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ODD JOBS MAP

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(Missions in blue are PSP exclusives.)

BASICS

CONTROLS

ON FOOT

BUTTON	ACTION
Analog Stick	Navigate direction
Ⓐ	Enter vehicle. Hold to hail taxi
Ⓢ	Climb/Roll (roll to put out fire and dodge gunfire)
Ⓞ	Fire weapon, hold to punch, Tap x3 to Roundhouse Kick
ⓧ	Hold to sprint
START	Pause/Skip cut-scenes/Access PDA
SELECT (hold)	Interact with dealers, open dumpsters, buy hotdogs from vendors
SELECT + Analog Stick	Scroll through weapons
Ⓚ	Center camera
R	Toggle Target Lock

MOVES

SWIMMING

To swim, simply jump in the water and move. Use the Analog Stick to navigate or just press and hold ⓧ to swim in the direction you are facing. If you ever go into the water while in a vehicle, immediately exit. If you get 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. There are many docks and piers to help you make your way out of the water. You don't need to press any special buttons to get on a dock; simply swim up to the lowest section of a dock and climb out.



SPRINTING

Press and hold ⓧ to sprint. This is not an infinite dash. Press ⓧ 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, then press Ⓢ to climb up or vault over.

FIGHTING

Tap the R Button to lock-on to a target and press Ⓞ to punch. To perform a roundhouse kick, tap Ⓞ, Ⓞ, Ⓞ. Press ⓧ + Ⓞ 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 Ⓞ to fire your weapon. Just pressing Ⓞ to fire will automatically select the best target in front of you.



IN VEHICLE

BUTTON	ACTION
Analog Stick	Left/Right to steer
Ⓐ	Exit vehicle
Ⓢ	Reverse/Brake
Ⓞ	Drive-by
ⓧ	Accelerate
START	Pause/Access PDA
Ⓚ	Center camera
Ⓚ	Controls horn/siren
L	Change direction of Drive-by shooting (when Auto Drive-by is turned off)
R	Handbrake

Press the R Button to lock-on to a target, then press Left and Right on the D-pad to scroll through all available targets. The targeting ring 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. Press Ⓞ to perform a drive-by. Projectile weapons can also be thrown from vehicles. Simply hold the L Button and use the Analog Stick to aim. Press Ⓞ to throw in the desired direction (the longer you hold Ⓞ, the longer the toss).



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, tap the L Button to switch windows (when Auto Drive-by is turned off).

The restriction of frontal drive-bys can also work to your advantage. If the enemy or opponents in vehicles other than bikes are chasing you, get directly in front of them to avoid being 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 ⓧ + Ⓢ to spin the tires, then let go of Ⓢ to release the brake. This causes the vehicle to lunge forward with a sudden speed boost from a stationary position. Flames rise from the burnt rubber on the pavement. 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.



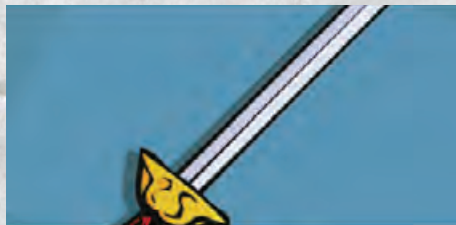
PART I: YU JIAN

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

MAIN STORY



YU JIAN

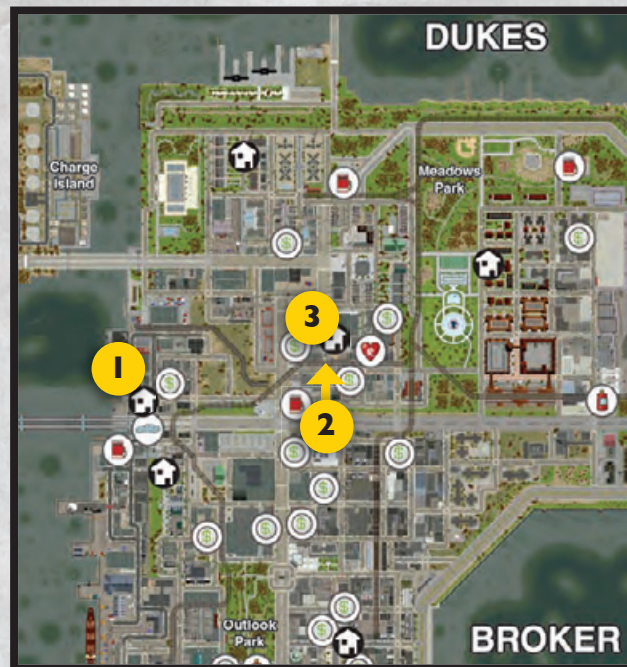
Huang awakens in the back seat of a car with a bullet wound to the head and two “escorts” who assume he’s dead. Their plan is to dump the car with Huang’s body in the harbor. The goons also swiped Yu Jian, the sword. Your first goal is to survive the ordeal, then get to uncle Kenny Lee’s place and report 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. Repeatedly press the L or R Buttons to break the car's back windshield 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 **△** to get inside, then follow the onscreen instructions: First, press **×** to stick the screwdriver into the ignition lock. Then rotate the Analog Stick in the direction indicated onscreen to turn the screwdriver and force the ignition lock to start the engine.

DRIVE TO KENNY'S RESTAURANT.

Now start driving the vehicle. Press **×** to accelerate and **○** to brake or go in reverse. Use the R Button to handbrake for sharper turns. Follow the yellow radar route across East Island City until you reach the yellow chevron marker outside Uncle Kenny's restaurant **(2)**. Press **△** 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.

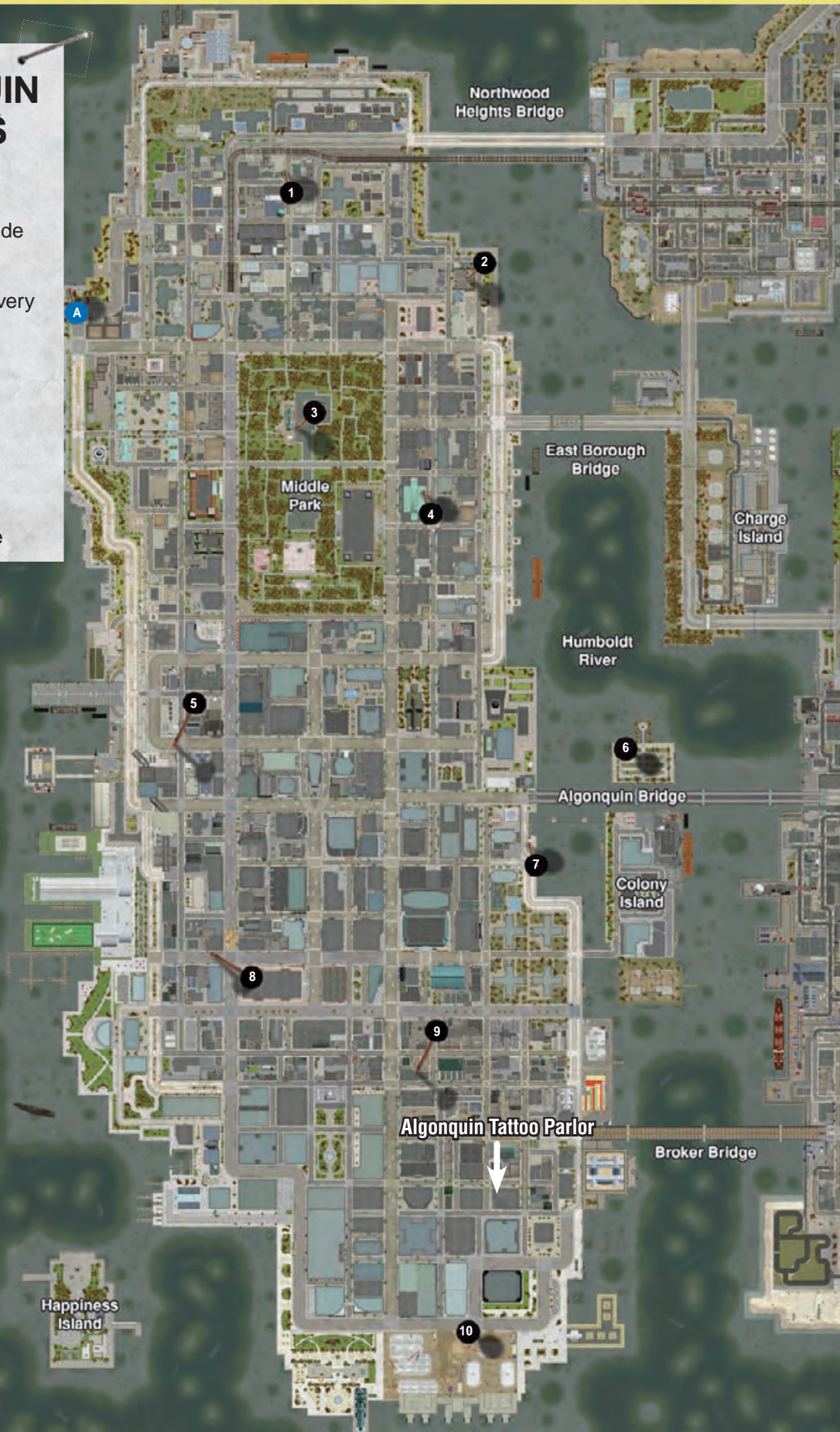


ODD JOBS

Vehicle missions (Taxi, Vigilante, Paramedic) do not appear on our map, as you can enter any of these vehicles anywhere they are found to begin that vehicle's Odd Job. However, you can find details on these missions at the end of this chapter in "Other Odd Jobs."

ALGONQUIN ODD JOBS

1. Fire Fighter
(also in Broker)
2. East Side Escapade
3. Patriot Park TT
4. Liberty State Delivery
5. Transfender
Invitational
6. HoboTron
7. Wetscapade TT
8. Midtown Mayhem
9. Noodle Run
10. Loose Exchange



FIRE FIGHTER 1

REWARD

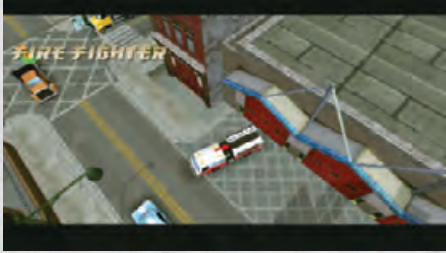
Get Gold to unlock Flame Retard, which makes you fireproof.

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 or the Downtown district in Broker. 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. Hold the L Button and use the Analog Stick to aim the hose in the direction of the fire target. Press **○** to spray the hose. 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

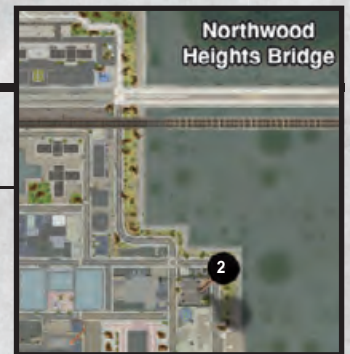


This playground challenge is a "time trial," so getting the Bronze here will go toward unlocking the Cityscape vehicle for purchase at the Auto Merchant.

BRONZE: 60 SEC

SILVER: 55 SEC

GOLD: 50 SEC



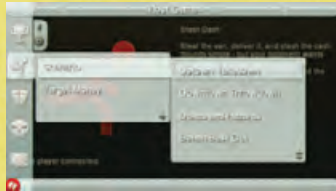
MULTIPLAYER

Multiplayer is played with a pair of PSP systems and two Grand Theft Auto: Chinatown Wars games. Select “Host Game” from the Multiplayer option in your PDA to begin a game as the host or “Join Game” to join a hosted game.

GAME MODES

STASH DASH

Steal the van, deliver it, and stash the cash. Sounds simple—but your opponent wants the same van and the same cash. Be careful; the more the van is damaged, the less cash you get on delivery.



There are a few different scenarios, depending on where you are spawned in the city to begin the challenge: Dukes of Earn, Uptown Takedown, Downtown Throwdown, Dukes of Hazards, and Bohan Bust Out. You can also set the amount of Target Money from \$1000 to \$5000.

You begin the challenge on foot with an SMG and 10 Proximity Mines. The objective is to “Get the Van.”



Steal a car as quickly as you can, then follow the yellow GPS route to the van (blue blip on GPS). There's usually a weapon and some Body Armor nearby (look for the green blips). Take the goodies, get in the N.O.O.S.E Enforcer before your opponent, and drive the van to the destination to grab the stash. The condition of the van as it sustains damage is gauged in a meter at the top of the screen.



Follow the yellow GPS route to the stash while warding off your opponent's attempts to take over or destroy the van. Pull into the yellow marker to collect up to \$750 depending on the shape of the van when it is delivered. There is usually Health and a good weapon near the drop-off point. If the van is destroyed on the way, then another van will appear at a new location and no one gets the money from that last attempt. The first one to the set Target Money amount wins.

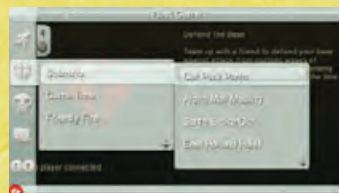


DEFEND THE BASE

Team up with a friend to defend your base against attacks from multiple waves of computer controlled enemies. If the enemy destroys your base's vehicles before the time expires, you lose!

There are various scenarios available: Sabre Strike Out, East Holland Heist, Chopper Chow Down, Tanker Take Down, Fear Factor-y, Back Passage Abuse, Car Park Panic, and Alpha Mail Mauling. Each features a unique starting position in the city.

You can modify the game time from two to five minutes, as well as turn friendly fire on or off.




Grand Theft Auto CHINATOWN WARS

OFFICIAL STRATEGY GUIDE

Written by Tim Bogenn & Rick Barba

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