



## Intro

Curtis "50 Cent" Jackson has been through some wild junk during his relatively short time here on Earth. From having to deal with his mother meeting an untimely demise when he was a child, to becoming a full-fledged street hustler in his teens, to nearly dying himself after being shot a certain number of times during an attempted hit, to becoming one of the most successful rapper/CEO/actor/authors the world has ever known. All of this, however, is but a drop in the bucket compared to what he's about to go through. In 50 Cent: Bulletproof, you'll join Mr. Cent on his mission to exact vengeance on the suckers who set him up and murdered his friend K-Dog. As it turns out, however, this is no ordinary vendetta operation. You're about to unravel a conspiracy involving everyone from the Feds, to the Mafia, to the Chinese Mafia, to a rogue terrorist cell bent on complete annihilation of their enemies. This ain't poppin' no bottles of no bub in no club, homey. This is some straight up gangsta stuff. Do you have what it takes to walk through the doors of the candy shop and truly represent the G-G-G-G-G-Unit to the fullest?



Don't be a wanksta...of course you do! IGN Guides is in the building to give you style and give you grace when it comes to parkin' bullets up in your enemy's face. Need a few quick lessons on how to take out many men with finesse? Head over to Basics to see what's really good. Wanna find out what happens when the gunz come out? Take a peek at Weapons for complete ratings of all of the tools of the trade. Care to stroll through the game like a real P.I.M.P.? Stop by Story Mode Walkthrough for a step-by-step guide. Pay a visit to Arcade Mode for some straight science on, yup, Arcade Mode. You know when to keep your mouth shut right? Good. You can now pay a visit to Secrets for some of that real dirty dirt. Go on over to Q&A for the answers to a few life-or-death questions. Finally, waltz on over to Boards to spit some real talk on whether you hate it or love it.

From the bottom to the top and from head to toe, IGN Guides has got your back covered better than a Kevlar cardigan. So strap up, ice it out, and bring it to the streets. Hard. This is 50.

**Guide by:** Kal "Tryin' to Make a Dollar Out of 15 Cents" Chirwa

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## Basics

### 50's Hood

You'll have access to 50's hood after completing the first mission in story mode. This is a safe haven that you'll return to between most of the future missions as well. It's where you can stock up on guns, ammo, health, counter-kill moves, extra in-game music, as well as obtain information on future missions. Meet up with Grizz (played by Dr. Dre) in the alley near the movie theatre to purchase guns and ammo. You'll be able to purchase better weapons as you progress through story mode. The door to Doc Friday's makeshift operating room is located behind where your "friends" Moet & Chandon hang around and this is where you'll be able to purchase painkillers (which replenish half of your health), healthpacks (which replenish all of your health) and Vitamin Waters (which extend your overall health meter). Be sure to stock up on as many of these as possible as you move through the game because, though you can find additional armor throughout most of the missions, health is much more scarce. Inside the movie theatre you can talk to Popcorn who will sell you various counter-kill maneuvers. You can also purchase beats and tracks from the back of DJ Whoo Kid's hoopedie, which is parked across the street from Doc Friday.

In 50's crib (which can be accessed by heading through the purple doorway across the street from the movie theatre) you'll be able to do two things. First, you can check out video clips on the flat screen TV in his living room. These includes music videos and promotional clips featuring 50 and various G-Unit soldiers. In his bedroom is where you'll be able to equip any weaponry you've obtained so far for the next mission. You can fit one small weapon in each of your left and right shoulder holsters, one medium size weapon in your hip holster and one large weapon on your back.

In addition to picking up gear in 50's hood, you'll also pick up valuable information. Throughout the game, you'll need to meet up with Detective McVicar (played by Eminem), who's parked in a car outside the entrance to your crib; Bugs, who's the proprietor of the pawn shop to the left of Doc Friday's pad; as well as Booker, the homeless guy who hangs out in the alley behind DJ Whoo Kid, in order to keep apprised of what's going on in New York and to advance the story to the next mission. Finally, after you've handled all of your pertinent bizness, you can take the Subway (located to the right of the movie theatre) to head to new missions or to replay old ones.



### G-Unit

Lloyd Banks, Tony Yayo and Young Buck, known collectively as the G-Unit, are along for the ride and will provide backup for 50 in some of the missions. As in real life, they are immune to bullet fire and therefore can't be killed. Because of this, it's often a good idea to let them take the lead in certain areas that are crowded with enemies in order to draw some of their fire while you go around and flank them. Banks and Yayo have the unique abilities to pick locks and blow things up, respectively. In certain areas, you'll need to call them over to keypads, locks or obstacles in order for them to clear your path. Additionally, you can contact them throughout the game on your G-Unit mobile device for them to give you strategic bits of advice which will help you along your way.

### Shooting

Though you do have melee attack options in 50 Cent: Bulletproof, you'll be taking out the overwhelming majority of enemies with a wide selection of weaponry; specifically guns and grenade/rocket launchers. For this reason, mastering the game's targeting system is absolutely crucial. X and Y-axis inversion and movement sensitivity can (and should) be adjusted until you have a setup that you're comfortable with. Targeting an enemy's head will take them out quicker than shooting them anywhere else on their body, so you'll want to make sure you can find it with your targeting reticule a.s.a.p. Additionally, you'll be able to wield the smaller weapons in the game in a double-fist manner which will allow you to increase the havoc you can wreck on your foes. A good combination is to have a weapon with a high rate of fire in one hand and a more powerful weapon (which tends to have a lower rate of fire) in the other.



### Precise Head Shots

Most of the guns have the deadly ability to lock on to an enemy's head in order for 50 to pull off a precise head shot which will down him in one hit. In order to pull this off, target a stationary enemy's head. When targeted, the reticule will go red. After a moment, the reticule will circle-in on the enemy further. If you've got the reticule centered right on his dome, you'll hear a tone. This is your indication that it's locked on perfectly. If you fire at this point, you'll see an animation where you follow the bullets path in and out of that poor mug's thinking machine. This can be done with an enemy who has already spotted you, but is much easier to pull off on one who hasn't because once they do spot you, they generally move around and dodge more frequently. Therefore, you should try to sneak up on large groups of enemies by using a crouch-walk and try to take out as many as possible in this manner before they start blasting on you.

### Counter Kills

Counter kills are melee attacks that can only be used when standing right up next to an enemy and when your stamina meter (the yellow one between your health and armor meter) is full. Pulling off a melee attack will drain your meter completely, but it can be refilled by shooting up a few more enemies. The counter kill you pull off is randomly selected by the game, but can be influenced somewhat depending on the weapon you're holding while you pull it off and your position in relation to the enemy. You start the game with only a few different counter-kill maneuvers, but you can purchase more by visiting Popcorn inside the movie theatre in 50's hood.



### Steals & Money

If you walk over the body of an enemy you've killed, you'll see a Steal option prompt pop up. If you hold down the steal button long enough to fill up the steal meter, you'll produce some sort of money from the enemy. From most enemies, you'll usually get a wallet with 40 bucks or so, but some will have \$500 - \$1,000 on them, so it's worth checking out as many as possible. Note that you'll still be vulnerable to gunfire while in the process of stealing, so make sure you've cleared out the immediate area first. Also, the bodies of your enemies will disappear after a little while, so you won't be able to come back a little while later to check their pockets. In addition, you can use this maneuver on bosses after you've taken them out, but you'll have to be quick about it because there's only a short time between when he falls and when the next cut scene automatically begins. You'll need the money obtained during Story Mode missions in order to buy gear and what have you back in 50's hood.

### Cover, Evades & Hostage Taking

You'll need to pay close attention to the environments in every mission in order to determine where you can take cover if things get a little too heated. When using walls and large objects as cover, you'll be able to lean up against them and peek around the corner to take quick shots at enemies who have you pegged down. In addition, you have the option of using smaller, movable objects (like dumpsters) as mobile cover which will allow you to move from place to place while shooting over the top. You'll still be somewhat vulnerable, but not nearly as much as you would be with no cover. The evade dive is a crucial maneuver which allow you to quickly leap out of the way of oncoming fire in order to obtain some cover. Finally, you can also grab enemies and use their body as a mobile human shield while shooting at other enemies over their shoulder. Be careful, however, because they'll only take a few hits before they'll slump to the ground, leaving you defenseless. Additionally, while you've got an enemy hostage, you'll have the option to interrogate him to get more info on the mission at hand, throw him ahead or to the side to distract other enemies, or slay him with a quick shot to the skull.



## Weapons

Below you'll find a full listing of all the various boomsticks to be found in 50 Cent: Bulletproof. Beside each gun is a rating on its Damage, Accuracy, Fire Rate and Recoil (each rated on a 0-10 scale), along with its ammo & clip capacity, round type and cost. The ratings given represent those given in the game itself.

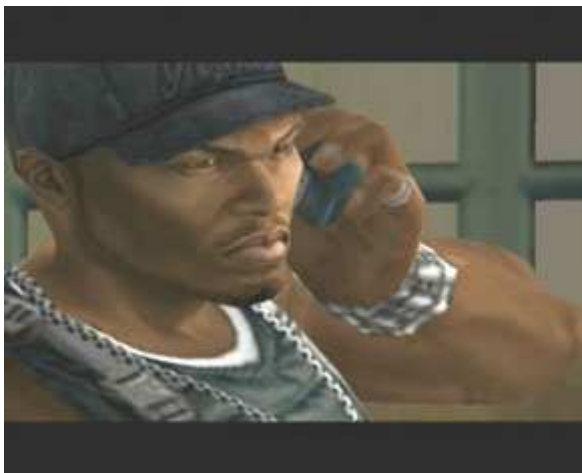
Weapon	Damage	Accuracy	Fire Rate	Recoil	Ammo/Clips	Type of Round	Cost
Nine	4	5	2	0	15/20	9mm	\$600
SN Special	4	5	1	2	6/50	9mm	\$800
Gat	4	5	3	0	19/16	9mm	\$1,200
Phantom	4	6	2	0	15/20	9mm	\$2,500
Mac	8	4	8	3	32/10	9mm	\$4,000
MP	5	5	5	0	30/10	9mm	\$5,000
Buster	4	6	1	0	19/5	.45 magnum	\$2,000
Bulldog	5	6	1	7	6/14	.45 magnum	\$3,000
Sawed-off Shotgun	9	2	1	2	2/40	12 gauge	\$900
Pumpgun	8	3	1	6	4/20	12 gauge	\$1,200
Painkiller	8	3	1	5	8/10	12 gauge	\$1,500
AK	9	1	10	2	40/5	5.56	\$1,500
Old Vet	10	6	8	2	30/7	5.56	\$2,000
Scavenger	8	0	1	0	1/10	26.5mm cart	\$800
Li'l Smokey	9	0	1	1	1/10	40mm grenade	\$3,000
Big Smokey	9	0	1	0	6/2	40mm grenade	\$5,000
Ghost Dawg	5	8	1	1	8/13	7.62	\$8,000
Blaze	8	1	10	2	100/1	7.62	\$20,000
Bazooka	10	0	1	10	1/10	3.5" rocket	\$10,000
Hornet	10	0	1	3	4/3	3.5" rocket	\$15,000



## Story Mode Walkthrough

**Note From The Author:** This guide was written in the "Normal" difficulty level. If you are playing on a different difficulty level, some things may be slightly different. Regardless, all strategies should work the same. Thank you.

### Industrial Projects



#### Help Banks Do His Thing

Head up the alley and attack the random soldiers that come after you. If you hold back for just a second, your G-Unit boys will head out ahead of you and lay down some covering fire. They don't take damage from enemies, so you won't have to worry about them getting killed. Lloyd Banks will head towards the door opposite the alley where you start. You'll have to cover him while he picks the lock. Once he starts, a gauge will show up (similar to the steal gauge) that will let you know when he's finished picking the lock. If he starts to take fire, he'll start to defend himself, which will interrupt his lock-picking. You'll then have to clear out any enemies in the immediate area before he'll resume.

While he's picking the lock (after clearing out most of the enemies in the area), head down the alley to the right of the door to find a wad of cash. There's also some armor in the loading dock area which you should pick up if you take too many shells. Once Banks has picked the lock, head through the door, up the stairs and to the exit door on the left to make it to the next area.



#### Rooftop

In this area, there are four laser sensors that you'll have to take out by shooting the beam emitters (on the left side of the beams). Be careful not to get too close to them, however, because they'll kill you instantly. The first two beams are right in front of the starting point. Take them out quickly then take out any soldiers on your level. Eventually a couple will pop out on the roof level ahead and above you. Take them out using some precise shots. Head around the shed where you shot out the first set of lasers and go to the right where you'll see the third one. Take that out, then head straight forward.

Shoot out the windows of the building in front of you and jump through them, then head around the corner and up the stairs to the roof. Head up the ramp to the upper roof top level, and be sure to pick up the cash stack underneath the ramp. From here you'll be able to look down into the alley and shoot out the fourth laser beam. After taking the laser emitter out head back down the stairs and back over to the fourth laser beam to pick up some ammo, then head through the door in the side of the building opposite of the starting point.



### Chinese Laundry

Head up the stairs and to the door on this rooftop level. You'll have to call Tony Yayo over so that he can plant some explosions to rock this door off its hinges. Like with Banks earlier, you'll have to cover him while he plants the explosives. There'll be a soldier on the rooftop to the left of the door above ya'll so take him out quickly, then just wait for Yayo to blow his stuff up. To exit this area, head through the door and down the stairs.

In the next area, head out of the room you start in and head to the right. There are a bunch of dumpsters that you can grab and use as mobile cover. There'll be a bunch of soldiers that pop out of the alley, so use these as much as possible while advancing down the alley. Once you get to the main street, you'll see the Deluxe Laundry across it. Be careful when you get out to the street, however, because a large soldier will be standing on an overturned truck to your right. Head out on the street using a dumpster as cover and take him out, then head through the laundry doors.



### Need More Pow-ah!

Look around in the room you start in and pick up the pumpgun lying between the lockers on the left wall. Head out into the open area using a hamper as mobile cover as you did the dumpster in the previous area. Make sure your G-Unit soldiers are out in the area before you head out so that they can draw some fire as you make your way through this large open area. Head to the door at the opposite end and go through it. There'll be a soldier right inside, so have your pumpgun ready to blast him away. Hang a left and head to the electric panels on the walls and, when prompted, hit the action button to give power to the switch on the upper level. Head up the steps in the large open area and head to the right to activate the elevator switch. Once you've activated this, head around the scaffold to the door with the green exit sign over it to exit this area.

Take out the soldier on the ledge near the starting point and then head down to the end of it. Jump down to the street

through the opening and then head up to the fence and crouch-walk through the hole in it. Take cover against the wall on the left and peek off the side of it to hit the large soldier at the end of the alley with a precise shot. If you do attack him straight on, be careful because he's carrying a Li'l Smokey grenade launcher. After taking him out, head down the alley, waiting a bit before you go out to let G-Unit take some of the fire. Once you get to the end of the alley, hand a left and head towards the glowing green door. Activate the switch on the wall to open up the elevator doors, then head in. Zip it up and zip it out!



### Van Sykes

Once you get to the top, you'll immediately be confronted by a wave of soldiers and you won't have the G-Unit to back you up. Take out the soldier straight ahead of you with the Old Vet or another long-range weapon. Then use the green boxes as cover to take out the rest of the wave. After defeating these fools, the next wave will jump out of the window to the left of where you came up. Again, take cover and use some automatic weapons to take them out as quickly as possible. If you run out of ammo, there are a few various ammo caches laying around. Dive from box to box to pick them up.

After defeating this wave, Van Sykes (a masked soldier with a Pumpgun) will hop down. Make sure to clear out any remaining soldiers, then focus on him using the same strategy. He'll alternate between running towards you and then taking cover behind the green boxes after taking a few shots. The key will be to stay mobile using evades to dive from box to box and making sure to take cover when reloading. Since he's using a shotgun, he won't be as deadly from a distance, so try to stay away from him and keep blasting. After defeating him, you'll see a cut scene where 50 is attacked from behind by a shadowy assailant and left for dead. Is this the end?







### Picnic in the Woods



### Welcome to 50's Hood

You'll wake up in an old, dingy room where you'll learn that Doc Friday has patched you up and given you a grip of painkillers to heal your wounds. When the cut scene ends and you go back into playable mode, you'll find Doc Friday standing in front of you. Go talk to him and he'll instruct you to seek out Bugs in the pawn shop. If you want, you'll also be able to buy meds here, but you won't need to quite yet, so save your cheese. Head out through the door and you'll meet up with Moet & Chandon, a couple workin' girls who love them some 50. Head to your right to get to the pawn shop, which has a glowing "We Pay Cash" sign in the window. Go in and talk to Bugs for a bit, then head back out.

You'll then meet up with Grizz in his weapons van. He'll be the one you can buy guns from here in 50's hood throughout the rest of the game. After talking with him for a bit, follow him over to the theatre to meet up with Popcorn. Later in the game you'll be able to buy more counter-kill maneuvers from him. After leaving the theatre, you'll wind up in 50's pad where you'll be able to watch videos on his flatscreen or equip the weapons you've accumulated on your wall-mounted gun rack.

Head out and go over to the alley near where DJ Whoo Kid is selling beats out of the back of the orange car to find Booker. He'll direct you to meet up with Detective McVicar who'll be waiting near the liquor store. After talking with him, head back over to Grizz to pick up some weaponry from his van. He's in the alley to the right of the Subway entrance. He'll give you a free handgun, and the gat is the most powerful, so go with that. Snatch up a few other guns if you have the money, but save some dough to buy some more painkillers from Doc Friday now that you're strapped up. After this, head to the subway to advance to the next mission.



### Scarsdale Surprise

You'll start out in a forest area and you'll want to keep a low profile (i.e., not be seen or heard) in order to prevent a bunch of guards from swarming all up in your grill. With that in mind, try to stay in crouch mode as much as possible in this area. As you advance in this area, you'll get a message from Grizz asking you to collect 10 of his medals which are scattered throughout the rest of the game. As you collect them and return them to him back in 50's hood, he'll give you an extra \$2,000 as a reward. Check out the Secrets section of this guide for a complete listing of where they're located.

Crouch-walk forward using the rocks and trees as cover. You'll see the first guard walking around a fallen tree. Follow him around until you get a chance to sneak up on him from behind and take him out with a silent kill by pulling hitting the counter-kill button while standing right behind him. Following this, head up the tree trunk to the ledge above. When you get to the top, crouch walk to your right until you come up on another guard. Again, watch him make his rounds and sneak up on him to pull off a counter kill. Continue around on the path as it veers around a corner to the right until you get to another log covering a gap. Cross the gap and pick up the ammo and shield on the other side. Move to the right of where you picked up the gear and continue the following the path around until you hit another cut scene.



### Red Light District

When you start this next area, you'll be posted behind a few large stones. Take out the guards and soldiers on the bridge ahead of you, then hop down and let Banks give you some cover. Follow the red lights around the stone path until you get to a gate. Call Banks over to pick the lock, then lay down some cover for him until he opens up the gate. Stick close behind one of the rocks near the gate and use it as cover while taking out any approaching guards. Go through the gate and crouch-walk around the railing on the ledge and take out the two guards that jump out. Continue around the ledge until you get to the elevator and then head in.

Once you get out of the elevator, head through the hallways to the right until you come across a locked door. Stand on the stone platform to the right of the door and call Banks over. He'll stand on the other platform, which will unlock the door. Head through it and hit the switch inside in order to give the elevator access to the safe house. Head back to the elevator you came in through go through the door to its right, which will lead you to the elevator to the safe house. Do it!



### Finding K-Dog

Head to the left of the elevator down the hall and through the door on your left hand side to enter the theatre room where you can pick up a cool G stack. Head back out towards the kitchen, but make a left down the long hallway and into the large open area. Head over to the piano and look inside to find one of Grizz's medals. Head over to the dining table in the corner to pick up a \$500 stack. Following that, head through the door on the opposite side and into the bathroom where you can find another grand. Head out of the bathroom and veer right to enter another cut screen where you'll see that K-Dog has been taken out by some bad dudes.

You'll then find yourself in the bathroom only to be ambushed by another gang of soldiers. Be prepared the blast the first one you'll see when you open the door, then use the wall as cover to take out the rest that will be approaching you. After clearing out that wave, head into the room across the way from the bathroom to pick up a bunch of ammo, along with K-Dog's gear, which will be lying on the table. Make sure to load up on as much guns & ammo as possible and pick up K-Dog's stuff. You'll still need to find K-Dog's phone, however, and break into the four wall safes located in the building. Head back out the way you came in and call Banks over to the first safe you'll find on the wall, making sure to grab the loot inside. The next safe is in the closet of the bedroom next to the room with K-Dog's body.



### Get Outta Here

Continue through the door and around the hallway to the right to get to the room where K-Dog's body is located in order to collect his cellie. After grabbing it, hit the security panel on the wall behind the plant to reveal another safe. Have Banks open it, and grab the dough inside. Once you head out, Bugs will tell you to contact him with your G-unit mobile device to hack into the security system of the safe house. You can do this in the library room with the glowing red box on the wall which is in the corner opposite the piano in the main room. First, however, you'll want to grab the dough hiding in the first bookshelf in this room, and then activate the Gold Record switch. This will open a panel in the theatre room which will reveal the final safe. Once you've cracked it, go back to the library room and contact Bugs. Once you contact him using your G-Unit mobile device, the security alarm will be activated, meaning that a load of soldiers will flood into the safe house. Take out the first wave that appears in the large room, then head back to the kitchen near the elevator where you came in and head out through the shuttered windows.

Once on the ledge outside the building, you'll have to shoot your way around to the exit. Peek around the first corner and use a precise shot to take out the large soldier standing on top of one of the raised platforms. You'll then want to crouch

and roll from planter to planter, slowly taking out enemies as they show up. Use the mobile cover whenever possible to advance and follow the ledge around and to the right. Eventually you'll come to an open area near some stairs leading downstairs. You should have an Old Vet by this point, so use it to take out as many enemies out from a distance as possible and finish off a few more with some counter-kills. Head down the stairs and follow the path to the right to get to the gate. You'll encounter a few more troops, but you should be able to mow them down with the Old Vet with little difficulty.



### Spider Webs



### Junkyard Dawg

You'll head back to the crib in 50's neighborhood where you'll have a brief chit-chat with McVicar. After politicking with him for a bit, head back to the pawn shop to see Bugs. After listening to K-Dog's old messages, head to the subway to start the next mission in the junkyard. Once you get there, your clever plot to pose as K-Dog in order to obtain information will quickly disintegrate in your face, which means you'll have to introduce a few faces to a few bits of lead.

Take out the fat biker with a couple head shots with a strong weapon as quickly as possible, then head for cover inside the school bus to the right of the starting point. Go into the crouching position and try to take out as many bikers as possible. Exit through the way you came in and take out the biker high above with a head shot from the cover of the rear of the bus.



### Carpool (of Blood)

After clearing out this area, head towards the path made by the walls of junk. As you advance through you'll be confronted by random bikers. There are a bunch of abandoned subway cars which will make for great cover as you're advancing, so make use of them. After completely clearing out this part of the junkyard, head through the subway car that's on a slight incline uphill. You'll now be joined by McVicar who will lead you to the next area.

Follow close behind McVicar as he makes his way through the junkyard, laying down covering fire for him (i.e., killing anyone that's not McVicar). Again, you'll want to use the abandoned subway cars for cover while advancing. At this point, it's probably a good idea to use a long-range weapon, like the Old Vet, if you have one. After you pass under the first "bridge", veer to your left and take cover behind the yellow crane control, where you'll find some ammo and a vest. Clear out the rest of the area and continue to follow the path around until you get to a wall of cars flanked by two overhead light poles. This will be your entrance to the next area.



### Choppy Shop

Head straight to your left into the little shack as soon as you get to this area to find an armor level 2 vest. Head back out and then continue following McVicar and clear out this junkyard area making a counter-clockwise path around it. After clearing out a few bikers (including those on top of the trailer), head back to the shacks near the entrance and get to the top of them using the over-turned car that functions as a ramp. Head to the left on top of the shack to pick up one of Grizz's medals. After this, head back to the garage doors behind the trailer and try to activate the switch to gain entry. The door,



however, won't open up until you've taken out all the bikers in the area.

Once it does open, three more bikers will pop out. Take cover behind the stack of junk to the left of the door blast on the bikers as they come out. McVicar should take cover to your right, which will put him in a prime spot to take one of them out himself. Once you kill the rest, head into the chop shop garage and pick up ammo and the vest in the left corner if need be. Then head to the shelves in the middle of the back wall to pick up Doc's Special Ingredients. Following this, activate the switch underneath the car on the left and then stand on the platform to lower yourself down into the Meth lab where you'll finally encounter Spider.

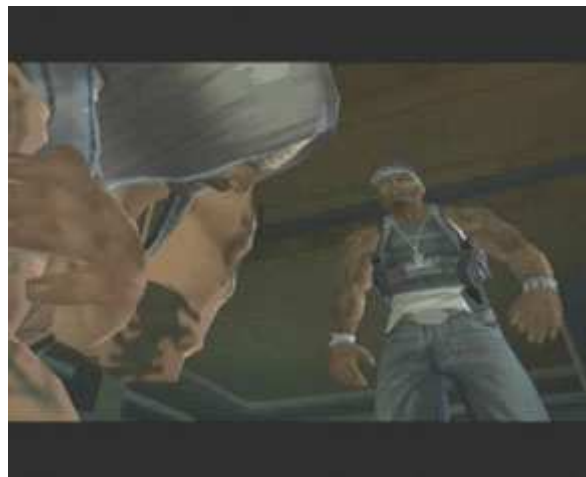


### Spider

As soon as you begin your battle with Spider, head to the right and duck behind the shelving. Take note that there's a vest here. You shouldn't need it now (since you picked up the vest in the chop shop above, right?), but you probably will later on the battle. He should start out near the meth production lab, which happens to be highly flammable (or is it inflammable?). Try to take a head shot on him through the gaps in the shelf.

Eventually he'll run up on the shelf where you're hiding, at which point you'll want to run around it, keeping him on the other side at all times. This is a good time to reload. After you hit him a few times, he should head over to the meth prep area. There are a few propane tanks near where he's standing, which you should definitely shoot at. They'll explode which will cause him to take a lot of damage. After that, repeat the strategy of using the shelving as cover and blast away when he's at a distance. After a hasty escape from the lab just in the nick of time, he'll try you one more time outside, but with no luck. Good night.





### Chinese Takeout



### Welcome to Chinatown

Once back in 50's hood, head over to see Booker in the alley. Before doing that, however, it's probably a good time to stock up on some supplies. Head over to Grizz and cash in any of his medals you've retrieved. Also, pick up a few new boomsticks to play with in upcoming levels. You may also want to grab some Vitamin Water in Doc's crib in order to up your health meter a bit. After talking to Booker, go and see Bugs in the pawn shop. He'll inspect the tattoo on the chunk of Spider's flesh you've brought him and then promptly instruct you to head to Chinatown on the subway. Please believe that's what you'd best do next.

You'll start out in the bottom level of WuJang's building. Crouch-walk into the kitchen and wait to the left of the entrance in order to avoid being seen by the patrolling thug. You can pull a silent counter-kill on him from behind to take him out without anyone noticing, or you can just walk by him when his back is turned. Either way, grab Grizz's medal which is on top of one of the freezers in this kitchen. From here, head out the door on the right and up to the first landing of the stairway ahead. Quickly silent kill the thug in blue and continue up the stairs, all the while in crouch-walk. Wu-Jang's door will be on the left hand wall on this level. Go through it to meet up with the old boy.



### Wu-Jang Clan

His guard will start attacking you as he runs off, but he's quite easy to take out. Head through into the room to the left of his Wu-Jang's desk to pick up the Recipe Book for Doc and the Key Card for the security room. Head back down to the second floor and head up to the security room door, using the key card to enter it. Pick up the cash, blast up the monitors (and VCRs on top of them), and activate the keypad on the wall to unlock the door back in the kitchen in the basement.

Head back down to the lower level and up to the door in the kitchen that was locked before, taking out any thugs that cross your path. Head through the doors and down the stairs to the right. Once you get down there, you'll be confronted with a few of Wu-Jang's thugs who are at the other end of the parking garage. Head to your immediate right and grab the vest and the dumpster for protection. Using this, use a few head-shots to take out as many thugs as possible. The ones standing up in the bed of the trucks are easy gets. A few will start running towards you, so face them with the dumpster and take them out. After clearing out the first wave, a couple more will come out of the elevator at the end of the garage. Remember that if you're running low on ammo or armor, the beds of a bunch of the trucks contain supplies.



### Get'Im Done

Head up in the elevator to get to the upper level of the parking garage. Here you'll have to take out a few more thugs before Wu-Jang shows his ugly mug again. However, when he does show up, he'll be carrying Big Smokey, one badass grenade launcher that can kill you in one hit. With that in mind, take cover immediately after he shows up. During this battle, he'll basically try to run up on you and shoot a grenade in your face. For this reason, you'll basically have to keep in motion the during the entire battle.

Select a weapon with a high rate of fire (the Old Vet is a good choice if you have one) and circle strafe him with it around the entire perimeter of the parking garage. As long as you keep moving, his shots will always go past you to your left or right. If it looks like the grenade (which are bright yellow, so you can't miss them) is gonna get too close for comfort, use an evade roll to put a little extra distance between yourself and the explosion. Just keep drilling away at him until he hits the ground. After killing Wu-Jang, search his armored truck to advance to the next mission.



### Hijacked Subway



### Should've Taken the Bus

Head to the doorway at the end of the subway car in a crouch-walk. Once you pass through it, take the guard with his back to you out with a quick head shot. Another will come through at the other end. Take cover behind one of the seats and blow him away. Head into the next area and then into the following car. In this car you'll have to protect a few innocent bystanders. They'll blend in with the soldiers a bit, but you'll be able to distinguish them because your targeting reticule will go yellow when focused on an innocent. Take out the soldiers nearby them and the place yourself between them and the far door to protect them from the next wave of troops. After taking out a few of them, the next door will blow revealing a few

more soldiers who'll try to take you down. Shoot them from a distance with the Old Vet while again taking cover behind one of the seats.

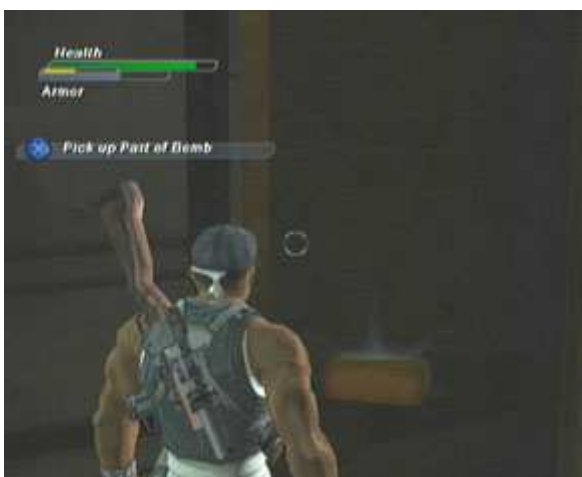
After the subway jackknives (do I smell ambush?), you'll be left on the platform. Walk forward a bit and then jump through the second open subway car door on your left. You'll then be able to pass through to the other side of the busted cars. If you exit and turn right, you'll be able to find an extra vest if you go through the open door on the last car. After that, head back to the platform opposite where you started. There'll be a few soldiers in the room on top of the platform. Try to take them out from a distance, using the platform as cover. As you get closer, use the filing cabinets and pillars as cover while taking out the rest of the soldiers. After you clear the area, head over into the first subway car on this side to find another one of Grizz's medals. Head back up into the room and up the stairs. When you get to the top, shoot at the lock on the gates to blow them open.



### Da Bombz

In this next area, you'll have to find three bomb-making pieces in order for Yayo to help you make a bomb to blow up the exit door. Take the first left you see and follow it until you get to one end of a long hallway. Once you enter the hallway, a soldier will pop out on your left. Take him out with a counter-kill and grab the ammo found in this little alcove. Continue to the end of the hallway and make a right, killing two more soldiers along the way. You'll find the first bomb piece here. After picking it up, head back down the long hallway, but take the first tunnel to your left. Take out the soldiers on this level and then head straight and up the stairwell to your right. You'll find the second piece on top of this platform.

Now head down the stairs, and then make a sharp right, then a left, then another right until you get to another long hallway. At the end of this hallway you'll find the 3rd bomb piece. Pick it up and then head back up the stairs (which led you to the second bomb piece), but make a left then a sharp right to find the steel doors you'll have to blow up. Contact Yayo on the G-Unit mobile device. He'll then show you the schematics to the bomb which you'll need to construct it. After you get these, set it by the door and stand back. A large soldier will appear right as you enter the door, so introduce his stomach to some lead, preferably from a shotgun if you have one. There'll be two more around both corners, so pull a counter-kill on the first and then blow the second one away. After that, simply head to the green door up the stairs to exit.

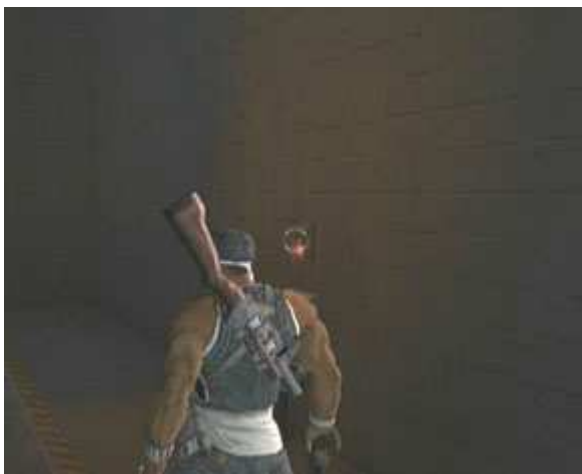




### **I'm a Celebrity, Get Me Outta Here**

Head straight forward in the next area and take out the soldier on your right. Before going over the ledge, go into crouch mode and take out any soldiers that show up on the level below. Once you do go down, head behind the green electrical racks straight ahead for cover and take out the rest. Next, go into the room on the left with the two huge generators. The switch to turn off the fan is behind the generator on the left. After walking around and switching it off, head back to the main room and up the yellow ramp and to the left. There'll be a few guards here, so be ready. Head into the room to the left of the rubble pile. If you jump out of the windows of this room and onto the pipe below, you'll be able to get another one of Grizz's medals, which is on top of the electrical racks.

Head back up into that room and down one of the ramps leading to the train tracks. Let one whizz by you then head out onto the tracks and make a left. Hop into the first alcove on your right and wait for another train to pass by, then go back on the tracks and head up the stairs on your left. Make a right at the top of the stairs and head down the incline at the end. Around the corner you'll find yourself in another large room. Take out the guy patrolling the platform above and wait for the rest to show up using the corner as cover. Some of them will hang back and wait for you, so you'll have to advance into the room. However, take out any more soldiers that appear on the platform above as soon as they show up so that they won't be able to take pot shots at you while you're clearing out the riff raff on your level. After you've finished call the lift by activating the panel with the green light. Take it up, and follow the platform around to the doorway.



### **Masked Leader**

As you enter the doorway, you'll find a long corridor. Take out the two soldiers at the end of it using precise headshots with the Old Vet, then advance. Kill any remaining soldiers in the room with the two lifts, then exit to the right. Follow the hallway around until you get to the power switch for the lifts, switch them things on, and then go back and take one up to the next level.

In this next area, dive immediately for cover behind one of the boxes to your right and take out as many soldiers as possible as quickly as possible with your Old Vet. Focus on one at a time, but take them out quickly because your cover will disappear if it takes too many hits. If you run out of armor, pick up another vest which is just to the left of the starting point. Continue using the rest of boxes as cover until you've used them up, then head down to the pit and clear the rest out. Eventually the Masked Leader will pop out toting a shotgun. Because of the shotgun's limited range, you'll want to stay far away from him in order to lessen its damage on you. Use your Old Vet or other weaponry with high rate of fire as you're moving. After defeating him and discovering that, uh oh, he was DEA, you'll head back to 50's crib where stuff is bout to get a lot more interesting.



## Not What, Who!



### The PJs

When you get back to 50's hood, stock up on some new weapons and vitamin water to raise your health meter as much as possible. When finished, hit the subway up and take a ride to The Projects. Once you get there, you'll be immediately confronted by a few of Petra's thugs. Dive to your left behind the broken wall for cover and take them out one at a time using an automatic weapon. When you clear them out, go into the room and make a sharp left. Follow the halls around until you go outside and pick up one of Grizz's medals, then head back up to the room where you started. The room on the left has a pile of trash that you can use to jump up to the floor above. Be careful, however, because a thug with a shotgun

will start shooting you as soon as you start heading up. Turn around quickly and take him out with an AK or the Old Vet, then continue heading up.

There'll be a lot of enemies in this area, so take cover and wait for them to approach you, taking them all out before advancing. Continue straight through the room and cross the makeshift bridge with the trashcans on it into a room with a mattress on the ground. Turn to the left and head into the next room where you'll see a plank extending through the wall. Clear out the fools in this area too. You'll then have to look out the window to the left of the plank and shoot at the air conditioning unit above. This will cause the plank to fall and you'll then be able to use it to cross to the next area.



### Rescue Yayo

In this area, start out by going straight ahead. Unfortunately the floor will give out beneath Yayo, leaving him trapped a few levels below. You'll have to hurry down to his aid to protect him. Head into the first room and make a series of left turns until you get to a room that again has rubble built up into a ramp that you can use to get to the level above. If you don't have a high-powered rifle at this point, grab the AK in the second room along the way.

Once you get up top, sneak around and you should be able to get the drop on one of the two chatty cat thugs with a head shot. Head around to the right and through the door to find a hallway with the right-hand wall exposed. Edge over it against the wall because there are two guys around the corner with some heavy armor. Take a few shots at them, then take cover, then a few more to avoid being blasted away. After taking one out, hop into that area and then remove the other with a counter-kill.

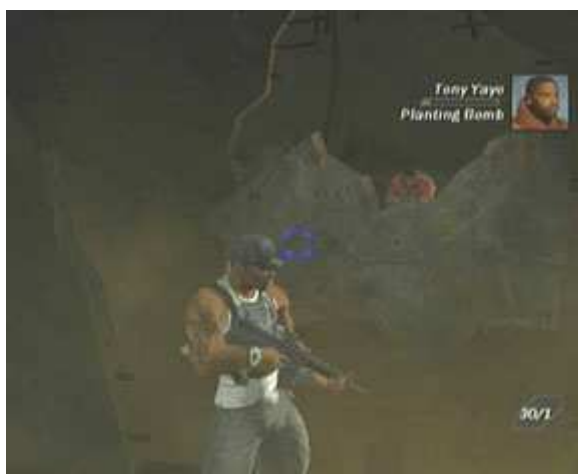


### The Massacre

Shoot out the door behind where the thugs were and then head to the right and through the next door, then make a left. Follow it around until you see a hole in the floor where a couple thugs are shooting down at Yayo. Take them out and then hop down to where they were. You'll now have a few of a large outdoor courtyard where Yayo is fending for his life. Because he can't take damage, he's not in danger of dying, but you will have to help him take out all the enemies you see so that he'll have time to make it into the next building.

Focus on the enemies on the left side of the courtyard because Yayo will have to make it into the building to the right.

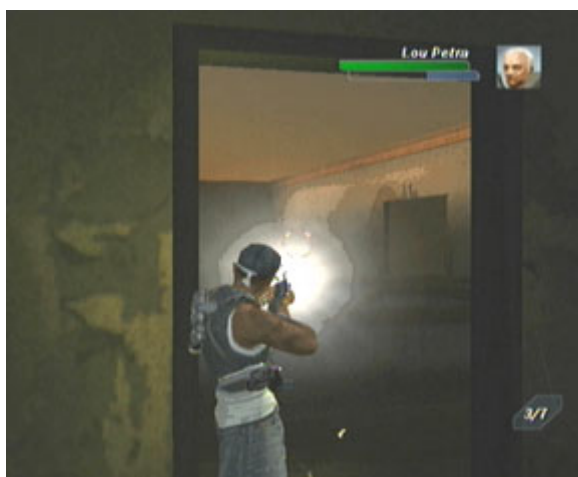
Once he's in, head back underneath the hole in the wall behind you and turn left to find Yayo about to blow up the entrance to the next building. Once he does, get a running start, jump into the next building and carry on.



### That's Mr. Petra to You

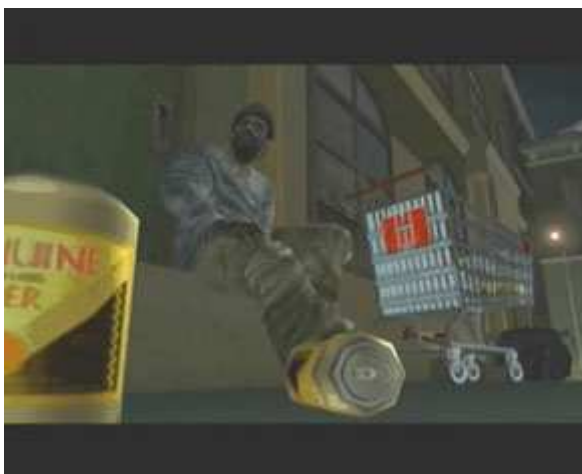
Once in the next area, drop down to the plank on the floor below you, then drop down to the floor level and clear out the enemies with the Old Vet or AK. Head through the door on the right side of the room and continue right until you get to a gate. Call Yayo over to set it up the bomb. After the gate blows, head up the stairs until you get to the second level and then head down the hallway with the locked door. Call Yayo over to blast it open, head in, and grab Petra's junk from the safe on the wall. Once you've collected that, head up the same stairs to the third level and call Yayo over to blast open the second gate. Three thugs will pop out, so handle their butts quickly and then advance down to the end of the long hallway where you'll finally confront Petra.

As soon as your battle with Petra begins, head immediately to your right and dive into the room with the open door, taking cover against the wall. His strategy will be to run from side to side on the balcony across the way and shoot grenades at your head. Every so often, however, he'll reload and be vulnerable. Use this opportunity to target him as you would when doing precise head shot and blast away at him, preferably with the Old Vet, while being careful to take cover when he starts shooting you. You'll also have to be careful to take out any random thugs that pop out while you're blazing Petra. Another good move is to wait until Yayo starts drawing some of Petra's fire and shooting at him when he's occupied. After finishing this Bozo, you and Yayo will split up and head back to 50's hood.





### Gone Fishin'



### The Docks

Back in 50's hood, stock up as usual and then go talk to Booker in the alley across from the Pawn Shop. He'll tell you to head to the Docklands to continue your mission. Be a good sport and do as he says. Once you get to the docks, however, you'll instantly be faced by a bunch of dockworkers with a lot of pent-up animosity. Head over to the right of the starting point where you'll meet up with Young Buck. Hang back on the ground level for a while and take out as many enemies as possible while Buck draws some of the fire.

After you've cleared out the first wave, head up the ramp in front of you and through the scaffold using the wooden plank "bridges" to advance from platform to platform. On each platform you'll find a ramped plank that will allow you to advance to the level above. Take out any enemies you see above you first, then head on up. Eventually you'll come to a plank that will take you to one of the balconies that lines the walls of the building. Head out onto the balcony and follow this to your left and through the break room.





### Onwards and Upwards

Once you've cleared it out and exited, jump onto the plank leading out into the main scaffold again. Follow the plank-paths again until you get to the very top of the scaffold, at which point you'll want to veer left until you see a stack of boxes on your left. Jump over them and then continue to the ramp that will lead you back to the balcony. Hang a left once you get on that and walk around until you get to a stairwell leading upwards.

From the platform at the top of this stairwell, head back out onto the planks and into the top level of the main scaffold once more. You'll see two large fat bikers waiting for you. Take them out quickly with an Old Vet or similarly strong weapon, then advance, jumping over boxes to reach planks as needed. On the other end of the scaffold you'll reach the ladder to the skylight.



### Oh, This is Just Crate

You'll now be in the Dock's Crate Room. Go straight ahead and slightly to the left to pick up the crane beacons in the wooden box, then veer right and plant them on the crate with the four arrows on it. The crane will then come and pick up the crate, removing it from your path. Go straight ahead and then make a left. Head into the smoky area and keep veering to the left. There will be a lot of enemies on the ground and even a few on top of the crates, so taking hostages in this map is ideal for mobile cover.

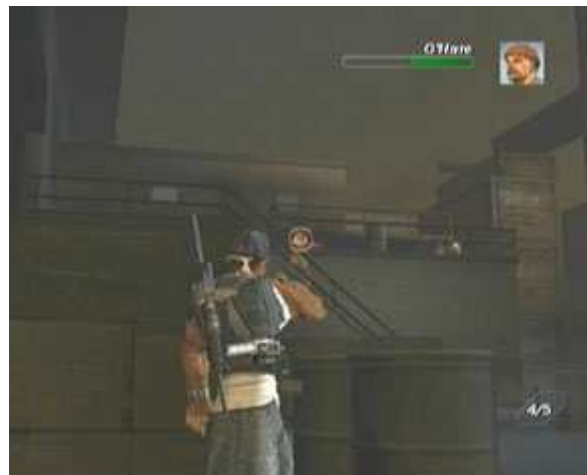
Eventually you'll see another blue crate on your right that you can place a beacon on. Once it is removed, head into the alcove created. There will then be another crate that can be removed, but you'll have to wait until the crane is ready before you can plant a beacon on it. Once you do, the crane will remove it and you'll have access to another of Grizz's medals. Once you've grabbed that, head back out the way you came in and hang a right. Continue until you hit the wall and then make another right where you'll find a group of crates stacked up like stairs. Use them to hop over the wall.

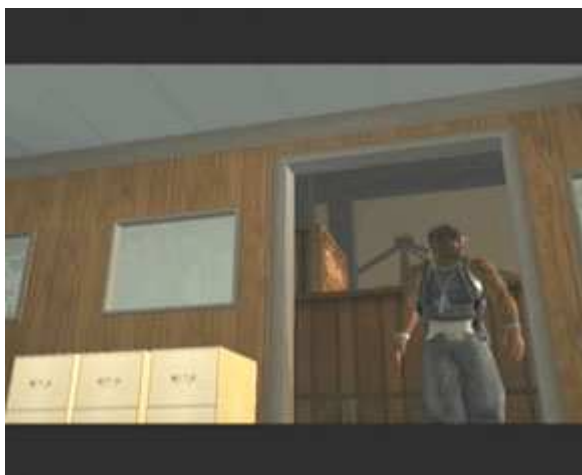


### O'Hare

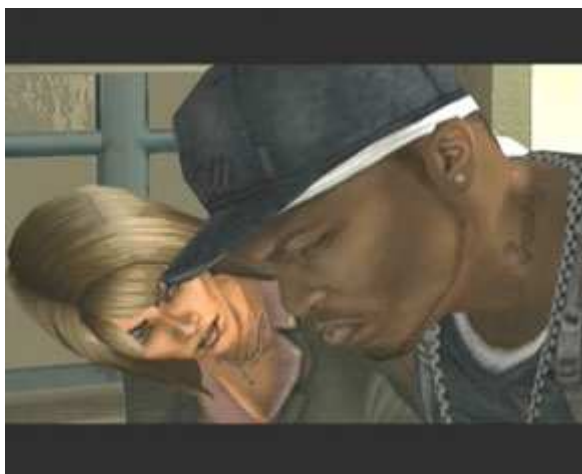
You'll now take on the Dock leader O'Hare, who happens to be brandishing some serious fire power. From the starting point, drop down and head to your left to pick up the vest. Then step out from behind the crates and head forward and stick behind the next set of crates. At this point, Young Buck will head out shooting to distract some of O'Hare's thugs. Take this opportunity to head to the crates below and to the left of where O'Hare is standing.

From this cover, you'll have a great opportunity to blast away at O'Hare, who'll be running around up on his platform and shooting at you with automatic weaponry. Be aware of your surroundings while attacking him because a few of his thugs will run up on you every now and then. Take them out quickly, then refocus on O'Hare. Occasionally, he'll take aim at Young Buck, which will give you a good chance to line up some head-shot type hits, which are devastating. The Old Vet or similar long-range weapon is ideal for killing this loser.





### Bagged and Tagged



### The Morgue

Back in 50's hood, head over to McVicar's parked car to get some info on Vasquez. Note that you'll need an explosive weapon (like Big or Li'l Smokey) to complete the next mission. You'll be able to find a few Li'l Smokeys in the level, but you may want to buy a backup one from Grizz just to be safe. After speaking with McVicar, take the subway to the City Morgue.

When you start out in the morgue, head straight ahead to pick up some painkillers on the table. Next, exit the body locker and make a right, then a left up the hallway ahead. Go into the first door on your right to find the first of three medical supplies for Doc Friday. Exit the room and continue up the hallway and make another right, then head into the room on your left where you'll find Vasquez's stomach contents.



### Protect Matt

As soon as you pick them up, the Latino gang members will arrive. Matt will run over to you for protection and you'll have to keep him from getting killed by blazing any and every gang member that gets in your way. Head to your right and down the hallway, then make a left at the end of it. You'll still need to pick up the two remaining medical supply packs for Doc Friday before you can leave. The next one is in a storage room around the corner from the front desk, which is at the end of the hallway you're in.

After picking that up, exit the room and continue to the right. Eventually you'll come across another storage room, where you'll find the final medical supply pack. After picking this one up, head back to the body locker room where you started. All the while you'll have to quickly take out any gang members that show up. Also, Matt will occasionally get scared and run off without you. When he does this, you'll have to kill any gang members in the vicinity before he rejoins you. After collecting the last medical pack, make your way back to the body locker where you started.



### To The Sewers

Once you're back in the body locker, stand in the doorway to keep Matt from entering right away. Take out the gangstas inside and then move in so he can get to the door in the corner of the room and start picking the lock. As he's picking it, grab the gurney with Vasquez's body as you would a mobile cover object. Head out the door that Matt just unlocked, then go down the hallway and get in the elevator with the body. Hang a right when you get out of the elevator to send Vasquez's body off Valhalla style into the incinerator. Head out the door to the left of the incinerator and around the corner to where Matt is picking another lock. Enter the room through the unlocked door, open the sewer grate at the far end of the room and hop in it to advance.

Once in the sewer, head straight forward and then through the last tunnel pipe on your right. Follow it around to the left until you enter the larger sewer area. One of the gang members in this area will have a Li'l Smokey grenade launcher, so take him out as quickly as possible to keep him from doing you too much damage. Though you'll need a grenade launcher to take out four pipes later in this level, there's plenty of ammo scattered around, so use it at your discretion to take out large groups of enemies. Make a right from your starting point and then a left at the end of the room to find the door to the primary release valve. The door will be locked, but you'll then be prompted to find the four outlet pipes and blow them up in order to gain access.



### Destroy the Pipes

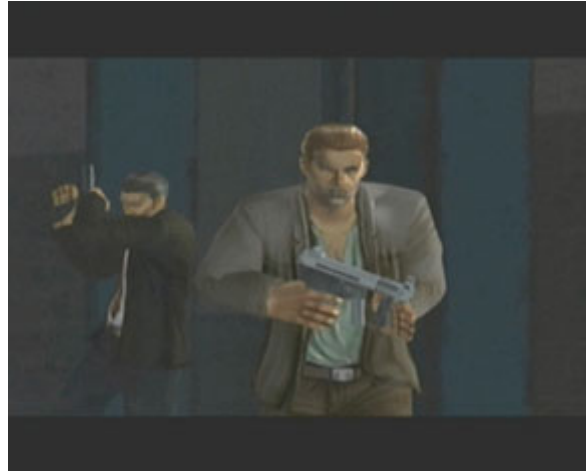
Make a left from where you are and head down to the end of the main sewer room to find the first pipe. Blow that thang up with Li'l or Big Smokey. Beware, however, because a few more gang members with Li'l Smokeys will pop out. Be sure to get rid of them before attempting to blow out the pipe because this will require some precise shots. Hang a right down the hallway near here to find the second pipe. To find the third pipe, backtrack a bit from where you are until you see a barred off archway. The third pipe is actually behind those bars and you'll have to shoot through them, arching your Smokey up as needed. If you run out of ammo, hit the supply room behind you to reload.

The final pipe is at the opposite end of the hallway from where you took out the third one. After taking out the last one, head back to the part of the main sewer room where you first entered and you should find an open door with stairs leading up into a room. Take the stairs up and turn the valve in the room to lower the water pressure. Head back downstairs and make a couple of left turns to get to the stairs leading even further down to the exit. Go down the stairs and through the large steel doors to exit. Blaow!





## Rat Trap



### The G-Father

Back in 50's hood, head over to Popcorn in the movie theatre to get some information on Vazquez's stomach contents. After that, meet up with Alexa in 50's pad to learn just a li'l bit more. Finally, make sure your Metrocard has some dough left on it and then take the subway to Little Italy. You'll start out in the warehouse surrounded by mobsters who mean you some harm. Immediately dive for cover behind the filing cabinet to your right.

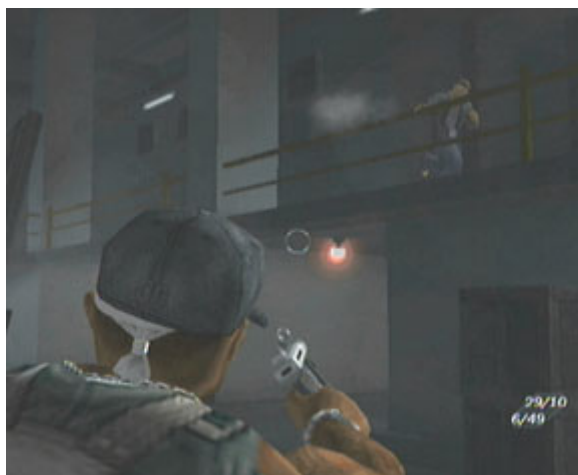
Your G-Unit bros will do a good job of taking out a lot of the mobsters, so hang back behind the cover and take them out as they approach you. A number of them will be using shotguns, which are ineffective at long range, so try to stay back as far as possible from them and take them out with long-range weapons. After taking out a few waves of these jerks, a door will open in the back corner of the room. As you make your way over to it, pick up the stacks of cash lying around on the various card tables.



### Sam the Butcher

When you come to in the butcher room, you'll only have a Nine to use; which means you'll have to find the rest of your gear in a hurry. Stick close to Grizz and double fist another weapon as soon as the first wave of enemies start dropping. After clearing the room, head through the door in the middle of the wall on the right side of the stage. Continue straight ahead through a series of doors until you get past the steam-filled rooms. Eventually you'll find a room with your gear in a box. Grab it, then veer to the left to get to the exit door.

In the next area, you'll again be joined by Grizz. Stick close to him and take out any mobsters in the immediate area, including the ones on the catwalk above. Around the corner to the right of where you start you'll see two large green doors, which are the entrance to the walk-in meat locker. Head in and go to the end of the room where you'll find Keycard A on the ground. Head back out and make a left, then another left to get to the staircase.



### Got Beef?

Head through the door at the top of the staircase (after using the keycard to unlock it). As soon as you get into the room, there'll be a grip of mobsters. Dive for cover in the room to the left and take them out quickly from the cover of that room. After clearing them out, head up the stairs, through the door, and onto the catwalk around a rendering room.

Take out a few of the dopes below and then use the lift to head down. There's a bunch of mobsters down there who will keep reappearing, so don't try to take them all out. Grab Keycard B which will be in the far left corner and then use the lift nearby it to head back up. Once back on the catwalk, hang a left to get to Door B. Once through, head down the stairs on the right to get to the next area.



### Capdilupo

Take cover on the wall right away and let Grizz head into the main area to draw some fire. Pick off a few of the mobsters inside and then head in. Head up to the catwalk right away and focus on the guys up there while Grizz handles his business on the lower level. Mobsters will pop out of the doors every once in a while, so be ready. After taking them out, you'll be able to use the rooms for cover.

After clearing out the top levels, help Grizz out by shooting at the enemies on his level. After clearing out a few waves, Capdilupo will enter with a couple goons. Take out the goons first and then get near Grizz to focus on Capdilupo. Once he gets close to him, Grizz actually does a pretty good job draining Capdilupo's energy, so this shouldn't be too difficult. Focus all your heavy firepower on him right away and he should go down like an Acme anvil.



#### Eyes on the Prize



#### The Big Boat

This is it, the final mission. Your chance to take revenge on the punk who shot you in the back, Spinoso. After the interlude with McVicar & Co., load up on ammo and healthpacks, then head to the subway and take it to the Vessel. Once on the boat, crouch-walk straight ahead and look up to the upper platform and take out as many of the masked enemies as possible with head shots. Once they detect you, however, they'll start shooting you up serious style.

If you head back to the very end of the boat, you'll find a crate that's chock-full of weapons, including a bazooka. Pick it up

and use it to take out all the enemies you see on the upper level. After taking them out, select a safer close-range weapon (like the Mac or Old Vet) and clear out the remaining enemies on your level. After killing enough enemies, two green doors will open that will allow you to enter the ships interior. Head through either one to continue on.



### **Li'l Help From My Friends**

Once inside, slowly advance through the hallways until you get to the lift control system at the end of the halls. There'll be a bunch of enemies who'll come out after you, so grab some cover, clear out any enemies in your path, then advance. Once you get to the lift control system, call Banks over so he can break into it. Take cover against the wall behind him and take out any more soldiers that approach so that he doesn't get interrupted.

After he picks the lock, turn around and lead your G-Unit dawgs into the elevator. You'll now need to head back to the green elevator near the entrance to this interior area. Head around the corner and grab one of the soldiers as a hostage and make your way to the elevator. Don't worry about taking out all the soldiers at this point, just get into the elevator and activate it a.s.a.p.



### **More Crates?**

Grab the ammo and cash on the tables in the control room and head out the door to the right to pick up the Ghost Dawg and a vest. Pick off the soldiers on the other side of the ship and below. To get down to the lower level, jump to the first crate you see when getting out on the catwalk. Then hop down to the crate below it, and then get a running start and jump to the red crate to the left. Snipe any masked enemies you see below while you have this vantage point.

Once you get to the ground floor, head immediately over to the opposite side of the cargo lift area and activate it to bring your G-Unit boys up to the party. Head into the room directly behind the controls and call Banks over to pick the lock on the lift control system. Stay in this room with him to avoid taking too much fire. Once he finishes, jump in the elevator to move to the next area.



### Muqtada

Grab the ammo behind the elevator in this control room and then exit to the right. Take out as many masked enemies on the deck below and then hop down on the series of grates. One of Grizz's medals is located on top of the blue crate on the lowest level and can be reached by jumping from the blue crate next to it. Join up with your G-Unit bros and take out any enemies left on this level, then head around the cargo lift and call Banks over to the lift control system on the wall opposite the lift controls. Cover him as he picks the lock, then head over to the lift and take it down to the ship's hold to meet up with Mr. Muqtada Muhammad.

Once you get down to the hold, head through the doorway straight ahead and to the left. A few of Muhammad's cronies will come out shooting. They're not very well-armored, however, and should drop with a few hits from the old vet. You'll eventually come to a larger storage room full of crates. Muhammad will sneak around this area and shoot at you with a shotgun. Keep moving around the area and take shots at him with the Old Vet or Blaze from a distance. Try not to get too close to him or he'll lay you out with just a few shotgun blasts. Because this guy's a coward, this battle turns into an extended version of cat-and-mouse, but as long as you keep moving and keep your distance, he'll drop after a while.



### Spinosa

After defeating Muhammad, you'll have to track down Spinosa. Head back out to the room where the lift dropped you off and then move through the doors on the right side of the room. After a brief interlude, you'll be taken back up to the ship's main deck to do battle with Spinosa. Similar to the battle you just had with Muhammad, Spinosa will creep around the crates and take potshots at you when he gets the chance. Instead of a shotgun, however, he'll be carrying the highly powerful Blaze assault rifle.

From the starting point, head straight ahead into the blue crate to stock up on some ammo and armor. If you head through to the other end of the crate, you should find Spinosa waiting for you. Use part of the wall as cover and take a few shots at him while aiming at his head. He'll eventually approach you, at which point you should leave the crate and head for some other cover.

When he does, use evade dives to get to another safe spot and continue shooting at him. The Old Vet, AK-47 and Blaze rifles are ideal for taking him out due to their high rate of fire and accuracy. Note that there are a few vests scattered



around the rear of the deck, so make sure to grab them as needed. As long as you keep moving from cover to cover and take shots when you get the chance, you'll take him out with extreme prejudice. Little did he realize that that's what you get for messin' with a gangsta!



## Arcade Mode

After completing the first mission in Story Mode, you will gain access to Arcade Mode, which can be selected after loading your save progress. Arcade mode allows you to play a straight-ahead shoot-em-up version of 50 Cent: Bulletproof in which you compete to kill a certain number of enemies as quickly as possible while racking up as many points as possible. The playable maps in Arcade Mode are the same as those in Story Mode and are unlocked as you complete the associated mission in Story Mode.

When you select Arcade Mode from the main menu, you'll first be given the option to select what map you'd like to play, then which character you'd like to play as, and finally what weapon set you'd like to play with. The playable characters include most of the main characters (both allies and bosses) found in Story Mode as well as a few that are unique to Arcade Mode. Each character, however, only has access to a few of the six different weapon sets. Though you are limited in the choice of weapons you can start a map with, each weapon you carry will come with unlimited ammunition. Additionally, you'll be able to pick up the weapons that enemies drop after you kill them. On top of that, you'll be able to perform unlimited counter kill maneuvers because your stamina meter will remain filled at all times.



### Weapon Sets & Characters

Below is a list of the various weapon sets along with the guns they contain.

**Versatility:** Gat, Buster, MP, Li'l Smokey

**Speed:** Gat (x2), Mac, AK

**Precision:** Bulldog, MP, Ghost Dawg

**Blast Damage:** Scavenger, Bazooka

**Spread:** Sawed-off Shotgun, Pumpgun

**Fire Power:** Blaze

**Ultimate:** Sawed-off Shotgun, Bulldog, MP, Hornet

Below is a list of the playable characters along with which weapon sets are available to them.

**50 Cent - Gangsta:** Versatility, Speed, Blast Damage

**50 Cent - Inked:** Fire Power, Versatility

**Grizz:** Precision, Spread

**McVicar:** Precision, Versatility, Spread

**Tony Yayo:** Speed, Blast Damage, Spread

**Young Buck:** Versatility, Speed, Blast Damage

**Lloyd Banks:** Precision, Versatility, Blast Damage

**Whoo Kid:** Precision, Versatility, Speed

**IceBerm:** Ultimate

**Popcorn:** Versatility

**Von Sykes:** Precision, Blast Damage, Spread

**Lou Petra:** Speed

**Spider:** Versatility

**Wu-Jang:** Blast Damage, Spread

**O'Hare:** Blast Damage, Spread

**Bugs:** Speed, Blast Damage, Ultimate



### Scoring

Though there is a timer in Arcade Mode, there is no time limit in which you have to take out the required number of enemies. Instead, your score is based on a number of different actions you can take during the mission, all of which have a specific point value assigned to them. Additionally, taking out multiple enemies in quick succession with various tactics will apply multipliers to your score. Below is a list of various maneuvers along with their assigned point value.

**Hostage Taking:** 10

**Destroying Objects:** 25

**Bullet Hitting Hostage:** 30 (per bullet)

**Interrogating Hostage:** 50

**Collateral Damage Kill:** 50

**Kill:** 100

**Head Shot:** 100

**Throwing Hostage:** 100

**Counter Kill:** 500

**Precise Head Shot:** 1,000

**Picking Up Wallet:** 1,000

**Picking Up Credit Card:** 1,000

**Picking Up Stack of Cash:** 10,000

**"Hand of Death" (complete map with melee attacks only):** 50,000

**"Bulletproof" (complete a map with full health and armor):** 100,000

**"Dead Eye" (complete a map with 100% accuracy):** 100,000

**"Ultimate" (complete a map with Hand of Death and Bulletproof):** 500,000



## **Maps**

The number of kills you'll need to complete a map is determined by which map you select. Below is a list of all the maps along with the number of kills necessary to complete them.

**Loading Bay:** 34  
**Alleyways:** 46  
**Industrial Laundry:** 20  
**Back Alleys:** 24  
**Woodland Hills:** 10  
**Ornate Garden:** 44  
**Safehouse:** 38  
**Junkyard Ambush:** 58  
**Scrap Maze:** 36  
**The Chop Shop:** 22  
**Disused Platform:** 24  
**Underground Generators:** 44  
**Collapsed Tunnel:** 18  
**Eerie Playground:** 48  
**Dockland Warehouse:** 54  
**Crazy Cargo:** 68  
**The Sewers:** 28  
**A1 Meat Packing:** 30  
**Hot Meat:** 28  
**The Sultan:** 52

# Secrets

## Grizz's Medals

Shortly after you begin the Picnic in the Woods mission in Story Mode, you'll get a message from Grizz asking you to retrieve ten of his military service medals which will be scattered throughout the rest of the game. If you find these and return them to him when you return to 50's Hood, he'll give you \$2,000 per medal as a reward. If you find and return all ten medals, he'll then reward you with a Level 3 vest. Below is a list of the locations where you can find all of Grizz's medals.

### Medal 1: Picnic in the Woods Mission

As soon as you get into the main safehouse (the building where you'll find K-Dog's body), hang a sharp left to go into the living room. The medal is inside the black grand piano on the left hand side of this room.

### Medal 2: Spider Webs Mission

After clearing out all the enemies in the area just outside the Chop Shop, head back towards the entrance to the area. Just to the right of the entrance is a series of connected sheds. An overturned car serves as a ramp leading up to the roof of one of them. Use the car to get on the roof, then make a left. You'll eventually come to another room where you'll find the medal.

### Medal 3: Chinese Takeout Mission

At the very beginning of the mission, head into the kitchen straight ahead of the starting point when the guard patrolling it has his back to you. Take him out with a silent counter kill, then head to the left side of the refrigerators that are to the left of the exit door. The medal is on top of the first refrigerator and can be reached by jumping on top of it.

### Medal 4: Hijacked Subway Mission

After the subway crashes, head down the platform until you get to the point where you can cross through one of the subway cars to the other side of them. Then turn around and head back to the first subway car and into it using the door which will be on your left. The medal is inside of this car.

### Medal 5: Hijacked Subway Mission

After turning off the fan in the generator area, head up the yellow-striped ramp and around the corner to the left until you get to the room with the open window. You'll be able to see the medal on top of one of the large grey machinery units. Hop out of the window onto the pipe to your left and then walk across that to the top of the unit to retrieve the medal.

### Medal 6: Not What, Who! Mission

At the very beginning of the mission, hang a sharp left into the next room and go down the stairs, then outside. Make a right and head down the path until you get to the alleyway and make another right. The medal will be lying on the ground in the alley.

### Medal 7: Gone Fishin' Mission

In the main crate area, you have to place beacons on the crates with arrows on them in order for the crane to remove them. Halfway through this area, there will be a blue crate on your right that you'll have to place a beacon on. Once that's removed, head into the newly created opening and look to your right to see a red crate with arrows on it. Place a beacon on this and when the crane takes it away you'll see the medal lying on the ground behind it.

### Medal 8: Bagged and Tagged Mission

When you start in the body locker room, head out the doors and make a left until you get to a hallway with greenish lights. Enter the far left doorway in this hall and look in the sink in this room to find the medal.

### Medal 9: Rat Trap Mission

After escaping Sam the Butcher, head into the main meat packing room through the door on the wall to the right of the stage. The medal is in the large empty crate and can be accessed by jumping into it from the bench next to the crate.

### Medal 10: Eyes on the Prize Mission

Exit the second control room through the door on the right and jump over the balcony onto the red crate. Hop down onto the blue crate below and you should see the medal on top of the next blue crate which is across a gap. You'll have to get a running start and leap to this next crate to get the medal. Be sure to time your jump perfectly, however, because the only way to get another shot at this is to die and repeat the area.



## Q & A

### **What is the best weapon?**

In terms of the sheer damage it can inflict, the Hornet is the strongest weapon in 50 Cent: Bulletproof. It holds four rockets per clip and can be fired quicker than the Bazooka. However, because of the fact that you can be damaged if you're too close to the point of impact and because you'll often find yourself in close-quarters combat, this weapon is not always that practical. With that in mind, for all-around firepower and usability, the Old Vet assault rifle is the best weapon due to its high rate of fire, high clip count and high amount of damage it can inflict. Additionally, in most of the missions you'll be able to find loads of ammo for it scattered around.

### **After being prompted, I pressed the call button to call Lloyd Banks over to pick a lock, but he won't come over.**

#### **What's the deal?**

More likely than not, Banks is in the midst of a gun battle with a slew of enemies somewhere further away from the lock. He won't be able to make his way over to the lock until all the enemies are gone, so you'll need to join up with him and help him take out all the enemies in the vicinity before he can run over to the lock. You'll then need to continue covering him while he picks the lock so that he is not interrupted. This also applies to Tony Yayo when he's setting up a bomb.

### **How does the game determine which counter kill 50 performs?**

The counter kill that 50 performs when up close to an enemy depends on the weapon the enemy is carrying, the size of the enemy, and 50's position in relation to an enemy. When you go to purchase new counter kills from Popcorn, you'll notice that he says the kill selected is either Class 1, Class 2, or Class 3. Class 1 kills can be performed on enemies carrying small, one-handed weaponry like Gats, Nines, MPs, etc. Class 2 kills can be performed on enemies brandishing larger two-handed weaponry like the Pumpgun, Painkiller, Blaze and Big Smokey. Class 3 kills can be performed on enemies holding smaller two-handed weaponry like the AK, Old Vet, Li'l Smokey and Ghost Dawg. Counter kills cannot be performed on enemies with Bazookas or Hornets due to their inherent blast damage danger.

### **Is there anything that can be gained from using the G-Unit mobile device to communicate with allies through the missions?**

In a couple of the levels you'll actually need to use the G-Unit mobile device to talk with Yayo about bomb-making. You can also talk with any of the other allies at any time and they'll give you general advice on particular levels or a few jokes, but it's not necessary to do so in order to complete a mission.

### **In the Chinese Takeout mission, I shot up all the monitors in the security room, but I'm still not getting the task completed prompt. Am I missing something?**

Although that particular task just states that you have to "take out the evidence in the security room" you actually have to shoot up the monitors AND the VCRs on top of them in order to complete this task.

### **I heard there was gonna be a nail-gun in this game.**

That's not a question, but you heard wrong. There are, however, plenty of bullet-guns in this game.

### **Who's the best character to use in Arcade Mode and what's the best weapon set?**

If your goal is to kill the map's required number of enemies as quickly as possible, your best bet is to choose Bugs with the Ultimate weapon set. This is because (a) He starts with the most armor and highest health meter, which makes him difficult to kill and (b) the Ultimate weapon set is the only one that contains the Hornet which can be used to blow away large groups of enemies in one hit. However, your overall score in Arcade Mode is not determined by how quickly you take out the enemies, but by what methods you use to take them out. Headshots, hostage taking, and counter kills, collateral damage and picking up the money that enemies drop all go a long way towards increasing your score. To that end, Bugs is still probably the best character, due to his health and armor, but the Versatility (and to some extent, Speed) weapon set is probably the best suited for racking up points and combos.