



Introduction

Welcome to the dirty world of Saints Row, where shotguns, rival gangs, and liquor bottles are commonplace. Whether you've just begun your hoodlum career or need help rising the upper ranks of gang life, our guide's got you covered.

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

- **BASICS** // Advanced combat tips and info on stores and their locations.
- **WALKTHROUGH** // Complete Saints Row walkthrough with strategies for all main missions and tips for the extra stuff, to boot.
- **VEHICLES** // Car check list to help you complete your collection.
- **SECRETS** // Achievements, passcode cheats, and more.

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Basics

Basics	Stores	Combat
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Use this section to familiarize yourself with the controls, the mini map, and the on-screen hud.

On Foot Controls	
Left Analog Stick (LAS):	Moves Player, Access weapons via Radial Menu
Left Analog Click	Duck
Right Analog Stick (RAS)	Adjust Camera
X Button	Jump
Y Button	Action, Enter Cars, Being Mission, etc.
B Button	Radial Menu (Hold)
A Button	Reload Weapon, Pick up weapon
D-Pad	Cancel Party (Hold UP), Cancel Mission (Press DOWN Twice), Recruit Gang Members (tap UP), Change tracks on Music Player (LEFT or RIGHT), Access food via Radial menu
Left Trigger (LT)	Left Punch (unarmed), Weapon Strike (armed), Lob Grenade/Molotov/Pipe bomb
Left Bumper (LB)	Kick
Right Trigger (RT)	Right Punch (unarmed), Fire Weapon (armed), Throw Grenade/Molotov/Pipe bomb
Right Bumper (RB)	Sprint

Driving Controls	
Left Analog Stick (LAS)	Steer Car, Access weapons via Radial Menu
Left Analog Click	Honk Horn, Turn on/off Hydraulics
Right Analog Stick (RAS)	Adjust Camera, Use Hydraulic Switches
Right Analog Click	Jump (if using Hydraulic Switches), Engage Nitrous
X Button	Brake
Y Button	Get in, Get out of car
B Button	Radial Menu (HOLD)
A Button/TD>	Gas
D-Pad	Cancel Party (Hold UP), Cancel Mission (Press DOWN Twice), Recruit Gang Members (tap UP), Change tracks on Music Player (LEFT or RIGHT), Access food via Radial menu
Left Trigger (LT)	Emergency Brake
Left Bumper (LB)	Look Left
Right Trigger (RT)	Fire weapon
Right Bumper (RB)	Look Right
Left Bumper + Right Bumper (LB+RB)	Look Behind

Swimming Controls	
Left Analog Stick (LAS)	Swim
Right Analog Stick (RAS)	Adjust Camera
Y Button	Exit to shore

Riding Shotgun Controls	
Left Analog Stick (LAS)	Aim Weapon
Right Analog Stick (RAS)	Aim Weapon
Left Trigger (LT)	Fire Weapon, Throw Grenade/Molotov/Pipe Bomb
Left Bumper (LB)	Look Left, Indicate a Left Turn
Right Trigger (RT)	Fire Weapon, Throw Grenade/Molotov/Pipe Bomb
Right Bumper (RB)	Look Right, Indicate a Right Turn
Left Bumper + Right Bumper (LB+RB)	Look Behind

The Hud/On Screen Display

Located in the Upper Right Corner of Screen -- Shows Ammo Listing/Weapon Selected/Life Bar/Stamina/Respect Meter:

- **Ammo Listing:** Lists how much ammo (if any) you have for your currently selected weapon
- **Weapon Selected:** Shows your currently equipped weapon
- **Life Bar:** Displays your life
- **Stamina:** Displays your stamina
- **Respect Meter:** Displays your level of respect

The Mini-Map

Located in the Lower Left Corner of Screen -- Shows Map/Gang and Police Notoriety/Player Set Waypoint/Objective Waypoint/Enemies, Homies/Player Location/Icons

- **Gang/Police Notoriety:** Denotes how actively a rival gang (or the police force) is actively pursuing you.
- **Player Set Waypoint:** A series of Green dots that works as a route for you to follow to your personally placed waypoint.
- **Objective Waypoint:** A series of Blue dots that works as a route for you to follow to the current mission/activity.

- **Enemies:** Red dots on the mini-map denote anyone who could feasibly injure you (paparazzi, rival gangs, police, federal agents, etc)
- **Homies:** Purple dots on the mini-map denote recruitable gang members.
- **Player Location:** Yellow triangle in the center of the mini-map uses an arrow to show which way you are currently facing.
- **Icons:** Displays available stores/missions/strongholds/activities in the local area.

Advanced

Here you will learn about respect, notoriety, stores, and combat tactics.

Respect and Respect Modifiers

Respect is a valued commodity in Saints Row. So much so in fact, that you can't even begin most missions without at least 1 full bar of respect. Earning respect can be accomplished by finding spray paint areas to tag over, completing activities (such as Snatch), killing rival gang members, or by completing a regular story based mission.

Clothing Bonus: When buying clothes at a local store, you'll notice a bar denotes whether or not you get a bonus by wearing certain clothes. Each time you fill up that bar you get a percentage bonus to the respect you earn at the end of any activity or mission. For example, if your Clothing Bonus is at 10% and you finish an Activity that normally nets you 500 respect, you would get 550 respect instead thanks to the Clothing Bonus! So not only should you shop for style, but you should shop wisely as any bonus you can get towards earning more respect will come in extremely handy.

Notoriety and How to get rid of it

Notoriety is similar to the star rating system used in GTA, but in this title you're given notoriety for the rival gangs AND law enforcement. You can build these up by hitting/killing gang members or police, covering rival gang spray paint tags with your own, hitting/killing civilians in front of officers, stealing gang or police vehicles, and other numerous ways in various activities and missions. For each bar of notoriety you fill, you'll earn one icon representing who exactly you've pissed off. At five icons, you can be sure that the group you've angered will rain down upon you with a fevered tenacity that won't stop until you're either dead or have used one of the following ways to erase your notoriety.

Erasing notoriety: If you've found yourself surrounded by people that hate you, there's only one thing to do...head to a local Image by Design or Forgive and Forget to wipe your slate clean. In Image by Design you can redesign your character's face via plastic surgery while in Forgive and Forget you are charged a fee via a drive through preacher that cleanses you of all wrongdoings. These are INSANELY useful during missions, as anytime the heat is on head to one of these shops to lose whoever is hunting you down.

Booze and other Mind Altering Substances

Hungry? Take a trip over to the local Freckle Bitch's and pick up a quick snack. Have an urge to get drunk and rowdy? Swing by Brown Baggers and partake in your choice of liquor or drugs. Each type of item offers a different effect, whether it be filling up the lifebar, or making your melee attacks far more damaging. Feel free to experiment to find exactly what's right for you and your play style.

Basics	Stores	Combat
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There are a good amount of store types in this title, and as such we'll be listing them here for you as an easy reference

point.

Freckle Bitch's: Food

Museum District - Amberbrook
Suburbs District - Tidal Spring
Apartments District - Sommerset
Saint's Row District - Mission Beach

Brown Baggers: Liquor and Drugs

Suburbs District - Huntersfield
Museum District - Humbolt Park
Saint's Row District - Mission Beach
Truck Yard District - Copperton
Apartments District - Sommerset
Docks & Warehouses District - Poisedon Alley

Rim Jobs: Mechanic

Saint's Row District - Harrowgate
Truck Yard District - Copperton
Chinatown District - Chinatown
Barrio District - Cecil Park
Factory District - Pilsen
Arena District - Ultor Dome
Downtown District - Brighton
Suburbs District - Tidal Spring

Friendly Fire: Weapons

Museum District - Amberbrook
Saint's Row District - Mission Beach
Apartments District - Sommerset
Docks & Warehouse District - Poseidon Alley
Suburbs District - Tidal Spring
Downtown District - Brighton

Forgive and Forget: Erases Notoriety

Suburbs District - Tidal Spring
Museum District - Amberbrook
Saint's Row District - Mission Beach
Apartments District - Sommerset
Docks & Warehouses District - Charlestown

Image as Design: Erases Notoriety, also allows you to redesign your character's facial/body features

Downtown District - Union Square
Suburbs District - Huntersfield
Barrio District - Cecil Park
Saint's Row District - Harrowgate

Sloppy Seconds: Low priced clothing store

Saint's Row District - Harrowgate
Projects District - Sunnyvale Gardens
Barrio District - Southern Cross
Barrio District - Ezpata

On the Rag: Middle priced clothing store

Suburbs District - Tidal Spring
Red Light District - Rebadeaux
Arena District - Pleasant View

Branded: High priced clothing store

Downtown District - Union Square

Impressions: Upper echelon of clothing (each item costs \$2000.00 or more!)

High End Retail District - Nob Hill

On Thin Ice: Jewelry

High End Retail District - Nob Hill
Suburbs District - Tidal Spring

Airport District - Wardill Airport
Chinatown District - Chinatown

Rusty's Needle Tattoo Parlor: Tattoos

Red Light District - Rebadeaux
Docks & Warehouse District - Stoughton
Chinatown District - Chinatown
Downtown District - Fillmore

Foreign Power: Luxury/Sports/Exotic car lot

Suburbs District - Misty Lane
Museum District - Humbolt Park
Arena District - Ultor Dome

Scratch that Music: Music

Suburbs District - Misty Lane
Downtown District - Brighton
Apartments District - Sommerset
Barrio District - Cecil Park

Sheer Intensity: Hair Salon

High End Retail District - Nob Hill

Do it Up: Hair Salon

Apartments District - Sommerset
Barrio District - Southern Cross

Big Picture Theatre/Max Visions Theatre: Replay missions for fun

Arena District - Pleasant View
Red Light District - Rebadeaux
Museum District - Humbolt Park

Random Activities

All of these activities still net you respect and money, so if you're in between doing a mission or are just bored and want to spice it up a bit give these a shot. Keep in mind that these activities are not located via an Icon on the map.

- **Theft:** Breaking into a store after hours (when the icon on the door is a foot instead of a hand) allows you to start the "theft" activity. You'll need to be quick and jack the safe open to take the contents, and then you will be required to drop off the loot at a local pawn shop (having a car makes this easier, as you can toss the loot in the trunk of your car)
- **Holdups:** Having a weapon equipped when walking into a store, and then keep the cursor trained on the employee. They will then start to move towards the back, and you MUST keep the crosshair on them (it will turn red) to make sure they open the safe. Be warned though, as once they are done opening the safe they will run to the nearest alarm so either take the money and run or kill them before they get a chance.
- **Hostage:** If you happen to steal a car with a passenger in it, you'll have the option to start the Hostage activity. This requires you to dodge police and stay moving while the clock ticks down (stopping your newly 'acquired' vehicle allows the hostage to escape). Once the timer stops let the hostage out and you will be rewarded.



This is where you will learn basic tricks and advanced strats to continually push through the mass of enemies (while at the same time, minimizing the damage you sustain).

How to Shoot, When to Reload, and How Each Gun Reacts

If this isn't the most self-explanatory section of a guide then I don't know what is. Don't just dive directly into the game thinking you're going to shoot everything without issue, it won't work. Just like in any other game, you need to practice and if that means replaying stages or by taking on the cops for a bit then go for it. As with any shooter that even remotely bases itself in realism, aim for the face. Most Stronghold Missions or Takeover attempts can be blown through easily by anyone who's adept at getting accurate headshots with even the weakest handgun.

Reload when taking cover, or when out of the way of enemy fire seems like a basic idea right? But we've ALL had that moment where we're in the middle of a huge gunfight and we have to stop so we can put another clip in our gun, only to die during the reload animation. If you see more enemies on the radar around a corner, stop and reload all of your weapons so you don't get caught with your pants around your ankles. Seriously, it's a stupid mistake that can (and most likely will) lead to you replaying an entire mission so get used to double checking your ammo readouts.

NOTE: I thoroughly recommend doing each rival gang's storyline in full, as this allows you to pick up the common weapons dropped by rival gang members. It's always better to get free shotgun ammo (especially ammo that is CONSISTENTLY available) as to have to purchase ammo at an ungodly price. This in turn, will also net you experience with multiple types of weapons, which makes you a better player.

Homies

While having additional homies can be a life-saver, they also have their own issues.

Pros:

- They tend to take out rival gang members/police with ease in small doses.
- They follow you fairly well, so it's a rarity when they get caught on an inanimate object.
- You can use them as cannon fodder while reloading a weapon/healing.
- You can continually revive them, so you'll always have backup.
- If you're far enough away, they'll drop everything and sprint INSANELY fast to catch up to you.

Cons:

- They do have a tendency to shoot cops on the fly in a random area.
- They're not super accurate when riding 'shotgun' in your car and in turn "spray and pray".
- In small hallways, they can block your retreat route or impede your progress, getting you killed.
- There's a good chance it'll take a minute to find the homies with the right weapons for your mission (if needed).
- They love to reload in non covered area during gunfights (middle of the street, middle of a dance floor, dead center in a parking lot, etc).

Cover Is Your Friend

We can't stress this enough. If your attempting a Stronghold mission (or just dealing with a ton of baddies during a particular mission), use your cover wisely. It lets you use the RAS to adjust the camera to see what's around the corner (setting up some strategy on how to take out the next group of bad guys), which lets you just pop out and drop shotgun rounds/headshots on the enemy for free, toss grenades at an advantageous angle (bouncing them off of walls at an angle is a MUST when using cover), and you can even just take a time out to use a healing item while keeping an eye on the opposition. Also of note is that almost ANY solid object can be used as cover. Walls, trees, cars, street signs, wooden crates, etc will all shield you from damage, and you NEED to take cover to get through some of the later missions with only minor damage sustained.

Vehicles



Yeah, but it's a freakin' sweet car

Here you will find a list of every available vehicle in game along with a quick description. Since this is a GTA style title, finding specific cars will be a random occurrence, so just keep your eye out and check back to the list as needed.

Vehicle	Description	X
AMBULANCE	An Ambulance	
ANCHOR	TV/News/Paparazzi Van	
ANT	Herbie the "Love Bug"	
AQUA	Compact Import SUV	
ATTRAZIONE	Joseph Price's Car/Lambo style Italian Speedster	
BARON	Classic British Luxury	
BETSY	Retro Pickup Truck (Sanford & Son style)	
BOOTLEGGER	Retro Muscle Car	
BULLDOG	Victor Rodriguez's Vehicle/Humvee-esque ride	
BULLDOZER	A Bulldozer	
CAPSHAW	Domestic Sedan	
CAVALLARO	Old School Sedan	
COMPTON	Classic Low Rider Sedan	
COSMOS	Import Coupe	
DESTINY	Beater Sedan	
DELIVERY TRUCK	Self Explanatory (think UPS/DHL)	
EISWOLF	Luz Avalos' Car/Domestic Luxury Sedan	
FBI	FBI SUV	

FER DE LANCE	Euro Supercar	
FIVE-O	Police car	
GUNSLINGER	Angelo Lopez's Car/40s Style Sedan	
HALBERD	Think "mini" Euro Compact	
HAMMERHEAD	Will the Pimp's Car/Muscle Car	
HANNIBAL	Laura's Ride/Stylish Minivan	
HOLLYWOOD	50's style drop top	
JACKRABBIT	Domestic Compact style	
JUSTICE	Mr.Wong's Car/Euro Super Luxury	
KEY STONE	Domestic Coupe	
KOMODO	Import Station Wagon	
LA FUERZA	Old school Muscle Car	
MAG	Benjamin King's Ride/SUV Luxury	
MOCKINGBIRD	Think "Honda"	
MULE	U-Haul style Moving Truck	
NELSON	Euro Luxury Sedan	
NEWMAN	Mail Truck	
NIGHTINGALE	Airport Emergency Vehicle	
NORDBERG	Standard SUV	
NRG V8	Van	
PEACEKEEPER	Swat Riot Response Vehicle	
PETERLINER	Semi Truck Cab	
QUASAR	Donnie's Car/Euro SUV	
QUOTA	3 Wheeled Meter Maid Car	
RAMPAGE	Demolition Derby car	
RATTLER	Warren Williams' Ride/Euro Concept Speed Demon	
RAYCASTER	Euro concept speedster	
REAPER	Hearse (complete with Casket)	
RICOCHET	Station Wagon, Luxury Edition	
RUCKUS	Demolition Derby car	
SHOGUN	Sedan	
SLINGSHOT	Old school 70s Gremlin	
SOCIALITE	Euro Luxury Sedan	
STATUS QUO	Limo	
STILLETTO	80s Luxury Sedan	
STILWATER MUNICIPAL	Waste Engineer Vehicle (aka The Dump Truck)	
TAXI	A Taxi	
THE JOB	Limo with a Humvee-esque front end	
TITAN	Armored Vehicle	
THOROGOOD	Domestic style Pickup Truck	
TRAXX MASTER	Import SUV	
VARSITY	Japanese style Pickup Truck	
VEGAS	70's Muscle Car	
VENOM	Johnny Gat's Car/Roadster	
VENOM CLASSIC	Roadster style (retro)	

VORTEX	Lin's Car/Euro Roadster	
VOXEL	Import Rally style	
WESTBURY	Soccer Mom style Minivan	
ZENITH	Julias Little's Vehicle/British Speedster	
ZIRCON	European Sedan	
ZIMOS	Import Sedan	
ZOMKAH	Aisha's Car/Luxury European Sedan	

Walkthrough

Street Saints	Vice Kings	Los Carnales	Westside Rollers	Stronghold
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Story Mode Missions

This part of the guide will cover each individual mission for the various gangs you're attempting to destroy. Due to the random nature of the AI and spawning patterns of rival gang members, a 100% accurate description of each area layout cannot be guaranteed. So, what we will be providing is an objective based walkthrough of each mission, as well as combat tactics for the firefights and shootouts that occur. Secondly, in an attempt to keep the user pure, we're doing our best not to spoil anything, but since this guide does require some in depth explanation nothing can be 100% spoiler free.

Canonized

To start this mission, simply walk to the church in front of you and click Y. This brings you to a "jump in" fight where you have to prove your worth to Julias and the rest of the 3rd Street Saints. To take out the other Saints jumping you in with minimal damage done to yourself follow this formula:

During the first fight it's 1 on 1, so put up your guard and wait for the Saint to hit you. The second you block the strike attack them with a LT, RT punch combo. If the opponent goes into a blocking stance then use your LB kick attack, as that move goes through an attempt at blocking melee attacks. When he/she decides to retaliate, block, and then answer again with the LT, RT combo.

The second fight requires you to take on two members at the same time. Now this fight brings up multiple options as you can jump a fence and wait for them to attempt to climb over to attack them for free, or you can follow a more direct approach. Each opponent fires off one punch each, then there's USUALLY a delay before their next attacks (rarely they toss out kicks), so to win this fight block each attack once, then hit one of the Saints with a LT,RT combo and immediately go back into blocking stance. Repeat as necessary for an easy win.

The last fight is similar to the second, only this time they might throw some of the larger heavy hitters your way. Treat this fight just as you did the last, and you should have no problem whatsoever (it will just take a little longer). Remember, block, counter attack, block, counter attack.

Back to Basics:

After a short cinema, Troy will take you out to get yourself armed with a handgun. Follow the objective path (blue dots) to the Friendly Fire store to purchase yourself at least 1 handgun (preferably the Vice9 as most gangs in this area carry that weapon, so ammo will be plentiful). After snagging a weapon go jack yourself a car and wait for Troy to jump in with you. Now open up your map (press start) and you'll see red squares which denote the "targets" you're going to be shooting. Drive around to each group and take them out at your leisure, either by drive by (which keeps you safe at the expense of your vehicle), or jump out and practice headshots.

After killing all of the Vice Kings (each who have a red arrow above them, which makes them easy to find) you'll notice a Compton with a green arrow above it. Take that ride and follow Troy's advice and head to the local Forgive and Forget to wipe the newly acquired notoriety clean. After doing this Troy will ask that you drop him off at Freckle Bitch's for a "fun bag" and your mission will end.

NOTE: Before attempting the next mission you'll want to finish the Snatch Activity and the Abandoned Storefront Stronghold Mission.

Abandoned Storefront Stronghold

Welcome to the introductory stronghold activity. Each main gang related storyline has at least 5 Strongholds that you need to take over before the last mission becomes available. The only reason I'm listing this one here instead of with the Stronghold listings, is that it's pertinent to the introductory missions of Saints Row.

This is a very simple shootout/chase scenario, but just to be safe make sure you have a good amount of handgun ammo with you when attempting this mission. Kick the door in and keep an eye on the red dots on your radar, as these represent enemies. Use the RAS to adjust the camera for better viewing angles (like looking around a corner before heading into a room/hallway) and you should be fine. Aim for the head, but if that seems a little hard now then just fire 3-4 shots at center mass and you'll be fine. Upon exiting the building you'll have to chase down the Los Carnales lieutenant as he attempts to run for his life. This is a very easy driving sequence so just do your best to stay behind him and he'll eventually crash himself out on the beach. Execute him any way you see fit (hit him with your car, shoot him, etc) and the mission will end.

If you have finished the Snatch Activity prior to this you could call Will up on the phone and have him as backup when storming the building. Alternatively, if you have pipe bombs just drive around to the back of the mission after you've started it and you'll see the Los Carnales lieutenant standing behind a fence. Chuck a pipe bomb properly and you'll kill him before you even go into the building, thus finishing the mission with one well placed explosive device.

Reclamation

Troy and Julias will be accompanying you for this mission, so you'll need to find a vehicle that seats at least 3 people. After stealing the appropriate rig follow the path on the mini-map to the "meeting area" and then go about wrecking havoc. You'll have plenty of time to practice shooting people in this mission, and since you can revive both Troy and Julias should anything happen to them, sit back and get a good feeling for headshots while you have a chance. This mission is extremely straight forward, and as such all is required is that you kill pretty much anyone with a red arrow above their head (killing regular rival gang members won't hurt either). Keep an eye out for exploding barrels and flaming car debris as you take out everyone and you should be fine.

If the heat comes down on you in a bad way from random gunfire, fall back and use crates or cars for cover. Troy and Julias are fairly good marksmen and will give you ample covering fire while you wait for your health to regenerate (or to reload your weapon). Then use the RAS to get a quick look at what you're dealing with and adjust your strategy accordingly.

After finishing off the last few lieutenants you'll have to snatch a ride and dodge the cops. If you're good at out maneuvering them then you won't have a problem ditching them, but if you're a little weak on the driving skills right now just head to Forgive and Forget to clean up your notoriety. After getting rid of them (either way will work) take your time and enjoy the ride back to the Church, now the real fun begins.



Aisha's Favor

Johnny sends you out after a yellow sedan whose driver has apparently kidnapped Aisha's sister. Start out by snagging any car you can and following the blue path. After a short while, the Vice King sedan will blow past you and all you have to do is stay close to them, but remember to stay far enough away that you don't get made. They pull into a warehouse parking lot, wherein you are directed to eliminate any rival gang members inside, without harming the girls. Kick open the door and use your cover (boxes/crates/shipping shelves/etc) to minimize damage and execute everyone inside. Head into the back room and you'll be told that the only person who has the key to the storeroom (where the girls are being held) is over at the Tee 'n' Ay strip club a few blocks away.

Hop into the ride you came in and follow the blue path on your mini-map to the strip club. As soon as the Vice King Pimp (he's wearing bright yellow and is surrounded by other Vice King soldiers) notices you inside the club, prepare for a gun fight. Use cover if you have to and aim for pistol based headshots (or if you have a shotgun, hide behind a wall and pop out to take a center-mass shot and then slide back behind your cover). Once the dust has settled, pick up the key the VK Pimp drops and head back to the warehouse where the girls are being held captive.

After releasing Aisha's sister and the other girls, the warehouse will be swarmed with VK soldiers. Now keep in mind that while you can hide and wait for the VK's to come in (thus setting them up for an ambush if you have a SMG or Shotgun) it's wiser to take the fight to the center of the warehouse. Why? Any gun the girls pick up they can use on your attackers, thus giving you far more room for error (if the bad guys are fighting other people, you can line up your shots easier). Finish off the remaining VK's and head outside. If you were lucky enough to bring a four door car with you, then hop in and haul ass back the Church. If not, you'll have to fight a few carloads of VK's while waiting for someone to bring a four door ride to the gunfight so you can steal it.

To Kingdom Come

Now that Aisha's sister is safe, the next step is to fake her death (while blowing up King Records at the same time). Head out with the car they've arranged for you to Samson's garage to get some C4 strapped to your ride. After doing so you'll be introduced to Aisha's stalker, he's got a real issue with you driving her around, and is fully intent on killing you...even if it means slamming into your unstable car and blowing everyone up.

To take him out you have a few options available. You can jump out of Aisha's car and shoot him through his windows until he dies (it takes a good while for this), or you can just grab him and pull him out of his own vehicle, then hop in yours while he's distracted (this gives you time to out run him). When you get to the bridge you'll notice your path is blocked by a Gas Tank Semi-Truck and some Cop Cars. To alleviate this problem just hop into the police car and move it out of the way, which gives you plenty of room to squeeze by while driving Aisha's car. The rest is just a matter of following the blue path to the objective before the time runs out and that's it!

Always Use Protection

In this mission you're sent to one of the VK's local brothels, wherein you are to exterminate everyone. Sounds like a sweet mission right? Well, before you can get to the slaughtering you have to take out some of Tanya's hired help that

patrols the area where the brothel is located. Just grab your homie and steal a ride, then follow the map to the highlighted VK's (they appear as large red squares on your mini-map) and take them out. They won't run, so let them come at you and then take out the driver (and if there is one, the passenger) while staying in your vehicle.

Now that you've got no problems getting to the brothel, head on over and eliminate the small amount of resistance in the alley before heading in the back door. Gang members, call girls and even their customers are in need of some buckshot enemas, so feel free to bring a homie and some stopping power (read: pipe bombs are great here). Be warned, these VK's are packing some solid weapons (SMG's, Shotguns and if you're lucky someone will have an Assault Rifle), so be sure to use cover and let your homie do his/her part for the main wide open area. After that's handled, you can work on cleaning up this place as the rest of the mission is academic. Most VK's are located in small hallways, so you won't have much problem hitting them with a shotgun blast, and those who are "getting some lovin" behind closed doors can be taken out easily enough with shotgun fire/pipe bomb as they are already "involved" with a call girl.

Reinforcements

Welcome to your first introduction to a "turf wars" scenario wherein a rival gang attempts to take back a section of your newly acclaimed "Row". In this mission Tanya has sent some VK's to take back the area you acquired in Always Use Protection (Prawn Court), and as luck would have it you're the local Saint's only backup. Head to the area (you can locate it on your start menu map) and once you cross over into the warring turf the VK lieutenants will appear as large red squares on your mini-map. Drive around with a homie in tow and take out the lieutenants, but be careful as leaving the turf results in a 30 second countdown (if you aren't back inside the war torn district before the timer reaches 0, then the mission is failed).

Best Laid Plans

After a hilarious interlude with Johnny attempting to decide which firearm to bring with him, you're off to the Abandoned Police Station. Once near the station you'll notice a fairly hardcore firefight going on between VK and Saints, so keep yourself out of any drama and head inside. This area is fairly well constructed for a shootout of epic proportions as there are overturned shelves, cubicles, and all other kinds of solid objects to hide behind as you reload/plot your next move. You'll be able to take out the VK's with minimal effort here, but be careful when moving into hallways and new rooms (use the RAS to see who's coming from where, as well as continually check your mini-map for the position of the VK soldiers) as they tend to try and ambush you.

Upon locating the stairwell, Tanya will yell for more VK's to kill you and you'll be in for quite the firefight. Use the stairs wisely while fighting off the VK's and let Johnny do what he does best if you need to heal/reload, as he's more than capable of killing random VK soldiers. After that's clear you should be ready to head upstairs in pursuit of Tanya.

Once you've reached the top floor (and have taken out a few VK's along the way), you'll be in a room with around five VK's hiding behind tables. Take them out anyway you choose, but I prefer flushing them out with a pipe bomb for fun, then shooting them after they abandon their cover. Now that the nifty little cinema scene has ended, jump in a ride and haul ass to the Church (be sure to answer your phone, it's Julias). While you don't need to worry so much about the police/gangs and can just power through the barricades on your way back, you can also swing by a local Forgive and Forget to make the drive home A LOT nicer.

Green With Envy

Follow the blue path to the studio in Union Square and park in the blue marker. This prompts a small cinema where Tanya steps out of her limo and you're path to the ultimate rescue mission begins. Follow the limo driver a good block away from Tanya's location (as if she notices you, the mission is failed), force him to stop (by killing him). Take his place and drive back to the studio, where Tanya will be waiting. Now you will be considered Tanya's driver and as such, she's going to need you to take her around town while she does some shopping. Follow the blue path to both locations, and keep in mind that you ARE timed...so dodge traffic, hit the e-brake, and basically make sure you don't mess this up.

After she stops off at the local Friendly Fire, you'll get a call from Julias informing you that some Saint's are out to assassinate Tanya, but they don't know that you're currently driving her around in the Limo. So, to make a simple mission difficult really quick you have to out maneuver the other Saints, while making sure not to get killed OR to kill any of them (doing so results in a failed mission). Do your best to lose the Saints by getting on long stretches of road and weave back and forth through traffic, taking proper e-brake corners, etc. Once you've lost them (you'll be notified via an on screen prompt), you have the ability to follow the blue path over to Tony's condo and drop her off.

Now, here's the fun part. You start off by knocking Tanya out cold, and then you kick open Tony's door, ready to rescue Johnny at any cost. As always, once you kick the door open they'll know that you're there, so start by firing into the room from outside in the hallway. This gives you a tactical advantage of always having cover AND if they decide to charge you, they'll force themselves into a small space allowing for you to take them out easier. Once you've cleared out a chunk of them, rush in and take cover behind anything you can find (kitchen counter, tables, etc) and take out the

remaining VK's with SMG or Shotgun fire.

When Tony himself shows up during your firefight with the other VK's, head immediately back outside and force everyone to bottle neck in the hallway (unless it's just you and Tony, in which case you can just fight him in the apartment). Tony takes a good amount more damage than the normal VK's and is carrying a Riot Shotgun, so don't try to go Rambo on him or you'll be dead REAL QUICK. Take cover and get some space between the two of you and either score shots on him and scoot back behind cover, or bait him into firing at you until he has to reload. Once that happens you can dump on him with whatever weapon you choose.

3RD Street Vice Kings

Ok, thanks to Dax's plan you've been given yellow gear to trick the cops into thinking you're members of the VK's. On top of that you're required to get some notoriety built up so the media takes notice of the situation. The easiest way to accomplish this is to rob a store (if done while stores are open, let the employee trip the alarm after you've taken the money). Once the notoriety gets to level 2, the media shows up and you'll be sent off to the High End Retail District to take out a couple of store owners. Do this and you're next stop is a bowling pin monument down the street. You can either hit the ramp to knock it over, or if the police are getting too heavy, just use a rocket launcher or pipe bomb/grenade to knock them over.

If your car is getting smashed during any of this, feel free to hop out and steal a cop car or anything else that's available.

After this the cops are pretty pissed off (you should have at least a 3 or 4 notoriety rating) and you'll have one more job to do. After following the blue path you'll end up at a Bulldozer, which you will be required to drive. Hop into it and take off, following the new path to the statue of Alderman (it's only a few short blocks away). There's no need to worry while driving this slow vehicle, as it's so armored that you'll be able to take out most cop cars by running into them with no problem. After arriving at the marker, just take the bulldozer and ram it into the statue, destroying it.

Round Peg, Square Hole

This is one of the most fun VK missions as you'll be riding shotgun with Johnny Gat, and you'll have an unlimited amount of RPG ammo to play with. All this mission requires is that you kill VK's and Police at their respective meetings (Johnny drives there for you) and then in turn, you have to defend Johnny's car while you head to the next meeting (if the car is destroyed, the mission is failed). Have fun with this one, as it's a rare occurrence that you're given unlimited ammo and the ability to blow up damn near anything.

For King and Country

Julias needs to help Benjamin King from getting murdered, and since Johnny isn't around, it's up to you. As soon as this mission starts you'll want to have at least a two door vehicle waiting, so you can have a homie with you when you head out. Also, be sure to have a lot of SMG ammo and preferably some RPG rounds (it helps simplify things). King's life bar is continually diminishing, so you'll have to get there quick. Following the blue path leads you to a huge shootout where a ton of VK's are attempting to assassinate King. As you fight your way through them (this is why you wanted to bring a homie), be on the lookout for King's icon on the mini-map (it's a green triangle) and try to get there ASAP, as once he realizes you're there, the lifebar on the top of the screen goes away and he is added to your homie list (and in turn, can be revived if anything goes wrong).

Whether or not you continue to kill all the VK's in the local area is up to you, but once King is added to your crew you can sprint directly towards his ride (it's a Yellow Mag with a green arrow above it). As soon as you hop in (your homie, if he/she is still alive can ride along too as King's car is a four seater) you'll be charged with eliminating the other VK's currently gunning for you in vehicles. This in and of itself isn't too difficult, as they'll drive directly up to your car, so you can shoot them through their windshields with little effort. After finishing the remaining VK's off, King will ask you to hunt down and kill Warren...and this is where the RPG comes in handy.

If you're a good distance away from the shootout area when King gives you this new objective, Warren won't be moving and will just be sitting in his car. Use this opportunity to park your ride out of sight and then launch a few RPG rounds into Warren's ride. This will either kill him outright or do a TON of damage to his vehicle, wherein you can just hop back into King's Mag and chase him down (using the leftover SMG rounds you have to riddle his car with bullets, finishing off the end of his lifebar. King then requests that you drop him off at the church, but the VK notoriety is still pretty hot, so it might be a good idea to swing by a local Forgive and Forget if the action is getting a little too thick. Once you arrive at the church a small cinema plays and the mission is complete.

The King and I

Benjamin King is willing to team up with the Saint's to take out the rest of the VK's, so the new mission is to snag a ride,

follow the blue path until you see the VK's (a green arrow is above their car) and get them to follow you to a police ambush WITHOUT killing the VK driver/passenger or destroying their car. This means that you'll be taking a ton of bullets and damage to whatever ride you're using, so make sure you take something that has a solid lifespan. After dragging a batch of VK's back to the ambush, the best course of action is to find a new suitable vehicle, as this mission isn't based on beating the clock. It's a fairly straight forward mission, and you shouldn't have much problems with it at all (most of you will finish it on your first try).

Return of the King

All that's left of the VK's is Tanya and her bodyguards. The only problem is that King doesn't have the information to get into her suite (as it's a pass code number) and the ONLY person who knows is her hairdresser/stylist. So, you'll be following the blue path over to Impressions, so you can shake down Stefan for the appropriate info. Unfortunately for Stefan, King decides to do the 'shake down' by holding Stefan out of your window (by his ankles, no less) while you drive and evade the police. During this part of the mission a "fear" meter will appear at the top of the screen, along with Stefan's health. So, as long as you are continually going fast and dodging traffic you shouldn't have a problem, but with the cops after you they'll be ramming your vehicle (and in turn, hurting Stefan). The easiest ways to accomplish this is to head onto a freeway, as you shouldn't have a problem maintaining a high speed to scare Stefan, while being able to weave in and out of traffic to dodge the cops.

After you've 'released' Stefan head to the nearest Forgive and Forget to ditch the cops (as if your vehicle explodes, the mission is over) and then take your time and enjoy the ride over to Tanya's suite as this is where the fun really starts. Before even stepping into the building you'll see all the VK's appear on your mini-map, so plan out your attack strategy accordingly. As always, use cover and keep the Shotgun/SMG of your choice for close battles, while using the accuracy you've acquired with Handguns (you did practice that, didn't you?) to take out the VK's that are farther away. Both Johnny and Benjamin King are excellent marksmen, but don't think they won't get into trouble if you leave them alone. You may have to revive them a few times if the situation gets out of control, so take your time and don't rush into anything.

If you've survived the main hall area, be ready for the Penthouse portion of this mission (read: reload ALL of your weapons and heal if you have too). As soon as you step out of the elevator, bullets will be flying so be sure to take out the main group of call-girls/office workers and then check your mini-map for the location of any other leftovers. As you move through this section of the building, be sure to use any available cover if need be (there's no excuse not too, as there are TONS of available hiding spots)...office furniture, cubicles, walls, and more can be used to stay out of harms way (and believe me, these cronies almost always have SMGs or Shotguns, so either keep moving or you will get smoked. Moving into the next open area will bring you into view of a stairwell, which brings forth a ton of VK's so be thankful that you have Johnny and King to back you up. Take your time and make every shot count (do NOT rush them, as more will pour out of the adjacent office space), and pick up whatever ammo you can before heading into the office space.

This area has only five to six call-girls, but they are ACCURATE with their weapons, so don't think for a second that you can just storm in like Chuck Norris. Treat this gun fight as you would any other and use cover, let your homies do some of the work, and keep your shots accurate. Pick up whatever leftover ammo you can find, and head to the blue marker (which shows up as a blue square on your mini-map) to watch the ending cinema of the VK portion of the game.



Crackdown

This is a very straightforward mission. Grab as many homies as you can, hop in the appropriate ride, and head over to each waypoint (following the blue path, as per norm) and destroy the meth labs. There's little resistance at the first one, but after destroying it you'll gain some notoriety with the LC's, which results in a heavier resistance at the second location. Either way, between you and your homies you shouldn't have much problem taking down this mission without having to restart.

The Missing Shipment

Grab a car with enough room for you, Troy, and a spare homie, then follow the blue path to the dock area where Troy will need you to cover him while he hotwires the truck. Use cars for cover while taking out LC soldiers, and as soon as Troy starts to leave in the now stolen truck, hop in one of the spare rides and follow him. You'll need to defend Troy so the truck doesn't explode, and you have to make sure that you stay in his sight radius (shown as a red ring around his icon on the mini-map) as he won't drive back to the drop-off point without you. During this gauntlet of sorts, be sure to make sure that any LC's that attempt to take out the truck are dealt with, and don't worry about your own ride unless it's on fire (in which case you'll hop out and snag something else). This way you spend all of your resources on Troy and making sure his truck doesn't get blown up. Continue to follow him back until you get to the drop-off point and the mission ends successfully.

Homeland Security

The LC's have invaded the Row and it's up to you to take out the lieutenants. Very straightforward mission, as the only thing you need to do is grab some homies, steal a ride, and drive around to where the lieutenants are located and kill them. Just be wary for other LC soldiers who can interrupt your gunfights with additional backup and you'll be fine.

Trojan Horse

Pack up a homie, jump in the truck and drive it back the LC's warehouse/drug manufacturing area. Upon arrival your squad from the Row jumps out of the back and it's a war zone. Be sure to pay attention to your mini-map while in battle, so you don't get jumped from behind and take out anyone located ABOVE you first. The last thing you need is to forget someone who was on a scaffold and get killed because of it, so stay aware of the situation and take cover (there's A LOT of people in this fight). After clearing out the entire open area, you'll be heading around to the side of the building where more LC's are located, but stay AWAY from the left scaffolding, as someone sets off the exploding barrels and it's a stupid (and really EASY) way to get smoked.

Continue around the side of the building, taking out the LC's on top first, and then concentrating on the rest and keep in mind that the huge bay doors to your right will produce more LC's to fight, so don't get caught with your pants around your ankles. Now that you've cleaned out this area, you're safe to head into the warehouse itself and take out the leftover LC's. They're hiding so you'll need to take your time with this and either flank them or flush them out with grenades.

McManus Says Hello

In this mission you're given the task of a hitman, and have been sent to cause internal turmoil between the Carnales and the Columbian drug cartel. The target? Hector, leader of the LC's. You'll be given a McManus sniper rifle with plenty of ammo, and a time limit to find a safe spot to start all the chaos, Oswald style. So snag yourself a ride and follow the blue path to the marker, and now you get to climb up on top of a huge building. Start by jumping on the wooden crates, and then on top of the dumpster. This will give you enough height to get onto the fire escape, which you will follow all the way up to the top. Once there, cross the wooden plank to the next area, where you will jump on the ventilation shafts and climb those as needed to get on top of the adjacent building where the blue marker is located.

Once here, you are to wait until Hector is in talks with the Columbian. Hector is easy to tell apart from the LC lieutenants, as he wears a full breasted red trench coat to the meeting. After Hector and the Columbians have instigated their conversation, take him out and prepare for a bombardment as every LC lieutenant in the area is carrying an RPG. Duck, fall back, and take a look at your mini-map to get the location of each LC, which makes sniping them without eating a hot bowl of splash damage way easier. Take your time, as the rest of this mission isn't timed, and be sure to get every single one (each LC is marked not only on your map, but on in game as well via a red arrow above their head). After killing all of the lieutenants, a short cinema plays and the mission is over.

Meeting Orejeula

Before you even start this mission, get yourself a car fitted with Nitrous. Trust me, you'll need it. The objective at first seems simple, follow the waypoint and meet Orejeula for a little conversation. However, once you park your ride at the blue marker, Victor shows up with his huge Humvee-esque Bulldog and is fully intent on killing you at any cost. As soon as Victor's cutscene is through, hit the gas and haul ass back to the church, using your Nitrous continuously. Make sure you take your corners tight, and don't crash into random cars or objects, as that gives Victor and the LC drivers a chance to smoke you. After speeding away from them, you'll get an on screen prompt letting you know that you've lost them and now you can head back to the church safely. Do so, and the mission ends.

Strength in Numbers

Guess what? That stunt you tried to pull during the last mission with Orejeula has apparently angered the LC's to the point where they are storming your turf. Defend the church with Julias, Troy, and Dax at your side, and be sure to pay attention to the on screen prompts letting you know which side of the church the LC's are currently attacking. After killing enough of LC's, Victor himself will decide to pay you a visit, and it's going to take either a ton of SMG/Rifle/Shotgun rounds, or a few well placed RPG rockets to stop his Bulldog. Now normally that'd be the end of this mission, but Victor is insanely strong and runs right out of the wreckage at you, on fire, firing his weapons! Take cover and let the leftover Saints, Julias, Dax, and Troy do some damage while you set up your shots, and Victor will fall soon enough.

Possession With Intent

Snag the car parked in front of the church, head to Samson's (following the blue path on the mini-map) and get your ride outfitted with a bomb. Now you have a time limit (and a damage limit on your car, so don't drive like a retard) to get to the Barrio Police station, where once you arrive you need to park your car near the evidence room and jump out (get some distance, as the explosion IS pretty beefy). After doing this you're charged with defending a truck that the Saint's back into the building from police for around 3 minutes. After this is accomplished you will most likely have 5 stars of notoriety (meaning the FBI will be there), so take your truck and go DIRECTLY to the nearest Forgive and Forget to wipe your slate clean. After this, just drive the truck back to its drop-off point and the mission is completed.

House Call

Ah, a good ol' fashioned raid on someone's house. Haven't done one of these in awhile, have we? Hop in a ride and drive Dex (and a homie, if you choose to recruit one) over to Angelo's mansion. Park a bit away from the front of the house, and work your way in from a distance. This keeps the gang from swarming you outside, while letting you use your well trained Pistol accuracy to take out LC's without wasting your SMG or Shotgun ammo. After the outside is clear, work your way around the back (either by going left or right) and take out any remaining LC's before you enter the mansion itself. Upon entering you WILL be swarmed with rival gang members, so take out who you can and get to a safer location (preferably void of any baddies). Reload your ammo in all weapons, heal if it's needed, and head out to clear out the ground floor. With Dax and a homie in tow, this shouldn't be too big of an ordeal, as long as you take your time, use cover, and pick the right weapon for the job (SMG/Shotgun works nicely, but if you have one...use a Shepherd Handgun).

After the lower floor has been cleared, it's time to go upstairs and finish off the rest. This is academic, as there won't be nearly as many LC's upstairs and you should be ready for them. Watch the open hallways and side rooms for small ambush attempts, and make your way out to the veranda overlooking the pool. There should be one or two LC's left up

here, and after you've dealt with them head to the adjacent room for a cutscene. The game picks back up with you riding shotgun in Dax's car with an unlimited ammo K6 rifle at your disposal. Use this to defend Dax's car (as you can't kill Angelo at this point), and continue to do so until you're treated to another cutscene. After this, the mission ends.

What Goes Up

I'll be completely honest; this is the hardest mission in the game, bar none. You WILL be replaying this mission at least 3-5 times if this is the first time you've done it, as there are tons of RPG carrying LC soldiers that need to be killed, multiple LC cars doing damage to your ride, Dax drives like a retard in the second half of the mission (usually doing more damage to the car than anything else), and you have to learn how to lead a RPG shot while driving to take out a moving plane.

Follow the blue path to the airport (via the freeway) and BE CAREFUL. Any damage incurred to your ride on the freeway will worsen any chance you have to finish this mission. It doesn't help that people on the freeway get into random accidents, or that a cop may attempt to pull you over for speeding (and when I say "pull you over", what I mean is "he'll try to ram you off the freeway itself"). Either way, make sure you beat the clock to the blue marker AND keep your car's damage to an extreme minimum.

After a short conversation and a quick cinema, you'll be riding shotgun in Dax's car. Use the RPG to take out any LC cars that are following you, and after you burst through the gate, whip out your K6 assault rifle and target the RPG carrying LC on the ground AND on top of the building. Dax will veer right, and then follow around the right side of the building, which is where you need to pull out your RPG again. As soon as you see Angelo's plane, shoot it. If you lead it (i.e. have the cursor to the far left of the plane so the rocket will hit it) you should be able to land TWO solid RPG shots before Dax takes you off a ramp and over onto the streets.

Dax decides that he needs to go back into the airfield, so he blows through another gate and you have another shot at hitting the plane. If you miss, don't worry about it. Pull out your K6 Assault Rifle and aim for the LC on the right side of the roof as you hit the ramp. Don't shoot at him, but at the barrels next to him (they explode if you put enough bullets into them). After plowing through another fence the area you're looking at is the same spot where you killed the FIRST LC with a RPG (so if you missed the guy on the building, now is the time to kill him). Dax will jock the car to the left, and to the right of the ramp you took to get out on the streets is another LC with a RPG. Drop him and Dax will take a sharp right onto the airfield where you have a CLEAR shot at taking down Angelo's plane with the RPG.

Note: If you do this correctly, you can kill Angelo after you take the first jump out into the city streets, but I described the long way just in case you want to do it for cinematic flair, or if you miss with the RPG a ton. Just don't get too frustrated playing this mission, as it's just gonna take some time to get used too.

Street Saints

Vice Kings

Los Carnales

Westside Rollers

Stronghold



Stacking the Deck

Grab a car and head to the waypoint (following the blue path), once there you'll see the truck pass overhead on the freeway, so take a right and hop on the on-ramp. Now, you can either damage the truck with bullets to make it pull over, or if you have a strong enough weapon (read: Shepherd Handgun) you can take out the driver through his windshield in one shot. Either way, once you get the truck, pulled over, hijack it and follow the blue path back to the drop off point.

Since you're on a freeway the truck itself maintains a high speed, and its bulk allows you to just bump any Roller who wants to shoot at you into oncoming traffic. Just drive smart and you'll be fine.

Turning on the Heat

Thanks to Lin, Samson has outfitted the Rollers' with bombs that will ONLY activate once the engine heats up enough, this brings you into the picture as Lin wants you to race the Rollers, and force them to use their Nitrous by beating them. Well, Troy has other plans and that's what makes this mission extremely easy. The only thing you need to do is stay near any of the three Rollers' car so Troy can insult them enough that they flip the Nitrous and blow up their cars. While staying within the exploding barrels does show you the path to take, it's not a necessity as you can just wait for a Roller to show up, then tail them (they appear as red squares on your mini-map) so Troy can talk all the trash he wants. After causing all three Rollers to kill themselves, the mission is over.

Guardian Angel

After speaking with Lin, head to Donnie's place and kill all the local Rollers. Be careful as they are outside as well as inside, and they have SMGs and Shotguns. Use the mini-map to your advantage, use cover, and take your shots wisely. Make sure that you're ammo is reloaded before stepping inside, as there are at least 7-8 well armed Rollers in here, and the last thing you want to do is restart a mission. After taking out everyone (except Donnie, that is), a cinema will play and you're new objective is to chase Lin and Donnie (but do not destroy their car, nor kill either of them or the mission is failed) throughout Stillwater, over the freeway and finally you'll end up at the Suburbs District, wherein you will be told to let them escape. Just slam the brakes and let them get away, and you've finished the mission.

Escort Service

This mission is also a simplistic one, as all you need to do is go the blue marker (by following the path on the mini-map), wait for a truck to arrive, and then protect it from the attacking Rollers (by blowing up the Rollers' cars, or killing the driver and passenger). There are three trucks in total, and as long as you bring a homie or two with you, you'll be fine. The ONLY aspect of this mission that may prove difficult is the third and final truck, as the Rollers get to it before you do, so you'll have to not only drive smart, but fast and be prepared to take out 3 cars full of enemies to save the final truck.

One Step Ahead

Once again, Lin steps up with some information and thanks to her, you know which cars the Rollers are going after...you're mission? Make sure the cars that the Rollers are after aren't worth stealing (i.e. blow them up by any means necessary). Thankfully each car shows up on your map as a red square/triangle so finding them won't be hard. What WILL be hard is destroying them on your own, so bring as many homies as you can recruit to shoot at the vehicles for you. If you're lucky enough to pin in a car somewhere, or they crash on their own (the drivers are very erratic), then toss a few grenades from your window to take them out from a distance (this will also save you ammo). There are four cars in total, and each one is being pursued by a Roller car. If the Roller hijacks one of the objective vehicles, stay on him/her and make sure that ride explodes.

Liberation

By the looks of the cinematic that just went down, you should be fully aware that you're walking into an ambush. The question is, how big is it? Well, let's just say that you're going to want a lot of SMG/Shotgun/Grenade ammo, and at least 2 RPG rounds (for the next mission). Also, bring as many homies as you can with you, as this pool hall is very tiny and enclosed, and there are a TON of people in here trying to kill you.

Follow the waypoint path to the Pool Hall, reload all of your ammo (if needed), and park your car in front of the door. Equip your grenades and as soon as you kick the door in you'll notice via the mini-map that everyone in the room is rushing you, so toss (Left Trigger) a few grenades to push them back. Continue down the entrance hall, tossing grenades at odd angles to ensure everyone backs away from you, and once you're comfortable, rush on in and start the massacre.

Upon entering the bottom floor area, if you notice anyone to your left, feel free to duck and use the booths as cover while you and your homies take out anything in front of you. Now, go ahead and fall back while your homies take out the stragglers on the bottom floor, as you'll realize WHY I had you park your car in front of the entrance. See, as soon as you rush into the main area, a car full of Rollers try to ambush you from behind. By parking your car parallel to the door, you've blocked their ambush and now you can toss a grenade at your car to blow it (and the Rollers outside) to kingdom come. Head back into the main floor and check on your homies and the overall situation. If everything is ok, reload your ammo, wait for your lifebar to regen (if needed), and head upstairs.

Upon hitting the stairwell you'll be rushed by a good five or six more Rollers, so you can either duck and toss some grenades (if you have any left), or you can just whip out the SMG and rush them, using your homies as a pseudo-backup of sorts. Once this latch batch of Rollers is done for, head towards the blue square on your mini-map and the mission ends.

Burying Evidence

Remember that RPG I had you snag before "Liberation"? Well, this mission's objective is the reason why. After you appear in the sewer drain, run straight until a path opens to your left. Follow it up the stairs and snag the ride in the parking lot. Now follow the blue path through the dirt road and once you hit the underpass, GET OUT OF YOUR CAR. Equip the RPG and walk out into the intersection and look left...there's Sharp's car coming right at you! So, fire a rocket into the front of his ride and it will explode, but Sharp will jump out of the wreckage, set ablaze and running around like a chicken with his head cut off. You could let him burn out and die, you could shoot him with a gun of your choice, or you could fire another well placed rocket into his rectum to "seal the deal".

No Time to Mourn

Remember that mission where you rode shotgun with Johnny Gat and had unlimited RPG rounds? Yeah, now you get to do it again, and this time, it's on a freeway full of Rollers. Take out each batch of rollers before the time expires and the mission is won. Plain and simple, and it's a hell of a good time.

Semi-Charmed Life

Price calls you up on the phone and tells you to meet him if you have the stones for it, so grab a fast and reliable car from your garage and head to the blue marker. Once there, Price attempts to run you over with a semi truck and now the chase is on! Jump in your car and follow the blue path onto the freeway and catch up to Price's truck, and you'll be given your objective for this mission: Blow up each car on the truck's trailer, after which Price's truck will disconnect from the trailer and attempt an escape.

The best course of action for this mission is to take every single homie you can fit in the ride you've chosen, as they'll fire on the Rollers attempting to defend Price's truck while you can concentrate on shooting the cars (preferably with a SMG). Be wary, as Price tosses pipe bombs at you from his cab...but if you stay close enough behind his rig then the bombs will detonate behind you (causing no damage). After destroying each of the cars on his trailer, you'll have to chase down his truck and continue pelting it with bullets until it explodes.

NOTE: An alternate strategy to taking out the cars on Price's trailer is to lob an accurate grenade in between them, which should cause enough damage to blow up at least one or more, while leaving the rest severely damaged (so by tossing only a few grenades you should be able to easily take out the back end of Price's rig).

Street Saints	Vice Kings	Los Carnales	Westside Rollers	Stronghold
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As stated above, each gang's storyline can only be completed once you have finished the Stronghold missions in each area. Stronghold missions are usually a "run in and shoot/destroy everything" scenario, so for the most part we'll be describing the local area, where to hide for cover, what weapons to bring, and the overall flow of the mission itself.



Filmore Parking Garage

Ah, the parking garage mission. Grab a few grenades before you set out for this stronghold, but don't overdo it as each VK you kill here should drop some grenades for you. The objective is simple, take out each marked car by any means necessary and don't get smoked. Take your time (bring a homie) and work your way up the parking garage, using other vehicles for cover and take out the various VKs strewn about the establishment. Use your Pistol for long range fights, as your accuracy should be good enough to warrant the use of Shotguns and SMGs for close range only and continue taking out the marked cars. Once you're given the "there's only one VK left" prompt, hop into a car of your choice and head to the top of the parking garage and a small cinema plays wherein you'll be chasing the last remaining VK. This in and of itself isn't a difficult task as long as you can catch the VK soldier when he slows down, has an accident, or gets stuck on an object during the chase. Do your best to ram him at full speed, while aiming to kill him through the windshield. Do this, and he'll die leaving you and your imagination alone to decide how to dismantle the last remaining car.

Sunnyvale Loft

This stage would be a lot easier if you bring a homie with you. At least this way, the huge open area before the Apartment Complex won't be as difficult (with so many people, it's good to have a few diversions). After clearing out the mess in the front, cross the courtyard into the alley, where you can take out the leftovers in the building itself. There's only a few left inside the building, but they're held up in a room on the top floor. Kick in the door from an angle and take them out. There's one directly in front of you with his back turned, two the right as soon as you walk in, and one straggler who reacts differently (so watch out for this one). If you do it right, you can grenade the one in the kitchen as soon as you open the door, take out the two the right with your shotgun (pop out, fire, retreat to cover, pop out, fire), and the last one won't be an issue. Grab the sniper rifle and head to the blue marker on the pseudo-balcony/fire escape. This will result in triggering a ton of VK to drive up and attempt an attack, so fall back inside the apartment, duck, and zoom in with your rifle. Now you can start taking out VK's with minimal damage done to yourself...but make sure you take your time and that each shot worth it, as after wiping the first batch a second group will roll in, this time bringing RPG Launchers and high powered assault rifles. After carefully taking care of the second group of VKs, the mission ends successfully.

Abandoned Police Station

This mission is a weird one, as there are a good amount of VKs but you're also on a time limit (as you need to rescue a homie before he's beaten to death). So, in turn, you will be required to be accurate, mindful of your mini-map to see where the next batch of VKs are coming from AND you need to sprint to each new area. A Shotgun or SMG is preferred here for stopping power, and any homies you can bring with you will be beneficial. The enemies like to rush up stairs, so use this to your advantage by landing easy headshots. After rushing downstairs you'll find your homie in the far end of the jail cells, being smacked around by some VKs. Take them out and he'll automatically be added to your homie list. Head upstairs, fighting off any VK's you may have missed or bypassed on the rush to the jail cells. Follow the stairwell to the top floor of the Abandoned Police Station and take out the remaining VKs, along with the lieutenant (red arrow above his head) and this mission ends without incident.

On The Waterfront

Grab a homie, a car, and head to the mission area. Kick in the front door and take out any VK's in the local area. Head

upstairs to the only door that you can open, and upon kicking in that door you'll be confronted with a few more VK. Use cover if your health gets low and once they're dead head through the window onto the fire escape. Head up a few floors and you'll run into a rooftop full of VKs. If you have homies with you, let them be the distraction while you use your Shotgun to take out any resistance. Head towards the adjacent roof (following the blue marker) and kill the leftover VKs located there as well. Head to the blue marker, pick up the RPG (which continuously respawns) and take out the patrolling VK vehicles. Be sure to lead them, as you are fairly high up and just putting the crosshair on them won't guarantee a kill. After killing 5 patrol cars, the mission ends successfully.

King's Grocery

Aka; The Gauntlet. This stage has more VKs than any other stronghold, and as such it should be treated accordingly. Use homies, diversionary tactics, evasion, cover and your weapon accuracy to survive the initial slew of VKs. Next, head towards the back of the dilapidated parking garage. There are at least five VKs located here by the loading docks, so use the multiple trailers for cover when reloading and you shouldn't have much of an issue. Head around the back to the grocery stores back entrance, reload ALL of your weapons, and head on in. VKs are taking cover behind store shelves, registers, aisle shelves and more, so PAY ATTENTION TO YOUR MINI-MAP. Even when they're hiding, you can see their location on your map. So drop the initial two VKs that cover the entrance and head right. This should set you up a good position to start weeding them out, aisle by aisle. Once the group in the grocery store has been smoked, the mission ends.

Pleasant View Storage

All you need for this mission is a shotgun with at least 40 rounds, a few homies (one or two will work fine), and some skills at using cover. While the mission states that you need to take out the cars, if you don't have any grenades don't worry about it. A good majority of the WR members here carry grenades, so you'll have plenty to spare. As you take out your first few cars, the notoriety goes up and you will start getting attacked by WR in vehicles. Take these cars and drive them to the next ride you need to blow up, and if a gunfight ensues, hop out and use them as cover. This keeps you from taking a ton of damage, while still giving you the ability to shoot other WR soldiers and take out enemy vehicles. After destroying all marked cars (they appear as red squares on your mini-map), the mission ends.

Copperton Receiving Station

Another easy Stronghold event. Bring at least 1 RPG round, some homies (if the WR soldiers see homies first, they won't notice you, which is a great way to get free kills) and just use the shipping boxes/crates for cover during firefights. Sometimes a box may randomly vanish, and if this is the case, move to another one. You'll be able to take out each car full of Rollers easily, as you can shoot them through the windshield with any of your weapons at a close range (and in this mission, they drive right up to you so it's no problem). Wait out the timer and a WR soldier hops into a semi-truck, but don't worry about it. Remember the RPG round (s) I told you to bring? Equip it and fire a rocket directly into the grill of his truck. If it doesn't blow up immediately, he'll veer off into another direction, giving you time to light up his rig with another rocket (or any other available weapons you may have).

Tidal Spring Apartments

While you're off to assassinate civilians, there are a good amount of WR protecting them here. You'll run into at least five or six in each building, not to mention that there are usually one to two Rollers in each room protecting the jurors you've been sent to whack. Not only that, but after finishing off the first building of jurors the police show up. Since there's no time to waste, dash to the next building and take out the remaining WRs and finish off the last batch of jurors. After this, your notoriety goes away and the mission is over.

Price's Mansion

Search and Destroy/Invasion Strongholds are awesome. You get the advantage from the get-go by knowing where everyone is thanks to your mini-map, you already assume that there will be a lot of people held up in these buildings so you bring some homies, and it's just flat out "go time" from the moment you kick in the door. Take out the first few WR that guard the front door, and keep an eye on the mini-map to see if anyone rushes at you, and be sure to clear the right and left wings of the bottom floor before heading upstairs. Note where the Rollers are via your mini-map, and plan accordingly. Reload all of your ammo, and since these fights will be close quarter battles, it's best to bring a Shotgun or SMG. It's a rarity when the upstairs fights become anything other than two or three WR at a time, so you won't have much trouble at all. Snag the key from Price's top floor bedroom and head to the garage to steal his car. Upon doing so your notoriety should jump to a full five points and you'll be prompted in game to head to the nearest Forgive and Forget (follow the blue path on your mini-map) and upon clearing your notoriety, the mission ends.

Cecil Park Drug Lab

Storm the front of the lab, taking out any visible Carnales as you move in. Be sure to bring plenty of Shotgun ammo and even a few shots for your Sniper Rifle as well. Once the area has been secured, head to the stairwell and take out the LC. As you ascend, keep in mind that you can wait for the LCs on the second floor to rush the stairwell, where you'll be waiting with a loaded shotgun. Now that the top area is clear head to the lab itself (red marker on the mini-map) and destroy it with whatever you want (shoot it, blow it up with a grenade/pipe bomb, etc). Remember that Sniper ammo I had you stockpile for this? Well, on the adjacent building tops, there are LC everywhere. Some armed with assault rifles, some carrying handguns, and two of them are armed with RPGs. They will be visible on your mini-map, but use cover and the RAS to peek around cover to get an idea as to where they are. All that's left is to whip out the Sniper Rifle and take out the two RPG wielding LCs first. The rest can be taken out with either the Sniper, a handgun, or whatever you deem fit. Taking out the LCs on the building results in another crew storming the bottom floor...but it's a lot easier to finish this off as you don't have to worry about the regular LC soldiers since you can take out the lieutenant and the mission ends. Sure, you could spend time owning the leftovers before taking out the lieutenant, but for safety reasons if you get a clear shot at him first, take it.

Charlestown Warehouse

Take out the initial group of LCs (using cover as needed) and you'll then be required to hold off the LC advancement for a timed period. This isn't so bad, as most of them won't even realize that you are in the area as long as you stay behind the large semi truck trailers. After the timer clocks off, you'll have to contend with two "heavy hitters", both of which carry RPG launchers. So if you have Sniper ammo, you can take them out from behind trailers without issue (three to four shots per guy), or if you have any spare RPG ammo, you can take them out that way with one rocket a piece. If this mission is getting a little too difficult for your tastes, bring some homies to smooth out the pressure, as your homies will keep a good chunk of the LCs off of you while you heal/reload/etc. It's not a necessity to bring them, but it does help if you're having trouble with it.

Stoughton Shipyard

This is an INSANELY easy mission if you play smartly, and don't try anything outlandish. All that is required from you is to steal the bulldozer (which is coming right at you) and then push the drug shipment crates into the water. After doing the first few in the local area, head back out where the bulldozer came from and take a RIGHT into the street. Follow it around and take out the remaining crates along the way (it goes in a loop, so you won't have an issue whatsoever). Your vehicle is EXTREMELY sturdy, so don't worry about anything except for a few RPG carrying LCs. More often than not, they'll just outright miss, so you can then run them over or shoot 'em at your leisure. Finish knocking crates in the drink and the mission is complete.

Black Bottom Refinery

This mission isn't as hard as it is annoying, so bring a few homies for backup and keep your eye on the mini-map. Your objective this time is to tag any LC spray paints you see as a show of disrespect. Unfortunately, there are tons of LCs here and they all want to keep you from tagging up the place. So, as I've stated countless times before...use cover, aim for the face if using a handgun, aim at the chest if using a shotgun, let your homies take some of the heat while you reload, and just keep yourself from getting stuck in a corner. The spray paint points are placed at numerous points on the map, as you have a few on ground level, a pair in one refinery stairwell area, and some more farther down (and higher up)...so keep to the basic principles of combat while doing this mission, and make sure that every LC in the local area is dead before attempting a spray, as the last thing you want to do is get killed because you were painting a wall. Once you finish off the last tag this stage is over.

Fox Drive Weapons Plant

Be sure to bring along a good 10-15 rounds of Sniper Rifle ammo with you when tackling this mission. This way you can take out all of the LCs in the entire main open area before venturing inside, without taking any damage. Even if they see you, duck back and post up on the high ground (preferably that giant pile of dirt) and they won't dash after you. Then take them out as you see fit (it won't be remotely hard at all, since almost every single LC has a red arrow above them). Once this area is clear, head on inside and clear out every VC in the factory (there're at most, ten or eleven of them). If they begin to rush up the stairs at you, stay at the top of the stairs and use your Shotgun or SMG to take them out one by one. Now you have room to maneuver while you kill the last two LC's on the upper scaffold (you can either kill them from below, or rush up there and take them out face to face).

Now your objective is to set a bomb at each blue marker so you can destroy the entire factory. The first three are in the same building you are and they'll be easy to find. But when you leave the factory go around the corner and head up stairs. Smoke the small group of LCs trying to kill you, and continue forward, finally reaching a slanting structure that allows you to get to the top of the factory. Once at the top, plant the bomb and RUSH back down as you only have

around 30 seconds to escape the blast radius (on your mini-map). The best course of action is to run down, grab one of the cars driven in by the LC (don't worry about taking damage, if you sprint at the car directly, most of the bullets will miss you completely), hop in, and haul ass out of the blast radius. Upon doing so you will be treated to a small cinema and the stage is complete.

Street Saints	Vice Kings	Los Carnales	Westside Rollers	Stronghold
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Hidden Missions

These missions become available after watching through the entire credits roll once you've finished off your last mission for the last gang of your choice. Instead of listing how to beat these missions here, I want you to have fun with them as they are a hidden "epilogue" of sorts to the game, and explaining anything here even remotely in-depth would spoil the plot and take away from the enjoyment had while playing these missions. I will say one thing: save directly after the "Hail to the Chief" hidden mission. You'll thank me for it later.

Activities

Here we'll discuss the various Activities laid out for you in Saints Row. You don't have to complete all of these, but to earn respect faster (which lets you partake in story missions) it's advised. There are multiple styles of activities, so it's a given that you'll find one that works best for you, compared to others. However, completing certain Activities thoroughly will unlock bonuses for you at either your crib, discounts at stores, or even hidden homies that can come to your aid when you call them up via your "Ill Wireless" cell phone.

Snatch

One of the first Activities you're introduced to in game, Snatch requires the player to "snatch" some hoes from rival pimps and return them to the drop off point before time expires. As the difficulty of each Snatch mission goes up, not only are you required to find and return more hoes, but the notoriety among rival gangs goes up as well. This turns into a higher level of difficulty for your safe return (if you or any of the hoes die, the mission is over) and the rival gangs come better equipped (more of them, harder hitting weapons, etc).

Unlocks Will, Pimp Suit and Hat, Pimp Jewelry, and Baron variant in your crib. Finishing all 4 Snatch missions unlocks the Pimp Cane shotgun variant at your crib.

Mayhem

Mayhem requires that you go to a specific point (a blue path will lead you there via your mini-map) and build up the necessary monetary damage in a specified time by destroying any and everything. As you destroy things, a combo counter will appear in the HUD and as long as you continue to destroy things/kill people, the combo counter will continue to rise (which results in a better payout). You're given unlimited ammo in certain weapons and as you destroy things you may be given an objective for a huge bonus. Objectives can be achieved by destroying the required object, but there is also a bonus to using a specific weapon to do so. Doing this can rack up massive points on top of what you've already accumulated.

Unlocks Molotovs, Pipe bombs, and Grenades at your crib. Completing all 3 Mayhems unlocks an RPG at your crib.

Hitman

Ah, the Hitman. Such a time waster, but so, SO satisfying. In each Hitman mission you're given a list of people that need to be killed (obviously)...however, all you know is their last known location, which means they could be a good distance away by the time you get there. Compounding the issue is the fact that some people only appear at certain times of day AND that you have to kill each one with a specified weapon. This Activity is one of my favorite and hated things to do, as if you are actively looking for someone, nine out of ten times they don't show up. But if you're just wandering around having fun, you'll spy them on your mini-map (they appear as a crosshair). Consequently, it's best to take part in each Hitman activity as soon as possible, as there's a high chance you'll run into people on your list while you're out doing missions, which makes the list all that easier to complete (spending countless hours walking around town looking for someone can get really REALLY boring).

Unlocks Gold GDHC.50, Platinum T3K Urban, and Platinum AS12 Riot Shotgun + Mr. Wong as a homie. Finishing all 3 missions results in a discount at all weapon shops and a platinum RPG at your crib.

Escort

This Activity requires you to take a call girl from the local club, pick up a client, and then dodge the paparazzi while the

client has his or her "fun". While this may seem easy at first, the press start to come in droves in the later levels, not to mention that the client may want you to perform some off the wall stunt. Ranging from "getting air" in your car, killing an innocent person, or even stopping by Freckle Bitch's for some chili fries...what may seem like a simplistic mission can turn ugly within seconds. But wait, how can we possibly make this harder? Easy, give the paparazzi the ability to set up road blocks at random, let them drive faster than FBI cars to catch up to you, and make their front windshields insanely "bullet resistant."

Now, while this doesn't seem like much of an issue, as the paparazzi near your vehicle the "footage" meter starts to fill up and if filled completely, the mission ends. If your car is destroyed, the mission ends. If you're run off a cliff into water, the mission ends. Keep in mind that the client's "pleasure meter" will cease to go up until you dodge the paparazzi (or private detective/spouse/ex-lover/etc, depending on the difficulty), or if required to do a side objective...the meter will not start raising until the request has been completed.

The only real strategy for the later levels I can give you is to stay within the city as getting on the freeway lets the press catch up to you easily (since they go ridiculously fast), and they'll set up TONS of roadblocks. If you stay within the city you'll be able to weave in and out of traffic, and take sharp corners at will to shake them. Also, in the last levels of this activity I HIGHLY recommend bringing a good chunk of explosive items (pipe bomb/grenade) as if you're being tailed you can toss one behind you to shake the press quickly.

Unlocks Zoot Suit, Samantha (as a homie), and special News van. Completing all 3 Escort missions nets a "The Job" limo in your garage.

Drug Trafficking

Similar to the Escort activity, except this time you're required to ride shotgun and protect the dealer you're riding with as he/she makes the drop off. In this Activity you're given a weapon with infinite ammo (usually a Pistol) and you need to protect the dealer from Gangs, Police, and in later stages, SWAT and FBI. The best part about this Activity is that you don't need to stay in the starting vehicle, and if your ride has been damaged, feel free to hop out and steal another one. Also, your dealer can become killed, but just as with a homie you can revive them by pressing the Y button when close enough. The best tip I could possibly give you for the later stages is to continually check your map for where your dealer's drop off point is and compare that to the location of the nearest Forgive and Forget. At the later stages you start out at 4 and 5 notoriety among the police, which results in your starting vehicle getting beaten down REAL quick, so walking to a Forgive and Forget with your dealer is HIGHLY RECCOMENDED. It completely negates the notoriety until the next drop off is handled and is one of the best ways to ensure a win.

Unlocks LC Notoriety drops 5% faster, WC Notoriety drops 5% faster, and VK Notoriety drops 5% faster. Finish all 3 Drug Trafficking missions to get a 5% faster drop in Police Notoriety.

Hijack

Hijacking is actually a really fun Activity and only requires that you reach your target before the timer runs down, in which you're now required to kill the driver, and then return the vehicle to the drop off point without destroying it. The only thing to look out for is rival gang members, as they will attempt to destroy your vehicle (which will end the mission). In later stages the rival gang notoriety skyrockets, so after hijacking the vehicle head DIRECTLY to a Forgive and Forget and wipe the notoriety clean, so your drive back to the drop off point can be enjoyed without incident.

Unlocks Racing Clothes, Jewelry, and Attrazione Variant. Complete all 3 Hijacking missions to unlock a special Titan in your garage.

Insurance Fraud

My personal favorite Activity, Insurance Fraud gives you the ability to "ragdoll" by pressing LT or RT. After driving to a "scoring area", you will use this newfound ability to dive under and into oncoming vehicles and as such, you will be rewarded a monetary amount depending on how "severe" the injury looks. Meet the required amount and you win. There are modifiers however, which can boost your overall score from the supposed crash you need to look out for. Getting hit in front of civilians, catching extreme air, and hitting multiple vehicles all net a bonus, but the biggest bonus you can receive is being hit by a vehicle of the city. Cop cars, dump trucks, mail trucks and any other civil servant vehicle will net a huge bonus. Now some of you will have problems running into vehicles, as they swerve out of the way when you head directly at them. To fix this, all you need to do is stay on the sidewalk and wait for them to get close, then run out and dive into them. If you're on a freeway, stay in the middle of the road and dive to your hearts content. I can't stress enough about how fun this Activity is, and it's not difficult either so using this to build up a ton of respect bars is highly recommended.

Unlocks Less damage received from Car Crashes, Bullets, and Explosions. Finishing all 3 Insurance missions unlocks faster Health regen.

Racing

Head to the race point and beat the rest of the racers through all of the checkpoints. While it sounds simple at first, you want to be sure that the car you bring is a fast and reliable car and you need to make sure that you can actually DRIVE your car. This means pulling sharp turns without an e-brake, using the e-brake to drift as needed, and learning how your ride feels internally. At later stages, the other racers will become extremely aggressive (along the lines of Police cars), so use that against them. If someone is aiming to smash into you, hit them first and knock them off balance, hit the brake and let them collide with oncoming traffic, or just boost your way past them via the nitrous. It will take a bit to get used to the layout of each race, but with persistence you will be winning and fully enjoying these Activities in no time.

Unlocks 10%, 20%, and then 30% discounts off all customizations at Rim Jobs. Completing all Races earns 50% discount at Rim Jobs.

Chop Shop

Akin to Hitman, wherein you have to find specific vehicles around town and then dress them up as needed via Rim Jobs before dropping them off. This Activity however, is nowhere near as hard or as time consuming as Hitman as any vehicle can be found easily...it's just a matter of time before you see one that you need. Just as with Hitman, I suggest that you start these as soon as possible, as you never know when you'll come across that ONE car that just hasn't been showing up lately.

Unlocks: Special Hollywood, Stiletto, and Ricochet vehicles for your garage. Completing all 3 Chop Shops unlocks huge Discount on all vehicle repairs.

Destruction Derby

Smash, crash, and boost the nitrous. It's just as easy as it sounds, and it's a hell of a good time for how short it is. As you smash cars and blow stuff up, each new stage will require you to destroy more cars. Just be sure to hit the opponents straight on, and boost the nitrous just before impact for "maximum damage". Have fun and enjoy what you unlock for finishing all of the Destruction Derby missions!

Unlocks Ruckus and Rampage Demolition Derby cars once completed.

Loan Shark

This is less of an activity and more of a laugh affair, as if you choose to take money out on loan and then don't return it on time, the loan sharks come at you with everything and the kitchen sink. While it's a good way to grab some quick cash for a weapon loadout, it's really not needed and is just something to mess with when you're bored.

Tagging

There are 75 spots in Saints Row where you're required to tag over a rival gang's mural. Doing so earns you respect, and is an easy way to build respect bars if you've got some time on your hands. Each gang area of Stillwater contains 25 tags, and painting over an entire gang's collection of tags unlocks something.

Unlocks 10% sprint bonus, +10% sprint bonus, +10% sprint bonus. Finding and spraying every Tag Point unlocks Unlimited Sprint.

CD collecting

60 CDs are hidden throughout the world of Saints Row, and every time you find ten, you unlock a specific song. While some may seem out of the way, A LOT of these are highly visible if you just walk around town and check each area thoroughly.

- **Find 10:** Don't F*ck Me Like I'm Your Wife - Aisha
- **Find 20:** Man Up - Ghostface Killa
- **Find 30:** Git out of My Way - Daz Dillinger
- **Find 40:** Hurry Hurry - Strong Arm Steady
- **Find 50:** Shut You Down - Rhymefest
- **Find 60:** Saints Row - David Banner

Secrets

Achievements

This is a full listing of every Achievement you can earn for playing Saints Row, so check back often if you're missing a few.

Addicted to tha row	Play Saints Row for 20 hours.
Air Traffic Controller	Destroy 50 helicopters.
Audiophile	Collect all 60 hidden CDs.
Bulletproof	Successfully complete Co-Op level Turbulence at the highest difficulty level.
Canonized	Join the 3rd Street Saints.
Chain Gang	Drop off a total of 500 chainsaw the Big Ass Chains multiplayer mode in ranked matches.
Clocktower Camper	Head shot and kill a total of 100 enemies with a sniper rifle in ranked matches.
Colombian Made	Take over Los Carnales territory.
Contract Killer	Successfully complete all of the Hitman locations.
Coupon Clipper	Purchase 100 clothing and jewelry items for your Multiplayer wardrobe.
Demo Demon	Successfully complete all levels of Demolition Derby.
Dominator	Win 10 ranked matches in a row.
Errand Boy	Successfully complete Co-Op level Mob Rule at the highest difficulty level.
Fast and Furious	Successfully complete all of the Hijacking locations and levels.
Fluffer	Successfully complete all of the Escort locations and levels.
Gangsta	Reach a TrueSkill rank of Gangster in any Multiplayer mode.
Getting Up	Tag all tag locations hidden throughout Stilwater.
Grease Monkey	Own a total of 50 cars.
Grifter	Earn \$200,000 in Insurance Fraud.
Jump the Shark	Withdraw a total of \$200,000 from the loan office.
Killa	Reach a TrueSkill rank of Killa in any Multiplayer mode.
Kingpin	Reach a TrueSkill rank of Kingpin in any Multiplayer mode.
Leader of the Pack	Acquire all 7 Homies.
Marathon Runner	Traveled 26.2 miles on foot.
Negotiator	Take 50 hostages.
Penny Pincher	Earn \$1,000,000 in the city of Stilwater.
Pimp	Successfully complete all the Snatch locations and levels.
Pimps Down	Kill the Pimp In Protect the Pimp 50 times in ranked matches.
Professional Thief	Steal 30 boxes and deliver them successfully.
Pusher	Successfully complete all of the Drug Trafficking locations and levels.
Racket Lord	Successfully complete all activities in Stilwater.
Reclamationist	Retake Saint's Row.
Regicide	Take over Vice Kings territory.
Road Warrior	Take over Westside Rollerz territory.
Ruler of Stilwater	Help the 3rd Streets Saints take over Stilwater.
Scavenger	Successfully complete all of the Chop Shop locations.
Shopaholic	Acquire 100 clothing and jewelry items for your single player wardrobe.
Stilwater PD Award	Kill 50 Stilwater residents with only melee attacks.
Thug	Reach a TrueSkill rank of Thug in any Multiplayer mode.
Tourist	Drive 500 miles in the city of Stilwater.

Tuner	Successfully complete all of the Racing locations and levels.
Vandal	Successfully complete all of the Mayhem locations and levels.
Xzibitionist	Get your team car to level 4 in the Blinged Out Ride mode a total of 50 times in ranked matches.

Phone Numbers

Dial these via your "Ill Wireless" and listen to a hilarious voice mail message, request assistance from the local civil servants, or even recruit some special homies!

911	Ambulance
555-819-8415	Big Willy's Cab
555-3765	Brown Baggers
555-2626	Stocks
1-555-Its-Over	Suicide Hotline
555-6238	The Dead Cow
555-455-8008	TNA Taxi
555-455-8008	TNA Taxi Service
555-9467	Legal Lee's
555-3863	Lik-a-Chick
555-7296	On the Fence (Pawn Shop)
555-5926	On The Rag Clothing
555-2564	On Thin Ice
555-3493	Rim Jobs
555-9473	Grounds for Divorce
555-3248	Impressions Clothing
555-5966	Eye for an Eye Voodoo
555-Mart	Crash Landing
555-018-0174	Eagleline Yellow

Cheats

Cheats are also activated by dialing your "Ill Wireless", but if you USE any cheat and then save the game, you will lose the chance to earn any achievements from that point onward. So use these at your own risk, and don't send us emails crying about it afterwards. You've been warned.

Environmental Cheats

#Sunny	Enables Clear Skies
#10	God's Wrath (crazy weather and lightning)
Weapon Cheats	
#Shepherd	Enables "Give .44 Shepherd"
#12Gauge	Enables "Give 12 Gauge"
#AS12Riot	Enables "Give AS12 Riot"
#3373352623	Enables "Give Fer De Lance", the best car in the game!
#GDHC50	Enables "Give GDHC .50"
#Grenade	Enables "Give Hand Grenade"
#Knife	Enables "Give Knife"
#Molotov	Enables "Give Molotov Cocktail"
#Nightstick	Enables "Give Nightstick"

#NR4	Enables "Give NR4"
#Pipebomb	Enables "Give Pipe Bomb"
#Rocket	Enables "Give RPG Launcher"
#T3KUrban	Enables "Give T3K Urban"
#Tombstone	Enables "Give Tombstone"
#Vice9	Enables "Give Vice 9"
#27409863	Enables "Ar-40 Xtnd Rifle"
#K6Krukov	Enables "K6Krukov"
#pimpcane	Enables "Give Pimpcane"
#Macmanus	Enables "Give McManus"
#BaseBall	Enables "Give BaseBall Bat"
Ammo, Health, Etc	
#Money	Enables "Give Cash"
#FullHealth	Enables "Full Health"
#Ammo	Enables "Infinite Ammo"
#Sprint	Enables "Infinite Sprint"
#NoCops	Enables "No Cop Notoriety"
#NoGangs	Enables "No Gang Notoriety"
#Gamespot	Enables "Give Gamespot T-Shirt"
Car Cheats	
#Ambulance	Enables "Give Ambulance"
#Anchor	Enables "Give Anchor"
#Ant	Enables "Give Ant"
#Baron	Enables "Give Baron"
#Betsy	Enables "Give Betsy"
#Bulldog	Enables "Give Bulldog"
#Capshaw	Enables "Give Capshaw"
#Cavallaro	Enables "Give Cavallaro"
#Compton	Enables "Give Compton"
#Cosmos	Enables "Give Cosmos"
#Delivery	Enables "Give Delivery Truck"
#Destiny	Enables "Give Destiny"
#Eiswolf	Enables "Give Eiswolf"
#FBI	Enables "Give FBI"
#Ferdelance	Enables "Give Fer Der Lance"
#Gunslinger	Enables "Give Gunslinger"
#Halberd	Enables "Give Halberd"
#Hammerhead	Enables "Give Hammerhead"
#Hannibal	Enables "Give Hannibal"
#Hollywood	Enables "Give Hollywood"
#Jackrabbit	Enables "Give Jackrabbit"
#Justice	Enables "Give Justice"
#Keystone	Enables "Give Key Stone"
#Komodo	Enables "Give Komodo"
#Mag	Enables "Give Mag"
#Mockingbird	Enables "Give Mockingbird"

#Nelson	Enables "Give Nelson"
#Newman	Enables "Give Newman"
#Nordberg	Enables "Give Nordberg"
#Peacekeeper	Enables "Give Peacekeeper"
#Rampage	Enables "Give Rampage"
#Rattler	Enables "Give Rattler"
#Reaper	Enables "Give Reaper"
#Ricochet	Enables "Give Ricochet"
#Ruckus	Enables "Give Ruckus"
#Shogun	Enables "Give Shogun"
#Slingshot	Enables "Give Slingshot"
#Socialite	Enables "Give Socialite"
#Stiletto	Enables "Give Stiletto"
#Taxi	Enables "Give Taxi"
#TheJob	Enables "Give The Job"
#Thorogood	Enables "Give Thorogood"
#Titan	Enables "Give Titan"
#Varsity	Enables "Give Varsity"
#Vegas	Enables "Give Vegas"
#Venom	Enables "Give Venom"
#Vortex	Enables "Give Vortex"
#Voxel	Enables "Give Voxel"
#Westbury	Enables "Give Westbury"

Secret Homies

While finishing all the levels of a certain Activity unlocks bonuses, some unlock the ability to call a new Homie up to help out while you play the game...and one of them is available from the start (if you can find the correct phone number to call)!

- **Samantha:** Full completion of the Westside Rollers Escort missions unlocks Samantha for you to roll with.
- **Laura:** Beat every level of the Westside Rollers Drug Trafficking Activity allows Laura to be called up on Ill Wireless.
- **Will:** Finishing the first Snatch missions you encounter during your tutorial unlocks Will.
- **Wheelwoman:** Completing Canonized will unlock the Wheelwoman .
- **Mr. Wong:** Finish the Westside Rollers Hitman Activity allows you the aid of Mr. Wong.
- **Chicken Ned (555-2445):** While not unlockable, he's fairly "hidden" as you have to find his phone number that's been written on the side of a strip club (or you can use the one provided above.
- **Zombie Lin:** Calling Eye for an Eye Voodoo after finishing the Westside Rollers missions results in Lin coming back from the watery depths.