



Introduction

Stewie Griffin faces ruin at the hand of his half-brother Bertram, as he is tricked into helping Bertram further his own ends. Now Stewie needs to go after Bertram to save the world from the designs of that mad man, so he himself can rule the world!

Peter Griffin believes that Mr. Belvedere has taken his family, and he will stop at nothing to get his family back safe and sound. Join him and his alter egos as they brawl through Quahog and end the tyranny of the former TV star.

Brian Griffin has been accused of impregnating Seabreeze once again, but this time he has to find the real father before he ends up in big trouble. Sneak through out Quahog to gather clues, using shadows, wits, and disguises to get him the answer he needs.

Add all three of these up and what do you have? Another typical day in Quahog is what. It can be tough to accomplish all of these tasks sometimes though, so IGN has delved into the deepest recesses of the game, getting all of the freaking SWEEEEEEEEET information! So, grab the ray gun, unleash the headbutt, and break out the PEANUT BUTTER JELLY TIME disguise, as these three males of the Griffin roost are out to main, entertain, and clear their name!

In this Family Guy strategy guide, you'll find:

- **CHARACTERS** // Info and screens for the characters you'll guide through the game's many stages.
- **WALKTHROUGH** // A complete Family Guy walkthrough of all 22 levels.

Guide by: Brian "Giggity-Giggity-Goo" Sulpher

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Characters

Stewie Griffin

Stewie is a maniacal genius who is still in diapers. However, he also has a rival in his half brother Bertram, trying to save the world from his maniacal designs... so Stewie can take the world for himself! Armed with a blaster weapon that can be upgraded and a mind control ray, Stewie will have to slaughter thousands in his quest across Qhahog to save the world for himself to destroy!



Peter Griffin

Peter plays the game as a brawler who takes on all worthy foes... who are mostly comprised of weak children and unsuspecting adults (at least he has a good reason). He has a myriad of moves to use on the enemy, letting nothing stop him from rescuing his family from the clutches of that evil butler... or nanny... or whatever weird thing Mr. Belvedere had going on there in the 1980's.

Peter can also make use of the R Button on the shoulder of the controller to implement a Snack Meter attack (provided he has enough food), unleashing of his three special attacks to damage the enemy. These are best used on large groups or really tough enemies.



Brian Griffin

Brian Griffin definitely has had some indiscretions in the past, and in the game it is no different. Sort of. Lois's father has accused (ie paid off the police) Brian of impregnating Seabreeze, his prize winning greyhound, and now Brian must run around town, collecting all sorts of clues to help prove his innocence... and who the real father is! He is not a tough dog, o he will rely on wits, sneaking, and disguises to get away from the large manhunt that is in swing while he traverses all sorts of Quahog's seediest and oddest locales to gain his freedom!

Walkthrough

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Level One

With everything gone crazy, take control of Stewie to set everything right... so he can make it all wrong!



Grab the weapon power-ups in Stewie's room, followed by going through the door on the right to grab the four power-ups while listening to Meg wax on idiotically. In the next room are Chris and the Evil Monkey, so use Double Jumps to get the higher up Power-Ups from the shelves, also making sure to check the cabinets. With 19 upgrades in hand, go out the open door and downstairs, heading into the kitchen.



Mind control Lois and walk into the living room, starting the vacuum to startle Brian, forcing him to run into the kitchen where he will open the door. Now run through the open door to the outside, grabbing the nearby upgrade to get the necessary 20th piece! With the blaster now operational, take out the local kids while moving to the right, finding and locating the one kid who holds the remote to the chopper, downing it in a fine mess on Quagmire's lawn!



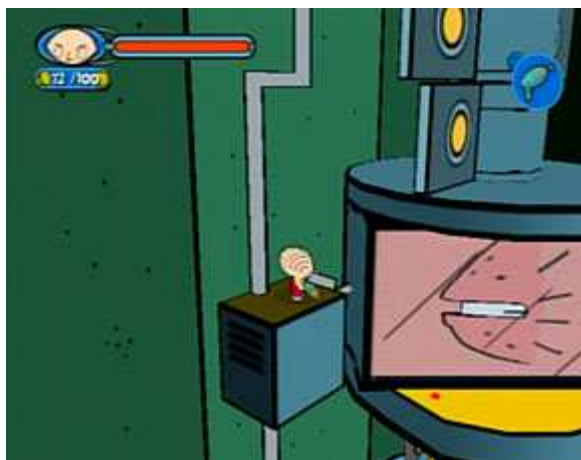
Nail the Sky Hook to the wall in the mini-game to allow Stewie to be able to reach the rooftops. Head left along the rooftops, facing some more kids and another grapple hook or two, arriving at the garage to locate Bertram, ending the level!

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Level Two



Go and try to open the door to cause the alarm to sound, firing off shots into the glass to break it and get after the nurse to stop the alarm, polishing off the remaining foes to gain access to the next area. Destroy the various power grid boxes to take down the laser defenses, also making sure to pick off the foes out there as Stewie advances, gaining access to the next room.



Death will have electrocuted the entire room before Stewie enters, to hop across the floating cots, gurneys, and dying patients/orderlies, collecting all of the weapon upgrades while en route, pausing when a victim shoots electrical current in all directions to jump past when they stop twitching for a few moments. The next area has more health workers to dispatch of, followed by grabbing weapon upgrades while jumping up the machinery (avoid the lasers and crushing portions of the machines), reaching the top to get the Microchip Condenser.



Take out the various healthcare workers while hopping on the pregnant women (births their babies and a weapon upgrade... except for Bonnie of course), going through the doors at the back of the area to find another area of pregnant women to hop on, but they will fire out missiles to reveal a new path and weapon upgrades. Fight off the nurses and orderlies, keeping the nurses away from the downed orderlies, opening the path forward to the next room.



In this area another laser grid defense set is in place, so use the angled wall panels and shelving units to bounce laser

shots into the emitters, all the while taking out the orderlies and nurses that will try to accost Stewie. In the next area Mind Control Quagmire and scar the nurses with come-on lines, followed by chasing them into the laser grid ahead. After all three have been sent in, walk Quagmire himself into the final laser, allowing Stewie to go and grab the MRI Power Coil from the cubby hole in the wall.

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Level Three



Lead Brian the Dog past each cell, waiting for each inmate to look around in your direction briefly before crossing the open area, arriving at the door to the next area. Brian will now have to play a digging game, so simply alternate between the two buttons shown within the limit, burying the film and achieving success... and invisibility! Now head for the far side of the room, stopping behind the various laundry baskets to stay out of sight while waiting for the inmates to turn, reaching the door to the next area.



Follow the inmates that are chasing one another to the next set of shadows, waiting for the next set to run by, following them to the door to the next challenge. This room has both the chasers and shower buddies to contend with, but they are also joined by a hide and seek enthusiast in the laundry carts, so steer clear of any shaking objects. Hide in the shadow pictured above left to let the final set of shower buddies look away, making a mad dash for the door to get to the next area. Grab the dossier off the ground when the hanging prisoner is spinning away from Brian, followed by bypassing the next set of cells to reach a guard. Distract the guard by activating the control panel on the tv wall, making him look at the shower cam to the women's showers, followed by hiding under the nearby table. Emerge once he is completely into the action, going through the door ahead to the next area.



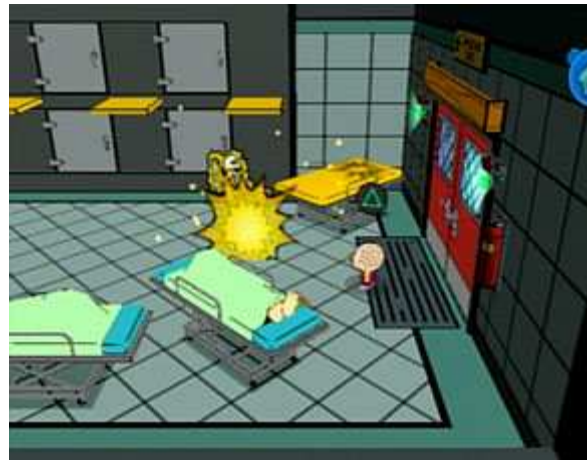
Start off in this area by hiding under desks while crawling down to the evidence in the bottom of the area, grabbing it quickly before getting back into a hiding hole again. Once this has been collected, head right and up by crawling past the various police forces, moving past Mayor Adam West to exit the area through the doorway that is down and to the right.

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Level Four



Start off by collecting all the weapon upgrades in this area, followed by passing through the first door on the right. Jump across the fat spill here on the hardened areas and on the spilled machinery, surfing in the lard for the weapon upgrade portions, reaching the far side to find the first piece of the liposuction machine. The next area is more of the same challenge, but with the added difficulty of medical waste mines to avoid/shoot out of the way. Reach the far side of this expanse of fat to find the second piece of the liposuction machine.



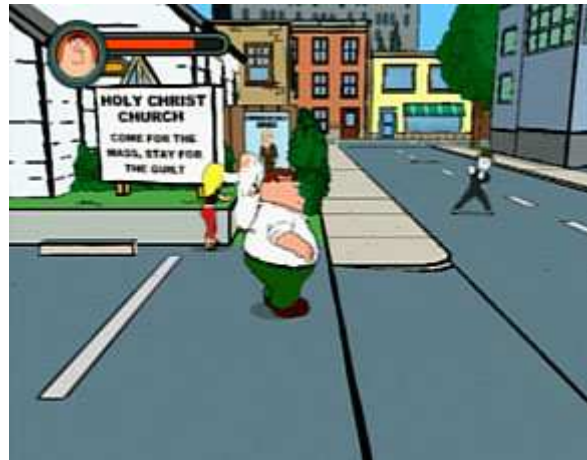
Immediately hop into the sludge ahead and swim down the windy track with minimal wall bouncing, collecting as many of the weapon upgrades as possible along the way. Blast any and all medical waste mines as you swim forward at top speed, collecting the third and final piece of the liposuction machine, followed by dallying back into the fat to grab the remaining weapon upgrades. When ready, head through the door and face a brief orderly attack, followed by going the next open door. Get onto the ledge pictured on the above left, entering the storage spot to re-emerge in the next portion of the morgue, facing a second series of passages, taking each new one by leaping to the next open spot high up in the air. Take out the orderlies when Stewie emerges, followed by heading through the nearby door to the next area.



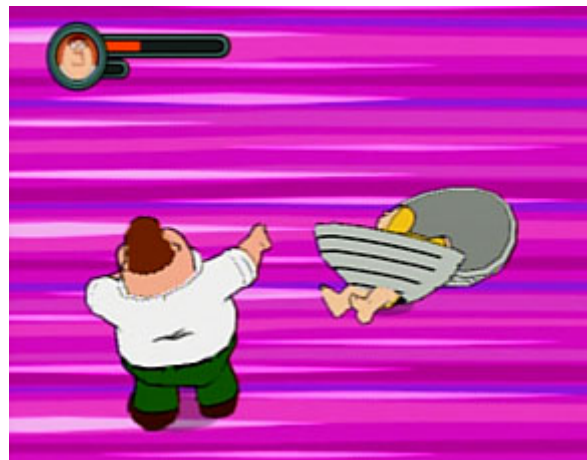
Fight off each wave of enemies in this Galaga-esque type attack, clearing each door before moving on to the next one. After all the enemies are defeated, head through the door to the next area to find some nurses to dispatch, so turn off the life support for one of the fellows in intensive care, followed by mind controlling Death to make him dispatch the nattering nurses for Stewie. After this is a SEXY PARTY! All you have to do here is to run onto the moving star within the time limit and the game shall be finished!

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Level Five



With Peter now up, brawl through the various foes that appear, whether they are children, old women, or midget up a tree, remembering that shorter targets must be kicked while full sized targets must be punched. If the midget is kicked after it falls from the tree, hot dogs will fall, which should be grabbed to build up the attack meter. Clear the immediate area of all foes to advance onwards to take out all the church goers and the no good cop who interferes. DO NOT attack God, as he is busy trying to impress a lady (plus he has the ability to fry Peter), so move to the right to instead face another round of enemies after the Mime, opening the way to the next portion of the street.



Continue the rampage here, headbutting (punch, kick, punch) the vehicle out of the way to open the path forward, fighting through the various foes to reach the Drunken Clam. Take on the guy in the clam suit by using a Snack Meter attack, followed by pounding the button on screen, ripping the fellow out of his costume and beating the ever living hell out of him, bringing up a quick mini-game to rip open a can of tuna, finally ending the level!

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Level Six



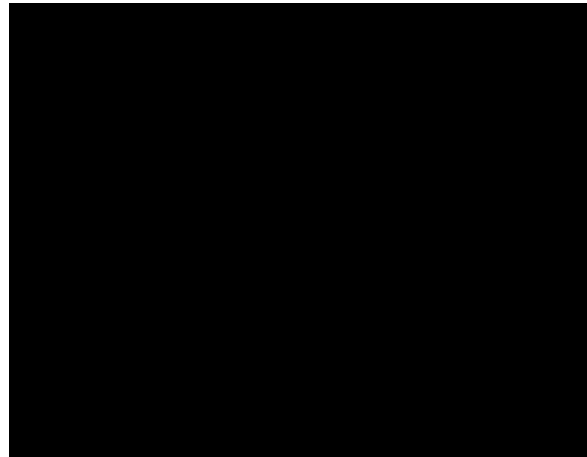
Sneak to the right and get the evidence on the right, followed by going up to find a second folder near the desk above. Head to the left to activate a game where Abe Lincoln must be dodged until time expires, as it will render Brian invisible, allowing him to go right to find a sex doll. Activate the doll and hide in the small shadows below (pictured above right) to draw the final cop away from the door, snagging the lamp shade and passing through the door to the next area.



With the lampshade on, Brian can hide by standing still, but moving when in eyesight of an officer or getting touched by an officer directly while standing still will still get him captured. Crawl upwards past the police to near the escaping convict to get the first file, followed by going down the next aisle to get the second file from near the sleeping cop (do not bump him). Now head right along the bottom of the area when the cop at the desk is working, being wary of the walking policemen, getting the third file before turning upwards past sea breeze to get the fourth file, followed by speaking to the victim of your alleged indiscretions to get out of the area.



Open the lower locker near the start for the next file, followed by going into the middle area to open the lockers without being detected. As soon as the one cop lights on fire, make a dash for the door on the right, grabbing the pimp hat on the way over.



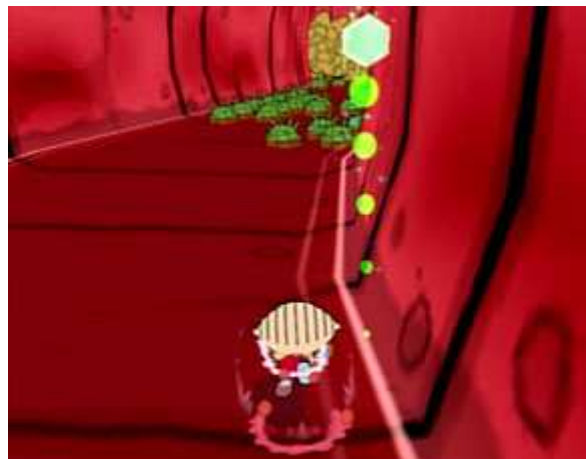
Head past the trees and get into the shadows on the bottom-right of the area to regain your lost hat, followed by moving upwards toward the exit where Joe patrols. The only real way to get to the double doors is to run left and get into the shadows by the bench, followed by making a dash for the exit when Joe goes whizzing on by. Reach the double doors to complete the level!

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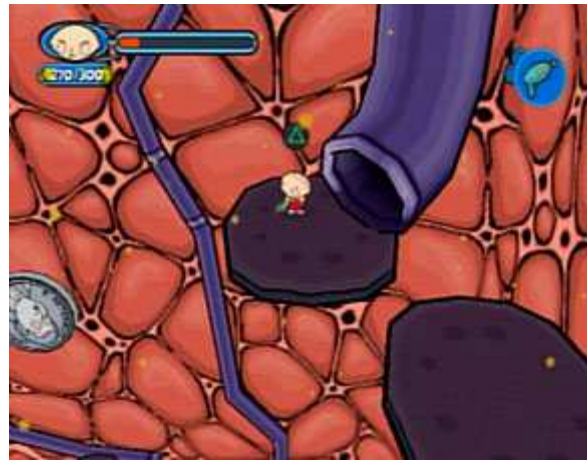
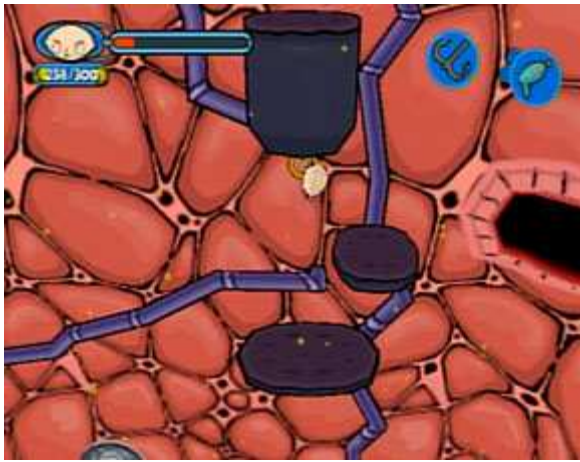
Level Seven



Hop across the stomach acid via the various objects Peter ingests, making sure to stop on the red carpet and various quarters that hold weapon upgrades, reaching the far side of the expanse. As soon as Stewie lands, go after the cells that are nearby, followed by grabbing all the weapon upgrades, after which exiting the stomach should be the next priority (take the door).



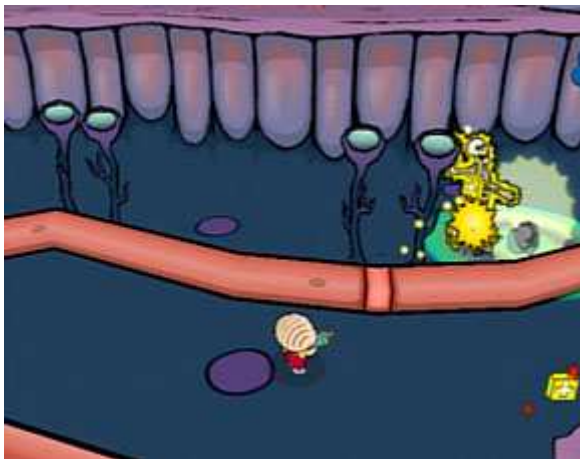
Start out by blasting down the cholesterol wall ahead, followed by using Stewie's spread attack to take out as many of the hazardous materials in the fluid ahead. Work forward slowly and carefully, taking out every obstacle, collecting the weapon upgrades only when no more dangerous hazards lay nearby. Once the end of the liquid is reached, jump onto the nearby muscle to open the sphincter, slipping through the opening before it slams shut once more.



Right off the start Stewie will have to run right at the auction, pressing the button indicated to try and bid, only to be foiled by a fat woman sitting down. After returning, blast the outcroppings for more weapon upgrades, followed by beginning the climb upwards, using the grapple hook to get above moving platforms, dropping down onto them as they pass underneath Stewie. When high platforms must be leapt to, wait for Peter to breathe, as Stewie will gain great height on his leaps, enabling him to keep climbing. Perform the right moves at the right spots, and Stewie will soon reach the tube to the next portion of the body.



The next section is another artery to blast through, but it also has jumps to take to clear some of the hazards as well. When the split in the path appears, take the right oath and slalom through the bodily defenses to reach the entrance to the brain, using the same jump on the nearby muscle to open the way forward technique to pass through the opening.



Lois is all that Peter seems to think about, so blast away with abandon, fulfilling Stewie's lifelong dream of killing his own

mother... many times over! After clearing away all the nasty thoughts, look for a grappling hook spot on the far right of the area, going through the door to the next area. Now Stewie must mind control Cleveland, Greased Up Deaf Guy, and Peter's Father to get them past the food and into the E-Zone. Get all three across to change the blood flow, allowing Stewie to jump into the blood flow that leads to the Testicles, ending the level!

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Level Eight



Peter starts off by pounding all those who appear in front of him (be wary of the Candy Tree in the back area), brawling until he can advance to face a second wave of enemies on the soccer pitch. Make use of the Snack Meter as it fills, clobbering all the multiple attackers to open the path forward. Peter must now repeat the musical toots of the accompanying peta-potty, so enter the following for each round:

Punch — Jump — Kick — Jump — Punch — Punch — Punch

Punch — Jump — Kick — Jump — Punch — Punch — Punch — Jump — Jump —
Jump — Punch — Alternate Snack Attack - Alternate Snack Attack

Punch — Jump — Kick — Jump — Punch — Punch — Punch — Jump — Jump —
Jump — Punch — Alternate Snack Attack - Alternate Snack Attack — Punch —
Jump — Kick — Jump — Punch — Punch — Punch



With this odd mini-game over with, continue onwards to brawl with more foes, fighting through the waves of attackers to find the riot police out to stop Peter. Make use of the Leg Sweep (Kick, Punch, Kick) to take them down quickly, followed by kicking the dogs/children and headbutting the regular cops, reaching the end of the area where the man in the clam suit must once again be beat until the buttons appear for Peter to pound away on, opening the clam suit to beat the man

inside. When the next mini-game begins, steer in behind the gazelle, followed by hammering the ladder down on it when it is right in front of the fire truck to end the level!

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Level Nine



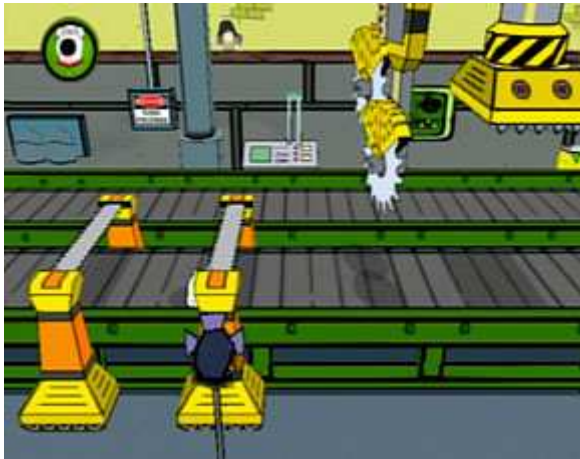
Brian will need to go right to the green bushes, using them for cover as heads toward the water valve, opening the manne. Now head through the cops playing in the sprinklers, using the left side of the area to reach the van, grabbing the cheerleader's outfit. Now walk over to the gate to go talk to the guard, gaining access to the Channel 5 Newsroom.



Grab the tape from the nearby shadows, followed by turning on the camera on the right to distract Diane Simmons. Now crawl past her desk, going under the nearby table, exiting when no one is looking to get the Peanut Butter Jelly Time suit and put it on. With the suit on, walk down and left through the various crew members, grabbing the second videotape, and then going right through the door (just do not touch any crew members and Brian will go undetected).



Walk up to the turntables and turn them on, causing the dancers to take to the floor, so approach the two dancers on the top floors, running to the tapes and then straight away to get the first two tapes. Now go down the stairs on the right and run through the dancers to grab the tape en route to the exit on the right side of the room.



Walk underneath the pounding pistons and saws while ducking under the horizontal saws, reaching the end to drop the villain through the trapdoor. All that remains is to try and show Brian's smoked meat log to the customer, ending the level!

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Level Ten



Start out by brawling with the various children, adults, and security in the first area, taking them all down while smashing the arcade machines for health refills. Next up is the ball pit, tackling the foes as they pop up and slide down (including Mayor Adam West), using the ball drop chains as health refill suppliers. Now take out the whack-a-moles to learn the Charge attack, using it in the next section on the rest of the foes, smashing more machines for health.

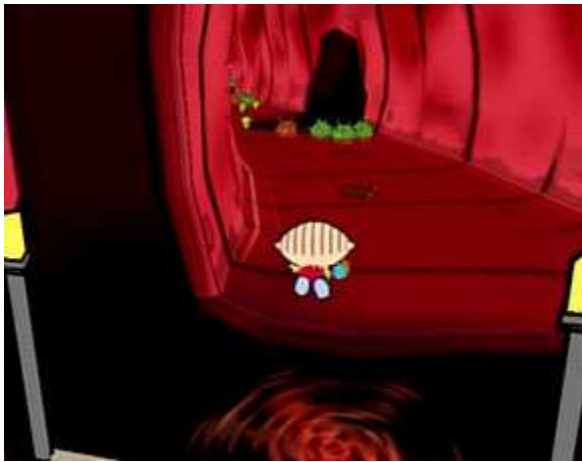


After passing through the door, smash up everything and everyone (even the band) to draw out the piñata girl, so use a drop kick to take her out, followed by using a charge on the remaining foes to enter Peter into a mini-game (press the button indicated to "sit down"). Head to the right and pass through the door to the next area to advance.



Beat up the rats and street urchins, busting the rack nearby for health, reaching the snake pit. Drop the kids into the snake pit to create a path to the far side, followed by recreating the bridges after dealing with the loose kids at each stop along the way. After playing the Toddler Smash, Peter will run into the band members from upstairs, so beat them silly before pounding the buttons indicated on screen to take them down for good, bringing up a dancing game with God (press the buttons to finish the game). In the next room are a few kids to take down, followed by using the Charge attack on the magician and his illusions, followed by taking out every Belvedere Head, eventually getting taken away to end the level!

Level Eleven



Back inside Peter as Stewie once more, head down the path ahead to blast the poisonous pieces out of the way and taking jumps over gaps, blasting through the cholesterol walls to find the opening to the Lung. Use the muscle as before to open the way, passing through to the next area.



Blast the small growths out of the way before stepping on the muscle, speeding through the closing opening, taking out the tapeworms, cells, and sperm, collecting weapon upgrades along the way. Look for the muscle on the left side of the area (pictured above right) to hit, followed by dropping down and running to the right to fall through the shrinking opening to enter the next area of Peter's Body.



Surf through the area, blasting the bodily defenses to get more weapon upgrades, reaching the end of the path to open the way to the bladder (again, use the nearby muscle to make the way forward passable). Blast the kids here before starting across the lake of (sigh) urine, taking out the remaining sperm before chasing the one that has gone for reinforcements.



Chase the fellow here, following him until he takes the path on the right, at which point Stewie should go to the left. Hit every speed boost while slaloming through the various obstacles, reaching the testicles entrance before the runaway sperm. Now open the path forward in the usual manner, entering the testicles! Swim around and call "Marco" with Helen Keller in the mini-game (just do not touch her), allowing Stewie to shoot it out with the multitude of sperm in the area, watching out for the glowing landmines in the ground.



In this area is a pitched fight at the beginning, so lob grenades over the sandbags to take out most foes from cover. Next

up are a few laser grids to disable, followed by alternating sperm to kill and more laser grids to take down, so shoot the angled walls to advance. In the final area, get on the platform on the left to shoot the final switch, opening the way forward, ending the level!

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Level Twelve



Sneak upwards to get under the table here, followed by running onto the set to get into the bush prop as a disguise. Now wait for CUT! To be yelled, allowing Brian to sneak towards the nearby tape, stopping his movement when ACTION! Is yelled. Slowly sneak around the set during CUT! Times, steering clear of Mother Mary and the Children, as they will spot your movements, getting the tapes that are strewn about the stage. Head over to the sandbags to drop them onto the stage for a distraction, allowing Brian to escape out the door.



Go down and get the first tape when the fellow on the right is not looking, followed by going left to the shadows. Get the next tape when the coast is clear, going left to hide in the shadows between the desks. Next up is the tape just above Brian's position, so grab it on the run and go hide under console to the right of the fellow at the bank of machines above. Once the one fellow walks past to the right (and the guy at the console has just spun around), run around him and go under the next console, grabbing the fourth tape. Finally, go left when in the clear and prank call the two at the top of the screen, leaving the way forward open, so get the fifth tape in the bottom corner before carefully exiting into the dressing room above.



Wait for Jesus to start up the right side of this room, allowing Brian to follow him by shadow hopping, getting the first tape before going back down the right side to head into the second room. In this room, wait for the two assistants to move off to the right side of the room, running diagonally behind them as they go, getting both tapes before hiding in the nearby shadows. Now go down the right side when they go left, entering the third room. In this room have Brian go up to the desk and get the tape, followed by moving right across the top of the room to the couch shadow, sneaking into the next room when they are not looking. In the fourth room go under the table immediately, waiting for Trisha to tour up to the top and then start back down to the bottom of the room, running up to the first tape, hiding under her desk, and then go after the second tape and go for the exit when she walks past once more. When the mini-game comes up, rotate the control stick clockwise as fast as possible, winning the game to set up the final room, making a sprint for the tape, followed by getting to the door (Brian is invisible and thus can do this with ease) to end the level!

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Level Thirteen



Brawl with all opponents who appear, smashing machines for health bonuses, reaching another room. More of the same here, so be sure to use the Charge attack as there are more than enough Cherries from the machines to refill any lost meter, so plow through the various foes to reach a doorway where the Natives will attack en masse. Take out the drummers first so they can not keep calling troops, followed by smashing the remaining Natives to end the battle in this portion of the level.



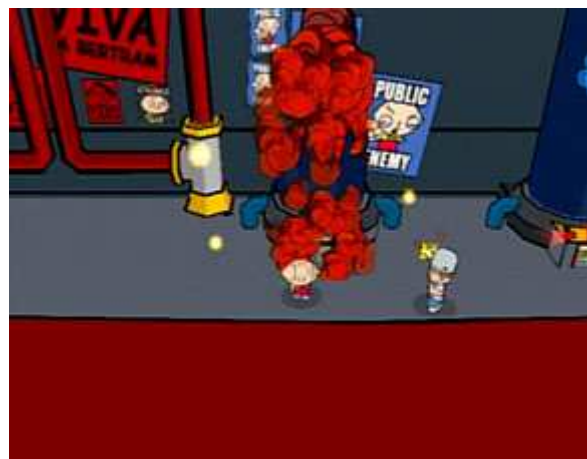
Keep using the Spin attack as the corn will refill the meter to keep the attacks rolling, triggering a mini-game where Peter must press the button pictured rapidly to break the disco ball. Back in the elevator Peter will face more troops, eventually leading to a brief bathroom break.



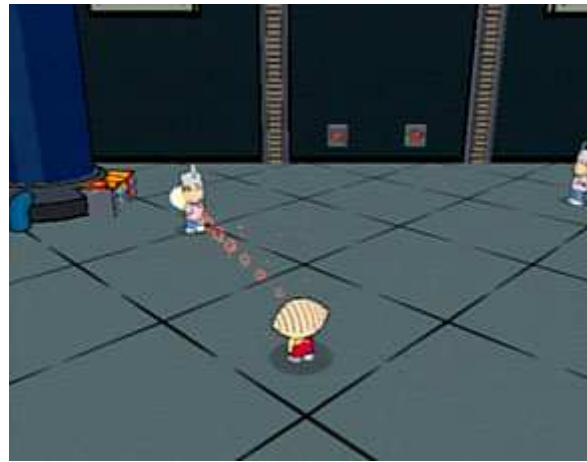
Continue the brawl through this area, using Charge attacks on the tomahawk throwing Natives (they run away if Peter tries conventional attacks), taking out the various foes to end the level!

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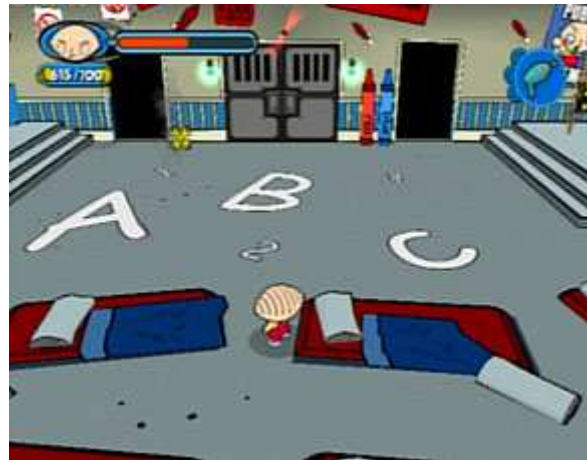
Level Fourteen



Mind control Meg, Neil, and Jake Tucker to make Stewie lose his anger with sneaking in, allowing him to just blast his way through the gate and turn off the metal detector alarm himself. Head inside to ride the metal disc back and forth while destroying enemies, avoiding the hail of weapon fire from their side of the room, progressing through each section when all soldiers and weapon turrets (grenade these to destroy them) have been disabled. Destroy all the cloning machines with repeated blaster fire, taking out clones for health refills, followed by using the platform above to jump onto the buttons on top of the generators, opening the way to the next area.



Shoot out as many toxic barrels in the sludge ahead before hopping in to begin riding a sled, steering between the remaining obstacles. Use the grappling hook when prompted, as it will carry Stewie over gaps he could not cross otherwise. When the gates in the sludge appear, slide between them and the doors ahead will open. Carefully maneuver through the slalom gates and the next area will be reached. Blast the laser grids and turrets with the reflective walls here, reaching a wall with buttons. Use one to go up to the next level of the area, taking out more laser grids/turrets with the bouncy walls, followed by another round of clone extermination.



For the mini-game press the button indicated on screen to avoid the bars across the screen, followed by yet another room to blast through, getting to the next area. This area is loaded with weapon upgrades, so grab as many as are needed to max out the count, followed by going through the door. Now into the final area, use the newly powered up ray gun to start destroying the remaining enemies, taking them all out to end the battle!

Level Fifteen



Peter will once again be back at his brawling ways, tackling more casino patrons and Natives. Get the enemies to close in a big group, using the Spin attack to take them down quickly, remembering to bust up gambling machines for Cherries/health as well as kicking the décor for hot dogs that will often fall down to be collected. Brawl along to reach the door to the next area, where more of the same types of attack patterns will occur. Once Gandhi is approached, take him on in a hot dog eating contest, scarfing down more than he does to gain the Snack Frenzy attack in addition to moving on to the next area.



Now in the elevator, keep using Spin and Charge attacks to take care of the enemy, taking down the projectile enemies as soon as possible due to the constant threat they represent to Peter's health. Keep battling until a mini-game begins, which is the easiest to date; simply press ANY BUTTON to achieve victory!



Fight through the next area, making a bee-lining for the right side once the rockets start to rain down from above, Spin attacking the rocket launcher first, followed by mangling the Casino manager in the blue suit (perform the button pressing when prompted to take him down). Now mop up the remaining troops and grab all the food that is around, heading into the final area. Phineas and Barnaby will be the final obstacle to overcome, so use Spin attacks to hurt them, grabbing the corn they drop to keep the snack meter full enough, draining both low enough so the button combination finishing technique can be utilized, taking both down. They drop more than enough health and corn, so they should not pose a significant problem for Peter.

<<	10	11	12	13	14	15	16	17	>>
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Level Sixteen



Head right for the first two ticket stubs, followed by going up the left side of the room (sneak past Tom Tucker while he frets about his loansharks) to get in line. Wait for the woman to look around, followed by running around the velvet ropes in one quick motion, getting the last two ticket stubs while en route to the door to the next area. Grab the nearby stub and hide by the chair, waiting for Lois's father to go right, allowing Brian to sprint out and get the stub before running back to the shadows. Next up Brian must wait for the debutante to move away from the final stub, grabbing it and going up to the door to the next area.



Grab the stub from behind the bar (position Brian as he is on the above left picture), followed by going right and down to get behind the chair with the shadow. Now go back up to sneak past the bar once more, going to the left side of the room to run down for the final stub when the older gentleman is in the conversation with the other people, followed by going through the door above to exit the bar. Run down off the start and grab the first two, then head left along the shadows to get near the group of people, running down for the third ticket when the older gentlemen on the left looks upward, going up around him as he returns. Get the final ticket and then go right for the door to leave the area.



Go down for the first two tickets, followed by winning the mini-game to turn Brian invisible (if it is a failed attempt, it is not a disaster). Run by Mayor West, collecting the final three stubs before heading out the door to the next area. Go down and get into the shadows, followed by moving left after the server leaves the area, getting the first ticket stub. Get the second one once that server goes back down to the bottom area, followed by hiding under the desk near the third stub, sneaking out to get it before letting the server up there leave so Brian can go left to go out the door to end the level!

Level Seventeen



Destroy the enemy and the toxic barrels before hitting the switch on the right, riding the platform up to glide over to the platform on the right, hitting the switch there to open a chamber over on the left. Hit the switch on the left on the bottom area, riding that platform upwards to glide jump to the left, hitting the switch in the small chamber, getting onto the nearby ledge to get up onto the top area. Kill the gas bombers quickly, followed by taking up position as pictured on the above right, using Grenade attacks to wreck the cannons, allowing Stewie to escape the area.



Surf through this area while dodging/shooting the toxic barrels, collecting health refills, arriving at the next area. Here Stewie must go across the spiked floor carefully, using his glide jump to clear the majority of the pointy objects. Next up he will grapple to the floor above, bravely destroying more foes, followed by dealing with buzzing saws and crushing piledrivers on the next two floors respectively, arriving at a set of moving parts to hop across. After clearing the set, head through the door to the next area.



Move right and grenade the turret to death before crossing the spikes (avoid the steam at all costs) to reach some ledges to jump/grapple upwards. Stewie will now face multiple levels of attackers, so take them out and keep climbing up the ledges, facing another turret/steam/spike attack. After that is a couple more levels of attackers, which is the last line of defense in this area.



Rupert is being held hostage, so blast away at his cell while holding off the various attackers and switching off of the electrical floors. Concentrate on the prison as much as possible, but keep the enemy at a distance to avoid letting them take down Stewie too quickly or easily. Keep the pressure on to free Rupert and end the level!

Level Eighteen



Peter is now an android from the planet England... wow. Anyway, head right to brawl through the first set of foes, followed by whomping on the walking sandwich to fill up the Snack Meter. Now take out the rest of the people in the area, fighting with all comers to find more costumed food people to rip apart along with the regular people. Once Peter reaches the end of the waterfront docks, fight the two seals, knocking them both out in the close up screen, followed by grabbing all the beer during the raining debris to trigger a mini-game, putting his hand in the waffle iron when the button on screen indicates to end the level!

Level Nineteen



Head towards the popcorn machine, setting it ablaze to draw out the worker from behind the counter when he lights on fire. After he runs out, emerge from the shadows to get the hot dog vendor outfit, using it to walk around the area collecting the five ticket stubs before exiting the area. Watch out for the Greased Up Deaf Guy as he can hit Brian fairly easily, and also be sure to watch out for the police with those tickets being really tight to their persons. Now in the stands, serve each person when they ask for the attention, so grab the ticket stubs while hopping back and forth in the stands, making sure to remember who needs the food.



Start out in this tough room by drugging the two bowls below the entrance first (wait for the dogs to look away or at the walls), followed by getting under the first table in the room. The next job is to make a run in and drug each bowl along the top of the area, followed by sprinting back to the closest shadow cover, repeating for each bowl (bringing the total to 6/7). Now head back to the left, sneaking down past Trisha Takanawa to go urinate on the trophy, drawing out the custodian, allowing Brian to sneak past to drug the final bowl, followed by heading out the door to go win the rigged race!

<<	18	19	20	21	22	END	OF	GAME	YAY
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Level Twenty



Fight through the enemies ahead, kicking the lifeguard towers for hot dogs, using Spin Attacks on groups of enemies (watch out for the women in black bathing suits, they can knock off a third of Peter's health in one blow), reaching a fortune cookie enemy to peel open and smash in the face. When the big beach party brawl begins, keep laying into the enemy and save the special attacks for when Peter is surrounded or faces any of the black swimsuit women, as they need to be taken down immediately.



After going down the beach for a tad bit, Peter will come across a cave where the Black Knight will be waiting to brawl with Peter. Hit him with repeated Spin attacks to wear him down, performing the button sequence indicated on the close up, finishing him off. Now just complete the mini-game to end the level!

<<	18	19	20	21	22	END	OF	GAME	YAY
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Level Twenty-One



Start out by using repeated blasts to take out the clone Bertrams, followed by focusing attacks on him as he retreats to the top left portion of the screen. Keep blasting him to take him down, remembering that the children's rides hold health for recovering from the various attacks Bertram utilizes. After being defeated, he will enlarge himself, going into a mammoth set-up for the fight! Start off by shooting Bertram in the foot to make him hop up and down, followed by grappling up onto the highest portions of the jungle gym, shooting Bertram in the face. Repeat this two more times to end this portion of the fight.



Now Bertram will have destroyed the bridges between the play structures, so hot foot him before grappling and glide jumping around the play structures, getting high enough into the air to blast him in the face. After repeating this two more times, the final phase of the fight can begin. In the final phase, shoot his feet once again, causing him to lower his ray gun, allowing Stewie to blast the gun, repeating it twice more to put an end to the shenanigans of his half brother!

<<	18	19	20	21	22	END	OF	GAME	YAY
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Level Twenty-Two



The Giant Chicken is the one that was behind it all! Each place that Peter brawls with the Giant Chicken will be a perfect opportunity to get some licks in on the evil creature, so hit him with Spin attacks and Leg Sweeps (Kick, Punch, Kick), collecting the food he drops to keep the Snack Meter filled. Each time that a close up screen appears, a sequence of buttons must be pressed as they are shown on screen, so concentrate and follow the pattern, defeating the Giant Chicken in that area. Repeat the same pattern of fights in each location, leading to the ultimate victory over the Giant Chicken... for now!