



Introduction

John Woo: Occupation?

Chow Yun Fat: Inspector Tequila.

John Woo: Did you Tequila Bomb in the last stage?

Chow Yun Fat: Nah.

John Woo: Did you try to Tequila Bomb the last stage?

Chow Yun Fat: Yeah.

John Woo: All right, this is your last chance of not Tequila Bombing. Either you Tequila Bomb this stage, or I'm going to have to change your status, got that?

Chow Yun Fat: Yeah.

John Woo: All right, sign here.

IGN's Stranglehold guide won't tell you all the times you need to use Tequila Bomb, but it will bump you in the right direction for paper cranes, devious laser mine traps, and general ambushes by enemies who keep spawning until you find the right trigger to detonate to stop the horde.

You also get excessive Chow Yun Fat jokes, as well as the lower ammo limits for each weapon (and when they take in ammo). Check out IGN's Stranglehold guide today!

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Stranglehold Basics

Bullet-Time-Matrix-Shoot-Tequila-Dodge Whatever

Stranglehold is at its heart a shooter in constant motion. If you stand still and neglect to use the Shoot-Dodge-Matrix-Tequila-Time ability, your guy dies faster than spam becoming veal on the puree setting in a blender.

Naturally, the main goal of the game (just like in most games from 1984) is to *kill them before they kill you*.

If you don't understand the basic premise of that sentence, you need to spend some time in a very cold place with Cobra rejects and Sergeant Slaughter fuming on your face -- just like Duke's no good, washout, loser half-brother.

Luckily, the sheer number of enemies means you need to rely on special abilities only gunmen from the mainland have (and no G.I. Joe operative ever will). Use the bullet time mode (Tequila Time) to get the drop on many enemies or simply faster enemies and you should do fine.

Shoot-dodge (Tequila Time) and Style Points

There are several meters you need to preserve when playing. The red life meter of course, is the most important, although you honestly only need enough of it so you don't die instantly. Although you shouldn't let it drop less than halfway, it's positively better to sacrifice a little life than lose more Tequila Bomb time.

Under the life meter is the shoot-dodge meter. Tequila time is basically the Matrix slow-down feature everyone's been trying to copy for the last 10 years. Since this meter regenerates, you almost always want to use any opportunity to let it recharge before moving on.

Style points are earned when killing people while time is slowed down; style points in turn automatically increase the Tequila Bomb meter (the meter in the lower left corner). The Tequila bomb meter is used to fuel special abilities that recover life and help you defeat tough bosses, etc.

Bullet Tequila Time - Automatic VS Manual

Max Payne's shoot-dodge is customizable in Stranglehold. You should play around with the settings and decide if you can control the Tequila time while aiming and firing to leave the setting on automatic or manual.

A manual setting means even if you press the **Action** key, Chow will not auto-slow anything and simply dodge to the side (or forwards/backwards). Unless you are an absolute god with aiming on your platform, you will not be able to soundly defeat all enemies before their concentrated gunfire kills your dumb-ass hero.

On automatic, the slow-down is engaged when the crosshairs go over an enemy and Chow is doing something worthy (for style points). However, the disadvantage is the slow-down is always on so long as you aim at the guy. Sometimes, you simply need to brave a field of fire and dodge to an area without slow down.

The good thing about the automatic setting is the slow-down ceases if the enemy is killed; in stages where tear gas or smoke grenades are used, the automatic feature can be used to highlight enemies your own eyes cannot see (but the auto-feature in the game can detect).

IGN recommends you leave the setting to automatic when possible. Not only will it kick in when you need it the most, but when the slow effect ends, it means you've run dry of Tequila Time *or* the enemy targeted is dead, and you can move onto a new target.

Tequila Bomb Ability	
Heal Self	<p>This is an easy skill to use. Push the indicated shortcut on your platform to heal the Fat. Since the amount healed is dependent on how much life has been lost and how much bomb meter you have, you should heal Chow Yun Fat when you need to (especially if it's just a small amount of life) and keep an eye on the medikits for later.</p> <p>Although there is no minimum meter level for this ability, each quarter section of the meter is</p> <p>Medikits are far better than this ability, so you only use it when you still have a few enemies left to shoot in bullet time (to build the bomb meter back up).</p>
Precision Shot	<p>This second ability is used to deliver a roundless pistol shot to a target. The resulting attack is like a sniper rifle but uses no ammo. Indeed, if Chow Yun Fat has now weapons, he can still call this ability up and fire a bullet from nowhere and brain some poor schmuck from afar.</p> <p>Precision shot uses up one-quarter of the bomb meter and there must be at least one-quarter of the meter for the ability to be available. Although precision shot is powerful, it ultimately only kills one enemy, so when attacked by many bandits, Chow's one chance at survival lays in a more potent ability.</p>
Barrage	<p>The third ability is probably the most used ability in the game. Simply put, this power renders Chow invulnerable to bullets and gives him infinite ammo (for the current weapon) -- what more do you want?</p> <p>The unfortunate part is this power uses up two quarter segments of the bomb meter. Since so much of the bomb meter is used up with this move, you only want to use it when you are fighting bosses (well some of them anyway), some masses of enemies (like the parking lot in Chicago).</p> <p>In most cases when you want to stop the barrage prematurely, press the shortcut key again to toggle it off and you conserve the part of the bomb meter you didn't use up.</p>
Spin Attack	<p>This is the final special ability and uses three quarter sections of the bomb meter. Basically, it acts as a smart bomb and kills all peon enemies next to Chow and damages bosses who are nearby (the volume of effect is three dimensional).</p> <p>However, the cost to your Tequila Bomb meter is seriously high that you can only afford to do this if you have many enemies available. Otherwise, you simply waste bomb meter. Frankly the skill Barrage is both more economical and more controllable.</p>

Cover is used occasionally when Chow finds himself under very, heavy fire. Like when five enemies are firing shotguns and being covered by two snipers with assault rifles.



You won't be using much of the cover system until midway through the game, although on Hard and Hard Boiled, you will find it very helpful in allowing you to chip away at enemy resistance until it's safe enough until you can have Chow head out and shoot-dodge for some much needed style points (for healing).

When Chow is under cover, the obstacle can be destroyed. Some objects will have an indestructable element -- say the columns in a parking structure, but most other cover available will be destroyed through prolonged gunfire. Stay and use cover if you have the chance, but use the chance to quickly destroy enemies or the time you use is wasted since enemy A.I. have infinite ammo.

Action and Interaction

Stranglehold uses the action key to have Chow do the shoot-dodge, but also to have him jump off walls, roll on carts, move on handrails, etc. to move and do stylish combos. If you have Tequila Time set to "automatic", then when ever Chow does these actions and is targeting an enemy with the reticule, the game will automatically kick into bullet time.

The following actions give more style points (not necessarily in ranked order) when enemies are killed in Tequila Time:

- Handrail ride (up or down)
 - Chandelier swing
 - Cart rolling
 - Shoot-dodging / wall-bounce
 - Tequila Time (just standing -- **this is the least stylish method**)
-

Shoot-Out Mode

In pre-set locations, Chow will be ambushed by 10,000 enemies with submachineguns, assault rifles, rapid-fire handguns, and compact personal defence weapons firing high-velocity slugs that fracture into little soft metal pieces that lodge into your brain.

However, since Chow is super-human fast, he can fire his handguns faster than his opponents and take them down. Use the character movement keys or sticks to shake his body left, right, or center (leave neutral) and the aiming stick or mouse to plug each bad guy square in the head.



In this mode, Tequila Time is automatic (it is much more slow in the initial event than in later shoot-outs) and Chow uses none of his current ammunition in this mode. However, he cannot move, he can only dodge incoming enemy bullets.

The faster you kill all the enemies in the shoot-out, the better, otherwise, enemies step closer until their bullets are nearly impossible to dodge (or they club Chow over the head, do insane damage and end the shoot-out).

Weapons and Ammunition

There are just a few basic weapons in the game (you have to use them all with the Spin Attack and Barrage to get their achievements - you'd best do that on Casual or Normal for the easiest time).

There are no magazine capacities in this game, nor are there earnest ballistics, except shoot to kill so don't be too particularly worried about what you pick up. Ammo for each weapon generally restocks the same weapon Chow has in the inventory, and in places where many enemies spawn, an infinite spawn weapon will around to help out.

Handguns Max 120 Takes at 110	The standard set of auto-gats, ranging from the ubiquitous 9 mm Para to the .45 ACP. Does fairly decent damage, but since it is semiautomatic, aim for the head and don't worry about keeping these for any amount of time.
Submachineguns Max 200 Takes at 170	A better set of sidearms, almost double that of the pistols and rifle. Although there is considerable inaccuracy at long ranges, two SMGs up close can kill most enemies quickly -- only the shotgun or rocket launcher does it faster.
Assault Rifle Max 100 Takes at 70	A fast firing gun that has its one weakness of low ammo count. Enemy snipers use a laser version of this weapon and it's common enough to be used when ever you have the chance to pick one up. The accuracy of this weapon is reliable enough to use it instead of the Precision Shot ability to kill enemies far away. Just burst fire the head and watch them drop.
Shotgun Max 12 Takes at 8	<p>This weapon is the least favorite due to the low ammo count, however, it has the 1-hit kill ability (at least up to hard difficulty) on most enemies since the gun is so powerful at close ranges.</p> <p>Pick one up (if available) during fights with many enemies to replace the pistols and use it to keep enemies off Chow. Once the battle is over, trade the shotgun for something more suited for general gunfire, like SMG or assault rifle.</p>
Heavy Machinegun Max 180 Takes at 130	<p>This is a rare weapon and does a large amount of damage with the same accuracy as the SMG. It's the weapon of choice when fighting the helicopters or bosses. Unlike the rocket launcher, you can fire this without the Barrage ability and take down a few enemies with the meager ammo it possesses.</p> <p>Just remember Chow Yun Fat only needs 1 bullet in the HMG to use his Barrage ability -- then you have 15 to 20 seconds to hose enemies down with no ammo concerns.</p>
Rocket Launcher Max of 3 Takes at 2	The rocket launcher is a rare weapon that can be used to Barrage enemies and bosses (they die very quickly). Save it for the bosses if you have the option to do so, but don't go out of your way to keep it unless you have something better.
Golden Pistols Max 32 Takes at 20	<p>Midway Games please give out the codes for "Infinite Gold Pistols"!</p> <p>The super rare gold handguns are just like the ones in Rareware's old shooters. One shot usually (not always) kills peon enemies instantly (bosses are damaged as normal handguns). We say "almost always" since the golden pistols do large amounts of damage and not tagged to kill things instantly with 1-hit.</p> <p>There are several missions where if you take the time to explore corners and niches with Chow Yun Fat, you will find one or two of these lying around. However, you only have about 16 to 32 rounds (often less) but if you use them well, you can kill that many number of enemies (one shot, one kill).</p> <p>Don't bother keeping them (since with Barrage, you headshot most enemies anyway) and simply use them to prevent enemies from ganging up on Chow and forcing you to use the Tequila Bomb meter to refill life, etc.</p>
Grenades Max 5 Takes at 3	<p>Grenades are useful against groups of enemies, but since you only have 5 at a time, they are even better in destroying doors since you save the ammo of your guns for enemies.</p> <p>One grenade blasts apart one door easily. The majority of enemies are smart enough to avoid grenades. In any event, the grenade explodes only when it lands on the ground, never in the air.</p> <p>Very few enemies, apart from the Russian mercenaries and Wong's personal bodyguards (in Chapter 6 and 7) are that tough. In those cases, you should have been using head shots or shotguns to take them down far away.</p>

Stranglehold Walkthrough

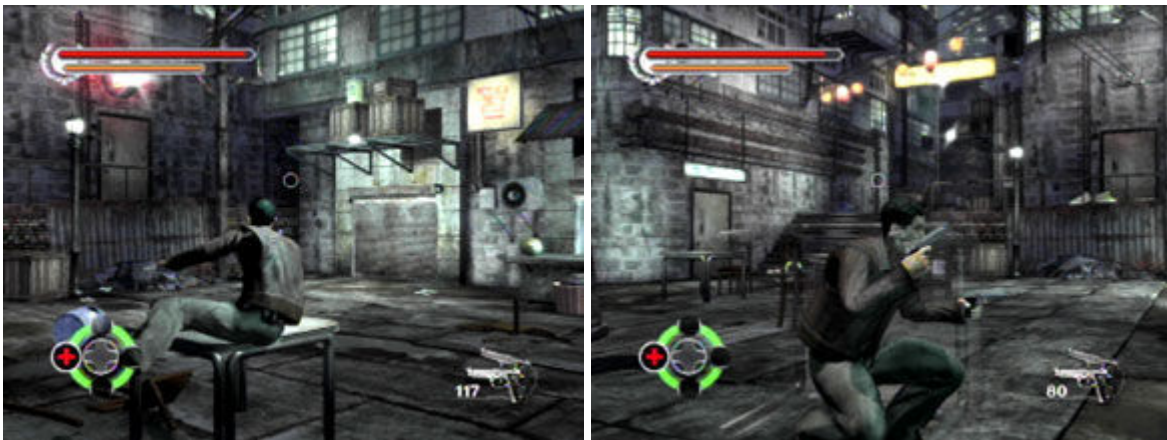
Chapter 1 - Hong Kong Marketplace

Heading up the stairs to whack people, you get the chance to shoot down flashing neon signs to crush enemies as well as return fire. The tables can be slid over for automatic Tequila / slow time (only if enemies are targeted) or kicked over for cover (press cover while approaching table).

This ain't hard. You go kill now.



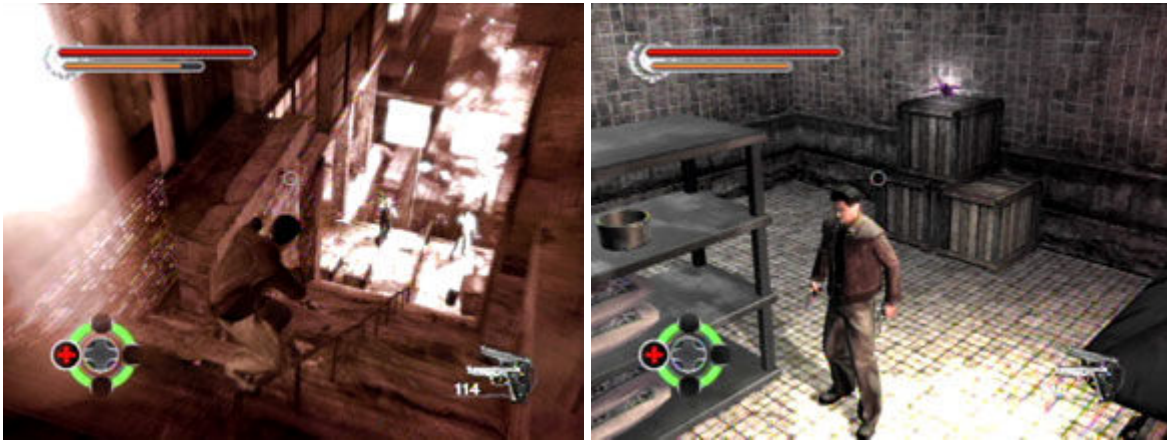
Various signs and explosive propane tanks will be around to take out enemies if they are close, otherwise it's more prosaic to shoot their heads for the smallest amount of style points. Since signs and tanks are limited and enemies are far more numerous, use the environment only if you have 2 to 3 enemies around, otherwise, you can chance a headshot on loners and still get your style bonuses.



Much of the first stage will be to explain the basics of the game to you, so you shouldn't really be lost or in trouble. In fact, some of the achievements on the Xbox 360 are easy to nab here in the first stage (like the Untouchable Achievement).



The long stretch of handrail, rolling cart, and handrail (going up) can easily nab you several stars worth of style and leave Chow giddy with Tequila Bomb.



In any case, the Tequila Bomb meter can be filled artificially from the paper cranes (see above image - right). As the game's tutorial mentions, cranes make noise when you are near enough to one. Not all paper cranes are that easy to find (out in the open). Many of them are hidden in lights, in boxes, or in secret rooms that you can destroy with gunfire (or grenades).



When Chow encounters a dead end, it means you haven't killed enough enemies or you haven't managed to find the structural element Chow can use the interact function to scale. In the case of the Hong Kong alley (a.k.a., Hidden Pirate Island), blast the street post (above image -- left) and head over the fence.

Blast the wieners in the alley, go through the kitchen into the next alley. Once in the next alley, Chow should find several paper cranes in the open to let players test out their new ability. The new ability kicks in by rounding the corner to the scaffolding in the distance.

The ability -- "Precision Aim" -- is basically a sniper rifle that Chow always has so long as he has Tequila Bomb meter. Even if Chow is unarmed, if he uses this ability, he will fire a super bullet that kills any peon enemy (body or head hit) and seriously damage some bosses (not all bosses are susceptible to this power).

Try the precision aim against one or two of the enemies in the alley, and **remember that the power Barrage is worth two Precision Shots**. If there are 2 snipers and several enemies, use the ability of barrage instead of precision aim to destroy them, since Chow can move and is invulnerable during barrage.



Past the scaffolds, there is a secret room with some Golden Guns (see image -- right). Use the shotgun to blast the doors and grab the Gold Guns. These weapons kill peon enemies with one shot, so don't waste more than one shot on each enemy.

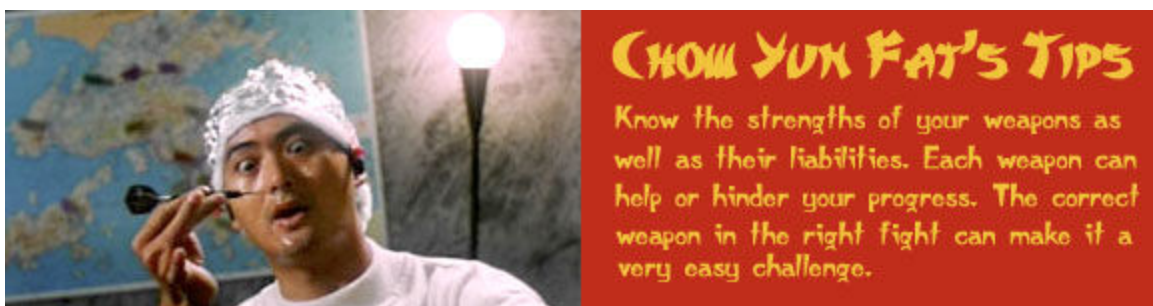
Golden Guns do not do more damage to bosses, but they are helpful in killing masses of enemies, this leaves the rest of your ammo to use on bosses. Although not evident in Chapter 1, keep this in mind when you fight onwards into the game.



The stage more or less ends in the teahouse where some deal is going down. Chow starts off behind a column under the second story, and unless you like waiting for people to blast you, you should try and force enemies to come at him from one direction.

Unlike real life battles, Chow has a self-healing ability so long as he racks up stylish kills by diving, sliding, or simply slowing down time. This energy can be used to restore his life. However, the "all from one direction" strategy won't work on Hard since the enemies do so much damage. This means the only way to survive is to move around the teahouse quickly and time visiting the two medikits on the second story when the boss appears.

There are some paper cranes in the air (swing on the chandeliers to get them) so be sure to heal first, then grab the cranes. Shotguns are the best weapon here, since you need just a few shots (less on Normal and Casual) to down enemies. The boss is the gold suit Asian weirdo with the rocket launcher.



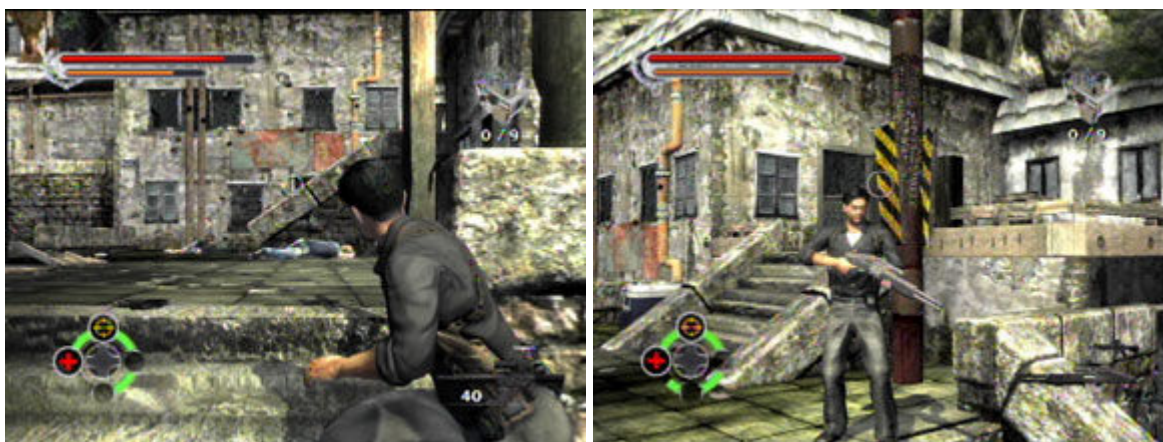
It's easiest to blast the guy from the chandelier with shotguns, and it's been tested the boss sometimes misses and hits the chandelier (indestructible) instead of Chow. However, one hit from the weapon can be a messy affair -- you need to keep the rockets off Chow with the simplest move -- slow time and walk left or right. Since Tequila Time drains quickly, you need to get close with the shotgun and quickly end the fight.

If you are too far off and have a few segments of Tequila Bomb, you can also try using Precision Aim and bagging the boss in that fashion. The kitchen on the lower floor will have a paper crane (or a medikit -- either way, you shouldn't lose), just be sure not to loiter in it once the boss appears, since the boss' weapon will detonate in enclosed spaces.

Chapter 2 - Tai-O

The chapter starts off putting Chow in a bad spot. Quickly use precision aim and take out the sniper (the gun with the glow in the daytime LayZur sight) or you will find Chow dying in about 15 seconds. Snipers are the most dangerous enemies in the game, apart from bosses, shotgun enemies and laser trip mines.

Use precision aim to take down snipers, although a short burst from the assault rifle will down them at short and medium range. One thing is for certain -- always use Tequila Time or Tequila Bomb to take out snipers since you need the extra time to draw bead on them for the hit.



Fight off the six billion renegade Chinese in the hovel slum apartment parked next to the pier (above image -- left). Conserve ammo unless you like having to run out to pick up more.

When you are stuck in the Tai-O stage, the key thing to look for are the yellow-black construction markers (above image - right) that break poles and show you where to go -- either to destroy more drug tables or simply to a new area (with more drug tables ... monkey made of drugs).



Have Chow skip to the next area past the initial dock and get saddled with a task of destroying some drug tables. The actual number doesn't matter, not even for score keeping, since without destroying all of them, you can't progress.

Initially, this is the more frustrating parts of the game (however, it's nothing compared to Zakharov's apartment). However, there are some things to look for. Basically, you should scale back your view (fiddle with Chow and the aiming to get a good view) and look for the following:

- 1. Construction plates for poles and ceilings. Poles usually topple and lead to roofs or other spots previously not accessible.
- 2. Black smoke from shanty houses. The black smoke marks the house as having a drug table. Once enemies are gone, explore around the house for poles and breakable construction plates to get into them -- some have explosives near their barred doors that allow Chow entry.

Destroy the drug tables in the half dozen shanty houses with any weapon. If there are pistols around, pick them up and then use them to blast the drug tables. Stay back from the explosion and be sure to reclaim your weapon (assault rifle and shotgun are best).



The second area (the first set of drug tables) is split into two halves -- use the stairs to the water to go from one half to the other. When first set of drug tables are destroyed, the bridge to the next area lowers.



The second half (still whacking the first set of drug tables) has two tricky houses. One you need to use the explosive barrel at the door to enter (above image -- left) and a second that uses a broken pole to enter from the ceiling. Have Chow take what he wants and leave the rest -- just like your family's salad bar.



To get to the next area, take the zip line across the first bridge and zap the wieners down at the sea. There are several environmental traps here you can use to whack enemies (it's an Xbox 360 achievement) and it is an ammo conserving tactic.



Destroying the environment not only adds style to Chow's kills, but also releases paper cranes on occasion. It's a win, win, win in most cases. Note that the debris will not injure Chow, but simply interfere in his movement through the area.



Work Chow past the low docks and blast the construction piers with any available weapon. Don't forget that the shotgun takes ammo at 8 shots, the assault rifle at 70 and the SMG at 170 (dual). Get across the water using the dropped poles and piers.



The miniature fort at the end of the canyon is tough only if you don't know how to take out strongpoints. Instead of wasting ammo, shoot the glinting (sometimes the glint will not be drawn) construction plate holding some rocks over the fort. Topple the mountain atop the mole hill and brain the snipers past the fort (above image -- right).



CHOW YUN FAT'S TIPS

Medikits are uncommon on Hard and Hard Boiled. When there are enemies still around, use the healing ability and build up your Tequila Bomb meter; take medikits only in an emergency or when the battle is over.

Past the fort, Chow will slide into a new shanty area and earn the special ability Barrage. This ability is the most cost effective, since Chow is not only invulnerable, but has infinite ammo (time for shotgun).

Additionally, if there are no more enemies around, you can cut short the ability and save up the small part of the Tequila Bomb meter no used by Barrage. All in all, it is a very effective and economical ability. To stop the barrage early, simply press the shortcut key a second time while in barrage.



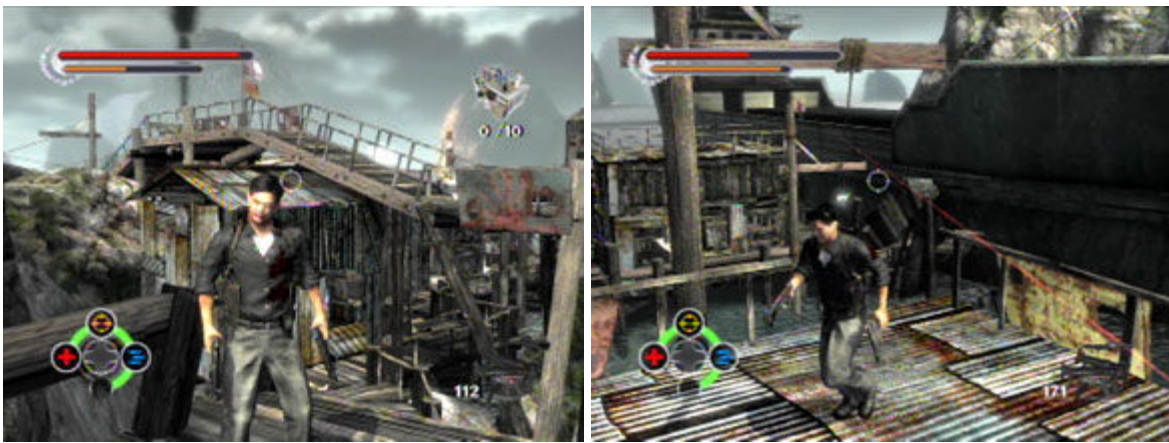
The second shanty town is much like the first -- search for drug tables and waste them. Again, look for the black smoke, and failing to reach them, locate the construction plates to break poles. Blast everyone, loot the place of cranes, medis, and weapons, then head over the bridge to the next beach.



At the beach, break the piers to make a ramp heading up to the next area, which has a similar layout. Get into the habit of healing first before attacking enemies, since you build the Tequila Bomb that way. If you are down to one or two enemies, heal any minor scrapes, then finish the fight. Sometimes, you want to preserve your Tequila Bomb to do two Barrages instead of one.



Look around the next shanty town for paper cranes atop construction plates and bars. Watch out too, for snipers in hide-outs perched over the canyon. Jackie Chan never had it this difficult in *Project A*.



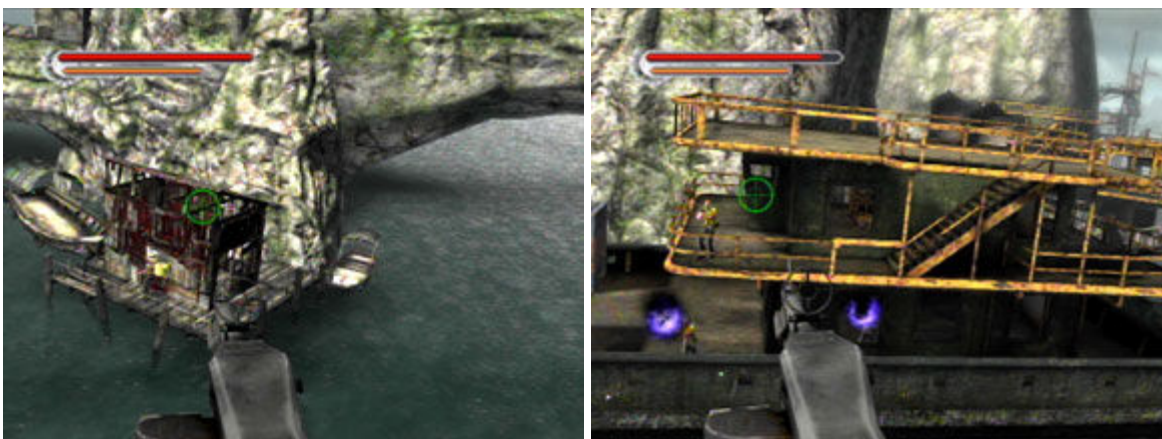
The final shanty town has more drug tables and explosives. Note that where you start for the next section depends on how you destroy the drug tables. When all the tables are destroyed, the boat crashes into the harbor, and Chow starts off where ever he was last.

Try to whack the final drug table when atop the highest level. This way, you can precision aim and down the snipers on the boat. If not, you need to make haste to get a clear shot and get them before they get you. Alternately, head into the ship, climb up the interior and get the shoot-out cut-scene so to finish this section.

For the chopper ride, Chow will be pretty much doing what the Governorator is doing to the L.A.P.D., minus the state budget cuts:



The only differences however (apart from the gun never over-heating) are that Chow can slow down time (the controls for this section are defaulted to the original button layout on the consoles), he cannot heal himself (whoops!), and the small yellow barrels seen in the below image -- left are the keys to your success.



Blast the yellow barrels to get rid of the drug shacks quickly. You can also blast the ship fuel tanks (large propane tanks like those you see in the American desert) and use Tequila Time only if you see the purple haze of the rockets. Use the slowed time to blast the rockets quickly, then switch back to normal hose and pose mode. Go through enough shooting galleries and the chopper lands.



Once the chopper lands, locate the four red ships with black smoke. The problem now is the camera will be jittery and sometimes get in your way when you are trying to destroy the snipers from afar using just Tequila Time (more efficient). With so many obstacles that can break line of sight, precision aim isn't necessary.

Get aboard each red ship and locate the blue ping (above image -- right) to place the bomb. Just walk by the point and the bomb will be placed automatically. Suprisingly like TigerHeli, Chow will have "4 BOM and 2 HELI" to deal with left after this mission.

Chapter 3 - MegaRestaurant

This next area is aggravating only because there are some spots where you may run out of ammo trying to figure out what to shoot. Luckily, the game respawns pistols nearby to alleviate this problem. When you can, use handguns to test-shoot objects until you know exactly what to destroy on the pier.



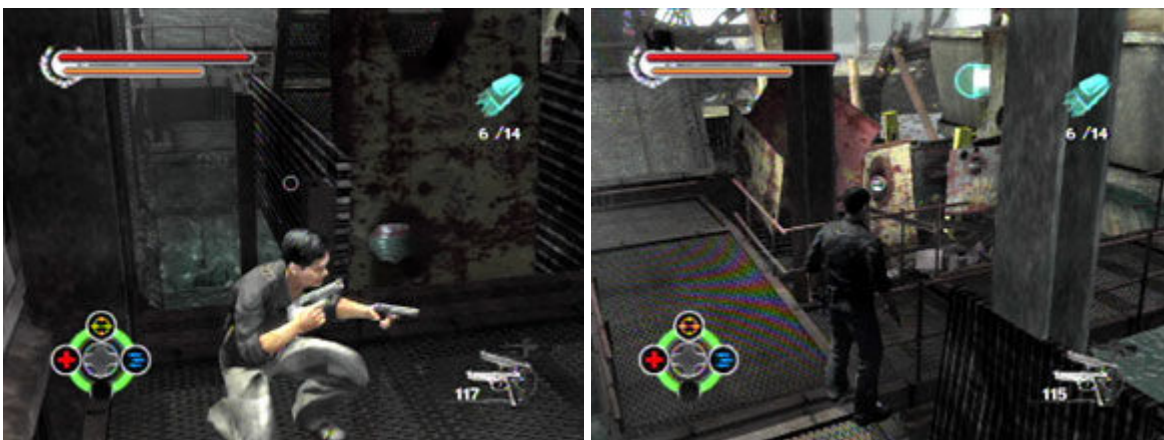
The goal here is to place about 9 of the bombs before heading aboard the ship. If Chow tries to leave before the requisite number of bombs are affixed, the game will refuse to let him go onwards.

Man, is this guide ever easy to write. Huhuhuhuhu.

To cross the first water gap, locate the scaffold with barrels (above image -- right) and blast the construction plates to release the barrels. Do the same for the winch holding the container aloft. Place the bombs and head to the next part.

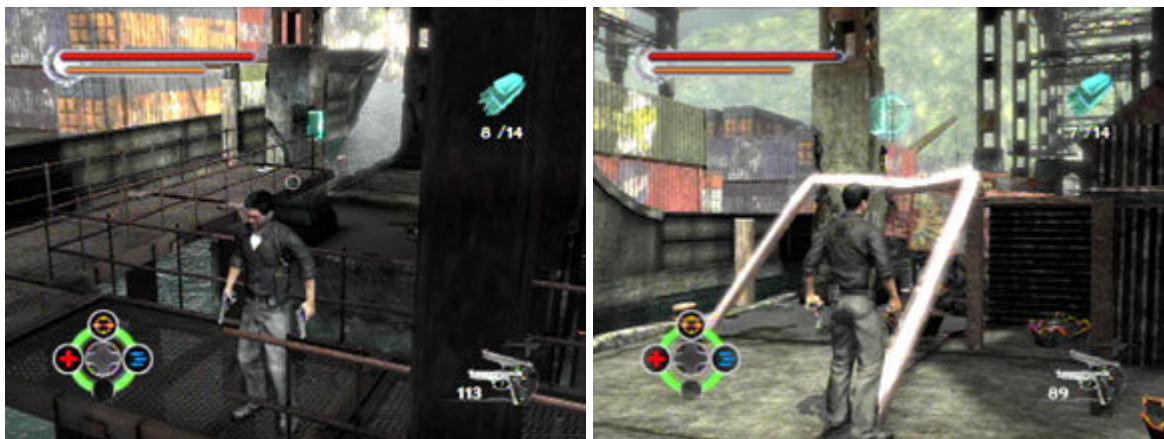


Shoot the barrel under the barrel and use a shoot-dodge to "jump" the gap from the stairs to the container's top. Head along the catwalk to the nest of sheet metal and barrels.



Blast the barrel on the catwalk to clear the path to the next area, but stay on the catwalk to shoot some parts down. This lets Chow reach another bomb spot in about 5 krezzys seconds. Blast the construction ties in the morass of sheet metal

(above image -- right) and it translates to the rail you see at the bottom right.



Place the final few bombs and once you have put in 9 bombs, head onto the railing to the next area. Kill the enemies on the ship or quickly ignore them and run (easier).



On the ship, the next few spots to place bombs are more or less preset since there is only one route. Note that enemies come out of the containers and may sometimes get stuck on the doors. Use your cover advantage here and blast them without taking too much damage.



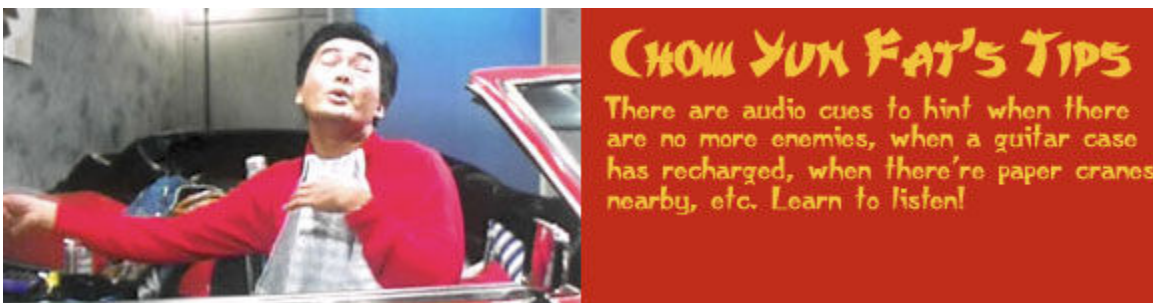
The only other difficult part on this chapter would be the small fortress with the constant enemies and difficult to spot hit spots for the metal plates and barrels.



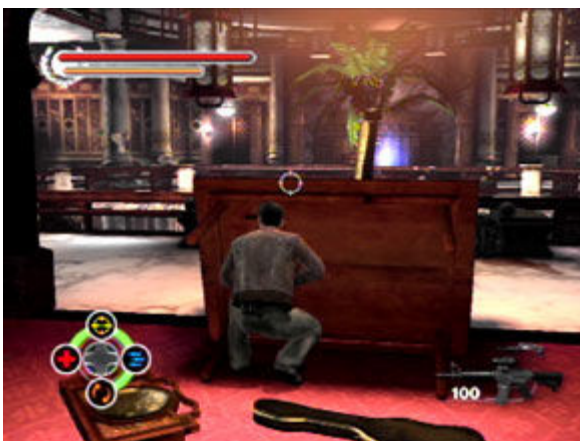
The container that comes down is not good cover -- use the alcove where the assault rifle spawns (near the bomb placement spot). You have infinite assault rifle ammo (assuming you have no weapons left) so use the assault rifle to build the Tequila Bomb and blast the plates, construction ties, and barrels to lower the fort as a ramp. Go blow the place up and move on.



In the restaurant and casino, the best places to put the guitar cases would be near the spot where Chow started off. This is because with two cases, Chow can linger near them and kill enemies as they run helpfully into the path of the guns and die, leaving behind their weapons.



Naturally, you want to have some cover to do this kind of crap. In the restaurant, there is a red room on the second floor that lets you do something like that, but it is too shallow to be useful. If you Xbox 360 players want the achievement for not using the guitar cases, try the easier to manage casino (after the restaurant) although the increased firepower may be harder to deal with.



Once the guitar cases are placed in the restaurant, Chow gets his final ability -- the spin attack, which acts as a smart bomb against bosses and kills all peon enemies nearby. Since it uses 3 segments of Tequila Bomb, Barrage is a better value, but if you are loaded on paper cranes (like 3 of them are nearby), using the spin attack is acceptable.

Blast enough of the bad guys and the boat men will come in. Hose them down (the final pair use rocket launchers) and move to the next area after cleaning up. Note the guitar cases can be used *after* the checkpoint and it will not count against the Xbox 360 achievement. You should do that anyway, since the cases keep regenerating on most difficulty levels.



In the casino level, it may be best to place the guitar cases in the corners of the room where Chow starts off. Since all enemies hurdle themselves towards you, all you do is slow time and brain their asses as they march inevitably into your gunsights. Haw - beat that nerd-linger!

All Chow needs to do is forage ahead slightly, blast enemies as they close in, and alternate between the two guitar cases and the healing ability to stay alive. If you're pushing it, there is a crane on the dragon statue above (usually comes toppling down) and two more in the bars in the corner. Otherwise, stay parked where you are and hose lead.

If by some odd requirement you want to place the guitar cases in the corner bars, you simply alternate from one bar to the next using Tequila Time and pace your case visits. It's simply easier near the starting elevator.



Entering the main lounge, get the shoot-out over with, then play keep away from the band. The band dies from enemy gunfire, who treat them as obstacles that can be destroyed (true). By staying at the edges of the room, you concentrate the firepower on Chow and with the medikits and tequila Bomb, you stay alive with healing, etc.

There are some golden guns on a table in the lounge, but if you don't find them immediately, they are generally lost in the melee. Paper cranes are in the corners -- just stick with what's available, aim for the head and always shoot-dodge or slow time to get the time needed for drawing a bead on the enemy. The yellow suited enemies are tougher than the other enemies, so down them first.



The boss is tough only because his heavy machinegun does so much damage. If you take along a shotgun and assault rifle, you may stand a chance. This is more true if you have more than 3 segments of Tequila Bomb.

When the section starts, take the shotgun, shoot-dodge towards the boss and activate the barrage upon standing. Shotgun the boss in the face and stand over the paper crane next to him (above image - right). With luck, you can barrage him a second time and end the fight with just a few shoot-dodges to get in the final few licks.

Otherwise, take cover behind the destructible objects and build your barrage for the assault. It will be hard to do this without taking too much damage (especially on Hard) so it's best to prepare in the previous area by warping there via a checkpoint and suffering the band battle again.

Chapter 4 - Zakharov's Penthouse

This is the most fun mission since you get to dick around with the game A.I. The mission starts off with Chow in the parking lot. Take cover and brain the guys nearby to get either barrage or precision aim. You need to Tequila Bomb the mo'fo sniper up the parking lot ramp.



The green clearance sign has a paper crane if you're really desperate for Tequila Bomb. There are also two medikits in the attendant booth (behind Chow in the above pictures) and near the parking lot exit (by the soda machine). If you run out of ammo, a spawning assault rifle is near the soda machine as well.

Take down the first set of enemies and go for an assault rifle and shotgun. The SMG has more ammo but the inaccuracy hurts it in this level. Take a left at the top of the ramp and kill everyone there. When the enemies come out of the doors, head into the stairs and waste enemies, not ammunition while going up.



Chow Yun Fat: Where do these stairs go?

John Woo: They go up.

There's a paper crane Chow can nab through the floor, so heal and then grab it. At the top, shoot-it-out, then get ready to use barrage to hose down the 10 billion Russian gunmen who come out. The ramp leading down is as heavily guarded by two snipers and enemies with automatic weapons.



If you have built up barrage, use it now with the assault rifle or shotgun and take down the snipers first (they do the most damage), followed by anyone else close by. The enemies with the colored bullets (the bullets fired look larger and more

colorful) are heavy machinegunners. If you grab a heavy machinegun here, save it up since there is one for the boss fight. Kill everyone down here and Chow moves to the next section automatically.



The penthouse introduces the laser tripmines. At this point, it's imperative Chow use the environment to trigger the bombs (he cannot detonate the mines with gunfire) to clear the way. Shoot at the hanging lights and statues to bring down the house.

Be careful shoot-dodging here. Use the manual Tequila Time and simply walk left or right while firing to avoid enemy shots.



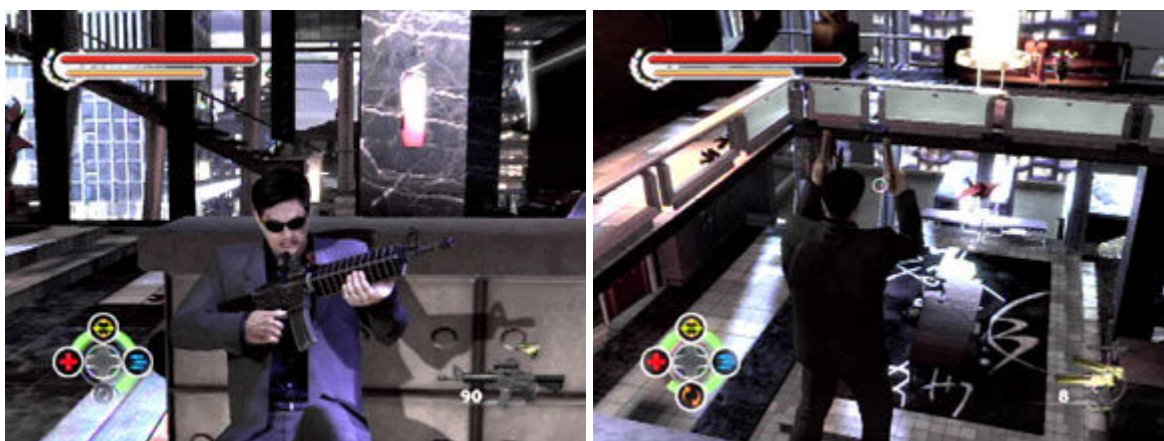
At the wet bar, avoid the enemies (or down them) and head to the bar. Near a window behind the bar, there are some golden guns that can help you save ammo. If you cleared the path of traps, you can come back for the dropped weapons after the golden guns are exhausted.



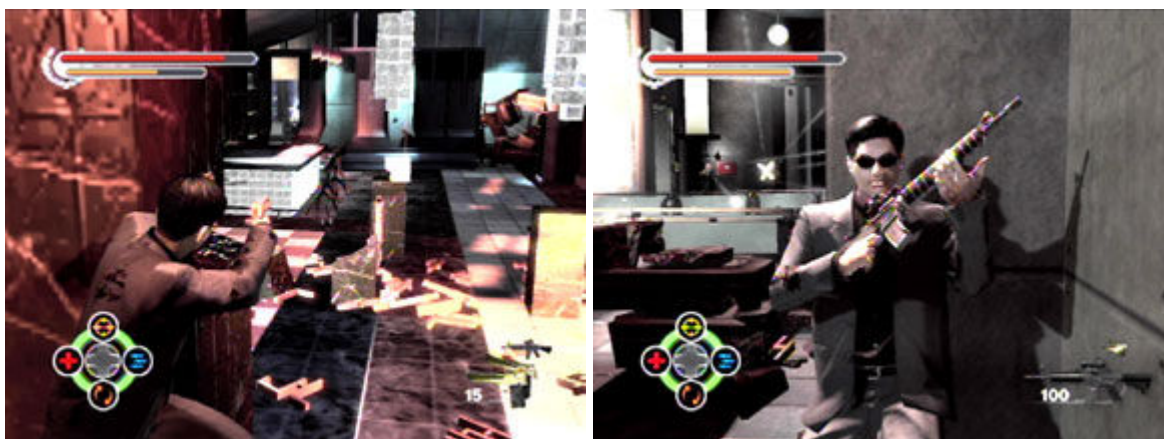
Blast down the hallway, but use the non-gold weapon for downing the objects in the world. Use the gold guns only on the enemies and you can clean out on the ammunition. There are more in near a sofa by the glass wall. The next hard point will most likely be the helicopter. Before heading into the obstructed room, you may have the golden guns with a few rounds left (you only need 1, but at least 4 will be best).



Chow will be trapped in the room with the helicopter buzzing the penthouse. Use one shot from the golden gun to down the loser to drive off the chopper. Once that's done, you can spin attack or barrage the other losers at the barricade, or use other weapons to pick them apart.



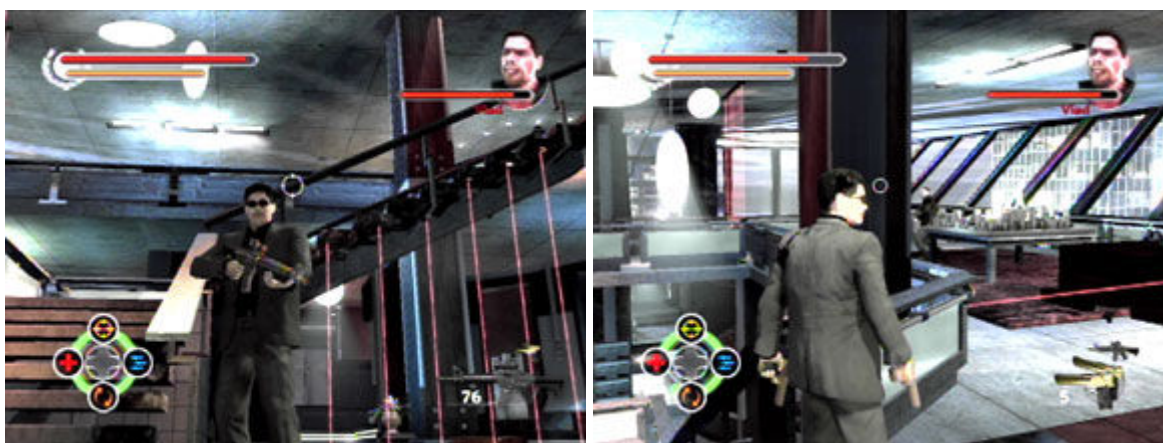
The chopper returns in the next room, so golden gun the door gunner (he may require two shots at this point). Simply kill the gunner to drive off the chopper and wax the enemies on the upper floor. The golden gun, if used up, will not be a big deal, since you will need different weapons on the next section. If you still have them, they will come in handy against the last dozen guards on this floor.



Take down the traps and head into the next section. There is no more chopper, but there are several guards interfering. Take out the final enemies, loot the place for cranes and health, then refill on ammo before entering the elevator.



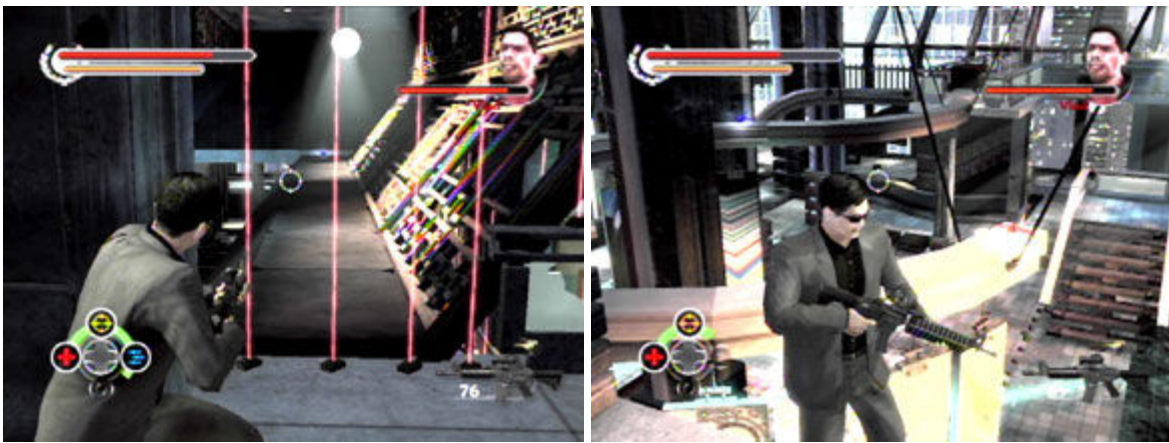
The next floor is Zakharov's private level. He will fire down on Chow immediately, so get onto the stair landing. From there, you can snipe the enemy's head. There are two enemies with the boss on the upper level. Kill both peons and drive off the boss with a few headshots.



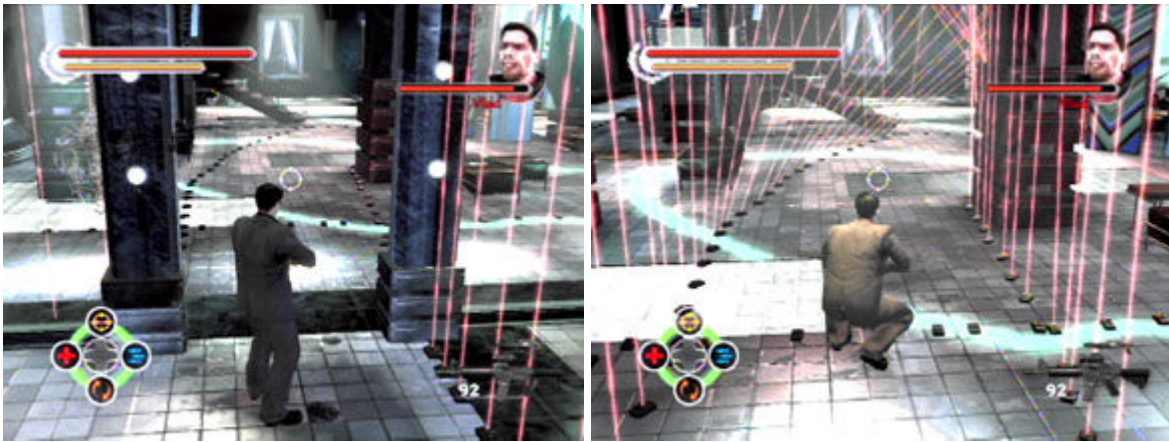
At this point, you should know that the boss moves to preset locations in the level. If you know how far to push the boss and when to quit, you can escape this section without a scratch. After driving off the boss from the room with the city model, shoot-dodge over the low laser.



At the top of the stairs, wax the two peons and then drive off the boss so he appears near the elevator Chow came up from. While still at the top of the room (near the city model), hose down the two peons who appear and again, drive off the boss from the elevator so he goes down the hallway.



At this point, Chow can stop the pursuit and grab the medikit at the top and if needed, grab the 4 paper cranes on the small walkway (above image -- left). If all he needs is life, grab the medikit past the low laser and head downstairs to chase Zakharov.



The reason for chasing the boss off and killing his bodyguards early is obvious once you get downstairs. Imagine flying through the laser tunnel (above) with three people shooting at you. With no one around, you can take the time to duck and crawl through the obstacle without a problem.



The hall down from the elevator is where the boss holds up next. Drive him off and deactivate the bombs by shooting the revolving panels (above -- left). Chase the boss to the area adjacent to the outdoors. Blast him (Zakharov will be in the corner outside) and he will run and turn off some lasers. This lets Chow get outside to the penthouse's patio.



Stay back away from the patio and the randomly placed laser mines and shoot down the peons. Approach the boss (above -- right) and drive him off again. The next part will be dangerous (and there is no checkpoint so far).

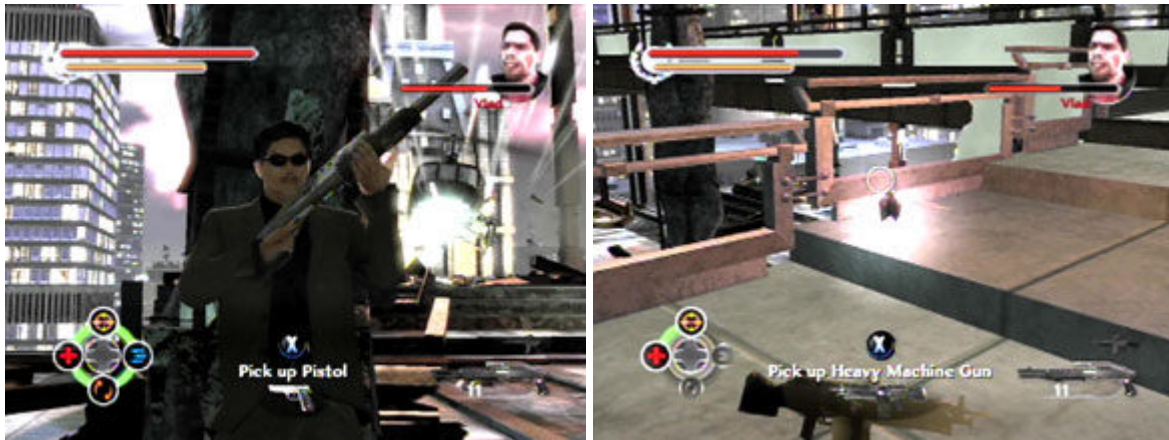


Refill on the ammo in the patio, then drive off the boss down the laser filled hallway. That done, one of the laser fields will flicker on and off (gives off a hum). Step through the threshold when the laser is off, shoot the glass and alternate zig-zagging between the outside and the penthouse.



Shoot it out with the boss and drive him off. You should have very few enemies at this point and perhaps nearly out of ammo. Use what you have and don't waste ammo. Once you shoot the boss and he flees to an ominous room, there should be a checkpoint. At this point, all the lasers in the room will be turned off, so have Chow head back and refill on life, paper cranes, and ammo.

You want an assault rifle and shotgun, if you did not save the heavy machinegun from the parking lot. Otherwise, ditch everything except the heavy machinegun and the shotgun.



Do the shoot-out crap with the Russians and take cover to assess the room. There is a heavy machinegun and a paper crane on the upper floor. However, the walkway will be destroyed by the chopper very quickly. Head upstairs if -- and only if -- you do not have enough Tequila Bomb for two barrages. You want to barrage with the heavy machinegun, then pick apart the chopper piece by piece once the Tequila Bomb runs out. Kill Zakharov and the chapter ends.

Chapter 5 - Chicago History Museum

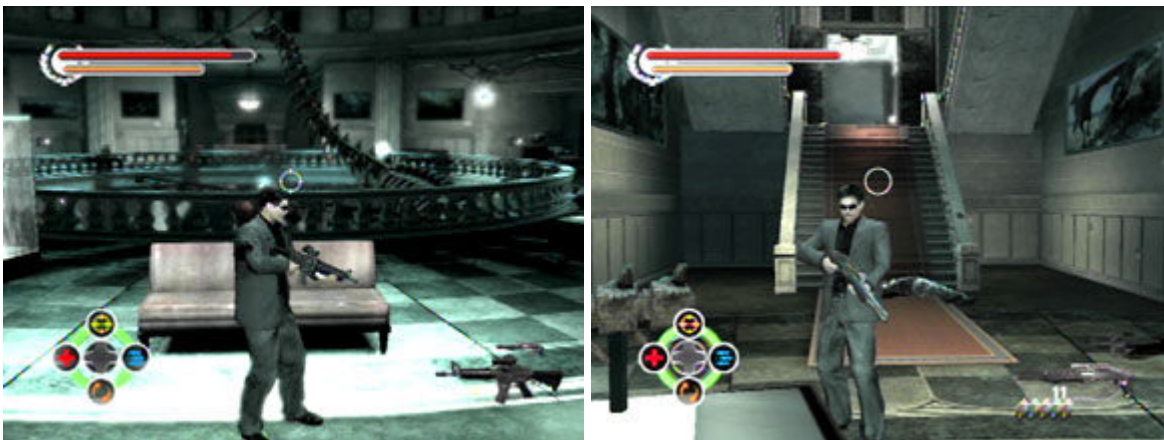
The museum will be when Chow will get a rocket launcher (and barrage with it) as well as grenades (you cannot barrage with that, but it would've been cool to spin attack with grenades). Begin the area by using just Chow's pistols on the enemies until they start dropping assault rifles.



This gives you nearly infinite ammo as 8 billion Russian terrorists come out with dime-a-dozen Saturday Night specials to pop a cap in Chow's ass. There is very little cover in the museum, so the Tequila Time and healing ability are highly critical to Chow's initial success in the chapter.



The next few rooms past the dining/reception room are hallways with roll carts. While they blend seamlessly with the stage, they are in fact, loading areas (like the CD room in *Symphony of the Night*) but with enemies. Chow cannot go back, so use the same (or like) weapon going down these hallways to conserve ammo.



Eventually, Chow will arrive at the Dinosaur rotunda. One of the Xbox 360 achievements -- Paleontologist -- is completed by completely destroying the saurpod display here or the T-Rex display later. The saurpod is harder to destroy (more parts) but since the enemies in the rotunda are easier to kill (there are some grenades in the room to help with that), you should use the chance to do that achievement here.

You PS3 and PC players don't need to worry about that. There are paper cranes atop the displays and skeletons, so move around the rotunda in one direction, going up and down the whole room to evade enemies and attack. Enemies are numerous and appear from doors on both levels so there is no safe place to hide.

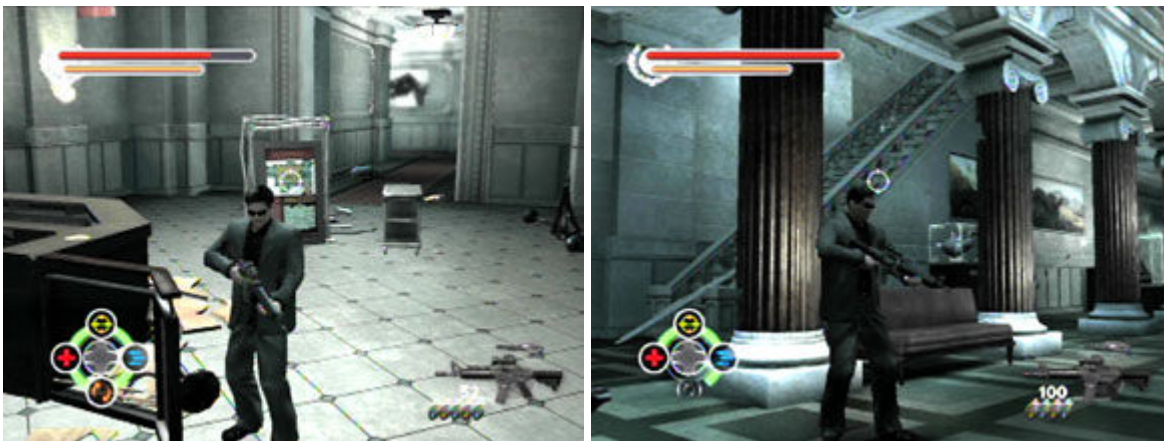
Before leaving, check the sides of the stairs for grenades, and loot the medikits on the walls. The next area is mostly a hallway -- follow the trail of bodies and that leads to the obelisk room.



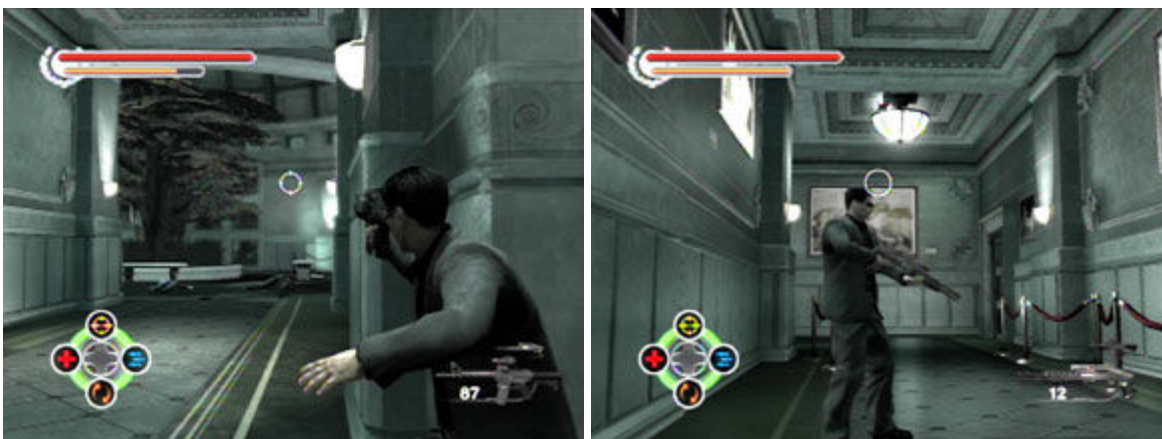
The obelisk room has the toughest shoot-out by far. After taking down the goons, Chow needs to topple the two snipers on the rooftop by precision aim or by Tequila Time. If you need more meter, there was (keyword was) a crane in a light immediately after the dino-rotunda.



There is a second crane atop the obelisk (you can destroy the obelisk before doing the shoot-out to get the crane immediately right after). Alternately, there are some Golden Guns in the corner of the obelisk room, and one shot to each sniper will wipe out the problem.



Fight through the lobby and enter the next display hall. The display halls are basically two levels and have enemies who fast rope into the room (ala *Rainbow Six Vegas*). The mercenaries here have body armor, so head shots are crucial if you want to conserve ammunition. The shotgun and barrage may be your best ally in the confines of the display rooms.



When Chow reaches the room with the indoor tree, that's a signal a boss is coming up. Try to use just the healing ability or medikits, as well as use all the Tequila Time to max out the Tequila Bomb as much as possible. **The key to defeating the boss will be the Precision Shot, so having plenty of Tequila Bomb is critical.** Prior to entering the boss' room, there is at least one paper crane in the light above the hall (above -- right).



The Russian boss has a powerful shot (the Matador bullet) that is his version of the Precision Shot. Chow needs to avoid that attack, and without cover (since it interferes with his abilities), walk out and precision shoot the boss 6 to 8 times to kill him (head shots do the most damage but body shots also work).

There are three paper cranes in the boss room -- one is in a ceramic horse in the pit where the girl is (Chow can just touch the horse and grab it); a second one falls from the ceiling when the metal spar comes down halfway through the fight (it will rest on the middle bridge); a third crane will be on the second level, amongst some statues.

Don't try to close with the boss unless you have a load of Tequila Bomb for barrage. If the boss knocks down Chow, he will continue to shoot and probably kill him while Chow gets back up.



After the boss, there is another shoot-out (this is the checkpoint called Disarmed). After this encounter, there will be many enemies in the room. Chow would do well to retreat back into the hall he came from and shoot enemies as they string themselves out in a long line to get him (above -- left).

Although you can style kill enemies in the room, the damage done on Hard or Hard Boiled really adds up fast, so by hiding like a coward, you live and get to pee on the graves of your enemies. Who's laughing now? You are, because you're alive.

There is a heavy machinegun near the horse statue in the Disarmed! room. Be sure to take it (all 90 bullets of it) before leaving. You want the firepower not for the boss (there is a better alternative) but for the mercenaries in the tear gas display room.



Interestingly, you can have Chow make a run for the next hallway if the doors to the exit are opened. You don't need to kill every enemy if the exit is open to Chow; once he hits the next checkpoint (which may not appear on the chapter select), you can backtrack, kill the last few enemies, and the previous area will be devoid of enemies while you loot the place.



The tear gas display room is up next. It is possibly the hardest room so far, since you cannot see anything while the enemy soldiers see right through the smoke and blast Chow to bits. Here's where the automatic slow time comes in

handy. When Chow shoot-dodges and Tequila Time engages, chances are that an enemy is close to the crosshairs.

If you adjust the auto-aim factor to the lowest setting or "none", you can get a precise fix on the enemy when Tequila Time is on auto (and Chow shoot-dodges). There is no best place in this room -- although staying near the corners so the columns can shield Chow from the fast-rope enemies may help reduce the amount of incoming gunfire.

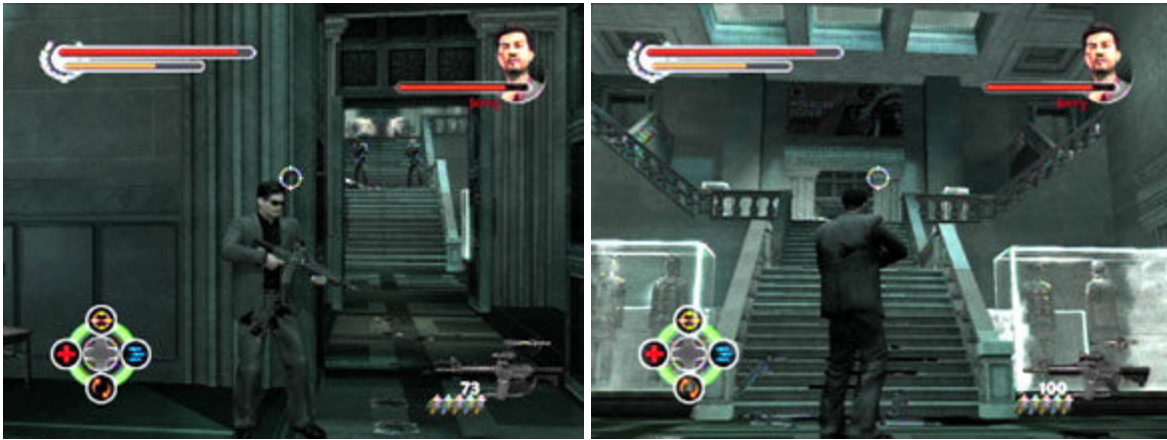
This room is one of the few rooms you want to linger near the exit (the exit is on the second level, opposite the stairs). Once that room opens, Chow should head out, nab the checkpoint and then come back to loot the display hall.



The maintenance/sewer area after the museum goes towards the boss. The enemies come down the halls, so use a straight shoot-dodge back and forth or shoot from cover to kill all enemies as they come in. There is a rocket launcher (above -- right) that you should have Chow hold onto for the boss. Use up the heavy machinegun and switch to the assault rifle or SMGs to keep your rocket launcher intact.



The boss fight takes place in two parts. The first is in a display room with stone totems. Paper cranes are atop the totems, but don't get them yet. Switch temporarily to the rocket launcher and use barrage to take out Jerry until he flees to the next room. Stop the firing and switch back to the other weapon (whatever you had that wasn't a rocket launcher) and take down the enemies in the room.



Loot a few items, and wait for the doors to open to the stairs to the next spot. Enemies will pour out and down the stairs to rush Chow. Fight them off at the cusp of the stairs and keep the Tequila Bomb meter high (four segments) while healing when needed. Do not use the rocket launcher if you can help it.

Once the two upper doors are open (and remain open), have Chow loot the previous rooms, and use a few loose weapons (like SMGs or pistols) to break the totems for the paper cranes. This should fill Chow to the max on life and Tequila Bomb. Arm the rocket launcher and attack the boss.

With two barrages and the rocket launcher, Chow should be able to take down Jerry even on Hard (with a little more work with the other gun). The paper cranes in the boss' gallery (one on the left side, one on the right side) pretty much allows another barrage to end the fight.

Chapter 6 - Kowloon Slums

The stage starts off with no enemies, so turn around and grab the golden guns behind Chow. Use those weapons instead to build some ammunition for your other guns.



Before shoot-dodging across the game in the apartment, fall down and grab the paper crane and grenades before heading back up. Chase the enemy who flees (you do not catch up to him until the fight starts).



Blast the enemies in the slums and head outside for a shoot-out. Note there is a secret door with a paper crane and grenades in the spot where you drop the first set of enemies. Use a grenade to open the door since you can refill grenades instead of the weapons.



The area outside the apartment has several gunmen firing from alcoves and all Chow needs to do is slow time and shoot them down. The various poles and stuff (above -- right) will serve as handrail causeways from one side to the other. Be sure to grab all the weapons before getting on a handrail, since Chow usually cannot go backwards.



CHOW YUN FAT'S TIPS

After a fight, don't forget to clean up the place to restock weapons and health. Pistols take ammo at 100. Shotguns at 8. Rifles take ammo at 70. SMGs at 170. HMGs take ammo at 120. Rockets at 2. Gold pistols take ammo at 16.

Chow doesn't have much to do except to preserve life and not spend too much healing with Tequila Bomb. It sounds easier than it looks, since the area is cramped, and there are many enemies around.



To stop flying around, locate cover (but don't use the cover function -- just simply hide behind obstacles) and use Tequila Time to walk out and brain enemies. If Chow is in danger, shoot-dodge back into cover. This practical approach will be easy to do and saves you a lot of headaches.



Blast the enemies through the other side of the balcony, and head into the flooded hallway. Watch for enemies coming through the waterfall and hose everything if you are in doubt (after making a shoot-dodge to auto-slow time). Enemy detection with the auto-slow function is the key to winning in the parts of the game when you don't have clear line of sight.



The next clearing is dangerous since snipers and enemies fire from the rubble. Take cover (there's no boss on this chapter, so expend as much as you like) and down badguys in turn. Take cover and take down snipers using just Tequila Time (you may need the healing more than precision shot).



There are snipers (you can tell from the lasers) so duck when you see one, or simply walk around near obstacles until the laser disappears. Once that occurs, use the camera and aim to look around for the sniper and drill him before moving on. Snipers really destroy Chow's life quickly.



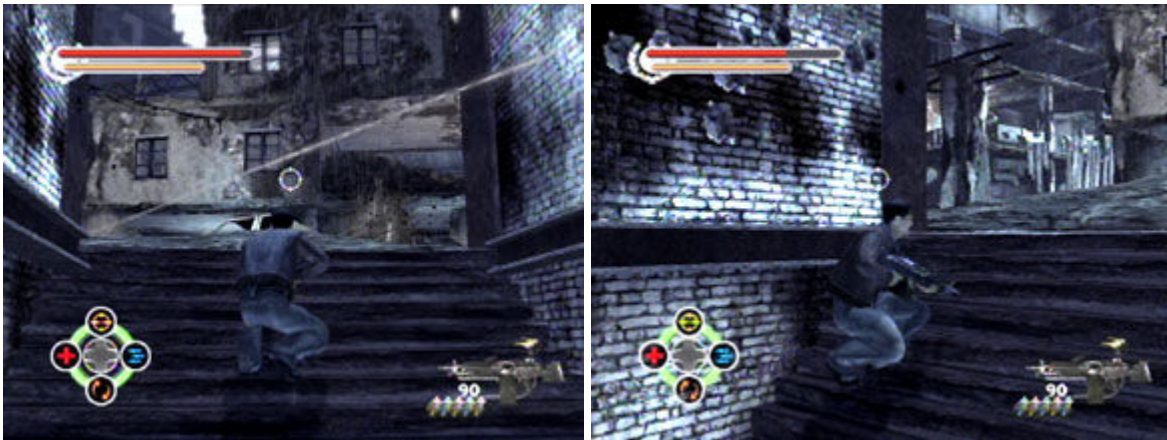
The second area is filled with some more snipers and enemies. Blast as many of the enemies as you safely can without endangering Chow's life (his Tequila Bomb should be built constantly).



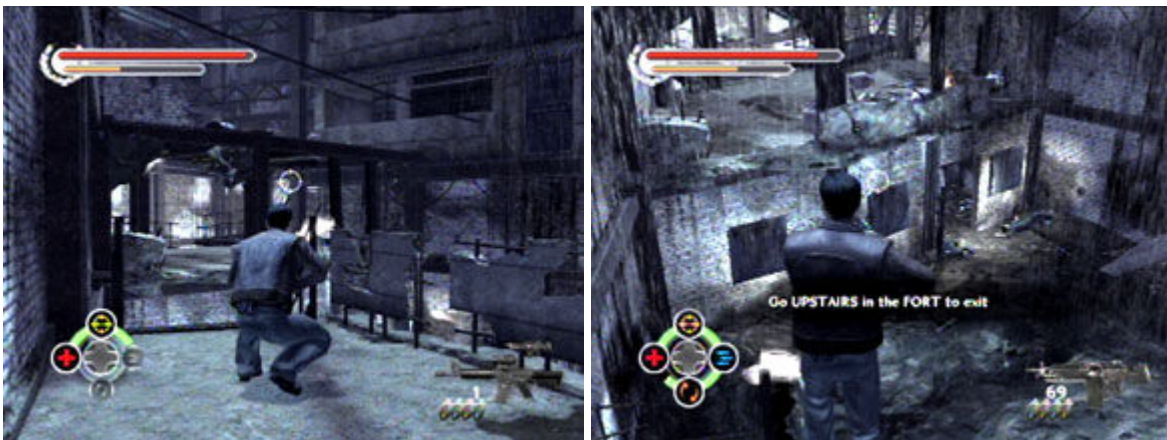
Use the crumbling stone slabs as ramps to reach paper cranes in the air and simply barrage the enemies if you find Chow in a pinch. The Xbox 360 has an achievement where Chow cannot touch the sewer water in the area shown in the image (above -- right).



You can walk across the upper level (and get the secret room while there) once you shoot-dodge the first gap, or simply load the second to last checkpoint for Chapter 6, and shoot-dodge backwards to the heavy machinegun for the achievement. Get the heavy machinegun on the upper level before proceeding forward.



The final plaza has several enemy snipers. Quickly down them without using all the Tequila Bomb (Tequila Time is best) and simply approach the fortress. Slap down the enemies behind the metal flaps (or use grenades), but your key to entry is to kill the rocket and heavy machinegunner enemies on the top of the fort.



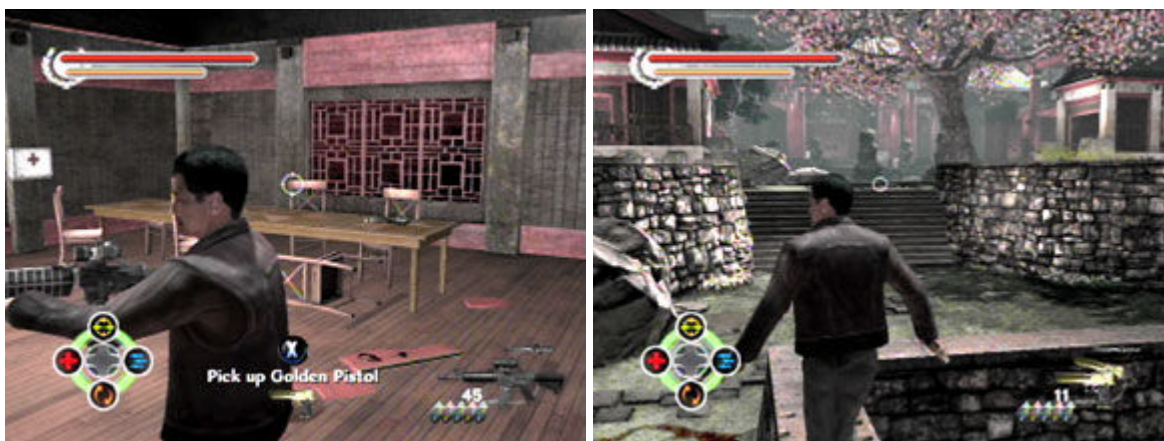
There is a walkway that puts Chow on the level with the upper story guards. Use that spot to get a clear line of sight on the enemies and blast them. Once enemies pour out from the fort's main door, kill them and enter the fort. In the fort, Chow pretty much ends the level by going upstairs.

Chapter 7 - Wong's Residence

In this final chapter, Chow starts with a rocket launcher, but you can also find a heavy machinegun if you accidentally use up the rockets. The main obstacle is knowing where to go to drop off your rocket launcher until you need it.



First off, enemies have rockets and a sniper rifle at the main gate. Blast both with precision shot and start building the Tequila Bomb. The red doors to the Chinese palace interiors are paper thin against bullets, so put a hole in them, then walk straight through. Grab some weapons, but keep the rocket launcher for now (you want to move it to a place close to where the chopper appears).



There are spawning Golden Guns in the buildings, so take those for now (once they are about to be used up, fire the last round and take a new assault rifle or SMGs). There are some medikits in the early rooms, so head back there to "re-fuel" Chow if the need arises. The occasional precision shot and demands on healing will drain the Tequila Bomb meter quickly.



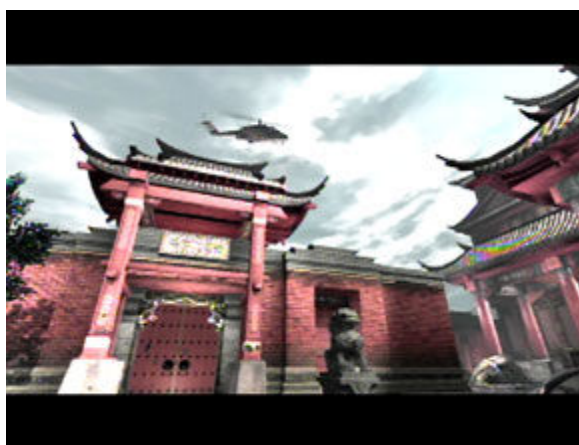
The second tier of buildings will be covered by snipers. Get rid of them using Tequila Time or precision shot. The goal is to reach the building on the right side (on tier 2) -- the one next to the big locked gate. Inside, Chow will find more Golden Guns, stacks of spawning assault rifles and medikits.



CHOW YUN FAT'S TIPS

Use the Tequila Bomb carefully. If there are more than 2 snipers, it may be better to use barrage rather than precision aim; especially if they are fairly close.

Ditch the rocket launcher (if you have it) in that building. A shotgun will be great against the enemies who constantly stream out towards you.

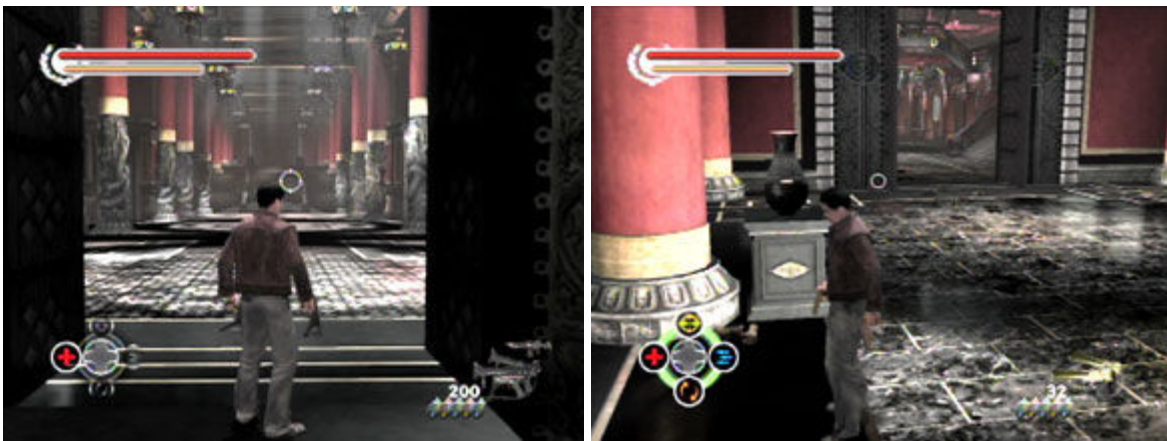


The final few obstacles at the second tier are some enemies near the car. Blast them to bits while keeping 3 to 4 sections of Tequila Bomb intact. When the last enemies are dead, a chopper comes in via cut-scene.



Now is the time to head back to where you dropped the rocket launcher, pick it up and use the Barrage ability when the chopper appears low and slow (trying to hose you down). With luck, you will be able to take out a large chunk of the chopper (this assumes the chopper is flying very low and close to Chow).

Follow it up with a few slow-time sessions with the other weapon to rebuild the Tequila Bomb and use the rocket launcher for another barrage. With this pattern of barrage with rockets, the chopper will explode and warp Chow to the next section.



The Matrix style hallway (Asian style) is best dealt with using any weapons you have. Weapon racks line the sides of the hall, so there's no reason to be unarmed. There are Golden Guns at the vase near the large door where the enemies pour out from. Take them up quickly and you can quickly end the fight without losing too much life or Tequila Bomb.

Once the main doors are open to the green dragon room, take the time to max out all of Chow's weapons (Golden Guns can be maxxed out since they respawn here). While the next room has infinite weapons (they spawn on the racks on the lower floor), having a full load when you head in is the advantage.



Deal with the last shoot-out patiently and dodge as you shoot. You need to conserve life, since the boss fight is right after this annoyance.

The final fight is with two bosses. The fat guy and the sniper old dude. Infinite enemies come from the doors to attack Chow so he can build his Tequila Bomb. Weapon racks spawn all weapons (except the heavy machinegun and rocket launcher) on the lower level, and you will find the shotgun a handy weapon to get rid of enemies as they run towards you.

Use precision shot to damage both bosses on their balcony and drive them away. Chow needs to budget his Tequila Bomb to heal, barrage, and use precision shot to take down the old sniper before he fires.

Stay on the upper areas unless you need to grab weapons or paper cranes; enemies emerge from both levels, but there are more dead ends on the upper floor. Not only does this funnel enemies, but also leaves Chow in a place to shoot the bosses when they appear on the balcony.

When the sniper boss has about half life, the fat guy boss appears. Hopefully, you keep a few segments of Tequila Bomb for this. The fat boss only dies quickly with shotgun barrages to the head. Getting close is a bad deal and may kill Chow. Once the fat boss is dead, resume the position on the upper area of the room.

Note that the respawning Golden Guns are nice against the peon enemies, but they do not damage the bosses very well.

Kill the old sniper boss using precision shot or by barraging him (this second option does less damage, but Chow will be invulnerable). When he dies, the chapter is cleared.