

Walkthrough of SR:U Missions:

Prologue:

After you've gone through character creation, and the first cutscene, you begin with the first prologue training mission, we call P1. If you want to skip by the training levels altogether, you can go to the tunnel next to the stairs, and be teleported to Stilwater. Just go into the green glowing circle.



To play the training, just follow Lieutenant Schlemmer orders. He will instruct you to pick up a variety of weapons at the tables next to the shooting range ... The weapons and the ammo are in the red glowing area.



As the player picks up each new weapon, he is given a new target on the range to take out with it. It may take more than one shot to destroy a target. The pistol takes 6 or so shots so keep shooting until it drops. It's also easier to aim between the awnings.



Once the player has finished weapon training with handgun, smg, rifle, and hand grenade, Lieutenant Schlemmer will tell the player to follow him to the melee combat area. Simply follow Schlemmer through all the glowing circles up the stairs, across the walkway over the driving track, and down the stairs on the other side.



Follow the green markers or the stars on the mini-map or Lt. Schlemmer (blond guy). You don't have to wait for the Lt. though. You can just run ahead of him to start the melee tutorial.



Go down the stairs and around the corner to trigger the next section. This is the area for the melee tutorial.



When the Lt comes out to fight, just hold Triangle when you're near him to perform the meat-shield and complete the level. Be sure to have only FISTS equipped. Don't waste too much time trying to punch him as he's invulnerable to attacks.

Right now, for ease of testing, when you complete P1, you'll go to Stilwater. In the final game, however, you'll go to the racing level, P2.

General:

This is what you'll see when you spawn in:



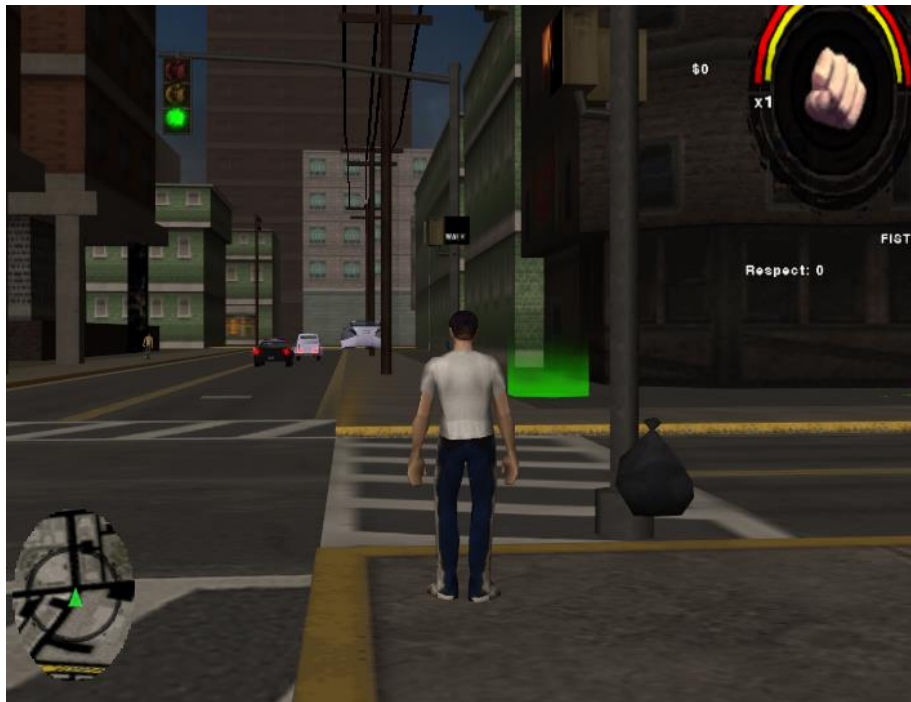
Pressing SELECT pulls up the map of Stilwater where you can find the shops, activities, and missions tagged. Use the D-pad to filter the tags so only missions appear on the map, and then scrolls around the map with the analog stick to find the names and descriptions of the missions.

These mission start triggers are arbitrarily placed for ease of testing and their locations are subject to change.



For ease of testing, all missions are unlocked and can be played in any order.

If you want to play P2, you can find a teleport trigger to take you there in the Projects area.



It is the green circle on the corner under the building with the Ultor sign on top.

After the level load, there is a short cutscene the player can skip introducing the concept of the level. There is to be a race around the track testing driving skills, but the player is not participating because there aren't enough cars to go around. In lieu of learning desk skills, the player decides to take matters into his own hands and learns how to carjack.



Once the player has carjacked one of the police cars (any of them will do), the race is on.



The player has a couple challenges besides being the first one to complete two circuits around the track, such as a ramp which appears out of nowhere and must be jumped:



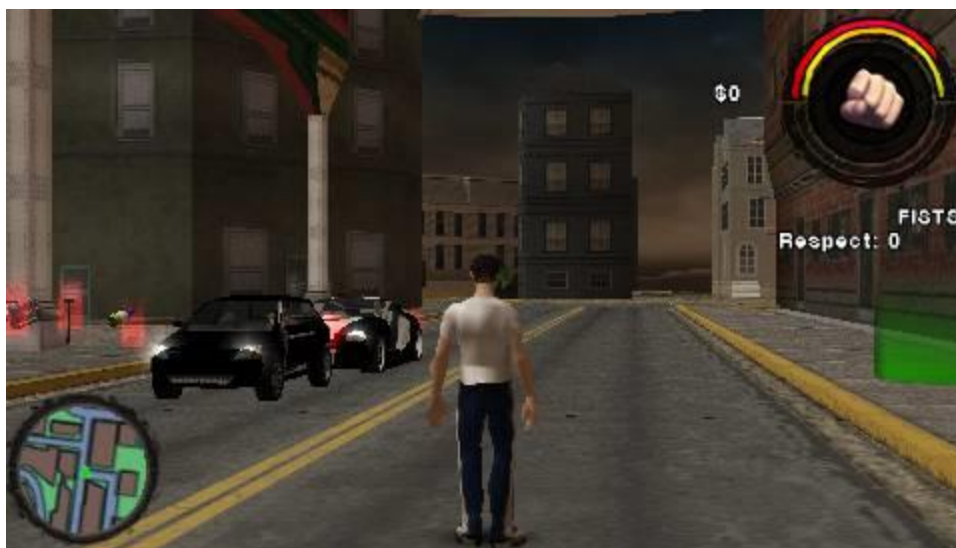
And mines which start exploding on the track during the second circuit:



Once the player has won the race, he will return to Stilwater.

M1 – Rock ‘em Sock ‘em Amigo (melee arena)

Upon activating M1, you’ll want to turn around 180 degrees....



Then make a left and go under the Chinese arches. You'll see the trigger on your left...



The first part to this level is just navigation. You don't need a car, just run. Run down until you hit the T-intersection and make a sharp right. Once you touch the 3rd green trigger, it'll load you into the arena.



When you're fighting, it's good to tap the Triangle button to throw the AI away from you. This helps to make your fights easier by creating one-on-one encounters or to get the enemy away from you if you need to catch your breath.



Defeat 3 waves of 3 enemies to win.

M3 – Just Say Yes (beating up junkies in a needle park, small boss fight)

The start trigger is located close to where you are loaded into Stilwater:

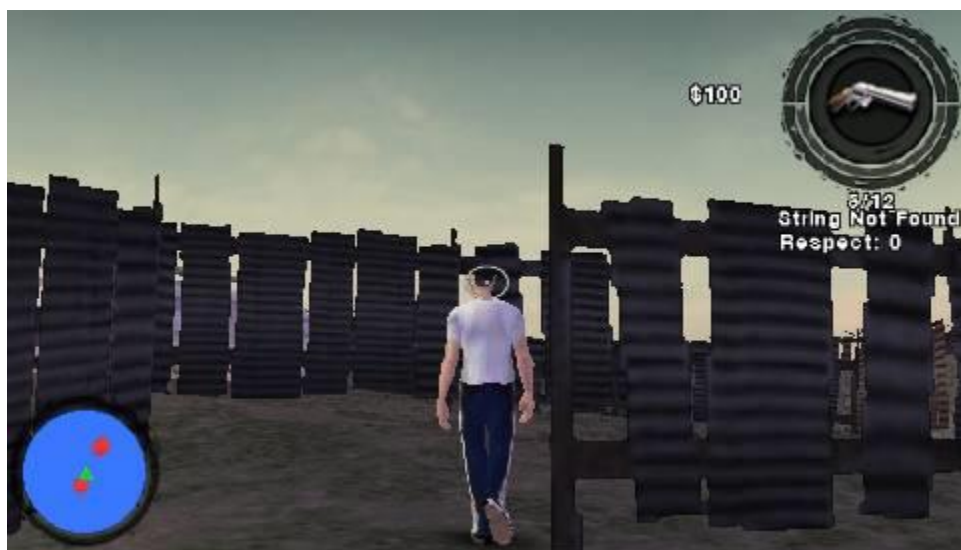


Triggering the start, you are teleported to the Needle Park where there are several groups of junkies to interrogate. You can see their relative locations in the mini-map.





When you beat up the last of the junkies, you will be told you need to “talk” to someone called the King of the Hill. Her location is naturally enough at the top of the Hill:



After you reach the top of the hill, there's a short cutscene before she opens fire on you:



Defeat her and the mission is completed:



M4 – Down on Dope (follow trail, fight through sewers, boss fight)

You'll find the trigger for M4 in the cluster of other mission starts in the Projects:



When you trigger it, you'll be transported to the University district. Follow the path marked by green circles:



When you reach the end of the path, you'll be teleported into the sewer to continue following Nunez's trail:



Kill any of Nunez's men you run across as you continue on the trail:



Go down the tunnel and where the path seems to dead end, drop down to the lower level and continue it:



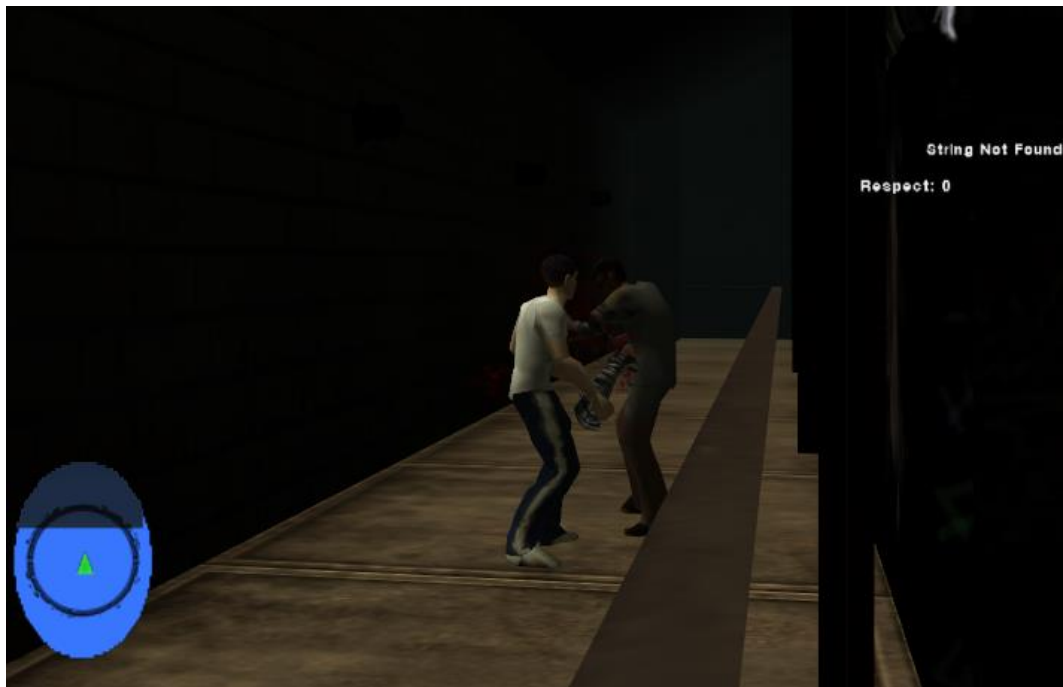
When you get to the fork in the tunnel, take the path up to continue on:



Defeat Nunez's thugs in the drug laboratory and continue the path:



Defeat Nunez at the top of the catwalk:



Exit the sewers at the end of the catwalk. You'll be teleported back up the Stilwater, mission accomplished.



M5 – When My Ship Comes In (skirmish on a ship, small boss fight)

Turn left from the usual player start...



You'll see "Spanner in the Works" on your left, but you want to head down to the far trigger...



Right next to the crosswalk, on the sidewalk...



Skip the cutscene if you want.

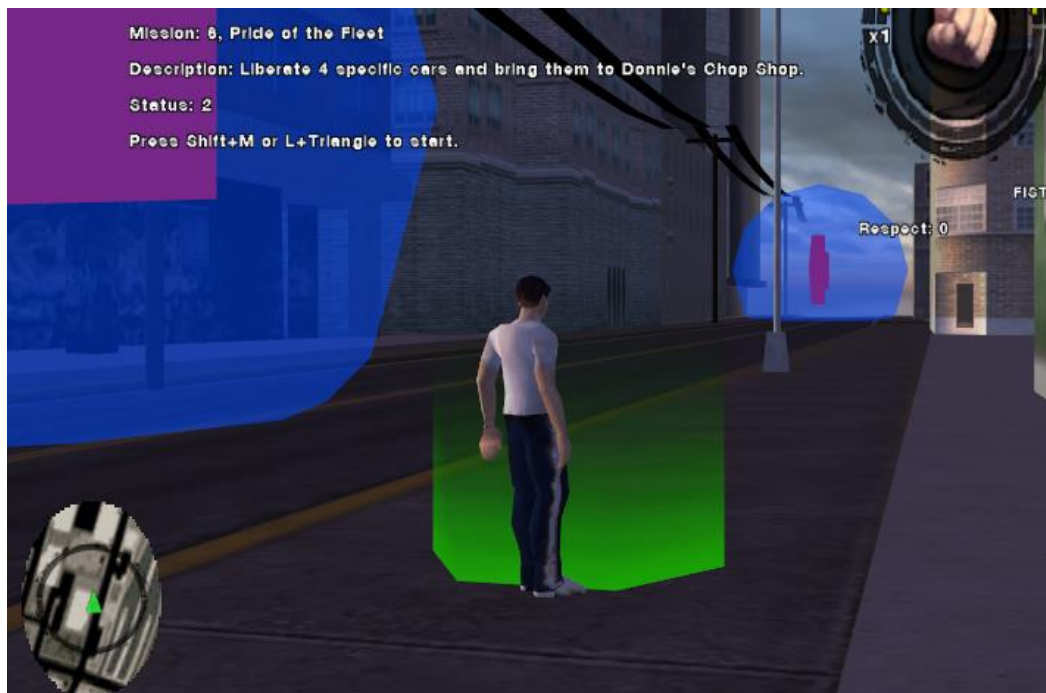


You'll have 3 homies with you; all enemies will look like truckers. Go up the ramp on the left and fight your way to the ship.



When you board the ship, your next goal will be to destroy 8 shipments of weapons. They're marked by big red arrows and the stars on the mini-map.

M6: Pride of the Fleet (grab 4 specific vehicles stolen by Lady Ranja and bring them to Chopshop)



Mission trigger is in the Projects, not far from the Ultor Dome, near some racing arrows (which are not actually supposed to be visible where there's not a race, but they're helpful right now).

Once you've activated, the mission you will see the location of the first car you need to get on your mini-map. Steal a vehicle and get to that location.



The truck you need to steal appears with a red arrow over it. You can shoot the driver or carjack to gain control of the truck. When you have done so, the location you need to drop the truck off at appears on your mini-map. Drive to it in the truck.



Once the truck has entered the circle, it will be taken, and you'll get the location of the next car to be taken. Follow it on your mini-map ...



And return it to the drop-off point, which will again appear on your map. Do this for the other two cars (watching out for the trap on the fourth car!) and the mission is complete.

M7: Bad Shit (follow "Traitor" named Trick, prevent destruction of the Saints drug equipment in the water treatment plant, and defeat Trick in boss fight)

Mission Start is in the Projects, near the location of other mission starts ...



You are teleported to an alley near the factory region. Go to the first glowing screen circle:



Shaundi appears next to a car you should enter. On your mini-map is Trick's location, follow it in the car ...



Until you get to the factory. You will be prompted to follow Trick/Steve's car, and he will lead you to the water treatment plant:



Kill all the Ranja Saints you encounter in the factory:



The Saints' drug equipment is marked with green arrows. The Ranja Saints are attempting to destroy it with their mallets. If any of it is destroyed you lose the mission:



M9: Knock Narc (chase down Ranja Saints and kill him)

Mission start is located in the Projects near other mission starts. It is currently titled "Barrio 3: He Went That Away."



The guy you need to chase appears on your mini-map as a red dot. It begins as a foot race but quickly turns into a car race, and you will need to carjack a vehicle in order to keep up with him.



When you track him down, kill him and the mission ends.

M10: Cuckoo's Nest (escape from riot in the Barrio)

In the final game, mission M10 will begin immediately after mission M9. For ease of testing, we've placed the mission start point in the game, right around the corner from where the start to M5 was...



A cutscene, which can be skipped, follows showing how the player ended up in the predicament of being dropped off in the middle of a riot in the Barrio without any weaponry.



The idea was that you get kidnapped, beaten up, and left for dead in the Barrio. That's why the second part of the this cutscene has you looking up at the sky from the player POV.



Look for burger pickups to recover health.

The player's objective is to get out of the Barrio, but strategically the best thing he can do is take out the first enemies he comes upon and get their weapons. Follow your mini-map to find the exit location.

M11: Drop In, Drop Out (destroy Lady Ranja's drop supplies and then defeat the lady herself in a sword fight)

You'll find the mission start in Chinatown if you turn right, and go past the M15 mission start.



The beginning of the mission with the chopper attack on Lady Ranja's penthouse has temporarily been removed.



Shoot all the roof top enemies.



Walk up to the elevator in order to enter the penthouse.



Destroy all 14 Drug Tables and Stills. This picture shows a table.



This one shows a still.



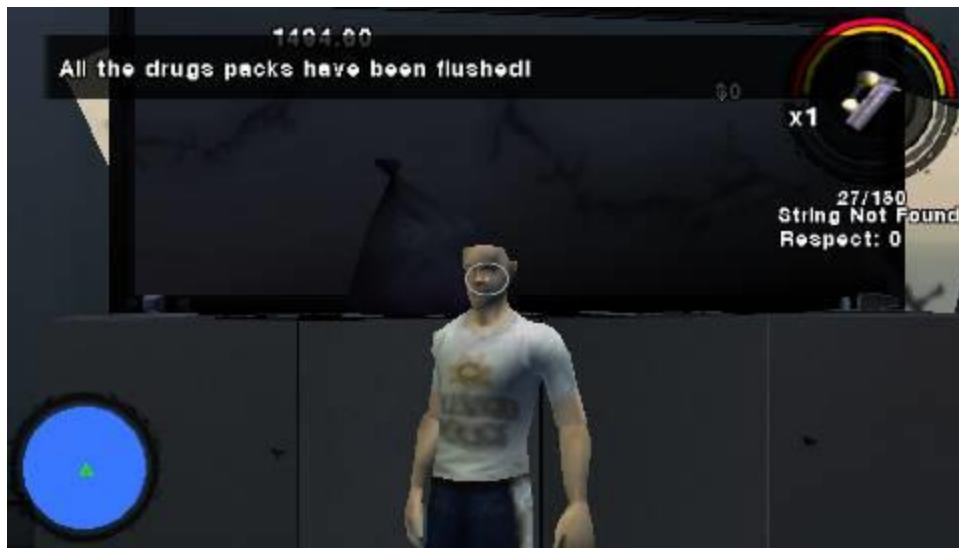
This message will appear when all the drug stills and drug tables have been destroyed.



Collect each of the 6 drug boxes; note the player can only carry one in his/her inventory at a time.



Flush each drug box in the toilet.



This message will display when all the drug packs have been flushed. The mini-map should also be blank of all objectives. Now head back to the roof.



Defeat Lady Ranja. She can only be injured by attacks to the back or by hitting her while she's down. Be careful, because fire begins to spread over the penthouse, which can hurt you but not her. And one of her attacks might spin you into the flames.



Once Lady Ranja has been killed get to the chopper.



Walk to the chopper to complete the mission

Snatch:

Previously, the player could complete just one level of Snatch. Now the player can complete a series of progressively more difficult levels (though actual difficulty balance is not final yet).

As before the activity trigger is located in the Projects across the street from the teleport to P2, and near other mission starts. It is notable by having a Pimp hat floating over the trigger.



Once the level has been activated, a timer appears, a pimp and a number of hos are spawned in right down the street. The hos can be seen on the mini-map.



The player has to kill the pimp and call the hos over to his car and drive them to a drop-off point before the timer runs out.



The first level of Snatch, the player only has to pick up two Hos before the timer runs out. The next levels are more challenging.