in to the facility from an adjacent building (4) will give the criminals less time to react to your presence.

Advanced tactical projections suggest Timbol will lock herself in the center glass building. High explosives or extreme strength will be required to break down the doors.

## Corporate Downsizing, Agency-style



Mrs. Timbol's Human Resources department is about to suffer a major cutback in personnel...and you're going to be the one handing out the pink slips. Prepare as you did before taking out Fang-Yin—equip a sniper rifle and rocket launcher.

## Advanced Recon Results



This might look like a prison, Agent, but it's actually Shai-Gen's Human Resources Facility—a training ground for efficiency comparable to our own.

1. The four entrances to Timbol's inner sanctum are all accessed from the upper gentries (1).

## CORPORATE TAKE OVER

From the Intellicenter Agency Supply Point, turn left and begin jumping west. As you jump, send a rocket ahead of you to clear the roofs of sniping Shai-Gen Soldiers. They're usually grouped up in bunches of four or five, so they shouldn't be tough to eliminate.

Keep jumping west until you reach the building directly across from the Human Resources facility. Climb on top of the small room on the roof and slink out to its edge. Your view of the HR facility should provide plenty of clean shots at the Shai-Gen personnel below.

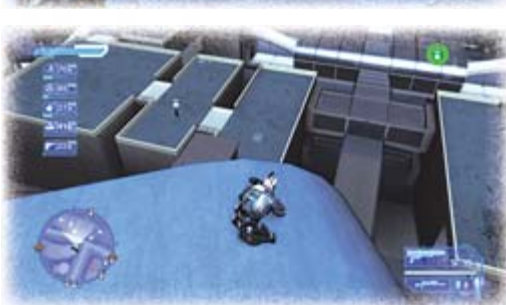


From the safety of your perch, snipe the guards on the roof of the HR facility before heading down. There are plenty of Timbol's personnel on the network of gantries connecting the center building and surrounding towers.

Focus your fire on the rooftop sentries for now, as attempting to



snipe every guard proves useless. Don't kill every enemy on the gantries, they'll just keep coming. Instead, kill enough to make your incursion easier.



With the coast clear below, jump over to the HR facility. As soon as your feet touch down on the roof, the Shai-Gen hit the fan. Heavily armed Shai-Gen Soldiers pour out of nearly every doorway, their sights trained on you.

Luckily, your elevated position on the roof grants you a small measure

of cover from their firearms and rockets...but not their grenades. Take cover behind the roof's ledges and pop up only to take out enemies on the gantries below. Keep a close eye on your immediate surroundings to ensure you're not blown to bits by a bomb bouncing at your boots.

### Directive

USE THE EXPLOSIVE BOXES AND BARRELS TO BLOW UP BUMBLING BODYGUARDS AS THEY COME OUT ONTO THE GANTRIES.



As you patrol the rooftops, sniping the walkways below, stop to check the central HR building. That is Timbol's hideout. Timbol's guards occasionally come out, take a shot at you, and retreat into the central building. When they do, lock on to them and send a rocket after them.



If you're taking too much damage, retreat into the surrounding

towers to get adequate cover—the roof's ledge won't always protect you. As you take cover, explore the towers' interiors to find Hidden Orbs.



## CO-OP CRIME FIGHTING

Agent teams could approach Mrs. Timbol in much the same fashion as a single Agent incursion. However, in the interests of efficiency, one Agent should maintain an elevated position, while the other moves along the gantries.

As one Agent stalks Timbol, the other, on the elevated plane, should cover the first Agent's every move. Maintain close communication to avoid leaving gaps in coverage. When the way to Timbol is clear, approach from both entryways to the center building and pinch Timbol at her position.



Establish that the coast is clear before you approach Mrs. Timbol's hideout at the center of the HR facility. Lock on to another of her guards and stalk him, as you take the ramp into the center building.

Fire off a grenade or rocket as soon as you reach the center building's doorway. The explosion should eliminate the remaining guards around Timbol as well as take a good chunk of health from her bars.

Allow the smoke to clear, then immediately target Timbol and lock on to her. Stalk her as she moves around the center stairs in the hideout. She's sneaky, and surprisingly quick for an old lady.



If Mrs. Timbol runs out of the room, most likely aflame from one of your grenade blasts, keep your weapon locked on her and follow her out. Don't hesitate to shoot her in the back, Agent. She'd do the same to you.

## Mrs. Timbol: Fired



Mrs. Timbol's demise has killed Shai-Gen's prolific training and abduction programs. The effects are spreading fast. New recruits are less effective and the Corridor is now safer for civilians at night.





## FOUR-STAR: HARDWARE, FIREARMS, AND SHAI-GEN SCUM

Impressive work, Agent. You managed to take out Mrs. Timbol and barely broke a sweat. Don't expect your next assignment to be so...forgiving. Mrs. Timbol was an old lady, and Vitaliy Rzeznik is anything but.

Without Melissa Fang-Yin, the only person he seemed to have trusted, his attention is scattered. Take advantage of his vulnerable state by eliminating him next. He's not far from the Intellicenter Supply Point. All you have to do is look north and there he is.

### VITALIY RZEZNIK

Vitaliy Rzeznik, Security Director for the Shai-Gen Corporation, runs a private militia to rival the country's official armed forces.



His Enforcers keep the Corridor clean through their judicious use of cutting-edge equipment and expertise combined with exceptional Analyst intelligence.

Rzeznik is supremely paranoid, his trust only ever extended to Melissa Fang-Yin, doubtless blinded by her beauty and intellect. He rarely leaves his office on the top floor of a fortress-like Security Complex overseeing the east side of the Corridor.

Classification	Effect of Elimination	Location
General	Eliminating Rzeznik decreases the number of guards at the Kingpin's compound	Security Complex

2. Skilled Agents could access the Security Complex at sea level by swimming to one of the many viable access points [2].

Vehicles are advantageous for accessing the complex but not necessarily within the complex.

A detention center is situated in the lower levels of the complex. Freed prisoners are likely to keep much of the defensive force occupied.

The complex is heavily guarded. Guards attempt to close off access points throughout the target space and are quick to strengthen their numbers. Hesitant Agents could easily find themselves contained.

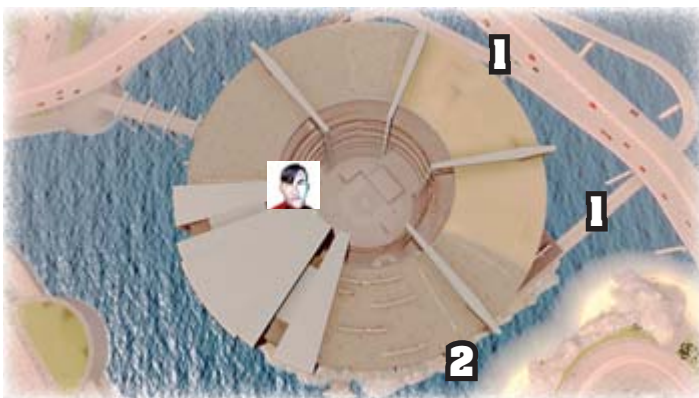
Highly athletic Agents should find many different ways to access the internal area through judicious use of jumping and climbing.

### Security Shmecurity



Vitaliy Rzeznik resides in the round Security Complex. Not quite a stand-alone island, the complex lies west of the other islands and is attached via the Corridor's highways. Ironically, its most vulnerable spots are the many rocky cliffsides made accessible through the surrounding bay. That'll be your infiltration point, Agent. Once again, it's time to do some swimming.

### Advanced Recon Results



The Security Complex is connected to each of the three Shai-Gen islands via road bridges. These lead to the inner access road, which in turn connects to the Security Force car pool area. In the event of emergency, these locations are blocked by large security gates at the island end of the bridges.

1. Two access points from the freeway run around the north of the complex [1]. Both approaches are guarded by small units but a substantial support squad is readied in case of alert.



Leave the Intellicenter Supply Point and jump down to the building rooftops just to the north. Locate the Security Complex to the north and get a running start before you leap from the roof to the ocean below.

Splash into the water and swim to the Security Complex's southwest shore. Climb the rocks from the shore and find the stepped rocks to your left. They lead to the second level entrance to the complex.



From the doorway, look out and snipe the enemies across the complex. There are enemies high and low, so don't completely expose yourself or you'll be Swiss cheese in no time. Stay by the door and take out the guards in your immediate field of vision.

Watch for incoming fire to die down before leaving your protected area to venture out onto the walkway. Remember, Agent, you're on the second level, so unless you managed to eliminate *every* enemy above and below you, expect more incoming fire.



## CAUTION

THE SECOND FLOOR WALKWAY IS TIGHT. WATCH FOR GRENADES THROWN YOUR WAY; THEY CAN LAND NEAR YOU AND CAUSE MAJOR DAMAGE.



The southwest wall of the complex has two entrances: one west, one east. Take the east entrance, because the west leads to a dead end, and carefully sneak up to the corridor's end. There you can see the complex's interior.

Patrol the second floor walkway and watch out for fire from below. Concentrate your fire on the enemies above you, but occasionally break up small groups of guards under the walkway.

After you've completed one sweep of the entire walkway, dropping enemies above you, turn your attention to the ramps leading to the higher levels.





### Between the Cracks...

"Enforcers may be a menace, but sometimes a nuisance is good...especially when they bring some nice weapons and serve as a handy way to improve your skills!"

—Kevin Dodd, *Crackdown* team



Jump from your walkway to the ramp nearby. Take it all the way up to the next level, and immediately climb atop the third floor's glass walkway.

Do the same on the third floor walkway as you did on the second floor. Sweep around the entire complex and clear the area above you, as that is your next destination.

If you come under heavy fire, retreat into the surrounding rooms to allow your shield enough time to regenerate. Once it does, go back onto the walkways and continue your crime-fighting spree.



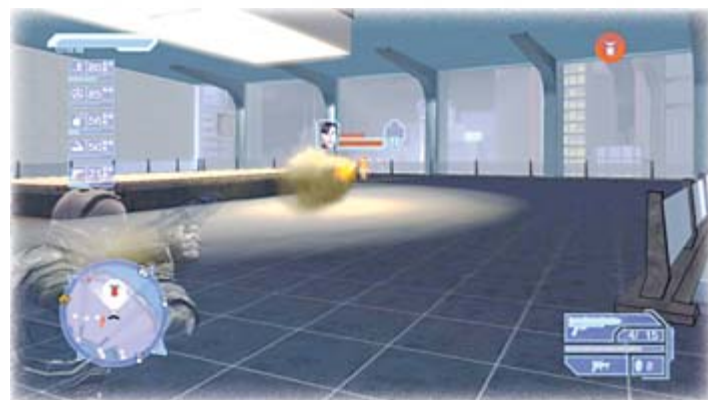
### CO-OP CRIME FIGHTING

Because the Security Complex is a large cylinder with circular walkways, a pair of Agents can easily cut their sweeps in half by heading in opposite directions.

Alternately, a highly agile Agent can climb to the top of the complex and work his way down, while a sharpshooting Agent works his way up. Meet in the middle and storm Rzeznic together.

Continue moving up the complex floors until you reach the fifth floor. There, do one more sweep, and go into the glass hallway. Sneak up the main stairs and bombard the Shai-Gen guards waiting to ambush you.

With the group of guards down, sneak past their charred bodies and continue up the stairs on the right. Rzeznic is in the room just above you. Lock and load; it's about to get hairy.



As soon as you reach the top of the stairs, do an about-face. Rzeznic is at the far end of a giant conference room. Immediately lock on to him and hit him with your strongest weapon. He'll fire back, but not before you take chunks off of his health bars. As with other Bosses, keep steady pressure on him with your firearms and grenades, and he'll fall.

### Rzezt in Pieces

Vitaliy Rzeznic's removal has created discord among the Enforcers. Their demobilization is a matter of course. Shai-Gen is losing its grip on life in the Corridor, and civilian confidence is growing fast.

Use this lull to create a storm.





## SPIN THIS!

As a Public Relations specialist, Thadeous Oakley is a master at “spinning” the truth into propaganda meant to further Shai-Gen’s ideology. He’s a liar. He’s a charlatan. He’s one of the Shai-Gen’s most valuable assets. He’s next on our hit list.

The Public Relations Dome in the Corridor’s northeast is his current hideout. He cowardly hides behind civilians and the friendly façade. He is a spin master whose work will only help strengthen the Shai-Gen’s numbers. He must be killed...or as Oakley would spin it, “removed.”

## Building with the Block

Before taking the fight to Oakley, you have to build on the work you’ve put into the Corridor by taking the Block Agency Supply Point. Having just taken the Security Complex, your route to the Block Supply Point is easy.

Simply leave the Security Complex via the north exit and take the street bridge to the northern island. After crossing the bridge, keep running north toward the Supply Point icon on your HUD map. When you reach the Utopian Heights building, scale its sides using the windows to reach the top.



At the top, reclaim the Agency Supply Point and grab a sniper rifle, a rocket launcher, and your favorite type of grenades. You’re going to need a lot of Explosive power for your next mission, Agent.

## THADEOUS OAKLEY

### Advanced Recon Results

Thadeous Oakley is dedicated to “The Message:” the corporate lines that captured the hearts and minds of a nation.

His management of Shai-Gen’s extensive and effective public relations campaign is exemplary. He single-handedly made the company universally irresistible and encouraged an unprecedented influx of new talent.

Oakley uses his own highly addictive subliminal branding techniques, and the methods are too sophisticated to be understood by anyone else. Clearly Shai-Gen’s reputation hinges on Oakley’s existence.



Classification	Effect of Elimination	Location
Boss	Eliminating this Boss doesn’t affect Kingpin infiltration	Public Relations Dome



## CORPORATE TAKE OVER

Oakley is located in an armored balcony inside the inner dome. Grenades are the best tool for breaching his defenses. Advanced tactical projections suggest the moment Oakley feels threatened he will retreat to armored cover and reinforcements will pour in.

1. and 2. The front [1] and rear doors [2] offer no particular tactical advantage and all are protected by non-hostile guards. Be aware of a high density civilian population.

Agents will not be attacked if they do not harm anyone in the outer dome. It is advisable to remove these guards one by one from the outset or quietly infiltrate the inner dome and wait for the alarm to be raised before taking on all the guards at a bottle neck.

Highly athletic Agents should be capable of leaping up and on to the balcony, ready to take out Oakley at close quarters.

Agents will require explosives to breach the doors in the central dome. Explosives and heavy firepower are sure to prove the most effective method of removing large numbers of guards in confined spaces.

### Strong as an Oakley



Oakley's compound is northeast of the Block Agency Supply Point. Walk around behind the Supply Point and you'll have no trouble locating the large oval dome. Get moving, Agent.

#### Directive

BEFORE INFILTRATING THE DOME, CLIMB UP AND GRAB THE AGENCY AGILITY SUPPLEMENT AT ITS TOP.



As intel suggests, either the rear or the front entrance are equally effective in your infiltration. It's really your choice, Agent. Just get in there!

#### Directive

WHILE YOU SCOUT THE INTERIOR OF THE DOME, CLIMB UP THE CENTER BUILDING'S ARCH TO FIND A HIDDEN ORB.



The building at the center of the dome is...another dome. It seems that Oakley is not without a sense of humor, Agent. The good thing is that the interior dome is made of glass and provides a great view of the inside, granting you a slight tactical advantage.



Though the guards outside the inner dome don't immediately fire at you, as soon as you set foot on the bridge leading into the inner dome, they become incensed like killer bees. Rather than cross the bridge and storm into the inner dome, step on the bridge to get the guards' attention and back away. Take cover, and eliminate the guards outside the inner dome.



Return to the bridge and begin your approach on the inner dome. As you do, toss a grenade through the main doorway to clear the first room. Be careful not to toss the grenade too close to the door or it will bounce back at you.



The coast is clear in the first room, Agent. Now run inside the inner dome and immediately turn left. The series of doorways to your left leads deeper and deeper into the dome, so approach carefully or you'll be surrounded by enemies in the small rooms.

Fight past all the guards, carefully taking cover behind the doorways. When you reach the door on your right, most likely guarded by a few more Shai-Gen, go through it.



Take the red spiral staircase to the top level where Oakley awaits. Just don't rush out past the stairs. Survey the area first.



Use the stairs and walls around you as cover while you pop out to eliminate Oakley's guards. Watch the walkways above the stairs and the center of the room. He is very well protected and the small confined dome makes it hard to avoid taking damage.

## CO-OP CRIME FIGHTING

Because the entries to the main dome don't pose any difficulty, and there is only one route to Oakley once in the inner dome, a team of Agents can only do one thing: cover each other.

Infiltrate the inner dome, and mow over every guard on your way to Oakley. The more athletic of the two Agents should carry a shotgun for close-range combat, while the Agent with better explosives skills should lead the charge.

When the main dome room is mostly clear, locate Oakley in the armored balcony above and leap to it. Grab its edge and hoist yourself up. Quickly lock on to the menace and toss a grenade his way.





## CORPORATE TAKE OVER

The armor on the balcony not only protects him, it also focuses your grenade's explosion toward him. Pepper him with grenades and shower him with rockets from your launcher. He'll be a crispy critter in no time.



## What's "PR" for Burnt to a Crisp?



Thadeous Oakley has taken an early retirement—that's the official line. Of course, we know the reality.... We also know that the public faith in The Message is failing and Shai-Gen's recruitment rate is already falling fast.

Account closed.

## JUSTIFIED MEANS

As we approach the end of our mission, the Agency has reevaluated the means by which you came to be, Agent. As stated before, the work of Baltazar Czernenko gave birth to the Human Modification program responsible for you and other Agents. However, does the end of organized crime in Pacific City justify the means by which you came to be?

That is not a question for us to answer, but perhaps one thing we *can* resolve is the ever increasing number of Shai-Gen Super Soldiers. Czernenko's freaky experiments may have given you your powers, but they must be stopped. It's about time Dr. Baltazar Czernenko put his science kit away...for good.

## Comfortitude LTD.

Your mission to eliminate Czernenko begins at the Block Agency Supply Point. The first step in attacking Czernenko's base is to secure a Supply Point local to that area. The Comfortitude LTD. Supply Point is just that point.

From the Block Supply Point, jump east across building rooftops until you find the north island's main road below. Follow the road northwest, running over all Shai-Gen Soldiers in your way.



Make a left when the main road turns west, and follow the Supply Point icon on your HUD map. Climb the Comfortitude LTD. building when you arrive and reclaim the Agency Supply Point. Just northwest of your new Supply Point is Czernenko's building.



## DR. BALTAZAR CZERNENKO

Doctor Baltazar Czernenko is Shai-Gen's Research Director. His most successful inventions are the emotion suppressants used to keep civilians docile and the genetic accelerants used to create so-called "Super Soldiers."



Czernenko's work focuses on every unlawful, unethical, and unfounded field of medicine. The results are seldom practical or pleasant, but Shai-Gen is confident another breakthrough is imminent.

Fortunately for them, Pacific City provides a healthy supply of potential test subjects....

Classification	Effect of Elimination	Location
General	Eliminating Czernenko decreases the Kingpin's guards' health bars in half	Research Center

### Advanced Recon Results



Shai-Gen conducts the bulk of its research here. Agency intel suggests there is a secret underground passage into the heart of the facility, but this has not been confirmed.

The center can be infiltrated from all sides. Which side depends on the Agent's athletic skills....

Three potential strategies are noted:

1. Smash through the front gate leading into the courtyard.
2. Swim round to the docks and come up into the courtyard before entering the central space.
3. Ascend to the rooftops and work your way to Czernenko.

Advanced tactical projections suggest that Czernenko is likely to take refuge in his office on the top floor of the central circular building.

Keep moving. Reinforcements are in abundance. Snipers and guards armed with rocket launchers cover the roofs.

Finally, beware of Lackeys: the results of Czernenko's immoral experiments.

### The Lackeys Come Out...



Your attack on Czernenko's labs is going to be tough and explosive. Equip a rocket launcher and Cluster Grenades. You'll need their explosive power when you come knocking on Czernenko's door.

When you're ready, jump down to the streets below and head toward the large molecule sculpture in front of Czernenko's building.

Pass up the molecule sculpture and jump into the water northeast of the main building complex. Swim around to the rear of the building and locate the large cylindrical buildings behind Czernenko's complex.



Scale one of the cylindrical buildings and reach the complex's roof. Grab the nearby Agency Agility Supplement and take cover behind the small shack atop the roof.



## CORPORATE TAKE OVER



The roof is crawling with Shai-Gen scum, Agent. Expect a lot of resistance. However, it is nothing you can't handle. Intermittently come out from cover to down enemies as they charge at you.

Let the Shai-Gen Soldiers come at you and pick them off in bunches. Eventually you'll clear the entire roof area of all Shai-Gen nuisances. Once you do, drop down to the floor level and scout the area below. There are plenty more Shai-Gen to take out, Agent. Have fun.

Eliminate the enemies guarding the ground floor before infiltrating the main complex. Search the area outside the complex, and locate the group of guards barricaded behind a row of boxes. They are standing between you and the complex entrance. Get rid of them.

Blow the guards to bits and bust into Czernenko's facility. As you enter, don't just rush in; creep in and locate the guards on the levels above.

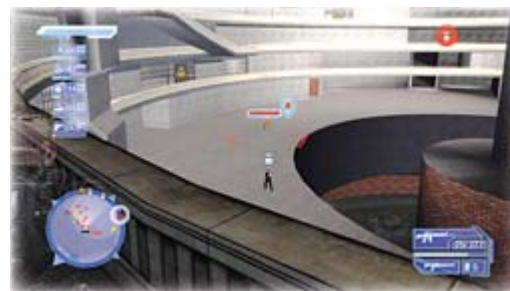


### CAUTION

DON'T TREK TOO FAR INTO THE COMPLEX'S CENTER, AGENT. THERE IS A LARGE CIRCULAR HOLE IN THE MIDDLE. IF YOU FALL THROUGH, AND ARE NOT AT LEVEL 5 AGILITY, YOU'LL HAVE TO TREK ALL THE WAY BACK TO THE CITY STREETS VIA A SERIES OF TUNNELS UNDERNEATH THE COMPLEX.

Once inside the main building, start working your way up the encircling walkways. Jump from walkway to walkway and pop the guards as you go. Attached along the walkway walls are holding cells containing lackeys.

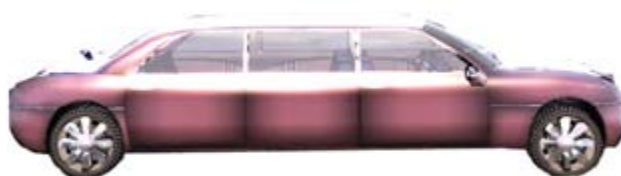
This next directive may seem foolish, but trust the Agency, Agent. Release the lackeys from their holding cells and let them run wild in the complex. They may attack you, but they will also attack Shai-Gen guards and each other.



### CO-OP CRIME FIGHTING

Agent teams should have a great time infiltrating Czernenko's facility. The large, round building is perfect for a split assault.

However, the best way to approach Czernenko is for one Agent to stay near the building's mid levels and cover the other Agent as he climbs up the balconies toward Czernenko.





Locate Czernenko's hideout at the very top level of the complex. He hides behind guards and a bulletproof glass window. The main door to his hideout is vulnerable to your explosives, so let's hope you've saved some.

Sneak up the stairs leading to Czernenko's hideout and blast it with your explosives. Use a rocket from your launcher or a few grenades to knock down Czernenko's door.



With the door down, storm in and take out his guards right away. There should only be three or four, so one grenade should do the trick.

Quickly turn your attention to Czernenko and switch to a close-range weapon, like a shotgun. Lock on to his shiny dome and start plugging away at him. If you keep your attack steady, you'll disrupt his fire and he won't have a chance.



## No More Experiments

Doctor Baltazar Czernenko is dead—and with him died a great many secrets. Shai-Gen's Super Soldier program is crippled and crucial experiments are fundamentally flawed. The Corporation is struggling to contain increasing numbers of powerful lackeys. The Research Facility is now on the verge of liquidation.



## GENERAL CHAOS

It is only fitting that the last of Wang's underbosses is Defense Director Colonel Axton Cowell. His work as Shai-Gen's minister of defense strengthens Wang's stranglehold on Pacific City. No other General is as valuable to Wang as Cowell. Perhaps that is why the Defense Tower sits directly across from Wang's.

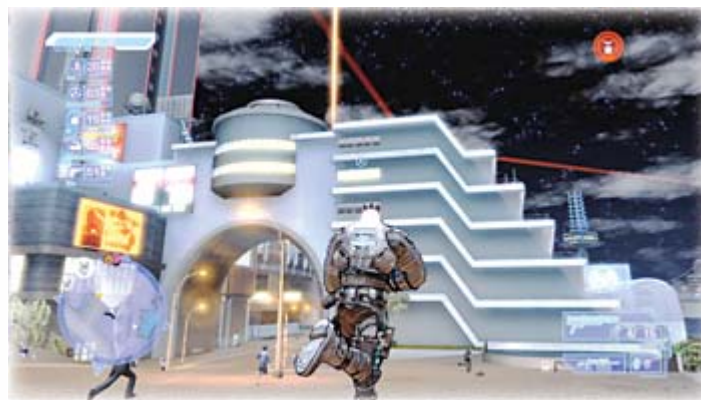
Your task is going to be extremely difficult. Not only are infiltration points limited to ground floor access, but both are on the same side of the building. You'll need explosives, Agent, lots of them. First you need to reclaim the Bubble Agency Supply Point.

## Burst the Shai-Gen's Bubble

You're still not done digging your nails into the Shai-Gen's Corridor, Agent. The next step in taking the Corridor is to reclaim the Bubble Supply Point. From the Comfortitude LTD. Supply Point, hit the road, moving southwest.



Cross the highway and reach the Corridor's western island. Follow the Supply Point icon on your HUD map toward the southwest. Take the streets until you see a building with stepped architecture in the distance. As you get closer you can see the orange beam of light emanating from the Supply Point.



When you reach the building, use the ascending levels of balconies to reach the top and reclaim the Supply Point. You're almost ready, Agent.

## COLONEL AXTON COWELL

Colonel Axton Cowell acts as Shai-Gen's Defense Director providing watertight protection for "the big fish."

From the top floor of his War Room, Cowell keeps track of all key figures and events throughout the city, ready to act when the need arises, typically to stop trouble before it starts.

It's not clear why this highly decorated ex-Special Forces legend has aligned himself with Shai-Gen but his presence is a significant obstruction to justice.



Classification	Effect of Elimination	Location
General	Eliminating Cowell removes the roadblocks barring entrance to the Kingpin's compound	Defense Tower

## Advanced Recon Results



Cowell is to be found at the very top of the building.

1. One possible point of access is via the ground floor car park (1), from where you can work your way in and around to the internal stairs leading to the lobby. Once at the lobby level, pass through the front doors and make your way back to the well-guarded elevator leading straight to Cowell's War Room. Work your way up the floors of the War Room to gain access to Cowell.
2. Explosives will be useful for breaking down the front doors (2) and pacifying any resistance.

Only highly skilled Agents are likely to survive the journey to the top of the building. High firearms skills are a must to counter the extreme resistance.





## A Strong Offense



As the saying goes, the best defense is a strong offense. That's why you're going to stroll in through the Defense Tower's front doors and waltz right up to Cowell. Actually, you'll be storming the building and fighting your way up.

Begin by leaving the Bubble Supply Point and leaping from roof to roof toward Cowell's Defense Tower. Reach it and round the corner toward the front doors. Blast the Shai-Gen guards at the front door with your grenade launcher.



The blast dislodges the doors to the building, exposing the Shai-Gen inside. Lock on to them and begin blasting away. Refrain from using hand grenades or you risk having them bounce back in your face.

Let the smoke clear inside before going in. Plenty of guards rush out of the doors to each side of the room, so be careful. After you thoroughly blast the room's interior, it should be clear for infiltration.

Rush in and turn right. Run behind the partition running parallel to the room's wall. Eliminate all enemies that come out of the adjoining rooms, and rush to the elevator at the rear when the coast is clear.

When you rush the rear elevator, two groups of Shai-Gen guards pour out of the two elevator doors. Be prepared and greet them with a hand grenade or two.



Exit the elevator doors and come out shooting. There is no point in attempting to sneak up on the guards, as the top of the Defense Tower is packed full of Shai-Gen guards. The minute you pull the trigger, they'll be aware of you and will react accordingly.

Climb up the ramps leading higher and higher into the tower. At the top of each ramp is a wall. Use the walls for cover before continuing your ascent to the top of the Defense Tower.



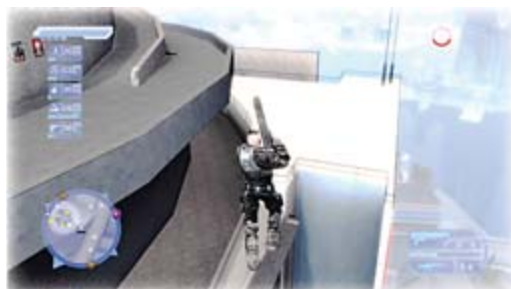
**CO-OP CRIME FIGHTING**

The best plan of attack for two Agents is to split off in two directions once outside of the elevator. The tower interior is swarming with enemies, so dividing their fire will ensure that no one Agent is overwhelmed.

Once at the top, do the same. Approach Cowell from different directions and swarm him. Be careful not to grenade Cowell when another Agent is close to him or you'll blow your partner clean off the roof.

When you reach the top level of the tower's interior, run to the rear of the facility until you find a balcony overlooking the city. Flanking the balcony are two sets of ledges leading to the tower's peak.

Use the ledges to climb higher and higher. Stop halfway up and target the explosive barrels on the roof above the ledges. Detonate them with a bullet and clear the area above the ledges before ever setting foot on the roof.



Finish climbing the ledges and reach the lower roof area. If you missed any of the guards with the explosion, finish them off now. Jump up to the next level and circle the entire area, killing enemies as you go.

Carefully creep up the walkway as it ramps upward to the roof's topmost level. There, at the peak, is Cowell's dome. Just as you reach the top of the ramp, crouch to take cover behind the wall to your left.

Locate Cowell, lock on to him, and toss a grenade into the dome. As he burns, rush toward him and finish him off with a series of rockets or more grenades. Even the best defended defense director will fall to a great offense.

**Crispy Cowell**

Colonel Axton Cowell's removal is doubly beneficial. Without his all-seeing eye to guide them and his considerable security system to protect them, Shai-Gen is more vulnerable than ever before.





## THE FINAL JUMP

That's it, Agent, the last of the Generals. Now it's time you reclaimed the last of the Agency Supply Points. Luckily, your location atop the Defense Tower is the best place to be to reach it quickly and easily.

From the top of the tower, leap down toward the roof with the large red billboard on it. You may take some damage, but the roof is clear, so you won't be in any immediate danger. Once on the roof, look left and locate the orange beam from the Supply Point. Jump across and reclaim it, Agent.



### Directive

GREAT WORK, AGENT! YOU'VE RECLAIMED EVERY AGENCY SUPPLY POINT. I BELIEVE THAT IS WORTHY OF AN ACHIEVEMENT. GO CHECK IT OFF!

## THE FINAL STEP

Having braved three different gangs, you've emerged from this whole ordeal a hardened Agent. You've got battle scars that go far beyond the physical. You may have been cloned once, twice, perhaps three times, but you've always come out on top.

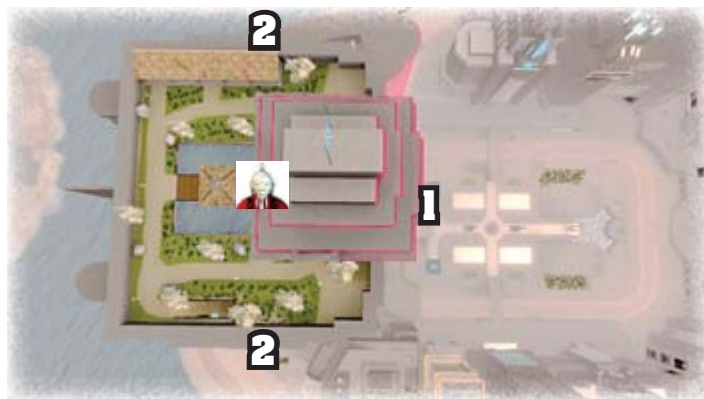
That is why the Agency has absolute faith and trust in your ability to finish the job. Zuang Lun Wang comfortably sits atop his skyscraper, overlooking the rest of Pacific City. However, he has gotten so far above the rest of his people that he may not even be aware that his Bosses and Generals are dead. Now is the time to strike, Agent.

### Directive

ONE MORE ACHIEVEMENT TO CHECK OFF, AGENT. YOU'VE FOUND ALL SHAI-GEN DOSSIERS. NOT BAD.

## ZUANG LUN WANG

### Advanced Recon Results



Wang is Pacific City's most prominent yet enigmatic occupant. The Managing Director of Shai-Gen has rarely been seen or heard. His capabilities are unbounded through speculation that typically concerns his use of the dark arts to fuel his phenomenal success and empower his deadly Kiao-Lung guards.



Facts about this figure are non-existent. Only now he is prepared to engage with the Agency do we know the location of his headquarters: the skyscraper in the Corridor's main square.

Clearly this is a trap.

Classification	Effect of Elimination	Location
Kingpin	Eliminating Wang diminishes the strength of the Shai-Gen Corporation to virtually nil	Corridor's Main Skyscraper

Wang is located at the very top level of the skyscraper.

Most of the routes to the skyscraper are defended by Cowell's roadblocks. A restricted area in the lower car park provides access to security booths around the base of the skyscraper.

1. The skyscraper is accessible at ground level via guarded staircases leading to the first floor (1). The upper floors are accessible via the exterior balcony areas.

Agency intel suggests the skyscraper adopts rapid lockdown protocol if the alarm is raised. Doors and shutters are sealed making entry into the skyscraper difficult at ground level.

2. Security booths adjoining the floors feed reinforcements into the skyscraper. They are separated from the main skyscraper by security doors. Limit the guard flow by destroying the security door operating mechanisms (2) situated close to the security booths on the skyscraper's exterior. Note: it will take a high level of Agility and some exploration of the buildings and rooftops surrounding the skyscraper to reach the mechanism.

## Last Man Standing

We're not going to take any unnecessary risks here, Agent. Your incursion will take the path of least resistance and deliver you straight to the top of Wang's fortress. Before climbing that high, however, bomb the two guard stations, labeled (2) on the dossier's map above, and destroy the mechanism contained inside.

After destroying both mechanisms, take the streets to the epicenter building just north of the Wang's skyscraper. Climb atop the epicenter sign, and scale the side of the building using the windows.

### Directive

GRAB THE GREEN ORB AT THE TOP OF THE BUILDING BEFORE PROCEEDING.



## Between the Cracks...

"Directly, or indirectly, using explosives is one of the most effective ways to take out the door control mechanisms on the exterior of Wang's skyscraper."

—Tiffany Walsh, *Crackdown* team

Slink toward the corner of the roof nearest to Wang's skyscraper. Take out the guard patrolling the stairs and edge out to the roof's perimeter. Carefully jump from the roof to the ledge of the skyscraper's building.

Nab the Hidden Orb and turn right. Follow the wall as it leads you to an open passage leading directly into Wang's tower.



Sneak into the tower and take out his guards one by one. There aren't many here, so you have plenty of time to lock on to their heads and take them with one shot. You'll also need the ammo for the higher levels.



Take out the guards on this level before taking the stairs up to the next floor where more guards await. Peek up the stairs before exiting, and immediately get to work on the enemies on this floor. There are more guards here than on the previous floor, so take cover frequently.



Either use the stairs to move to higher ground, or simply jump up the walkways moving higher and higher. If you choose to jump from level to level, be aware that you'll be wide open to enemies below.

As you move to each level, survey the area and take out all enemies. This makes your ascent easier and less dangerous. You don't want to make it to the highest level in this area only to be blown back down by a grenade.



Keep moving up the stairs until you reach a room with four or five guards. Drop them quickly, Agent.

The next room up has several yellow cylinders hanging from the ceiling surrounding a giant hole. The hole at the center of the ceiling leads to the next level. The room you're currently in has a series of stairs and walkways running up along the walls.



Jump up to the walkways and quickly fight up the steps reaching higher and higher into the room. Eventually, you reach a dead end. Off to the right of the dead end is one of the yellow hanging cylinders with a Hidden Orb on top of it. Jump on top of the cylinder, then on top of the next cylinder to its left.

## CO-OP CRIME FIGHTING

Skilled Agents can divide and conquer Wang's skyscraper by splitting up entirely. One Agent should take the above-mentioned route, while the other Agent can use the grooves in the yellow cylinders to get a higher vantage point.

The Agent using the cylinders' grooves will be open to fire, so the other Agent should cover him until he reaches the top.



Leap from the top of the cylinder through the ceiling's center hole.

## Directive

IF YOU DIDN'T EQUIP ONE, FIND A DEAD ENEMY'S ROCKET LAUNCHER. YOU'LL NEED IT FOR WANG.

On the next floor, sneak around the room, taking out enemies as you go. There are more than a small handful, but they tend to stay far from each other, making them easier to pick off one by one. If you move too slowly, however, they'll begin to swarm around you.



## CORPORATE TAKE OVER

Locate the stairs on this floor and climb them. They wind around and move up into the building's final floor: the exterior garden where Wang now hides.

Before exiting to the roof, equip a rocket launcher. Upon exiting to the final floor, immediately turn around and look up high. Locate Wang and lock on him. Fire off one shot to knock him off his feet and kill his guards.

As he writhes in pain on the floor, hop on top of the gazebo roof, and use it to launch yourself up on to Wang's balcony. While flying upward, launch one more rocket ahead of you to keep him downed.



### Directive

IF YOU DON'T MAKE IT TO HIS BALCONY ON THE FIRST TRY, TAKE A MINUTE TO WORK ON THE GUARDS ON THE GARDEN FLOOR. USE THE BRUSH AROUND THE CORNERS FROM THE TWO ELEVATORS FOR COVER AND GIVE IT ANOTHER TRY WHEN READY.



### CO-OP CRIME FIGHTING

While on the final floor, one Agent can keep the ground-level guards occupied, while the other Agent works on whittling down Wang's health from a distance.



Land on Wang's balcony and begin to pummel him with melee attacks. He has a grenade launcher, but he won't fire it for fear of blowing himself up too. Don't let him back away to get distance. If he does, he'll fire off a round and send you all the way back down. Stay on him and your brutal strength will overpower him in no time.

## AIN'T NO WANG



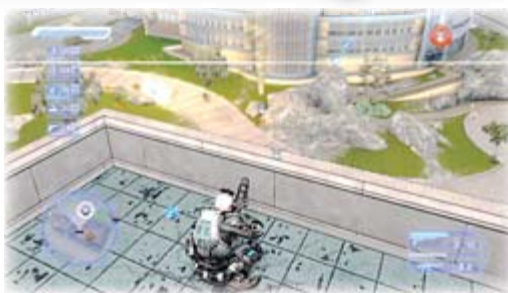
Wang's removal has undermined Shai-Gen's presence. The remaining Enforcers are upholding The Message and using extreme force to suppress any signs of civilian support for the corporation's downfall. The population is more anxious than ever. Now is the time to clear the Corridor floor for good.



## Closing the Books on the Corporation

With all the major Shai-Gen figureheads out of the picture, the remaining Enforcers are running amok in the shopping district of the Corridor. Warp to the Comfortitude LTD. Supply Point and stock up on explosives.

From the Supply Point all you need to do is turn east. Locate the many Shai-Gen rioting on the streets below and bombard them with explosives.



Survey the surrounding rooftops to ensure that you are also clearing buildings of Snipers and rocket launcher-wielding Shai-Gen Soldiers. It may take a few rounds and a few different sweeps of the area, but if you're thorough enough, eventually the riot is quelled and Pacific City is safe once again.

### Directive

YOU'VE GOT QUITE A NUMBER OF ACHIEVEMENTS TO CHECK OFF, AGENT. YOU'VE DEFEATED ALL THE KINGPINS, QUELLED THE SHAI-GEN RIOT, AND SCORED THE TRIFECTA. YOU'VE CLEARLY BEEN BUSY.

### Between the Cracks...

"After you have played through the game once, try playing through it again, while focusing on different skills. The game really has a different feel if you play missions while at a lower Agility."

—Kevin Dodd, *Crackdown* team



# Sky Rise Score

## UNLOCKING EVERY XBOX 360 ACHIEVEMENT

You've cleaned Pacific City and explored nearly every nook and cranny in the process. You've sped along the streets, climbed the highest sky scraper, and sped from roof to roof. But have you unlocked every Xbox 360 Achievement?

We didn't think so, Agent. Contained in the following pages is top secret intel gathered by the Agency's most experienced Agents. What is inside is sure to take your Gamerscore to sky-rise heights. Pay attention, Agent, you just might learn something.

### Overachieving

The following is a list of every Achievement in the game. It is possible to accomplish nearly every Achievement in one play-through, however, the most efficient means by which to get everything is to save some Achievements until after you've cleansed Pacific City.

Achievement/Sub Achievements	Description	Achievement/Sub Achievements	Description
<input type="checkbox"/> First Blood	Eliminate the first of 21 gang bosses	<input type="checkbox"/> Ascending the Cells Race	Complete this Rooftop Race
<input type="checkbox"/> Los Muertos Cleanser	Murder Los Muertos—kill all Los Muertos gang members	<input type="checkbox"/> High-Volk-age Race	Complete this Rooftop Race
<input type="checkbox"/> Volk Cleanser	Eviscerate the Volk—take out all Volk gang members	<input type="checkbox"/> Road Warrior	Successfully complete all 14 Road Races
<input type="checkbox"/> Shai-Gen Cleanser	Assassinate Shai-Gen—kill all Shai-Gen gang members	<b>Road Warrior Sub Achievements</b>	
<input type="checkbox"/> The Trifecta	Wipe the city clean by taking out all members of all three gangs	<input type="checkbox"/> Hillside High Race	Complete this Road Race
<input type="checkbox"/> Over Our Heads	Successfully complete all 12 Rooftop Races	<input type="checkbox"/> La Mugre Alleys Race	Complete this Road Race
<b>Over Our Heads Sub Achievements</b>		<input type="checkbox"/> Tour the Den Race	Complete this Road Race
<input type="checkbox"/> Los Muertos Rooftop Race	Complete this Rooftop Race	<input type="checkbox"/> The Freeway Gauntlet Race	Complete this Road Race
<input type="checkbox"/> Rooftop Acrobatics Race	Complete this Rooftop Race	<input type="checkbox"/> The Alleys of the Den Race	Complete this Road Race
<input type="checkbox"/> Around the Wheel Race	Complete this Rooftop Race	<input type="checkbox"/> Shai-Gen Shopper's Race	Complete this Road Race
<input type="checkbox"/> La Mugre Skyline Race	Complete this Rooftop Race	<input type="checkbox"/> City Park Burnout Race	Complete this Road Race
<input type="checkbox"/> Top of the World Race	Complete this Rooftop Race	<input type="checkbox"/> Shai-Gen Tourist Race	Complete this Road Race
<input type="checkbox"/> Watch Your Step Race	Complete this Rooftop Race	<input type="checkbox"/> Crazy Horse Race	Complete this Road Race
<input type="checkbox"/> Leap of Faith Race	Complete this Rooftop Race	<input type="checkbox"/> The Volk Endurance Test Race	Complete this Road Race
<input type="checkbox"/> Goin' Home Race	Complete this Rooftop Race	<input type="checkbox"/> Los Muertos Endurance Test Race	Complete this Road Race
<input type="checkbox"/> The Wolf's Teeth Race	Complete this Rooftop Race	<input type="checkbox"/> The Widowmaker Race	Complete this Road Race
<input type="checkbox"/> Wings Are for Suckers Race	Complete this Rooftop Race	<input type="checkbox"/> Off-Road Chaos Race	Complete this Road Race
		<input type="checkbox"/> La Mugre Coast Race	Complete this Road Race
		<input type="checkbox"/> Rampage	Wreak havoc in 60-second increments by completing all Rampage sub-achievements



### Achievement/Sub Achievements Description

#### Rampage Sub Achievements

- ☐ **Rampage: Cars Destroyed in 60 Seconds** Blow up 25 gang-controlled vehicles in 60 seconds
- ☐ **Rampage: Strength Kills in a Minute** Kill 15 gang members with your bare hands or thrown objects in 60 seconds
- ☐ **Rampage: Firearm Kills in a Minute** Shoot and kill 15 gang members in 60 seconds
- ☐ **Rampage: Explosive Kills in a Minute** Use explosives to kill 25 gang members in 60 seconds
- ☐ **Rampage: Vehicle Kills in a Minute** Use a vehicle to kill 10 gang members in 60 seconds
- ☐ **Rampage: Tire Pops in a Minute** Pop 20 tires on gang-controlled vehicles in 60 seconds
- ☐ **Take Me to Your Supply Point** Unlock your first Supply Point
- ☐ **It's Good to Be Connected** Unlock all Supply Points
- ☐ **Free Runner** Collect 500 Agility Orbs
- ☐ **Orb Hunter** Collect 300 Hidden Orbs
- ☐ **Los Muertos Connected** Locate all Los Muertos dossier targets
- ☐ **Volk Intel Master** Locate all Volk dossier targets
- ☐ **Shai-Gen Intel Master** Locate all Shai-Gen dossier targets
- ☐ **Stunt Driver** Successfully execute five car stunts—front & back flips, barrel rolls, a long jump

#### Stunt Driver Sub Achievements

- ☐ **Stunt Driver: Front Flip** Execute a front flip in a moving vehicle
- ☐ **Stunt Driver: Back Flip** Execute a back flip in a moving vehicle
- ☐ **Stunt Driver: Left Barrel Roll** Execute a left barrel roll in a moving vehicle
- ☐ **Stunt Driver: Right Barrel Roll** Execute a right barrel roll in a moving vehicle
- ☐ **Stunt Driver: Jump Distance** Jump a distance of 200 feet in a moving vehicle
- ☐ **Repo Man** Commandeer 100 gang-controlled vehicles
- ☐ **Roadkill King** Mow down and massacre 175 gang members while driving

### Achievement/Sub Achievements Description

- ☐ **Hazardous Hangtime** Execute a 6-second jump in a vehicle
- ☐ **Driving High** Achieve a height of 115 feet or more in a vehicle
- ☐ **Front Flipper** Execute two forward flips in a single jump in a moving vehicle
- ☐ **Timed Stunt Driver** Execute six car stunts in 60 seconds
- ☐ **Ring Leader** Drive through all of the unique Stunt Markers
- ☐ **Agency Explosives Expert** Bomb your way to a 4-star Explosives rating
- ☐ **Agency Athlete** Run & jump your way to a 4-star Agility rating
- ☐ **Agency Wheelman** Accelerate and slide your way to a 4-star Driving rating
- ☐ **Agency Brawler** Punch, jab, kick, and throw your way to a 4-star Strength rating
- ☐ **Agency Marksman** Hit your target every time to achieve a 4-star Firearms rating
- ☐ **Master Agent** Earn 4-star ratings in all five skill areas and then max out your Skills Status meters
- ☐ **Bare-Knuckle Brawler** Kill 150 gang members with your bare hands (or thrown objects)
- ☐ **Shot-putter** Throw any object (other than a grenade) 205 feet or more
- ☐ **Chain Banger** Blow up 100 explosive objects in 60 seconds
- ☐ **Firing Squad** Fire away—shoot and kill 500 gang members using firearms
- ☐ **Mad Bomber** Show your explosive personality—kill 500 gang members using explosives
- ☐ **Untouchable Agent** Kill 200 gang members without dying yourself
- ☐ **Base Jumper** Jump from the top of the Agency Tower and land in the water below
- ☐ **High Flyer** Make your way to the top of the Agency Tower
- ☐ **Double Trouble** Double your fun—complete your first mission in Co-op mode
- ☐ **Tag Teamer** Partner up and complete every mission in Co-op mode

## SKY-RISE SCORE

Achievement/Sub Achievements	Description	Achievement/Sub Achievements	Description
<input type="checkbox"/> Body Juggler	Use explosives to keep a body up in the air for 10 seconds	<input type="checkbox"/> Airtime Assassin	Shoot and kill 5 gang members in a single jump (while airborne)
<input type="checkbox"/> Car Juggler	Use explosives to keep a car up in the air for seven seconds	<input type="checkbox"/> Global Impact	Kill 15 gang members using the Observatory Globe

## MISSION ACHIEVEMENTS

The following can be achieved by simply playing through the game's main missions. If you haven't checked these off after playing through the game, you're obviously not done playing, Agent.

Though you may be able to cleanse the city without increasing all abilities to 4-star (Driving, for example) it would be exceedingly difficult to do so. Furthermore, if you've followed our directions in the previous pages, you should have been able to acquire these Achievements by mission's end. For those reasons, we've included all abilities-based Achievements in the following list as well.

Achievement/Sub Achievements	Description	Achievement/Sub Achievements	Description
<input type="checkbox"/> First Blood	Eliminate the first of 21 gang bosses	<input type="checkbox"/> Shai-Gen Intel Master	Locate all Shai-Gen dossier targets
<input type="checkbox"/> Los Muertos Cleanser	Murder Los Muertos—kill all Los Muertos gang members	<input type="checkbox"/> Agency Explosives Expert	Bomb your way to a 4-star Explosives rating
<input type="checkbox"/> Volk Cleanser	Eviscerate the Volk—take out all Volk gang members	<input type="checkbox"/> Agency Athlete	Run & jump your way to a 4-star Agility rating
<input type="checkbox"/> Shai-Gen Cleanser	Assassinate Shai-Gen—kill all Shai-Gen gang members	<input type="checkbox"/> Agency Wheelman	Accelerate and slide your way to a 4-star Driving rating
<input type="checkbox"/> The Trifecta	Wipe the city clean by taking out all members of all three gangs	<input type="checkbox"/> Agency Brawler	Punch, jab, kick, and throw your way to a 4-star Strength rating
<input type="checkbox"/> Take Me to Your Supply Point	Unlock your first Supply Point	<input type="checkbox"/> Agency Marksman	Hit your target every time to achieve a 4-star Firearms rating
<input type="checkbox"/> It's Good to Be Connected	Unlock all Supply Points	<input type="checkbox"/> Master Agent	Earn 4-star ratings in all five skill areas and then max out your Skills Status meters
<input type="checkbox"/> Los Muertos Intel Master	Locate all Los Muertos dossier targets	<input type="checkbox"/> Double Trouble	Double your fun—complete your first mission in Co-op mode
<input type="checkbox"/> Volk Intel Master	Locate all Volk dossier targets	<input type="checkbox"/> Tag Teamer	Partner up and complete every mission in Co-op mode

## RACE ACHIEVEMENTS

The following Achievements are unlocked as soon as you complete all races in Pacific City.

Achievement/Sub Achievements	Description	Achievement/Sub Achievements	Description
<input type="checkbox"/> Over Our Heads	Successfully complete all 12 Rooftop Races	<input type="checkbox"/> Rooftop Acrobatics Race	Complete this Rooftop Race
<b>Over Our Heads Sub Achievements</b>		<input type="checkbox"/> Around the Wheel Race	Complete this Rooftop Race
<input type="checkbox"/> Los Muertos Rooftop Race	Complete this Rooftop Race	<input type="checkbox"/> La Mugre Skyline Race	Complete this Rooftop Race
		<input type="checkbox"/> Top of the World Race	Complete this Rooftop Race



## Achievement/Sub Achievements Description

- ☐ **Watch Your Step Race** Complete this Rooftop Race
- ☐ **Leap of Faith Race** Complete this Rooftop Race
- ☐ **Goin' Home Race** Complete this Rooftop Race
- ☐ **The Wolf's Teeth Race** Complete this Rooftop Race
- ☐ **Wings Are for Suckers Race** Complete this Rooftop Race
- ☐ **Ascending the Suckers Race** Complete this Rooftop Race
- ☐ **High-Volk-age Race** Complete this Rooftop Race
- ☐ **Road Warrior** Successfully complete all 14 Road Races
- ☐ **Hillside High Race** Complete this Road Race
- Road Warrior Sub Achievements**
- ☐ **La Mugre Alleys Race** Complete this Road Race
- ☐ **Tour the Den Race** Complete this Road Race

## Achievement/Sub Achievements Description

- ☐ **The Freeway Gauntlet Race** Complete this Road Race
- ☐ **The Alleys of the Den Race** Complete this Road Race
- ☐ **Shai-Gen Shopper's Race** Complete this Road Race
- ☐ **City Park Burnout Race** Complete this Road Race
- ☐ **Shai-Gen Tourist Race** Complete this Road Race
- ☐ **Crazy Horse Race** Complete this Road Race
- ☐ **The Volk Endurance Test Race** Complete this Road Race
- ☐ **Los Muertos Endurance Test Race** Complete this Road Race
- ☐ **The Widowmaker Race** Complete this Road Race
- ☐ **Off-Road Chaos Race** Complete this Road Race
- ☐ **La Mugre Coast Race** Complete this Road Race

## Achieve: Road Warrior

lucky for you we've supplied a map with all the locations of every Road Race. Flip to the *Crackdown* Compendium to get started.

In order to more efficiently accomplish every Road Race however, we recommend that you increase your Driving ability to maximum

before attempting every race. The first few races in La Mugre can easily be accomplished at 3- or 4-star ability with an Agency vehicle, but for the races in the Den and the Corridor, you'll be better off using the Agency SUV with a maxed-out Driving ability.



## Achieve: Over Our Heads



As with the Road Warrior Achievement, we recommend that you attempt to complete all of the Rooftop Races after increasing your Agility to its maximum. In order to accomplish them one time, pay close attention to the arrows in each of the markers.












As you approach the green markers, begin turning toward the indicated arrows to make your next leap smoothly. Remember, Agent, you can redirect yourself in mid-air, so you should never overshoot a race marker. If you do, you're better off starting over.

### Directive

DON'T FORGET TO USE THE **B** TO LEAP OVER OBSTACLES.

## STUNT ACHIEVEMENTS

The following Achievements can be unlocked by completing stunts in Pacific City.

Achievement/Sub Achievements	Description
 Stunt Driver	Successfully execute five car stunts—front & back flips, barrel rolls, a long jump
<b>Stunt Driver Sub Achievements</b>	
 Stunt Driver: Front Flip	Execute a front flip in a moving vehicle
 Stunt Driver: Back Flip	Execute a back flip in a moving vehicle
 Stunt Driver: Left Barrel Roll	Execute a left barrel roll in a moving vehicle
 Stunt Driver: Right Barrel Roll	Execute a right barrel roll in a moving vehicle
 Stunt Driver: Jump Distance	Jump a distance of 200 feet in a moving vehicle
 Hazardous Hangtime	Execute a 6-second jump in a vehicle
 Driving High	Achieve a height of 115 feet or more in a vehicle
 Front Flipper	Execute two forward flips in a single jump in a moving vehicle
 Timed Stunt Driver	Execute six car stunts in 60 seconds
 Ring Leader	Drive through all of the unique Stunt Markers

## Achieve: Front Flipper, Stunt Driver and Timed Stunt Driver



These Achievements have been grouped together because achieving one can be part of achieving the other. For example, if you achieve Timed Stunt Driver, you'll automatically achieve Stunt Driver. Furthermore, to achieve Stunt Driver, you must complete flips and rolls, some of which can be multiple front flips for the Front Flipper Achievement.

The best place to do this, however, is the beach just west of amusement park in La Mugre. There, an Agent with a maxed-out Driving ability and an Agency SUV can use the lifeguard towers' ramps to launch over and over again. As always, don't forget to use the jump feature in the SUV.

## Achieve: Ring Leader

This Achievement is a lot like the two race Achievements. Wait until you've increased Driving skill to maximum and use the Agency SUV. At 4-star Driving ability, the jump feature becomes very valuable in reaching those hard to reach stunt rings.



Occasionally, moving a ramp vehicle in front of a stunt ring can be very helpful. If you use the ramp vehicles as launching pads, Agent, and pay close attention to the map in the *Crackdown* Compendium, you'll have this unlocked in no time.

## Achieve: Hazardous Hangtime and Stunt Driver: Jump Distance Sub Achievement

**To achieve both of these Achievements, jump off the wedge-shaped rock near the Sports Complex; come from the road that leads to the Royal Vista hotel to get enough speed.**

## Achieve: Driving High

**Drive a vehicle up to Garcia Point and drive between the legs of the statue.**



## ATHLETIC ACHIEVEMENTS

The following Achievements are unlocked by completing acts that require high Agility and Strength.

Achievement/Sub Achievements	Description	Achievement/Sub Achievements	Description
<input type="checkbox"/> Free Runner	Collect 500 Agility Orbs	<input type="checkbox"/> Base Jumper	Jump from the top of the Agency Tower and land in the water below
<input type="checkbox"/> Orb Hunter	Collect 300 Hidden Orbs	<input type="checkbox"/> High Flyer	Make your way to the top of the Agency Tower
<input type="checkbox"/> Shot-putter	Throw any object (other than a grenade) 205 feet or more		

### Achieve: High Flyer and Base Jumper

Unlocking both of these Achievements can only mean one thing, Agent. You're at the peak of Agility ability. From the Agency Supply Point in the keep, turn around and climb out of the elevator shaft behind you. Scale the building to the left, using the series of ledges to propel yourself to the area



where the three Keep buildings connect. There, grab the Agency Agility Supplement near the edge of the building and turn your attention to the shortest of the three buildings. It is the only one of the three buildings not connected by a bridge near the peak.

Run around to the rear of the shortest building and use the pipes and scaffolding attached to its side to climb up into the building's interior. Grab the Hidden Orb at the base of the stairs and take the stairs along the side of the building toward the catwalks at the building's front. You'll need to navigate past iron bars, so be careful not to fall all the way back down. Leap from one catwalk to the catwalk above it and follow it back around to the rear of the building where more iron pipes run up to the roof of the building. Climb the brackets fastening the iron bars to the building and reach the roof. Grab the Agency Agility Supplement in front of the flood light and turn your attention toward the other two, taller buildings.

If you follow the building on the left all the way up, you'll spot a Hidden Orb. Forget it for now and look back toward the building on the right. Back up, get a running start, and leap from your building to the catwalk running along the side of the building on the right. Once again, use the pipes and brackets

along the building to reach the roof where another Agency Agility Supplement awaits. Grab it and leap across to the final building. Aim yourself toward the second set of walkways near the building's front and get a running start on your leap.

Work your way around toward the rear of the building where the stairs form a U-shape (just as in the first building). Locate the pipes and brackets along this building and carefully scale the side of the building to reach the roof. As soon as you reach the roof safely, you unlock the High Flyer Achievement. Now, all you need to do is locate the water beneath you and take a flying leap. Splash! You've unlocked Base Jumper.

### Directive

TO GET A GOOD LOOK AT EXACTLY HOW TO UNLOCK THESE ACHIEVEMENTS, DOWNLOAD THE VIDEO AVAILABLE ON XBOX LIVE.

### Achieve: Orb Hunter and Free Runner

As you progress through the missions, keep a close eye on your orb trackers—it pops up after every orb you acquire. By the time Pacific City is cleansed, you should be well on your way to getting all of the Agency Agility Supplement markers. If not, freely hop around the city, locating any you've missed.



To achieve Free Runner, you'll need the help of the map in the *Crackdown* Compendium. The best way to get the Hidden Orbs, though, is to listen closely while traversing Pacific City. They have a very distinct sound. If you hear their hum, stop and look around; you can't be far.

## Achieve: Shot-Putter

Pick up one of the objects from within the dome on the roof of the Defense Building, then jump up onto the roof of the dome and throw the object into the main square below.



## EXPLOSIVE ACHIEVEMENTS

The following Achievements require a high Explosives ability.

Achievement/Sub Achievements	Description
<input type="checkbox"/> Mad Bomber	Show your explosive personality—kill 500 gang members using explosives
<input type="checkbox"/> Chain Banger	Blow up 100 explosive objects in 60 seconds
<input type="checkbox"/> Body Juggler	Use explosives to keep a body up in the air for 10 seconds
<input type="checkbox"/> Car Juggler	Use explosives to keep a car up in the air for seven seconds

## Achieve: Body Juggler

Acquiring the Body Juggler Achievement is a lot easier than you think. While scouting the Corridor's rooftops, locate a group of Shai-Gen Soldiers atop the Defense Building and blast them with a shot from your rocket launcher. As they fly up into the air, lock on to one and blast him again.



The second blast should be enough to suspend him in the air an extra two or three seconds; continue firing just long enough to get the 10-second requirement.

## Achieve: Car Juggler

To unlock Car Juggler, your best course of action is to play shot-put with a small, light car. Equip a homing rocket launcher and increase your Explosives ability to 4-star. Once properly equipped, locate a small vehicle and pick it up.

Climb to a nearby roof, find a car, and blast it with a rocket. As it flips in the air, immediately fire off multiple rockets. It might take a few tries, but you'll get it.



## Achieve: Chain Banger



This Achievement can be easily unlocked with one limpet Grenade charge and a few rockets. Equip your Limpet Grenades and run down to the beach and La Mugre pier. There, at the end of the pier, is a series of explosive barrels circling the building at the end of the pier.

Follow them to their end, place a charge on the first barrel, and detonate it. The explosion will travel across all barrels like a domino effect. Once they're charred, run over to the barrels on the beach and blast them with a rocket. With them out of the way, blow up anything else within sight. It wouldn't hurt to also bring a car or two down to the beach for explosives fodder. Think ahead, Agent.



## AGGRESSIVE ACHIEVEMENTS

The following Achievements require that you eliminate a set amount of enemies in a particular manner. Most of these can be “accidentally” accomplished as you cleanse the city. Others will take some planning.

Achievement/Sub Achievements	Description
<input type="checkbox"/> Rampage	Wreak havoc in 60-second increments by completing all Rampage sub-achievements
<b>Rampage Sub Achievements</b>	
<input type="checkbox"/> Rampage: Cars Destroyed in 60 Seconds	Blow up 25 gang-controlled vehicles in 60 seconds
<input type="checkbox"/> Rampage: Strength Kills in a Minute	Kill 15 gang members with your bare hands or thrown objects in 60 seconds
<input type="checkbox"/> Rampage: Firearm Kills in a Minute	Shoot and kill 15 gang members in 60 seconds
<input type="checkbox"/> Rampage: Explosive Kills in a Minute	Use explosives to kill 25 gang members in 60 seconds
<input type="checkbox"/> Rampage: Vehicle Kills in a Minute	Use a vehicle to kill 10 gang members in 60 seconds
<input type="checkbox"/> Rampage: Tire Pops Kills in a Minute	Pop 20 tires on gang-controlled vehicles in 60 seconds
<input type="checkbox"/> Repo Man	Commandeer 100 gang-controlled vehicles
<input type="checkbox"/> Roadkill King	Mow down and massacre 175 gang members while driving
<input type="checkbox"/> Bare-Knuckle Brawler	Kill 150 gang members with your bare hands (or thrown objects)
<input type="checkbox"/> Firing Squad	Fire away—shoot and kill 500 gang members using firearms
<input type="checkbox"/> Untouchable Agent	Kill 200 gang members without dying yourself
<input type="checkbox"/> Airtime Assassin	Shoot and kill 5 gang members in a single jump (while airborne)
<input type="checkbox"/> Global Impact	Kill 15 gang members using the Observatory Globe

### Intel

MAD BOMBER AND BARE-KNUCKLE BRAWLER ARE EXTREMELY EASY TO ACCOMPLISH. THEY SHOULD UNLOCK AS YOU PROGRESS THROUGH THE MISSIONS.

## Achieve: Roadkill King and Untouchable Agent

Combine these two Achievements to go on a driving rampage. Begin at the Keep and grab either the Agency Sportscar or the Agency Truck Cab.

At maximum Driving ability, both vehicles become capable of firing at enemies. You won't use the vehicles' firearms feature to kill enemies, only to draw them out.

Though the Truck Cab offers more protection, making it easier to accomplish the feat without dying, the Agency Sportscar is faster and easier to handle.



## Achieve: Airtime Assassin



This Achievement can easily be unlocked while traversing the Corridor's rooftops. Equip a rocket launcher and leap from roof to roof. As you do, locate a group of enemies on a roof ahead of you, lock on to them, and fire down on them as you leap.

Another method would be to lock on to

an explosive barrel near a group of five or more enemies and detonate it as you jump.

## Achieve: Global Impact

Global Impact is, by far, the most specific of Achievements. While the other Achievements can be unlocked in multiple ways (yes, even the Chain Banger), Global Impact can only be unlocked in one way.

To do so, go to the Observatory in the Den (the Volk islands) and blow up the large globe sculpture in its courtyard. After dislodging the globe, kick it, punch it, or throw it over 15 enemies. The fastest, but most difficult, time to do this is during the Gryzunova mission.



## Achieve: Rampage



In order to unlock this Achievement you have to unlock every Sub Achievement. The best way to do this is to focus on one Sub Achievement at a time. During the final cleansing of each city, there are more than enough enemies to accomplish each of the Rampage

Sub Achievements. For example, after taking down all of Los Muertos' bosses, use only Explosives to quell the final Los Muertos riot. That would meet the Rampage: Explosive Kills in a Minute Sub Achievement.

Similarly, you can wait until you've cleansed all of Pacific City, turn on Ambient Crime in the Main Menu, and wreak havoc on the remaining criminals in the city. Draw out the hit squads by killing as many enemies as possible and focus on one Sub Achievement at a time.



### CAUTION

Be very careful about how you handle the large globe. It can easily roll over civilians, costing you precious ability points.





## Crackdown Compendium

### WEAPONS OF MASS DESTRUCTION

Each of the preceding gang dossiers contained weapon profiles for each and every weapon used by that particular gang. The following is a comprehensive compendium of every weapon found in Pacific City.

Consider this a quick reference guide for planning ahead.

#### Intel

THE ACCURACY AND DAMAGE RATING FOR EACH WEAPON CHANGES DEPENDING ON YOUR FIREARMS ABILITY AND LEVEL OF DIFFICULTY AT WHICH YOU PLAY THE GAME.

### PISTOLS

#### Colby "Master"



Clip Size	Maximum Clips	Maximum Ammo Count
12	15	180

#### Kokov Diktat



Clip Size	Maximum Clips	Maximum Ammo Count
8	10	80

#### Smithers "Punisher"



Clip Size	Maximum Clips	Maximum Ammo Count
16	10	160

### Between the Cracks...

"The rubber ducky is certainly not the most effective object to use as a weapon, but it is one of the most entertaining."

—Tiffany Walsh, *Crackdown* team

### SHOTGUNS

#### Dempsey SO-6 "Stub"



Clip Size	Maximum Clips	Maximum Ammo Count
4	10	40

#### Dempsey 190 Equalizer



Clip Size	Maximum Clips	Maximum Ammo Count
8	10	80

### SUBMACHINE GUNS

#### Colby EAR50



Clip Size	Maximum Clips	Maximum Ammo Count
32	15	480



### Harman MP-50



Clip Size	Maximum Clips	Maximum Ammo Count
32	10	320

### Bastion SX900 "Longshot"



Clip Size	Maximum Clips	Maximum Ammo Count
1	10	10

### Ingalls X80 SMC



Clip Size	Maximum Clips	Maximum Ammo Count
32	10	320

## LAUNCHERS

### Watson HE99 "Hothead"



Clip Size	Maximum Clips	Maximum Ammo Count
10	2	10

## AUTOMATIC RIFLES

### Ingalls MG-60



Clip Size	Maximum Clips	Maximum Ammo Count
32	10	320

### Watson HE79 "Grenadier"



Clip Size	Maximum Clips	Maximum Ammo Count
10	2	10

### Harlington HMG-90



Clip Size	Maximum Clips	Maximum Ammo Count
80	10	800

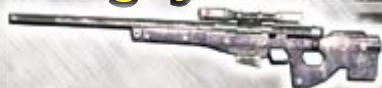
### Watson HE99-X "Firefly"



Clip Size	Maximum Clips	Maximum Ammo Count
1	10	10

## SNIPER RIFLES

### Bastion S600 "Long Eye"



Clip Size	Maximum Clips	Maximum Ammo Count
5	4	20





## GRENADES

### Colby "Limpet Charge"



### Grenade



### Shrapnel Grenade



### Cluster Grenade



### Between the Cracks...

"You can set off Limpet Charges while in a vehicle. Just make sure that none are actually stuck to that vehicle."

—Tiffany Walsh, *Crackdown* team

## Agency Arsenal

Colby "Master"  
Colby EAR50  
Colby "Limpet Charge"  
Grenade

## Los Muertos Arsenal

Dempsey S0-6 "Stub"  
Ingalls H80 SMG  
Kokov Diktat  
Shrapnel Grenade  
Harlington HMG-90 (hit squad only)  
Watson HE79 "Grenadier" (Alvarez Boss only)

## Volk Arsenal

Harman MP-50  
Ingalls MG-60  
Harlington HMG-90  
Watson HE99 "Hothead"  
Watson HE79 "Grenadier"  
Kokov Diktat  
Grenade  
Dempsey 190 Equalizer  
Bastion S600 "Long Eye"

## Shai-Gen Arsenal

Harman MP-50  
Ingalls MG-60  
Dempsey 190 Equalizer  
Harlington HMG-90  
Bastion SH900 "Longshot"  
Smithers "Punisher"  
Watson HE99-H "Firefly"  
Cluster Grenade  
Grenade

## VEHICLES OF MASS TRANSIT

You may be able to leap buildings in a single bound, but not every Agent wants to hoof it all over Pacific City. The following is a compendium of every vehicle found in Pacific City.

From the Agency vehicles to each of the three gangs' cars, this compendium contains every car.

## Agency Vehicles

Each of the three Agency vehicles transforms to match your Driving level. Their speed, handling, and ability to control in mid-air will adjust to fit you perfectly.

Just as you transform physically with every level of Agility, so do your vehicles with every level of Driving.

## Agency Supercar

Of the three vehicles, this is the fastest. It also has the lowest armor rating.

## Intel

MUCH IN THE SAME WAY WEAPONS' ATTRIBUTES DEPEND ON YOUR FIREARMS ABILITY AND DIFFICULTY SETTING, VEHICLES' ATTRIBUTES CHANGE BASED ON YOUR DRIVING ABILITY.



## Directive

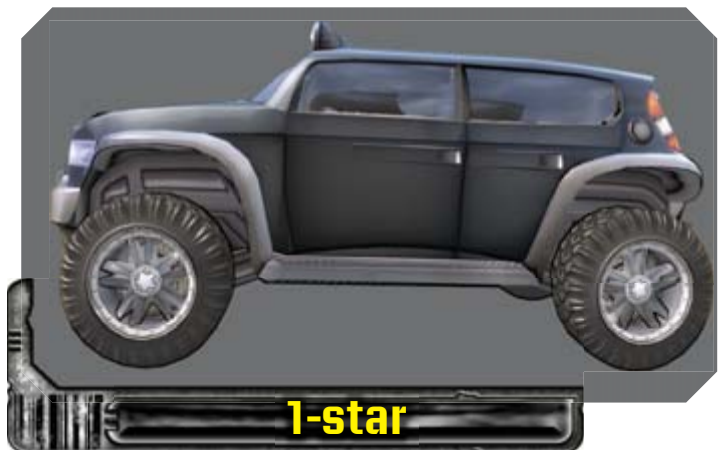
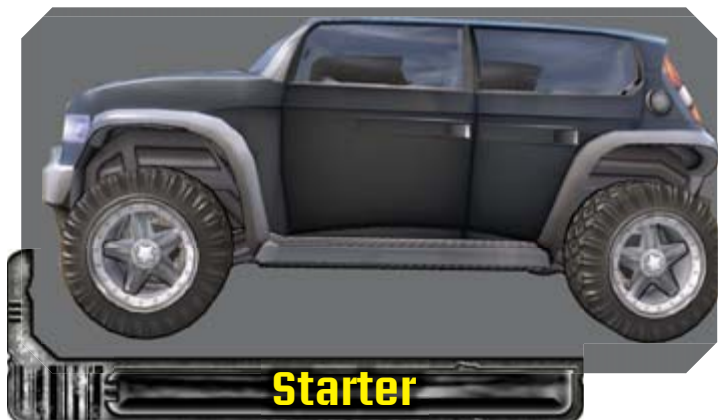
AT 4-STAR, THE HORN (Ⓢ) IS REPLACED BY A MACHINE GUN. USE IT WISELY.





## Agency SUV

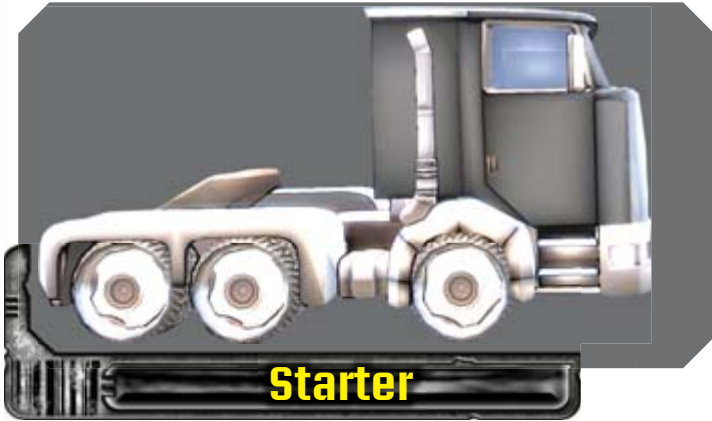
Of the three vehicles, this is the most balanced. It offers longer protection than the Supercar, but has a lower top speed.



AT 4-STAR, THE HORN (O) IS REPLACED BY A JUMP FEATURE.

## Agency Truck Cab

Of the three vehicles, this is the slowest. However, it is also the most durable.



### Directive

AT 4-STAR, THE HORN (H) IS REPLACED BY TURBO BOOST FUNCTIONALITY. WREAK HAVOC, AGENT!





## Agency Police Car



### Intel

THE AGENCY POLICE CAR IS ALSO AVAILABLE AT THE KEEP. HOWEVER, IT'S NOT ONE OF THE AGENT-REACTIVE VEHICLES, SO IT WON'T RESPOND TO YOUR DRIVING LEVEL.

INSTEAD OF A HORN, IT HAS A SIREN.

## CIVILIAN VEHICLES



### Green Sedan

A standard four-door vehicle.



### Teal Sedan

A standard four-door vehicle; slightly beat up, but in great operating condition.



### Convertible Sports Coup

A small and sporty convertible; the ladies call it "cute."



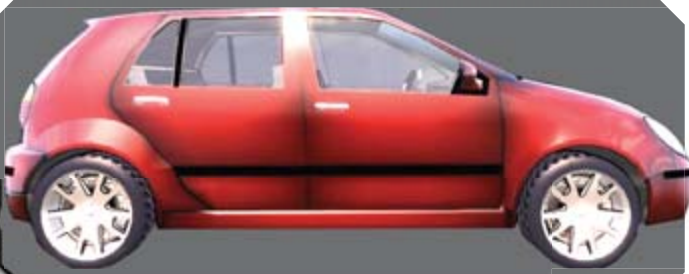
### Orange Convertible Coupe

Like the Sports Coupe by the same maker, but smaller and slightly sportier.



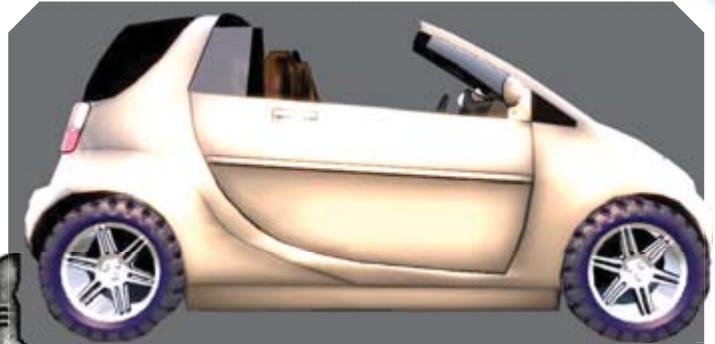
### Blue Station Wagon

A great family wagon with a sleek design.



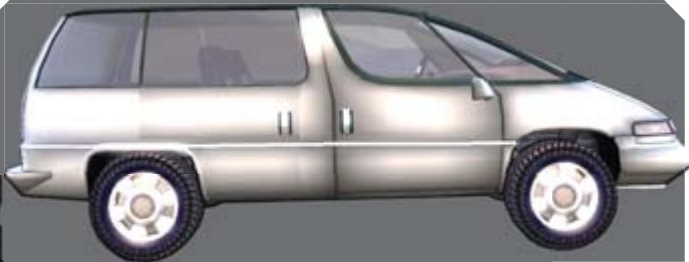
**Red Four-Door Compact**

A small hatchback; light and maneuverable.



**White Compact Convertible**

This little car is very responsive and has a great turning radius.



**White Family Van**

A medium-sized people carrier, the White Family Van is swift and sleek.



**Orange Four-Door Sedan**

Like the Teal Sedan, this commuter car can be found on nearly every corner of Pacific City.



**Green Roadster**

This little roadster really gets the job done.



**Umbre Coupe**

Another commuter car; this one is smaller than the Orange Four-Door Sedan and just as ubiquitous as the others.



**Sports Pickup Truck**

This heavy duty sports truck is a hard worker; durable and dependable.



**Blue Sports Coupe**

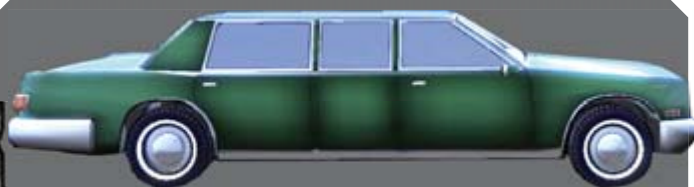
This little sports car is fast, efficient, and very reliable.





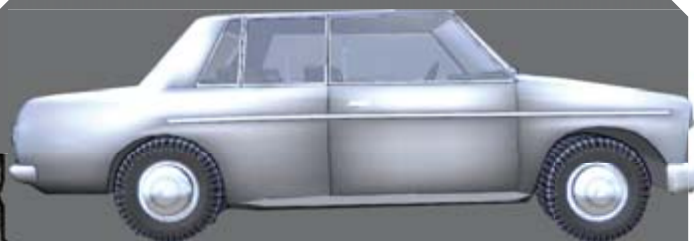
## Classic Red Sedan

Harkening back to the "old days," this car's design is classy and classic.



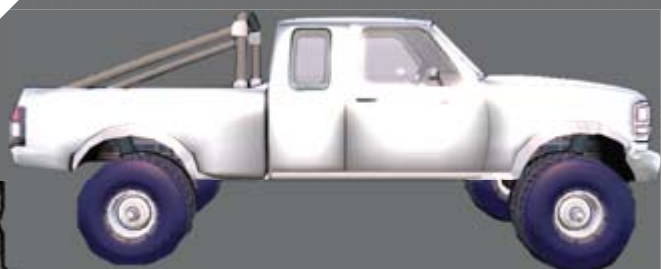
## Stretch Sedan

Want to bust crime in style? Look no further.



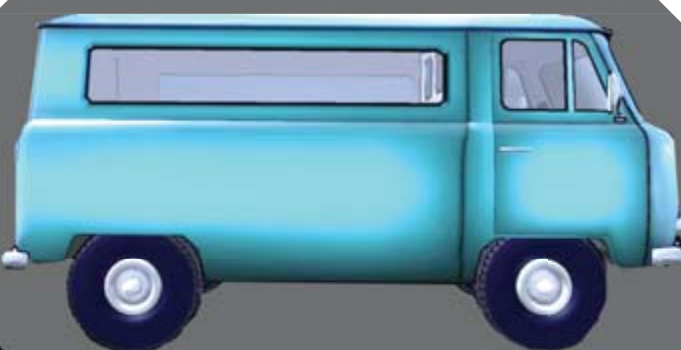
## White Two-Door Sedan

Not quite the Stretch, but the maker knows his cars. Just as dependable as the limo, but easier to handle.



## White Pickup Truck

Like the Sports Pickup Truck, but minus the sports. This one is all about getting work done.



## Blue Work Van

Not only is this delivery truck fun to drive, it is great for solving mysteries. Great Dane not included.



## Red Two-Door Bus

This small van is commonly used to transport small groups of people.



## Coupe Truck

This little SUV is swift and strong...for a little SUV.



**Green Two-Door Van**

This delivery van can eat anything in its way...including gang members.



**Orange Delivery Van**

This van moves quickly for a delivery truck and can take a beating.



**Medium Delivery Van**

Another in the long line of dependable delivery vehicles.



**Blue Truck Cab**

Not quite as tough as the Agency's Truck Cab, this is tougher than most civilian vehicles.



**Large Delivery Van**

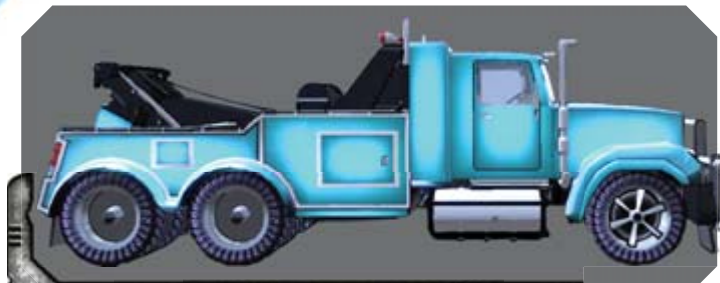
This delivery van always busts its hump to get things delivered on time.



**Green Truck Cab**

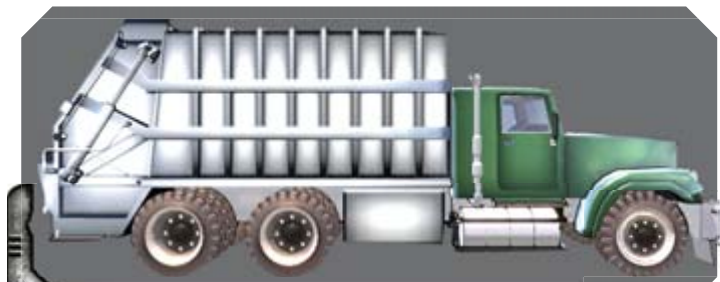
Slightly more rugged than the Blue Truck Cab, this one is tough, but hard to handle.





## The Tow Truck

When a car can't move on its own, the Tow Truck steps in to lend a helping hand.



## Garbage Truck

This is Pacific City's only garbage truck. Luckily, it's also the most efficient at getting rid of unwanted things...like gang members.



## Tour Bus

This coach bus transports Pacific City's denizens from point A to point B with remarkable efficiency.



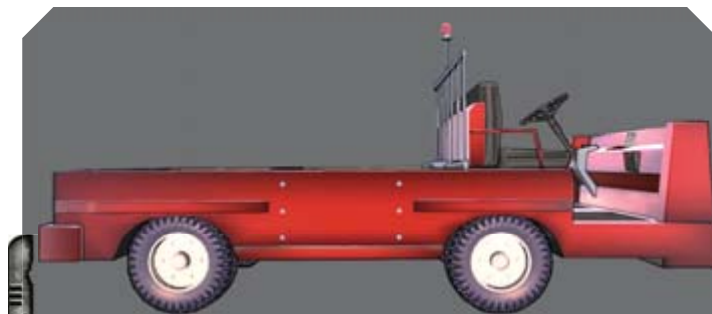
## Blue Hauling Semi

Without this construction vehicle for support, nothing would ever be built in Pacific City.



## White Hauling Semi

Like the previous make and model, this comes with added armor plating.



## Baggae Truck

Have fun using this baggage carrier on a mission, as it's quite the novel vehicle.



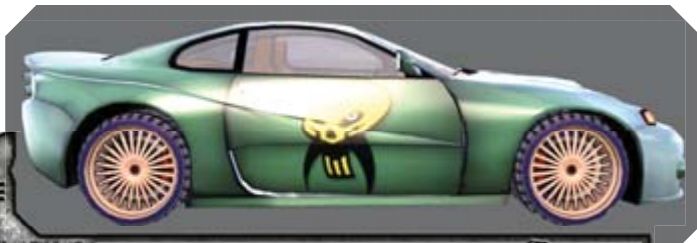
## Ramp Truck

This ramp truck is called the Ramp Truck because it is vital in launching other vehicles toward hard-to-reach places. It is the most valuable of civilian vehicles.

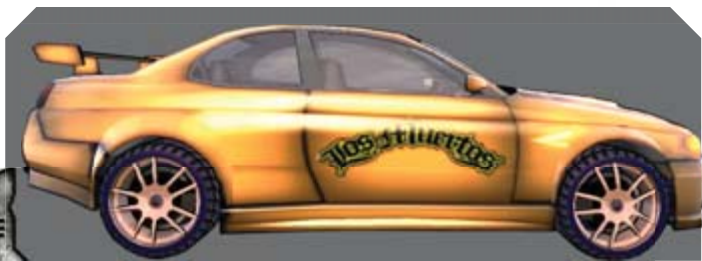
## LOS MUERTOS VEHICLES

**Los Muertos White Coupe**

This modded coupe is one of Los Muertos' most commonly used vehicles.

**Los Muertos Green Coupe**

This modded car is actually a Japanese import.

**Los Muertos Orange Coupe**

This car is a modded version of the Green Coupe.

**Los Muertos Muscle Car**

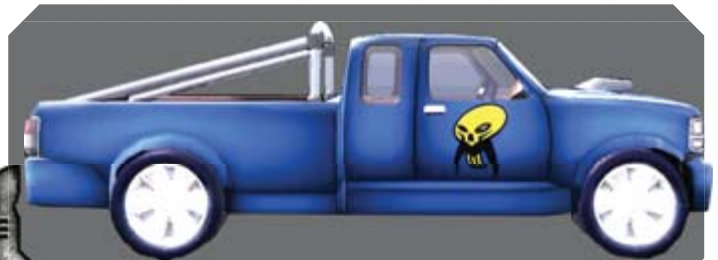
This modified muscle car is quick on the streets.

**Los Muertos Two-Door Sedan**

This muscle car is tough and loves to tear up the roads.

**Los Muertos Van**

This van is not quite as sleek as its smaller, sportier cousins, but it gets the job done.

**Los Muertos Pickup**

A modified pickup, this should be found in most any Los Muertos garage.

**Red Los Muertos Pickup**

This is an even sleeker, lower rider than its big brother.

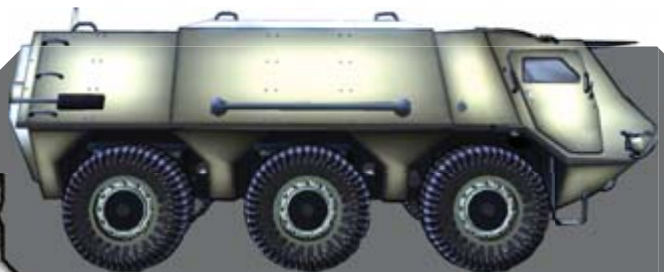


## VOLK VEHICLES



### Volk Compact Truck

This is the smallest of the Volk's vehicles. It's small and tough, with great handling.



### Volk Armored Bus

This all purpose carrier is tough to take out. It will take several direct hits from a rocket or grenade launcher to stop it.



### Volk Medium Truck

This medium-sized military truck is primarily used for errands and usually takes a beating.



### Volk Large Truck

This military truck is primarily used as a carrier for weapons, material, and personnel.



### Volk Missile Carrier

The Volk Missile Carrier is used to carry explosives from place to place.

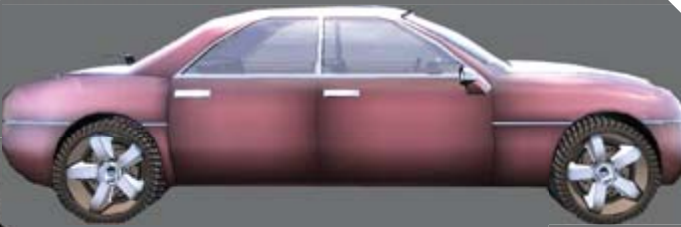
## SHAI-GEN VEHICLES

**Shai-Gen Coupe Sports Car**

This is the fastest of the Shai-Gen vehicles.

**Shai-Gen Six-Wheeled Truck**

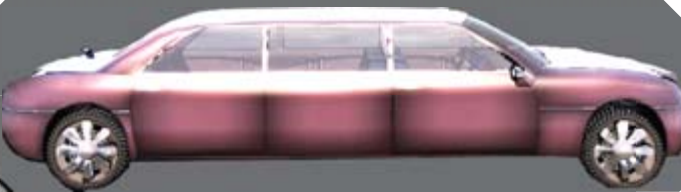
This large truck usually barrels into the action carrying several Shai-Gen Enforcers.

**Shai-Gen Sedan**

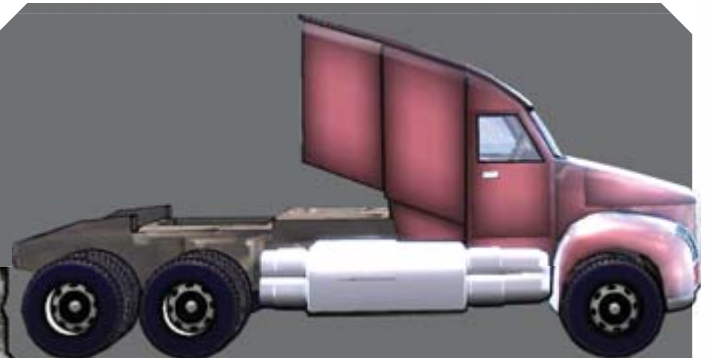
This dark sedan is one of the Shai-Gen's most commonly used vehicles.

**Shai-Gen Mini Van**

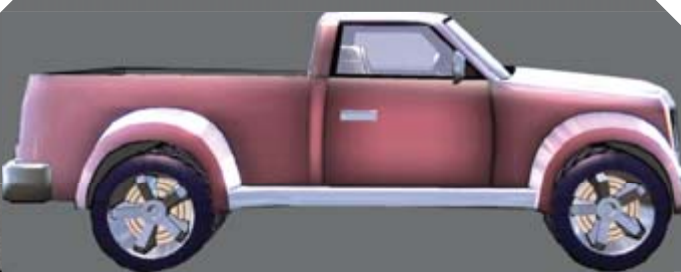
This van is often unmarked and hard to spot. It's great at hiding things...like the Shai-Gen Soldiers inside.

**Shai-Gen Stretch Sedan**

This tends to be Wang's preferred form of transportation... when he *does* travel.

**Shai-Gen Semi Cab**

This Shai-Gen truck was meant for war. It's tough and built for destruction.

**Shai-Gen Pickup Truck**

Not quite little, but smaller than its bigger brother, this truck is fierce as a dragon.



## PACIFIC CITY STUNT LOCATIONS



● Stunt trigger point    ● Stunt marker

## PACIFIC CITY RACES



## Between the Cracks...

"If you run road races at night, you may have less interference from civilians."

—Tiffany Walsh, *Crackdown* team

● Rooftop Race locations

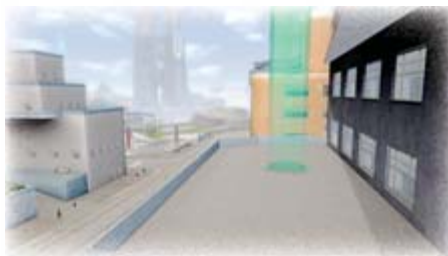
● Road Race locations



## Rooftop Race Locations



**Around the Wheel Race**



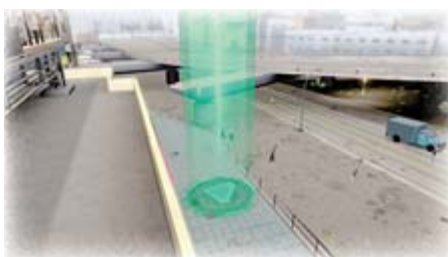
**Rooftop Acrobatics Race**



**Los Muertos Rooftop Race**



**Goin' Home Race**



**La Mugre Skyline Race**



**High Volk-age Race**



**The Wolf's Teeth Race**



**Ascending the Cells Race**



**Wings Are for Suckers Race**

## Road Race Locations



**Crazy Horse Race**



**Hillside High Race**



**La Mugre Alleys Race**



**La Mugre Coast Race**



**Los Muertos Endurance Test Race**



**Off-Road Chaos Race**





**The Alleys of the Den Race**



**The Freeway Gauntlet Race**



**The Volk Endurance Test Race**



**The Widowmaker Race**



**Tour the Den Race**



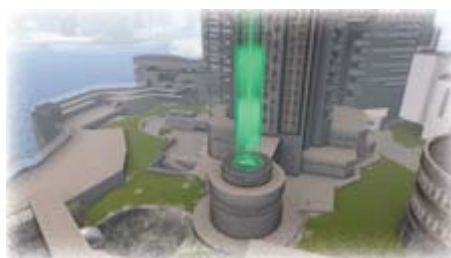
**City Park Burnout Race**



**Shai-Gen Shopper's Race**



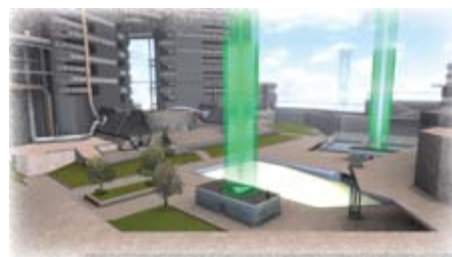
**Shai-Gen Tourist Race**



**Leap of Faith Race**



**Top of the World Race**



**Watch Your Step Race**





## AGENCY/AGILITY SUPPLEMENT LOCATIONS

The following map marks the location of every Agency Agility Supplement located in Pacific City. Use the map in conjunction with the following screens to pinpoint their exact location.





## The Keep Supplements



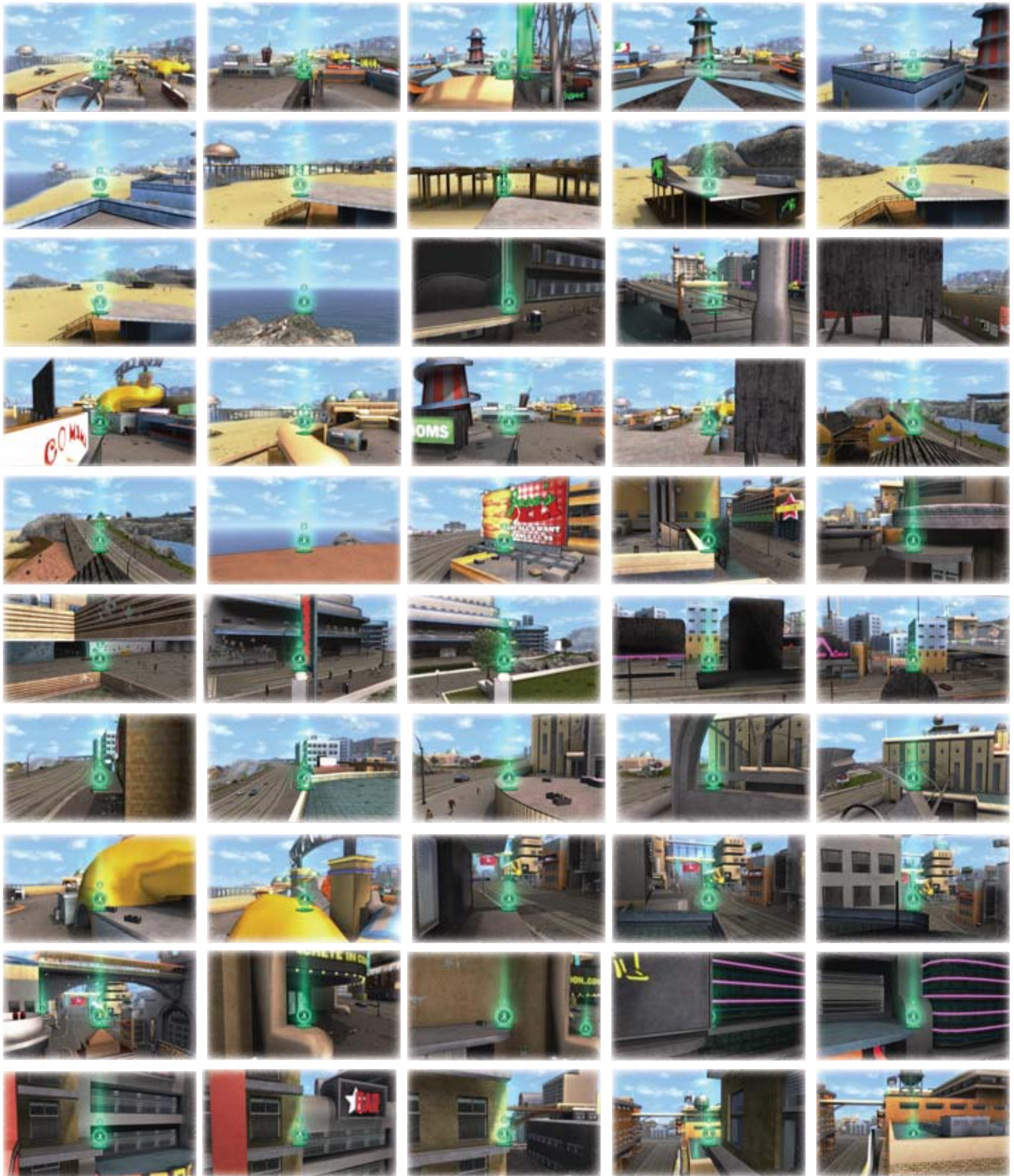
# La Mugre Supplements



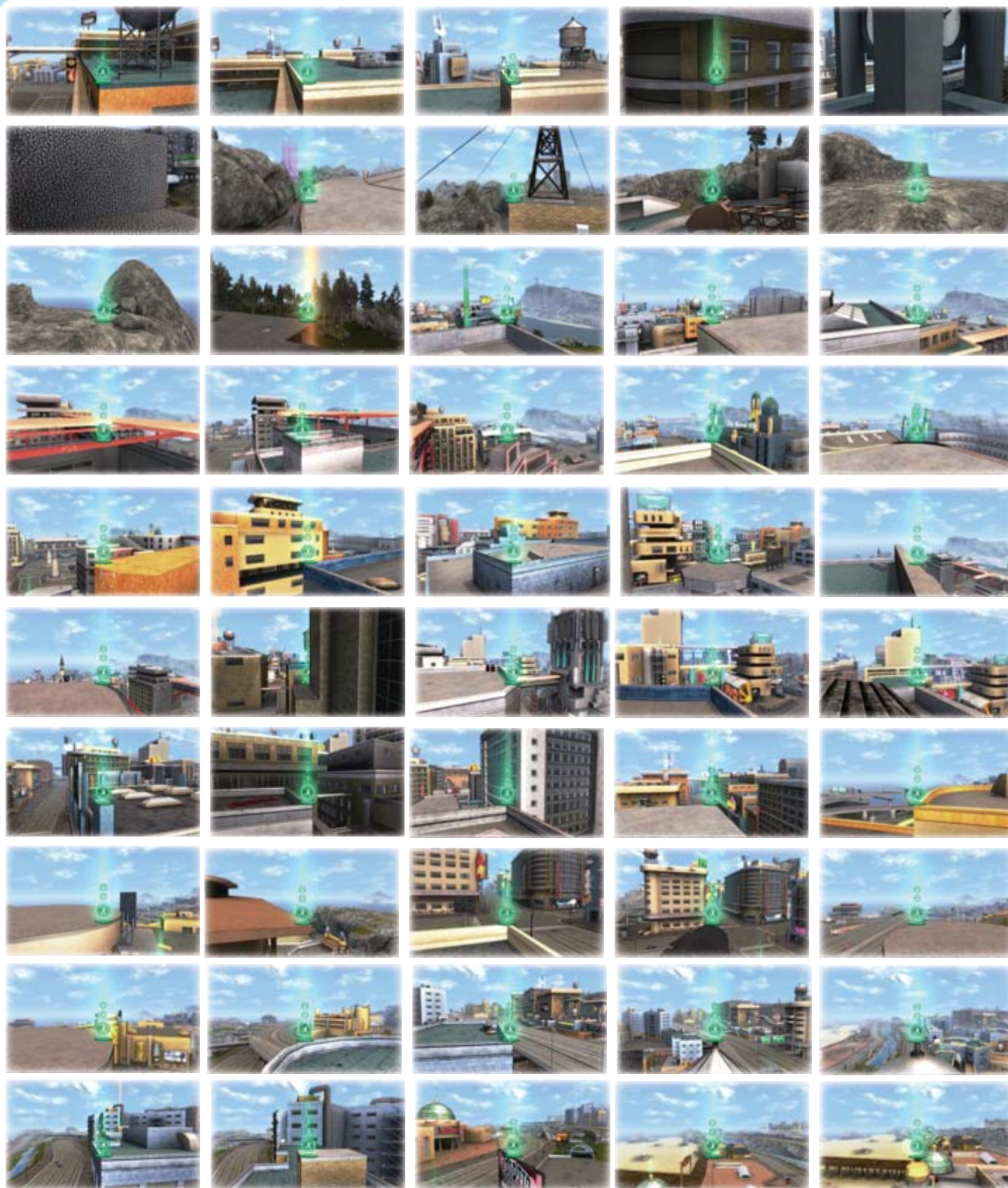








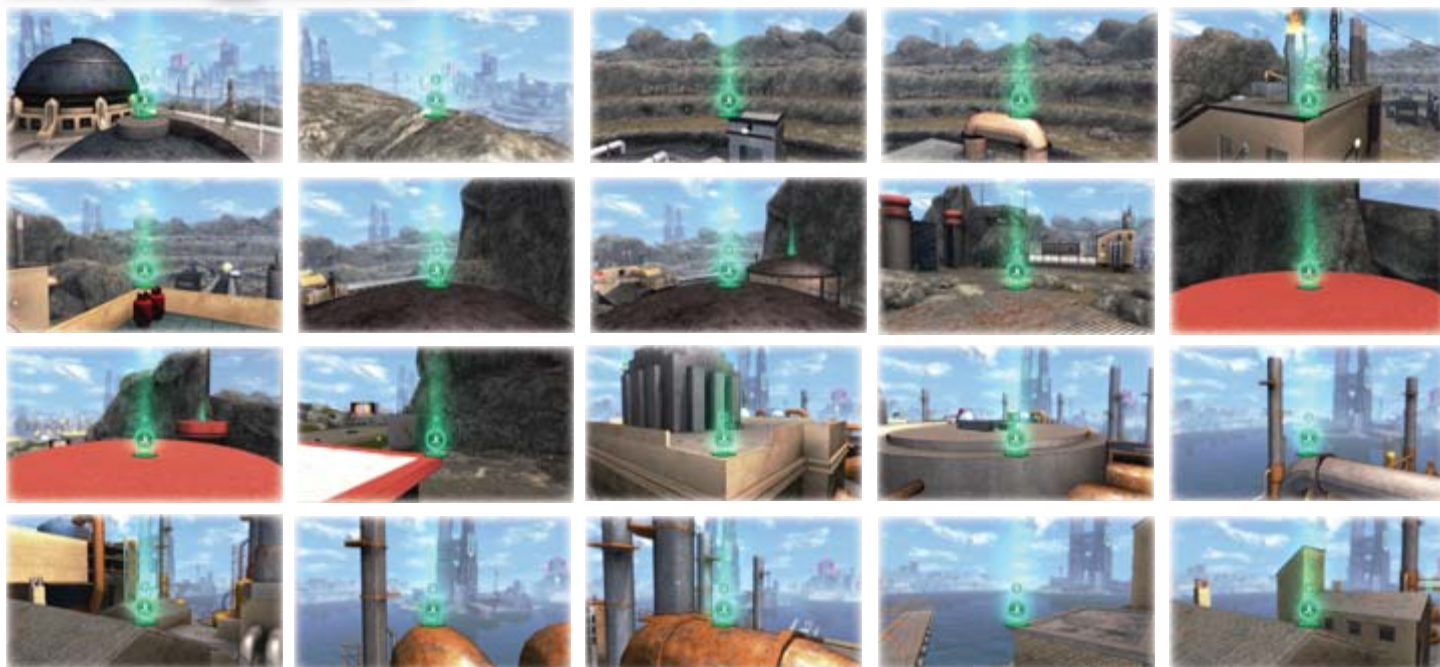








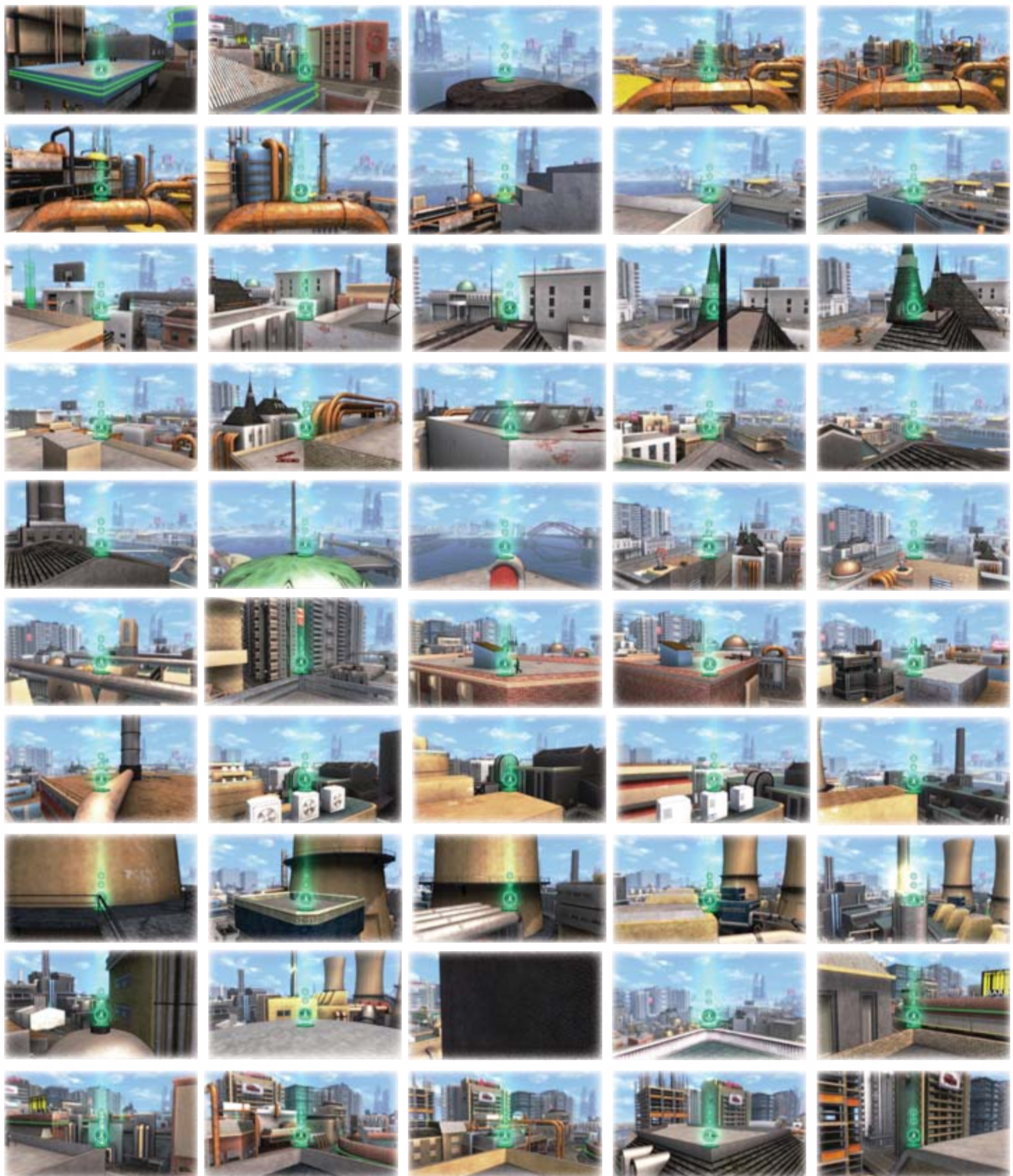
## The Den Supplements



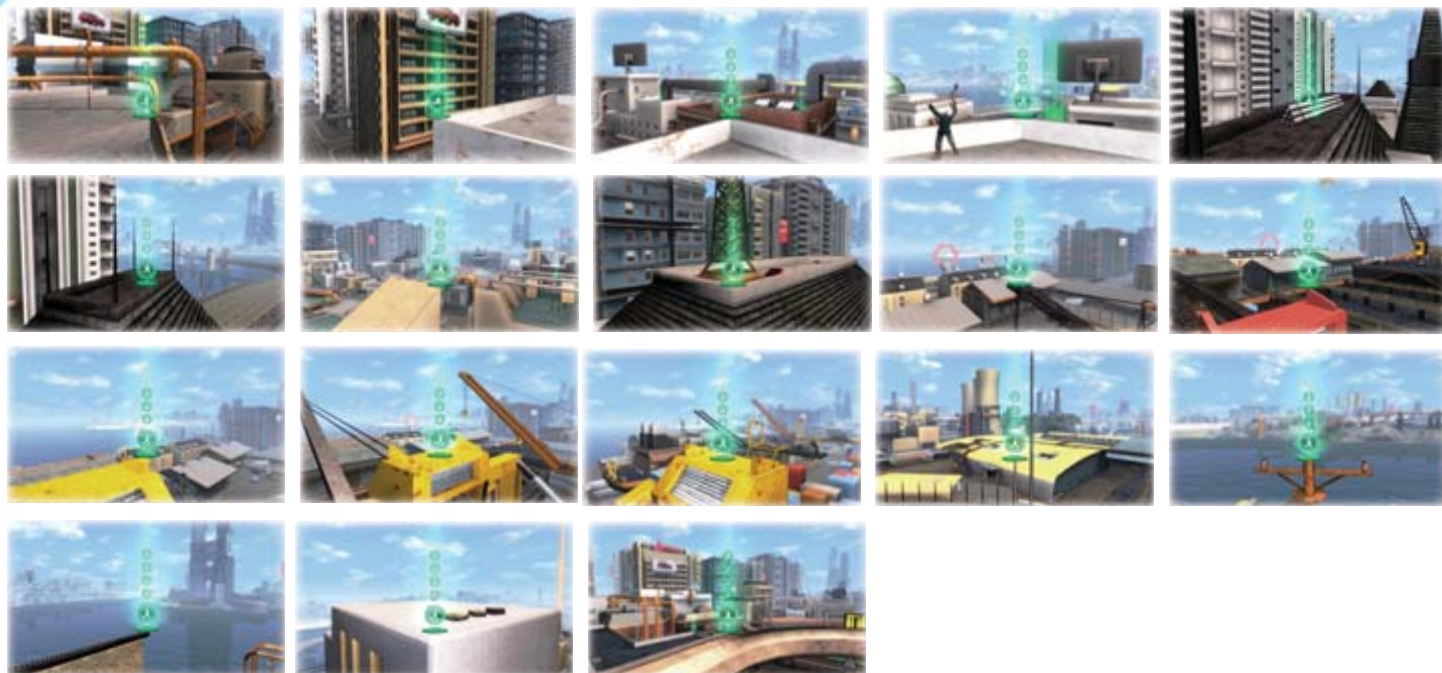




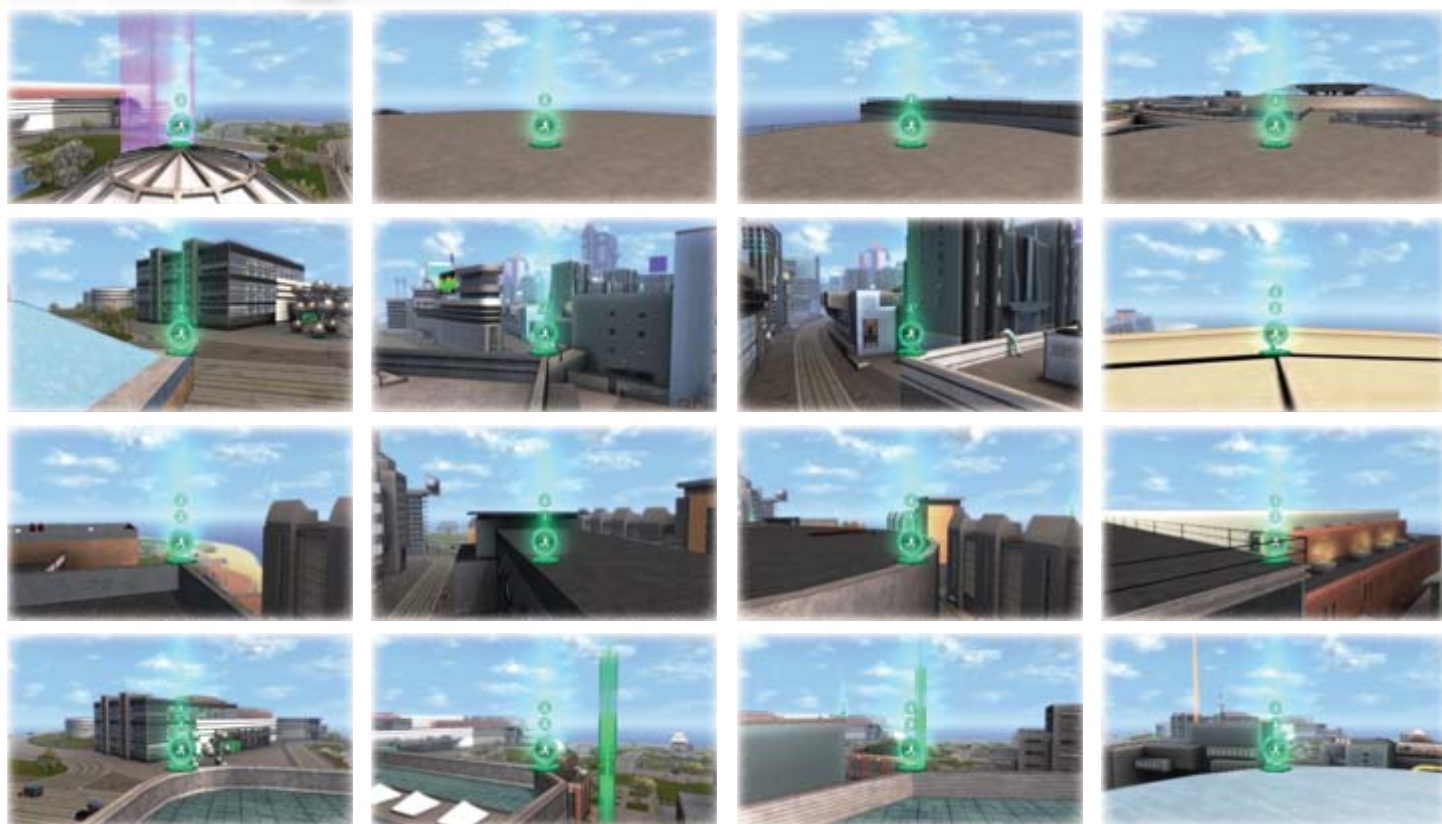








## The Corridor Supplements



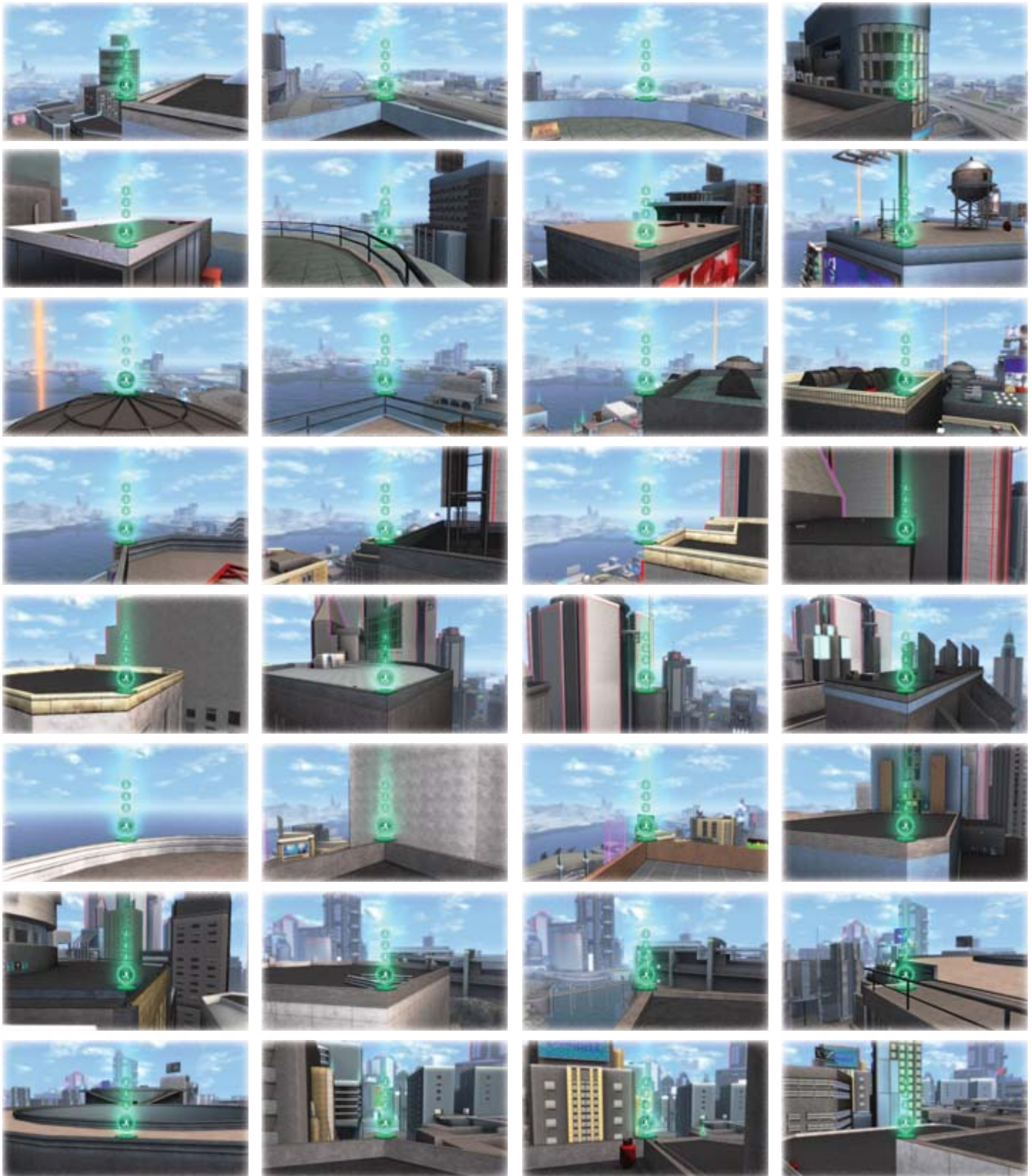


















**HIDDEN ORB LOCATIONS**

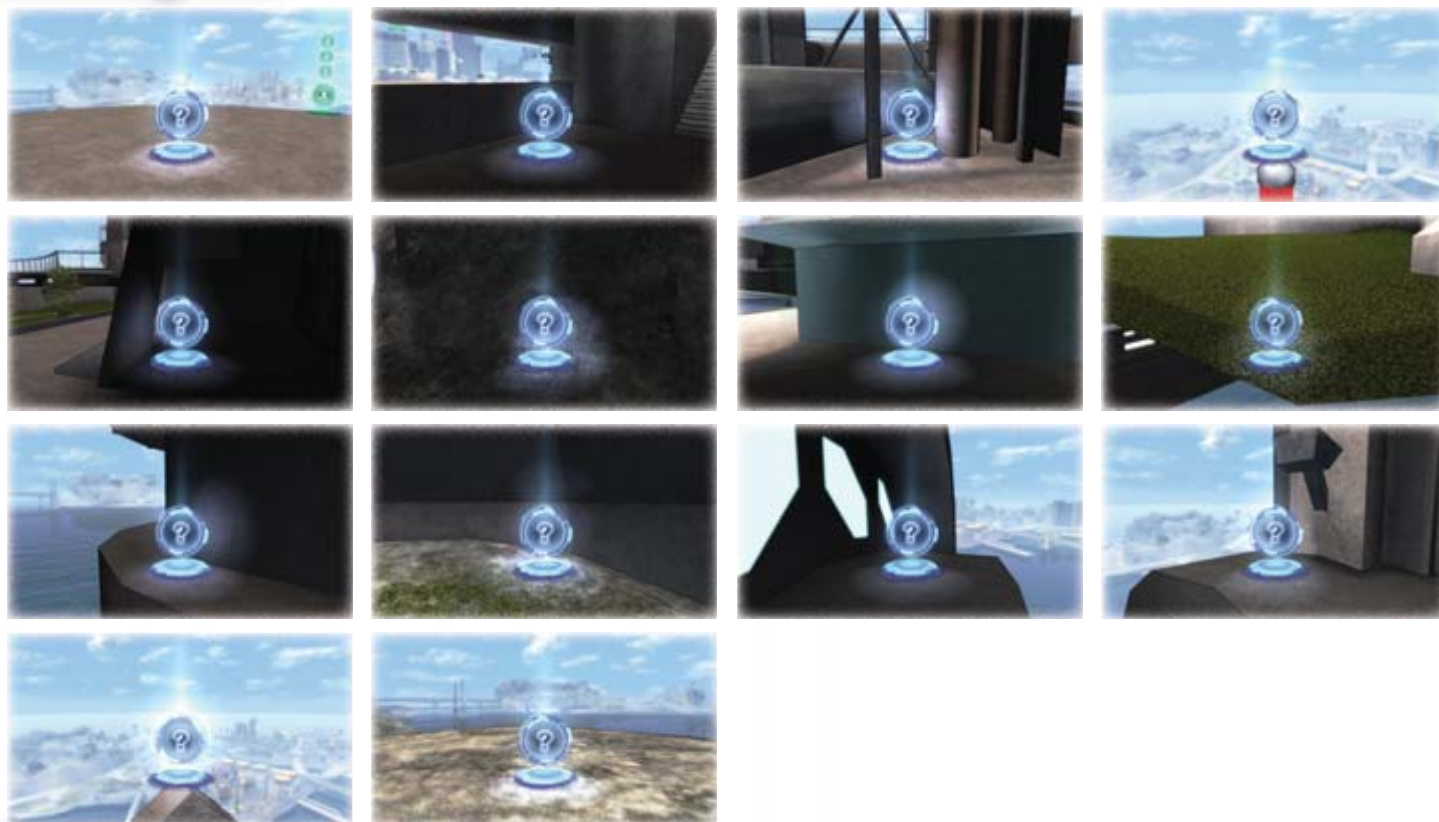
The following map marks the location of every Hidden Orb in Pacific City. Use the map in conjunction with the following screens to pinpoint their exact location.



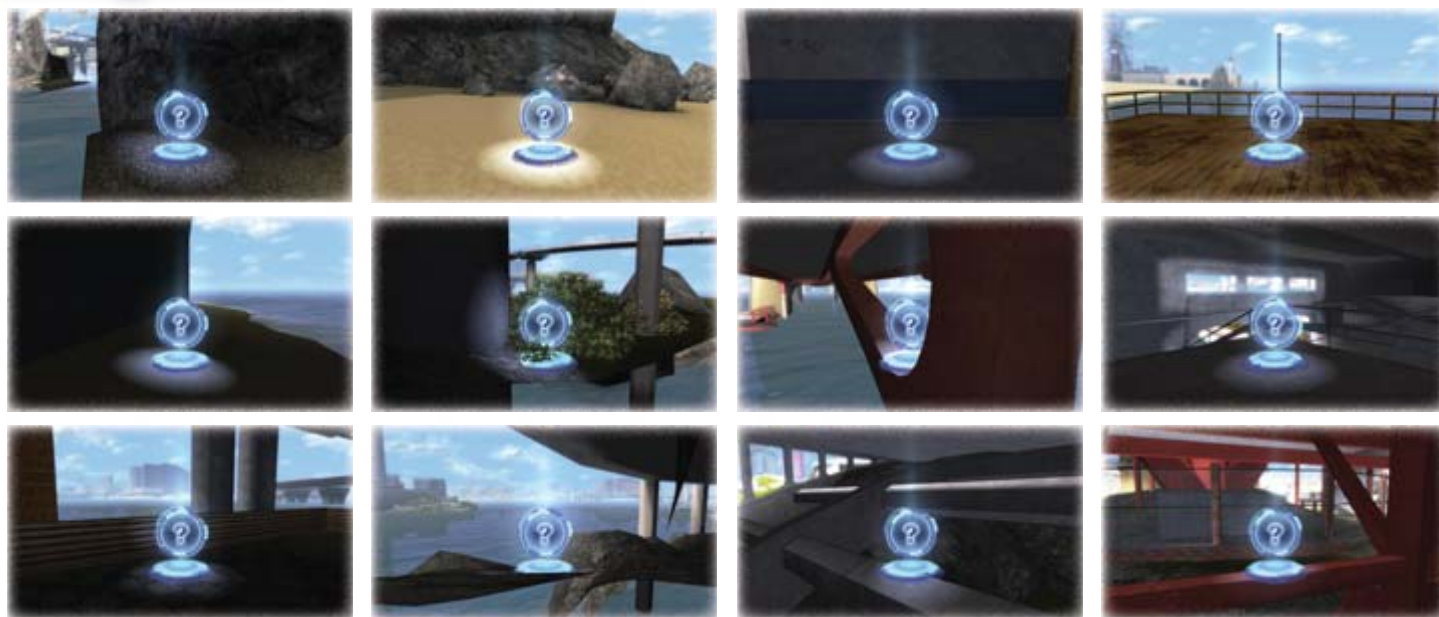
● Hidden Orb



## The Keep Orbs



## La Mugre Orbs











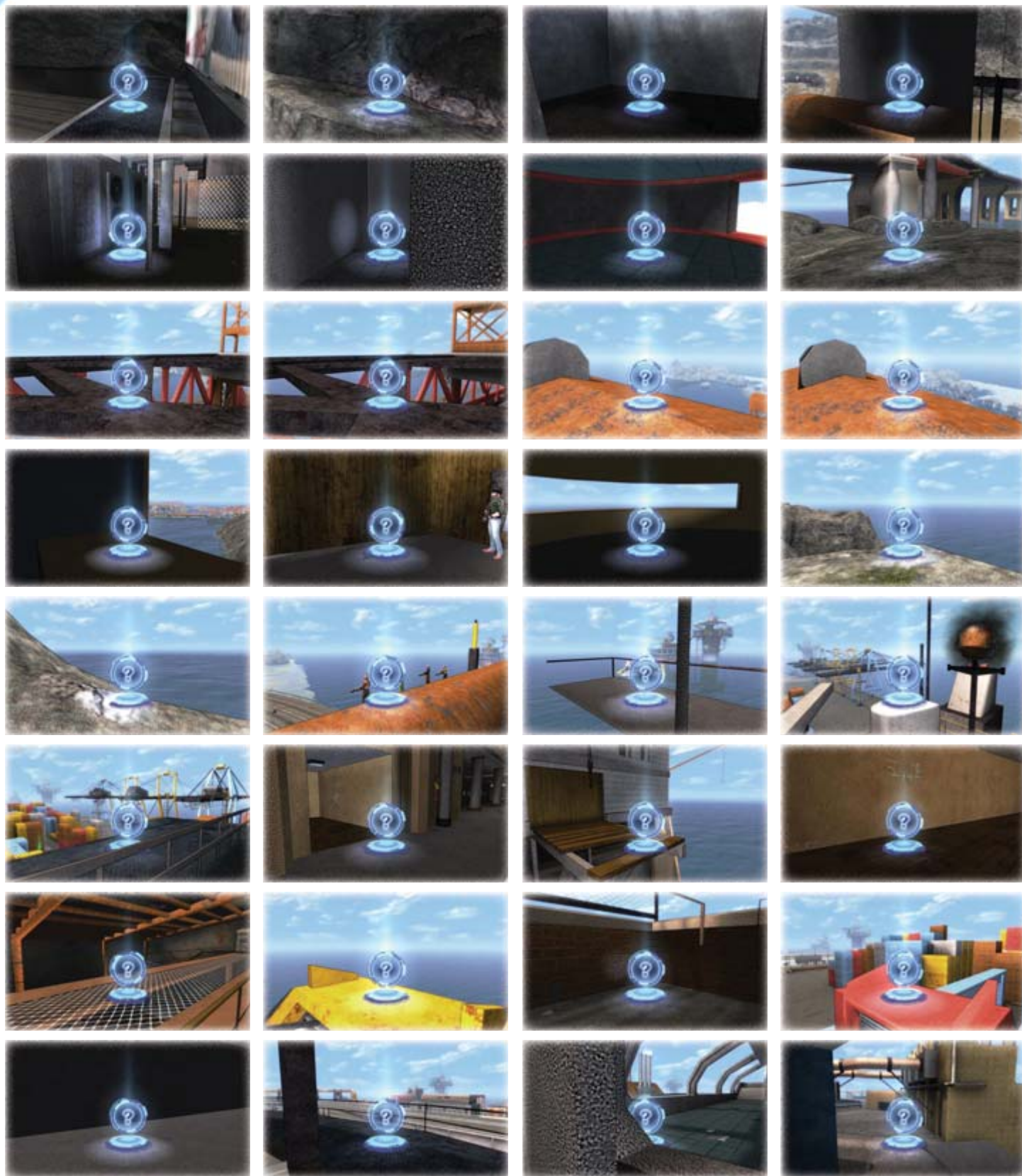




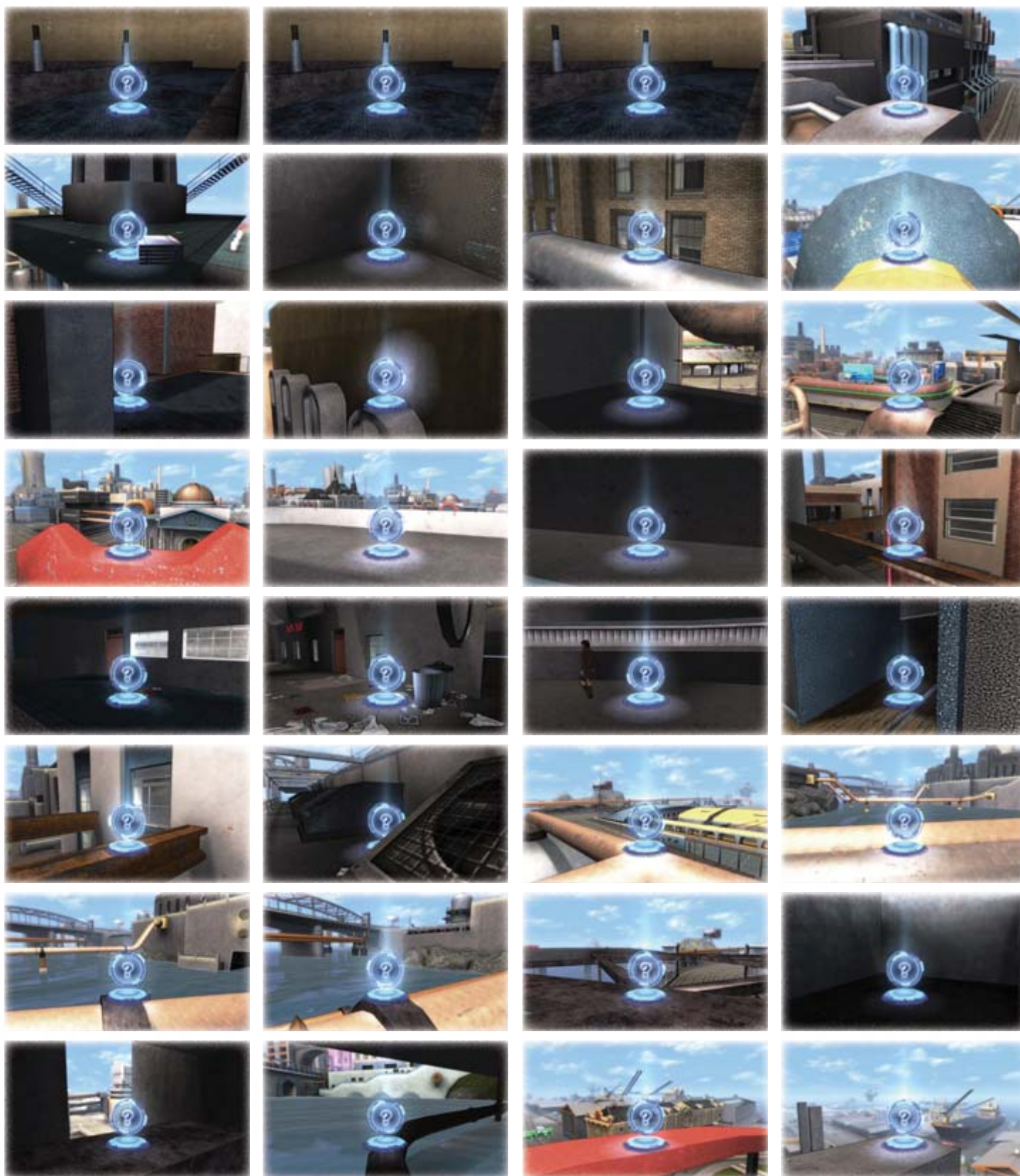
## The Den Orbs



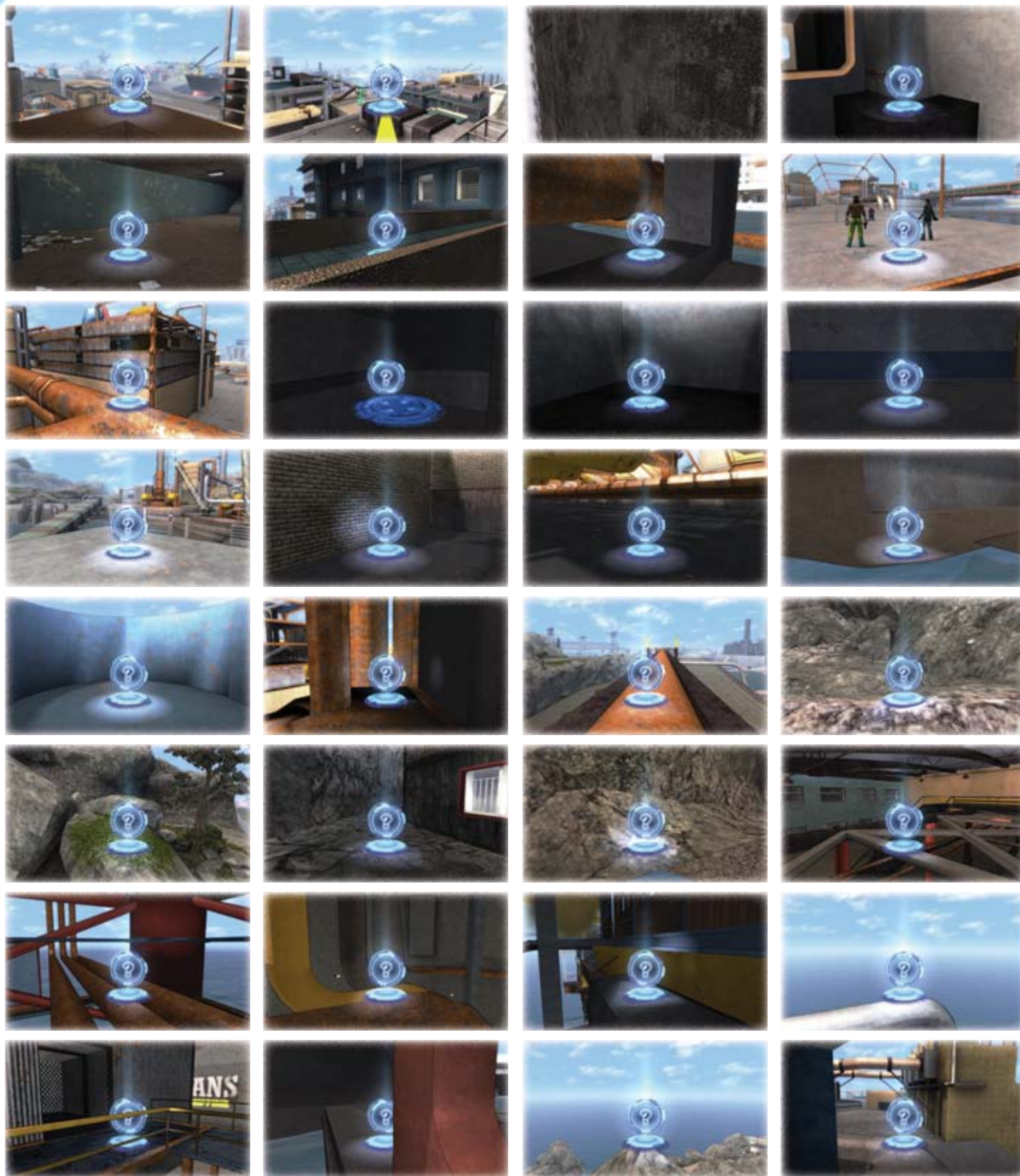














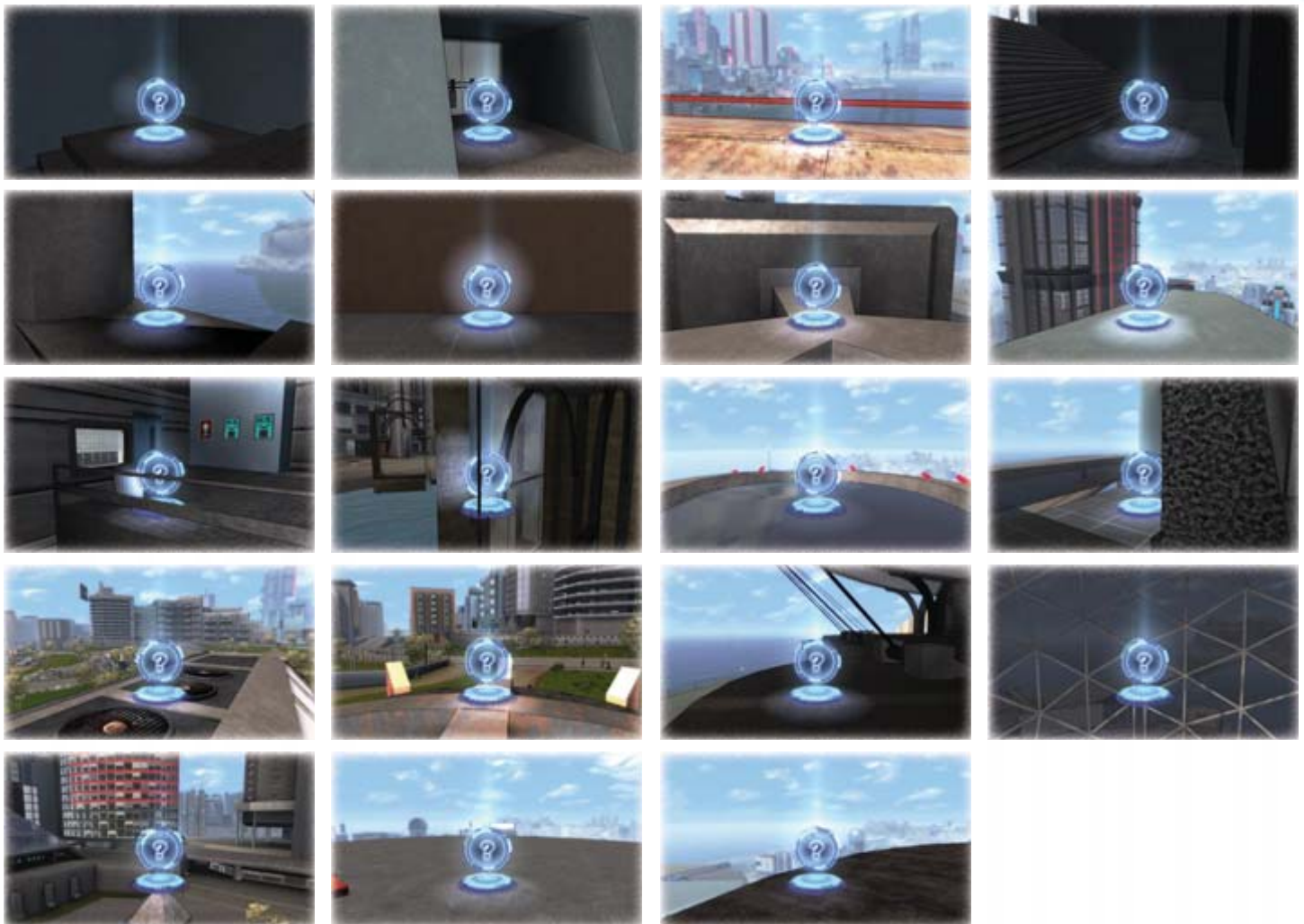


## The Corridor Orbs









### Between the Cracks...

"Another thing to try after you play through the game once is to attempt the Kingpin mission before completing the other missions. The ecosystem effects from killing the Generals will not be in place so you will notice a difference in difficulty."

—Kevin Dodd, *Crackdown* team



## LOS MUERTOS AGENCY SUPPLY POINTS

### Agency Supply Points Locations



● Agency Supply Point



**Pacific City Bank**



**Hillside Housing**



**Royal Vista**



**Social Security**



**Garcia Point**



**Radio 410 Tower**





## RACING LA MUGRE

### Rooftop Race Locations



**Around the Wheel Race**



**Rooftop Acrobatics Race**



**Los Muertos Rooftop Race**



**Goin' Home Race**



**La Mugre Skyline Race**

### Road Race Locations



**Crazy Horse Race**



**Hillside High Race**



**La Mugre Alleys Race**



**La Mugre Coast Race**



**Los Muertos Endurance Test Race**



**Off-Road Chaos Race**



● Rooftop Race locations    ● Road Race locations



## STUNTING ON LA MUGRE



● Stunt trigger point    ● Stunt marker



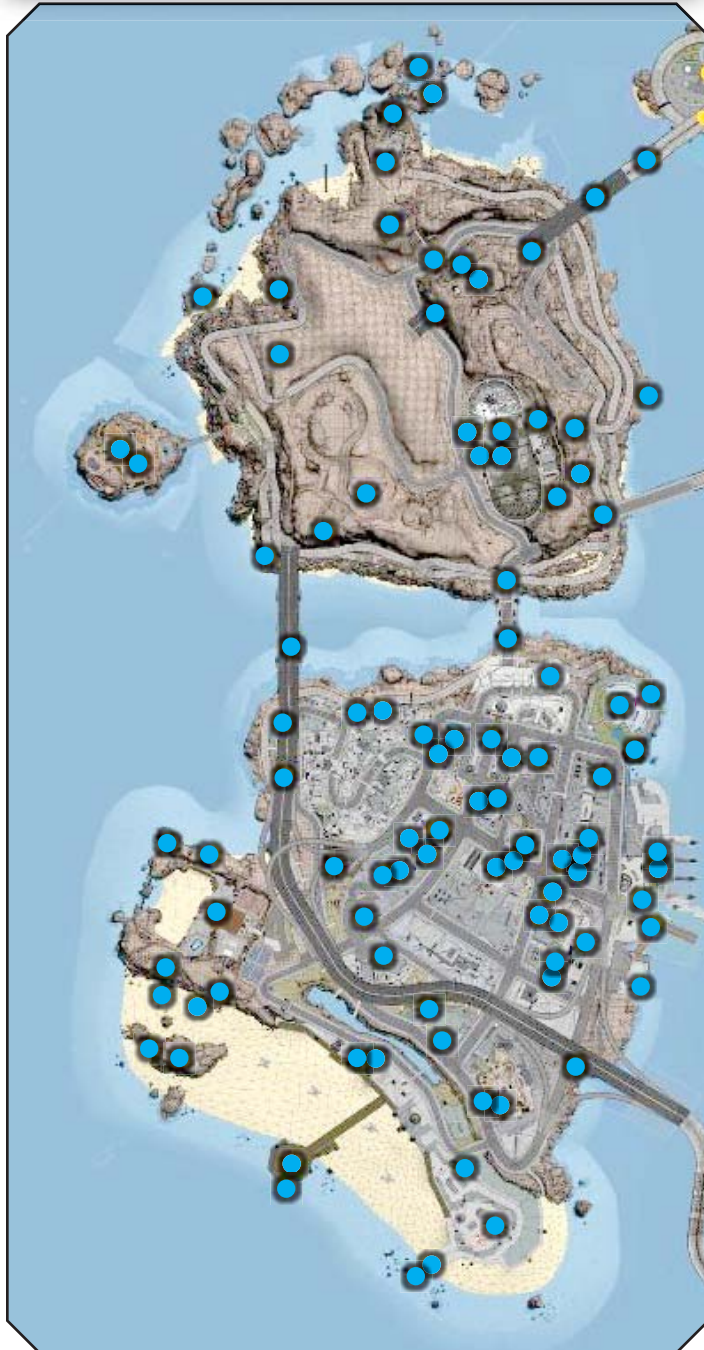
## AGENCY/AGILITY SUPPLEMENT LOCATIONS



● Agency Agility Supplement



## LOS MUERTOS HIDDEN ORB LOCATIONS



● Hidden Orb

## THE VOLK AGENCY SUPPLY POINTS



● Agency Supply Point

### Agency Supply Points Locations



**The Retreat**



**Storage Facility**



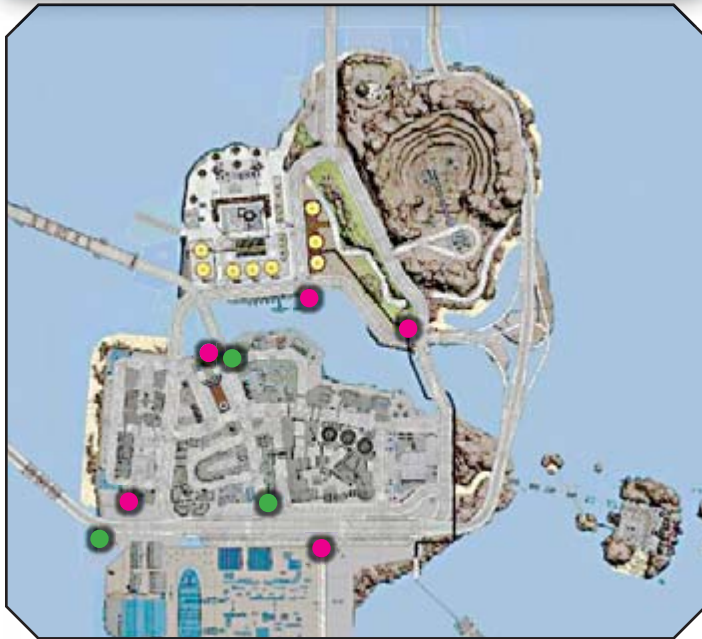
**Hi-Power Tower**



**Maxims Arch**



## RACING THE DEN



● Rooftop Race locations ● Road Race locations

### Rooftop Race Locations



**High Voltage Race**



**The Wolf's Teeth Race**



**Ascending the Cells Race**

### Road Race Locations



**The Alleys of the Den Race**



**The Freeway Gauntlet Race**



**The Volk Endurance Test Race**



**The Widowmaker Race**



**Tour the Den Race**

## STUNTING IN THE DEN



● Stunt trigger point ● Stunt marker



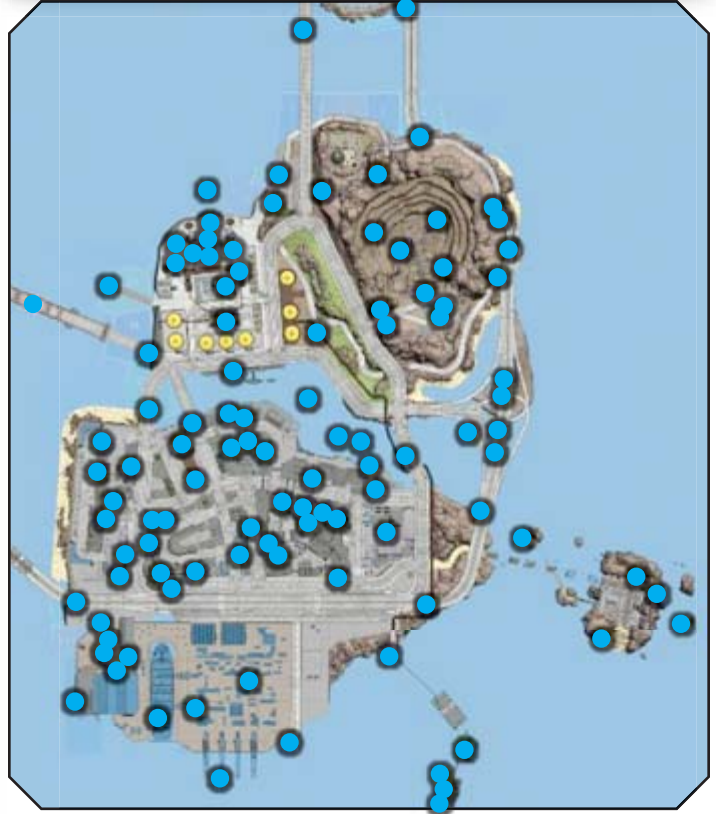


## AGENCY/AGILITY SUPPLEMENT LOCATIONS



● Agency Agility Supplement

## THE VOLK HIDDEN ORB LOCATIONS



● Hidden Orb





## SHAI-GEN AGENCY SUPPLY POINTS



● Agency Supply Point

### Agency Supply Points Locations



**Comfortitude, LTD.**



**Bubble**



**Intellicenter**



**The Block**



**Stripey's Cafe**

## RACING THE CORRIDOR



● Rooftop Race locations    ● Road Race locations

### Rooftop Race Locations



**Wings Are for Suckers Race**

### Road Race Locations



**City Park Burnout Race**



**Shai-Gen Shopper's Race**



**Shai-Gen Tourist Race**



## STUNTING IN THE CORRIDOR

Trigger events are in the same location



● Stunt trigger point    ● Stunt marker



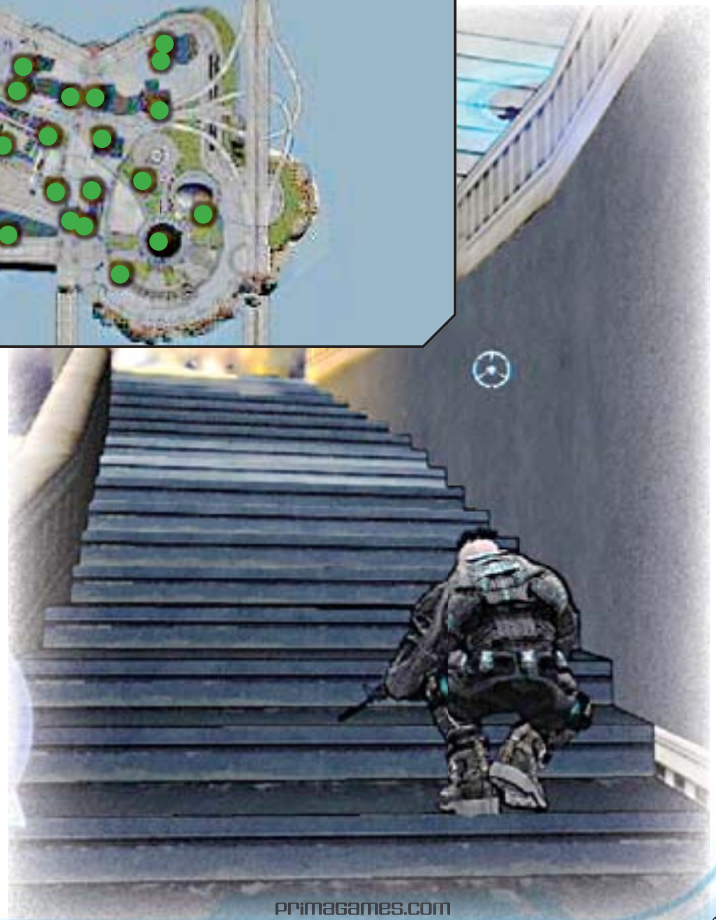


## AGENCY/AGILITY SUPPLEMENT LOCATIONS



CRACKDOWN  
District 3  
Shai - Gen

● Agency Agility Supplement



primagames.com



## SHAI-GEN HIDDEN ORB LOCATIONS

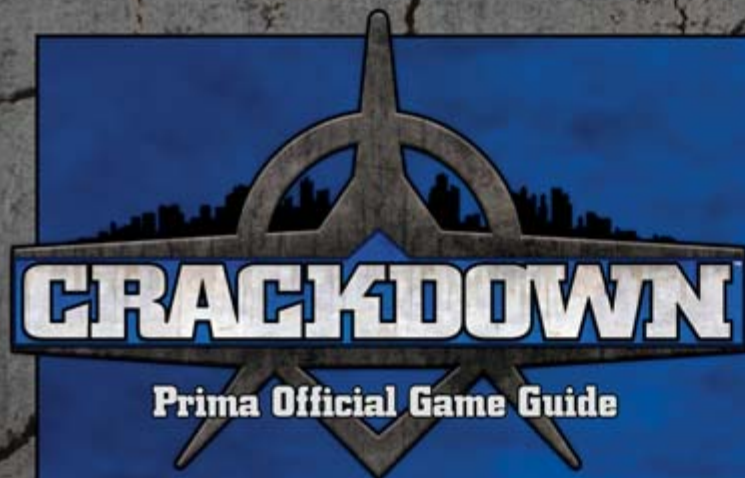


● Hidden Orb









## REALTIME WORLDS

### **Creative Director**

Dave Jones

### **Producer**

Phil Wilson

### **Design Lead**

Billy Thomson

### **Designers**

Gary Penn (Denki)  
Jonathan Hughes

### **Lead Mission Designer**

Bill Green

### **Level & Mission Designers**

Russ Flaherty  
Steve Iannetta

### **Mission Designers**

Chris Isaacs  
Ed Campbell  
Neil Crawford

### **Art Director**

Jeff Cairns

### **Art Production & Animation Lead**

Russell Murray

### **Animators**

Andy Sawers  
Neil Pollock  
Richard Clay

### **Environment Lead**

Richard Fox

### **Environment Artists**

Barry Sheridan  
Brian Smith  
Christian Simcock  
Jason Hall  
Mick McCallion  
Mike McLarty  
Paul Simms (Jr)  
Phil McClenaghan  
Stacey Jamieson  
Stuart Campbell  
Tahir Rashid

### **Vehicles Lead**

Gary Thomson

### **Vehicle Artist**

Martin Good

### **Characters Lead**

Steve Hodgson

### **Character Artist**

Paul Simms (Sr)

### **Audio Director**

Raymond Usher

### **Audio Consultant**

Colin Anderson (Denki)

### **Audio Programmer**

Roland Peddie

### **Audio Designers**

Ross Nicoll  
Stuart Ross

### **Technical Lead**

Keith Hamilton

### **System Programmers**

Alistair Baxter  
Dave Lees  
George Harris  
Hugh Malan  
Peter Walsh

### **Tools Programmers**

Damian Scallan  
Gordon Milligan

### **Gameplay & AI Lead**

Mike Enoch

### **Gameplay Programmers**

Barry Cairns  
Bill Henderson  
David Hynd  
Niall Rore

### **Lead AI Programmer**

Stig Petersen

### **AI Programmers**

Bryan Robertson  
Hussam Suliman  
Nathan Ruck  
Pranay Kamat  
Stephen Holmes

### **Character Action Programmers**

Bert McDowell  
Daniel Brown

### **Networking Lead**

Iain Ross

### **User Interface & Live Programmer**

Ant Sims

### **QA Manager**

Iain Donald

### **Testers**

Alistair White  
Chris Thomson  
Hughel Bunyan  
Sean Branney

### **Supporting RTW Technology**

Chris Stamp  
Luke Halliwell  
Jacques Menuet  
Maurizio Sciglio  
Pat Kerr  
Simon Taylor  
Stuart Smith

### **Additional Design**

Alan North  
Steve Banks

### **Additional Art**

Duncan Mattocks  
John Harrison

### **Additional Programming**

Alan Savage  
Ben Hinchcliffe  
Bob Shand  
Dan Leyden  
Jay Rathod  
Mattias Gustavsson

### **RTW IT Support**

Duncan Bowring  
Kenny Clark  
Rory Macgregor

### **RTW Office**

Elaine Mead  
Heather Marshall  
John Duthie  
Kirsty Scott  
Marlene Laubscher  
Morag Wilkie  
Vicki Anderson

### **RTW Studio Manager**

Colin Macdonald

### **RTW Commercial Director**

Tony Harman

### **RTW Chairman**

Ian Hetherington

### **RTW Managing Director**

Dave Jones

### **Thanks To All at Microsoft Game Studios**

Mark H & Mike T, MS Research  
Carol P & Jon C, Realtime UK  
Stuart R, Alistair M & Jo D, Criterion  
Mark V, Ketsujin Studios  
Pierre, Gilles & Team, Kynogon  
Joakim W, Valkyrie Entertainment  
Dade & Mason, Digital Kitchen  
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