



## Introduction

One second, you're on top of Stilwater City, running the 3rd Street Saints to own everyone and everything on the island. The next thing you know, you're caught up in a yacht explosion...

A lot happens when a person is in a coma. Years have passed, and the city is a different place. New gangs, new personalities, and your crew isn't even *there* anymore. All you've got is the prison jumpsuit on your back and a new friend that helps break you out.

Stilwater can be awfully disorienting in that state. Luckily, you've got IGN at your back, helping you out through the process of getting your gang and power back together. Whether you just need advice on where to pimp yourself out in the Red Light district, or if you want a detailed walkthrough of how precisely to climb the ladder of power again, you can trust us to help you take over Stilwater City.

And you don't even have to be canonized.

***In this Saints Row 2 strategy guide, you'll find:***

- **BASICS** // We assume you've played open-world games before, but Saints Row 2 has a few nuances you'll need to know. Check 'em out here.
- **ACTIVITIES & DIVERSIONS** // To play the story, you need respect. To get respect, you need to perform activities and diversions. To do that, you need to read this section.
- **WALKTHROUGH** // The first four sections of the walkthrough take you through your rise from the coma to the elimination of each gang. The order you approach them is up to you, and we break it down by which colors you eliminate.

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## Saints Row 2 Basics

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While the general idea of Saints Row 2 is not hard for anyone to grasp—especially not for those who have played Grand Theft Auto III or IV—SR2 does have its own unique aspects that might be new to you. If you played the original, most of this should just be a refresher course.

### Earning Respect

In order to attempt the storyline missions, you need to have achieved a certain level of respect with your gang. Respect is a simple meter indicated in the top-right corner of the screen, a purple bar under your yellow stamina meter. Each time you top it off, you'll see a count on the bar to let you know how many times you've filled it. For example, top it off once, and "1x" will appear on the bar. Top it off ten times, and "10x" will appear. Every time you successfully complete a storyline mission, the count reduces by one.

Respect is never directly earned through storyline missions. To earn respect, you must do one of the many "activities" around the city. We'll list them all in the Activities & Diversions section, but suffice to say that you'll need to do a lot of them. You could do activities between every storyline mission. Or for maximum efficiency you can do enough activities at once, *then* worry about the story all at once. It's up to you.

You also gain some degree of respect for dangerous driving or taking out enemies, but it's not very much. Still, every little bit helps, and any respect gained from kills and such *does* add up even in story missions. Regardless, you'll have to rely on doing an activity to proceed with the story.

### Earning Cash

Gaining cash is pretty much the opposite of respect, ironically: doing activities doesn't usually net you much green. However, storyline missions are always worth a pretty decent amount, especially the later missions.

The main way to get cash is from your general gang activities, the stuff that goes on behind the scenes that you don't actually participate in. This is done by owning neighborhoods and businesses. Hoods are gained automatically from doing a storyline or stronghold mission. Businesses require an investment by going into the For Sale sign icon in front of it, but you'll start getting discounts at that location too. Owning a Friendly Fire will probably wind up paying for itself in no time.

Once you own a business or neighborhood, it automatically generates a small amount of cash per day. You can collect this money by going to one of your cribs, walking into the icon that is a fat stack of bills, and pressing the indicated button. At first, the money won't seem like much; however, especially after you clear out a gang, the money will come frequently enough that you shouldn't need to worry about anything. Just be sure to collect your cash often.

Note that you can only own businesses in neighborhoods you own. If you have the money, the first thing you should do after clearing a storyline mission is purchase *all* the businesses in your new hood just to keep them all straight. If you ever want to go on a buying spree and can't remember what you own, simply go to your map. Hovering your cursor over a business you own will bring up a little box that will list the word "owned" if you have it, or nothing if you don't.

## Style

You're the boss of a gang, so you probably shouldn't dress like a hobo. Style is a numerical measure of your threads and your rides you've managed to accumulate. Like with respect, you'll see a bar appear and fill as you buy clothes and accessories for your cars; every time it tops off, you get a count. Unlike respect, you never have to worry about losing style points for any reason.

In the original game, style went up and down based on a variety of factors, including whether you wearing the Saints' signature purple. Thankfully, that's not the case anymore: style goes up every time you buy *anything*, and you never have to wear it or drive it. I could, for example, gain a bunch of style points by buying a car at the foreign dealer, then immediately blow it up: I may have wasted a ton of money, but the style points don't go away.

Style is important, because filling the meter enough will earn you perks. The most useful perk is that you'll start getting respect bonuses from activities, meaning you won't have to do as many activities to move on to new story missions. As such, it's always best to burn some cash on new clothes or cars if you have nothing better to do with it, so you can earn some style and get a better respect bonus.

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## Weapons

A full listing of weapons is rather unnecessary for Saints Row 2, because the game follows a very simple formula: the more expensive the item is, the more damage it causes. We will however go over the types of weapons, and what they're best used for.

### Unarmed

When all else fails, you can use your fists and feet to do the work. Fighting this way allows you to smack around anyone on the street without drawing too much attention. If a cop sees you fighting this way, typically he'll just try chasing you down and using pepper spray or a tazer rather than a gun. Not a bad idea if you just want to break a few noses randomly.

### Melee

Melee weapons do more damage than your fists and attract a bit more attention, but are essentially do the same good. In tight areas, it might be tough to turn around quickly and shoot an attacker, so melee weapons are a good option. You've got swords, bats, and crowbars here among others, giving you a wide variety of options.

### Pistols

Pistols are low-visibility weapons that are easy to aim and are extremely accurate for short ranges. They are best used as backups when you otherwise run out of ammo, or for quick kills against enemies who haven't yet noticed you.

### SMGs

Submachine guns are fantastic weapons that are best used in tight areas where the enemies bottleneck. Spraying-and-praying with an SMG (or better, with two SMGs) is a fantastic strategy for quickly clearing a room. Their high rate of fire allows you to thin enemy numbers without exposing yourself to too much resistance.

### Shotguns

Shotguns are high damage-dealers that only work in close. If resistance is light or the area is exceptionally tight, melee weapons are still probably your best bet. However, if the area is a little open or there are a lot of enemies, shotguns will do the job well. They have a spray so you may hit multiple enemies at once, and it usually only takes a few shots before any enemy goes down from one.

#### Assault Rifles

Assault rifles have great damage and incredible range, making them your best weapon for most situations. Unfortunately, they have terrible accuracy after the first few shots, making spraying-and-praying almost impossible. When using them, you need to go into the over-the-shoulder view by clicking the right stick and aiming that way. Crouching by clicking the left stick also helps keeps the accuracy in check. If enemies get close and you have to move around, you'll probably want to switch to your SMG instead.

#### Thrown

Grenades, satchel charges, and Molotov cocktails round out your arsenal. Thrown weapons have good accuracy and a nice blast radius, but you can only carry a few of them at a time. Also, the blast radius can hurt you as well, making them not so hot in close quarters. Against groups of baddies some yards away from you though, a few grenades can swiftly even the odds.

## Saints Row 2 Activities & Diversions

To earn respect for storyline missions, you need to do activities. You get cash rewards for them, as well as perks if you clear a high enough level.

For our purposes, there are three types of these mini-games. Standard activities are the main respect gainers, and should be what you concentrate on if you're trying to blitz through the game. Collection activities are activities with multiple parts, those that gain a lot of respect and cash but you have to really work on them. Finally, the diversions don't earn you any direct respect, but are quick-hit games for cash.

Each standard activity has six levels. Clearing level 3 and level 6 at each activity location earns you a special reward. For example, in Fight Club, clearing level 3 will gain you a 15% damage boost on your melee attacks, and clearing level 6 will get you 30% damage boost.

Also note that you can stop an activity any time, and come back to it on the same level. For example, if you clear levels 1 through 5 for an Escort and want to take a break, you can come back later and be right at level 6. If you ever need an immediate break from an activity, just press down on the D-pad twice.

We'll make a note at each activity telling you what type it is, as well as strategies to beating them and their rewards for doing so. Note that you can do *any* activity as many times as you want. Clearing it the first time nets you respect, but you can do it as many times as you want for cash. When cleared, the icon for the activity turns gray on the radar, giving you a chance to see which ones you need to do.

#### Ambulance EMT

Grab an ambulance and activate this diversion to try saving lives rather than taking them. Ten levels are available here, and you'll get a nice health reward for winning. If you get the itch to do this one and there's no ambulance in sight, just dial 911 on your phone, and one should arrive shortly.

#### Chop Shop

Chop Shop is a collection activity that tasks you to getting certain models of cars. From the pause menu, you can bring up a list of cars not yet collected, and put one model in focus. This puts a little window in the top-left corner of the screen that gives you a picture of the car and its location.

Placing a vehicle in focus *also* gives your radar a new perk. If you are near a vehicle that is in focus, it will appear on the radar as a little yellow taxi cab-looking icon. Just head over to it, jack it, and you're good to go. The icon does not appear if there are no vehicles in focus, even if the vehicle is otherwise on your list; the radar might get a little cluttered otherwise.

Once you hop into any car that is on a list, regardless of whether it's in focus, the game will draw a GPS line to the appropriate chop shop. You can ignore this of course if you have something more pressing to do, but it's usually best to just get it out of the way when you see it.

Note that you can use a car you already possess to fulfill a chop shop request, but if you turn it in, there is no way to retrieve it. You may want to stash a car you don't have time to deliver, but don't cash in a car you've customized

"just so" because you'll never see it again.

### Crowd Control

You take the roll of a bodyguard trying to keep a celebrity safe from harm by crazy fans before he gets annoyed. Your job is to earn a target amount of money by eliminating the fans in creative ways. Beating them up is okay, but the real money is grabbing a guy and throwing him into the environment. It's easy to find the various hotspots in a given setting, but the trick is trying to deal with the dozens of fans that strike toward the later levels.

This one is easy to understand and hard to master. The only tip we can really provide is that a quick grab-and-throw is a good way to keep a mass of people under control. Then, when most are trying to get back to their feet, pull one fan off your celebrity and chuck him into a hotspot. The fewer you have to deal at once, in other words, the better.

### Demolition Derby

Demolition Derby puts you in an arena, and you're tasked to cause a certain amount of damage to other cars before exploding yourself. You can upgrade your stock car with Derby Points earned in the process.

There's no real strategy to this one, other than to just drive well. You cause more damage by traveling at a fast speed (helped out by activating your nitro by clicking the left stick) and slamming into other cars: can't get simpler than that.

Clearing it will earn you a discount at all mechanic shops. This discount can stack with you owning one, so you can save a *lot* of money this way.

### Drug Trafficking

Drug Trafficking turns Saints Row 2 into a rail shooter, not that that's a bad thing. You'll be driven around in a van as a dealer pushes his product on customers. Meanwhile, you'll be contending with the cops and others gangs, who are trying to stop the deal from going down. Stick your head out of the window and do what you do best: splatter some brain matter all over Stilwater.

### Escort

Escort missions are driving missions that are basically like tag on wheels. Using a predetermined car, you go pick up a john and a hooker for him. Then, you drive around like a maniac trying to avoid the paparazzi as they take pictures.

Two meters are up in the top-left corner during these missions: one is a pleasure meter, one is a footage meter. The pleasure meter usually constantly goes up as you're driving, though sometimes the john will request to go to a certain area of the city. If he does so, the pleasure meter will *completely stop* until you get there meaning you'll have to hurry to that spot.

The footage meter is more direct: it goes up if you're within the radius of a news vehicle; the radius is displayed on the radar when a vehicle is close by. If you are within multiple radii, the meter does not seem to go up any faster. Still, whether in one radius or ten, you'll want to get out as quickly as possible.

Your goal, as you may infer, is to have the pleasure meter top off before the footage meter does. If it does, you can move on to the next level once you drop off the john. Don't worry about being caught here: once the john has had his fun, the news vans lose interest.

Speed is not necessarily your friend here. Fast driving will help keep you out of the radii of the vans, but you'll need to take multiple sharp turns and drive through alleys as well to get them away from you.





You can also blow the vans with SMG rounds, but the vans constantly respawn, so it's not the most reliable method. Use smart driving techniques, and you should be okay.

Clearing these missions will make wanted levels against gangs drop faster, giving you a bit of a break especially for their upper missions.

### Fight Club

This is one of the easiest activities to do, and can be completed right from the start of the game. In this activity, you fight up to five AI enemies with your fists and the occasional weapon. After an enemy gets low on health, you can attempt to snap his neck once he's taken down by doing a quick button-mashing mini-game within the activity.

The best way to get through this is to run around like a crazy person. Blocking doesn't help, so just run around until all your enemies are punching each other. When only one is after you, go ahead and engage him to take him down. Keep moving, and heal yourself with food as necessary.

When you have multiple enemies and weapons start dropping, feel free to grab one and whack your enemies. The weapons do far more damage than your fists, although they do break. They're good for thinning numbers though.

On defense, you'll have to take the hits, because blocking doesn't do you much good here. You may also get your neck snapped if your health is low and you get taken down, although you can still do the same button-mashing mini-game to save yourself. If enemies get a hold of the weapons, run around and try to make them smack each other until the weapon breaks. If you can't do that, then just try grappling with them; they'll break the hold, but at least they'll drop the weapon.

Once you clear it, your melee attacks will permanently do more damage. That makes Fight Club a great activity for your first one: not only is it easy, but because you'll need to rely on melee attacks that early, the damage boost will greatly help you in early missions.



### Fire Truck

If you can grab a fire truck, you can start a diversion to extinguish fires around the city. Pretty simple stuff, and you'll get a decent reward if you clear all ten levels.

### FUZZ

The hit reality show FUZZ wants to show the world how Stilwater police treat criminals. You always want to give the cops a bad name, so you dress as a cop and take center stage.

A camera man follows you around here as you drive a police cruiser. You'll get blips on your radar of petty criminals, and you need to head over to catch them. Once you get close, you need to kill them, but you have to mix it up. If you run over one guy, for example, running over the next won't fill the Footage meter.

Keep an eye out for alerts near the bottom of the screen. You may be able to get a Footage bonus by executing the target in a specific way. If you get such an alert, the item will magically appear in your inventory, so you don't need to worry about being unprepared for it.

The best part about FUZZ is that you have no wanted level: you're a cop, after all (at least you're playing one on TV), so your actions justify themselves.

For clearing FUZZ, you'll get some nice weapon hardware.

## Hitman

Checking in to a Hitman spot will get you a list of targets to eliminate. You can pull up the list any time from the pause menu. You can then "focus" on a target by selecting his or her file from here. Focusing puts up their picture and general area in the top-left corner of the screen until you eliminate them or pick a different focus.

Each target has a description of how to find them. Some are a bit obvious to find, others not so. What they all do have in common is that they'll appear as a crosshair icon on radar whenever they're close by, regardless of whether you have them in focus. In fact, it will behoove you to drive around and get all five Hitman lists right from the beginning of the game, because you're sure to run into a lot of them just messing around the game world.

Completing one list, then three lists, will get you special weapons. Completing all five lists nets you unlimited ammo for your assault rifles.

## Ho-ing

The ho-ing diversion starts off a bit annoyingly, because the locations are not on the map and a bit hard to find. You basically have to drive around the Red Light district and look for the telltale glows in front of buildings.

Once you start, your job is to... uh... pleasure someone. To play, you need to coordinate both your sticks. Move the right stick first to find "the spot," then press the left stick in a Simon Says-type deal. Repeat, repeat, repeat, and you'll get the wins.

Clear all ten levels, and you get a pimp suit. Luckily, you can do all ten levels from the *same* location, so finishing it shouldn't be too tough.

## Hostage

Occasionally when you jack a car, a passenger will be in there. At that point, you can hit a button to start the Hostage diversion. Once activated, you need to drive as fast as possible for about 60 seconds while being chased by cops. If you succeed, you'll get a small amount of cash. If you slow down or bail, the hostage will leave, and you get nothing. No real strategy here, as it doesn't take an exceptionally good driver to get through it.

## Insurance Fraud

A personal favorite among many Saints Row players, Insurance Fraud sends you to a particular district to cause yourself as much bodily harm as possible. This does *not* mean bullet wounds and fiery explosions, which will still kill you; this means you have to dive in front of any vehicle that happens to be coming along.

Remember that you lose more health being struck by fast moving vehicles, and heavy vehicles. (Or, even better, a fast-moving heavy vehicle!) Drive to the appointed area, then do anything you can to hurt yourself. Remember that you have infinite health here: just hit the buttons you normally would to fight, and you'll dive yourself into the ground. Dive in front of all cars you see.

You gain points from combinations. Ideally, you'll be hit by a fast-moving car and bounce into another one, which will send you flying even further. Every bounce adds tremendous cash to your doctor bills, which makes everyone happy.

So far in the pre-patched version of the game, there's a way you can completely cheat to this one easily. If you have a friend and are playing co-op, have your buddy drive an extremely heavy vehicle (such as a bulldozer) slowly down the road while you ride it. Then, just keep diving over and over and over. Each dive earns you tons of cash because the game thinks you're bouncing all over the vehicle; you may even combo yourself off the same vehicle!

By yourself, things are a bit trickier, and require some luck. Naturally, if you have bad luck and no cars come by, you really can't do anything about it.



Still, you can try hedging your bets by diving across lanes in an intersection so you have a better chance of setting up a combo.

### Mayhem

Mayhem is all about pure destruction. You gain money from destroying any object around: cars, people, and especially the environment. You can chain together incredible combos by taking out fences, for example.

Not much strategy here. Just destroy everything you can, and rake in the cash and respect.

### Racing

Represented a checkered flag icon, racing activities are absolutely everywhere. Unlike other activities, you can see all the racing activities around the map immediately rather than needing to approach them. In some, you must use a predetermined vehicle; in others, whatever you drive up to the icon with is the one you're using. Either way, you need to drive through a series of checkpoints as fast as possible.

There are basically two types of races: competitive and time trial. For time trial, there are gold, silver, and bronze times; only the gold time will net you money and respect. In competitions, only a first-place finish will net it for you. Talk about "win or go home."

### Septic Avenger

A new one for Saints Row 2, you man a septic truck that drives around the city. The point is to spray *everything* with crap. Literally.

Septic Avenger is a rail shooter, as the truck will drive itself as you aim and shoot, though you can stop it by hitting the handbrake button. Your job is to coat important Ultor buildings and landmarks with the sewage, especially certain flagged buildings that take a long blast to take it down.

The catch here is that Ultor security will be after you, blasting your truck. If you stop it, they'll hop out and start using better weapons such as shotguns against you. The vehicle can take a lot of abuse, but it's not invincible, and will quickly go down if you stay stopped. You can spray the cop cars for a bit of cash boost, but you're better served getting the truck through its route as quickly as possible and coating the flagged buildings.

Keep an eye on the reticule when firing. Under it is a blue meter that represents the charge of your, uh, "ammo." If the meter empties, you have to hold off firing for a few seconds as it charges back up. This means you should spray constantly; just the opposite, that you need to spray only when it's going to count.



Clearing these missions will earn you discounts at food and liquor stores.

### Snatch

In Snatch, you pretty much take the roll of a pimp. You drive around, find girls willing to work, and take them back to the location where you started the mission. The catch is that you'll be stealing your girls from other pimps and gangs, who won't be happy about the proceedings.

The activity is infinitely easier when you're loaded up with ammo. Spray-and-pray the pimps with your SMG before even bothering to call the girls over, and you'll be in good shape. Once they're in, drive like crazy back, and turn them in. Shoot anyone tailing you, and repeat until you pass.



Clearing these missions help out your health meter, making them *extremely* valuable to do as early as possible.

### Streaking

This diversion starts by going to one of your cribs, accessing your wardrobe, selecting the Suits option, and going with "remove all." Yay, you're naked!

Run out to a crowded area, then hit down on the D-pad to start. Once the timer hits, you simply run out to the nearest passerby to shock them. Repeat forever for cash!

### Taxi

This diversion starts if you manage to jack a taxi and press the indicated button. Pick up a passenger, get to the destination before time runs out, and you've made yourself some green. There are 10 levels you can clear.

### Tow Truck

Tow trucks are frequently found in the poorer areas of the city, such as the Trailer Park district. If you grab one, you can start a diversion to, uh, displace illegally parked vehicles. Clear ten levels, and you'll get a reward.

### Trail Blazers

Trail Blazing is one of the most over-the-top activities in the game, and not coincidentally a damn good bit of fun. Driving an ATV, you are set on fire. Your mission: drive around through checkpoints whilst on a timer. The best part? You get bonus time for setting objects and people on fire. Oh yeah!

Vehicles blow up instantly when you touch them, and are preferred. Of course, if you see a line of pedestrians (and there will be many, since you'll be driving on the sidewalks a lot), mow them all down to get a bunch of additional time. There is a catch: you don't get the bonus time until you hit the next checkpoint. This means if you only have five seconds left and the next checkpoint is a mile away, you're screwed: running over everyone in the world won't help.

As fun as playing with fire is, you need to remember that this is a race first. The checkpoint layouts can be a bit tough; remember that you can do things in an ATV you can't do in a car, and the checkpoints are designed that way. You may have to run a given level a couple times just to figure out the best routes from one checkpoint to the next. Once you've figured it out, it becomes a matter of burning up as many people and blowing up as many cars as you can in the process.



## Saints Row 2 Walkthrough

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Saints Row 2 is a very focused, action-packed title. As such, we'll launch right into the story here and give you mission-by-mission tips without a lot of fluff. We'll have other notes and tips sprinkled throughout the whole walkthrough, but we're mainly interested in walking you through the campaign so you can get to blowing crap up online!

Note that we're going through the campaign here in single-player on Normal difficulty. If you play co-op, the overall story and objectives don't change, but you'll encounter more enemies that display slightly more vicious AI. Still, taking down cops and gang members is fifty times more fun with a buddy!

Also note that there are several times you can make choices in your paths. For example, in the first mission, you have to exit a building, and you can choose to either force your way through the front door or sneak out via the roof. While the walkthrough will only cover one choice in such situations, going against our choice is not necessarily bad.

Main Menu Cut Scene
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The story starts up before even starting the game! If you sit at the main menu for a couple minutes, you'll get a cut scene of a montage of news reports in Stilwater. The story so far is that the city has pretty much gone to hell in the years since your character cleansed it. Three new gangs have taken over, although they're being fought by cops funded by the Ultor Corporation.

And now, we click New Game...

## Mission 1-1: Jailbreak

The prison is abuzz as your character has finally woken from his coma. The prison guards go through the doors and converse lightly as they approach your cell...

You are immediately thrown into the character creator where you can customize yourself to your liking. While it's not a creator as deep as, say, Tiger Woods 09, you can get something fairly reasonably close to yourself. Check out how hot I am...

Yeah baby, you know you want this.

So as you wake up, a guy in the hospital bed next to you tells you that he's got a plan to break the two of you out of the prison. He also implies that the Saints are no more. Wuh oh.



After punching out the doctor, your friend (named Carlos) says that you can either charge out of the front or sneak to the roof. Being a Metal Gear Solid fan myself, we're going to the roof. Take the door in the far corner that's flashing green, and you'll smack around a couple guards. Grab their nightstick (the on-screen tips will show you how), and follow your buddy to the next room.

After some climbing and conversation, you'll be on the roof. Follow the on-screen advice to get through the area (and whack the pistol-toting guns while you're at it), and make your way through the blue checkpoints. Eventually you'll manage to get from the roof onto the roads, where you'll be swarmed by police. Despite the numbers, you're pretty strong and can take quite a few bullets, so don't fret.



Head down the road, and a police chopper will land. While you can't jack that, you *can* jack the police cars. In fact, it would be behoove you to do so: grab a car, and drive along using the GPS to track your location. Your final location will be a flashing blue checkpoint at the boat. Touch it on-foot, and you'll automatically teleport to the boat.

Carlos drives as you man a machine gun whilst being chased by police boats and copters. Again, just blow crap up like you know you can: the cops can't really damage you too much, so you should be fine. Shoot anyone you can, and hang tight.

Eventually Carlos pulls the boat up to the Row, the Saints' old territory. It's been revamped thanks to Ultor, and Carlos

suggests you seek out information about the group and the changes to the city. Sounds like a plan, especially because the Saints have no members left.

Your mini-map shows a purple blip, indicating your next mission point. You can walk around it and drive around the city (all of which is completely open to you right from the get-go), but you don't have a tremendous amount of money to work with. We recommend triggering your next mission for now.

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**Mission 1-2: Appointed Defender**

Your second mission is cinch: you're tasked to buy new clothes at a nearby shop called Sloppy Seconds. You could walk, but what fun would that be? Jack a car, follow your map, and head over there!

Outfit yourself how you wish, then outside. You need to drive to TeeNay then, a bar a few streets away. As your guy chills out and drinks a beer, we hear news on the TV that Johnny Gat, one of the Saints' old lieutenants, is busting out of the courthouse. Your guy decides he better head over there and help out.

Fight through the losers in the bar, then jump in your car. You've only got four minutes to get to the courthouse, and you'll be pursued by some guys of the gang you dealt with in the bar. Ignore them unless you really want to practice your drive-by skills, and follow your radar. Once you're in the courthouse, the timer will vanish.

Fight your way up through the guards, and you'll soon find the courtroom where Johnny Gat is engaged in an insult contest with the judge. Your guy breaks in, saves the day, and helps lead him out of the area.



As you fight back out through the courthouse, be sure to take wide turns around corners. Johnny tends to get stuck on everything; if he does so, go back to him and push him around a bit to free him.

Once outside, hop in one of the cop cars; I love the SWAT van myself. You are tasked to drive to Forgive and Forget, which is a drive-by chapel that drops your wanted level for a price. As you do that, Johnny will update you on a few of the happenings with the Saints lieutenants, including his girlfriend Aisha. Once you pay off the chapel, he wants you to drive him over there.

With that done, you unlock the Red Light Apartment Crib, your home for now, located quite a bit south of Aisha's house. You may want to drive over there to check it out, but you don't need to.

You are told to check out some of the activities around town, so the game starts to open up from here. Check out our section on activities if you wish, or simply check them out on your own. Either way, you'll need to do one or two now: doing them earns you respect, and you need to top off your respect meter to access the next mission.



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### Mission 1-3: Down Payment

You and Johnny agree that we need to start getting the Saints back together, then plan our next move for restoring the gang's power. Aisha denies them to use her house as a gang meeting place, so we need to find another one.

Luckily, an abandoned warehouse across the river is beckoning us. Drive to the spot on your map, then head inside. Make your way underground, and cap everyone you see. Afterwards, you'll be tasked to destroy some shanties by grabbing people and throwing them into it; the game will walk you through the controls to do so. Clean up by killing everyone remaining, and the area is yours.

This is your first of the 45 areas (called hoods) in the game. Each one earns you a certain amount of money per day, which you can collect from your crib or the area itself. Who can argue with free cash?

Old Stilwater also gives you the Saints Hideout, allowing you to customize how you gang looks, as well as their rides. You can't change their colors or anything, but you can give them a look to fit your attitude.



There's another Saints mission waiting for you, but you may need to head outside and do an activity to get enough respect to do it.

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### Mission 1-4: Three Kings

Johnny complains that to have a gang, we need gang members. He's the brains of the operation!

Grab the bike near the exit to your hideout, then drive as directed. Once there, you'll see a variety of green blips on your radar. Each one represents a different person who can be a lieutenant in your up-and-coming gang. They each have a different challenge for you: one wants you to drive and hit some jumps, which is a bit of a puzzle. Blue rings will show where you're supposed to jump *through*, but not where the ramps are. You'll have to circle the targets for a bit to find the right place from which to take off.

The second contact will task you with taking out some members of the Ronin gang. Their locations are flagged on the map, so they'll be easy to track. Pop all nine of them, and you'll have your second lieutenant.



Your third challenge is for Carlos, and he puts you in charge of a tow truck to repossess a car. Hop in, drive to the target vehicle, and back up to it. Hold the indicated buttons, and you'll hitch the car to your truck. You'll get a small notch on your wanted meter, but don't drive crazy: the added weight vastly changes the handling of your vehicle, so you'll need to drive just a hair more slowly to avoid jackknifing.

Once you deliver the car, you'll be done. All three lieutenants and you warp back to the Saints Hideout for a quick meeting. Each lieutenant has a different idea which of the enemy gangs should be targeted, but the choice is yours.

Passing this mission earns you the right to have one follower. To take advantage of this, go to any member of the Saints (they're small purple blips on your radar) and press up on the D-pad. He'll then follow you around and fight for you against anyone who stands in your way. Like with the original Saints Row, it's in your best interest to *always* have a follower to watch your back.

#### Mission Choices

Now, it's at this point the game diverges. You can participate in missions to strike the Ronin, the Brotherhood, or the Sons of Samedi. The Ronin have a yellow dragon symbol; the Sons of Samedi have a green skull symbol; and the Brotherhood has a red fox symbol. Any of the missions advance the story, but you'll need your Respect Meter topped off as usual to do them.

Just like the original Saints Row, you can take the missions in any order. You can choose to clear out one gang entirely before moving onto another, or you can randomly take the missions however you want. Note that no matter what order you take them in, the challenge will increase: later missions (no matter which gang it is) will feature more enemies who are better-armed.

So for example, we're going to take the Ronin missions first. They will be relatively easy with guys who wield pistols at worst and in small groups at first, though they'll progress to SMGs and the occasional assault rifle. If you wait to take on the Ronin *last* in your game, you may wind up doing the same missions against multiple enemies with nothing *but* assault rifles and large machine guns. Our walkthrough covers the basic objectives and directions, which won't change either way; just note that if you read on, you may have to alter your strategy if you take on the gangs in a different order.

We're going to cover two more missions here before moving onto the enemy gangs. First, if you check your map and use the Stronghold filter, you'll see a single 3rd Street Saints stronghold on the east side of the southern island in the Black Bottom hood. Let's do that one real quick...

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#### Mission 1-5: Stilwater Caverns

Some random bums have taken up residence in the underground caves of the city. Drive over there, and take 'em out any way possible. Once you get to the main area, you just need to take out the bums' shanties. It's quick and painless

(for you), and will earn you a hood.

Now to the other one...

#### Mission Extra: Revelation

Filed under the "extra" category of your cribs' newspaper clippings section is one mission that doesn't have an icon. It can only be activated after the following circumstances are complete, and I'm sure you want to have every mission under your belt, don't you?

This mission is technically available right after you free Johnny. The thing is, it's rather difficult without a lot of money for ammo and three followers. I'd recommend holding off until you finish one gang or even until you beat the whole game, but of course it's up to you.

To start this one you need to head to the Stilwater Police Station. It's unmarked on your map, but it's large and easy to find if you know where to look. Head to the Rim Jobs that's in the Harrowgate hood of the Saint's Row district. From there, go south until you're on the long road that runs east-west just above the coast. The Police Station is between the road and the coast on the east side of the hood (just before you cross over into the Athos Bay hood). Park your car nearby, then head into the building.

The cops won't shoot at you at first, provided you don't have a weapon out. Head around to the left side of the lobby, and go around to the back of the building to the stairs going up. (Remember, this is how you got to the surveillance room when you were tracking the General's limo in the Sons missions.) Head up to the third floor, then go to the north side of the building. You'll come to a door with the words "Authorized Personel Only" (misspelled and everything) near it. Open it and enter.

Hilariously, entering this room doesn't cause any alarms either. There are, however, three mission markers in here. Check each one...

Whoa, we overhear three conversations between Dex and Julius. In case you didn't play the original Saints Row, Dex wound up being an undercover cop who infiltrated the Saints. Julius of course was the leader of the Saints, and even canonized your character into the gang, but betrayed them. Julius of course has been missing this whole time... if the conversations we just overheard are true, he betrayed the Saints in an effort to go straight. Hm...

Now, in the northeast corner of this room is another room that leads to a more executive office, one inhabited by Bradshaw himself. Head inside, and you'll see another mission marker. Check it out... you'll get the file on Julius, along with Dex's phone number!



Hit Start and call up the lying sack of crap. All that's there is a recorded message that directs you to go to the old church where all this began years ago...

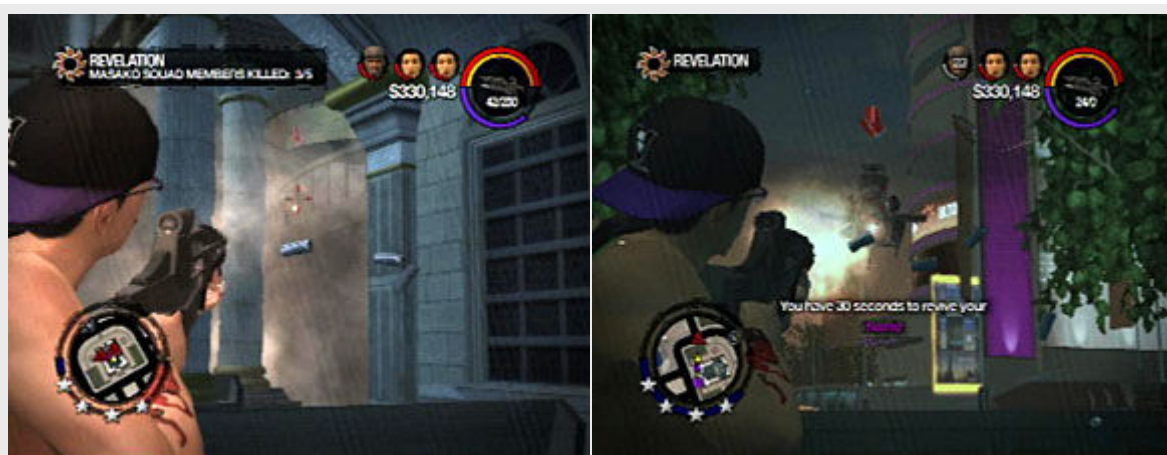
The mission waypoint is the direct center of the Saint's Row district, just north of the police station. It's marked on your map now, so you'll have no trouble finding it. Head there, and you'll start the mission proper.

At the abandoned church... it's Julius! He looks pretty worse for wear, and wants to talk. Your character beats the snot out of him, until Julius finally gets through to him that there had to be a reason that Dex wanted both of them in the same



place at the same time. A smoke grenade is thrown into the church; you and Julius find yourselves at a terse truce for now while the church gets stormed in a mission that should feel familiar to fans of the original game.

You'll first have to deal with three waves of about four enemies each. They're fairly weak, though the smoke grenades complicate things. Use your radar more than your eyes, and spray-and-pray if you have to. You probably *won't* have to, because if you get close enough, you'll be able to see them appear anyway. Still, fight hard, and keep Julius alive.



The next three waves come on different sides of the church, and they come in vehicles. Stay with Julius as he goes outside, and defend each side when prompted. Your assault rifle is your best friend here: take out your enemies quickly or their power will overwhelm you.

Next up is an attack helicopter, one quite a bit more of a pain in the butt than the ones you dealt with around the Ultor building. You have to head into the church first, then you'll be told to go back outside and destroy it. It follows a definite attack pattern: it will fire four missiles in your general direction (at which point you'll need to hide behind something solid), then wait a few seconds, then fly off to another position. You need to pop up and hit it with everything you've got while it's still. Then as it flies, you'll need to run around and revive any fallen followers. Remember to tend to Julius first: if he goes down, your mission fails.

Once the chopper goes down, you need to head to Julius's car down the street. Once you're near it, Julius will automatically hop in the driver's seat and start heading down the road. You'll need to defend the car, but it's a cinch: you've got an assault rifle with a grenade launcher, and infinite ammo! Just keep hitting the button that normally does a handbrake while driving, and you'll fire out grenades at a steady pace. As long as the explosions aren't too close to your own car, you've got nothing to worry about. If the enemy vehicles *do* get a bit too close, just use regular rounds with the standard attack button.

Once Julius gets to the "Amphitheater," he jumps out as the area gets surrounded by Ultor agents and two helicopters. While the copters are your actual targets, things are much easier if you just slaughter the agents first. Besides, you *still* have unlimited ammo in your gun, so you may as well use it. Unload rounds or grenades into the agents to get them down, then worry about the copters. Use rounds if they're far away, or grenades if they've close. Just don't fire if the copters are directly above you, else the plummeting copter may kill you immediately.



After both copters fall, the mission is yours, and Julius and you have a heart-to-heart. Julius still tries to convince you that the Saints are nothing, that gangs aren't the answer, that violence doesn't pay. You character shoots him in the head to shut him up.

Sweet, sweet closure.

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The first gang we chose to take out are the yellow-clad Ronin. The reason is purely esoteric: I want to take out ninjas and get a katana. Woot!

Note that we're going to be taking a look at the story, so there *will* be spoilers. You may want to check out each mission first on your own before checking out our advice, unless you don't mind seeing the plot.

### Mission 2-1: Saint's Seven

Our lieutenant who represents the movement against the Ronin is Pierce. First up for the Ronin missions is a plan to hit a casino, Ocean's Eleven style. However, Johnny overrides Pierce's idea, and instead suggesting everyone just hit the casino and shoot their way to the cash. I like it!

Part one is fairly simple: drive to the casino and kill everyone in sight. Once the floor is clear, Johnny will rig the door to blow, at which point enemies will pour out of every entrance to hit him. You've got to defend him while making sure you don't die yourself, so keep moving and use short bursts of shots regardless of the weapon you're using.

To help you keep track of the enemies, use your radar. Every enemy's location will be tracked, and you can safely ignore anyone who is represented as a triangle pointing up: those guys are above you, and can't shoot from the second floor. It's unwise to try heading up to get them, so stick to the bottom floor near Johnny to keep him safe.



As Johnny arms the bombs, you can keep an eye on his progress via a meter at the top-left corner. When it fills halfway, he'll move locations and rig the second door. Once the bar fills completely, follow Johnny to a safe distance away, else you'll be caught up in the explosion.

When the doors blow, you'll automatically load the cash in a large truck outside. The cops arrive a moments later, so haul butt to a Forgive and Forget to lose your wanted level. From there, drive quickly to Aisha's house and deliver the cash to pass the mission!

Anytime you clear a story mission from here on out, you pick up a new hood. This time around you got Centennial Beach, which earns you \$500 a day. It'll all add up, I assure you!

Starting with this mission, you'll need to start defending your turf. If an area comes under attack, you'll get a call on your



cell phone about it. Open your map, find the flashing hood, and head over there pronto! Once there, just take out anyone challenging you to keep it yours. If you ignore the alert, the hood will *not* convert back; however, you'll gain no money from it, and hostile gang members will proliferate the streets. Taking it back as quickly as possible is advised.

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### Mission 2-2: Laundry Day

The casino's money is dirty, and needs to be laundered. Pierce gives you a call to ask if you know how to; your character responds that it's pretty simple. Just buy an expensive object with the dirty money, then sell it for clean money.

We need to head on a small shopping trip. Jump in one of the cars provided, then drive down to a car seller in the trailer park. After the transaction, take your new car to the marked arms dealer a few blocks away. On the way, you'll be jumped by several members of the Ronin, but they're fairly easy to out-drive. After your visit to the arms dealer and with the (invisible) purchase of a high-quality weapon, you need to head to a fence to resell your items.

The nameless fence will now drive your new car to her stash, and you'll be tasked to protect her. To defend her, you'll use the weapon you bought from the arms dealer, an assault rifle capable of firing grenades. Ronin will come from everywhere (though from mostly behind you) and you'll want to take them down quickly. Even if their shots miss directly, errant shots may blow up cars in front of you, causing your own car to explode. You've got infinite ammo and the weapon fires quickly, so a spray-and-pray strategy may work. Grenades are great but slower to fire, so you may want to stick with the standard rounds.



Once the fence arrives at her warehouse, the mission will be over, and you'll get a new hood!

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### Mission 2-3: Road Rage

At Aisha's house, you await Johnny's arrival. He shows up presently, with a member of the Ronin in tow. The Ronin member warns the Ronin boss's father, Akuji, is around, and Johnny explains that the guy is a monster.

A more pressing matter is the Ronin member's presence. Though Johnny executes him on the spot (upsetting Aisha because of all the blood on the carpet), he's not alone. Your job is to take out the other Ronin bikers roaming the area. This one is a simple chase-and-shoot mission, intense but rather straightforward.

### Mission 2-4: Bleeding Out

Aisha has been kidnapped by the elite bodyguard of the Ronin, Jyunichi. She is asked to cooperate, and is promised that if she does, she will live. Johnny and you arrive on the scene, and notice something amiss. As they try to sneak into the house, Aisha screams that it's a trap.

...And is beheaded.

After an intense fight, all the Ronin members aside from the boss are taken down. Johnny is wounded, and Aisha's house becomes swarmed with Ronin reinforcements. You call for an ambulance, but it won't get there until after the Ronin do.



Ronin will quickly arrive as you gain control. You'll have to fight off a few waves of Ronin, and your guy will decide to call for help from the gang instead of waiting for an ambulance. After another wave, the car will arrive, but it will be driven by one of your crew. You will need to defend it, like you defended the fence in the last mission; however, this time around, you get a rocket launcher with infinite ammo. Yeah, baby!

The problem with the rocket launcher is its large explosion radius. Well, it's not quite a problem in general: just when the enemies get close to you! Luckily, you're not *forced* to use the rocket launcher. If a guy gets in close, switch your inventory and pull out something more conventional.

It's a rather long drive, but you'll get to the hospital in short order. Your guy calls up Pierce, and both of you plan to get revenge on the Ronin.

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**Mission 2-5: Orange Threat Level**

Akuji's plane is landing soon, so you and Pierce have to hightail it to the airport. You've got two minutes to make the trip, but this is the easy part. Follow the waypoints as usual until you sneak around the airport and get into the terminal.

After a peaceful walk down a hallway, one stair climb will lead you into a ton of Ronin soldiers. And when I say a ton, I mean a *ton*. You'll want to take cover and proceed slowly, else you'll be quickly cut down by a hail of gunfire. Luckily, all the enemies are directly in front of you, so you'll only have to worry about firing at (and ducking from) one direction. If things get sticky, remember you can just duck somewhere and sit tight a bit so your health comes back.

After capping the mass of enemies, continue through them. As you come to the end of the terminal, Pierce will realize that Akuji isn't there. Turn around and come back to the steps you used to come up, and you'll trigger a short cut scene that sees a couple Ronin lieutenants hopping in a golf cart thing and taking off. Another one is nearby, so you and Pierce hop in it to give chase.



Shoot them down, and keep driving to trigger the next

cut scene. You'll automatically clear the mission, and will not have to physically escape the airport.

**Mission 2-6: Kanto Connection**

You and Pierce meet at a bar. Pierce continues to be pessimistic about Johnny, but you remain optimistic. As the two of you drink, you get a phone call from a mysterious man who simply tells you where to find Jyunichi (the Ronin bodyguard that iced Aisha, remember). Not wanting to miss a chance for revenge, you head out... without Pierce.

After a short drive, you'll find Jyunichi at Kanto, a restaurant. He confronts you relatively casually, telling you to die with honor. You'll be surrounded by some random members of the Ronin, all of whom have a sword. You have one too, and there will be no firearms for the fight. After you kill a couple of the henchmen, Jyunichi himself will come after you.

While the henchmen can be taken out by rapid slashes, Jyunichi is going to need some timing; if you just try to attack him straight, he'll grab your arm and throw you down in an automatic (and unblockable) counterattack. To counter *his* attacks with your sword, you have to wait until he's *just* about to attack.

The best way we found to do this is to ignore him completely until you kill all the henchmen first. Even if Jyunichi comes after you, try to walk away or even just take the hit. It's painful, but better in the long-term. Once all the henchmen are down, you can fully concentrate on facing Jyunichi and his movements.



What you need to do is face him as straight-on as possible, and watch his right arm. The *instant* it moves back, tap either of your attack buttons. If timed properly, you'll grab his arm on his attack and throw him to the ground. The throw itself will cause damage, and you *cannot* follow-up, because Jyunichi gets up too quickly.

After three such counterattacks, Jyunichi will run around in circles around you and not attack. You can't hurt him here, as he's just buying time for a couple more henchmen to run in. Take them out as you did the previous wave so it's just you and Jyunichi again. He will revert back to trying to attack you, and you just need to counter him the same way as you had.

After two more counters (for a total of five), you'll have to deal with a third wave of henchmen. Take them out, and your next counter on Jyunichi will finish him for good. You'll earn the right to use the Ronin fighting style by going to a plastic surgeon, and you now have access to the first set of your gang cars!

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**Mission 2-7: Visiting Hours**

Johnny is awake enough to talk, and you report Jyunichi's demise to him. Unfortunately, some Ronin decide to try to visit him as well...

Johnny lies on a gurney, and you need to wheel him out of the hospital. Control-wise, he is like a human shield (meaning you can only use one weapon at a time even if you are dual-wielding), but if he dies, your mission fails. You *can* let go of the gurney for a short time, but if you do, you'll want to grab it again as quickly as possible. Also, if you stray too far from it, Johnny may disappear entirely because of a glitch, so you'll want to stay near him as closely as you can.

Johnny loses blood quickly, so you'll need to move fast. Sprint as often as your energy will allow, and find the path of least resistance to get through every room. After you clear the first floor, Johnny's health will recover.

The second floor (or rather, the lobby) is a lot more straightforward. You'll head toward the front door, but an explosion outside makes the guys think twice about going that route. Double back, and you'll see a waypoint by an elevator that takes you to the roof. Johnny will not recover this time after taking the elevator, but it's a short trip across the roof to the chopper too.

Once in the chopper, you need to hurry across town. Johnny will recover once again, but his health will trickle down somewhat quickly. Several Ronin members will magically acquire choppers as well, but if you move quickly they shouldn't be a factor. Simply ascend altitude, and stay nice and high over the skyscrapers until you get near your waypoint. Then descend, land, and you'll have this mission in the bag, as well as the medical helicopter in case you ever want to fly around town!



## Mission 2-8: Room Service

One of the executives of Ultor, Dave Vogel, was denied protection from the Ronin. Vogel, feeling betrayed, has arrived to give the Saints information on where to find Akuji. He offers himself, calmly, as a hostage to ensure that his information is accurate. While Johnny wants to just off him now, your character is a bit more clear-headed and orders Pierce to guard him. Meanwhile, you and Johnny are going to take care of business.

This mission, though the most epic one you've had so far, is extremely straightforward. Your objective here is to blitz the hotel and take it down with seven bombs. The bombs are on an activation timer that starts the moment the first one is planted, so you'll not have time to smell the roses once you start laying them down.

The first floor of the hotel is pure action, and Johnny will help you out. Once it's clear, follow the waypoints to the elevator. Head up, and then you'll be on your own. The next three floors are identical: plant two bombs at waypoints, head to the stairs, go up. Ronin members will swarm you, but well-placed shots will easily keep you alive. Just remember to move fast, since you'll only have a few minutes once the first bomb is placed.

On the fifth floor, you'll only have one more bomb to place (for a total of seven). After that, you have to break into the penthouse and shoot up all the lieutenants there. You may run tight on time, so use whatever is your best weapon at this point. Once the lieutenants are taken out, one final waypoint will appear near the railing outside the penthouse. Get to it, then leap over the railing and free fall. Your guy is equipped with a parachute (I wish they had mentioned that in the briefing!), so merely press the required button when you are prompted. Your guy will deploy the chute and glide gently to safety.

After the explosions go off, you'll see that Akuji and his son have survived. Well, at least we've seriously hampered their efforts, anyway.

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## Mission 2-9: Rest in Peace

With Johnny active again, and Ronin shattered, the Saints decide to hold Aisha's funeral. It's crashed by Akuji's son,



Shogo, with the few living members of the Ronin.

This mission is divided into three parts, and will be the most difficult one you've faced so far. To start off, you will be surrounded by many members of the Ronin, and Shogo himself. The first thing you should do is run away to the left, where there are few enemies. Pick off the one or two there, then start working your way around in circle, picking off the guys on the perimeter before working your way in. Yeah, this is almost a coward's strategy, but at least you'll live to fight on! Be sure to pick up as much ammo as you can from the guys who drop, but don't stick your neck out too far: you don't want to risk your life just for a couple clips.

During the fight, the Ronin will constantly be reinforced by guys who appear from nowhere, driving their cars. They will appear *extremely* close to you if you try using Fine Aim, so you're better off just moving and firing in the normal camera.



After the minions are down, shoot at Shogo. Once he drops to half health, he'll retreat to a house, and you'll begin the second part of the mission. Again, you're tasked to kill everyone in sight, but now there are 17 specific targets, while still dealing with the infinite reinforcements. Like the last time, retreat to an area where there are few enemies, shoot yourself a hole, and work slowly around the perimeter in a circle. There is no time limit here, so accuracy and precision is what will get you through the day.

Once the 17 lieutenants are killed, you'll need to approach the house to begin the third part. You get a checkpoint thankfully, just as Shogo takes off on a motorcycle, and you find one as well to chase after him. Now, unless you've been lucky, you're going to have pretty much no ammo at this point, making killing him conventionally tough. If you still have a sword, you can swipe that while on your own bike, though it's unreliable. An alternative but risky strategy is to wait for more Ronin reinforcements, jump off your bike, carjack them, then run Shogo down rather than shooting or slicing at him. It might be a little *too* risky depending on how well-armed the reinforcements are, but it may be your best chance.

In our case, we were actually *extremely* lucky on our third attempt at this mission: one of the Ronin cars was sitting directly outside the garage. The instant part 3 started, we hopped off our bike, ran and jumped into the car, and caught up with Shogo. Even if you run out of ammo here, you can keep ramming the bike until it eventually explodes. Shogo has perfect balance and will never be thrown off the bike, but smacking into him will mess up his path, and he'll have to slow down to try to get back on it. You can exploit this by smacking him some more, until his bike catches on fire. Back off at this point, and it's over.

Johnny gets his revenge for Aisha on Shogo in the following cut scene. Just one more baddie to take out of the Ronin before Aisha can fully rest in peace...

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Mission 2-10: Good D										

Your character is visited by the assassin contact from the original game. Before too many pleasantries can be exchanged, the Saints Hideout is overrun by Ronin members.



You'll have a few checkpoints here, as the Ronin teams are trying to bring down your hideout by blowing up the ceiling supports. Despite the urgency of the situation, it comes down to pure action: just run to the check point, kill everyone not wearing purple, and move on. Random gang members will help you out, so you can easily keep your follower count maxed out.

When the rockets start flying, if you have trouble figuring out where the shots are coming from, just look at your teammates. All your gang members, whether directly following you or not, will always fire in the direction of enemies even if they're too far away to register on your radar. Simply look in the direction your friends are firing, and you'll be able to find any stragglers.

After saving the second set of pillars, Akuji himself will arrive with a few more Ronin guards. Take them all out (you may even have one or two rockets available after taking out the demolition teams), and you'll finish the mission.

At this point, only one story mission remains. To clear it, you'll need to do the four Ronin Stronghold missions, all of which are located in various hoods of the northern island. You can take them in any order you darn well choose, of course, but all four must be done. Be sure to load up on ammo between every stronghold mission, as they all recover hundreds of rounds to complete!



**Mission 2-11: New Hennequet Rec Center**

Located in New Hennequet, the Hennequet Rec Center has an underground gambling ring. Once you start the mission, it's a short dash to the stairs, and a shorter dash to the first gambling room. Once you find it, start shooting up *everything*: your main target is the games (the slot machines and game tables), but you may as well wipe out everyone while you're down there. This is especially true because members of the Ronin will materialize shortly to try to put a stop to your crackdown.

After you clear one gambling room, you'll have a second. Take it down the same way, then you get to move onto the counting rooms. Each room has a couple boxes of money which you must destroy. You'll encounter only one or two Ronin enemies in each room, which should be nothing to you now.



Take the marked elevator up to the first floor then, and you'll encounter a bunch of Ronin reinforcements. Take them out with whatever method you deem worthy, then bail from the rec center. Just like that, you'll take the hood!

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**Mission 2-12: Suburbs Strip Club**

Over in the Misty Lane district is a strip club called Technically Legal. One of the girls there has complained that the Ronin are ignoring the no-touching rule, and the bouncers have been bribed to look the other way. It's the Saints to the rescue!

This one has two parts. The first is absolutely pure action, where you just shoot up everyone wearing yellow in the club. Head upstairs to the private rooms to finish them off and trigger the second part of the mission, which puts you on the

roof. Thirteen Ronin members will come by as reinforcements, and you've got to take them out. If you're feeling brave, you can hop down to the smaller roof, then hop down again to the ground level and cut them down. Alternatively, you can walk through the strip club again and go outside. Either way, shred your enemies, and you'll take the hood.

#### **Mission 2-13: Humbolt Park Science Museum**

Over in the Humbolt Park hood is the Science Museum, which contains several servers owned by the Ronin.

This one is another all-action mission. Bust into the museum, climb the stairs, and shoot up the servers. A helicopter arrives as backup, and you'll need to fight your way back out of the museum to hit it. Once outside, shoot it down, and you'll get the hood.



#### **Mission 2-14: Amberbrook Museum Pier**

The final Ronin stronghold mission puts you in the Amberbrook hood, and you need to take down several groups of Ronin members from a distance. After accepting the mission, go into the building directly in front of you, and pick up the sniper rifle. Exit out the back door, and get ready to fight.

Ronin members will come in from all directions, but they're only backup. Let your followers take them out (unless you're feeling particularly bloodthirsty), and fight your way across the street to the railing. Whip out the rifle, zoom in with the indicated buttons, and cap your targets down in the amphitheatre. If you're having trouble, you can always just run in and take them out personally rather than bother with the rifle.

The next area you need to get to is past the amphitheatre, so you may want to jack a car to get there faster. The next group of targets are up on a museum elevated far above street level. To get there, circle around on the road to the east side of the building, and you'll see a set of streets that will get you up to the baddies.



Take 'em all out, then head back down to the street. (Don't jump off as you won't survive it... trust me, I know from personal experience.) Grab your car, drive north, and hop out once you get to the docks. Here, you'll have to destroy five Ronin boats total at two different docks.

You don't necessarily have to hop down to the docks to destroy the boats, but you may want to simply because it will be

harder for the reinforcements to get to you.

With all the Ronin strongholds defeated, there's only one more step to take to eliminate them entirely... Be sure to load up on SMG and/or assault rifle ammo for this one, as well as four burgers from Freckle Bitch's!

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**Mission 2-15: One Man's Junk...**

Wong heads over to a heritage festival, but the Ronin attack. Johnny guards Wong from the minions, but Akuji draws a blade on him. Wong's assistant calls your character for support.

Hop in a car and drive to the waypoint, a dock near the club. A jet ski awaits you there, and you'll have to floor it: not only do you have an overall time limit, but a helicopter is chucking depth charges at you as well. Drive and swerve around the attacks, and dock as close as you can to your next waypoint.

Head up, and when you approach the dock, you'll trigger a checkpoint and the next part of the mission. You'll need to take out 15 lieutenants spread over all the docks to proceed. Put them on ice any way you can, and you'll see a cut scene of Akuji retreating to some junk boats.

Follow him, and do so quickly: you've got a time limit in the form of Wong's health. Let your followers deal with any Ronin behind you, but go ahead and eliminate any directly in your way. Zip across the boats and stay generally upwards, as you'll need to take several bridges across the boats.



Once you reach the final boat, you'll get a checkpoint. Akuji slashes Wong, then engages you directly. He'll face you alone in a swordfight. Like with Jyunichi, you need to just stand there and wait for him to attack you, then you need to hit either attack button to counter him. His attacks are a bit different in timing than Jyunichi's, so you may unfortunately need to take a slash or two before you get the timing down. Remember to snack on your burgers if you run low on health. It will take about a dozen counters, but there are no additional surprises here.

After the final counter, enjoy the cut scene of your victory over the Ronin! For clearing the Ronin missions, you'll get a ton of cash and the final hood, as well as their vehicles and their personality if you wish to visit the plastic surgeon. The Ronin will be entirely finished, so there are no more worries about them attempting to take your hoods back and whatnot. Even better, you'll unlock Johnny as a homie, whom you can call at any time to get some backup for missions!

Two more gangs to go, yo...

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One gang is down forever. Now it's time to go after the Brotherhood, the jerks who smacked us around in the bar right before we saved Johnny from death row.

And for the heck of it, I'm getting a makeover and some new threads. All this cash from the Ronin is burning a hole in my pocket!

### Mission 3-1: First Impressions

Carlos takes you to some underground caverns where you meet with a member of the Brotherhood named Maero. He's asked to meet you for a purpose, but before you can get to it, the party is crashed by cops.

Two parts to this mission, but first: if you've taken all the hitman missions, you can find one of your targets in here. This is as good a time as any to take him out, although you'll have to go *backwards* from where you're "supposed" to go to find him.

Once you're ready to go, things should be quick. First up is a pure-action scene where you need to get out of the area. Follow the checkpoints, you know the deal. The cops don't have much more going for them but pistols or the occasional shotgun, so they won't be much of a threat.

You'll eventually get to the sewers, and you'll have a choice to make. You can take the first right and climb to the streets, where you'll then have to jump in a car and drive to the Brotherhood docks. The other option is to keep going to the second checkpoint and grab a boat, then cut across the river. If the boat crashes you'll have to drive anyway, but the watery route is a bit easier as you'll only have to deal with a police chopper rather than a myriad of cop cars. (Of course, running from the cop cars is always fun!)



Once you deliver Maero to his dock, you find out that the Brotherhood is planning on doing... *something*. Maero, in the "kindness" of his heart, offers to cut the Saints in for 20%. Your character isn't pleased with that split, but Maero insists he's being generous due to the Saints' fall from grace. You're rightfully not pleased, and leave in a huff.

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### Mission 3-2: Reunion Tour

Donnie, the boyfriend of the deceased Lin from the original game, is part of the Brotherhood. You and he have a nice little reunion, with your guy ordering him to work on a few of the Saints cars.

Your mission here is to blow up four Brotherhood trucks in three locations. Or, more accurately, Donnie's mission is to blow up the trucks, and your mission to guard him when the Brotherhood arrive to protest. This is a fairly easy mission because the Brotherhood doesn't come in extreme force, and you should be able to handle them even when they come in vehicles.

You need to manually detonate each bomb, which entails getting some distance away and hitting the appropriate button when prompted. Check your radar before hitting it to make sure you're out of the explosion radius, unless you want to



feel what it's like to be a fast food burger.



The third site, with the fourth truck, complicates things a bit, as your remote detonator fails to work. Several of the Brotherhood hop in the truck and speed toward you, and Donnie's backup 30-second timer starts counting down. The enemy truck will try staying with you, and it has a large explosion radius, so you'll need to get out of Dodge quickly.

One method we found was to just park the car and shoot the guys who are actually in the truck. Then, when the timer hit about four seconds, we sped away and took a couple sharp turns. By the time the truck figured out what we were doing, it was toast. Alternatively, you could have a classic car chase and just hope your engine is stronger than theirs.

Either way, once you're done, you release Donnie back to the Brotherhood. Maero isn't happy about you turning down his insulting offer from before nor Donnie's betrayal, but Jessica manages to talk him out of killing Donnie. Maybe we're going to have to wind up using her to get to Maero later?

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Mission 3-3: Waste Not Want Not										

Carlos and you meet on the L-Train. He reports that the Brotherhood are waiting for some sort of shipment, but has nothing else to go on, other than the fact that Maero and the Brotherhood like tattoos...

You're going to have a time limit to get through this mission. Jack a car, then head over to the marked Friendly Fire store. Enter, then hit the marked button at the shop to buy a Geiger Counter. (You may as well load up on ammo while you're here too.) Hop back in your car, then drive to the marked dock. Hop in your boat, then head over to the power plant.

Now, you're looking for toxic waste here. The game recommends you use stealth here, although it's possible you can shoot your way through it. Either way, as long as you have the Geiger Counter equipped, you get a meter that shows radioactivity in the area: the closer you get to toxic waste, the more radioactivity it reads.

The barrels you need are in a building on the east side of the island, essentially forward from where you docked your boat. Get to it however you can, and you'll get a checkpoint. (We wound up shooting our way to it, picked it up, and were shot up by the cops; when we restarted from the checkpoint, we were right where we died, without the plant security on us. Nice, huh?)





Now Carlos is coming with a helicopter, and you need to get to the marked helipad. Stealth is no longer that useful, so just whip out your best gun and shed some blood. The timer that appears that in the corner is the time it will take for the copter to arrive, *not* the mission time, so now you're actually wanting it to tick down. Right before it hits zero, a bunch of security guards will swarm you all of a sudden: automatic weapons or shotgun will work best here.

Once the copter arrives, you'll leap in and be on a rail shooter. Shoot up the police copters and boats that come after you just like you have before. On land, the copter goes down no matter how well you defended it, but this is part of the mission. You get another mission timer that tasks you getting to a tattoo parlor within about five minutes. Grab a car (you'll probably have at least one cop car on you the instant the copter crashes), and drive like mad to the parlor. Once you get there, you'll immediately deliver the toxic waste and be clear of the mission.

Seems like your grand plan was to put the toxic waste into the tattoo ink that is destined for Maero's face. Ouch.

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#### Mission 3-4: Red Asphalt

Jessica calls you up and tells you that they've got Carlos, and they're going to "return the favor" you did to Maero. Crap.

Drive over to the marked location, then hop out: staying in a car is dangerous with the amount of gunfire going off. Kill the guards, then grab Donnie and punch the crap out of him. (Killing him results in a mission failure, so we have to be nice. Well, relatively.) Donnie finally relents and says that they've tied Carlos to a truck and are dragging him face-down on the street.



Hop back in your car and drive quickly to the blip. The truck is moving at a quick speed and taking random turns, so your GPS is going to freak out a little bit here. Just try to drive in the direction of the red blip rather than following any specific route.

Once you get within range, you need to disable the truck so it stops. Ram it, shoot it, whatever: just don't use any explosives and watch your aiming else Carlos may take a few rounds. You're going to be swarmed with a bunch of Brotherhood vehicles here also, but you'll need to ignore them and concentrate on the main truck. If your vehicle starts taking serious damage, you may have to risk hopping out to jump into one of your enemy's cars. Just drive hard, and spray and pray.

When you disable the car, Carlos is flagged with a green arrow. Just run up to him, and you'll trigger a cut scene. Carlos is seriously messed up, and he's still chained to the truck. Though we don't actually see Carlos's face, we can definitely know he's messed up... he's chained to the truck, unable to be freed. Your character kneels beside him, grips his hand, then puts a bullet in his head to put him out of his misery.

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### Mission 3-5: Bank Error in Your Favor

Shaundi (your other lieutenant remember) nearly gets run over by Jessica. Jessica doesn't know who she is, and tells Maero over a cell phone (unaware for her need of secrecy) that she's depositing money in the bank. Shaundi quickly calls you up to report the situation.

Though the money would be nice, there a much nicer target at the bank: Jessica herself. Drive over, grab her as a human shield, and take out the security guards. They won't fire on you as long as you've got Jessica as a hostage. Walk her upstairs when prompted, and she'll unlock the front doors.

Head back down, and ready your best gun. As you near the front doors, a large SWAT team arrives to attempt a rescue. Like with the regular security guards however, they won't fire on you as long as you've got Jessica held. Take them all out, then walk her outside to her car.

You'll stuff her in the trunk, then you need to drive to the university arena. This is a relatively simple drive if you ignore the three-star wanted level, and really it shouldn't make much of a difference to you. This is especially true because Jessica's car handles like a dream and can turn on a dime, sneaking around SWAT roadblocks and the like. Really, it's a pretty simple drive over to your target.

Once there, your guy parks the car at the end of a long line, where Maero awaits in a monster truck. Jessica's car is crushed, and you toss the keys to Maero and tell him to check the trunk... talk about insult to injury.



### Mission 3-6: Thank You and Goodnight!

Turns out we made a tactical error in the last mission: we were so single-focused on the kidnapping that we didn't ask Jessica for details about the shipment. Shaundi suggests we find Maero's tattoo artist and interrogate *him*, especially seeing as his band is playing tonight nearby.

This mission is cake in complexity and difficulty compared to the last two. Drive over to the marked warehouse and kill everyone there, then hopped into the marked truck. As it drives to the concert, it will be trailed by enemy gang cars and the occasional cop car. Just hit your attack button to fling boxes of fireworks out of the truck to blow up your pursuers, and you'll be at your destination in no time.

Once at the concert, you manage to get information out of the tattoo artist that, whatever the shipment is, it's coming in

by boat. After burning his hand so he can't play guitar anymore (so mean!), you clear the mission.

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### Mission 3-7: Retribution

In the Technically Legal club, your guy is chilling out watching a show. Pierce comes to report that the Brotherhood is driving around our hoods blowing up stuff. Problem is, the guys Pierce sent out to stop them all got arrested. Looks like we need to get our hands dirty personally.

This mission is fairly straightforward as well. There are four Brotherhood lieutenants around. Drive to the red blips, kill 'em, move on. A couple surprises await you (like jumping off the top of a parking garage to chase a car!), but nothing that you won't be able to handle.

After the fight, we see that Maero has appealed to Ultor for help. Vogel—whom you may remember from the Ronin missions—calls up a favor from our old friend Troy to release all the Brotherhood members currently in jail.



If you've been doing the missions in our order, you'll pick up a third follower slot for completing this mission!

### Mission 3-8: Jail Bait

Your guy sees a news report that the Brotherhood members are being released. To prevent this, we need to take down the jail buses and eliminate the onboard Brotherhood members.

Hop in a car, drive to the red blips: you know the drill. The buses, despite being guarded by a few cop cars, are easy to take down. Once you finish that, Pierce calls up and reports that more Brotherhood members are coming in by boat. There are two ways to stop them: get a boat yourself, or head to the airport and jack a fighter plane.



Although the planes are fun and probably your first choice, note that due to the mission taking place at night, it can be *extremely* difficult to see what's going on and how close you are to the water. You'll have to get some height, then dive bomb a boat and quickly climb again for each target if you want to try it that way.



If you use a boat, it essentially becomes like a standard drive by, and may be easier to do. Plus, the boat seats four, allowing all your followers to tag along; the planes only seat two, and your copilot won't help you attack. It's fun to fly, but our recommendation is to take the boat, albeit how boring the choice seems.

With the boats down, Maero tries to blame Vogel for the losses. Vogel calmly points out that his private army with large assault rifles have a different take, and then tells him that Ultor has taken the shipment Maero wanted to hit. Maero promises that if he can't have it, no one will...

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**Mission 3-9: The Enemy of My Enemy**

Note

READ THE WHOLE MISSION WALKTHROUGH BEFORE PROCEEDING. There's an oddity as a result as a bug at the end, so may need to do a bit of extra preparation. If nothing else, restock as much pistol, SMG, and shotgun ammo you can at Friendly Fire. Do NOT buy any assault rifle or RPG/Sniper Rifle ammo unless you enjoy wasting money.

Over a game of skee-ball (where your character proves to be the *absolute* worst skee-ball player in the flippin' universe), Shaundi reports the oddity that Maero was looking up the time of arrival for his own shipment. The moment the mission starts, she follows up that Maero has bought guns for every part that can pull a trigger.

Grab as many followers as you can before proceeding. Three blue target blips show up on your map, each leading to a different vehicle. It doesn't particularly matter which you pick, as all three can seat four; we recommend the speedboat over at the Stoughton hood in the Docks & Warehouses district. Either way, drive or fly from you chosen vehicle to the new blip that appears on your map: the cargo ship.

You need to take out the Ultor security first, but they're fairly weak. Head down to the cargo hold, and Shaundi will call you up to report that the Brotherhood are on their way. The thing is, the hold of the ship has RPG and assault rifles everywhere, so at least you'll have a fighting chance.



Load up on ammo, then head up to the deck quickly. Three waves of Brotherhood will appear, including several Brotherhood helicopters, and you'll need to take them all out. You'll die quickly if you just stand out in the middle of the deck, so try taking cover in the small section of the ship that led down to the hold: the baddies will bottleneck at the entrance and should be easy pickings.

Between each wave, you'll have ten seconds of peace to go back to the cargo hold and restock your ammo. Now, it *looks* like the intention of the mission was that the Brotherhood would head to the cargo hold, so you could stay close and make restocking feasible. However, the enemies seem a little bugged: they tend to get hung up on the doors and obstacles on the deck, and few actually manage to get down to you.



What this means is that you'll wind up doing most of your fighting on the deck, and if the helicopters are enough of a pain to make you miss a lot, you won't actually have time to get back down to restock your ammo. This, of course, is a problem... If you took our advice and bought a ton of ammo (or you're reading this before actually doing the mission), then you'll be all right.

One strategy was to use pistols and SMGs against the enemies from a safe location. Then we emerged and went up to the very tip of the bow. If you can maneuver yourself so you can practically see the front of a helicopter as it flies toward you, you should use your assault rifle or RPG to blast the pilot's window. If you *can't* position yourself that way (some of the higher flying copters are at odd angles), then your best bet is actually your shotgun. The only exception here is if you're extremely skilled with the RPG and can aim it accurately despite the slower trajectory of the rounds.



An alternate strategy is to stay at the bow after you take out the helicopters and take out the enemies as they head up the steps. It's more open and there are fewer places to hide for you, and the enemies don't bottleneck quite as well. However, your followers won't necessarily make a mess of things quite as bad up there (if a follower picks up an RPG he might cause far more problems for you than the enemy). Staying in the small ship section gets you into trouble if you emerge, so if you're more of a run-and-gun type, staying outside might be better. Staying at the bow at least allows you to keep your back safe.

Regardless of your strategy, after each wave, you can attempt to get back to the cargo hold, but you probably won't make it. If you can't, just retreat to the bow or the small section of the ship, whichever you deem better, and prepare yourself for the next round. Really, if you're maxed out on ammo, you really won't *need* to restock after each wave unless you're a poor shot.

If you think you've killed everyone but another wave doesn't start, more than likely what happened is that at least one enemy fell out of his vehicle and is in the waters somewhere. If you can shoot from the ship, do so... if not, you might have to find a boat and drive out to him to finish him off. You can stay away from the cargo ship for 30 seconds before the mission fails itself, which *should* be enough time to find him no matter where he is. If it gets close, just head back to the ship, reset the timer, and try again.

After the third wave, you'll get a significant amount of cash, as well as the personal satisfaction of getting through a tough mission!

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### Mission 3-10: The Siege

With the new weapons, your character pumps up the Saints and readies them to take it to Maero directly. Let's roll.

The main base of the Brotherhood is the warehouse in the docks, and that's the target. Grab three followers, make sure your ammo is well-stocked, and head over. Once you get there, several lieutenants will appear on the map. Kill them all, then move on into the warehouse itself. Two doors in there are locked until the lieutenants go down; kick them open when you can, then enter the warehouse proper.

You'll have to go up many floors and take out several dozen members of the Brotherhood (and see a room of pot plants), but nothing you can't handle. Resistance is fairly light, at least compared to what you went through outside. If you lost any followers, never fear: as you climb floors, more Saints will randomly appear and fight the Brotherhood too. If you lose one, just grab one from the random guys who are around and you'll be good to go.



Once you reach the top of the building, you'll engage Maero one-on-one. He's got a mini-gun that can tear through the ducts that are on the roof, so you can't fully rely on them for cover. However, he does have to reload, and that's your time to move.



Run forward to the duct closest to Maero and crouch down. The duct is on a small incline, and there's a spot where you can crouch down so you're actually behind the *cement* the duct is sitting on. From there, you can hit Maero, but he *cannot* hit you. If you've got some RPGs from the previous mission still, whip them out and shoot him in the face repeatedly. We're not sure if it's a glitch, but after we hit him with the first rocket, he crouched down and caught his breath. When he stood back up, *he stopped moving and shooting entirely*. It was cake to finish him off then; even if he fought back however, his bullets couldn't go through our cover, and we were 100% safe. Check out the screenshot below to see the exact spot...

Once you cut his health to nothing, he manages to escape after a dramatic cut scene. Your character cries, although he gains Maero's mini-gun in his crib as a result. Can't complain about that.

Now, we've only got one more Brotherhood story mission, but just like the Ronin, we have to clear out the Brotherhood strongholds first. Just like the Ronin, we'll take them from west to east for no practical reason...

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### Mission 3-11: Somerset Apartments

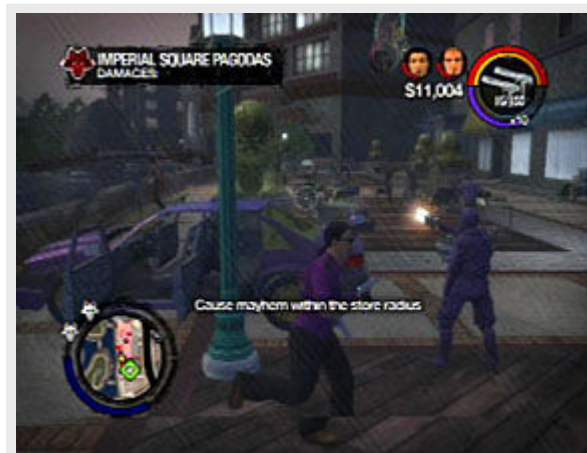
Over in the Somerset hood of the Apartments district, the Brotherhood are pushing naughty things from prostitution to gambling on poor, unsuspecting, wholesome college students. We need to improve the education system of America by giving these ne'er-do-wells a crash course in pain!

This is a four-part mission, essentially, but they're all really short. The first three parts have you going into three tiny buildings and killing a couple lieutenants in each. The final part has you tracking down a slow-moving bus, a mobile drug lab, that you just need to blow up. Simple as that, and you won't necessarily even need followers to do it.

### Mission 3-12: Imperial Square Pagodas

Over in the Little Shanghai in the Chinatown district, Pierce as the idea to shakedown local shops for protection money. Drive around to the four marked shops, and break the tables and such outside each to make the shop owner appear. Disarm yourself, then beat the snot out of each owner to make them turn over their businesses to you.

After all four shops turn, another one will unlock. This



one is a major hotel in the district, and the theory is that if he turns, the rest will follow. Drive over, and you'll encounter much harsher resistance here. Take out everyone, then get in the hotel and break a few objects. The owner will be out shortly: kick his gluteus maximus, and you'll have the hood.

### Mission 3-13: Wardill Airport Hangars

The third Brotherhood stronghold is down south at the airport. Shaundi reports that Maero is sending money to *someone*, and that some sort of deal will be going down soon here. The first step is to haul butt to the Brotherhood computer nearby and stop them from doing a money transfer. Once you get to it, just press the indicated button, and you'll set it to transfer to your gang's bank account too.

You'll have to defend it for one minute. The enemies will try to vault over the chunk of wall that held a window, and while they do so, they're weaponless. Just aim your SMG or assault rifle at the spot they're vaulting, wait until they're in the middle of the animation of it, then pop 'em. Some guys may try coming through the door, but your allies should be able to take them out (or at least delay them until you get a chance).

Once the minute ticks out, you'll get a checkpoint. Exit the hangar, then you'll have to blow up some vehicles of the Brotherhood. You'll have a lot of resistance again, but you can use part of the hangar as cover while you work slowly around the perimeter and take out the soft targets before hitting the vehicles.



After smoking the trucks, you'll need to hit the planes. Grab a car (there are several around), and zip down the runway. The planes will attempt to leave shortly, and if one escapes, your mission fails. Your shotgun and your RPG will make short work of the grounded planes, and you can use your SMG as a drive by tool against the couple planes trying to take off.

Shouldn't be too tough, then you can move onto the final stronghold...

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**Mission 3-14: Poseidon Alley Docks**

Over at the other docks in Stilwater, the Brotherhood are making some sort of deal go down. May as well stop that in its tracks...

A convoy of Brotherhood trucks are heading to the meeting place. Seeing as we're flying our colors on our



cars, it may not be wise to just charge into the area. Near the starting point of the mission is a single Brotherhood truck that is guarded by a few members. Take 'em out, then jack the truck.

Stay tight until the convoy appears, then stay in line as you head to the destination. Your buddies are smart, and won't open fire here. The enemy truck is like a tank and will plow through anything in its way, so just stick close and drive on.

The moment you're at the destination, all the Brotherhood members (including the ones whom you followed) instantly know you're a threat. Pop out, head into the warehouse, waste 'em, and take the mission.

After clearing it, once you head outside, Maero calls you up and wants to end the gang war at the university arena.



### Mission 3-15: Showdown

The arena is empty. It's just you and Maero... and a bunch of his allies in trucks.

This one is straightforward in objective: kill everyone. Maero will circle the arena at full speed until his allies go down, so that's your first objective. They'll try to run you down more than shoot, so keep half an eye on your radar at all times. Once you see the telltale pulsing red dot, start taking sharp turns and movements (the cars can't run you over when you're moving erratically), and just unload your rounds. RPGs and shotguns are, as usual, your best friends here.

Once the allies are down, Maero will drive up and engage you personally. Use the same tactics on him, but be aware that he'll try to shoot at you too, and that his monster truck does a hell of a lot more damage than his allies' little trucks. Just stick and move, and dash behind



hills as you need to if your health gets low. If you came in with allies and they start going down, don't bother reviving them; Maero will take you out if you run up to where a corpse lays.

After blowing up his car, you'll get a cut scene of the end of Maero and the Brotherhood. One pistol bullet ends things, avenging Carlos and giving closure to the red-colored gang. You'll gain all the Brotherhood vehicles and personalities for your win, as well as Pierce that you can call up as a follower if you need him.

Just one more gang, guys...

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Just one more gang left in the city, the Sons of Samedi. They wear green and use a "scary" skull as a logo... I think we need to take them out just for the sake of eliminating clichés!

### Mission 4-1: Got Dust, Will Travel

Shaundi has found that the Sons sell a drug they call Loa Dust. The plan is that we're going to steal some so we can make it ourselves, then sell it at a cheaper price. Not only will we get some extra cash for it, but we'll be hurting their cash flow as well.

Head over to the university as marked, then drive to either of the groups of the drug dealers. You'll need to take them out, but it will be cake: they don't have any real offense going for them. Once the last one goes down, he'll drop a small package of the Loa Dust. Grab it, then head to the second group and repeat.

After that, you'll get a new blip: one of the Sons' lieutenants is around with drugs. Drive over, and you'll



find him in a car with some friends. Shoot up the car (and the lieutenant himself if he manages to survive the explosion), and you'll get a third and final bag of Loa Dust.

With that done, Shaundi calls you up and congratulates your success. Drive back to meet her, and you'll clear the mission. We see a trio of Sons' members: a man named the General who is the leader, a man named Papa Shango, and a white dude named Veteran Child. Groovy, man.

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#### Mission 4-2: File in the Cake

Shaundi is stuck figuring out what Loa Dust is made of, so she wants enlist the help of a friend of hers. Problem is, her friend is in jail... Another of Shaundi's friends has a bomb for us to do a jail break, but the bomb is set to self-destruct.

Run to the boat when you're given control. Hop in and floor it; usually the GPS gives you a bad route to take in the water, but this time it directs you rather accurately under the bridges and such. Once you arrive, you're told the plan: you're going to blow up the prison's electric generator, then sneak into the prison itself.

Once you arrive on the island at the waypoint, you'll be greeted by a single door. From there, the path to the generator is linear with only a single guard you need to take care of. Blow the generator (get out of the room after planting the bomb!), then head past the generator to the next area.



Walk or drive to the next designated area, then head through the front gates. Up a short flight of stairs to your next waypoint, then into the prison itself. Again, the guards you encounter will only be lightly armed, and easy to take out. Once you get into the cells, you'll see a riot taking place with a ton of prisoners and a half-dozen guards. Although the other prisoners are flagged as enemies, they *and* the prison guards will worry about dealing with each other rather than you. Just walk to the waypoints to continue.

You'll come to some stairs soon, and things start to get sticky. On the second floor, the prisoners and guards are evenly matched. Ignore them, but ready your guns as you go up again: there are several guards on the third floor that could give you a problem. Waste 'em, then you'll be able to find Shaundi's friend, and she'll add herself as a follower.

Head back down, but do so carefully. On the second floor, a bunch of guards gets spawned in and make short work of the prisoners, and will turn on you. Their power is weak but they have enough numbers to give you a moment to worry. Use a thrown weapon (grenade or Molotov cocktail for example) first, then follow up with standard shots to clear the way. The first floor gains a couple more guards too, but the prisoners can handle it: just ignore them and head outside.

Now you've just got to get back to town, and you get a better vehicle than your speedboat. Drive to the blip and you'll see a shiny new police copter. Hop in, fly toward the city (doesn't matter where), and you're done.

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### Mission 4-3: Airborne Assault

Shaundi's friend is successful in finding out what precisely is in Loa Dust to make it so totally irresistible. Shaundi simultaneously remembers from an old one-night-stand that the Sons produce their high-quality marijuana in nearby farm fields. Shaundi's friend's husband, Tobias, decides to fly you over the farms so you can light them up with an automatic weapon. Sweet.

You'll be on a rail shooter here, letting your new ally fly you around the farm while you shoot up the farm equipment. The helicopter can take *a lot* of damage, so you can choose to kill the defenders before striking the equipment. Either way, just aim and fire: no thinking involved here.

Once the entire farm burns, several Sons lieutenants appear in cars. Now you're on a minor time limit as they try to escape, but the same deal applies: aim and fire.

The post-mission cut scene shows that Shaundi's aforementioned one-night-stand is the Veteran Child we saw before. He's ordered to find and kill Shaundi, or he'll die himself.

Now, before taking on the next mission, you should head over to Friendly Fire and max out your ammo on flashbangs. Trust me on this.



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### Mission 4-4: Veteran Child

Veteran Child has found Shaundi in the Saints hideout. Although your character walks in, Shaundi is taken hostage, and VC manages to escape.

He taunts you from a nightclub, which is marked on the map. Drive over and waste all the Sons who are in it. VC is not around, but you are told that he's hanging out at his personal club across town. Jump in your car and floor it: you'll be soon chased by a bunch of Sons in cars, and they'll shred your vehicle if you're not quick.

At his club, you'll meet some decent resistance from a few Sons. Take them out using your best weapons, then head downstairs.



VC is there with Shaundi held hostage. VC moves well, and will generally face you at all times. Throw in his friends who join the party, and you'll be unable to really take his health down before Shaundi dies. The game tells you that you need to separate Shaundi from VC so you can attack him; helpfully, you are provided with some flashbangs that are littered around the area. (That is, unless you took our advice and already are carrying a bunch!)

Grab them, then throw them as close to VC as you can. If they land too far away, or if they are behind a pillar of some sort, they won't be effective. VC will drop Shaundi when the flashbangs are used correctly, and you'll be free to drill him with your best weapon. VC will not die in one volley, and will recover enough to grab Shaundi. Switch to your flashbangs again, and repeat the process.

The difficulty here comes in just how many friends VC brings to the party. If things get sticky, just hide behind a wide pillar and take care of the little guys first. VC won't move past the dance floor, and he'll never pop Shaundi personally, so you can just sit tight and hide to get your bearings. If push comes to shove, take your time with aiming: it's better to shoot VC only a couple times and have this fight take forever rather than to spray-and-pray and risk hitting Shaundi.

As you help lead Shaundi away, we (but not your character) see the General's car in the background, watching things...

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Mission 4-5: Burning Down the House

Another unnamed friend—well, an ex-boyfriend—of Shaundi's tells her about some of the drug labs under the Sons' control. We're going to go shut them down.

There are four buildings you need to hit. The first two are fairly benign, although you'll face some stiff resistance in trying to leave the buildings. The third building is the first one that will really test you, but it all comes down to leaving it.

Here's the deal: the entrance to the building is underneath the building itself. You have to either drive or walk down there to get upstairs into where the drug lab is to take it out. Doing that is not so tough, as resistance is light (relatively) and the enemies are spaced out fairly well. Once you blow the lab and try to head outside, however, is when things get tough.





A car will drive up carrying four Sons (and possibly a few more will run in). If you blow the car, you're going to be putting yourself in a tough spot in a second. You need to try to let the guys come out the car, then take them down with bullets. If you can get in their abandoned car and drive out of the garage (and thus to the fourth building), you'll be okay.

If the car blows however, and you have to *walk* out, you'll be in trouble. You more than likely will have a four-point wanted level against you from the gang (not the police), and you'll be jumped by several cars with rocket launcher-wielding maniacs. Even if you stopped by a Forgive & Forget beforehand, the game will just go ahead and give you a two-point wanted level against the gang just because you're running this mission. (Apparently, the Sons just aren't too happy about the fact that you're blowing their drug labs.)

Not helping matters is that at least one of your followers probably has a rocket launcher as well, and bad things happen when multiple explosions are going off in all directions. You may have to just run for it, and if your followers snuff it, then too bad for them: you can always pick up more on your way.

To put it simply, when you're attempting to leave the third building, you need speed more than anything. Get a car, the sooner the better, and floor it all the way to the fourth location. Stopping for any reason, including to revive fallen followers, gives the Sons that much more time to catch up to you. Now you might want to visit a Forgive & Forget, because though you can't completely shake the Sons, having a two-point wanted level is much better than a four-point wanted level.

At the fourth building, you might run into a possible glitch. You're tasked to kill three drug technicians, but they don't always spawn in. (You'll see the arrow that would mark their locations, but they may not actually be there.) If they're not around, you'll be forced to kill yourself and try the mission again from the last checkpoint; you're locked into the building once you get into it, and you can't escape to try to, for example, drive away and come back to hope they spawn in.

When you manage to kill all three, the third will drop a key, granting you egress into the next area. Kill everyone, blow the lab, and continue on.

You'll get a cut scene of the building on fire, and the lead drug technician bailing and running to a car. You'll gain control then, and you need to eliminate the techie. He might be a moron and just sit in his car while you plug him, but otherwise you'll need to chase him down and light him up. Either way, once he's down, the mission will finally be over.



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#### Mission 4-6: Bad Trip

While on the road, you are captured by several Sons, including the General. Not much gets accomplished, other than your character getting high. He manages to escape death, but needs to get home before all the Sons show up and take him out. Adding a time limit is Shaundi, who reports that the Sons are attacking the Saints Hideout.

The screen will be a little bizarre here as you drive and walk. Now, if you've played Grand Theft Auto IV (and who hasn't?) and tried driving drunk, the camera did about the same thing... but in GTA4, the vehicle also randomly turned now and then, making it tough to steer. In this mission, although the camera is bizarre, your driving controls are *not* altered. In fact, it's pretty easy to get where you need to go.

Once you're at the hideout, kill the Sons in your way (the drug *does* mess up your aim a bit but not too severely), and you'll get Shaundi to follow you. She reports that Pierce is heading here too, but he's being tailed by even more Sons. Lead Shaundi out, then slaughter everyone you see. Sons will continue to pour in (and Pierce will too eventually), but no major surprise is here.

After you rescue Pierce, you may want to retreat back into the hideout. If you stay outside, Sons will come in from all angles, and you might get cut down as you run around like a chicken. Better to retreat, then cut them down as they bottleneck at the front door. Your aim actually *doesn't* randomly alter itself if you stay in one spot, crouch, and zoom in with your aim. Your followers can handle the stragglers you miss, so you can hold tight and take them all out as they try to charge into the building. After you take out about 60 of them, the waves will stop, and you'll pass the mission.



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#### Mission 4-7: Bonding Experience

Pierce complains that he wants to do more, and Shaundi reports that some helicopters are around to drop some product off for the Sons. Pierce decides to drive, allowing you to whip out your assault rifle (which luckily has infinite ammo for this mission!) and take down the copters. Do so quickly, because if they make their drop, you'll fail the mission.

There will be a couple times when you need to pop out and change vehicles, but nothing really changes. At one point you'll have to hop out of a car and into a boat, then out of the boat and into a different car. At that point, the game may hang you up a bit in the water. If that happens, just tap your exit car button a few times, and you may warp to shore after a few presses, and can then find a new car for yourself.



Once the mission is over, you'll see the General's main lieutenant, Mr. Sunshine, take punishment for this failure *Reservoir Dogs* style (except with a lot less screaming).

## Mission 4-8: Riot Control

Several junkies want drugs from Mr. Sunshine, but he doesn't have any to give. He suggests that they go take it from us.

You're automatically at a warehouse with Pierce and Shaundi. All is calm for about five seconds, when a bunch of guys spawn in and shoot at you. Pierce bails at one point to get a truck, so it's you and Shaundi to slaughter all the invaders. It should be fairly easy though, because they're lightly armed (some only have bats!). Just sit tight and cut down anyone who comes through the doors.

Eventually you'll see Pierce come by with his truck. Now you need to defend him and Shaundi as they load it with Loa Dust. Again, just sit tight and take out anyone you see: it's pretty easy. After the truck is loaded, they'll sit tight while you get a car, one of which is sitting outside for you. Once you're in it, the truck will head to the Saints Hideout, and you need to defend it.



If you haven't played with Cruise Control yet, this is a trial-by-fire to learn. As you drive, you can press a button (different depending on your control scheme) to engage Cruise Control, which does two things. First, it makes your car maintain a constant speed without you needing to press the accelerator. Second, it makes the camera completely under your control, so you can constantly aim in a direction. This way you can engage Cruise Control and fire your weapon constantly while moving.

Enemy cars will swarm your truck, and *now* they're packing enough heat to cause you problems. Drive behind the vehicle, hit Cruise Control, then look behind you to shred the enemies. Remember to aim for the driver first: if he goes down, it doesn't matter if the others are alive because you'll out-run them. Once the truck arrives safely at the Hideout, you'll pass the mission.

We see a couple junkies snatch a couple boxes afterwards, but you catch him. After a quick interrogation, one of them gives up Mr. Sunshine's location. You let him live, and even let him keep the Loa Dust... we've got bigger fish to fry anyway.

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## Mission 4-9: Eternal Sunshine

Shaundi wants to participate in the execution of Mr. Sunshine, but you refuse on the grounds that she's a total weakling if Veteran Child almost took her out. She's not happy, but that's the way it goes.

Hop into the provided van with all your followers, then drive to the mark on your map. You'll have to shoot through a dozen random guards outside the meat packing plant, then break into the building. Shoot up a few more (they're lightly armed and shouldn't be an issue), follow the waypoints, and head up to the catwalks.



Now you're starting a boss battle almost straight out of Metal Gear Solid 4. Mr. Sunshine is a voodoo shaman, and is actually invincible while holding his voodoo doll. While this is going on, your best bet is to take out the infinitely spawning guards who appear. Though you won't ever fully eliminate them, the fewer bullets being fired at you, the better. While this is going on, if your followers go down, don't go out of your way to revive them. If they fall beside you or something, fine, but don't expose yourself to all the enemy guns just to do so.



Sunshine will eventually start speaking in tongues as he lifts the voodoo doll, and the doll will get a red arrow over it. Quickly shoot the doll, and it will be knocked out of Sunshine's hand. At this point, he's vulnerable (indicated by the red arrow moving to over *him*), and he'll scramble to take cover. Ignore all the guards and light him up with the best weapon you've got.

Like the other bosses, you'll probably not be able to take him down with one series here. Once he finds his doll again, the red arrow will disappear entirely. Take out more guards and wait for him to start speaking in tongues again, then repeat. He'll go down shortly.

After the fight, your character makes damn sure Mr. Sunshine never sticks anything with his pins again. Mwa ha ha ha!

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Mission 4-10: Assault on Precinct 31										

The General is out of lieutenants, but now we have to find him. Because he's in a very distinct limo, Shaundi suggests we tap into the police traffic cameras to figure out his routes.

As you get control, Shaundi suggests to get some disguises because we're not going to be able to walk into the police station dressed like this. Drive to the marked van on the map, and you're tasked to hijack it. Although the game implies you need to ram the van until it stops, there's a much easier solution: cut off the van with your own car, then fire a few rounds into the driver's head. Take the van, and you'll automatically change into your repairman disguises.





Drive to the next area marked on the map, then pop out. Disarm yourself, then head inside the police station. Talk to the clerk, then walk through the waypoints as you go upstairs. The alarm will eventually go off for no reason, so just shred the cops when you can. Once you get to the electronics room, you'll need to defend it as Shaundi works her electronic magic. If you've got followers, the mission should be cake.

Once she's done, you'll need to escape. The game suggests you go back downstairs and drive the truck to the Hideout, but there's a much faster way. From the electronics room, exit it and turn right to get to the helipad. Jump in the police copter, and fly it directly to the Hideout. Land on the roof at the waypoint, and you'll pass the mission.

We just need to clear out the strongholds now before engaging the General himself.

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#### Mission 4-11: Elysian Fields Trailer Park

If you've been following the missions in the order we've provided them, there's only a single hood not yours on the northern island of the city. That one would be the Elysian Fields hood of the Trailer Park district, and we're getting it now.

Once you activate the stronghold mission, just head up the stairs to the trailer park proper. Drive or walk to the first blue blip, which is a convenience store. You'll encounter *heavy* resistance here, but a nearby dumpster will give you some cover. Just pop out and lob some grenades or something, and you'll quickly reduce the enemy to manageable numbers.

Break into the building and head to the back: a map is there for you to read. Do so, and your main map will



update with the locations of five drug labs. Before leaving the room, look at the tables nearby: swap whatever your carrying weapon is with the satchel charges that are lying around.

Head back out and grab a car, then drive to each drug lab. You're going to encounter massive resistance again, both in numbers and in force. Cut your way to the marked trailers, then plant a satchel charge near the outdoor tanks beside the trailers. Get far away, then it blow it with the indicated button.

Just repeat this for all five drug labs, and you'll take the mission and northern island! We can see the finish line now!

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**Mission 4-12: Stilwater University Student Union**

There's a Sons-controlled hood in the southwest corner of the southern island that is surrounded by our hoods. Let's secure our perimeter (or something) by getting it!

In the Stilwater University hood of the Stilwater University district, the students are having Quad Day, where all the various clubs are getting together to look for recruits. This includes the Sons, so it's a good time to take them out while they're all gathered together.

There are two parts to this mission. The first is an absolute cakewalk, as there are five Sons outside in the plaza near booths. They have no backup, so you will probably engage them one-at-a-time because they're spread out. And if you can't kill an enemy one-on-one at this point, I think it's time to play a different game!

Once all five are iced, the doors of the student union will open. Now things get interesting, as about 30 guys are going to pour out of the building to go after you. Luckily, they stupidly bottleneck at the door, so you can use a



few thrown weapons like pipe bombs to completely shred them.

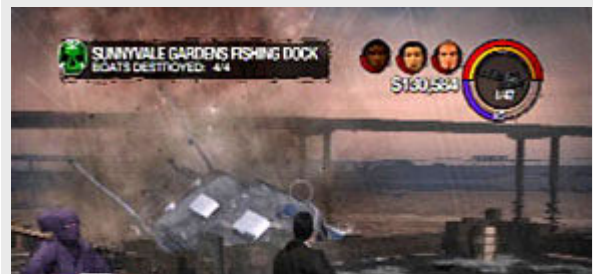
Once the door is mostly clear, get in the building, and nine specific Sons will spawn in. There are others in there, and you'll face stiff resistance, but the mere fact you're *in* the building should pretty much mean you're ready for what you face. Just work your way through the building and take out all your targets, and you'll pass the mission!

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**Mission 4-13: Sunnyvale Gardens Fishing Dock**

In the Sunnyvale Gardens hood in the Projects district, the Sons are loading frozen fish with Loa Dust. We're here to blow up the fishing containers and hamper their distribution efforts.

This mission has three parts. As usual, the first part is the easiest and most direct: you need to go into three buildings, each of which has two rooms of fish. Get into the buildings, killing the whole way of course, then shoot or blow up the fish in each room. It only takes a single bullet, though you've got a catch: shooting the fish exposes you to the Loa Dust, and makes your screen go through the wavy filter for a little while. The dosage is apparently light, as it doesn't affect your aiming, but it's something to be wary of.



The second part has you blowing up four ships at the docks behind the buildings. You're not under a time limit, so you don't need to rush to get them. One of them is guarded by a guy with a rocket launcher, which you can steal to make blowing up the ships easier. If that's not an option or you prefer things a little less explosive, you can use your shotgun to take out the ships in only about a dozen rounds.

After the four smaller ships are down, you need to blow up the large cargo ship. Climb the gangplank (it's closer to the bow than the stern, away from the road you took to get here), then kill everyone on the deck. Make your way to the stern, and head downstairs into the bowels of the ship. Plant a bomb in the waypoint with the indicated button, then haul butt out. The bomb "malfunctions" (of course) shortly, so even though the initial time limit to get clear is 3 minutes, you have closer to 50 seconds. Kill your way to the deck, head down the gangplank, then run away out of the indicated blast radius. As usual, don't worry about your followers here: if they get caught up in the explosion or get cut down before they can get out of it, so be it.

**Mission 4-14: Bavogian Plaza Drug Labs**

You're in the Bavogian Plaza hood in the Red Light district for this one. The Sons have converted the second floor of a strip club (called the Porno Palace, ha!) to a Loa Dust lab.

Head inside the building and kill everyone you see. (Hey, if the strippers didn't want to die, they wouldn't be downstairs from a drug lab!) There's not a whole lot of depth to this part of the mission, really: just shoot up everyone with your SMG, head upstairs, and shoot up everyone there too. Take out the marked tanks to pass this part of the mission.

From one of the upstairs rooms, you're told to go through a door and to the fire escape. Do so, and you'll be soon jumped by a helicopter. Switch to your assault rifle or RPG, then take the copter down. As soon as it blows, you'll be done.

Congratulations, you've completed all the stronghold missions for the Sons! Time to go after the General... but you *must* make some preparations. Check out the next mission walkthrough.



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**Mission 4-15: The Shopping Maul**

BEFORE STARTING THIS MISSION, YOU MUST MAKE PREPARATIONS. First, stop by Friendly Fire and completely fill your ammo for assault rifles, RPGs, SMGs, and hand grenades (although, honestly, it may behoove you to just refill *all* your ammo). As should be obvious, you'll want your rocket launcher in your "special" slot rather than the sniper rifle. Be sure your inventory contains four food items of the best-filling food available. Finally, call up Johnny Gat if you can prior to the mission to make sure he's a follower for this next one, as his high rate of damage and accuracy will seriously help you out.

Prepared? Let's roll!

The limo has been spotted! Shaundi interjects herself into the party, but pick up two more followers before heading out. Jump in the provided car, drive over to the spot, and head up the stairs to the checkpoint. The General's limo will arrive shortly, where it will be rammed against the building.

A gun battle breaks out. Fall back a step and take cover behind the railing. Take out your assault rifle, then pop out and take out some Sons; do *not* expend your rockets here, although feel free to fling your grenades. Protect Shaundi here: if she goes down, you'll lose the mission. The quickest way to thin the enemy's numbers is to take out their vehicles, as the resulting explosions will kill a handful of gang members. This won't work on the limo itself, but use this technique against the lower vehicles: the gang members are usually dumb enough to hang around their vehicles, taking cover



behind them. This way you can conserve some ammo.



Once you mop up the stragglers, the General will escape into the mall proper. Secure your rear and check your followers. If *any* of them are wielding rocket launchers, dismiss the party or kill them, then grab two new ones who are hanging out nearby that aren't carrying them. Once you engage the General in a little bit, having any followers with rocket launchers will just be more risky for you than for the enemy.

After a few moments of peace, you'll be on the second floor of the mall. Somehow, Sons are able to drive their cars up here, so you'll have to watch all angles as you make your way forward. Watch your followers here: if a car is in their way, they may not be smart enough to go around it, so you might have to move it for them. Don't try driving it very far though, as a lucky rocket shot from an enemy (or an unlucky rocket shot from one of your followers) will instantly blow you up. You need to move quickly, else you'll eventually get overwhelmed by sheer numbers. Try to use your assault rifle and pistols here; do not use your rocket launcher under any circumstances and only use your SMG if you have no other choice.

At one point you'll come to a divide in the path, with a staircase leading down and two narrow paths up on your floor on each side of the hall. When you get here, you're going to be jumped from the rear *and* the sides by enemies and their cars. Prepare for it, and don't fret too badly if some or all of your followers go down. Try to quickly secure yourself, then revive them and keep fighting.

There are no more surprises after this, aside from more random baddies to kill. Once you're at the end of the floor, the General will finally emerge driving a Bulldog technical. This fight is extremely difficult, especially if the Sons are your last gang, so check this strategy carefully.



First, the Bulldog tends to get hung up on the pillars in the middle of the plaza. Use your rocket launcher if you can, or your shotgun if it's too close. Fire as many rounds as you can, because once the Bulldog manages to get out, it's going to try running you down. At this point, you need to go into the middle of the plaza and use the pillars as cover, because if you're hit *at all* by the technical, you'll die instantly. Let the Bulldog circle you stupidly, and use your rocket launcher or shotgun here as you need to.



Now, as soon as the General appeared, you may have noticed Shaundi run off immediately. She's running over to some ATVs nearby, and is trying to bring one into the fight. The enemies are all worried about you and your non-named followers, so they won't bother with Shaundi. She'll eventually bring the ATV up to you, and it will have a blue arrow over it. When this happens, the technical will take off on a predetermined route. Shaundi remains, for all intents and purposes, a mall rat and won't contribute further to the fight.

Secure yourself, then head over to the ATV. Drive *immediately*, and forget your followers. You'll need to zigzag a bit or enemy cars will drive on your tailpipe and send you flying, nearly guaranteeing death. Follow the technical as it drives around the second floor, and send magazines of SMG ammo into its rear. It usually continues to circle the second floor forever, though it might slip now and then and head downstairs. Follow it wherever it goes, and just send as many rounds into it.

If you're extremely lucky, the technical might make mistakes. If it runs over other Sons cars, the other cars may explode, causing *tremendous* damage to the Bulldog. The Bulldog will also take damage from slamming into the pillars and walls, and it tends to panic if there are a lot of vehicles or Sons around whilst you're shooting at it. This not only will add damage when it makes a mistake, but also because you can slow down and get in some shots on a stationary target. Just don't slow down *too* long or you'll have a Sons vehicle on your butt.

When you shoot, don't worry about what you're hitting. The tires can't be popped and no one inside the vehicle can be killed, so just fire: as long as you're hitting it *at all*, you'll be causing the same amount of damage regardless of where your shots are going. You may fail a couple times in the process, but keep up this strategy, and you'll eventually succeed.

When the technical goes down, the General will be dead. Shaundi and you will exchange some words of mutual encouragement, and the whole city will be yours.

Ah, nice to be on top, isn't it? The Saints have all the power in the city, and there's no one that can stop them anymore! It's time to roll the credits, right?

...Right?



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Hm, looks like we're not quite done yet. We've had the Ultor Corporation hanging over our heads, and they're up to no good. We need to figure out their motivations and shut them down to fully own the city!

You need to head to the Mission Beach hood of the Saint's Row district (the giant white hood) to start this mission set. The first "mission" is just a flashback cut scene, where we see our buddy Dean Vogel as he addresses a bunch of suits on his and Ultor's plans to restore the city. Part of his plans include sending a bunch of gangs throughout the city to lower property values. Once the suits buy up the properties, he then diverts money to the cops who clean it up, thus raising the values again and giving the execs a tidy profit.

Once you view the cut scene, the first mission of the set opens up near your hideout. Head there, and we're going to start the set.

#### Mission 5-1: Picking a Fight

You are spotted near an Ultor-owned club, and you're quickly surrounded by a bunch of their gunners. The first thing you need to do is fight your way out, which is a fairly easy task. Start by lobbing a grenade over your initial cover at the grouped baddies. From there, you can pretty much walk out of the club: no one else will engage you more than one-on-one.

Once you're out, grab the closest vehicle. Johnny will call you up and tell you that Shaundi and Pierce are under heavy fire. You can save whomever you wish first, but you'll need to save them both.

Pierce's mission is closer and more straightforward, and the one we recommend first. Drive over to him, and you'll see that his building is pinned down by ten Ultor agents. Take them out quickly, but you can use whatever method you want to: no need for subtlety here.

Shaundi's is a bit tougher. If you did Pierce's first, hop in one of the conveniently placed APC (called a Bear) that Ultor was driving, then head over to her. You'll have to take a highway, but with the Bear, you'll be able to break through any SWAT barrier in your way. You'll eventually see that your target is a van in which Shaundi has been kidnapped. Shoot at the van's tires, but do so in bursts. If the van catches fire and explodes, Shaundi will go down too, and the mission will be over. The van's health meter is in the top-left corner here, and it *does* need to be emptied to succeed. Still, you'll want to fire slowly and at tires first: once the health meter is extremely low, only pop off a few shots at a time until the van stops completely.

Once both of your lieutenants are rescued, the mission succeeds. Your guys all take some of the Ultor agents back to the hideout and search them. The only thing of interest they're carrying is an ID for a place called the Pyramid, which even Shaundi hasn't heard of.

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Mission 5-2: Pyramid Scheme									

Reconnaissance has been kind to Shaundi. Seems that "Pyramid" is an underground facility run by Ultor that develops weapons and body armor. No one yet knows why Ultor is after the Saints, but your character doesn't care. We just need to smack Ultor where it hurts.

Drive over to Saint's Row with a vehicle capable of sustaining a lot of damage, such as the General's Bulldog or Maero's monster truck. Once you're there, you need to raise your wanted level with the cops to four points. Although you can run over innocent pedestrians, you'll want to just try doing a drive-by on any Ultor agent you see. If you're having trouble finding them, drive to the center of the hood, where the Ultor building is.



Ultor agents will swarm you pretty much when you hit two points. At that point, drive in any direction, put on cruise control, then aim behind you at the trailing cars. Smoke the agents, and don't worry too much about your car: as long as you're moving forward at a decent clip, you'll plow through their road blocks. Kill any agent you can to keep that wanted level going up. Finally at four points of a wanted level, zip over to the indicated Forgive & Forget to wash yourself clean. Head over to the blip then to start the next part of the mission.

The secret entrance to the Pyramid is in a tunnel near the channel. Followers have a hard time negotiating the process, so you may need to leave them behind. Either way, you need to drop into the channel, swim to the waypoint, then walk up the slanted part of the cement pipe to get there.

Strangely enough, the entire next part of this mission has no enemies. (Maybe they're *all* distracted by your public destruction?) Take the linear path through the sewers to find Johnny, then continue on to get into the Pyramid proper. Follow the waypoints to go downstairs and pick up a keycard. Doing this will get you a three-point



wanted level, but again no Ultor agents will appear. Head back upstairs, go into each of the marked labs, and plant bombs on the waypoints.

On the top floor, run to the indicated passage quickly. The door is closing on you, but you've got some time. Run forward, and you'll finally encounter a couple agents. Take them out, then jack their Bear that's sitting nearby. Drive it along the linear tunnel, hit the ramp to bail from the area, and you'll take the mission.

You'll see a cut scene where Dane Vogel is being addressed by the board of directors of Vogel. Vogel is confident that all is going according to plan, especially because the media can spin this for Ultor's favor. The board isn't happy, and they threaten Vogel to finish off your gang completely.

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**Mission 5-3: Salting the Earth... Again**

You've got a newspaper clipping with a picture of a yacht, advertising a party that the board of directors for Ultor will be attending. Despite the fact that this is obviously a trap and sent anonymously, you're going to head there. Pierce is nervous, knowing that the last time you were on a yacht, you were blown up and went into a coma (the finale of the first game, remember!). Still, you're not worried.

The first blip you see is a jet ski. Hop on, and take your one follower (the others won't fit on the tiny vehicle) toward the second blip. An Ultor helicopter will fly in shortly intent on blasting you out of the water. Don't worry about dealing with it, just drive to the boat.

Once you're there, hop off, grab your shotgun, and go crazy. Bust into the cabin and go down each floor, obliterating each Ultor executive. Once all five are dead, you'll see that a sixth has escaped in a speedboat. Head back up to the deck, go to the blip to get your own speedboat, and chase him down. He's simple to take down; you'll barely break a sweat.

After you clear the mission, you'll see Dane Vogel looking at the scene safely from the Ultor building nearby. He's pleased, seeing as he's become the president of Vogel by default.

**Mission 5-4: Rounds Square Shopping Center**

We're coming to the final stronghold mission of the entire game, and you may want to give Johnny a call to help you out here. Despite the fact that you own the Nob Hill hood of the High End Retail district, the sole Ultor stronghold is in the mall. In fact, despite the icon for the mission seeming like it's outside by the staircase where you started the assault on the General, the mission is actually *inside* the mall itself. Drive over, head into the mall where the General went in, and take the elevator up. Once you're in the mall itself, you'll soon see the mission point.

Activate it, and you'll see that several of the Ultor executives did not attend the yacht party. They're here in the mall shopping, though they're escorted by Ultor agents. Head to each blip in turn, and execute everyone. The security guards seem to have incredible eyesight, and you won't be able to get close enough to do anything swift like using a grenade. Your assault rifle will more than likely do the trick here, although a sniper rifle might be a more slick approach. Either way, be sure to keep tabs on your followers: you'll practically need them to get you through the upcoming second part of the mission.

Once the marked execs are down, a new blip will tell you to head to the downstairs conference room to eliminate the rest. Rather than doing anything fancy, it's best to just equip the assault rifle or SMG and spray-and-pray. The remaining board members and their guards are so tightly packed that a grenade or two plus random shots will pretty much whittle the numbers to fewer than ten in seconds. Mop up, and get ready.

You get an instant five-point wanted level with Ultor and need to escape the mall. The Ultor agents will be armed with the best weapons in the game, including rocket launchers, so don't bother using any vehicle. Just head up the stairs toward the blip, and shoot everyone in your



way. Once you reach the barricade, fight your way up the stairs, but don't worry about the Bears. Even though they're tempting to jack, just kill everyone near the exit point and the mission will be yours.

Just one more story mission left! You can practically taste the city now!

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Mission 5-5: ...And a Better Life										

You call up Johnny, who is spotting Vogel with a sniper rifle. Vogel himself is giving his acceptance speech for being chairman, but security is tight... one spots Johnny, and all hell breaks loose. Johnny survives the assault, but Vogel bails into his armored limo.

You and any followers you have start the mission right beside an Ultor agent car. As soon as you hop in, Vogel's armored limo takes off, starting a few dozen yards in front of you. Immediately, we come to some hilarity: the limo is quick for its size but extremely difficult to maneuver, even for the AI! Compounded to this is the speed of your Ultor car, and you can close the distance to the limo in seconds. The target is so flippin' large too that you can easily unload magazine after magazine after it. Especially considering all you've had to go through to reach this point, this part should be a piece of cake.





Once you get its health to none, it will start to drive back to Ultor HQ. At this point, follow it, but stop shooting: no reason to waste ammo. Vogel bails, and you're forced out of your car.

Johnny calls and suggests to take a helicopter. One is conveniently parked just down the road, but you'll need to fight through a swarm of Ultor agents around you to get to it. Forget your followers, head over to the copter, and take off.

Now, the attack helicopter here is absurdly fast, and you may have trouble controlling it at first. Try to keep it steady and get it airborne, then fly it around the Ultor HQ a bit. You're not under a direct time limit, so get use to its feel for a moment.

Once you're ready to go on, look for the red mark on the radar. There are four power stations controlling the building's security, but they can only be hit one at a time. Complicating matters is the fact that Ultor keeps sending attack copters against you, and you'll need to defend yourself and avoid *their* shots while aiming accurately yourself.



Your copter comes with two types of weapons. Pressing your attack button by itself will fire its cannon. Be warned that it takes a second to actually start firing once you hold the button, so keep your finger firmly in place. The other weapon is a heat-seeking air-to-air missile, which is used to keep the enemy copters at bay. Simply get an enemy copter near the center of your screen, and a green box will surround it. Keep it centered, and the box will twist and become red. Once you're locked on, press the button you normally use for handbrake, and you'll send in a missile. Send a couple in just to be safe: you have unlimited amounts of both types of ammo.

Note that you *must* down the enemy choppers before hitting the targets. The enemy choppers are relentless and sitting in any one position too long will make you toast. It takes a bit of precision to line up your shots against the power stations, and you'll need to down the choppers to give yourself the room and time to fire correctly. Although the enemy choppers fire missiles as well, their trajectories are much slower than yours, and they can be dodged. Your own missiles are guaranteed to hit and down the enemy choppers, provided you lock on first.

As you come to each red spot, light it up with your machine gun. You may need to verify the location of each power station on your main map to see where they are in relation to the building, as the mini-map isn't very helpful.

Once all four power stations are down, you're told to fly to the top of the building. You won't have to land, but you will have to get extremely close to the very point of the roof. Your guy stupidly breaks into the building, sacrificing his helicopter to do so, in a cut scene.



Now it's time to eliminate Vogel. He's got some Ultor agents up there with him, but they're nothing too difficult. Take them out as you head forward and chase him around the executive office. It's pretty easy, especially compared to the helicopter fight you just had to deal with. We preferred SMGs here just because they're easy to spray-and-pray, but you know: whatever floats your boat.

In a cut scene, Vogel tries to talk you out of killing him. I'm sure you can guess how well that turns out.

Shaundi and Pierce meet up with you upstairs. Your guy orders Johnny to retreat, seeing as the deed is done, and Tobias is called in to help get all of you to safety. With that, you all fly off to the sunset, and the credits roll!