



VIN DIESEL

WHEELMAN™

COVERS MICROSOFT XBOX 360®
AND PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE
ESRB **TEEN T**

MIDWAY

Written by Phillip Marcus



VIN DIESEL
WHEELMAN

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AT THE WHEEL

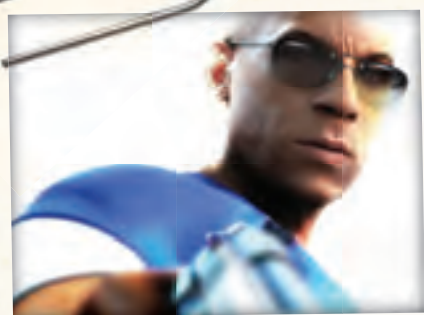


The Wheelman

Welcome to Barcelona! As the titular Wheelman, you play the role of Milo Burik, a driver who, on the surface, works for the seediest organizations in the city. Behind the scenes however, he's working with the authorities in an effort to both take down the gangs in the city, and stop some dangerous documents from changing hands while he is in town.

As you might expect, the vast majority of your time in *The Wheelman* is spent driving around the city. You may simply be driving from place to place, carrying a passenger, traveling to an objective, or simply exploring. Other times, you might find yourself barreling down a freeway with the pedal to the floor, dodging oncoming traffic and spraying bullets out the window at pursuing gangsters. Life as a wheelman is rarely boring.

At times, you may find yourself on foot (usually because your previous ride went up in a spectacular fireball). While on foot, you can sprint quickly from place to place, hijack cars, and use a variety of weapons to defend yourself against numerous gang members.



Milo Burik

D.E. 349292

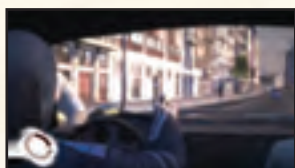


You can also use guns while on motorcycles (though not every type of weapon). You always have access to your pistol.

Shooting from a vehicle isn't quite as precise as when you are on foot of course, but it is still useful—you can shoot out tires, and take down enemy gunners who are shooting at you from the windows of other vehicles.

But wait, there's more! After a few of the earliest missions are completed, you unlock a *Focus Gauge*, a meter that builds up as you drive recklessly (and swiftly) through traffic. This Focus can then be used either as a speed boost for any vehicle, or more impressively, to perform lethal special attacks.

Focus can be spent on either Aimed Shot or Cyclone super moves—both slow down time and zoom you into first person view, where you can then perform precision shots to take out enemies, tires, or even entire vehicles!



Techniques

Drifting

Drifts can be started simply by holding down the brake and turning your vehicle while you are moving at a decent speed—too slow and you won't drift. Heavier, more sluggish vehicles tend to be more difficult to drift, while very 'slippery' vehicles can be hard to manage once they are drifting.

Drifting has several uses—you can use it to go around corners with more speed than a handbrake turn, and more importantly, it builds up Focus while you are drifting.

Drifting also gets stronger if you tackle side missions to upgrade your handling, as it becomes easier to perform drifts at high speed and still recover if you are heading towards incoming traffic.



Drift Chains

It's possible to drift in a straight line... sort of. Essentially, once you've picked up enough speed to see the 'Speeding' indicator below the Focus gauge, you're going fast enough to perform a drift—in a straight line or not.

By starting a drift, you build up Focus—even if you're only performing a 'partial' drift. Drift first in one direction, then reverse the drift and go the other way.

You may find that you start to lose control on the second drift but it won't matter, because this should easily give you enough Focus to immediately perform a speed boost.

Once you start the speed boost, it straightens out your ride, and you can continue at high speed. Handy on long freeways!

Different vehicles can perform drift chains at different levels of effectiveness, some are simply too clumsy or difficult to handle. You may only want to perform part of a Drift chain, essentially just part of a straight line drift, enough to build up a little bit of Focus.

This is very helpful for building up enough focus to get off one Aimed Shot or Cyclone during missions with a pursuit chasing you.



AGGRESSIVE DRIVING



Handbrake turns

Handbrake turns are performed by simply holding down the handbrake and turning hard to the left or right. They are most useful for sudden directional shifts; if you need to get into a narrow alley, turn a 90 degree corner, or pull a 180, a handbrake turn is just the thing.

Handbrake turns are also a bit more reliable than drifts to get around corners, though they are considerably slower. Drifts let you keep some of your speed and build Focus to boost, Handbrake turns cut all of your speed, but you do gain Focus to immediately speed boost away.



Handbrake Boost

One significant advantage that the handbrake has over drifting for gaining Focus is that drifts require a certain minimum speed. Until you see 'Speeding' under your Focus gauge, you can't gain Focus with drifting.

Handbrake turns on the other hand, can be used to literally earn Focus from a dead stop. If you hold the handbrake and spin your wheels to turn in any direction, when you release and accelerate, you are credited with a standing handbrake turn, and you earn Focus.

This is really helpful for regaining momentum if you crash and lose all speed. Handbrake turn out of the crash, accelerate, and a moment later, you'll have enough Focus to start boosting again.

Surprisingly, handbrake turns even work in *really* large vehicles. At several points during the main story missions, you have to drive large big-rig vehicles, and you can use handbrake turns to help compensate for their extremely sluggish turning radius.

A general rule of thumb for handbrake turns: if your vehicle is sideways on your screen at a 90 degree angle, you're in good shape and you can release the handbrake and accelerate again.



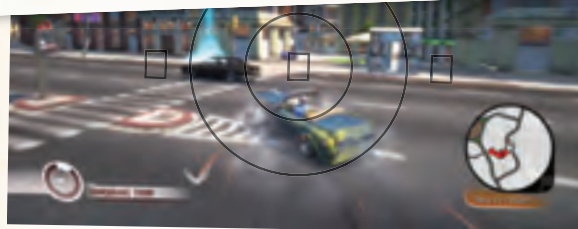
Handbrake Chains

There's a tricky technique you can pull off by utilizing handbrake turns to build Focus. The heart of it is that there is a delay after performing a handbrake turn before you gain the Focus for doing so.

If you go into a handbrake turn **with** Focus already charged, you can immediately boost out of the turn, and then a few moments later, the Focus gained from the Handbrake turn suddenly refills your Focus gauge.

Done properly, this allows you to pull a 90 or 180 degree turn with Focus, boost out of it to immediately regain speed, then refill Focus *again* from the handbrake turn to either boost more, or pull off an instant Aimed Shot or Cyclone.

This technique has a lot of applications in the main story when chasing targets (or fleeing from them), and it's also useful in a lot of side missions where time is tight.



FRANTIC

Mission Start: Outside the bank robbery!

Mission Objective: Drive your passenger to safety



Escape!

The Wheelman begins with a bang. You are Milo, a wheelman, a paid driver for hire. As the game begins, you're on a job for Lumi, a dangerous woman who is currently in the process of robbing a bank! When she emerges, her escape does not go unnoticed—gunfire and police are in hot pursuit. Now it's your turn!

First you need to simply drive straight to get moving. Hold the accelerator to quickly reach your top speed. Next up, a right turn. It's a long enough turn that you can simply turn, or you can tap the brake to drift slightly.



While driving, you can press the right analog stick down to look behind you. Handy if you need to get a feel for how much heat you have on your tail.

A hard left turn comes up next, press and hold the handbrake while turning left—when you see your car has lined up at a ninety degree angle, release the brake and accelerate.



Early Stunt Jump

If you want to grab it now, there's a stunt jump you can get immediately after the first hard left handbrake turn. Stay on the left side of the road and drive up the stairs to make your first high flying jump!



Beyond the hard left is a police roadblock. Smash right through the middle, their barricade can't stop you.



After a few more turns, you are introduced to a very important new concept—Vehicle Melee. Vehicle Melee allows you to use your car as a weapon, bashing other nearby vehicles. See the sidebar for some other tips.



Vehicle Melee

Vehicle Melee is a unique concept in *The Wheelman*. It allows you to ‘fight’ other vehicles on the road, bashing aside angry gangbangers or police chasing you.

You can tap the right analog stick to the right or the left to slide your car quickly to the left or right. Any car in the way gets smashed heavily. How much damage you inflict, and how much damage your target can take depends on what vehicle you are driving, what your target is driving, and how fast you are going.

You also tend to inflict more damage if you line up a bash from a short distance, rather than repeatedly bashing while pressed up against another car.

If you're being pressed from both sides, it is easy to quickly swing left and right, knocking both cars away from you.

To finish off a pursuing car, watch the icon above their vehicle (gang symbols, or a police badge, depending on the nature of the pursuit). Bash a vehicle enough and their icon begins flashing. One final solid smash sends their vehicle up in a spectacular and final explosion.

The easiest way to finish off enemy vehicles is to pin them up against the side of the road and bash them repeatedly into a wall at high speed. This is even easier if you're driving a large, heavy vehicle—don't go trying to melee vehicles on a motorcycle!

You can also use the strafing movement from a melee swipe to dodge incoming traffic, avoid an enemy bash, and generally maintain a high speed while traveling around the city, even when you aren't in any immediate danger.



WALKTHROUGH

Once you reach the freeway, you are introduced to forward vehicle melee lunges—use these to bash through cars in front of you, or parked cars in roadblocks.

A short distance down the freeway, you are presented with the useful camera controls—depress the right analog stick to swap between a variety of camera views. The long distance view is very helpful for spotting cars on your flanks.



Next up, you need to make a right turn to avoid another roadblock—this time you must drive straight through an under-construction building!

As you emerge on the other side of the ring, make a hard hand-brake turn to the left.



Avoid the construction in the road ahead, then follow Lumi's directions and drive straight across the park—don't stay on the road!



As you reach the end of the freeway, you run into another police roadblock, this one with a few police cars squeezing the gap pretty tight. This is no problem, use your forward melee ram to bash through the blockade and keep driving.

You are also presented with another important concept—you can use vehicle melee 'attacks' as evasive moves instead, as they allow you to 'strafe' between traffic. This is very helpful for driving at exceedingly unsafe speeds through dense traffic.

Beyond the freeway, and back on the streets of Barcelona, you encounter another police roadblock. This time, don't smash through it, follow Lumi's directions and take a hard left turn.



FUGITIVE

Fugitive missions put you in the role of the pursued, as you have to escape angry gang pursuit and reach a safehouse before you are destroyed. Bring a sturdy vehicle—an SUV works, or one of the heavier sedans. You can always airjack new rides, but starting out on the right foot is always useful.

There isn't much finesse to these missions—it's purely a matter of brute force and survival. Use vehicle melee to dodge attacks (or knock attackers away), and use boost to get to the safehouse more quickly.

Completing Fugitive missions with at least an A rank awards you with a new mission unlock, and upgrades the Health level of any vehicle you drive.



Wrong side of the road

In the later Fugitive missions, the fire coming at you gets pretty intense. Try staying on the *left* side of the road (and on the left of your pursuers). Excepting motorcycles, their gunners can only shoot at you if you're on their right side.



Mind the Police

In most of the Fugitive missions, you are being pursued by angry gang members from one of the three major gangs, but occasionally, you have to deal with Barcelona's finest.

When you are being chased by the police, it's ok to ram them, but *don't* shoot at or try to kill the officers, unless you want an extremely angry police pursuit developing.



5
10
20

RUN, MILO, RUN
GETAWAY IN BARCELONA
CAN'T CATCH ME!

Complete Fugitive missions to unlock the Run, Milo, Run, Getaway in Barcelona and Can't Catch Me! Achievements, for 1, 5, and all missions.

First Set

Fugitive Mission 1: Museu Nacional d'Art

Tier: 1

Safehouse Location: Raval



Fugitive Mission 2: Avinguda Del Paral·lel

Tier: 1

Safehouse Location: Museu Nacional d'Art



Fugitive Mission 3: Grand Theatre Del Liceu

Tier: 1

Safehouse Location: Gran Via De Les Corts Catalanes

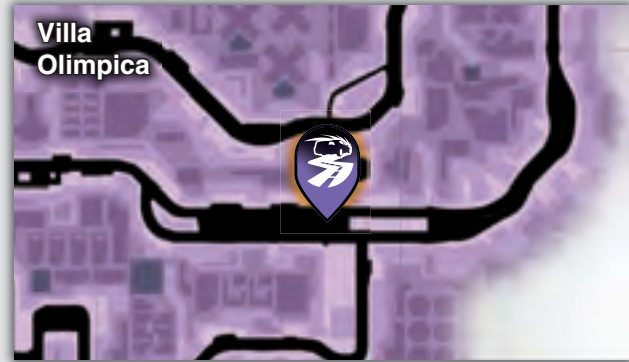


Second Set

Fugitive Mission 4: Cathedral De La Seu

Tier: 1

Safehouse Location: Villa Olimpica



Fugitive Mission 5: Drassanes

Tier: 1

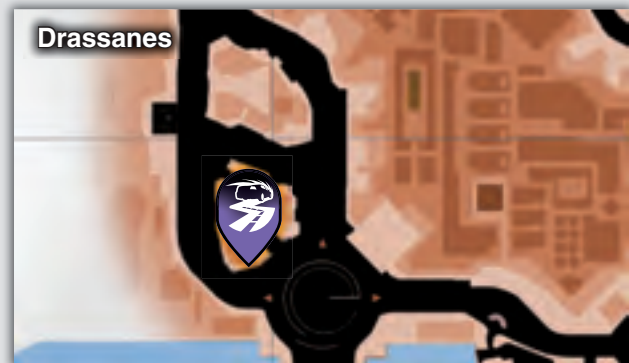
Safehouse Location: Grand Theatre Del Liceu



Fugitive Mission 6: Parc De La Ciutadella

Tier: 2

Safehouse Location: Drassanes





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VIN DIESEL

WHEELMAN

OFFICIAL STRATEGY GUIDE

Written by Phillip Marcus

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Sagrada Família Cathedral: The authors of the Sagrada Família Cathedral are the architect Antonio Gaudí, and the architects Jordi Bonet Armengol, Carles Baixidó Robot, Jordi Faulí Oller, Joseph Gómez Serrano and Joan Margarit i Corsanau, and the sculptors Josep María Subirats and Etsuro Sotoo.

Casa Comalat: Building designed by the architect **Salvador Valeri i Pupurull** (1954). It was built between 1906 and 1911. It is located on a public road at Avda. Diagonal 442.

Teatro Liceo: Emblematic building in Barcelona, designed by the architects **Miquel Garriga i Roca** and **Josep Oriol Mestres** in 1847. In 1994, the seating area and the stage were destroyed by fire and the theater had to be rebuilt. Its recent reconstruction was designed by the architects **Ignasi de Solà-Morales**, **Xavier Fabré** and **Lluís Dilmé**. It is located on a public road at Rambla, 51-59.

Edificio Colón: Building designed by the architects **Josep Anglada**, **Daniel Gelabert** and **Josep Ribas**. It was built in 1970. It is also called "Torre Marítima". It is currently an office building and is located on a public road at Avenida de las Drassanes, 6-8.

Torre Mare Nostrum: Singular recently constructed building designed by the architects **Enric Miralles** and **Benedetta Tagliabue**. It is currently an office building, home to the Spanish company GAS NATURAL. The building is located on a public road in the area of the Olympic Villa.

Las Arenas Bullring: Building inaugurated on 29 June 1900 and designed by the architect **Augusto Font y Carreras**. It is located at the Plaza de España. It is currently being refurbished and will become a shopping and leisure center. The refurbishment, which will maintain part of the original structure, is designed by the architects **Richard Rogers**, **Luis Alonso** and **Sergi Balaguer**.

Museo Nacional d'Art de Catalunya: Building constructed in 1929 for the 1929 World's Fair, located on Montjuïc mountain. It has been refurbished several times, the last of which took place in 2004 under the direction of the architects **Gae Aulenti** and **Josep Benedito**.

Vitalicio Seguros: Building located on a public road at Paseo de Gracia 11. It was designed by the architect **Luis Bonet Garí**, and it was inaugurated in 1950. Since then, it is the main office of the mentioned insurance company.

Torre Urquinaona: Office building located on a public road in Plaza Urquinaona. It was designed by the architect **Antoni Bonet Castellana**, and it was built in 1973.

Edifici Fàbregas: Building located on a public road between calle Trafalgar and calle Jonqueres. It was designed by architect **Luis Gutiérrez Soto**. Construction began in 1935 and it ended in 1944.

Plaza de Catalunya: Public square surrounded by large bank buildings and department stores. The square is the starting point for some of the most important streets and avenues, such as La Rambla, Rambla Catalunya or Paseo de Gracia. It was designed in 1927 by the architect **Francisco Nebot**. The square has fountains, gardens and monuments. Of particular relevance is the monument to Francesc Macià with its curious form of an inverted staircase.

Torre Agbar: Tower designed by the studio of architect Jean Nouvel together with the architecture firm b720, inaugurated in 2005. It is located on a public road in the Plaza de les Glòries Catalanes.

Plaza de Toros Monumental: Building located on a public road at the intersection of Gran Vía and calle Marina, designed by the architects **Manuel Raspall** and **Ignasi Mas**. It houses the Bullfighting Museum of Barcelona.

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