



COVERS NINTENDO DS™

BASED ON A GAME  
RATED BY THE  
**ESRB** MATURE 17+



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# BASICS CONTROLS

## ON FOOT

BUTTON	ACTION
+Control Pad	Navigate direction
X	Enter vehicle. Hold to hail taxi
Y	Climb/Roll (roll to put out fire and dodge gunfire)
A	Fire weapon, hold to punch, Tap x3 to Roundhouse Kick
B	Hold to sprint
START	Pause
SELECT	Interact with dealers, open dumpsters, buy hotdogs from vendors
L	Center camera
R	Toggle Target Lock
Microphone	Whistle into the mic to hail a taxi

## MOVES

### SWIMMING

To swim, simply jump in the water and move. Use the +Control pad to navigate or just press and hold the B Button to swim in the direction you are facing. If you ever go into the water while in a vehicle, immediately exit. If you're trapped inside, you must bust out the back window to escape. Fail to do this and you'll get Wasted and are promptly sent to the nearest hospital. No need to hold your breath; you won't be swimming underwater. There are many docks and piers to help you make your way back out of the water. You don't need to press any special buttons to do this; simply swim up to the lowest section of a dock and climb out.



### SPRINTING

Press and hold the B Button to sprint. This is not an infinite dash. Press B repeatedly to prolong the limits of sprint. Get a Gold in Paramedic to earn infinite sprint—the ability to sprint without tiring... ever. See the **Odd Jobs** chapter of this guide for more details.

### VAULTING

To climb over a vehicle or low wall, move against it using the +Control pad, then press the Y Button to climb up or vault over.

### FIGHTING

Tap the R Button to lock on to a target and press the A Button to punch. To perform a roundhouse kick, tap A, A, A. Press A + B to perform a Flying Kick.

### BAIL OUT & BANG

Unlike other Grand Theft Auto games, in Chinatown Wars you can bail from a vehicle and quickly shoot it with a high-powered weapon to send this fiery missile on wheels into enemy targets or roadblocks. You can also perform this maneuver in mid-air. Go off a ramp, bail out of the vehicle in mid-air, and then quickly shoot it to turn the vehicle into an airborne missile, which could potentially be used to take out helicopters!

### SHOOTING ON FOOT

Tap the R Button to lock-on to a target and press the A Button to fire your weapon. Just pressing the A Button to fire will automatically select the best target in front of you.



## IN VEHICLE

BUTTON	ACTION
+Control Pad	Left/Right to steer, Down for horn/siren
X	Exit vehicle
Y	Reverse/Brake
A	Drive-by
B	Accelerate
START	Pause
L	Center camera
R	Handbrake

While locked on, hold the L Button and press left and right on the +Control pad to scroll through targets. Tapping the L Button while the R Button is held down will automatically cycle through available targets. The targeting around enemies displays their health status. Green is healthy, light green is damaged, orange is low health, and red is the status just before Wasted.

### DRIVE-BY SHOOTING

Some guns can be fired while in a car. Use the A Button to perform a drive-by. Projectile weapons can also be thrown from vehicles. Simply drag the stylus from the projectile icon on the bottom screen to the direction of the target on the top screen. Pressing and holding the stylus on the projectile icon ring displays a green aiming arc on the top screen that allows you to judge how far to throw it.



You can shoot forward while on a motorcycle, as well as throw projectiles. The aiming of drive-bys (other than shooting forward on a bike, which can be directed by the steering direction) is a little tricky. You automatically aim at the nearest key target. Position your vehicle beside the target or target vehicle, then fire. Sometimes you will shoot out the wrong window. If this happens, reposition yourself to the target and try again.

The fact that drive-bys cannot be aimed out the front of the vehicle can also work to your advantage. If you're being chased by the enemy or opponents in vehicles other than bikes, try to remain directly in front of them to avoid getting shot.

### DRIVING

Vehicles automatically align to roads. This is a great feature that allows you to cruise down the paint to avoid most traffic. However, toggling Steering Assist in the System Settings disables this feature.

### BURNOUTS

To perform a Burnout in certain vehicles, press and hold B + Y to spin the tires, then let go of the Y Button to release the brake. This causes the vehicle to lunge forward with a sudden speed boost from a stationary position. Burnouts are great for beginning races, recovering from a bad turn, or getting away from the cops when they're about to pull you out of a stolen vehicle.





# CARJACKING

To jack a vehicle, press the X Button. If the vehicle is moving, the occupant will be thrown out as you enter. Step in front of a slow moving vehicle to make it stop; otherwise, sprint beside it until you can open the door. There is no hotwiring required and no alarm sounds when you jack a vehicle with an occupant inside.



When jacking a parked car, an alarm is often engaged. To avoid this, you must complete a hotwire mini-game. There are several types of hotwires. Some involve a screwdriver into the ignition, others require twisting ignition wires, and still others must be deactivated using your PDA to crack a code.



## HOTWIRE SHORTCUT

If you're in a hurry and don't mind a one-star Wanted Level, you can enter a car and then exit immediately to stop the hotwire mini-game. This gets you wheels quickly, but also sounds an alarm, triggering a one-star Wanted Level if a cop is within earshot. If there aren't any cops nearby, you could wait until the alarm stops before speeding through the city. However, if you choose to wait, you might as well play the hotwire game.

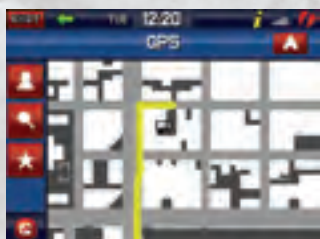
## RADAR

The radar on the lower screen is a Grand Theft Auto staple and needs no improvement from game to game; it's perfect just the way it is. This feature shows your position (white triangle), along with the positions of enemies, mission givers, friends, allies, and points of interest, such as safehouses, Pay 'n' Sprays, and many other places you've discovered. An "N" appears along the ring to display which direction is north. Your Health and Body Armor status are displayed as green and blue, half rings around the radar. The button in the top-left section of the radar allows you to toggle GPS routes on and off.



## GPS

The GPS radar has another important feature. Tap on it with your finger or the stylus to enter the GPS menu. Contacts List, Points of Interest (POI), and Favorites buttons appear on the left side of the Touch screen.



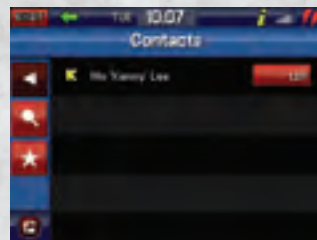
The lower Touch screen is filled with a close-up of the Liberty City map that can be manipulated with your finger or the stylus; slide it around to scan the city and plot waypoints. Pressing your triangle icon in the top-right corner of the screen centers the map on your current location. The GPS route button in the bottom-left corner toggles GPS routes on and off. This feature also appears on the radar itself in the Gameplay menu. Touch any icon on the bottom screen to find out what it is.



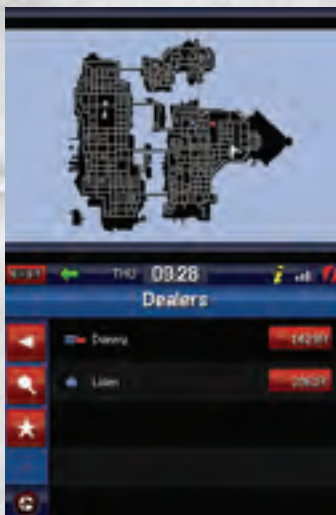
The little box on the top screen shows your general location in the city while the lower screen displays a close-up. The box moves on the top map as you slide the bottom map around. Icons representing different points of interest pop up in this area as it moves across the screen. This feature keeps the map clutter-free.

## CONTACTS LIST

Friends, relatives, and colleagues that have work available for you are automatically added to your Contacts List. This includes drug dealers that you've met. The order that contacts appear in this list is determined by their distance to your position in the city. This distance is displayed in the red rectangle to the right of their name. Select the red distance button to set a GPS route that appears on the radar when you return to the gameplay screen.



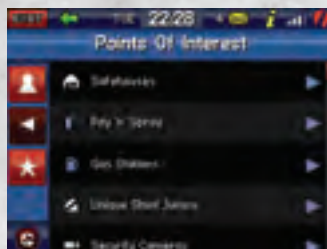
Drug dealers have a sub-menu that lists each individual dealer. It also shows if any of the dealers you know have specials going on (red or green arrow next to their name). This is also where you can set a GPS route to the drug dealer you've selected.



## POINTS OF INTEREST (POI)

Points of Interest (the magnifying glass icon) is where you find all those interesting places you've discovered, as well as current objective locations. Check here when you have static targets within the city that you want to target with a GPS route. This will help you find your way more easily.

The POI menu displays all the cool stuff that you've discovered. This feature comes in handy when you want to find them quickly and add a GPS route. Once found, the following locations appear in this menu: Safehouses, Gas Stations, Unique Stunt Jumps, Security Cameras, Odd jobs, Rampages, and Scratch Card locations. The Pay 'n' Spray and Bomb Garage must be unlocked rather than found. Spray shops appear after you complete "Pursuit Farce" and Bomb shops after "Operation Northwood." To find all of these locations (and more) right now, check out the **Maps** section of this guide.





# PART I: YU JIAN

## PROLOGUE

Shortly after his assassinated father's funeral, the cynical young Triad gangster, Huang Lee, is summoned to Liberty City to work for Wu "Kenny" Lee, his uncle. Traveling via private jet, Huang transports an ornate, valuable sword known as Yu Jian, a Lee family heirloom. According to tradition, the patriarch (now Kenny) is designated as keeper of the weapon.



However, Uncle Kenny plans to present the sword as a gift to Hsin Jaoming, the aging boss of Liberty City's Triad gangs. Kenny hopes to gain Hsin's favor with this gesture of respect, sealing Kenny's position as the favorite to replace the old Triad boss when the time for succession comes.



Kenny vies against two other potential successors. Chan Jaoming, Hsin's playboy son, enjoys the boss's unrivalled favor, but lacks wider popularity. Zhou Ming is the bold, flashy embodiment of the young Chinese wise-guy; as a result, Zhou is the favorite of the Triad rank and file. Kenny Lee is the traditionalist's choice—his manner recalls the Triad's glory days. Although generally seen as the most capable of the three, Kenny currently has neither the full favor of the boss nor enough popular support amongst the Tongs.



Unfortunately, Huang and the bodyguards sent to meet him at Liberty City's airport get ambushed—he recognizes them as the same masked men who murdered his father in Kowloon. Huang survives the vicious assault, but the family's sword is stolen.



# WU “KENNY” LEE



## YU JIAN

Huang awakens in the back seat of a car with a bullet wound to the head and two “escorts” who assume he’s dead. Their plan is to dump the car with Huang’s body in the harbor. The goons also swiped Yu Jian, the sword. Your first goal is to survive the ordeal, then get to uncle Kenny Lee’s place and report the robbery.





## MAIN OBJECTIVES

- Smash through the car's window and swim to shore.
- Hotwire the marked car.
- Go to Kenny's restaurant.
- Visit your new apartment.

1. Start
2. Uncle Kenny's restaurant
3. Your apartment (safehouse)



## PREREQUISITES

Begin the game.

### MISSION

#### SMASH THROUGH THE WINDOW.

This first mission gives you a series of basic tasks to complete. Tap the stylus on the car's back windshield (on the lower screen of your DS) to bust through the glass and escape the vehicle. You end up treading water near the pier (1).



#### GET TO SHORE.



Follow the yellow radar blip to swim to the jetty. Head directly toward the yellow marker to emerge from the water onto the wooden walkway. This triggers a quick monologue: Huang needs a car to get to Uncle Kenny's.

### FAST FORWARD

Remember that you can press START to skip any cut-scene.



## HOTWIRE A CAR.

Your next objective is to find a car. Follow the blue radar blip to the nearby vehicle with the blue marker overhead. Approach the marked car and press the X Button to get inside, then follow the onscreen instructions: First, touch the screwdriver and slide it left to the ignition lock. Then move the stylus in a circle (back and forth in the direction of the onscreen arrows) to rotate the screwdriver and force the ignition lock to start the engine.



## DRIVE TO KENNY'S RESTAURANT.

Now start driving the vehicle. Use the B Button to accelerate and the Y Button to brake or go in reverse. Follow the yellow radar route across East Island City until you reach the yellow chevron marker outside Uncle Kenny's restaurant (2). Press the X Button to exit the car and walk into the yellow chevrons to enter the restaurant.

This triggers a cut-scene: Huang meets his uncle and reports the robbery. Now Kenny believes his honor is irreparably besmirched. He's arranged an apartment for Huang—a safehouse.

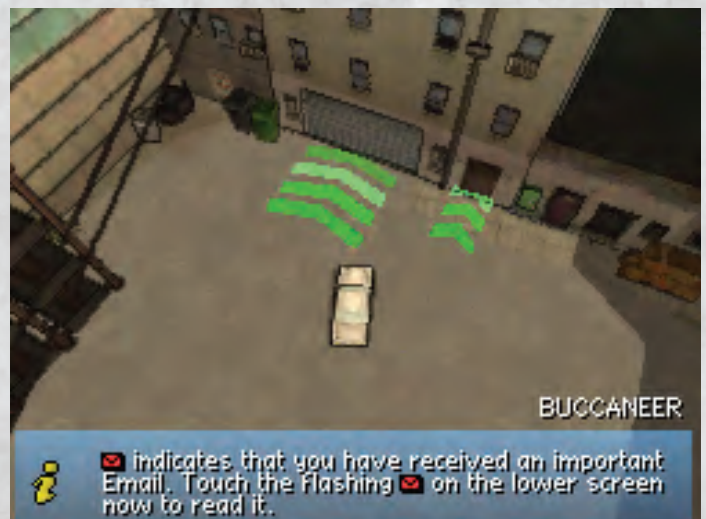


## THE YELLOW ROUTE

The yellow line on your radar map marks the most direct legal route to your destination. The key word here is "legal"—often you can find alternate routes that are faster! Cut corners and angle across empty lots whenever you can.

## VISIT YOUR APARTMENT.

Follow the yellow radar route to your place (3). It's a block away, so you can just stroll over there, but it's also nice to have a car handy. Drive or walk into the yellow marker in the lot off the main street. You get a quick tutorial on how to save your game and store a car in your garage. Note that the apartment location now appears as a green house icon on your radar map.





After passing the mission, you also get a brief email tutorial. Tap the flashing red email icon on the lower screen to bring up your PDA email list. Then tap the unread email from Kenny. Read it to learn that Uncle Kenny wants to speak to you about something as soon as possible. This puts Kenny's "K" icon on your map. Before you follow it back to Kenny's place, enter your apartment safehouse and check it out.

**MISSION PASSED: EARN \$50**



## PURSUIT FARCE

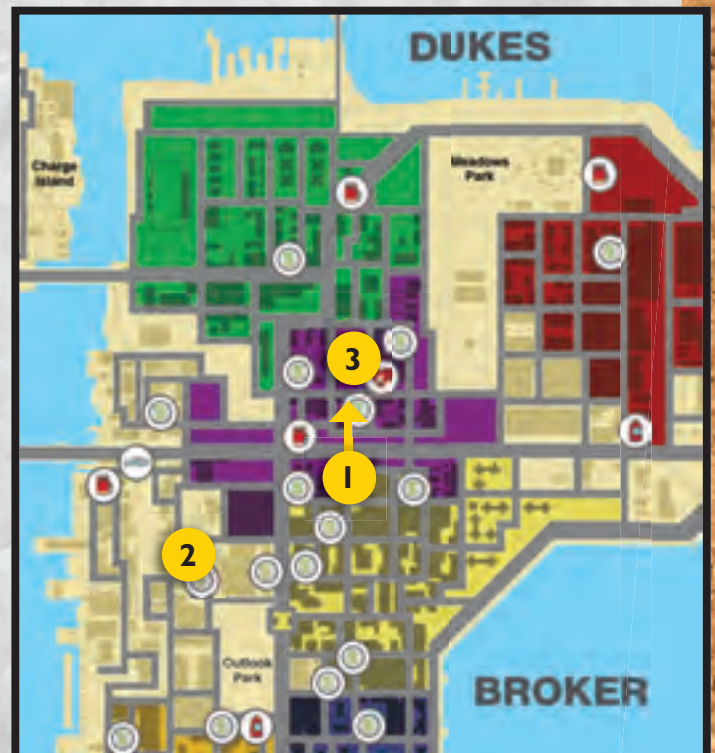
Follow the "K" icon on the map back to Kenny's restaurant (1). Uncle Kenny tells Huang that the Triad leader, Hsin Jaoming, is very unhappy about the loss of the ceremonial sword. In the meantime, Kenny wants Huang to take Kenny's car and go check on a crew he sent out to spy on a squad of undercover cops.



### MAIN OBJECTIVES

- Get in Kenny's car.
- Drive to Kenny's crew.
- Lose the cops.
- Return to the safehouse.

1. Kenny's restaurant
2. Kenny's crew (Ling)
3. Your apartment safehouse





# PREREQUISITES

Complete "Yu Jian."

## MISSION

### GET IN KENNY'S CAR.

Cross the street and get in Kenny's car (marked in blue). Follow the on-screen instructions to complete the PDA GPS tutorial. You learn how to use the map, set destination markers, and access the Points of Interest menu to plot routes.



### LOSE YOUR WANTED LEVEL.

You start with a two-star Wanted Level. Ram your way out of the alley and speed down the street. Kenny's car is quite sturdy, so use it to veer into pursuit until the stars start flashing to signify a successful evasion. Another good tactic for taking out cruisers is to swerve at high speed into a near miss with the corner of a building; pursuing police cruisers follow closely and often collide with the buildings, destroying the cop car instantly (if the speed is great enough). Pull over and stay out of trouble until the flashing stops and the stars disappear.



### PDA BRIEF

If you're unsure what you should be doing, check the Brief in your PDA. It logs your objectives and recent messages.

### THE ONE CAR

"Pursuit Farce" must be completed using Kenny's car.

### DRIVE TO KENNY'S CREW.

Follow the yellow GPS route to the pulsing yellow marker (2) in the alley on Rotterdam Hill. This triggers a cut-scene: Huang exchanges pleasantries with Ling Shan, one of Kenny's spies.

As Ling explains how the cops jumped his partners, more cops appear. Here you get details on Wanted Levels. You can shake off pursuing cop cars by ramming or nudging them into collisions with other objects.



### RETURN TO YOUR APARTMENT.

Once your Wanted Level is clean, start following the yellow GPS route back to your apartment safehouse (3) to complete the mission. Avoid running into police cars along the way or you'll incur a one-star Wanted Level.



When you're clear again, head for the yellow marker in the street at the opening to the alley that leads back to your apartment. Huang hops out and Ling takes Kenny's car back. You, meanwhile, get a brief tutorial on using Pay 'n' Sprays. Remember, a Pay 'n' Spray only works if the cops do not see you enter the garage. After you get the "Mission Passed" message, you receive instructions on hailing a taxi.

**MISSION PASSED: \$50**





# FIRE FIGHTER 1

## REWARD

Get Gold to unlock Flame Retard, which makes you fireproof.

**BRONZE:** 3 MISSIONS COMPLETED

**SILVER:** 6 MISSIONS COMPLETED

**GOLD:** 10 MISSIONS COMPLETED

## DETAILS



Just jumping into any ol' fire truck will not start the Fire Fighter Odd job; you must head to the fire station in the Northwood district of Algonquin. Jack either of the two fire trucks at this station to begin the Odd job.



The moment you enter the fire truck, you receive an incident report on the radio and a yellow blip appears on the GPS. A time limit also appears in the top-left corner of the top screen. This is the time you have to arrive and put out the fire. Drive down the middle of the road to avoid accidents. Keep your truck in good shape and go the long haul to reach Gold. Manipulate the fire extinguisher icon with your stylus on the lower screen to aim and shoot the fire truck's fire hose at the targets on the top screen. Move and maneuver the truck to put targets in range.



Missions range from extinguishing car and building fires to hosing down protestors. During the latter variety, continue to spray all people around the truck, because once a protester is no longer a target, they may try to pull you out of the truck.

# EAST SIDE ESCAPADE 2

## REWARD

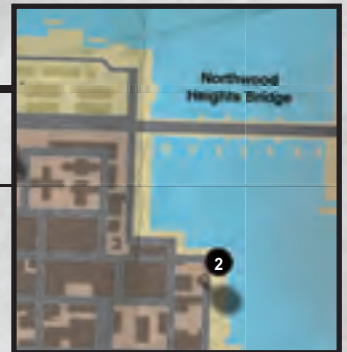


This playground challenge is a "time trial," so getting the Bronze here will go toward unlocking the Cityscape vehicle for purchase at the Auto Merchant.

**BRONZE:** 60 SEC

**SILVER:** 55 SEC

**GOLD:** 50 SEC





# DETAILS



Find the Banshee parked on the sidewalk in East Holland near a large, colorful wall poster. The challenge begins when you enter the vehicle. You must pass through 39 checkpoints in at least 60 seconds. If you miss a checkpoint (yellow glowing spheres), it remains active and you must return to pass through it; however, all checkpoints are active at once, unlike a checkpoint race. If you have to turn back to get a missed checkpoint, you might as well face it: you're not going to beat the challenge that time.



Getting the Gold in this challenge is primarily course familiarity, as well as knowing when to use the emergency brake and when to just let off the gas for certain turns. The first tough turn is between checkpoints 9 and 10, under the raised rail track. Begin your turn under the track, using a power sliding hand brake maneuver to shoot left into the alley without missing or hitting the outside wall.



Lay on the gas through the railway straightaway and use the building dead ahead at checkpoint 15 to slam into in a side sliding maneuver to slow down for the sharp left turn.



Powerslide sideways using the handbrake to enter the basketball courts, then handbrake just before exiting and turn to slide right back onto the street to avoid the tree planter on the other side of the street. A collision here will stop you in your tracks.



Snake through the alleyways and use the emergency brake to slide through the turns. Powerslide into the park, then make your way through the trees and other obstructions (such as rocks) that could cause you to stop abruptly. Burn through the last straightaway, then proceed up a ramp, over the river, and into the last checkpoint in the park on the other side. You must have enough speed up the ramp to clear the river and the next fence before the final checkpoint. It's a great challenge.

ODD JOBS

# PATRIOT PARK TT 3

## REWARD

This challenge is a "time trial," so getting a Bronze here will go toward unlocking the Cityscape vehicle for purchase at the Auto Merchant.

# DETAILS

Find the Patriot parked next to the clubhouse and the large pond in Middle Park. The challenge begins when you enter the vehicle. There are four different courses in Patriot Park TT. Courses are unlocked as you pass the one that precedes it. Passing a course is achieved by receiving a Bronze medal.



### PATRIOT PARK TT TRACK MEDALS

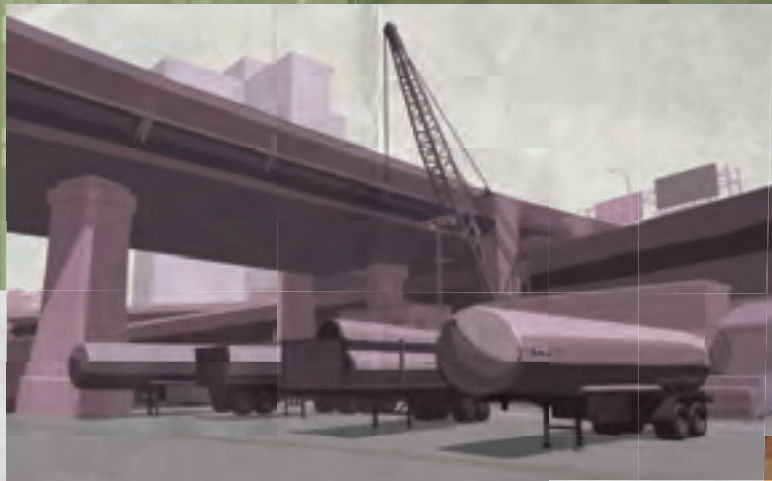
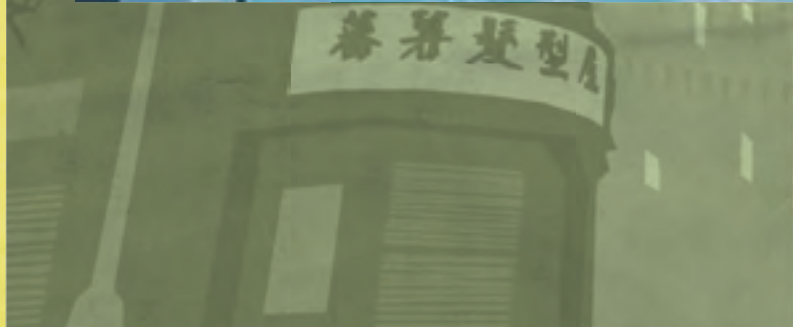
TRACK	BRONZE TIME	SILVER TIME	GOLD TIME
1	90 SEC	85 SEC	80 SEC
2	76 SEC	72 SEC	66 SEC
3	70 SEC	65 SEC	60 SEC
4	100 SEC	93 SEC	90 SEC



# Grand Theft Auto CHINATOWN WARS


## OFFICIAL STRATEGY GUIDE

Written by Tim Bogenn & Rick Barba



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