

PRIMA[®] OFFICIAL GAME GUIDE

PS2

XBOX

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50 CENT

Bulletproof

®



Intense Violence, Blood and
Gore, Sexual Themes, Strong
Language, Use of Drugs

BASED ON A GAME
RATED BY THE
ESRB





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ISBN: 0-7615-5254-5
Library of Congress Catalog Card Number: 2005907830
Printed in the United States of America

05 06 07 08 LL 10 9 8 7 6 5 4 3 2 1

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INTRO

You bought the CDs, you watched the videos, and maybe you even saw him on stage: you think you're ready to be 50 Cent, but you're not. Filling 50's shoes takes much more than a cocky swagger and being able to spit out a few rhymes—it takes strength and determination to pick yourself up after being dropped by a few bucks to the back.

Pay close attention, young buck. These pages might not give you Fiddy's strength of character, but they will make you as close as possible to being bulletproof. On with the 50 Cent show...

I'm Supposed to Die Tonight



After being shot nine times in the back and being left for dead, 50 returns from the brink of death. Along with a few familiar faces, his G Unit Soldiers Lloyd Banks, Young Buck, Tony Yayo, and mad weaponry, 50 takes on the gangs and the mysterious criminal syndicates that have overrun his city.

The only path leading to whoever put the hit out is paved with the blood of those who get in 50's way. He's going to find the man behind the pistol...and show him why he is bulletproof.

Where Playas Play

Main Menu



The first step on the road to vengeance.



Don't type in 50 Cent, be o.g.

Before you take it to the streets, get your affairs in order. Press Start at the Main menu and choose New Game. After your first save, choose Load Game to pick up where you left off.

After you choose, a difficulty level, type in your name and save your profile.

Difficulty



You think you're Hard? How about Very Hard?

Chapter 1: Intro

You still think you got what it takes to be 50? How about trying a higher difficulty than the default Normal setting?

First-timers might want to try the Playa (Very Easy) difficulty setting, while hardcore veterans can test their mettle as a G Unit Soldier (Very Hard—the hardest difficulty setting). No matter what setting you choose, be ready to dodge bullets.



Aside from increasing the difficulty of the enemy AI, changing the difficulty settings also changes the chances of gaining certain in-game items.

When 50 has no armor, searching a body on Normal difficulty setting will reap a 50 percent chance of getting a 50 percent damaged piece of armor. This figure also increases in the easier settings in the game: Very Easy yields a 100 percent chance of 100 percent armor, Easy difficulty setting has a 75 percent chance of 75 percent armor, Hard leaves a 25 percent chance of finding 25 percent armor, and Very Hard yields a 10 percent chance of finding 10 percent armor.

Options



There's always someone who wants to mess with things.

This is where you can make various changes to different aspects of the game. Select

any of these options to customize the game's look, sound, and feel, making it a little closer to your flavor.

- **Game:** Change the HUD (heads-up display), toggle the Vibration and Crouch mode functions, and Enable or Disable Hints.
- **Camera:** Change to Fixed Camera, Invert either X or Y axis, modify Vertical and Horizontal Sensitivity, and toggle the Aim Assist function.
- **Audio/Video:** Mess with volume levels for Sound Effects, Voice-Overs, and Music; adjust the Screen and toggle Subtitles.
- **Customize:** Customize your pager's Wallpaper and Ring style.
- **Codes:** View or enter Codes.
- **Enable Autosave:** Toggle the Autosave feature.

Camera Settings

There are two camera options—the Fixed Camera in the camera menu defaults to *on* in Very Easy and Easy difficulty setting, and *off* in Normal, Hard, and Very Hard Modes

With Fixed Camera in the *on* position, the camera will stay behind 50's back when rotating in a stationary position. Additionally, 50 will always turn forward and face the targeting reticule when movement has stopped.

With Fixed Camera in the *off* position, the camera is controlled manually. 50 will dynamically aim at the targeting reticule from any position, stationary or moving, without automatically rotating to face forward. This mode best shows off 50's athleticism.

Experiment with both and see what works best for you.



If you're lucky enough to have a widescreen TV capable of 16:9 aspect ratio (ballah!), set the game to Widescreen mode in the Audio/Video menu. By doing so you'll see more of the play area.

Pager / Pause Menu



Keep your affairs in check.

Consider this the command console for the action. Set your music, keep

tabs on objectives, and even contact your associates via your pager. During a mission, activate the Pager/Pause menu to access the following options.

- **Continue:** Choose this to resume gameplay.
- **Tasks:** Keep tabs on your objectives. When you complete a task, it gets checked off from your list.
- **Communications:** Check your Contacts and Messages.
- **Entertainment:** Set your playlist or watch videos you've purchased.
- **Options:** This is just like the options from the Main menu.
- **Quit:** Quit and save.



2 CENTS

Check your pager often to keep track of all tasks, primary or not. Throughout the course of a mission, it's not uncommon to get new tasks added on the fly.

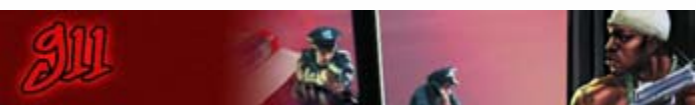
~~2 Cents, 411, and 911~~

2 CENTS

These are bits of information that help you make better decisions. Without these, you might miss out on a different route to your next mission or pass up that loot around the corner. Pay attention, you might learn something.



411 boxes provide general information that may not directly affect gameplay. At times, they might tell you more about the game or this guide. Consider 411s as heads-up commentaries while you wreak havoc on your enemies.



Keep ya head up! 911 info is vital. Make sure to read each one carefully as they might keep you from being pumped full of lead, bum-rushed, mobbed, or laid out flat.



Want to know more about the man behind the legend? This is the source for all things 50. From his hard times growin' up on the streets of Jamaica, Queens, to the upcoming release of his new movie, this is where it's at.

Outta Control? Nah, Peep This

50 on the Move: Default Controls

Action	PlayStation 2	Xbox
Fire	R1	B
Cycle Weapons/ Weapons Menu	R2	BLK
Move	Left Analog Stick	L
Camera/Manual Aim	Right Analog Stick	R
Crouch	L1	CL
Reload/Counter Kill/ Cover	■	X
Dual Wield/Evade	▲	Y
Hostage	●	B
Jump	X	A
Pause/Pager Menu	START	START



The following actions can only be performed while 50 clutches a hostage.

50 in a Mood: Hostage Options

Action	PlayStation 2	Xbox
Slay Hostage	●	B
Interrogate	▲	Y
Throw Right	■+ Right on Analog Stick	X+R
Throw Left	■+ Left on Analog Stick	X+L
Kick Forward	■+ Up on Analog Stick	X+O

50 on the Groove: Music Controls

Track Action	PlayStation 2	Xbox
Info	SELECT	BACK
Play	↑	▶
Next	⇒	▶
Last	⇐	◀
Stop	↓	⏹

Chapter 2: Toy Soldiers

TOY SOLDIERS

Like My Style

50 Cent: *Bulletproof* is not your typical third-person action shooter. With 50's huge arsenal of weapons *and* moves, there is more than one way to take out the opposition.

Run down your enemies and give them a shot to the face with your twelve-gauge, sneak up behind them and take them hostage, or rush their grill and counter-kill them with one of Fiddy's 30 different moves. No matter what your style is, it's guaranteed to be as hardcore as 50.

Being 50

Gangsta Lean

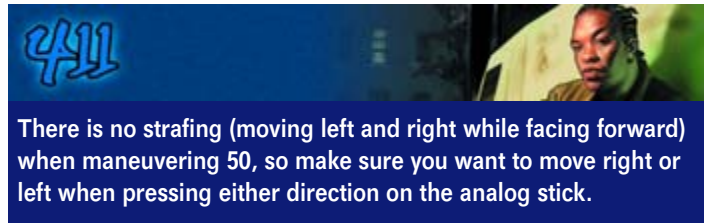


You got to have swagger when walking these streets.

Most people wouldn't immediately head back out to the streets where they were

gunned down. Then again, most people aren't 50 Cent. After all nine bullet holes heal up, 50 heads back out with a confident strut.

Take 50 where he needs to go by pressing the left analog stick in any given direction. Press up, and he moves forward. Similarly, pull down on the left analog stick to make 50 turn around and run back. Left and right on the analog stick turns 50 in each respective direction. Depending on the amount of pressure you place on the analog stick, 50 can slowly and quietly walk (light pressure on the stick) or bolt (pressing the stick all the way) to his location.



There is no strafing (moving left and right while facing forward) when maneuvering 50, so make sure you want to move right or left when pressing either direction on the analog stick.

Creepin'



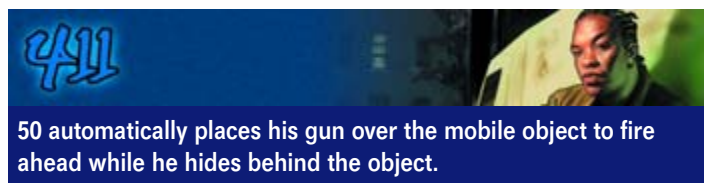
Staying on the down low.



Watch your back, while your front is protected.

Occasionally, a hail of bullet fire requires that 50 take cover. Press the Crouch button to make 50 drop low and lessen the chance of taking one in the chest. When things get hot, press the Crouch button, position yourself behind a movable object, such as a Dumpster, and follow the on-screen prompt to grab your mobile cover.

With your front protected and your gat leading the way, press on and mow down anyone foolish enough to get in your way. By crushing or ramming enemies with your mobile cover, you can perform instant kills and save ammo.



50 automatically places his gun over the mobile object to fire ahead while he hides behind the object.

50 Bulletproof

While crouched, 50 moves slower. Use this to your advantage when trying to take some fool hostage. Sneak up behind them, and grab them while they aren't paying attention or Silent Kill them from behind for the ultimate stealth attack. Silent Kills can even be performed when the enemy is aware of other enemies, such as your G Unit soldiers.

2 CENTS

Enemies that are Silent Killed yield better rewards, so check the victims' bodies if the coast is clear.

311

While you safely move forward with mobile cover, your back, flanks, and topside are exposed. Don't rush ahead too quickly or you could get capped by a sniper above you, flanked by goons on either side, or popped by someone from behind.

2 CENTS

While creeping, 50's footsteps are silenced. Creeping is extremely useful when trying to sneak up on or past hostiles. The silent footfalls also prevent alerting nearby enemies when you're walking on harder surfaces. Furthermore, doors also open silently while 50 creeps.

411

From the Options menu, you can change the Crouch button to toggle. That way you don't have to hold down the button to stay crouched—simply press it once and 50 stays low.

50 Got Hops!



Hurdle over obstacles on your way to vengeance.

Press the Jump button to make 50 leap into the air. Press it while he's running to make him hurdle over obstacles while keeping stride.

This is useful when trying to run for cover or when retrieving paper from the top of a crate. 50 is tough as nails, but he isn't immortal. Don't try to force long jumps over obstacles that have deep gaps in between—50 could plummet to certain death.

Evasion and Tactical Diving



Sometimes you just got to take a dive.

Only a fool would stand toe-to-toe with a sawed-off shotgun to the grill. There will be times when the bullets overwhelm 50, and only a dive out of harm's way will save him from resting six feet under.

Make the Evade button your friend—pressing it launches 50 on a dive. Tactical dives are key to keeping 50 in the game. Got an empty nine as three goons approach? Dive. Pressed against a wall as a hostile comes around the corner? Dive. Need to cross a doorway to get a better vantage point? Dive. Learn it, love it, live it!

50 Sense

Being shot in the back nine times is tough to deal with. The assailant remains faceless, and 50 never saw it coming. Help 50 stay healthy by keeping an eye on everything around him. Without radar, utilize the camera to have a good sense of what is going on around you.

Before proceeding, use the right analog stick to swing the camera around to scope out what's ahead *and* above. Luckily, the camera provides a better scope of what is happening around you than bleeps on a radar screen. Always make use of it before rounding a corner.

Chapter 2: Toy Soldiers



Stop at the corner.

After 50 has a heads-up on what's ahead, press the Cover button to hug the corner and sneak a peek around. With his back pressed to the wall, 50 can lean out, fire, and quickly return to the safety of the corner cover.



Swing the camera around the blind side.



Keep Ya Finger on the Trigger

Don't take bullets, give 'em.



Survey the situation.

By far, the most important button is the Fire button. Without it, all 50 has are harsh words for his enemies, and let's be honest, *50 Cent: Bulletproof* wouldn't be much of a game if all 50 did was talk shhhhh...

However, since this *is* an action game, be ready to add lots of wear on the Fire button. When ammo runs out, press the Reload button to refresh your ammo count and continue or hit the Weapon Cycle button to switch to a weapon with a full clip.

2 CENTS

While 50 can hug the wall and lean around the corner, this method exposes his dome to anyone looking in his direction. Instead, don't hug the wall but swing the camera around; this way, 50 won't be exposed.



2 CENTS

Careful aiming gets you more than just a dead enemy. Center your reticule on an enemy's head and let it contract. Listen for a small "ding" sound and squeeze the trigger to get off a Perfect Shot.

Perfect Shots not only take off your foe's head with a single bullet, but also leave the rest of the body untouched for prime looting. After a Perfect Shot there is a 50 percent chance of getting a 100 percent Level-one armor pickup.

Flip It on 'Em with Counter-Kills



When you simply have to make sure he won't get up

Counter-kills are 50's insurance policy against leaving an enemy alive. When within close range of an enemy, press the Counter-Kill button to execute one of 50's different devastating moves.

The type of counter-kill depends on a few variable factors—the enemy's weapon and size, 50's approach on the enemy, and so on. So don't expect to snap necks every time. Performing counter-kills also requires full stamina, so keep a close eye on your stamina gauge. When full, you can play a bit more aggressively knowing that in close quarters you can unleash one of these deadly attacks on the enemy.

Enemy Mine



Watch your back, while he shields your front.

As the saying goes, "Keep your friends close and your enemies closer." Occasionally, an enemy gets too close for comfort. Teach him not to get into people's personal space by taking him hostage.

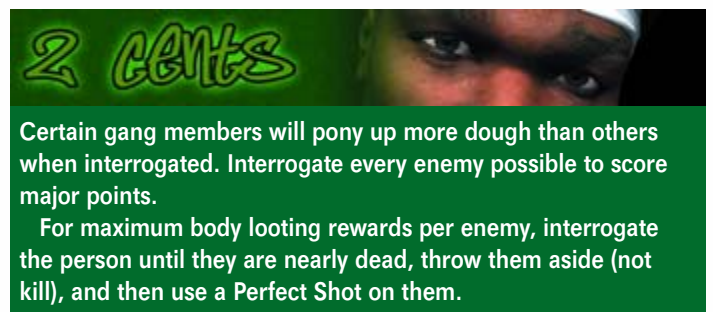
While you have your enemy, you can lead him around and use him as a shield. Watch his Health meter to your reticule's right, though, or you might be left out in the open without frontal protection. When you're done with him, toss him around like a rag doll or just execute him.

21 Questions



Gentle persuasion.

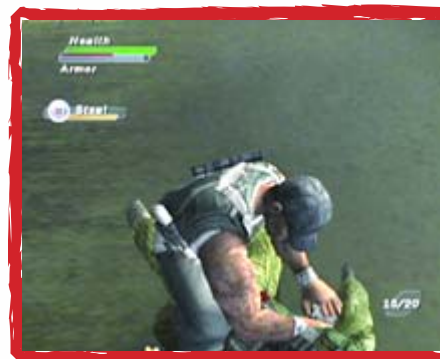
While you have a hostage in your arms, you can coax information out of him by practicing the art of persuasion. Press the Interrogation button and 50 presses the enemy for info. If your hostage doesn't have much to say, he might just cough up his wallet.



Certain gang members will pony up more dough than others when interrogated. Interrogate every enemy possible to score major points.

For maximum body looting rewards per enemy, interrogate the person until they are nearly dead, throw them aside (not kill), and then use a Perfect Shot on them.

How to Rob



He isn't going to need that wallet anymore.

After dropping some fool at the end of your barrel, press the Steal button and check his pockets for some paper. Weapons, armor, music, meds, info—they all cost money. So check your victims whenever it's safe; their "donations" help in the long run, no matter how small. In the hood, the power of the dollar reigns supreme.

Chapter 3: Many Men

911

Pick your robbing opportunities wisely, since crouching over a body to search its pockets during a fire fight leaves you open to enemy fire.

2 CENTS

Robbing a Boss's body nets you big paydays, but do it quickly because you'll only have a short amount of time to do it.

This is 50 Cent

Kicking off 50's underground success was a track titled "How to Rob." It was a fictitious account of how 50 robbed a few of the industries hottest rappers at the time. Along with the street cred it granted him as a bona fide underground emcee, it also sparked a series of feuds with some of the rappers mentioned in the song.

Many Men

Main Playas

50 Cent: Bulletproof is much more than a game; it's a dramatic and involved New York crime story. The plot follows the actions of the meanest mothaf#@!\$# on the street as he ravages a path through the New York boroughs.

As he does, he gets help from a motley crew ranging from a trigger-happy war veteran to a washed-out drug-addicted doctor. These are the main playas...

50 Cent



When 50 Cent's friend K-Dog gets caught up in a mysterious conspiracy and disappears, a

frantic phone call pulls Fiddy into the fray.

Strapped to the teeth with an ungodly arsenal of weaponry and skilled in various fatal hand-to-hand techniques, 50 hits the streets in search of his homeboy. Little does he know that answering his phone would not only nearly cost him his life, but that the events following would take over his life.



Only one man knows for sure where 50 Cent got his name, and that's 50 himself. The creative, yet somewhat unusual, sound of it has led many to speculate the origin of the name "50 Cent."

Some have speculated that 50 Cent took the name as a metaphor for change (change, get it?), while others believe he took it from a sociopath who lived in his neighborhood and who was allegedly connected to more than 30 murders in New York.

G Unit



50 doesn't roll alone, though. His boys got his back wherever he goes. Along with Lloyd Banks, Young Buck and Tony Yayo, 50 Cent is a part of

G Unit. Considered the hardest men to hit the block, 50's G Unit crew shoots first and asks questions later.

Don't piss them off, because if you got a beef with one, you got a beef with them all.

Lloyd Banks



Lloyd Banks is your tumbler expert. Able to pick any lock with minimum effort, 50 calls on him to get past locked doors, gates, and other impassable barriers.

Lloyd gets 50 behind closed doors, and he holds his own in a firefight. If they watch each other's backs, there's no place the two of them can't reach.

Young Buck



Young Buck is G Unit's weapons expert. From time to time he gives 50 a heads-up on effective weapon combinations. More often than not, he's running and

gunning ahead of 50 to provide cover.

As 50 says, "If it has a caliber, Buck has fired it."

Tony Yayo



This cat is explosive. No, really, he likes to blow things up. Fiddy calls on him when he needs to remove an impassable obstacle such as an

unpickable door or a large pile of debris.

Otherwise, Yayo is a close-quarters combat expert. He can drop a fool up close or get in and mix it up with his gats to cause major damage.

Aaron McVicar



Being a dirty cop doesn't pay well, but dealing information to those out for vengeance does. This familiar face is 50's main source for information...for a price. Any time 50

hits a roadblock, he hits up McVicar for information.

Grizz



Grizz is a Gulf War veteran with an itchy finger. Armed to the teeth, Grizz's van is a mobile armory. A homeboy from back in the day, Grizz helps Fiddy out

throughout his vicious romp through New York.

He is 50's main supplier of weapons, armor, and ammunition. If 50's collection is ever missing a gun, he checks in with Grizz.

2 CENTS

Check the Candy Shop chapter for detailed information on where and how to get all 10 of Grizz's medals.

Chapter 3: Many Men

Meet and Chandon



50 rescued these two hoes from their pimp years earlier. Now, they owe him their life and are eager to "repay" him any chance they get.

This is 50's first stop on the road to rest and relaxation. With any luck, it's also his last stop.

Doc Friday



After being shot nine times in the back, 50 wakes up in his hood. Hovering over him is Doc Friday. A once-successful doctor, Friday began to prescribe

himself recreational medicine.

After becoming addicted, Doc Friday lost his license and now practices out of his dilapidated apartment. After patching up 50, he becomes 50's main supplier of medicine and nonaddictive painkillers.

Booker

A man of the street, Booker is the eyes and ears of the hood. Having gotten really close with 50's boy K-Dog, he supplies 50 with plenty of information and valuable advice.

Booker is full of surprises and is sure to be handy in a pinch.



Popcorn

Every story needs a bit of humor. Popcorn is 50's best source of comical relief. After years of living in a movie theater, Popcorn barely retains a shred of his own personality.

Communicating mostly through famous movie quotes, Popcorn trains 50 to perform at the level he did before he had nine holes in him.



Bugs

According to Bugs, he lost the use of his legs in a drive-by shooting. The truth of the matter is that Bugs fell down an open elevator shaft at the age of twelve. His primary method of transportation has been a wheelchair ever since.

Now he owns a local pawnshop. Though he doesn't sell much in the way of pawned items, he does sell his services as a clever inventor and, occasionally, information.



Alexa

50 first meets this mysterious woman after a series of unfortunate events. Alexa claims to be a news reporter. Even more interesting is her claim to be Booker's daughter. But why would a successful news reporter let her father live on the streets?



Wankstas

The Mobs

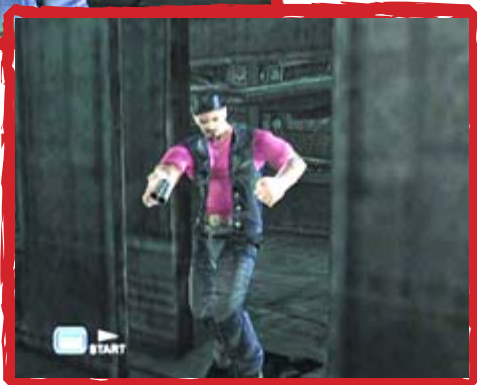
Every city has 'em—rough 'n' tough bullet sponges. It just so happens that the enemies 50 faces are organized, clever, and extremely pissed off. Aggressive tactical movements, high-powered weaponry, and loyal to boot, enemies in *50 Cent: Bulletproof* fight like they have a death wish—a wish for your death.

All groups of foes are split into two types, the small but speedy thugs and gangbangers, and the big and tough generals and leaders. Then, of course, are the men behind the men—bosses.

Thugs and Gangbangers



Whether they are from Bricktown, Little Italy, or the Spanish Borough, every gang has expendable army ants. These guys charge at you, guns blazing, and rarely hesitate to mob up to get down.



Catch one off guard and he goes down silently. Give up your position and they call for backup. Don't trip, though; push back and they fall just like everyone else.

Generals and Leaders



If gang hierarchy is any indicator of gang values, then size matters. Generals and leaders are remarkably larger than their thug and gangbanger counterparts, and they require more damage to bring down. Maybe they hit the weights more at the yard....



Regardless, they are just as susceptible to a shank to the chin as the next guy. Use high-powered weapons against them for maximum damage or bring them down with counter-kills. Just don't try to take them hostage... 'cause you can't.

The Main Man

Behind every gang or mysterious syndicate is someone telling them what to do. Usually behind a desk or protected by a squad of cronies, bosses rest safely until they are the gang's last chance at victory.

50 faces a cadre of bosses as he terrorizes New York's criminal element. When he is done, there will only be one man left to fear—the one with the smoking gun.

Chapter 4: Wankstas

Von Sykes



50 first meets this masked man high above the streets of New York. After abducting K-Dog and kick-starting 50's chaotic journey, Von Sykes attempts to ambush 50 on a rooftop in a last-ditch attempt to escape.

This mysterious figure is a whiz with high-powered weaponry. Obviously a product of years of tactical training, Von Sykes is speedy, shifty, and very dangerous.

Spider



After fighting his way through a twisted maze of cars and buses, 50 catches Spider red-handed in his lab. The meth-lab supervisor is as strong as he is crazy.

Spider is a crack shot. However, even a crack shot should holster his weapon in a volatile meth lab. He attacks 50 with reckless abandon and wanton disregard for the chemicals around them.

Wu-Jang



Kung fu be damned, this crime lord packs a major punch—but not with his fists. Wu-Jang sics his triad of goons on you, and he whips out Big Smokey when he's cornered.

Running an organized crime operation behind a desk hasn't softened this boss. In fact, it's only bottled up his aggression and sharpened his senses. What's in that Chinese food, anyway?

Masked Leader



Not to be confused with the smaller, quicker Masked Assailant, the Masked Leader is as tough as they come. His size makes him an easier target; his bulk makes him a tougher enemy to drop.

Though he may seem no different from the other masked leaders, this particular boss harbors a very dark secret....

Petra

A once-upon-a-time acquaintance of Aaron McVicar, Petra now holds McVicar's future in a safe. Keeper of some very incriminating evidence, he's abandoned his police duties and turned to a life of crime.



Now he resides in a broken-down fortress in the projects. Protected by not-so-common street thugs, this boss won't go down without a long, drawn-out bomb fest.

O'Hare

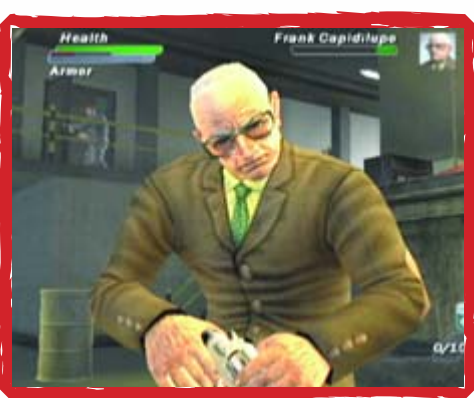
No other enemy has a bigger chip on his shoulder than O'Hare. Master of the Dockland area, O'Hare supervises his goons from up high in his warehouse office.



But even he can't hide from 50 for long. Eventually his grenade launcher and 50's strap come barrel to barrel.

Frank Capidilupo

You didn't expect to experience a New York crime saga and not encounter the mob did you? Frank Capidilupo is the dirtiest of mob bosses. Old, vicious, power hungry, and extremely



corrupt, Capidilupo doesn't look out for anyone but himself.

Don't underestimate this wise guy; he may look old and fragile, but he's like a wild beast when backed into a corner. He can talk a mean game, too.

Muqtada Muhammad

This conspirator is the epitome of immorality. With connections to drug smuggling, terrorism, and plenty of dough to spread around, Muqtada Muhammad's power goes far beyond the weapon in his hands.



Diplomatic immunity only strengthens this man's criminal endeavors. The only man more dangerous than him is the one that placed nine bullets in 50's back.

Gabriel Spinoza



New York is full of crooked cops, dirty detectives, and jaded agents. Gabriel Spinoza is none of those—he's worse. Driven beyond greed or apathy, Spinoza is evil. Once upon a time, Spinoza was a DEA agent; now he's turned his back to the law to turn a profit.

Conspiring with Muqtada to broker a deal between unsavory parties, Spinoza is greedy, cunning, and hell-bent on finishing what he started with 50. He is much more than just a DEA agent gone bad; he's the man in the shadows.

Chapter 5: Gunz Come Out

GUNZ COME OUT

~~GATman, No Robin...~~



Throughout 50's quest for vengeance, he encounters a grip of different enemies. Some stand still as they take aim at you, some run around from area to area like frightened little girls, others run in mobs to overwhelm you; no matter what their method of attack is, they are *all* vulnerable to the all mighty bullet.

The following is a detailed armory of the weapons Fiddy can collect, use, and turn against his enemies. Though each weapon has its strengths, the situation will dictate when it is most effective. Check each gun's detailed description to determine the best time to use it.

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While this guide often tells you what weapons are best suited for specific scenarios, sometimes it just boils down to personal preference.

2 CENTS

Every enemy is strapped. When you drop an enemy, the enemy drops weapons; pick these up and add them to your collection.

If you've seen a gun during a mission but don't have it in your collection, check in with Grizz—he might have added it to his inventory. Otherwise, repeat the mission and make sure you have one in your possession at mission's end.

2 CENTS

To better assess a gun's efficacy, use the following list as reference.

From Weakest to Strongest

- Extremely low
- Very low
- Low
- Moderately low
- Moderate
- Moderately high
- High
- Very high
- Extremely high

Nine

Damage: Moderately low
Accuracy: Moderate
Fire rate: Very low
Recoil: Extremely low
Ammo/clip: 15/10
Type: 9 mm



The nine millimeter is like your credit card—don't leave home without it. Good for all-purpose usage, this weapon has good accuracy and an excellent reload rate.

The only drawback is its small clip size. Combine your nine with a weapon with a high rate of fire for a speedy and accurate combo.

2 CENTS

To increase the nine's rate of fire, furiously tap the Fire button. This makes the nine one of the fastest firing weapons in the game.

Gat

Damage: Moderately low
Accuracy: Moderate
Fire rate: Very low
Recoil: Extremely low
Ammo/clip: 19/10
Type: 9 mm



The gat has a slightly better rate of fire than the nine and can handle a bigger clip. Use the gat when a group of fools tries to mob you and see how quickly they can disperse.

When you absolutely must shred through a group and don't have an automatic, double-fist the gats to get the job done.



Since all weapons are grouped together regardless of class, the grading scale is skewed on a curve. Just because Big Smokey has a higher damage rating than a nine doesn't mean that a nine won't bring a fool down. Similarly, just because a gat has a lower rate of fire than a Mac (which, being automatic weapon, is supposed to have a high rate of fire), doesn't mean that the gat is useless.

Instead, compare a weapon's ratings to other weapons in the same class—gats to nines or sawed-off shotguns to pumpguns, for example. It's all relative.

Phantom

Damage: Moderately low
Accuracy: Moderately high
Fire rate: Low
Recoil: Extremely low
Ammo/clip: 15/10
Type: 9 mm



By far the most silent weapon in the game, the Phantom is an assassin's dream. Use this while sneaking or when you're farther than four meters from other enemies for long-distance stealth kills.

Dual-wielding Phantoms keeps things on the low, for sure. However, as far as pistols go, damage is on the low too.



Being the game's most silent weapon, only enemies within four meters or so will hear its muffled bang.

SN Special

Damage: Moderately low
Accuracy: Moderate
Fire rate: Very low
Recoil: Low
Ammo/clip: 6/10
Type: 9 mm



As far as pistols go, the SN special kicks back like a racehorse. Be assured that enemies will feel this weapon's power.

Don't dual-wield this gun with another SN special. Instead, opt for a second gun with a high fire rate that will keep pressure on the enemy.

Bulldog

Damage: Moderate
Accuracy: Moderately high
Fire rate: Very low
Recoil: Moderately high
Ammo/clip: 6/10
Type: .45 magnum



This is the anti-assassin gun. Fire this bad boy and people will know you're coming from blocks away. It causes damage just like it sounds—big.

Capable of tearing through armor, this surprisingly accurate pistol is handy when combined with a speedier gun. Second to explosive weapons, the Bulldog delivers the most on a single per-shot basis (when considering a balance of range and power).

Buster

Damage: Moderately low
Accuracy: Moderately high
Fire rate: Very low
Recoil: Extremely low
Ammo/clip: 19/10
Type: .45 magnum



For hardcore mofos only, the Buster does just that, busts. Don't pass this bad boy over just because it has a lower rate of fire than other pistols. Its ability to bust holes through two-inch steel should convince you of its usefulness.

Try combining this gun with an automatic for a dangerous combination of speed and power. Stain 'em with your Mac, erase 'em with your Buster.

Chapter 5: Gunz Come Out

Scavenger

Damage: Very high
Accuracy: Extremely low
Fire rate: Very low
Recoil: Extremely low
Ammo/clip: 1/10
Type: 26.5 mm cart



The love child of a grenade gun and a flare pistol, the Scavenger can pose just as much danger to you as it does to your opponent.

Combine this weapon with speedy feet or *really* good cover. Able to blow a busta sky-high, only professionals should handle this gun, unless you want to learn how to fly.

MP

Damage: Moderate
Accuracy: Moderate
Fire rate: Moderate
Recoil: Extremely low
Ammo/clip: 32/10
Type: 9 mm



For single-handed weapons, this is where it's at. Good accuracy, good rate of fire, and low recoil make this a must-have when out to cause trouble.

The only thing better than having an MP is having two. Considering its less-than-stellar damage, wielding two MPs more than makes up for any perceived deficiency. Use one right, and you won't worry about who has the upper hand in a firefight.

Mac

Damage: Very high
Accuracy: Moderately low
Fire rate: Very high
Recoil: Low
Ammo/clip: 32/10
Type: 9 mm



Treat your Mac like a can of bug spray—point and shoot, then watch as your pests drop one by one. Its moderately low accuracy shouldn't be an issue when dealing with large groups.

Combine a Mac with an MP to make *any* enemy worry. The Mac's high rate of fire and the MP's accuracy makes for one hell of an effective combination. Double-fist Macs for the highest damage per second possible.

Sawed-off Shotgun

Damage: Very high
Accuracy: Low
Fire rate: Very low
Recoil: Low
Ammo/clip: 2/10
Type: 12 gauge



The sawed-off shotgun is a ghetto classic. Use this trench-coat gem when mixing it up close with enemies to drop them with single pops.

Stay close, though, because the shotgun's power diminishes at a distance. Handle the shotgun in one hand and brandish a Bulldog in the other—the power in your hands will be unrivaled.

Pumpgun

Damage: High
Accuracy: Low
Fire rate: Very low
Recoil: Moderately high
Ammo/clip: 4/10
Type: 12 gauge



Listen to your boy Grizz when he calls this a "sawed-off on steroids." No joke, this bad boy will make fools scatter. It has a slightly better range than a sawed-off with high power.

Though it has a better range than a sawed-off, it isn't a sniper rifle. Use it a moderately close to be most effective.

Painkiller

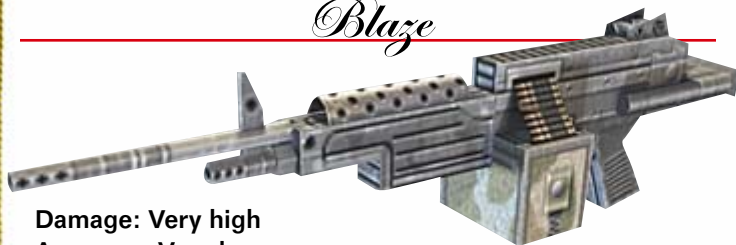
Damage: High
Accuracy: Low
Fire rate: Very low
Recoil: Moderate
Ammo/clip: 8/10
Type: 12 gauge



Unlike other shotties, this killer is automatic. An improved reload rate keeps shells flying and bodies dropping. Its higher ammo count also makes this a more effective weapon at moderate distances.

Because of the shotgun's lower ammo count, you must make every shot count. Painkiller's increased ammo capacity means you can keep on shooting without hesitation.

Blaze



Damage: Very high
Accuracy: Very low
Fire rate: Extremely high
Recoil: Low
Ammo/clip: 200/10
Type: 7.62

In the past, only military were able to use this gun. Not so anymore when your boy Grizz has one for you.

The extremely high rate of fire makes this one of the most relentless guns in the game. Groups don't stand a chance when facing the fury of Blaze.

Big Smokey



Damage: Very high
Accuracy: Extremely low
Fire rate: Very low
Recoil: Extremely low
Ammo/clip: 6/10
Type: 40 mm grenade

The only thing higher than its damage rating is its amount of collateral damage rating. Blow suckas up or blow them away, makes no difference when Big Smokey is in your hands.

Watch where you shoot, though—the grenades bounce like lead tennis balls. One misplaced shot and you face a pissed-off group of deaf enemies.

Old Vet



Damage: Extremely high
Accuracy: Moderate
Fire rate: Very high
Recoil: Very low
Ammo/clip: 30/10
Type: 5.56

Another one of Grizz's favorites, Old Vet is as well-rounded as they come. Good accuracy, great damage, and good speed make up this old faithful.

Old Vet can also double as a decent sniping weapon. It doesn't have the sniper rifle's accuracy, but what it lacks in precision (when sniping), it makes up for in range and damage.

AK



Damage: Very high
Accuracy: Very low
Fire rate: Extremely high
Recoil: Low
Ammo/clip: 40/10
Type: 5.56

You've seen the movies, you've heard the songs, the AK is an automatic classic. High damage output, high rate of fire, and a decent-sized ammo count make the AK valuable.

Whip out the AK when you need to drop a fool quick. Because of its damage output and high rate of fire, the AK is a great piece to have when running and gunning.

Chapter 5: Gunz Come Out

Li'l Smokey



Damage: Very high
Accuracy: Extremely low
Fire rate: Very low
Recoil: Very low
Ammo/clip: 1/10
Type: 40 mm grenade

Knock a sucka's head back when they hear it, or knock a fool's head off when they feel it. Li'l Smokey shares a name with its brother, Big Smokey, and it has big stats to go with it. Like Big Smokey, Li'l Smokey is capable of breaking up a party and isn't for hunting down lone prey.

The single shot count on Li'l Smokey means every shot needs to count, so don't brandish this beast unless you have your aiming down pat. Otherwise, you'll catch lead while you're reloading.

Ghost Dawg



Damage: Moderate
Accuracy: Very high
Fire rate: Extremely low
Recoil: Extremely low
Ammo/clip: 8/10
Type: 7.62

Ghost Dawg is an extremely accurate yet slow sniper rifle capable of dropping enemies at a distance with a single shot. As with any sniping, get good cover and ensure plenty of time to reload.

Ghost Dawg fires off pretty quickly, but for it to be most effective, let the reticule shrink to its maximum when aiming. Its bullet velocity makes it possible to shoot through multiple enemies at once.

Hornet



Damage: Extremely high
Accuracy: Extremely low
Fire rate: Extremely low
Recoil: Low
Ammo/clip: 4/3
Type: 3.5" rocket

What is there to say about a rocket launcher? Don't bother trying to hide it or holster it. The most explosive weapon in the game, Hornet is no joke.

Crowds, vehicles, bugs on nearby walls, no one has a suitable defense for it. All they can do is try and run.

Bazooka



Damage: Extremely high
Accuracy: Extremely low
Fire rate: Very low
Recoil: Low
Ammo/clip: 4/3
Type: 3.5" rocket

Bazookas are capable of decimating small buildings, large groups, or SUVs with a single shot. Make it count, though, because that's all you get with a bazooka, one shot.

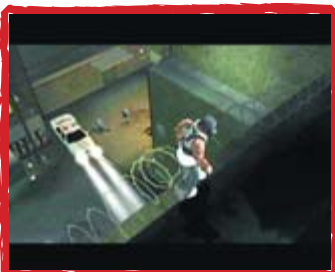
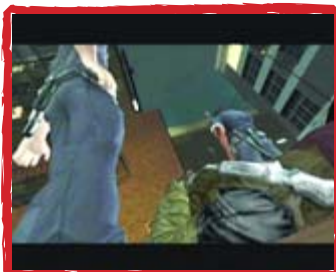
Unless you have a clean shot at a stationary target, keep your trigger finger on a leash. It's best to lead your target before you shoot, and aim low or at a nearby structure; never underestimate the power of a Bazooka's splash damage.

2 CENTS

All weapons are set to continuously fire when you hold down the Fire button. However, tapping the Fire button may sometimes be more effective.

INDUSTRIAL PROJECTS

Chasing the Dog



Standing high above the city, you watch as 5-Oh mulls over what happened to the bodies strewn across the streets. Some are shot, others stabbed, but all are dead. What the cops don't know is that the bloody mess began with an unexpected phone

call one hour earlier and is about to end with nine shots to your back...for now.

Unexpected Company

Tasks

- Pursue K-Dog's kidnappers
- Protect Banks while he picks the door lock

MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Weapon
- Armor
- ! Primary Task
- ? Blast to Pass
- Exit
- Money



Search every map for alternate routes. These routes may feature hidden items and can help you gain positional advantages or surprise attacks on your enemies.

The Blast to Pass icon on the map denotes a locked door, window, or some other object that can be shot at and removed. Usually these lead to alternate routes through the mission. Blast it to get past it.

Chapter 6: Industrial Projects



After a frantic phone call from your boy K-Dog, call up the rest of G Unit for backup. With your crew in tow, march out to the streets of Queens to rescue K-Dog.

Looks like K-Dog picked a fight with a bigger dog, and now he's caught by the throat. Rush down the alley to set him loose.



Sprint down the alley, gun blazing. Use the wall on the left for cover and lean out to pop the opposition while G Unit distracts them.

After you clear the alleyway of any hostiles, head to the open loading area and check the bodies for any paper. After you clean them out, hide behind the SUV in the alley for cover.



Lloyd Banks immediately gets to work on the door that K-Dog's kidnapers took him through. While he does his thing, keep any enemies from interrupting him.

Use the crates as cover and come out to cap anyone near Banks. Young Buck and Tony Yayo also provide backup, but your main task is watching Banks's back.

2 CENTS

During a lull in the firefight, run around the corner to the right of the door Banks is unlocking. In the building's far left corner, there's some cash for you to pick up.



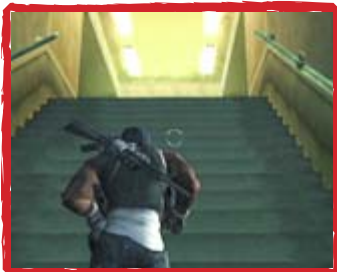
Patrol the area near Banks until he gets the job done. Enemies pour in from all over, so check behind every crate and around every corner; take them all out.

Keep an eye on the rooftops as well. Don't let enemy bustas take potshots at you and your boys from above. Instead, jump on the big rig's hood, then hop on its roof to get a better vantage point on the goons up high.

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Banks, Young Buck, Yayo, and the other members of G Unit are hard as hell. Your G Unit soldiers will not get killed in battle, but supporting them will ensure they perform their actions with higher success. Also, avoid hitting them with friendly fire as this will stall their actions.



Follow your crew through the now-open doorway to pick up K-Dog's trail. Run up the stairs, and make an immediate left to bum-rush the sentries guarding the exit door. Counter-kill one before he gets a shot off, and blast the other if G Unit hasn't already. Check their wallets, and go through the door.

2 CENTS

While you can often advance past areas without defeating all the enemies, be patient and explore the area for hidden cash, weapons, armor and other valuables before proceeding.

High and Mighty

Tasks

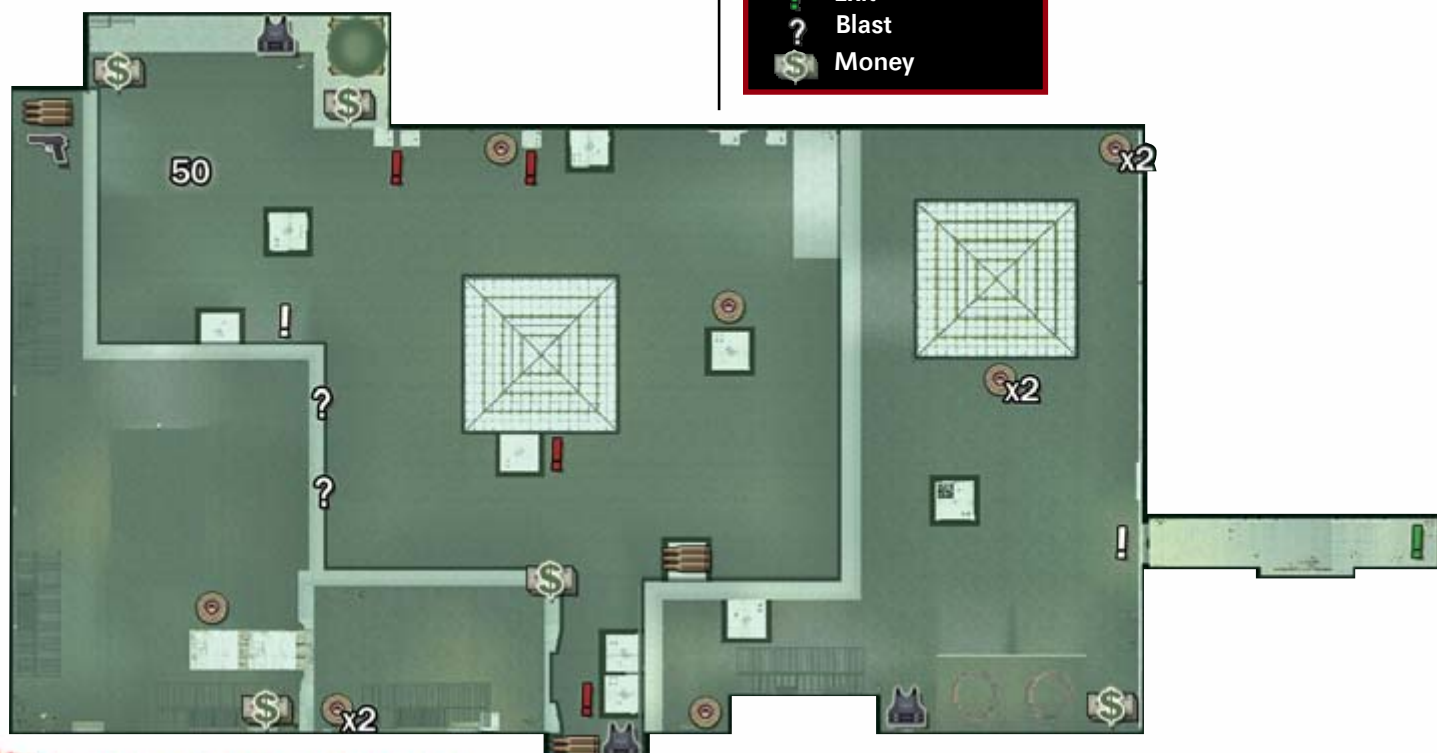
- Get to the rooftop doorway
- Disable 4x laser sensors
- 1st laser sensor
- 2nd laser sensor
- 3rd laser sensor
- 4th laser sensor



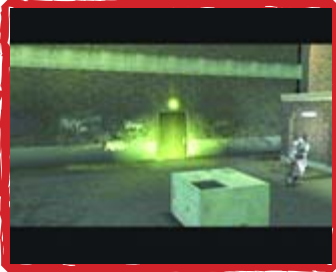
Secondary tasks don't need to be completed to finish the mission. They range from picking up requested items for you friends to deactivating laser sensors.

MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Weapon
- Armor
- ! Primary Task
- ! Secondary
- Exit
- ? Blast
- \$ Money



Chapter 6: *Industrial Projects*

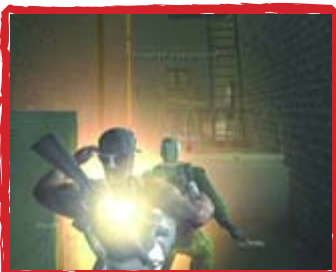
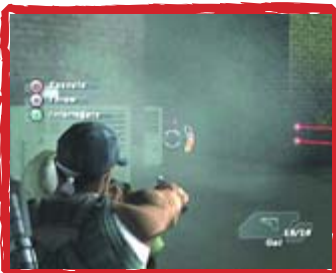


These fools aren't making K-Dog's rescue any easier. They've moved beyond locking doors behind them; now they've set up laser sensors that are set to detonate if they're tripped. The rooftop is heavily guarded by masked patrolmen, and the door leading to K-Dog is blocked by four laser sensors.



Destroy the first two laser sensors immediately in front of you. Shoot the laser emitters until they are a smoking pile of metal, and sprint over to the large crate to the door's right.

Creep around the back of the crate and take the patrolman hostage. With the creep in your clutches, direct him over to the third sensor in the niche to your right.



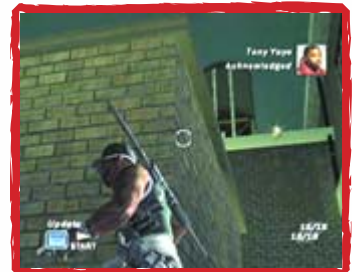
Carefully guide your hostage over to the niche while G Unit gets to work on the rest of the guards. When you're close enough to the laser, send him flying forward into the beams.

He triggers the bomb and blows up, leaving some ammo and armor behind the crate to the left. He also deactivates the third laser beam. Check him for any money and come out of the alcove to deactivate the last laser beam.

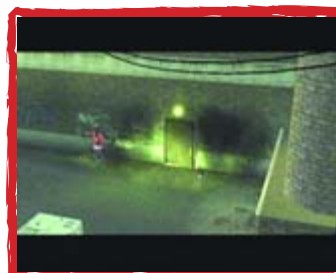


The final laser sensor is directly behind the third one. Blast it on your way out of the niche after you get your armor (from behind the crate). Dash to the door on your right, taking out fools as you go.

Go through the door and follow the stairs to the next level. When you reach the next floor, there is another door that needs opening. Unfortunately, this one needs a little more than just lock-picking.



This is a job for your demolitions expert, Tony Yayo. Go to the green door and call him over. Once he is in place and arming his explosives, clear all the nearby rooftops to make sure he doesn't get capped.

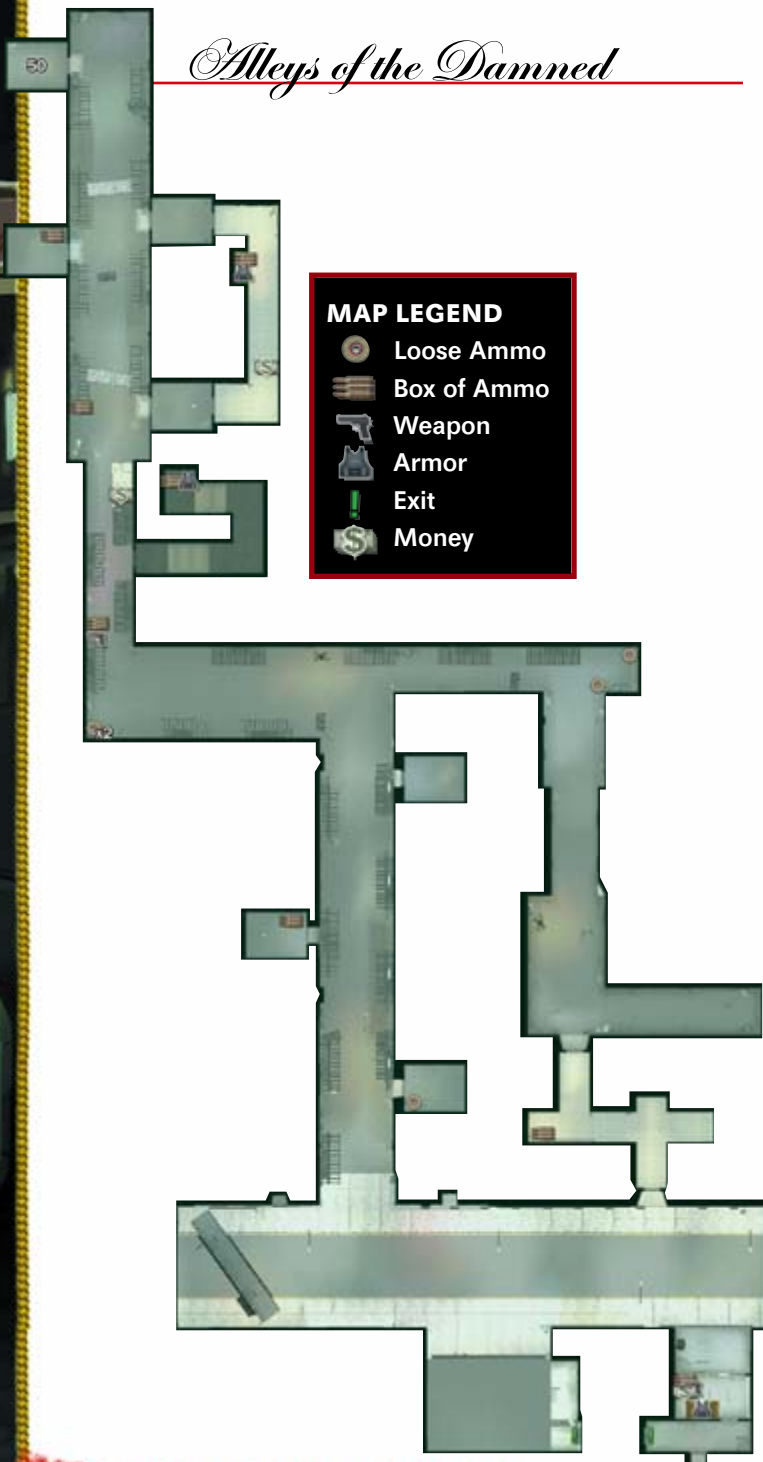


The door blasts open as Tony dives out of the way. Behind the door are two more miscreants waiting to

ambush you. Open the door and take the first one hostage.

With the meat shield protecting your front, blast the other enemy in the stairwell. When he's down, execute your hostage and go through the door at the bottom of the stairs. Before you head down the stairs, check their wallets; they might buy you your next weapon.

Alleys of the Damned



MAP LEGEND

- Loose Ammo
- Box of Ammo
- Weapon
- Armor
- Exit
- Money

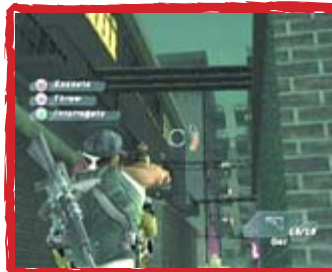
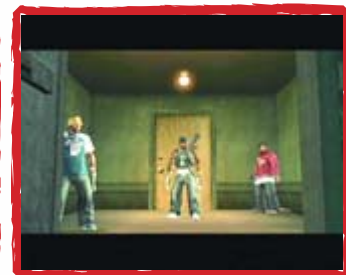
Tasks

- Pursue K-Dog's kidnapers
- Get to Deluxe Laundry



If a map has multiple exits they will be noted on the map by extra green exclamation points. There is no real advantage to one exit over another.

Similarly, if there are multiple tasks to achieve, more than one primary task icon will be noted on the map.



Time to wash that blood off your 'fit at Deluxe Laundry down the street. Sneak out of the room you are in and make a sharp right—right into an enemy's grill. Take him hostage and proceed down the alley toward the pink neon sign.

Use your hostage as a shield from the foe above while you zero in on his head. When the reticule turns into a small red circle and dings, fire.



With the enemy above you now headless, get rid of your hostage—he slows you down. Dive behind the trash bin to your left and grab a hold. It provides excellent mobile cover as you creep down the alley.

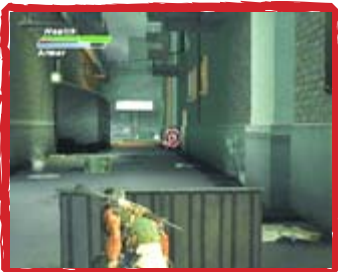
Continue to take head shots from the safety of your mobile cover as you eliminate resistance down the alley.

Chapter 6: Industrial Projects



Leave your trashcan behind and duck into the doorway on your left. There is a goon patrolling the hall; counter-kill him, and grab the armor in the niche to the right. Continue down the hall and nab the two C-notes at the corridor's end.

On your way out of the building, scan to the right—G Unit might still be engaging the enemy. If so, creep up on any hostile fools, put them to rest, and go back down toward the pink sign.



Grab some cover at the next corner by pressing your back to the wall. Inch toward the edge and lean over to peep the situation. There's a large open area here that splits in two directions. If the lone masked guard spots you, he runs for backup into the alley on the right. Give chase to take him out.

Stop at the next corner to reload. Grab the trashcan on the left and use it as protection as you inch down the alley, capping fools on your way to the Laundromat.



After passing the pink sign, you can reach Deluxe Laundry in two ways: the first one is straight down the alley to the right; the second is down the alley to the left. The left path sweeps around, while the right offers a more direct route to the Laundromat's front door.



When you reach the alleyway's end, put down anyone on the street between you and your destination. With the way clear, jet across the street into the Laundromat and make a left toward the green door.



On July 6, 1976, in Jamaica, Queens, New York, 50 Cent was born Curtis Jackson to a single troubled mother. Rumored to have been involved with illegal substances, his mother, Sabrina Jackson, introduced 50 to New York City's underbelly.

Dirty Laundry

Tasks

- Pursue K-Dog's kidnappers
- Turn on the power supply
- Activate the lift



Your visit to the Laundromat starts off in the back room. Rather than finding clean clothes, you find dirty players. The mysterious syndicate has also claimed Deluxe Laundry for its own.

Run across the hall, and grab the laundry hamper on the left. Lead it right, out of the corridor, and start taking out enemies as you emerge from the door. There are two enemies directly to your right, take them out before they do you in.

2 CENTS

Keep your eyes low—there's a hunny-spot on the floor just left of the hallway's far door. Talk about easy money!

2 CENTS

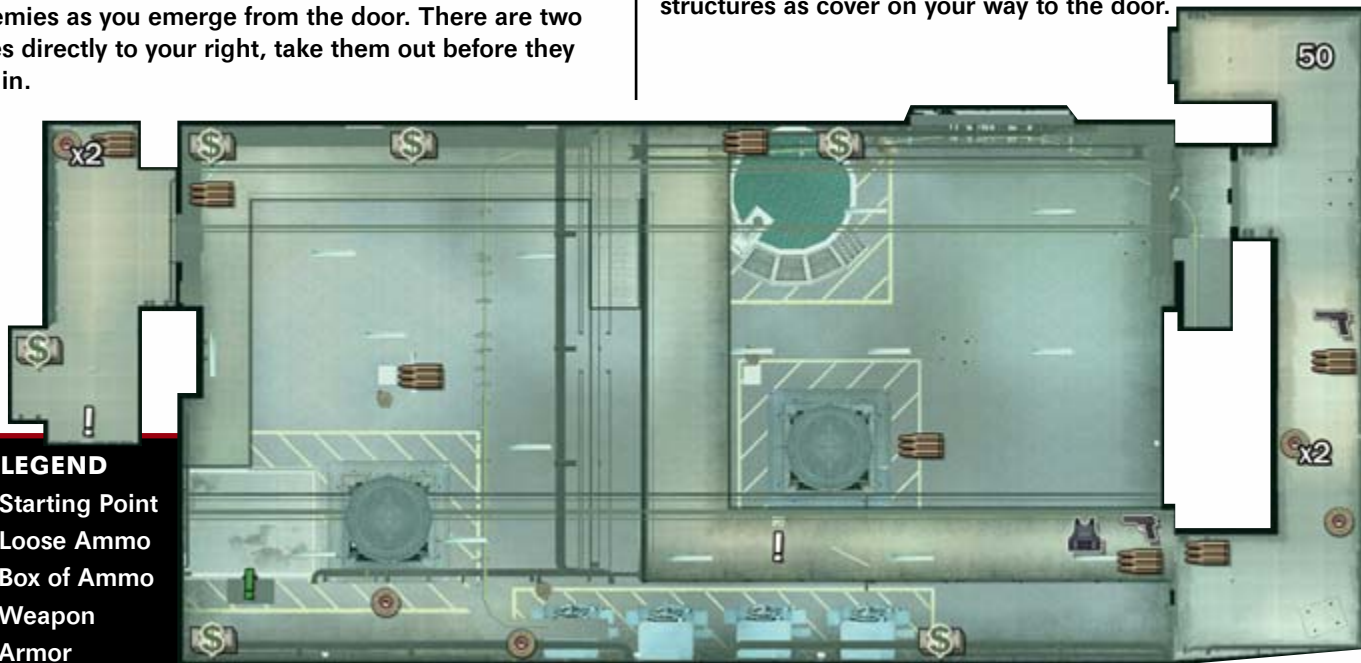
There is a shotgun in the hallway on the left, just before you reach the hamper. Grab it, but the close quarters required to use it effectively would quash the cover of the hamper as you navigate the back room. Grab it, and save it for later.



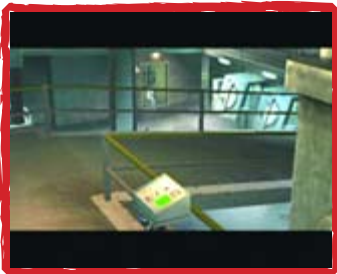
Guide your cover toward the room's back right corner. After reaching the base of the stairs on your right, release the hamper, and leapfrog from pillar to pillar, using the structures as cover on your way to the door.

MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Weapon
- Armor
- Primary Task
- Exit
- Money



Chapter 6: Industrial Projects



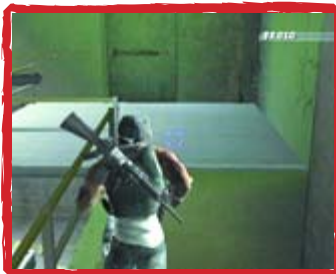
Go through the door and make a left. Along the far wall is a switch with a red light. Flip the switch to activate the power to the lift outside. Once the light goes green, brace yourself for the upcoming fight and leave the room.



The back room has been transformed into a smoke-filled arena. As the firefight between G Unit and the masked squad heats up, cut your way through the smoke with whatever weapon you're packin'. Drop anyone in your way and climb the stairs on the left.

2 CENTS

Watch your Armor level while moving about the room. If it drops to a dangerous level, grab the flak jacket atop the walkway in the room's far corner. Wait to grab it until you need it.



Once atop the stairs, activate the lift by pressing the green button. The missing part of the walkway rises and grants access to the exit door.

Rain some shells on the enemies below to help G Unit move along. When your team is on their way, run over to the platform, and go through the door.

Ski Mask Way

Tasks

- Pursue K-Dog's kidnappers
- Get to the elevator at the end of the alley
- Take the elevator to the roof

MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Weapon
- Armor
- Exit
- ? Blast to Pass
- \$ Money



K-Dog's kidnapers are still on the run, and the chase keeps going higher and higher. This time you must reach an elevator leading to the roof.

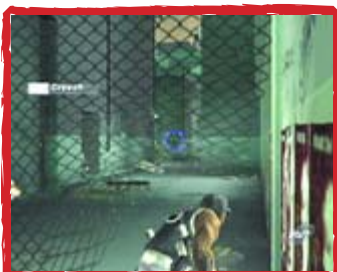


Run down the passage and jump through the hole in the fence on the right. Take cover when you hit the floor—the enemy won't wait for you to get your balance before he starts shooting.

Run down the passage and jump through the hole in the fence on the right. Take cover when you hit the floor—the enemy won't wait for you to get your balance before he starts shooting.



Come out from cover to kill enemies across the fence. The fence makes it harder to see, so steady your weapon and wait for the reticule to close in and redden. Once the reticule has a lock on your target, cut loose across the fence.



Before crossing the fence, backtrack to the fire at the alley's end. From there, grab the armor and return to the broken fence. Go through the gap on the right and pop anyone on the other side.



Creep forward with guns blazing, dropping all enemies in your path. If any get too close or they rush you from around the corner, counter-kill them and save ammo—you're going to need it.



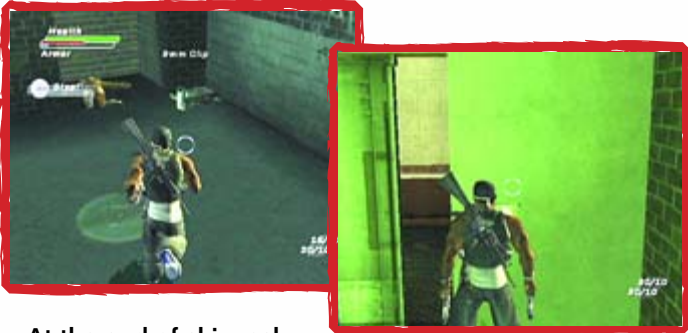
After rounding the corner, shoot the padlock off the door to your right. It unlocks the chop shop with two goons inside—one in the large work area, another in the side room. Blast them to pieces and grab the flak jacket in the workroom's right corner.



Leave the chop shop and charge down the alley. Take cover in the niche to the left and quickly do away with enemies on the rooftops. If you take too long, they can blow up the propane tanks behind you and cause mad damage.

Chapter 6: *Industrial Projects*

With the rooftops clear, leave the safety of the alcove and continue to blast your way past the ski-masked men.



At the end of ski-mask way is an elevator with a green wall. Snatch the armor jacket lying in the corner and go for a ride on the elevator. Go up to get down...and dirty.

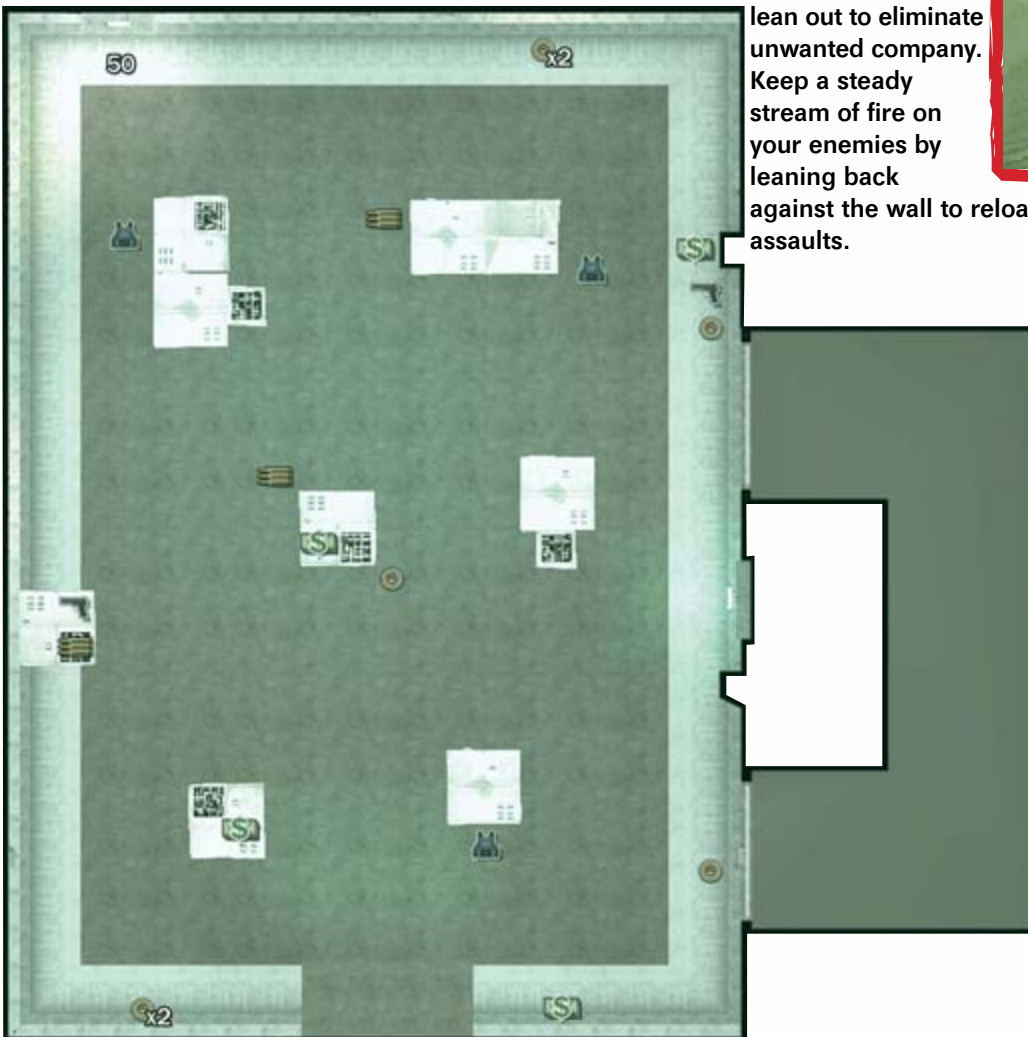
Massacre the Masked Menace

Tasks

- Pursue K-Dog's kidnappers
- Defeat waves of enemies
- Massacre the masked assailant



The rooftop area is overcrowded with bad guys, so make some room. Press your back to the large crates and lean out to eliminate unwanted company. Keep a steady stream of fire on your enemies by leaning back against the wall to reload, then popping out again for more assaults.



MAP LEGEND

- 50** Starting Point
- Loose Ammo
- Box of Ammo
- Ammo Crate
- Weapon
- Armor
- Money



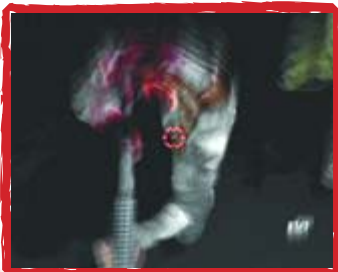
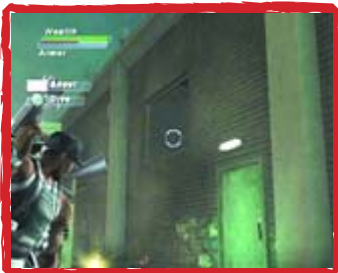
After spraying down the first wave, rush around the sides of the crates, picking off any remaining stragglers. When there are two or three enemies left, take one hostage to absorb oncoming fire and cap the others. When your meat shield is the last enemy on the roof, press your barrel to his dome and...you know what to do.



Don't jump at the first chance to take a hostage. Remember, hostages slow you down and lessen your mobility. If there are more than two or three hostiles on the roof, the others can flank you as you slowly plod along, hostage in tow.

2 CENTS

After each wave of enemies, recon the surrounding area. There are plenty of ammo boxes lying about. You might even find a flak jacket near or on top of the boxes.

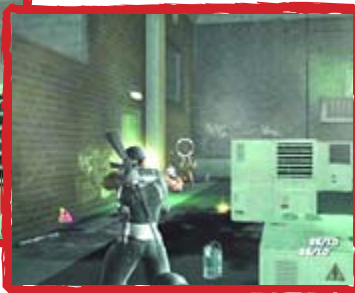
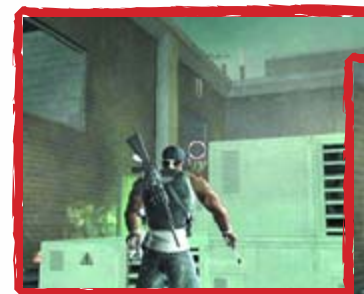


The next group of enemies comes out of the middle window high above the roof. Slip over behind the half crate to get a better vantage point on the window. Stay low so they don't see you and come rushing out.

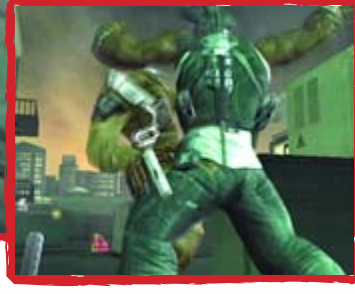
With a clean line of sight, home in on one of their lids, and fire off a round when the red circle dings. Your bullet goes whizzing by and decapitates your first foe. Stay low and take out the other two in the same fashion.

2 CENTS

If you managed to blast the last goon squad while they were still in their window, you don't need to replenish armor. If you found the jacket we mentioned above, save it until you need it.

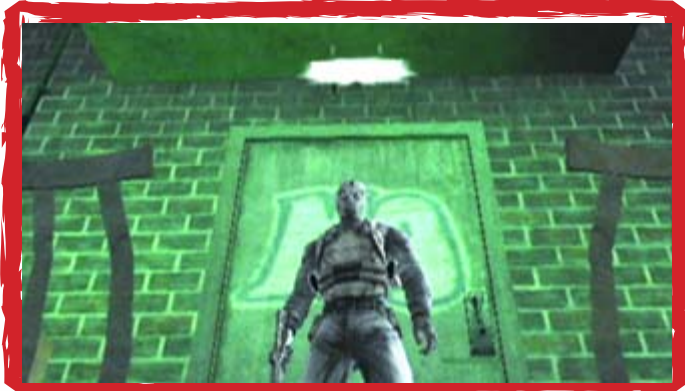


The next wave charges out of the far window. They don't waste time in taking shots at you, so pay them the same courtesy. Drop a few clips on them and they give way like butter with a hot knife.

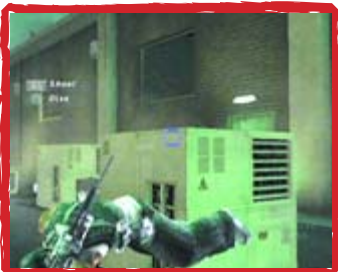


Sneak around the boxes to eliminate anyone you missed. They wait for you to come out of cover, so oblige them. When you do, come out to counter-kill them. Finish the last group in true 50 Cent style.

Chapter 6: Industrial Projects



Finally, the main masked assailant comes out of hiding. Deal with him like you did his played-out crew. Take cover behind the crates and jump out to pop him. Retake your cover to reload and unleash hell on him when he's in view.



Dive from box to box as he approaches your position. Stay ahead of him and take shots from around corners every chance you get. If you didn't nab that flak jacket from earlier (see the previous 2 Cents), grab it now.

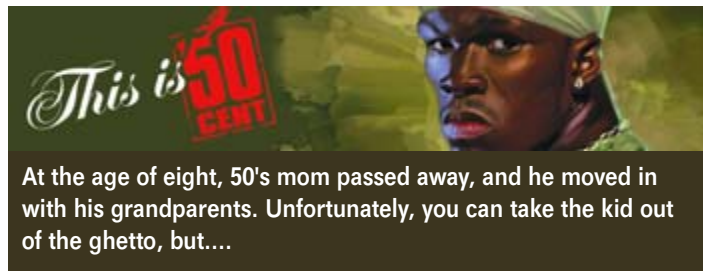


Eventually you whittle down the masked assailant's Health bar. When he tries to sneak up on you, flip the script on him. Sneak up and cap him from behind. The last few bullets are enough to drop him for good.



You didn't find K-Dog, but there's plenty of time for that. The question now is who the masked assailant was working for. Unfortunately, before you can investigate, a mysterious man shrouded in shadow cowardly shoots you in the back...nine times!

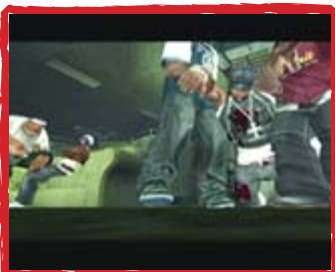
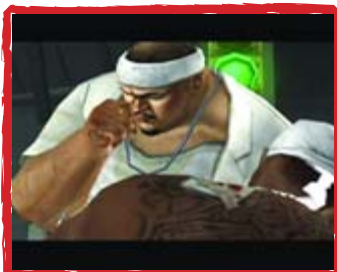
That's the funny thing about coming full circle, it just proves that what goes around comes around. Once you heal up...you'll be coming back around.



At the age of eight, 50's mom passed away, and he moved in with his grandparents. Unfortunately, you can take the kid out of the ghetto, but....

PICNIC IN THE WOODS

In My Hood



You wake up in a dilapidated old building where the only thing more taped up than you is the furniture. A strange, large man hovers over you, reassuring you that you will be fine. It's Doc Friday. His past, like your memory, is a little shady, but right now

that doesn't matter. What matters is that your boys brought you in so you could heal up and continue searching for K-Dog. Who knows? You might even exact a little revenge along the way.

Boyz in Da' Hood

Tasks

- Talk to Moet and Chandon
- Talk to Bugs
- Talk to Grizz
- Talk to Popcorn
- Talk to Booker
- Talk to McVicar
- Acquire a weapon from Grizz

This is your hood. Your apartment is located here, as are all of your connections. Consider 50's hood the heart of the action, while the people in 50's hood are its blood vessels—they carry information in and out of the ghetto.

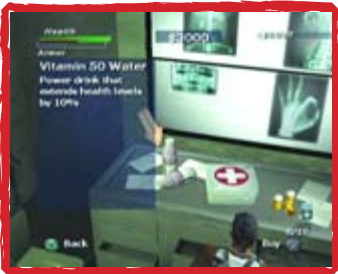
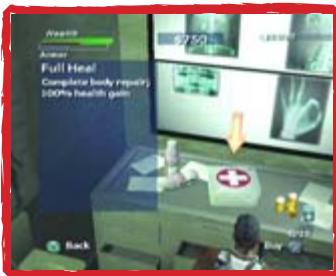
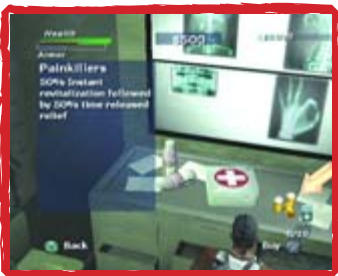


Chapter 7: Picnic in the Woods

The Doctor Will See You Now



Waking up from your drug-induced sleep leaves you a little fuzzy and very weak. Go talk to Doc Friday and see what he has to help clear the cobwebs.



Unfortunately, Doc doesn't have anything to help clear your head; you're going to need coffee for that. Instead he has meds to help during battle. In 50's hood, though, everything comes with a price.

- Painkiller: 50 percent instant revitalization followed by 50 percent time-released relief
- Full heal: Complete body repair; 100 percent health gain
- Vitamin 50 water: Power drink that extends health levels by 10 percent



Don't purchase any meds yet; save your money for some high-powered toys. Doc Friday isn't going anywhere, so leave the building for now.

Hoes before Bros



Reacquaint yourself with Moet and Chandon. Having been saved from their pimp, they are eternally grateful and dedicated to you. They don't have any information for you now, but they might be of some, umm, use later. Leave them to their work and go talk to Bugs.

Have We Met Before?



Aside from looking remarkably similar to a former boxing champ, Bugs owns the local pawnshop. He claims to have lost his legs in a drive-by shooting years ago, but you know better. Go see what he knows about the people who took K-Dog; hopefully he can also tell you something about the people who took your stuff.

To Shizzle My Grizzle



On your way out of Bugs's pawnshop, your boy Grizz creeps up on you from behind. After a little chitchat, the arms-dealing Gulf War veteran suggests you get your skills back. Looks like you're going to need Popcorn.

Say Hello to Your Little Friend



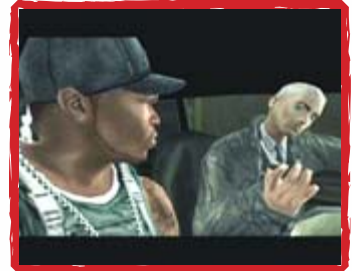
Follow Grizz to the run-down theater you used to visit as a kid and talk to Popcorn. After years of watching movies on the big screen, Popcorn lost it. He only communicates using famous movie lines, yet somehow he still manages to train you back into your old shape. Guess money talks, and bullshizzle walks.

Things Being as They Should...



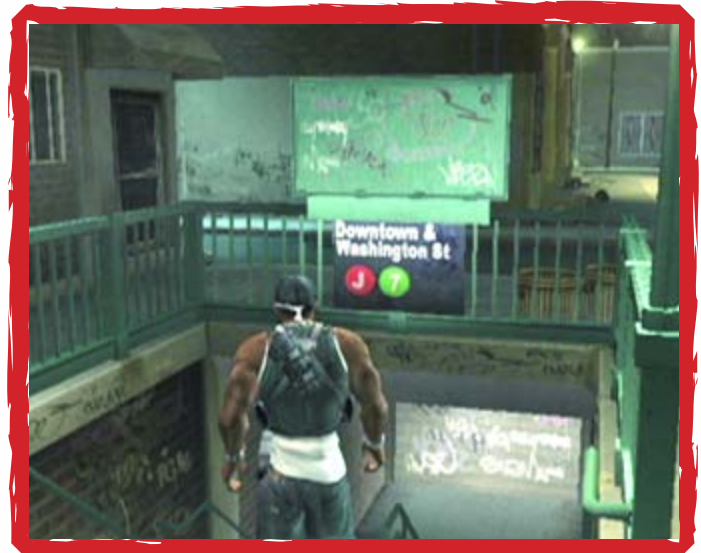
With your pad fully furnished once again, and your skills back up to par, it's time to see what the word on the street is. Talk to Booker in the alley across from Bugs's pawnshop. Having been K-Dog's homeboy, Booker is in the know and points you in the right direction—right to McVicar.

Nothing in the Ghetto Is Cheap



Round the corner and visit with Officer McVicar. If dirty cops are a great source of information, McVicar is a veritable encyclopedia. However, as stated earlier, everything in 50's hood comes with a price; information is no exception, especially if that information compromises a police officer's, ahem, integrity.

Lock and Load



McVicar provides plenty of information about where K-Dog is being held. Now you just need a gat—there's no point in going to rescue him unless you're strapped.

Chapter 7: Picnic in the Woods

Check Grizz's van and pick out one free handgun. If you want to load up on firepower, the rest depends on the size of your bankroll. However, before heading to the subway toward your next mission, drop in on Doc and purchase some meds—preferably some painkillers. Take the subway to Scarsdale after you're all stocked up.

2 CENTS

Chat with the bootlegger on the street to buy some entertainment with your spare cash. Go into the Pager menu and select any purchased music tracks. When they are in your playlist, shuffle through them with the D-pad.

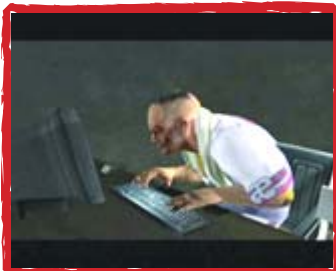
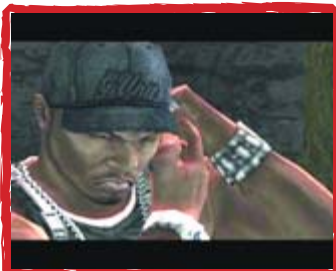


MAP LEGEND

- 50** Starting Point
- Box of Ammo
- Weapon
- Armor
- Primary Task



Gotta Get to K-Dog



Strapped, healed, pissed, and on the hunt like a bloodhound, you (and Banks) infiltrate a federally protected compound in Scarsdale. Bugs keeps track of your movements and communicates with you via an earpiece; but, remember, this is a federal compound, so you must sneak your way in.

2 CENTS

If you haven't already, go into the Options menu and change the Crouch feature to toggle. Now you just press the button once to keep on the DL. Otherwise you need to keep the button pressed throughout the entire sneaking sequence.

2 CENTS

Sneaking into the safe house is no easy task. It requires a lot of patience and careful planning. Begin by crouching to lessen your visibility and silence your footfalls. The terrain here is dry and rustles when trampled on.

Keep your sight locked on the patrolling guards ahead of you at all times. Monitor their movements before making yours, and commit to movement once you've decided to go. Don't stall when leapfrogging from cover to cover. If you change your mind and turn back when you're halfway to your next point, the guards will spot you.



Failing your second objective won't make you restart the mission, but it will make it substantially more difficult. The place is swarming with security guards, and they won't hesitate to make your visit a memorable one.

Shhh... Be Quiet!

Tasks

- Find a way onto the safe house grounds



Begin by ducking behind the large rock. When the patrol guard turns his back to you, make a beeline across the woody area.

As he walks around the large stone rock to make a second round, sneak up behind him. Don't hesitate as the guard pauses—he won't see you coming. When you are close enough to grab him, stealth kill him.



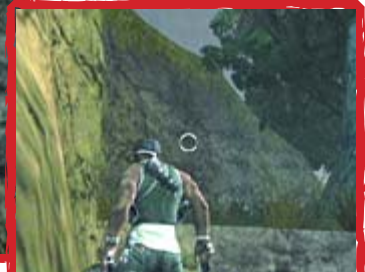
Keep moving forward and climb the fallen log. Upon reaching the log's top, sneak to the left and get a better vantage point of the area ahead from behind the large

rock. Watch the guard make his rounds, and quickly follow him around the tree. When he stops, grab him from behind and eliminate him.



Creep along, with the wall to your left, and follow the next agent around the corner. Slice him up before he reaches the incline's base. When the coast is clear, go up the hill ahead and make a sharp left.

The path rounds back over to a large log. Grab the armor and ammo, then climb the log and take it across the large gap.



On the gap's other side is a stone leading up to a ledge. Watch for the guard to walk away, then hop on the stone to climb the ledge; slink right. When the guard isn't looking, snatch him and do your thing. Check his pockets when you're done, and proceed to the next area on your right.

The Garden of Earthly Horrors

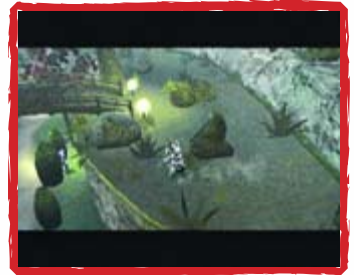
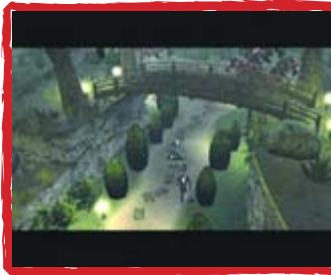
Tasks

- Unlock the security gate
- Find a way into the safe house
- Find the security room to activate the elevator
- Find the elevator to enter safe house

Chapter 7: Picnic in the Woods

MAP LEGEND

- 50 Starting Point
- Armor
- ! Primary Task
- Exit



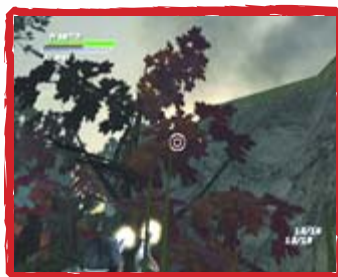
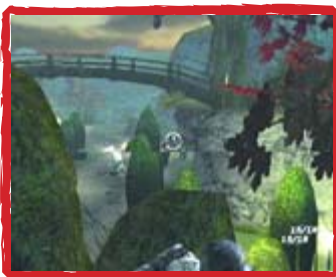
You're not the only one interested in K-Dog. The mysterious hired goons from the incident two weeks ago now pour in to the safe house. It's going to get nasty—real nasty.

2 CENTS



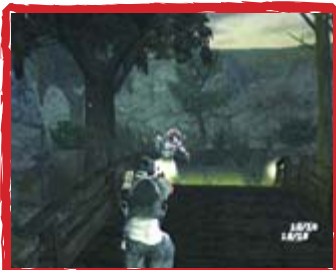
The wallets you find on the goons in the garden tend to be thin. Stop occasionally to take a chance on a C-note at best, but don't make it a habit lest you get more bullets in your back than bills in your pocket.





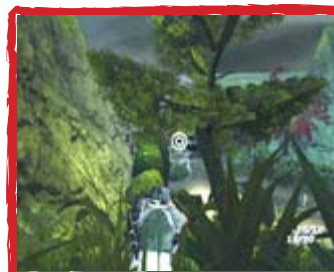
From the safety of the three large stones, move from side to side, picking off enemies on high ground. Don't discriminate now—everyone in the garden not named Lloyd Banks is an enemy, so blast away.

While you pick off enemies up high, Banks is moving on low ground. Watch his back and take out anyone around him. It's important that Banks keeps charging ahead steadily; you're going to need him.



Jump across the gap on your left and dive from cover to cover toward the bridge on your right. Stop only to drop enemies and reload.

Cross the bridge with the trigger pulled back, and don't relent until you are on the other side.

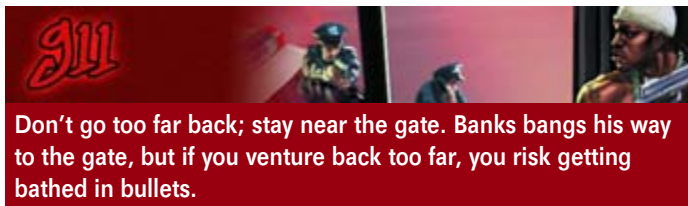


Continue down the hill and eliminate anyone in your way, be it hired guard or masked goon. Tiptoe to the edge of the brush, where the hill meets the pathway, and turn left.

Help your boy get past the guards by popping a few in the back. Don't go up the path to the left—stay in the bushes until you see Banks approach.



When Banks rounds the corner, dive across the pathway and bolt to the gate. Backtrack up the path a little to make sure Banks doesn't get stuck in a firefight.



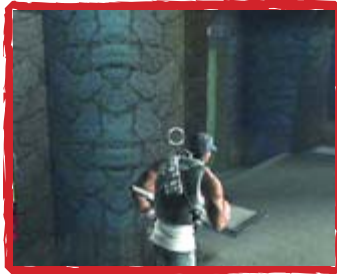
Don't go too far back; stay near the gate. Banks bangs his way to the gate, but if you venture back too far, you risk getting bathed in bullets.

Chapter 7: *Picnic in the Woods*



Watch Banks's back until he finishes picking the security lock on the gate. Again, stay in the bushes and keep an eye on the path ahead.

As soon as Banks opens the gate, rush through and take out the two agents guarding the safe house's primary gates below.



The next area requires some more help from Banks. Run down the hall to the right and stop at the door on your left. The red light signifies that it's locked, so call Banks over and have him help.



Stand on one of the small platforms flanking the door while Banks stands on the other. The light goes green and the door is unlocked.



Run down the path, ignore the primary gates, and make a left into the large corridor. Follow it to the elevator and take it for a ride.



Go through the door and flip the switch inside the room. It powers the elevator leading to the safe house. Run back to the first elevator and make a right through the door. Call the elevator and take it up to the safe house.

Cracking the Safe House

MAP LEGEND

- Starting Point
- Box of Ammo
- Weapon
- Armor
- Primary Task
- Secondary Task
- Exit
- Hit Da' Switch
- Money
- Grizz Medal

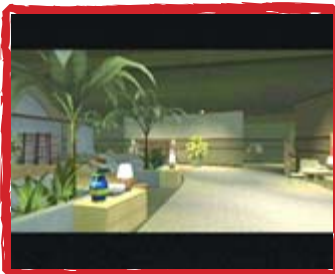


Tasks

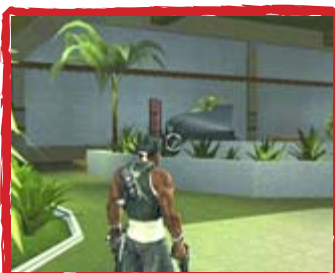
- Get to K-Dog
- Crack all four safes
- Retrieve K-Dog's belongings
- Find K-Dog's phone
- Find security unit and call Bugs
- Escape

2 CENTS

Red "?" icons denote switches that need to be hit in order to access a *secondary* task. If a primary task requires you hit a switch, it will be noted as other primary task icons are—with a white "!" icon.



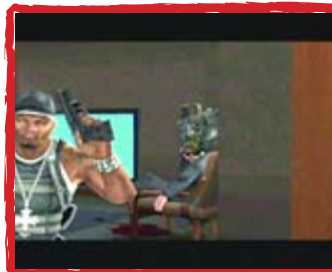
You made it into the safe house with your boy Banks. Now it's time to ransack the house to find K-Dog. Eerily, the house is very quiet, and nobody is about. Rather strange for a fortified federal safe house.



Make a left and search the area. Learn it well—this will soon be the scene of a furious firefight, and you must know every nook and cranny in which to hide.

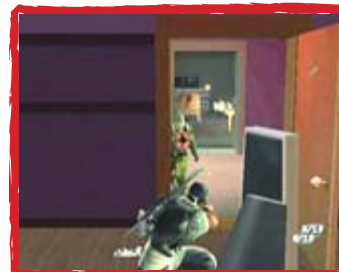


Spec the piano on the platform and grab the Grizz medal inside. Once it's in your pocket, run across the living room into the hallway.



You find the room where they were holding K-Dog, but you're a bit too late. The criminal syndicate arrived before you did and got what they needed—information. While you inspect the bloody mess, the hardwood flooring outside the room creaks.

The house isn't empty like you thought it was. It's still crawling with masked menaces. Duck into the next room to keep yourself out of their way...for now.



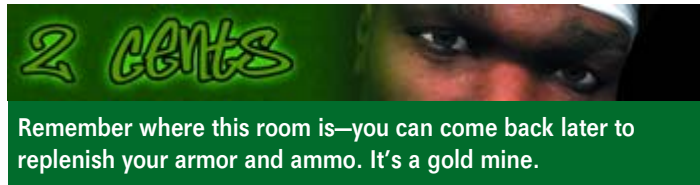
Explode into the next room with your barrel blazing. Charge the door diagonally across from where you enter (the door on the right) and destroy the masks inside. Behind that door is the information you need and a mess of goodies.



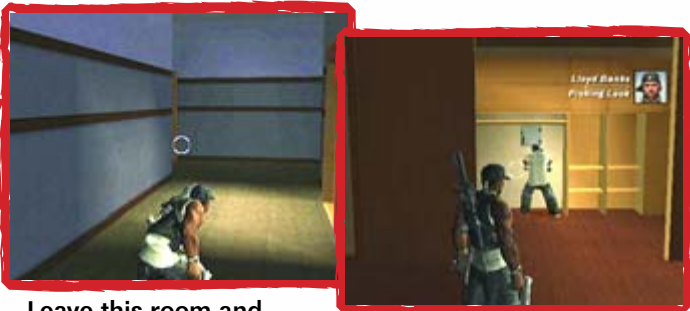
Slink into the room and look sharply to your left. Your first safe is just beyond the door. Set Banks to work and scope out the room ahead.

Chapter 7: Picnic in the Woods

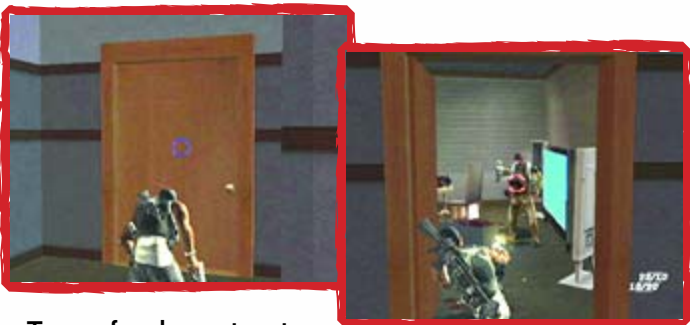
On the table to your right are two stacks of cheddar, K-Dog's belongings, and some ammo. Scattered about the rest of the room are weapons, ammo, and two flak jackets. Grab what you need and go back to the safe to claim your loot.



Remember where this room is—you can come back later to replenish your armor and ammo. It's a gold mine.

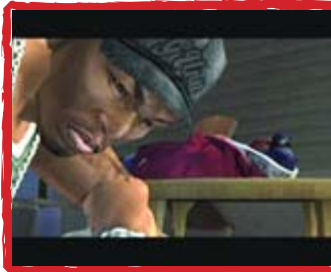


Leave this room and make a left out the door. Silent-step up the hallway and enter the first door on your right. In the closet is your second safe. Call Banks and watch his back while he gets down.



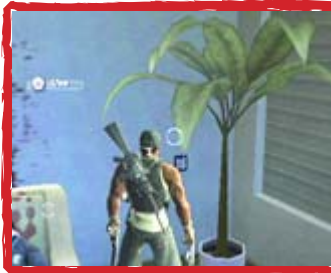
Two safes down, two to go. Leave the empty room and make a right out the door. Walk up the hallway and turn right into the room where you found K-Dog.

Bust through the door and execute the fools on the door's other side. They want to ambush you—show them why that's foolish.



Searching the room reveals a few strange things. Whoever the masked men are working for is very interested in what K-Dog knew.

Furthermore, K-Dog has a strange new tattoo on his arm. Grab his phone and leave him to rest in peace.



The third safe is in this room behind that ugly painting on the wall. Flip the switch behind the plant to move the painting and call Banks over to do his thing. Five thousand dollars and some change richer, leave the room.



On your way to the library, use the wall to your right as cover. Position yourself just behind the wall to keep from being exposed to anyone in the living room.

Set your sight on the sentry in the library and wait for your reticule to ding. Let it rip, and the now-headless menace is no more. Dive across the way to the planter, and go off on anyone coming down the living room.





Walk into the library and snatch the cash from the bookshelf. Behind the money is a switch; hit it and leave the library for now. Don't call Bugs by the security panel yet, you're coming back soon.

Dive across the hallway again and retake your position against the wall. Lean out and cap everyone down by the kitchen. Clear the path to the kitchen, and leave the library behind.



Charge across the living room and edge up to the kitchen's entrance. Behind the island in the kitchen is a squad of syndicate men waiting to tear you to shreds. Spray them with a close-combat high-powered weapon—Old Vet if you have it—and turn left, away from the kitchen.



Down the hall is a door to the far left. Go through and you enter a small theater with records on the wall. The switch in the library raised the gold records to expose the final safe. Set Banks loose on it and patiently wait to collect. Congratulations, after all four safes, you are \$20,400 richer.



As of the printing of this book, 50's two album releases "Get Rich or Die Tryin'" and "The Massacre" have gone multi-platinum—six times over and four times over, respectively.



Return to the library and approach the red security panel. Call Bugs on your pager, and he helps activate the security system. Unfortunately, it also attracts a load of masked marauders.



Fortunately, you eliminated the majority of the goon squad in the kitchen already, so resistance between the library and the kitchen should be light.

Carve your way past the enemy lines with your gat and head toward the back of the kitchen. Approach the shutters and leave the safe house interior.

Get Da' F @! Out, Yo!*

Tasks

- Escape the safe house

Chapter 7: *Picnic in the Woods*



MAP LEGEND

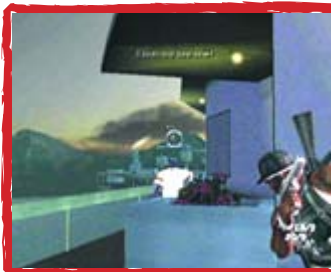
50 Starting Point

Armor

Exit



The route to your escape leads around the safe house exterior and back down through the pathway leading to the garden. Make it to the garden gate, and you're home free.



Your escape requires plenty of patience. Keep your back against the walls and planters and come out only to pop off some heads. Lean around the first corner and safely eliminate the sentries down the walkway. As Banks storms ahead, watch his back by taking out whoever he is *not* aiming at. Divide their fire and make short work of the guards in your way.



Hop from planter to planter, gunning down anyone in front of you. Use tactical rolls to move from cover to cover and stay low. Meanwhile, Lloyd Banks also draws fire and injures people in your way.

While crouched, press your back to the planters and stand up (just like leaning out of corners) to fire. Follow the walkway around the house as it leads you closer to your escape.



Make a right at the corner and take aim at the men on the roof. Wait for the reticule to ready, then let off. Inch forward along the walkway, slaying masks as you go. After you clear the open area ahead of masked mystery men,

turn your attention to the pathway below and to the left.

Reinforcements are coming up the stairs. Drop them before they touch the first step. Banks goes charging ahead to help clean up.



Run ahead and go down the steps. Follow the path left, back toward the garden. There is some resistance on the way to freedom, but they are no match for Old Vet. Shower them in rifle spray and don't relent.

If you find yourself surrounded, take one hostage and back the rest off. When they are all bloody messes on the floor, check their wallets and go through the gate.

SPIDER WEBS

In My Hood



When you get back home, there is someone waiting for you—Aaron McVicar let himself into your crib and waits with bad news. According to him, you have been named the primary suspect in the safe house massacre.

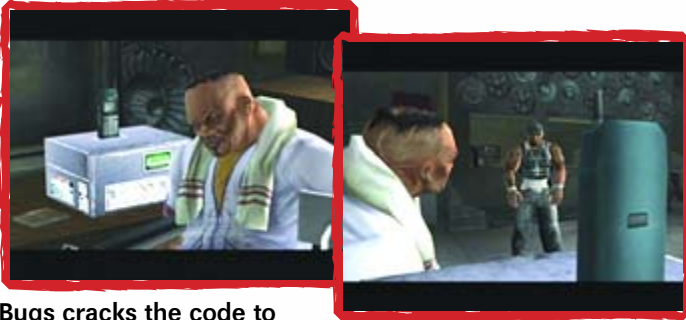
You've been deemed responsible for the deaths of K-Dog, the agents, and all parties at the mansion. Don't waste time in wondering why—hit the block and get the info you need.

Chapter 8: Spider Webs

K-Dog's Legacy

Tasks

- Take K-Dog's phone to Bugs and crack it



Bugs cracks the code to K-Dog's phone so you can check his incoming messages. After listening to K-Dog's girl blow up his inbox, the final message is the clue you were looking for. The voice mail leads to the junkyard and to a man named Spider. Sounds like fun. Stock up on painkillers and grab your gat, your Mac, and Old Vet, then hit the subway.

Bite the Spider Back



You arrive at the junkyard to find people waiting for K-Dog. Assuming his identity, you try and fool the overgrown biker. Unfortunately, he's pretty up-to-date on current events—including K-Dog's recent death. Your cover blown, dive out of the way to blow them away.

Spider Hunt

Tasks

- Find Spider



MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Weapon
- Armor
- Exit



Cap the large biker and retreat into the abandoned subway car to your right. Stay low and blast the bikers through the windows in the carriage.

Nab the armor in the car, and pick up the sniper rifle on the floor. Stay inside until

you've cleared the area outside of all bikers. When the tattooed hillbillies are gone, leave the car and sneak deeper into the junkyard.



Clear the area outside of the bus before you exit. Pay close attention to the stacks of cars. High above the junkyard dirt, bikers are perched, waiting for you to give them a clean shot at your dome.

Drop them from their higher ground with carefully placed head shots. Leave your cover (the bus) and skirt the stacks of cars on your way to the next busted bus. Once inside, grab the flak jacket at the bus's end.

2 CENTS

Don't forget to check your messages for vital information. Whether they are with you or not, your boys in G Unit are always lookin' out for you. If you don't find what they have to say useful, checking your messages makes your pager stop beeping nonstop, at least.



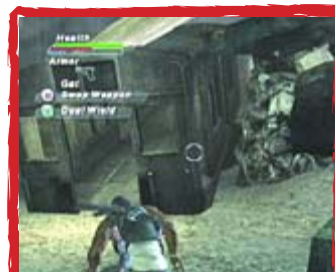
Charge down the open area of the junkyard toward the broken-down school buses ahead. Enter the first school bus and grab the jacket inside. If you don't need it, save it until you do.

It might be a lengthy trek back to the bus, but the

jacket is well worth the trouble, because enemies rain down bullets throughout the majority of the junkyard mission.

2 CENTS

Stay low and edge along the car stacks as you navigate around the junkyard. The junkyard is riddled with nooks and crannies in which to duck for cover in a pinch, and they keep you from being a large target out in the open.



Next, exit the bus and slink deeper into the junkyard. Edge to the bus's right, along the wall, until you reach a subway car on an incline. Dash inside for cover and a higher vantage point.

Chapter 8: Spider Webs



Climb to the top and counter-kill the biker as he enters the car. Then, eliminate the biker across from you as he hides in the carriage up high.

The entrance to the next area is below—through the empty carriage. Run down

the hill with your barrels ablaze and go through the car to meet up with your “friend.”

McVicar to the Rescue

Tasks

- Find Spider



MAP LEGEND

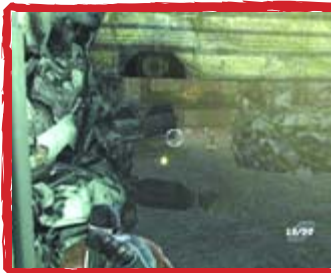
- 50 Starting Point
- Loose Ammo
- Armor
- Exit
- Money



Just as Young Buck said, McVicar shows up to lend a helping hand...for free! Don't look a gift horse in the mouth; get to work on the bikers while McVicar runs ahead. Follow behind him and clean up whatever he missed. If he's taking fire from more than one person, even the score by taking on one of the two.



Climb the stepped cars to the left. The top of the car stack leads to a small bridge with a few g's and some armor. Pocket the cash, don the armor, and help McVicar below. Snipe enemies on the ground and in the cars across from you.



Hop down from your ledge and follow McVicar farther down the junkyard. Empty the run-down car ahead of all bikers, then turn left and take cover behind the large yellow crane.

2 CENTS

Behind the crane are a jacket and some cash. Grab the cash first, but as always, leave the jacket until you absolutely need it.



Run over to the car you just cleared and counter-kill any bikers between you and the car. Take a position behind it and watch as McVicar advances down the junkyard. Continue to watch his back; plenty of enemies try to sneak up on him.

Periodically check your flanks for any oncoming fire. These bikers may sound like stupid racist hillbillies, but they aren't—they're tactical racist hillbillies. They retreat to cover when fired upon, strategically flank you, and even sweep around behind you when possible.



Follow McVicar around the bend in the junkyard path until you reach the wall of cars on your left. Approach it carefully to avoid getting shot in the back, and prepare for a firefight.

Firefight!

Tasks

- Find Spider
- Find Doc's special ingredients
- Unlock the chop shop
- Activate the lift to the meth lab

MAP LEGEND

- 50** Starting Point
- Box of Ammo
- Weapon
- Armor
- Primary Task
- Secondary Task
- Exit
- Grizz Medal



Chapter 8: Spider Webs



The next section of the junkyard is bordered by a few empty subway carriages starting at your immediate left. Use them to stay protected while picking off enemies.

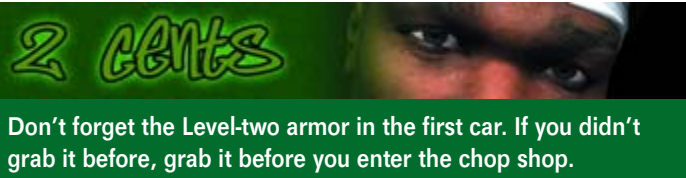
Start by making a sharp left into the first carriage. Cut loose on the bikers inside and check the area outside for anyone else.



Behind you is a Level-two flak jacket. Leave it behind (unless you are completely out of armor) and move into the next wagon. Drop all oncoming bikers and watch McVicar as he wreaks havoc outside.



Sneak along the junkyard perimeter by hopping from carriage to carriage. Stop only to reload and get a better view of the action outside. Patrol the junkyard until you take down 10 enemies and the door to the chop shop opens.



Don't forget the Level-two armor in the first car. If you didn't grab it before, grab it before you enter the chop shop.



The chop shop opens up and unleashes three more bikers—one large grizzly biker and two small skinheads—on you and McVicar. Take out the two who rush out, and charge in to counter-kill the last biker inside the chop shop.



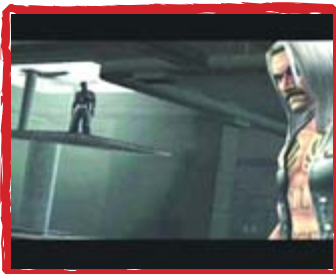


With the chop shop clear and the junkyard a bloody mess, grab Doc's special ingredients from the rack at the back of the room, activate the lift, and hop on; there's one thing left to do...

Squash Spider

Tasks

- Find Spider

MAP LEGEND**50** Starting Point Ammo Crate Armor

Spider doesn't take kindly to your visit. His meth lab is as volatile as he is, so don't get too close to the fires or explosives.



The chemicals in the meth lab are highly flammable, so stay in the area near the wall to the rear of the meth lab. If you fight near the chemicals, or the chemical fire, you risk taking mad damage.



Having introduced the G Unit to the world, 50 continues to recognize fresh talent. Most recently, 50 discovered a young emcee by the name of Spider Loc. Dubbed the "West Kept Secret," listen for Spider on track five ("It Is What It Is") of Tony Yayo's recent album, "Thoughts of a Predicate Felon."

Chapter 8: Spider Webs



Immediately dive to the right. Continue to retreat to the safety of the back wall. Lean against the shelf opposite the wall and take aim at Spider's head.

Switch weapons to something with high accuracy, like your gat. When

you have Spider's head in your sights, lean out and unload.



After a volley of bullets, Spider comes charging at you. Redirect him by firing a few more shots at him from around the corner. Let him take cover behind a nearby table and leave your shelf to get a better line of fire.



Crouch to aim between the shelves, and let your reticule home in on his head again. Once it's pulsating red and white, unload on him and he goes down.



Spider doesn't want to cooperate; instead he taunts you while teetering on the brink of death. You notice that he sports the same tattoo that you spotted on K-Dog back at the safe house, but when you ask him about it, he answers with a smartass comment.

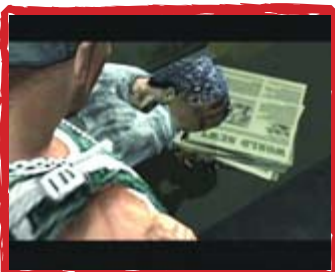
The meth lab explodes and sends you and Spider flying in opposite directions. Spider nearly escapes, but blast him again and he finally goes down. He never gave you a straight answer to your question about his tattoo; looks like you have to take the tattoo to someone who might know what it is...

CHINESE TAKE OUT

In My Hood



The subway dumps you off at your hood. Replenish your armor if you're running low and purchase some meds from Doc. When your medicine cabinet is well stocked, visit with Booker to inform him of possible incoming traffic to the area, courtesy of you.



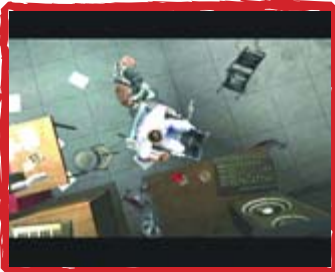
Fresh Ink Right Off the Bone

Tasks

- Locate the address in Spider's notebook
- Show Spider's tatt to Bugs



Take the tattoo to Bugs; he's got to know something. Luckily, he immediately recognizes the pattern from having seen it on Wu-Jang, a local crime lord who runs a Chinese joint in the NYC; go pay him a visit to continue your investigation into K-Dog's death.



Aren't Ninjas Japanese?



Wu-Jang's joint is heavily guarded. You must exercise your ninja skills and sneak up two flights of stairs, past several guards, and into Wu-Jang's office. Don't get spotted or your ass is theirs.

Quiet Grassheppa

Tasks

- Find Wu-Jang
- Avoid being detected by Wu-Jang's gang
- Find Wu-Jang's Recipe Book



Creep out from behind the stack of boxes and sneak into the next room. Keep your eye on the patrol as he walks out of the kitchen and into the storage room. He leaves the room with his back to you, so don't worry about him suddenly turning around.



Let him wander into the next room and grab Grizz's medal from atop the cabinet on the right. After pocketing the medal, slink into the room the patrol entered.

Chapter 9: Chinese Take Out



MAP LEGEND

- 50** Starting Point
- ! Primary Task
- ! Secondary Task
- \$ Money
- ★ Grizz Medal



Stay crouched and lean against the wall to the left of the door to the next room. Wait until Wu-Jang's guard doubles back into the room you are in; when he does, sneak up behind him and stealth kill him.

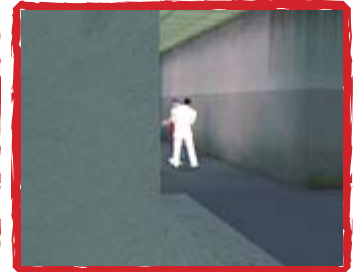


If you are spotted or your footfalls drop too loudly, the guards come down on you hard—and they call backup from all over the restaurant.



Return to the storage room and slowly go up the stairs. Stop at the junction between the two flights and listen in on the conversation above you.

Fight the urge to enter the conversation about collectible comics; instead, wait for the two men to shut up. When they do, slink up the next flight of steps and make sure the comic collector never speaks again by slicing his vocal cords.



Make a left and continue moving up. Wu-Jang's office is on the next floor; don't let all your sneaking go to waste by foolishly rushing toward his door like an excited little schoolgirl.

Slowly tiptoe higher up the steps until you see two men on your left. Keep your eye fixed on them as you creep past, toward the door with the two statues. If you stand up before you enter, you alert the guards and ruin your secondary objective.



Do *not* attempt to stealth kill either of the two guards; they are much too close to each other to keep your stealth objective. Go into their room, and you're askin' for it.

This Ain't Piker, So Don't Bluff

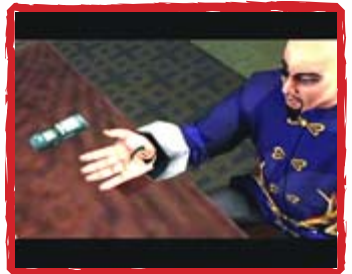
Tasks

- Find Wu-Jang
- Kill Wu-Jang
- Destroy evidence in the security room
- Find Wu-Jang's Recipe Book

Chapter 9: Chinese Take Out



- MAP LEGEND**
- 50 Starting Point
 - Loose Ammo
 - Box of Ammo
 - Ammo Crate
 - Weapon
 - Armor
 - Primary Task
 - Secondary Task
 - Money



You find Wu-Jang chillin' in his office, up to no good. After denying his association with K-Dog, he sets his guard loose on you while he escapes.



Wu-Jang's office is small, so don't use traditional mid- to long-range combat. Get in close and mix it up. Counter-kill Wu-Jang's guard, then go into the next room and grab the keycard and cash on the table.



Check the bookshelf in the room and fulfill your bonus task by pocketing Wu-Jang's recipe book. Counter-kill any meddlers on your way out of the office and give chase to Wu-Jang.

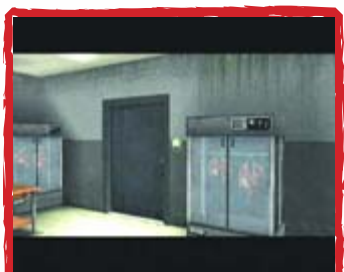
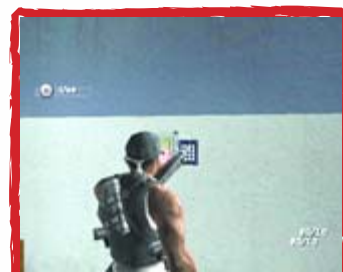


Go back down to the second floor and barge into the storage room on the left. Execute the sentries inside, and use the keycard to gain access to the security room.

Inside the security room is a wealth of paper, ammo, and armor. Grab what you want, and equip whatever you may need, then cut loose on the surveillance equipment. Blast everything in sight until it's no more.

This is 50 Cent

Recent rumors exposed alleged surveillance kept on Fiddy by the head of an ominously named rival record company. The purpose behind the alleged surveillance is anyone's guess, but the fact that Fiddy doesn't leave home without a vest indicates what he thinks of it...



Through the smoke and haze of the burning equipment, you see a small red light on the wall. Use the switch on the wall, and the door on the bottom floor unlocks.

Rush down the stairs and clean the kitchen of any of Wu-Jang's remaining men. When the kitchen is clean, go through the now-open door.



At the bottom of the stairs is a room full of Wu-Jang's men. Inch to the edge of the wall on your right and peer around the corner to scope out the enemies' positions. If one of the guards gets brave, knock him down a notch with your gats.

Chapter 9: Chinese Take Out



Use the pillars in the room as cover while you peep out to blast some lids off. Against the back of the room is the elevator door. Go there.



When Wu-Jang's men are down, check the shelf against the wall on the right. Grab the vest and reload on ammo, then call the elevator, which takes you to the parking garage.

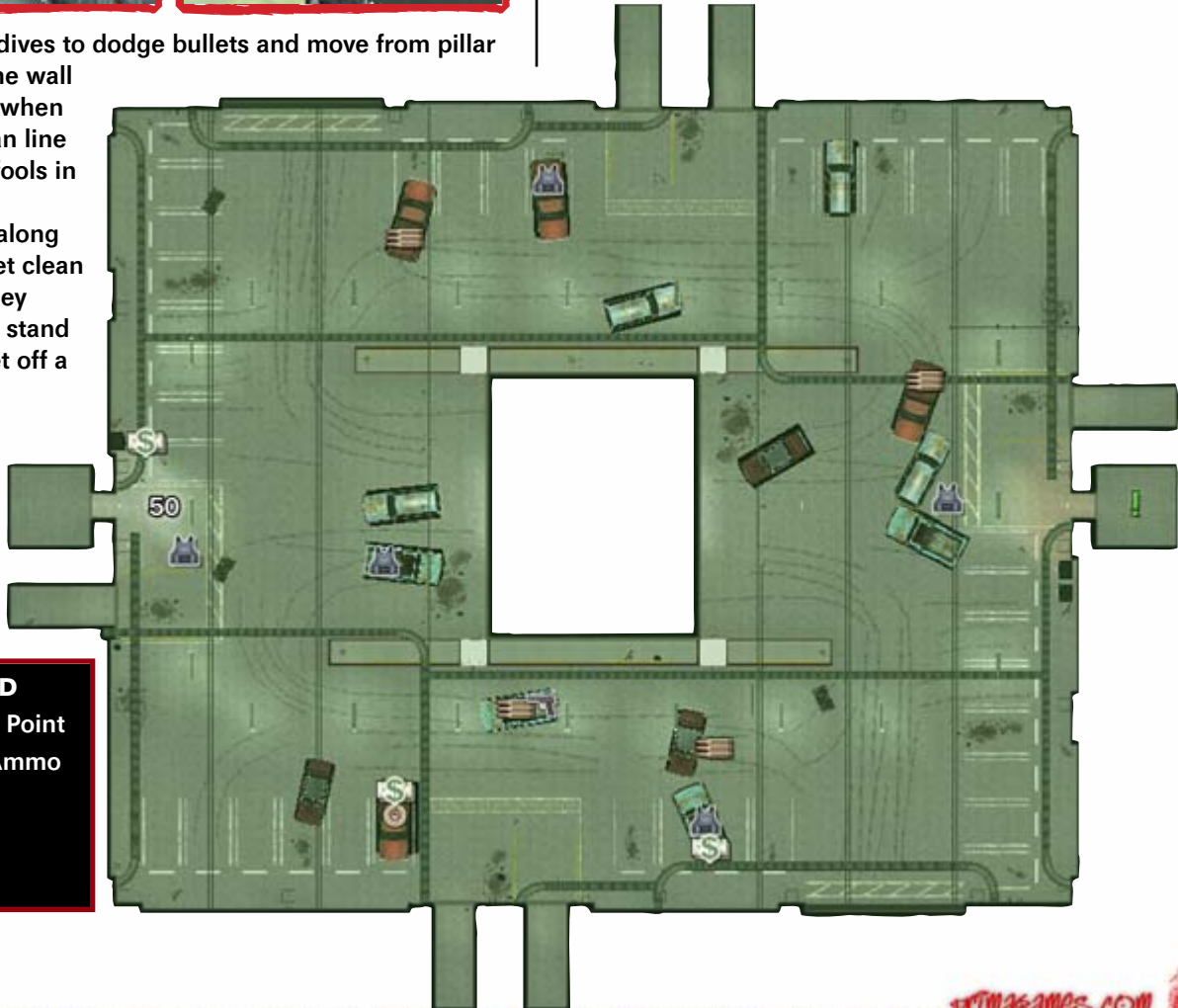


Use tactical dives to dodge bullets and move from pillar to pillar. Hug the wall and take shots when you have a clean line of sight. If the fools in the room keep moving, move along with them to get clean shots. When they slow down and stand in one place, let off a hail of bullets.

Everybody Wu-Jang Tonight







Tasks

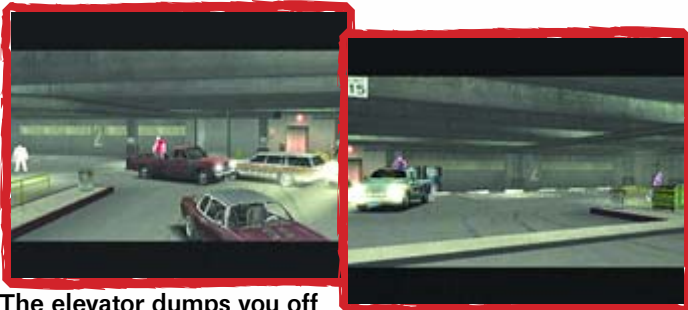
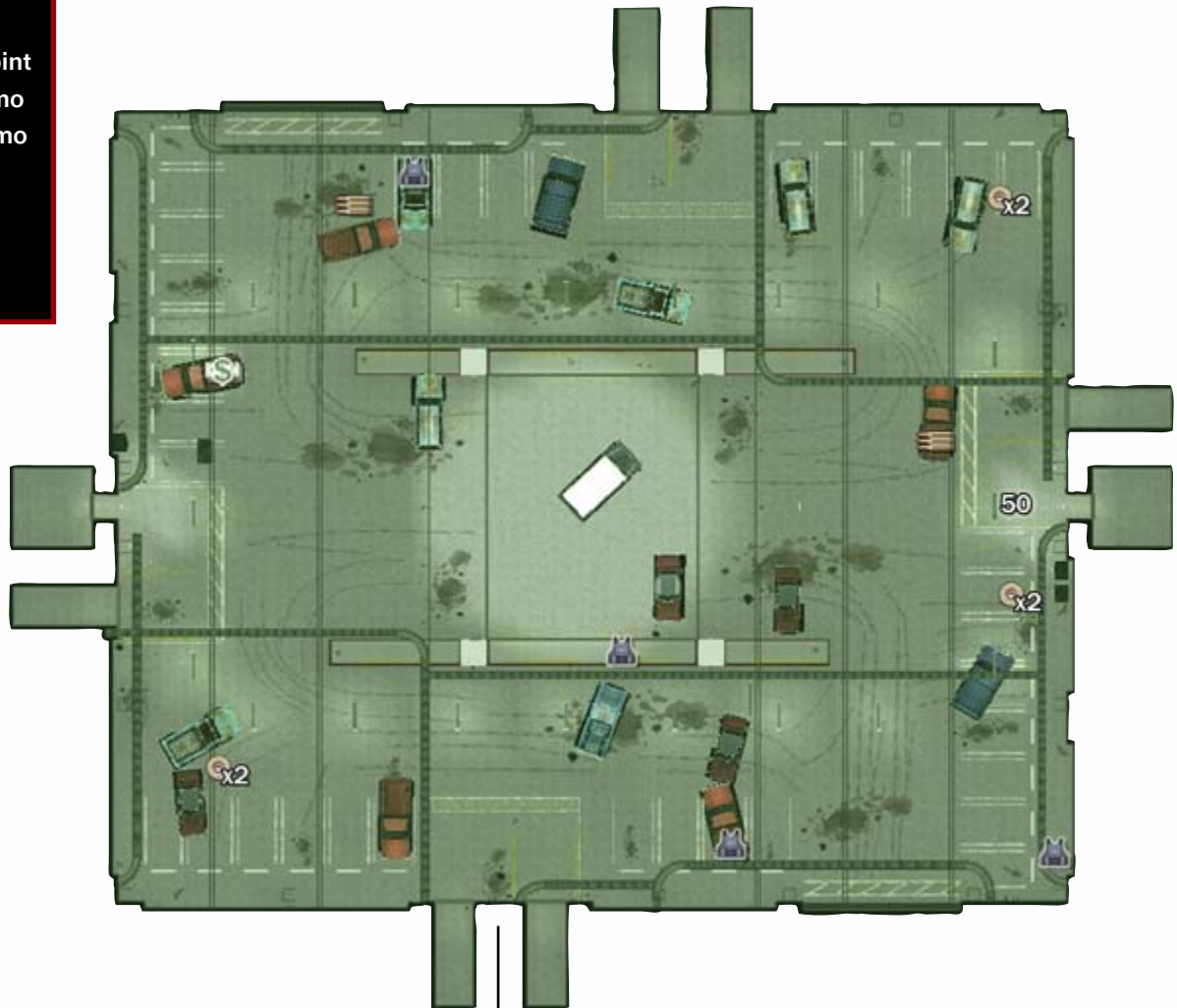
- Find Wu-Jang
- Kill Wu-Jang



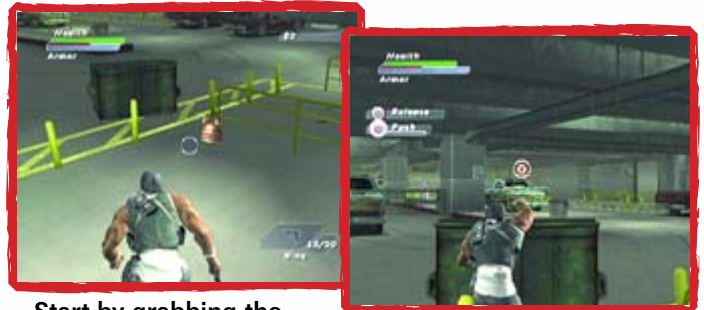
MAP LEGEND

- 50 Starting Point
- Box of Ammo
- Armor
- Exit
- Money

- MAP LEGEND**
- 50** Starting Point
 -  Loose Ammo
 -  Box of Ammo
 -  Weapon
 -  Armor
 -  Exit
 -  Money



The elevator dumps you off into the waiting arms of Wu-Jang's lackeys. The entire floor is loaded with them, and you must reach the parking garage's opposite side.



Start by grabbing the Level-two armor to your right. Crouch to go unseen, and grab the trashcan for mobile cover. From behind your mobile cover, carve a hole through the men on the right of the garage floor.

Chapter 9: Chinese Take Out



Target the sentries' heads and drop them with single shots—you're going to need the practice for your battle with Wu-Jang.



Maneuver your trashcan toward the cars blocking the way on the right. Eliminate any resistance on the other side of the vehicles and then hop over the vehicles. On the other side is another trashcan; grab it and get to work.



Empty the area near the elevator door of any enemies and nab the cash in the back of the truck.



While in the parking garage, check the truck beds for armor, cash, and ammo. Don't waste any power-ups when you're surrounded on all sides by enemies—a vest could be the difference between life and death.



After you massacre everyone on this floor, the elevator at the rear opens up. Three more of Wu's men pour out for one last fight.

Cut them down with Old Vet and clear the way to the now-available elevator.

Check the floor for leftover armor and ammo before going into the elevator. When you're sufficiently stocked up, hit the button on the elevator panel, and prepare to meet with Wu-Jang.



Upon exiting the elevator, make a left to grab a vest (in case you used up all the ones from the previous floor). Sneak back to the SUV just outside the elevator door and get to work on the men in the garage.

Stay behind the safety of the SUV and alternate between the vehicle's left and right sides. Lean out to drop incoming enemies and lean back to reload.



After slaughtering enough of Wu's cronies, Wu-Jang comes out to play. He's not foolish enough to approach you with a piddly little nine, though; he packs major heat. Meet Big Smokey.

Nobody Was Kung-Fu Fighting

Tasks

- Kill Wu-Jang

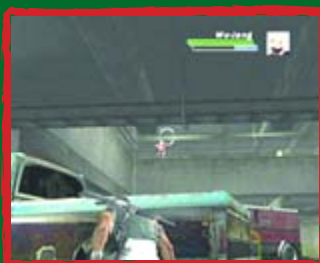


Deal with Wu-Jang the way you dealt with Spider—aim high. Stay ahead of Wu-Jang at all costs. Big Smokey has the power to kill you with one shot, so don't stand still for too long.

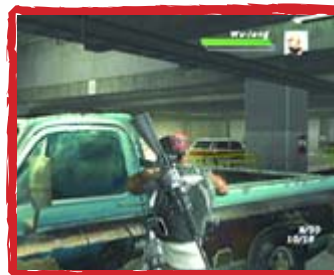
Keep on the move, and stop only to find cover. Once you do, take a few head shots at Wu and start moving again.

2 CENTS

Don't stay close to the center too long. Aside from being spotted by Wu, you risk taking shots from enemies on the level above. If you fire back, you give Wu-Jang your position.



Circle the parking garage as you get out of Wu-Jang's sight. Creep between cars, hug pillars, and use tactical diving whenever possible. The farther ahead of Wu you stay, the safer you are.



Use every bit of the garage as protection. Cars, trucks, pillars, and wall niches all provide excellent vantage points with suitable cover.

After a few well-placed head shots, Wu-Jang drops like a ton of bricks. Grab Big Smokey and sack the back of his van for some much-needed cheddar.

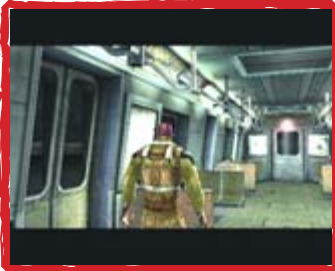


Though not a major crime lord, 50 has served time. 50 was arrested at an early age for possession of illegal substances. This however, would not be his final run-in with the law.

Chapter 10: Hijacked Subway

Hijacked Subway

New York Underground



Rather than getting back to your block, the subway tram taking you home is hijacked. The mysterious masked men took control of the lead car and, like a summer blockbuster gone wrong, set it loose at high speed with no one at the controls. As the subway cars careen to certain doom, start moving toward the lead car. This detour is a dangerous one.

As the subway cars careen to certain doom, start moving toward the lead car. This detour is a dangerous one.

Everybody to the Front!

Tasks

- Get to the subway engine car
- Protect innocent bystanders



Approach the door ahead at an angle. When you near the door's sensors, it automatically opens and exposes you to anyone behind it—approaching it at an angle allows you to see beyond the door once it's open while maintaining minimal visibility to your enemies.



MAP LEGEND

50 Starting Point

Armor

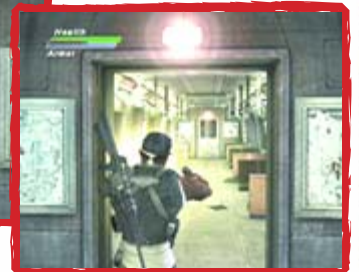
Primary Task

Hit Da' Switch

Press your back to the subway car's wall and peer into the next carriage. When one of the two guards leaves, sneak inside and stealth kill or counter-kill the other.



Wait for the first guard to return and ambush him as he walks past the door. Check your fallen foes' wallets and inch closer to the next car.



Again, press your back to the wall for cover. Lean out and activate the door to get a peep on the situation in the next car.

With a clear shot at the sentries inside, unload a few clips, and clear the car ahead of any possible headaches.

2 CENTS

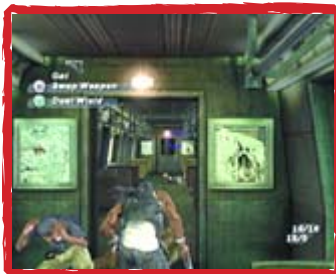
The subway car doors make a very distinct sound when they open. Use this to know when someone enters through a door you might not be watching.

2 CENTS

Because the subway cars are small self-contained areas, clearing one leaves the immediate area safe. Check every slain enemy for money and shins.



Continue pressing up the cars, taking head shots whenever possible. If there is more than one enemy crowding a carriage, switch to a weapon with a higher rate of fire, like an AK or Old Mac.



As you near the engine car, you encounter innocent bystanders. Kill any enemies near them, then take a position between them and the enemies farther away—you are wearing a bulletproof vest, they aren't. To save the bystanders and fulfill your secondary task,

you might have to take a bullet or two for them.

Stay near the innocent passengers until the cars ahead and behind them are clear. Since the cars are small, use close-quarter combat whenever possible. Take hostages and counter-kill any enemy who gets too close. After helping the hostages, battle your way to the last car.

Subway Inferno

Tasks

- Find the locked subway exit

MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Ammo Crate
- Weapon
- Armor
- Exit
- ? Blast to Pass
- Money
- ★ Grizz Medal



Chapter 10: Hijacked Subway



You make it to the lead subway car...just as it comes crashing into the subway station. The cars jackknife and explode into a hellish burning pile of metal. You must fight your way through hell and find the subway exit.



The burning rubble in your way keeps you from proceeding. Hop inside the first (to your left) and go through it to circumvent the wreckage. Come out the car's far right door, and sneak into the next subway car on your left.

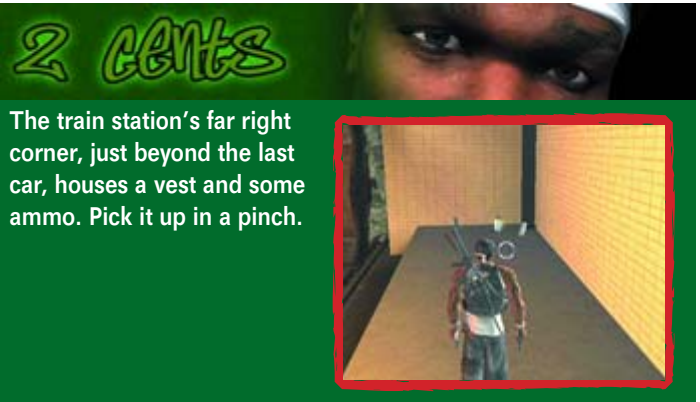


The inside of the second subway car provides a great view of the action outside. Patrol up and down the car, and take out as many fools as possible through the windows.

Eventually, they come running into the car after you, but not before you've whittled down their ranks. Use head shots when scoping in on them from afar, and switch to high-powered weaponry when they close in on the windows.



Exit the car and take position at the outside edge of the car's end. Lean right and scope the station's passenger area. Aim at the villains near the turnstiles and let 'er rip.



The train station's far right corner, just beyond the last car, houses a vest and some ammo. Pick it up in a pinch.



Shuffle over to the station's passenger area and hop up the large step. Rush over and hug the pillar. Up the steps behind you is the locked subway exit.

Between you and the exit, however, is a small army of masked men. Pick them off from behind the pillar one by one.

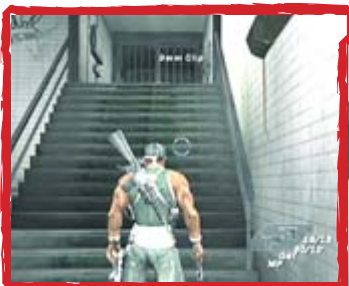


If you run out of ammo, hurdle over the turnstiles to your left and refill at the ammo crate in the corner. When you're locked and reloaded, hop back over the turnstiles and resume your covered position.



Occasionally, an enemy will muster up some kahones and bum-rush you from around the pillar. When he rounds the corner and gets too close for comfort, take him hostage and use him as cover while you lay down the assault on his buddies.

With the coast clear, leave the station passenger area and trek to the very first busted car (it was immediately to your left at the level's beginning). Hop inside and nab Grizz's medal.



Return to the passenger area and climb the steps on the station's far left corner. Blast the lock off the gates atop the steps and go through the exit.

Yayo, You Da Bomb

Tasks

- Find the steel doors
- Find three pieces to construct a bomb
- Call Yayo to help construct the bomb
- Place bomb on steel doors



The following area is a series of complicated tunnels leading deeper into the subway and sometimes into themselves. Just as you enter the tunnels, Grizz sends you subway schematics.



Make a left into the tunnels. Slowly creep along the wall's edge until you reach the end of a long passageway. Scan the passage ahead and sneak a quarter of the way up until you reach another tunnel on your left.

Enter the left tunnel and follow it as it sweeps around and back into the long passageway. Drop the unsuspecting guard in the long passage, and make a left into the long passageway.

Chapter 10: Hijacked Subway



MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Weapon
- Armor
- ! Primary Task
- Exit



Follow it until you're forced to turn right, into a dead end. On the shelf to your left is the first piece required to build a bomb. Grab it and retrace your steps through the passage. Take position at the first left corner you encounter and scan around the edge for enemies.



Step away from your corner and creep down the catwalk. Aim above and to the right, and take out the lone sentry guarding the area atop the stairs ahead.

Continue across the walkway toward the stairs on your right, and go up.

Immediately to your right atop the stairs is the second bomb piece. Snatch it and go back down the stairs.



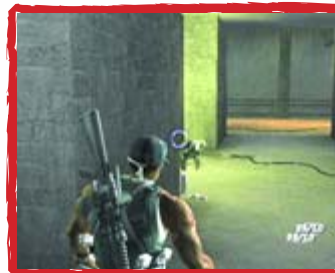
Turn into the right tunnel at the bottom of the stairs. Follow it until you reach a long hallway that is similar to the previous one. This time, equip two weapons with a high rate of fire, such as your MPs, and charge up the hall, shredding through the group of enemies at the end.



If you run out of ammo as you charge or get a wrong angle on them as you approach, simply duck into one of the tunnel entrances on your left for a respite. The left tunnel, like the other long passageway, serves as a small detour and is linked to the long hallway at both ends.



The tunnel leads to another small alcove, which contains the last bomb piece. Stash it and backtrack to the stairs at the passageway's end.



Go up the steps again and turn left. Execute the guards in front of the steel doors and approach the doors. You must blow them up, but you don't know how to build a bomb. Page Yayo and he sends bomb schematics. After a quick review, place the bomb on the door and step away before it detonates.



Sneak past the smoking doorway and make a right at the hall. Creep right around the wall until you get the masked behemoth's attention. Pounce on him as he charges you and counter-kill him.

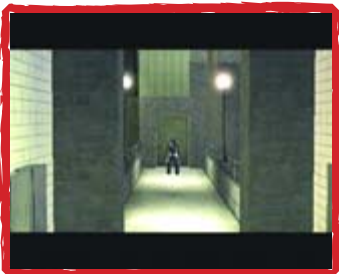
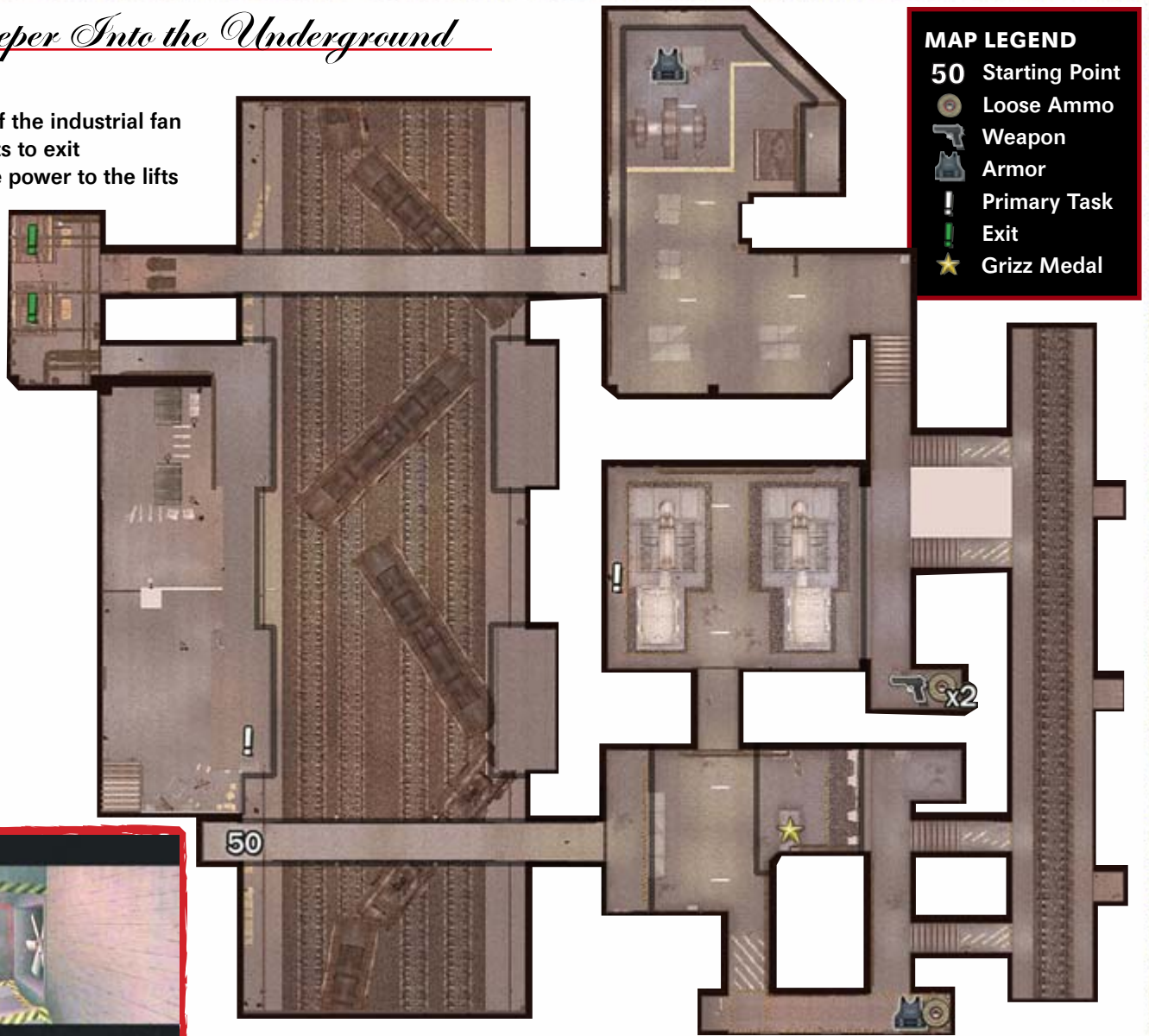
As the bloody behemoth lies lifeless on the floor, sweep back around the other side of the wall (backtracking past the smoking doorway) and take out his little buddy. With the two goons down, the door to the next area is clear. Climb the steps and go inside.

Chapter 10: Hijacked Subway

Deeper Into the Underground

Tasks

- Turn off the industrial fan
- Find lifts to exit
- Restore power to the lifts



The door opens up into a long walkway leading to a set of rooms. At the walkway's far end is a power generator room to the left; to the right is the large industrial fan. There is nowhere to run or hide on the walkway, so you *have* to power through.



Regarded by many as 50's greatest album, *Power of the Dollar* went unofficially unreleased. The album amassed a huge underground following and is just now making its much-deserved presence on the popular market.

The album's greatest benefit to 50, though, was the buzz it created in the New York rap scene with hits such as "You Ain't No Gansta" and "How to Rob," which consequently solidified 50's name as a talented emcee.



Charge ahead with your gun blazing. Cut down the lone sentry at the walkway's end; slowly creep to the platform's edge and check the area beneath.

Back away from the edge to keep enemies from getting

clean shots at you and rain death from above. Concentrate on the entrance to the left and mow enemies down as they enter the room below you. Hop down the platform when the room beneath is clear.

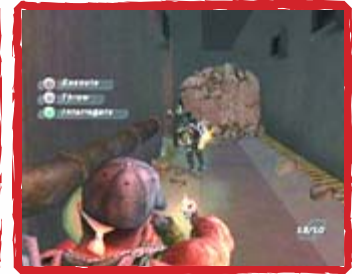
411

There is a Grizz medal waiting atop the equipment in the area below. It's impossible to grab from the room below, so ignore it for now.



Sneak into the room on your left and eliminate any leftovers inside. There shouldn't be more than one or two, so counter-kill one, and shred the other.

Behind the generator on the left is a glowing red switch. Hit it to shut off the fan, then backtrack into the room you were just in.



On the room's other side, past the equipment on your left, is an incline leading to the now-shut-off fan. Slink up the incline and wait for one of the three guards to come rushing around the corner.

Take the first enemy hostage and blast one of the other two while your hostage absorbs their bullets. Push your hostage closer to the third masked man until you're within grabbing distance, then toss your hostage out of the way and counter-kill the third guard. As your hostage runs away, either grab him again and execute him, or gun him down.



Grab the armor by the rubble, and round the corner to the left. Hop out the window to your left and land on the pipe running along the wall. Walk across the pipe to the that Grizz medal you couldn't reach earlier—it's atop the equipment.

Chapter 10: Hijacked Subway



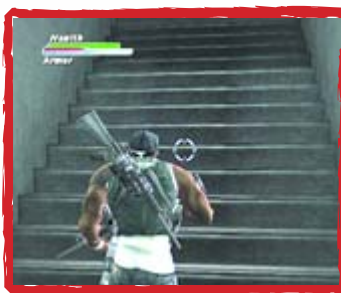
Go up the incline by the fan again, and continue past the window. To the right are two sets of steps leading to the subway tracks.

Wait for a subway train to come screaming by, then dash up the tracks to

the alcove on the right. Again, wait for another train to pass; this time, sprint up the tracks toward an alcove on the left.

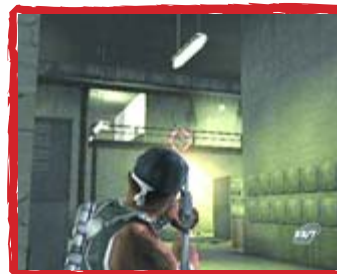


Don't get brave, kid. If you try to run directly from the bottom of the steps to the second alcove on the left without hitting up the first niche, the train will run you down.



Climb the steps in the second alcove and make an immediate left. Around the corner is a sawed-off shotgun and some shells. Grab them, but don't equip the sawdy just yet—a long-range weapon is more effective in the next room.

Backtrack past the steps you came through and go down the stairs at the hall's end. Hug the corner and scope the room around the edge.

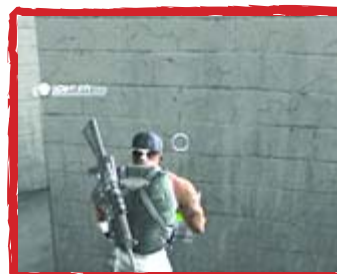


Use Old Vet to take out the guards in this room from your covered position. The fools on the walkway above come pouring out when they hear the commotion; Old Vet is perfect for cutting them down from a distance.

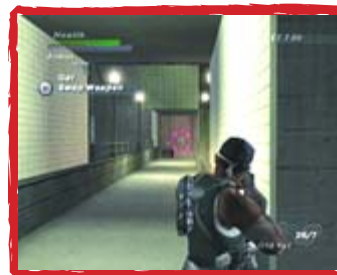
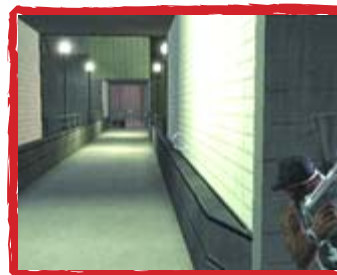
The area below also has a few syndicate cronies. Drop them like bad habits, and creep out into the room.



If you don't have Old Vet with you, use a similar high-powered weapon with long-range accuracy.



Quietly sneak past the guards by the equipment, and call the lift on your left. Ride the lift to the walkway above and snipe the enemies below as you navigate the walkway ahead.



Follow the catwalk until you reach the long passage leading to the lifts on your right. From the corner, use Old Vet to drop the enemies you see.

Creep up the passage with your reticule trained at the center between the two lifts; blast any enemies foolish enough to come into the passage.



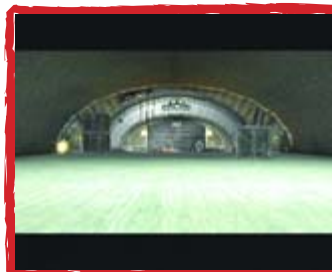
Run into the room containing the two lifts and clear out any enemies that didn't come out to play. The lifts are powerless.

Leave this room and go into the hallway at the lift room's left. Follow it along until you reach a wall with a large power console at the end. Flip the switch, and return to the lifts. Hop on one of the lifts and ride it all the way up.

And Another One

Tasks

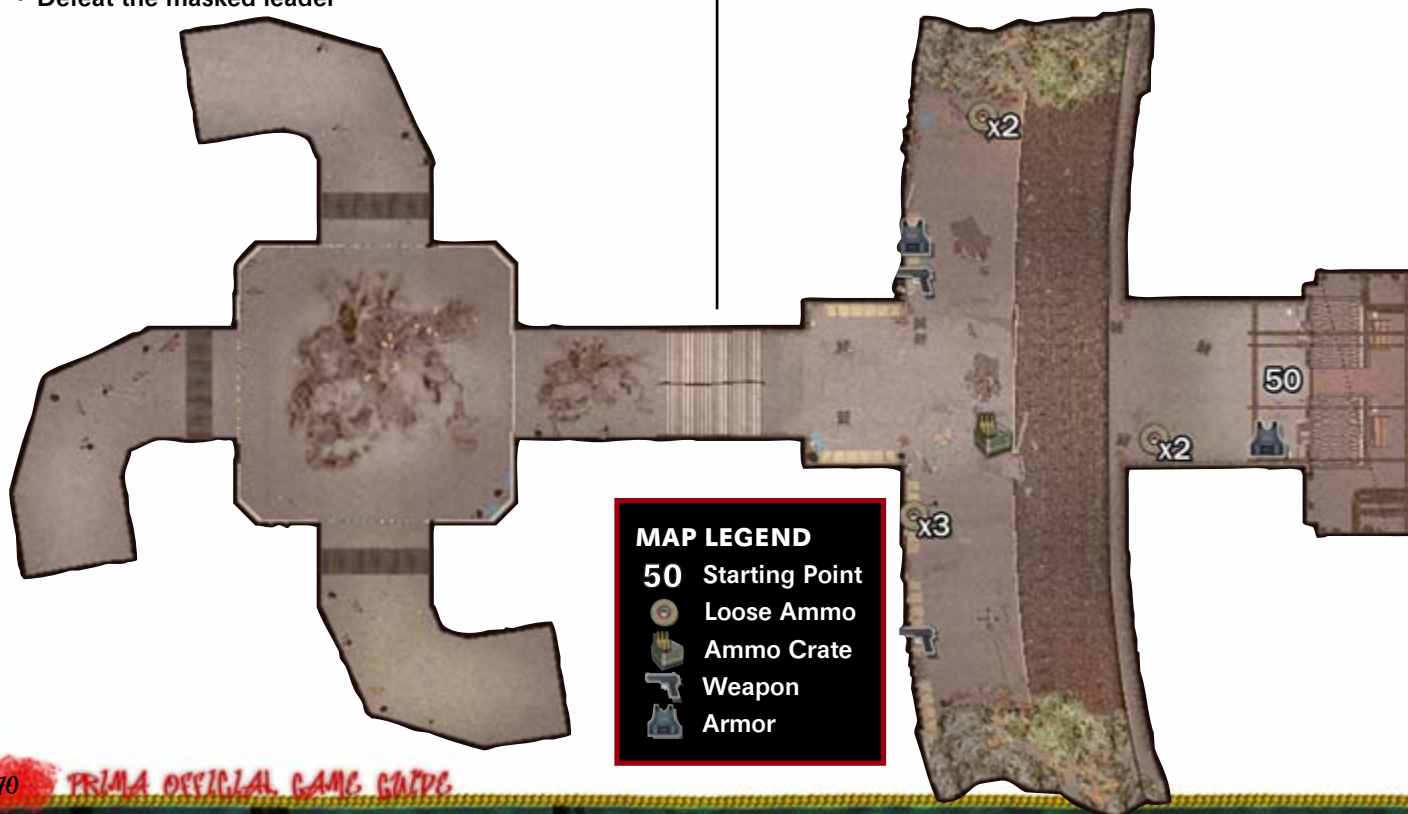
- Defeat the masked leader



As the lift stops moving upward, a masked mob greets you. As they roam around the rubble on the train tracks below, your elevated position atop a platform grants you a tactical advantage; use it.



Take cover behind the wooden crates and whip out Old Vet (if you don't have it out already). Concentrate fire on the enemies farthest from you, since they have a better line of sight on you.



MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Ammo Crate
- Weapon
- Armor

Chapter 10: Hijacked Subway

Move from side to side, eliminating miscreants in the distance. If you stay behind a crate for too long, they blast it to pieces and eliminate your cover. Instead, move from crate to crate, distributing the damage equally among all of the boxes and your armor.



Don't let up on the enemies in the distance. If your armor starts to wear down, grab the Level-two armor on your left and continue your assault.

Eventually, enemies start to creep closer. Shoot the explosive barrels off the

platform to detonate them on top of any enemies at the lip of your platform.



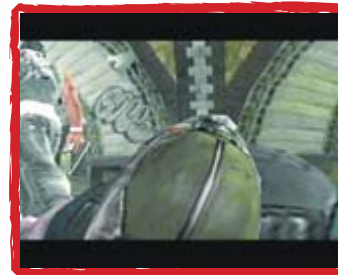
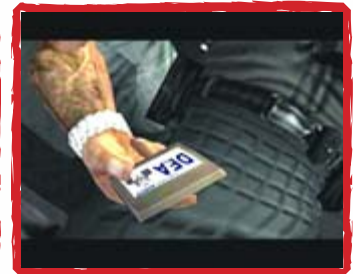
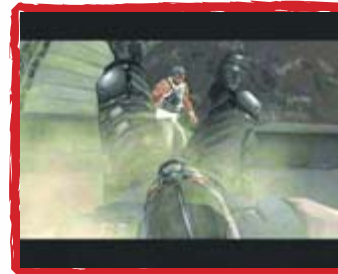
The more you wear down the masked leader's defenses, the more aggressive enemies get. They pour in from either side of the platform and charge you. Drop them and take aim at the masked leader.

Blast away at him as you hop down from your platform, and attack the masked leader on his level. As you move about the rubble, cycle between head shots and barrages from your high-powered weaponry.



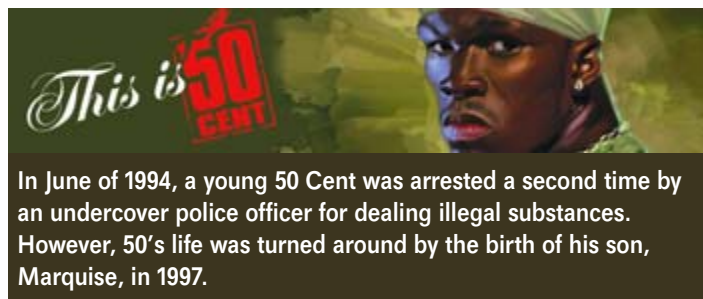
Grab the Level-two armor amidst the rubble and take cover behind the wreckage. Take head shots at the masked leader as he thrashes about the subway station, and move from rubble to rubble.

Stay ahead of him while capping him upside his dome, just as you did with the other bosses. Eventually he comes crashing down.



After laying the masked leader on his back, you search his body for proof of who he is or who he might be working for. Be careful what you wish for, because you find an answer to both questions.

The masked leader was Gabe Spinoza...of the DEA. You just gunned down a federal agent, a crooked one at that.



In June of 1994, a young 50 Cent was arrested a second time by an undercover police officer for dealing illegal substances. However, 50's life was turned around by the birth of his son, Marquise, in 1997.

NOT what, who!

In My Hood



Back at home you call on the services of Moet and Chandon. All the recent events are tiring, and you've had little time for rest. They stop by to help...um, *relax* you.

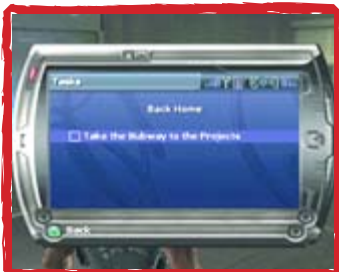
Unfortunately, the only timing McVicar has is bad timing. He crashes the party to cash in on a favor you owe him. Learning K-Dog's whereabouts earlier didn't come cheap...



A Dirtier Cop

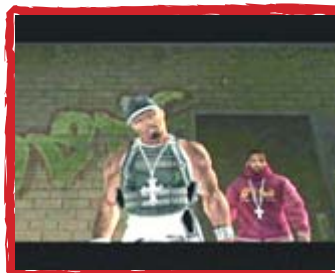
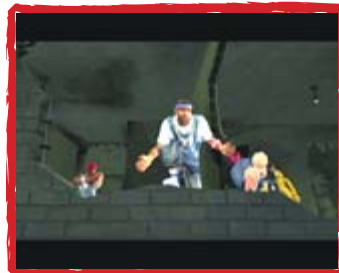
Tasks

- Take the subway to the projects



Your mission is to visit one of McVicar's "old friends" and make sure he doesn't turn on McVicar. Start by grabbing Old Vet and your Mac from your weapons rack (or buy them from Grizz), then take the subway to the projects.

The Ruins of Petra



Petra was a corrupt cop with some incriminating evidence on McVicar. It's up to you and Yayo to get the evidence from Petra.

Petra now resides in the projects and hides behind the protection of hardcore street thugs. Acting as his personal bodyguards, the fools in the busted-down buildings don't hesitate to try and bring you down.

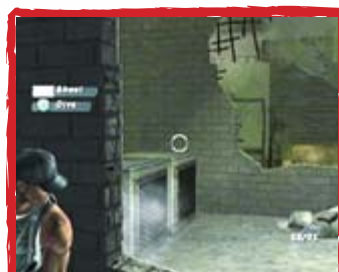
Ghetto Labyrinth

Tasks

- Get across the makeshift platform

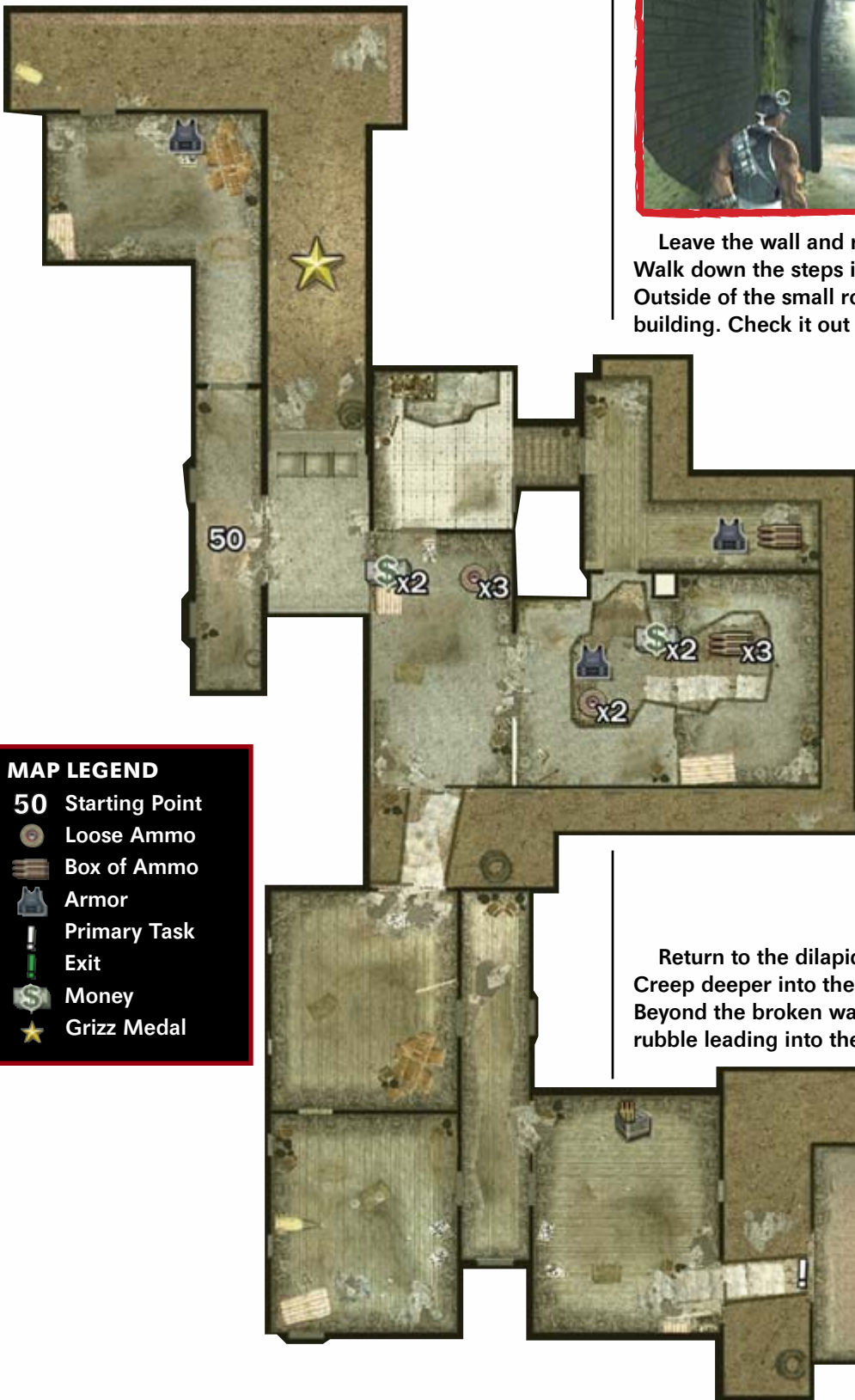


Petra's men hit hard. Double-fisting Macs, gats, and high-caliber weaponry, they charge at you with a suicidal rage. Unfortunately, they are also good shots, which means that you are usually going to be pinned down until Yayo can help you out and vice versa.



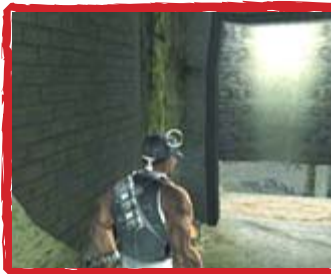
As they cut loose on you, dive out of the way of their fire and take cover behind a nearby wall. Help Yayo cut down Petra's men before proceeding.

Chapter 11: Not What, Who!

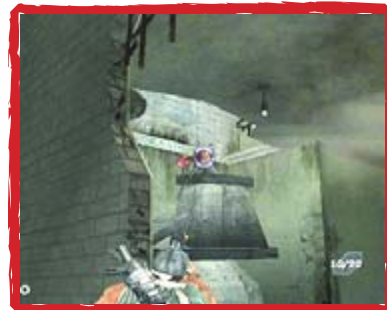


MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Armor
- Primary Task
- Exit
- Money
- Grizz Medal



Leave the wall and run through the doorway on the left. Walk down the steps into a small room and grab the armor. Outside of the small room is an alley leading behind the building. Check it out to find a Grizz medal.



Return to the dilapidated building and back up Yayo. Creep deeper into the ruins and gun down all interlopers. Beyond the broken wall on the left is a pile of stepped rubble leading into the room above.

411

The path through the building is a labyrinthine collection of rooms, corridors, and makeshift walkways. The maps at the beginning of this chapter detail the level, floor by floor.



Navigate the rubble to the next floor. From the cover of the doorway, clear out the room to your right. Slowly tiptoe into the room and take down the enemies beyond the broken walls.



Blast your way deeper into the ruined building, using the walls and doorways as protection. Take head shots when possible, and double-fist automatics when more than one of Petra's men is in a room.

They drop plenty of shines and skrilla for you to pocket, but don't dig into their jeans while enemies are running about the debris.



Cut through the rooms until you reach a room that has a door leading to an empty hallway on the left. Watch the hallway for enemies and gun them down.



Across the hall is another room with more of Petra's men; clear the room from the safety of the hallway and go inside.



Walk over to the window on the left and look across the gap. On the wall of the next building is an air-conditioning unit propping up a makeshift walkway. Destroy the AC unit to make the plank fall, forming a bridge to the next building.

This is 50 CENT



50's formative years were spent on the streets of the Queens borough. His success and continued rise to fame was born on those streets; it is that love for his city that has given him the nickname "Queens's Realest Son."

Chapter 11: Not What, Who!

Watch Your Boy

Tasks

- Find and protect Yayo

MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Ammo Crate
- Weapon
- Armor



As you and Yayo traipse across the crumbling building, the floor gives way under Yayo, and he plummets to the debris below. Luckily, he lands safely and is able to continue the search for Petra from the ground floor. He is going to need your help, however.



Sneak into the next room and slay the sniper on the plank to your left. He drops Ghost Dawg, the perfect weapon with which to watch Yayo's back from above.

Pick it up and pick off Yayo's assailants. Clear the way for Yayo as he heads to the next building.



Finish walking across the plank into the next room and turn left. Climb onto the next floor via the debris in the corner. Kill the guard in the room to your right as you emerge.



Enter the hallway on your left and snipe the lone guard at the hall's end. There is nothing on the other end worth picking up, so don't bother going there.



Check the passageway's left wall. The top half has been busted down; two bustas on the other side are taking potshots at your boy down below. Take a clean head shot at the enemy on the right and immediately shred the second with your automatics.



It is critical that you use a clean head shot to drop the first enemy behind the wall—he is extremely well prepared to defend himself and can easily end your mission.

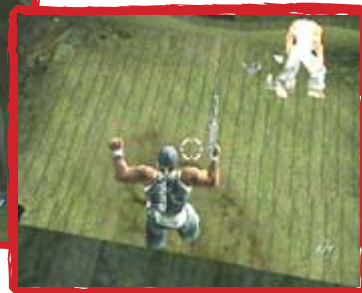


Pay close attention to the first enemy behind the busted wall—he is not your typical Petra goon. An inside joke perhaps? Or maybe he's just another wanksta out to meddle in 50's business...



Hop over what's left of the wall and load up. Take the armor on the canister and reload on ammo. Blow down the boarded-up door to your right and make a right down the hallway.

Turn left into the room at the hall's end and creep up on the sniper inside. Step carefully and quietly so as to keep from alerting him. Strike when you're close enough and run your blade across his gullet.



Cross through the doorway ahead. Through a hole in the floor you see two men firing on Yayo—fire at them through the hole. Drop through the gap, onto their floor, turn around, and sneak back into the room behind their perch. Scope the gaping hole in the wall to your left and stock up on ammo.



Don't get too close to the hole or you risk plummeting to your death.

Chapter 11: Not What, Who!



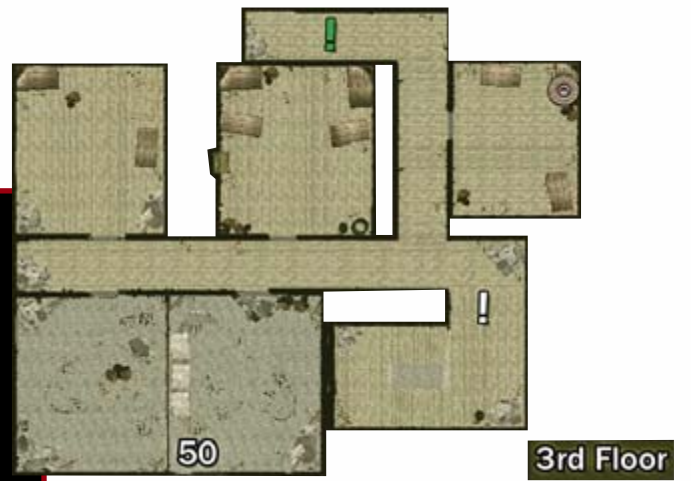
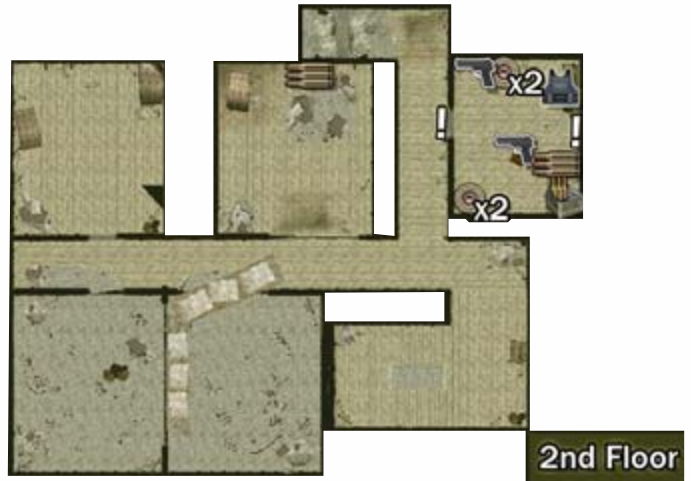
Backtrack to the room you dropped into and peer over the edge. Yayo is caught in an intense firefight with some of Petra's men. Surrounded on all sides, he needs help.

Whip out Ghost Dawg and lend a helping hand. Snipe enemies as they close in on

Yayo from all sides. Let the shells fly until Yayo makes it around to the next building. Once he does, he gets to work on destroying the blockage in the next building, keeping you from jumping across the hole in the wall.



With the wall to the next building blown up, jump from your building into the next. Get a good running start or you're out for the count.



Poor Lil Petra

Tasks

- Find Petra
- Find Petra's incriminating evidence

MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Ammo Crate
- Weapon
- Armor
- Primary Task
- Exit

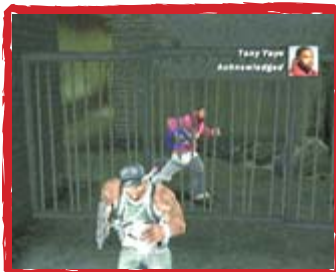


You start off the next section in a position of power, high above Petra's men. Rain down death on the men two levels below until they are no more.

Stay crouched to avoid being a large target, and circle around the entire top floor as you pick them off.



Drop down onto the wooden plank on the level below and steal into the hallway. Creep to the hall's end, toward the stairs on the right. Lean against the corner and eliminate the guard on the steps.



Book it downstairs until you reach a locked gate. There's only one man for this job—call Tony Yayo over to the gate so he can blast it down.



Lead Yayo back up the stairs to the second floor and into the first hallway on the right. Have him bust down the only door in that hallway.

Behind the door are Petra's safe, a Level-two armor, and a heap of ammo. Grab the evidence, stash the cash from the safe, and load up on Ghost Dawg ammo before heading upstairs.

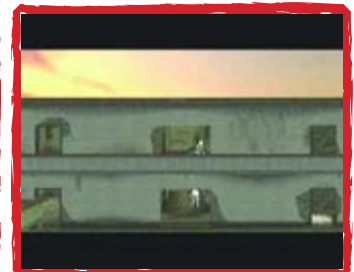


Dash upstairs and allow Yayo to blow down the last gate. Lead your boy down the hall on the left and prepare to meet Petra, albeit from a distance.

Bringing the Heat on Petra




Tasks

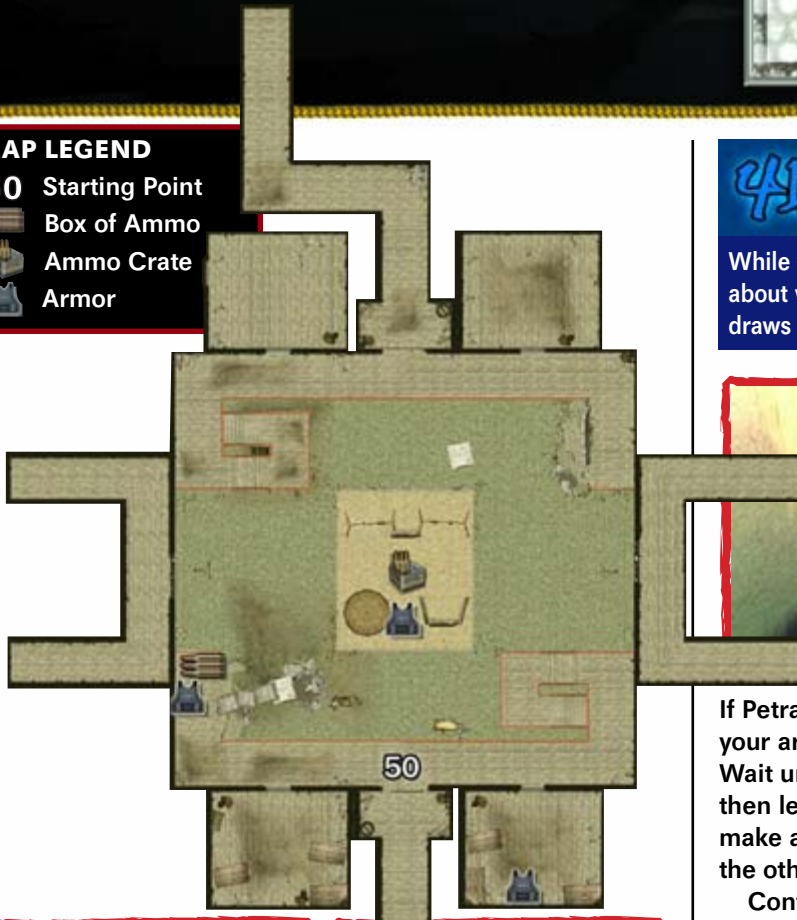
- Defeat Petra



Petra's complex is beyond the hall and across a large gap between the buildings. Surrounded by more street thugs, he patrols the balconies of his edifice. It's a good thing you still have Ghost Dawg, 'cause he would be hard to reach otherwise.

Chapter 11: Not What, Who!

- MAP LEGEND**
-  Starting Point
 -  Box of Ammo
 -  Ammo Crate
 -  Armor

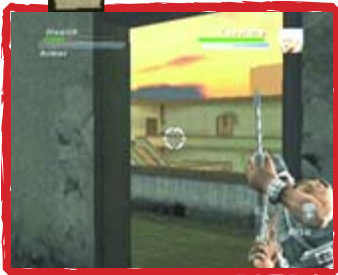


411

While you are wearing down Petra's defenses, Yayo is out and about wreaking havoc of his own. He splits enemy fire, and draws Petra's men toward him.

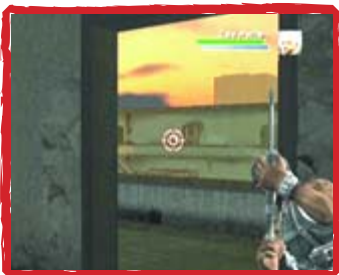


If Petra concentrates fire on your area, he's spotted you. Wait until he is reloading, then leave the room and make a mad dash for one of the other rooms on your floor. Continue your sniper assault on Petra's head while staying on the move.



Use tactical dives to reach the safety of the room to the far right. Hug the wall and peer around to get a view across the large gap.

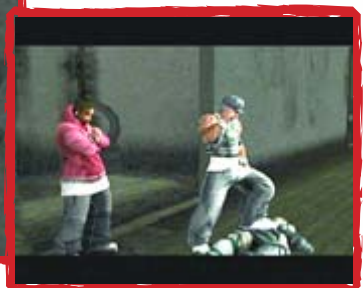
Watch as Petra patrols the balcony across from you and fires grenades across the vast expanse. Don't worry about taking a grenade to the grill; as long as he doesn't launch one directly through your doorway, you're safe.



As he fires off his grenades, the explosions rock the building. Wait until Petra is between shots and then cut loose on his head.

2 CENTS

If one of Petra's goons rushes at you, switch to your automatics and cut him down. Once the goon is no longer a threat, reequip Ghost Dawg and focus your attention on Petra.



After a few well-placed bullets in Petra's cranium, he goes down. Your mission complete, you call your boy McVicar to let him in on the good news. You got his back; now you're even.

GONE FISHIN'

In My Hood

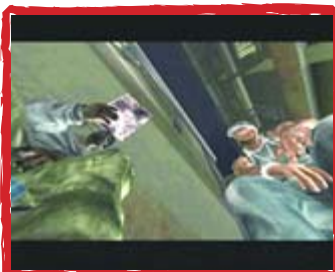
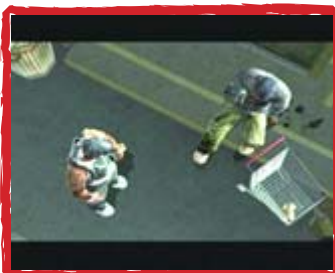


Back in the hood, people have been asking about you. Something is going down, and it's up to you to get the 411. Before you do, get healed up and replenish your armor.

Quid Pro Quo, 50

Tasks

- Go see Booker in the alley
- Take the subway to the Docklands

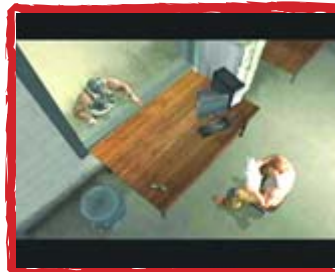


Booker, as always, is the man in the know. Talk to him to get the lowdown on what's been happening in the hood, but not before he pumps you

for information too. Over a beer, Booker drops some info on you. According to him, suits have been coming around asking for you. One man in particular by the name of Spi-something caught Booker's eye.

Surprisingly, Booker also knows the location of the address on Spider's notebook. Being a man of many "mysterious" talents, the homeless man also offers some advice on how to proceed—head down to the docks and get the shipping lists for countries known to export drugs. How does he come up with this stuff? Over 20 years in the Coast Guard, that's how.

From the Block to the Docks



At the docks you talk to O'Hare, the man at the shipping warehouse's front desk. He greets you with a less-than-friendly attitude and gives you a hard time about the information you require.



He suddenly changes his tune and gets on the horn to obtain the information you request. However, while he strings you along, he surreptitiously signals for reinforcements. Now it's just you, Young Buck, and O'Hare and his men...and the doors to the warehouse are locked.

"You're Locked In Too"

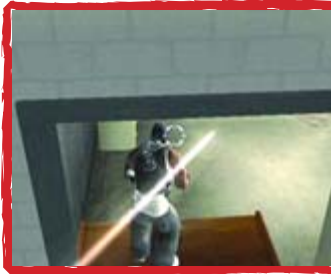
Tasks

- Get to the ladder leading to the exit

MAP LEGEND

- 50** Starting Point
- Box of Ammo
- Weapon
- Armor
- ! Primary Task
- Money

Chapter 12: Gone Fishin'



The bullets start to fly as O'Hare's men pour into the warehouse from the walkways above. Dive into O'Hare's office for cover while Young Buck holds it down outside of the office.

Back up your boy by blasting fools

from inside the office. Aim high to drop enemies on the catwalks above and help Young Buck when he's taking too much fire.



The Docklands mission is reminiscent of the junkyard you infiltrated earlier. Enemies snipe at you from above and pop out from unseen locations while you navigate a series of complicated pathways.

This time, however, the maze of cars, buses, and subway carriages is replaced by a vertical maze of scaffolding and high-storied walkways.

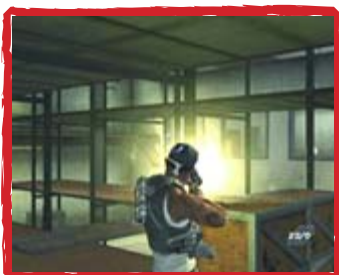


The Dockland mission requires a mixture of run-and-gun gameplay tempered by the occasional slow-and-steady approach.

By combining in-your-face aggression with military-style tactical maneuvers, the mission's success is guaranteed.



Exit the office and carefully creep to the plank on your right. Go up the plank onto the scaffolding while gunning down O'Hare's men above.



Follow the scaffolds with your gun leading the way, as they lead you to the next level. Periodically stop to look around and eliminate enemies around you.

The dockworkers don't let up on you, so don't let up on them.



Maneuver through the wooden framework until you reach the plank on the far set of scaffolds leading to the right wall's walkway. Cross the plank and hop onto the walkway.

Hostiles pour in through the walkway's left end. Train your sight on the doorway and cut loose as foes charge through.



Check the room beyond the door for a flak jacket as angry dockhands charge in to bring you down. Cut through them with your gats until you clear the way to the next area. Only one more set of scaffolds to figure out....



Clear the walkway ahead of all enemies. With the walkway yours, patrol up and down as you clean the scaffold of enemy filth. The more enemies you eliminate from the wooden framework and the floor below, the easier your path is through them to the walkway on the other side.

Chapter 12: *Gone Fishin'*



Keep your finger on the trigger as you hop from the walkway to the plank leading onto the scaffolding. Take the wooden planks across the first set of scaffolds and let them direct you across to the next set.



Shred the enemies in your way with your high-powered weaponry as the planks guide you through the wooden maze. Keep on the move, lest you get pinned down from all sides.

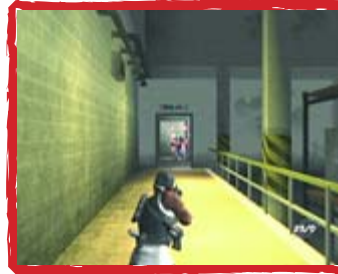


Crates are scattered sporadically throughout the scaffold boards, but they don't offer the same level of protection as a nice sturdy wall.



Climb out of the wooden framework and hop onto the walkway to your left. Rush left along the warehouse wall

into the large room at the catwalk's end. Stop at the door to scope ahead and ensure there are no dockhands lying in wait.



Rush up the catwalk and go up the stairs at the building's end. Stop only to drop any aggressors and navigate the platforms across the large room toward the exit ladder.

Just Dropping In

Tasks

- Find crates to attach lift beacons
- Find stacked crates to exit



After making it past the first part of the warehouse, you and Young Buck drop in on O'Hare's operation, ready to stir things up. There are plenty of crates, boxes, and other obstacles to navigate as you fight your way to O'Hare.



Grab a few beacons from the box on the floor; you need them to clear the path ahead and form a set of steps to reach O'Hare's makeshift bunker. There are four crates you must move; they are marked with a target graphic located on each side of the crate.



MAP LEGEND

- 50** Starting Point
- Box of Ammo
- Weapon
- Armor
- Primary task
- Exit
- Money
- Grizz Medal

Drop into stealth position and sneak up on the first set of boxes around the corner. Inch up and around the side, and kill the two men waiting on the other side.

The crate behind them sports a nifty little target graphic. Approach it, and place one of the beacons on it to get it out of the way. After a few seconds of waiting, a large crane drops down from above and lifts the crate out of the way.



Chapter 12: Gone Fishin'



Shoot down the fool patrolling atop the crates while Young Buck marches ahead with his guns' barrels on fire. Help him tear down the opposition while you slink behind him.



Climb the boxes ahead of you and get on top of the crates where the patrol was a few seconds ago. Storm atop the crates as they direct you farther into the warehouse.



As you run and gun along the crates' tops, help Young Buck below. Fire on the enemies from your elevated position after slaughtering the enemies in *your* path. You may not be out of their field of vision, but Young Buck raises enough dirt to get their attention—his ruckus increases your advantage.



Jump down from your position, and run ahead into the smoky alcove. The second crate is located there. Run over and place the beacon before joining Young Buck in the firefight.



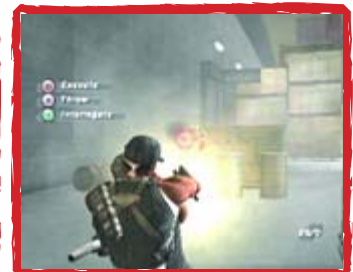
Make a right as you check up high on the stacks of crates. O'Hare's men are also aware of the advantage gained from an elevated position. Knock them down with headshots as you tiptoe toward the last two movable crates.



Continue slinking right until you reach the third crate. Run up to it and set the beacon in place. After the crane removes it, walk into the now-opened alcove behind where the crate used to be, and spot the final movable crate.



Grab the cheddar deep in the alcove while you wait for the crane to finish placing the other crate. Once it does, place the final beacon and watch as the last crate is hauled off. Behind the last crate is a small niche with a Grizz medal. Take it and rejoin Young Buck.



Leave the alcove and help Young Buck with the enemies ahead. Dash behind the boxes ahead to pick off goons from cover. However, the area is flooded with O'Hare's men, so expect to engage in close-quarter combat—use counter-kills and take hostages.

Use a combination of hostage-taking and an automatic weapon such as an AK or Old Vet. With a meat shield covering your front and your automatic leading the way, you cut through the last of O'Hare's men with ease.



Continue fighting your way around the corner to the right to find the crates neatly stacked. Hop on the first set of boxes and use the crates to get over the wall. It's time to pay O'Hare a visit.



Growing pains notwithstanding, 50 had to overcome a lot of professional obstacles to get where he is today. Before signing a deal with Interscope records, 50 signed up with a former hip-hop legend's recording label. Though he learned to perfect his trade with the hip-hop legend, his professional debut hit a brick wall.

Later, 50 penned a contract with another large recording company. However, after several conflicts in his personal life, the company opted to release him rather than his album and promptly dropped him from the label.





O'Hare You Are!

Tasks

- Defeat O'Hare to get the shipping information



MAP LEGEND

- 50** Starting Point
-  Loose Ammo
-  Box of Ammo
-  Weapon
-  Armor

After getting through two scaffold mazes and a labyrinth of crates, boxes, and enemies, you find O'Hare. Hiding on the top floor of a two-story building, behind a group of dedicated men and a powerful rocket launcher, O'Hare finally comes out to greet you...with a rocket to the grill.



Chapter 12: Gone Fishin'



Begin by grabbing the Level-two armor to the left. Edge along the crate directly in front of you and peep the action by O'Hare's building.

Young Buck ran ahead to settle his beef with O'Hare's crew. Take advantage of Young Buck's zealotry and get to work on O'Hare.



O'Hare's rockets are powerful, but not so powerful that you won't survive a few indirect hits. Chill out, kid. That doesn't mean you can bum-rush him and make it out alive.

Pick at him from a distance with Old Vet, your AK, or Ghost Dawg (if you have them). Any of these three weapons are perfectly suited for this situation. If you don't have any of them, change your tactics to allow for closer-range combat—not counter-kill close, but gat, MP, or Mac close.



Whichever method you choose to kill the O'Hare, stay behind cover and *only* get out in the open to take clean shots while moving from cover to cover. Don't leave your protected area unless you are forced to by rocket splash or incoming mobs.

If Young Buck's targets get away from him and charge at you, drop them as quickly as possible to avoid being in one area for too long. Use counter-kills and run-and-gun tactics to stay on the move.



While out in the open, use tactical rolls and well-timed jumps to get out of O'Hare's firing range. Don't stop to think about where to go; hesitation is fatal.

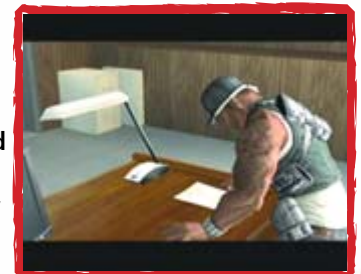


Stay on the move and snipe O'Hare from a distance at every chance you get. He is tough, but not tough enough to withstand caps to his cranium.

Get closer as you wear down his health. Draw him from his position and bait him out into the open area of the ground floor. When he does come down to your level, get in his face and show him why that was a fatal mistake on his part.

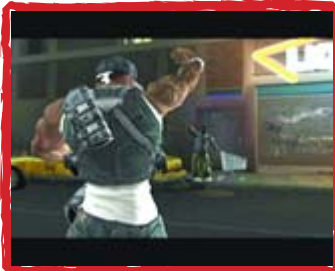


With O'Hare out of the way, there is no one left to guard the shipping info. You grab it from his desk and find out what was so important that he had to unsuccessfully ambush you. He isn't going to need it anymore anyway.



Bagged and Tagged

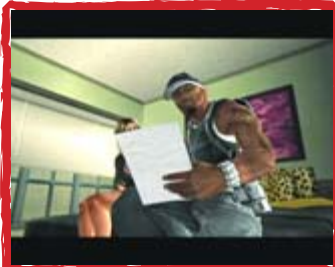
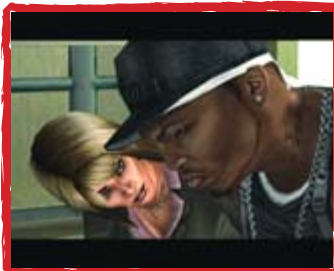
In My Hood



As you emerge from the subway, you greet Booker across the street. Suddenly, an SUV careens down the road with two street thugs hanging out the windows. Their guns go off as they speed by, and you open fire in retaliation.



As you get up, the vehicle speeds away. They missed you completely...others weren't so lucky. Booker caught the brunt of their attack, and he lies lifeless on the sidewalk. Was this all your fault? He was just a man living on the streets...



Haunted by his death, the guilt overwhelms you. As you pay your respects at Booker's final resting place, you meet a young woman who claims to be Booker's daughter; her name is Alexa. Back at your apartment, Alexa informs you

that Booker was no more a homeless man than you are a choir boy.

In fact, Booker was none other than a CIA agent. Working undercover for the federal government, he uncovered some leads, drew unwanted attention, and became the target of the expert hit that put him six feet under. Those bullets weren't meant for you, they had *his* name on them all along.

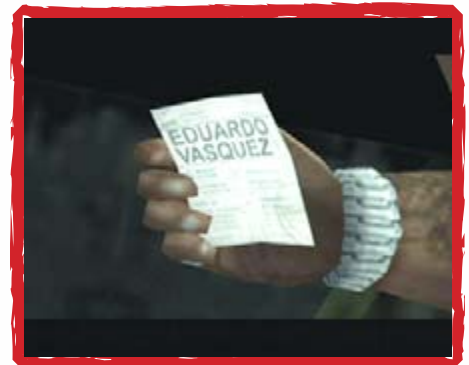
Pick Up the Pieces

Tasks

- Go see McVicar parked by the liquor store
- Take the subway to the city morgue



Chatting with McVicar reveals more about Booker's leads. Spinoza was, as Booker thought, linked to a man named Eduardo Vasquez.

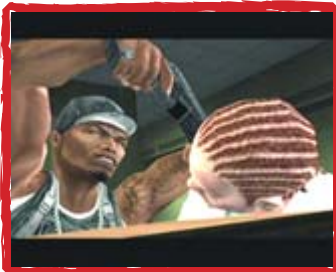


Furthermore, Spinoza was also linked to your attempted murder weeks earlier. He was at the scene of the crime—he was the man pulling the trigger.

After you agree to grant McVicar a future favor, he calls in a favor of his own on your part. He locates Vasquez and jots down the address for you. With a stifled chuckle, McVicar sends you on your way.

Chapter 13: Bagged and Tagged

You Kill 'Em, He Chills 'Em



After pressing Matt the mortician for information on Eduardo Vasquez, he leads you to the body room. Your trip through the morgue is like a trip through memory lane as you stroll by some of your recent, um, "handiwork."

In one of the chilled containers are remains of one Eduardo Vasquez. Dead from an accidental overdose—a balloon of drugs ruptured in his stomach, presumably as he attempted to smuggle it—the contents of his tattooed remains reveal more than he would have had he been alive; find his stomach contents.

Gut Feelings

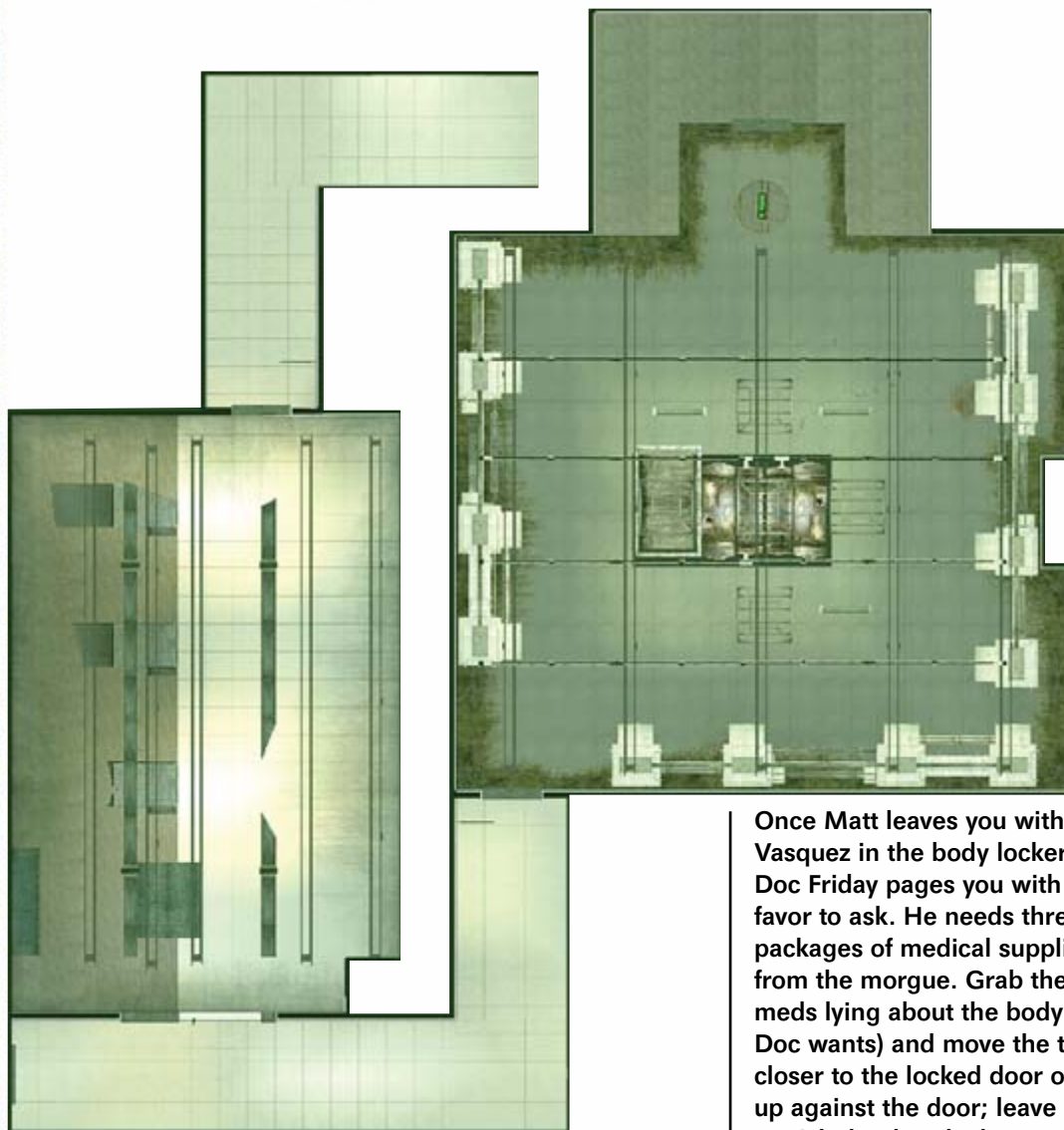
Tasks

- Find Vasquez's stomach contents
- Find three medical supplies for Doc Friday
- Protect Matt
- Incinerate Vasquez's body



MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Box of Ammo
- Weapon
- Armor
- ! Primary Task
- ! Secondary Task
- Exit
- + Painkillers
- ★ Grizz Medal



Once Matt leaves you with Vasquez in the body locker, Doc Friday pages you with a favor to ask. He needs three packages of medical supplies from the morgue. Grab the meds lying about the body locker (these aren't the supplies Doc wants) and move the table that Eduardo's body is on closer to the locked door on the room's left. Don't press it up against the door; leave enough room for Matt to be able to pick the door lock.

Even though one of your G Unit boys messages you that the Latino gangbangers are coming to the morgue for you, the hallways outside are completely clear of enemies for the time being. With the hallways empty, check the rooms for power-ups and extra loot before the gangbangers arrive.

MAP LEGEND

- 50** Starting Point
- Loose Ammo
- Box of Ammo
- Ammo Crate
- Weapon
- Armor
- Primary Task
- Secondary Task
- Exit
- Painkillers
- Grizz Medal

G.U.I.
If you find the room containing the stomach contents without searching the other rooms first, leave the bag until you search the other rooms. As soon as you grab the bag, it triggers a cutscene and the gangbangers come pouring in.

Chapter 13: Bagged and Tagged



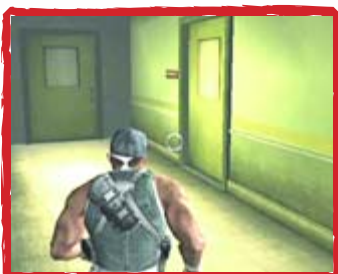
Leave the body locker and make a right down the hall. Pass the first hall on your left, and reach the hall's end. Here, make a left, and go into the first door on your left.

Grab the first pack of medical supplies, the armor, and load up on some more meds. Then leave the room from the second door in the room (*not* the one you entered from) and make a right as you exit.



Take the hall to the T-intersection, where it meets with another corridor. Take a left down the hall, then make another left away from the waiting area on your right.

The hallway then forces you to go through a door on your right into the next storage room. Grab the package and leave through the door across the room.



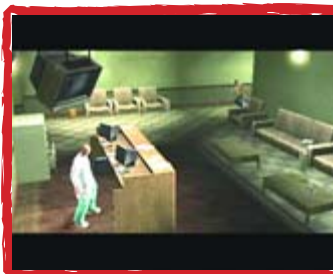
Exit right out of the room, and make a left at the end of the hall. Follow it all the way down until it forces you to turn left at the hall with the yellow light. Enter the first room on your right and grab the final package for Doc.

Leave this room and run right down the hallway to the last room on the right. Check the sinks inside the room with Grizz's medal and exit the room. With all of the packages and the Grizz medal in your pocket, you are now clear to continue with your primary task. Vasquez's stomach contents are in the northeastern-most room of the map.



Leave the yellow hallway and backtrack toward the body locker room where you first began. As you pass up the body locker doorways, take the first hall on your left, then make a right at the end of the hall. Once there, check behind the only door on your left for the stomach contents.

Just as you grab the bag, the Latino gangbangers arrive. Matt flees the lobby and comes to you for protection. He is now your responsibility—you're going to need him alive anyway.



Turn right out of the room. Get in front of Matt to absorb enemy fire and keep him from being gunned down. You have a pocketload of meds to use; he doesn't.

Train your reticle on the corner at the hall's end. Gangbangers

stream in from the lobby area with a vengeance. Let the shells fly until they stop coming in from that corner. Then turn left down the first hallway toward the body locker.

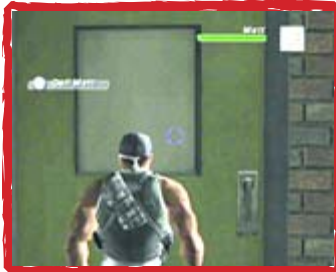




Run down any enemies in your way. They flood the halls from every direction, so be alert. Stay close to the wall but not with your back to it.

Edge along the corridor, and make sure Matt is safely behind you. He isn't used to this kind of action, so he often

freaks out and runs away in search of cover. If he does, back-track to find him, and guide him back toward the body locker.



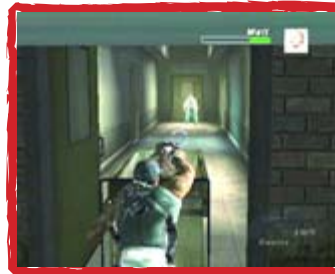
Make a right at the hall's end and enter the first door on your left labeled "body locker." Matt enters behind you, so make sure the room is clear before letting him enter all the way.

Stay at the door to block him from entering right away, and gun down the gangbangers inside. With the room further crowded with dead bodies, let Matt go in and call him over to the locked door in the far corner.



Suddenly the room is swarming with vatos. Take them hostage as they rush you, and use their homeys as shields against their bullets. Don't keep them hostage for too long, though; execute them as more come in, otherwise they slow you down while the room crowds with more of their homeys.

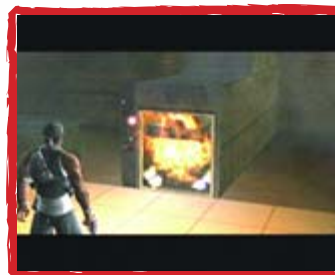
As Matt gets to work on the lock, take cover behind the tables and watch the doors for more gangbangers. When Matt picks the lock, turn around and grab Eduardo Vasquez's table, which *should* be right behind you, provided you moved it earlier.



Shove the body through the now-open doorway and follow Matt to the elevator. Matt can pick a mean lock, but he doesn't seem to be familiar with the elevator button—release the body and call the elevator yourself.



As you do, the Latino gang members attack you from behind; drop them quickly so they don't kill Matt. You still need him.



Chapter 13: Bagged and Tagged



Ride the elevator down to the bottom floor and follow Matt into the incinerator room. Once inside, you place Eduardo in the chute and let him burn.

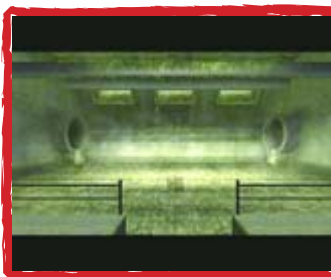
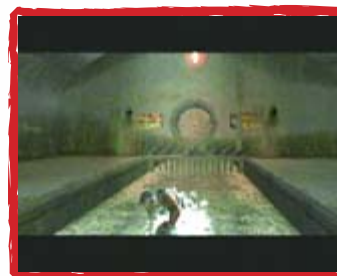
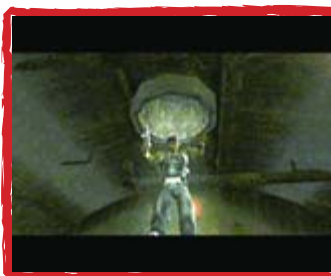
With no sign of Vasquez left, and all evidence in your possession, it's time to escape. Follow Matt out of the room

and down the hall. Wait as he picks another door lock, then escape through the sewer grating inside.

Bustin' Pipes

Tasks

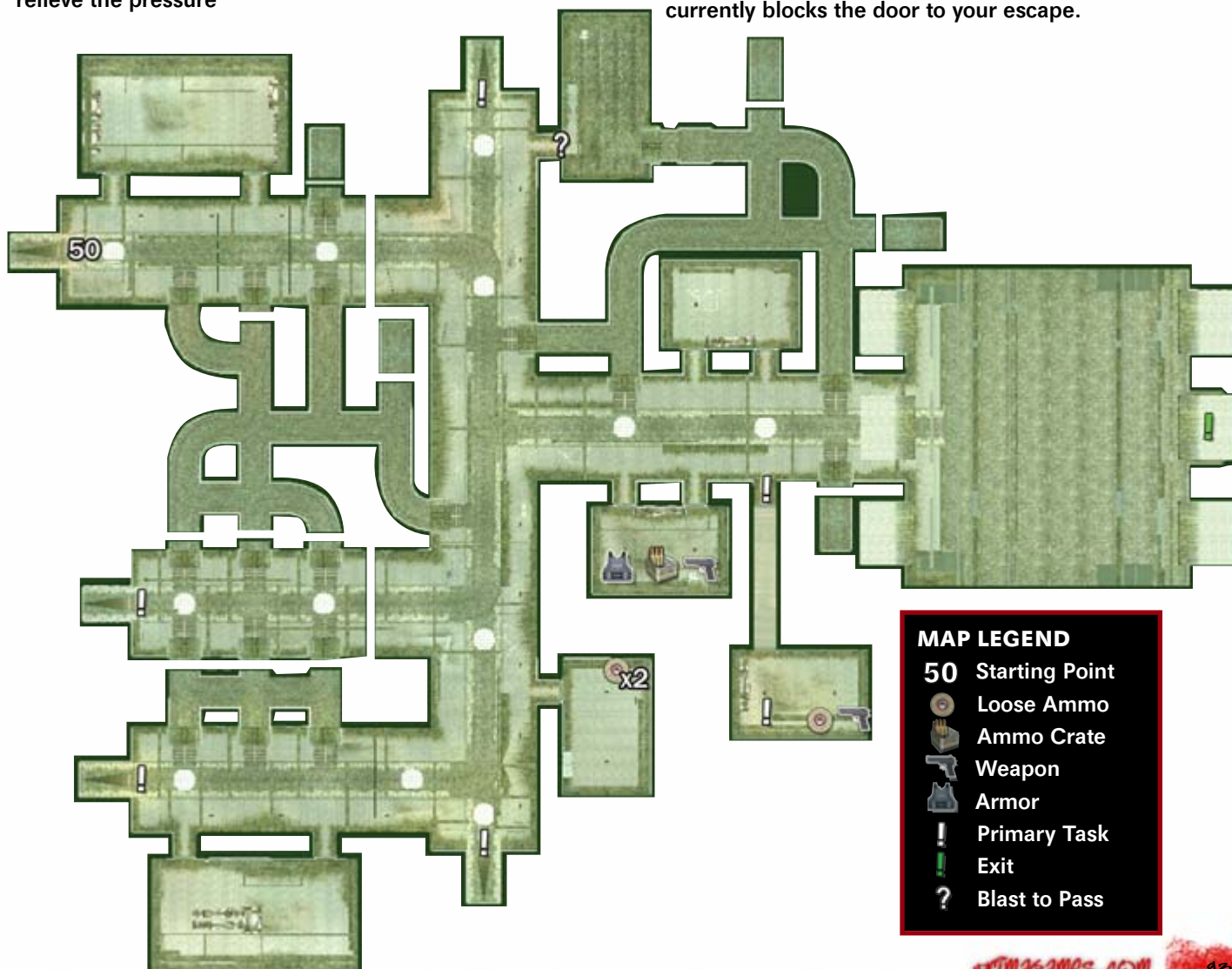
- Find the primary release valve
- Find four outlet pipes and use explosive weapons to relieve the pressure



You land in the sewers as you try to escape, and while everything may seem safe down here, it's about to get a lot more interesting.

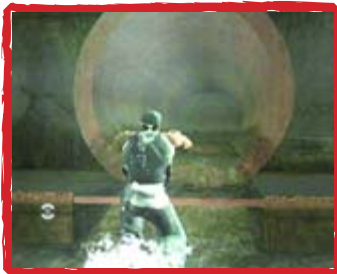
You need to get out of the sewers, and you need to drop the water pressure to lower the water level, which

currently blocks the door to your escape.



MAP LEGEND

- 50 Starting Point
- Loose Ammo
- ☐ Ammo Crate
- 🔫 Weapon
- 🛡️ Armor
- ! Primary Task
- 🚪 Exit
- ? Blast to Pass



Run down the sewer pipeline and take the last tunnel on your right. Take it until you reach a T-intersection and make another right. Follow the tunnel as it bends left, into a larger sewer area.

2 CENTS

Just as you arrive in the sewers, your boy Bugs sends you sewer blueprints. Refer to his schematics if you get lost; however, the maps in this chapter should be more than enough.



As you exit the sewer tunnel, more vatos drop in on your previous location. The way ahead suddenly becomes more dangerous as gangbangers try to stop you at every turn. Peek around the corners as you

exit the turning tunnel and kill the gang members at both ends of the area ahead.

Grab the gangbanger's Li'l Smokey and turn it on him and his friends. Don't use it if there is only one enemy to eliminate; it's a waste of ammo and the ricocheting grenades could harm you too.



Walk farther into the sewers and destroy all the gang members in your path. Turn left, then right, into the large sewer tunnel.



Hop onto the platform on the right and edge along the wall until you reach an open doorway on your right. Inside are an ammo crate and a Li'l Smokey, in case you didn't grab the one the gangbanger dropped.

Inside are an ammo crate and a Li'l Smokey, in case you didn't grab the one the gangbanger dropped.



The passageways across from your room are crawling with more vatos. Hide behind the door, and pop out to kill them as they attack. Use Li'l Smokey to eliminate many with single shots—the ammo crate in your room supplies you with an overabundance of grenades.



Leave the room after there are no enemies waiting outside for you, and slink along the right wall again. You reach the door to the room with the primary release valve, but it's locked. You must destroy four outlet pipes to relieve the pressure behind the door and gain access.

Chapter 13: Bagged and Tagged



Backtrack to the main tunnel and make a left all the way down. The first outlet pipe is on the tunnel's far wall. Blast it with Li'l Smokey, and the water comes rushing out.



To your right is the second outlet pipe. Walk to the wall on the right and grenade the outlet pipe. Two down, two to go.



Outlet pipe number three is behind a barred-off area to your immediate right. Once again, backtrack into the main tunnel and approach the barred-off area, which is now on your left.

Far beyond the bars is the next outlet pipe. Take aim with Li'l Smokey, adjust for the grenade's arch, and let one fly. If you don't land the grenade inside the outlet pipe, readjust and fire again. If you run out of grenades, deal with your shame, and refill in the room with the ammo crate.



To destroy the final outlet pipe, return to the tunnel where you first dropped into the sewer. Use Li'l Smokey to eradicate the enemies that now occupy the tunnel, then turn the weapon on the outlet pipe. The door to the primary release valve unlocks, and you take one step closer to escape.



Before returning to the primary release valve door, turn around, and blow away the gangbangers beyond the bars. A well-placed grenade or two does the trick; if not, rush them with a weapon in each fist.



At the door, go up the stairs and turn the valve. The water drops and unblocks the sewer exit.



Take cover by the door at the bottom of the stairs and eliminate the enemies outside. After clearing the area, leave the stairwell and make a right. Go down the next set of steps at the sewer tunnel's end and escape through the exit door.



50 made his rise from underground success into the light of popular culture with the help of some very powerful men. After recognizing 50's talent, producer and rapper megastar Eminem, backed by hip-hop legend Dr. Dre, entered into a bidding war for 50 Cent's contract.

In the end, Shady/Aftermath records signed 50 for a rumored \$1 million.

Rat Trap

In My Hood



Upon arriving back at your hood, you waste no time in picking up the investigation. With Vasquez's stomach contents in your possession, you go see Popcorn. Maybe he knows something about what's inside.

Popcorn's Peril

Tasks

- Go see Popcorn about Vasquez's stomach contents
- Go see Alexa in 50's crib to talk about opium
- Take the subway to Little Italy



You enter the theater and notice something isn't right. There's some commotion on the stage as Popcorn is tied to a chair. Immediately you take out your gat and drop the wise guys threatening Popcorn.

After dismissing his peril with a cheesy movie line, Popcorn looks at the contents of the little balloon in Vasquez's stomach. What you thought was once heroin isn't—Vasquez was smuggling pure Afghani opium.

Heroin, Opium, It's All the Same



Back at your crib, Alexa and McVicar give you the lowdown on federal agencies—McVicar has friends in high places, and Alexa's dad used to be a fed.

While Alexa is a little surprised to hear that Vasquez was carrying opium,

McVicar isn't as shocked. McVicar has recently heard rumors of a mob informant who was released by the feds after being caught with some opium. A rat with connections to Afghani opium—that sounds like a good place to pick up your investigation. Off to Little Italy.

Not So Wise Guys



You stroll into a meatpacking plant with some of your G Unit soldiers (these guys aren't Banks, Young Buck, or Yayo—they're generic G Unit soldiers). Just as McVicar said, the meatpacking plant fronts for an underground casino, and you catch the wise guys red-handed.



You offer to place a few bets but are met with less-than-friendly results. These goodfellas aren't going to take your money; they want to take your life....

Chapter 14: Rat Trap

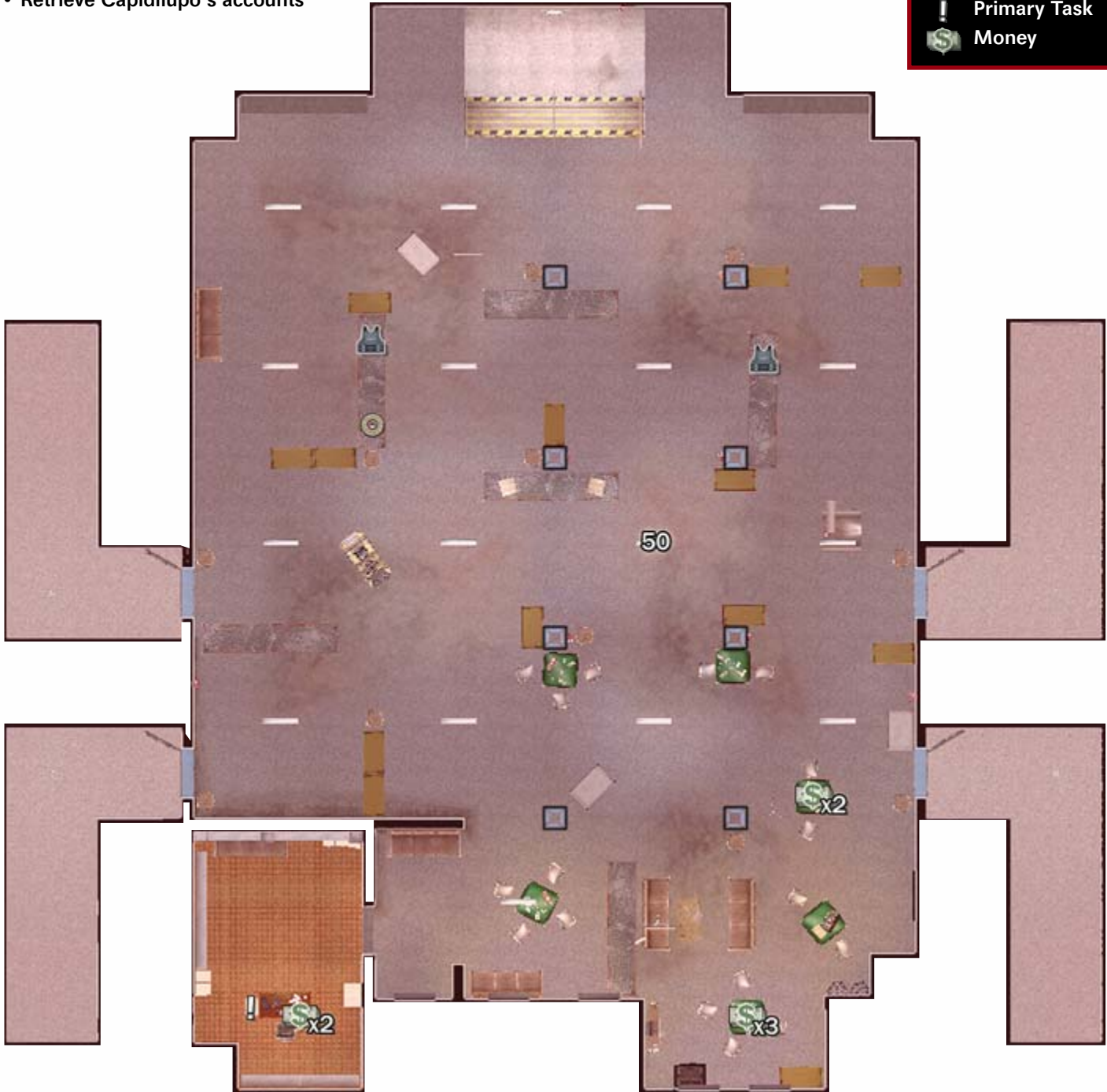
You Got Beef with Me?

Tasks

- Take out the mob
- Retrieve Capdilupo's accounts

MAP LEGEND

- 50 Starting Point
- Loose Ammo
- Armor
- ! Primary Task
- Money





The wannabe casino erupts into a vicious firefight. As bullets whiz by, blast your way to a side room for cover. Let your G Unit soldiers distract the mobsters while you pick them off from behind a doorway.

The wise guys charge into the gambling room from every direction. Maintain cover as long as possible while you help G Unit whittle down the waves of gangsters.

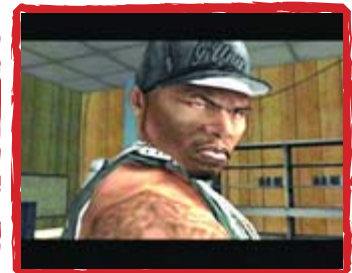


The mobsters are extremely aggressive, so they won't just stand there while you and your boys put them six feet under. As they charge at you with guns blazing, move around to stay ahead of their bullets.

Use bookshelves, doorways, duck behind crates, and enter the outlying rooms to stay in a covered position. If your armor runs low, make a fast break for the flak jackets on the racks by the entrance to replenish your armor.



After enduring a few waves of gangster gunning, the back door opens up and a final group of *Soprano* stooges comes running out. Whack 'em, grab the cash on the card table, and go into the back room.



Just as you enter the back room, you spot Capidilupo's accounts. You grab 'em, only to find that you aren't alone in the room. Suddenly an old crackling voice catches your ear from behind. You turn around just in time to see a metal baseball bat being

swung right at your dome. Bam, sucka! Lights out....



50 is no stranger to beef. Aside from being shot nine times by an unknown assailant, he's also had beef with numerous other members of the rap industry.

Lots of the 50's conflicts stemmed from his song "How to Rob." Clearly, the people mentioned in the lyrics didn't like his fictional mugging of them.

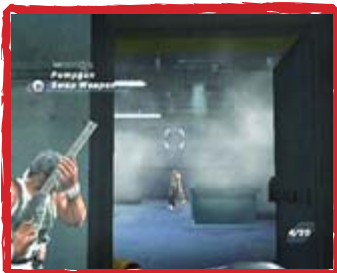
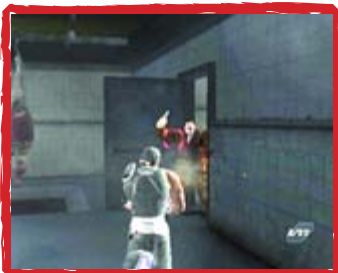


Search your enemies' remains for a pumpgun and leave the room through the door at the room's southern end. The next series of rooms and corridors makes for some close-quarter combat, making the pumpgun more effective than double-fisted pistols.

Blast through the next two rooms as you fight your way south into the large meat room.

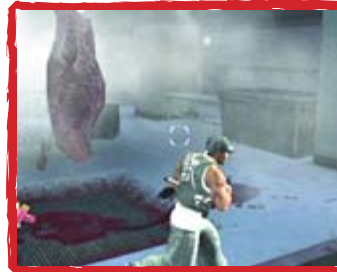


You can also take a different route to the next area via the door on the room's east wall, but it is a longer route.



Use the pumpgun to do a little butchering of your own. Drop Capidilupo's goons as you weave between the large pieces of meat in the room. Stay on the move and watch Grizz's back. Take cover

in any of the nearby rooms when the action gets too hot, and pick enemies off as they near.



Once the bullets stop flying, grab the Grizz medal in the large vat next to the bench in the room; then proceed into the next room through the meat room's southeast door. Grab your gear and go through that room's southern door; go into *another* room, then leave through the exit down the hallway.

They Ain't Gangsta!

Tasks

- Find Keycard A
- Find Security Panel A
- Find Keycard B
- Find Security Panel B
- Exit downstairs

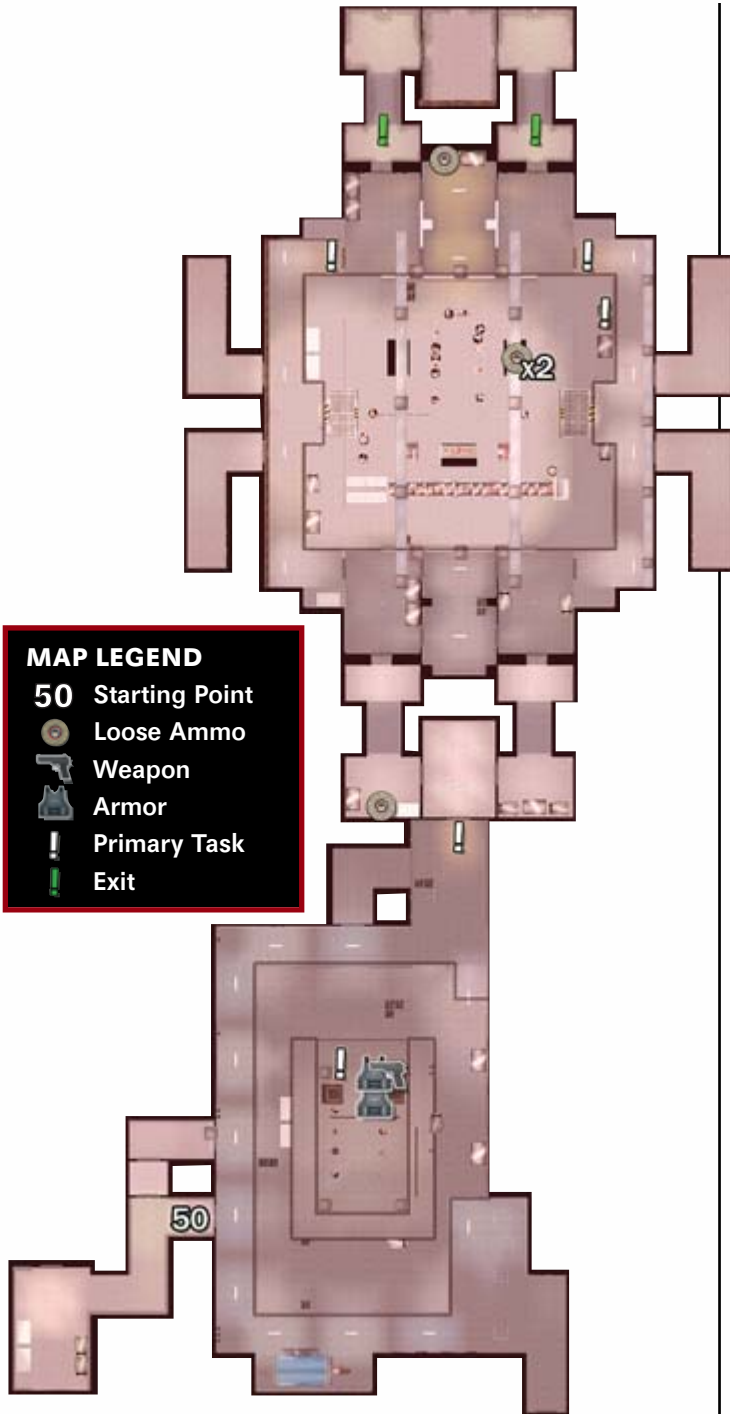


Follow Grizz out into the room and take aim at the walkways above. As you round the room via the hallway, duck into the hall's niches and fire on enemies from a protected position.

Drop mobsters as they charge at you from around corners and from the niches ahead.



Chapter 14: Rat Trap



Leapfrog from niche to niche as you gun down hostiles. When you see the walk-in refrigerator doors against the wall on your right, use a tactical dive from the cover of your niche to reach the doors.



Go inside the fridge and grab the armor and Keycard A from against the far wall.



Exit the refrigerator and turn right. Follow the hall as it leads you around the room to a set of stairs. Cap all enemies in your way as you did before and run up the stairs to the locked door above. Use Keycard A and enter.



The next room is flanked by another two rooms with stairs leading to a higher level. Don't stay in the center room (the one you first enter) or enemies will flank you on both sides.



Take position in one of the side rooms with the stairs and hunker down for the initial wave of enemies. Keep your back against a wall to scope around corners, and use counter-kills whenever possible.



Run up the stairs as you bum-rush enemies running down. Atop the stairs, blast all enemies blocking the door leading to the next section.



Beyond the door is a long walkway that circles around a large room. At opposite ends of the room are two lifts leading from the walkway to the floor below. Patrol the walkway from above and help Grizz below.



Drop onto one of the lifts below, and attack enemies as they enter the room. Hide behind the hanging slabs of meat as you eliminate enemies on the walkways.

In the room's northeast corner is the next keycard. Grab it and take a lift back up to the walkway. Take the walkway to the room's north end; use the keycard to enter the security door and exit downstairs.




Massacring Made Men

Tasks

- Take out the mob
- Defeat Capidilupo




MAP LEGEND

- 50 Starting Point
-  Armor



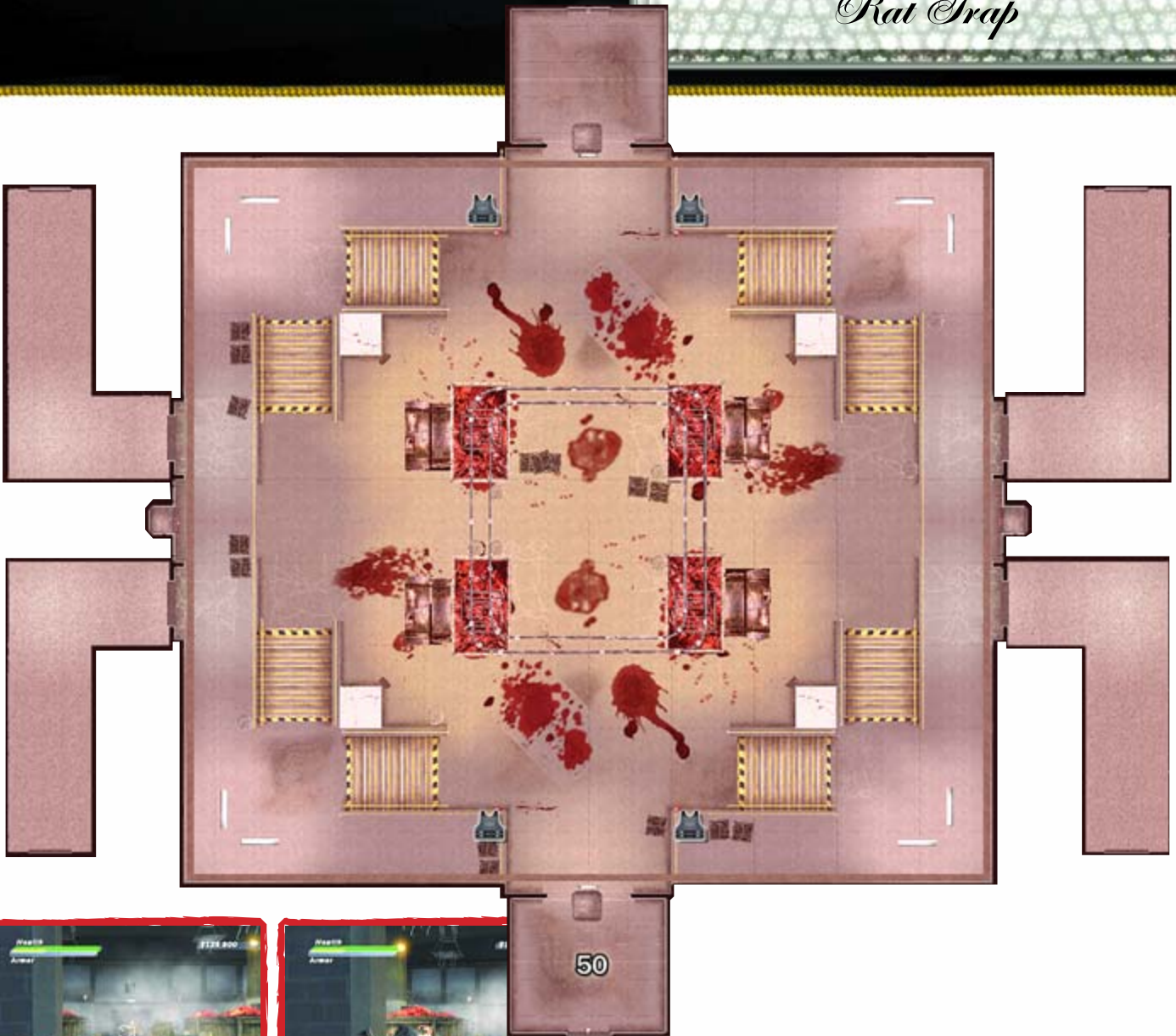
Penetrate the mob front even deeper to find more meat and more wise guys. Only this time, something is different. Capidilupo is near, and you still have to find that mob informant McVicar mentioned.



This firefight requires a lot of weapon switching. Make sure you have a shotgun, an automatic, and a pistol with good accuracy to survive this onslaught.

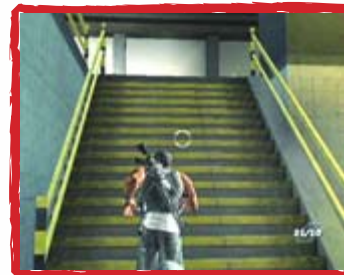
If you are missing any of these weapons, take them or a suitable replacement from the dead bodies you leave behind.

Chapter 14: Rat Trap



Hug the wall when the doors open. The room is loaded with wise guys, and they aren't happy to see you. Switch to your pistol or automatic and pick off the not-so-goodfellas as they pass you by.

Aim at the wise guys in the distance and let the bullets fly. Don't try for perfect shots since there are too many fast-moving enemies. Settle for well-placed shots, and make them count.



Switch to a more powerful close-quarter weapon like your shotty, and leave the wall. Make a beeline for the stairs leading to the higher level.

Eliminate foes on the way up the stairs and turn your attention on the level below. Switch to your automatic, and help Grizz clear the bottom floor.

2 CENTS

At the top level's north and south ends are four Level-two armors. The firefight gets heated real quick, so use them in a pinch.

If you wait to use the armor just before your current armor runs out, you might die before you reach the jacket. Instead, head for the jacket as your armor begins to wane.

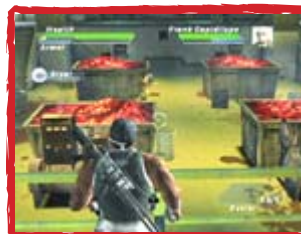
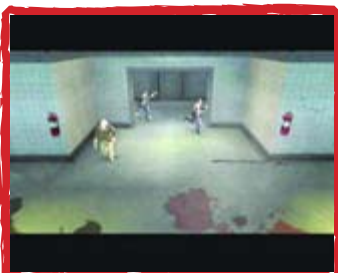


While patrolling the top level, switch back to your shotty in case enemies pop out of doorways as you approach. Keep the weapon handy and let off on groups of wise guys as they exit onto your level.

The doorways on the top floor also lead to small rooms in which to hide. Take refuge in the rooms as you scope the area outside for would-be assailants.

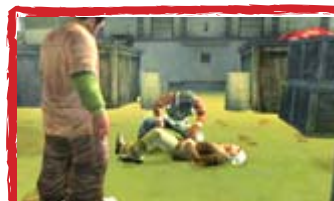


Continue to patrol from high ground while Grizz cleans the bottom floor. After a few waves of wise guys, Frank Capidilupo joins the assault...and he brings reinforcements—big reinforcements.



Use your shotgun to slaughter the enemies on the top floor. Use counter-kills when up close, and keep a firm grip on the trigger, ready to let your shotgun blast.

As you patrol the high ground, Grizz gets to work on Capidilupo. When the mob boss's armor sinks below 50 percent, hop down from your high level and lend Grizz a hand. By this time, the opposition above should be minimal.



Charge at Capidilupo with your shotgun leading the way. Anticipate his path—if Grizz chases Capidilupo around a large vat of meat, go to the other end to greet him with a shotgun blast.

Stay on the move as enemies try to cap you from above, and keep the pressure on Capidilupo.

If you get low on health, let Grizz maintain the assault, then dash to one of the armors; when you're replenished, rejoin the fight. Once the made man has taken enough shells, he falls. A thorough search of his body reveals some shocking developments—he was the informant! The rat!



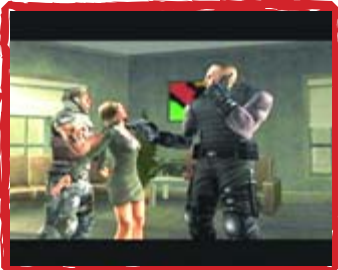
As many may have noticed, 50's use of the term "gangsta" is nothing short of prolific. The term, however, is nothing new.

Having been inspired by the gangster lifestyle depicted in American cinema, the term has been adopted by hip-hop since the 1980s. Credited as being the primary inspiration in the "gangster" rap movement, Brian DePalma's *Scarface* depicts the same rags-to-riches crime story many rappers like 50 have lived.

Chapter 15: Eyes on the Prize

EYES ON THE PRIZE

In My Hood



Back at Bugs's you check out the tape that was wired to Capidilupo. As you, McVicar, and Bugs listen to the conversation, one voice of the three on the tape doesn't sound familiar. You make out Capidilupo and Spinoza's voices, but a third voice with a Middle Eastern accent chimes in.

You check the ship log from the docks for any vessels arriving from the Middle East to find that the Sultan, care of Muqtada Muhammad, is presently at the docks. When you call Alexa back at your crib, you find that Spinoza and Muqtada are one step ahead. With Alexa as a hostage, they warn you to back off their business. You aren't one to listen.



Just when you thought you had it all figured out, McVicar has to stab you in the back. Well, maybe not stab, but he does cuff you. Under arrest, you can't bring down Muqtada and expose Spinoza for the dirty agent

that he is. That leaves one man to get the job done...and get the glory. McVicar sets off to the Sultan to make the "bust of the century."

Arrested for some trumped-up charge, sharing a cell with some punk, and knowing whatever charge McVicar came up with is probably going to put you away for good doesn't make things any easier. Suddenly, a ghost shows up. He looks a little different, but it's him all right—Booker strolls in wearing a suit and a badge. His government clearance sets you free and you are, once again, on the hunt like a bloodhound.

Load Up, Son!

Tasks

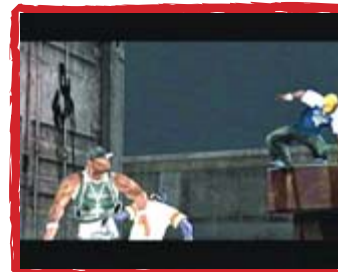
- Take the subway to the vessel



This is it, the final mission. You come face-to-face, or barrel-to-barrel, with the man who gunned you down weeks ago. Make sure you can return the favor appropriately—you don't want to approach Spinoza with a mean mug and harsh words, do you?

Visit Grizz's van and load up on ammo. If you don't have them already, buy a Scavenger, Old Vet, a gat, and a Mac. The four create a perfect blend of speed, accuracy, range, and power. Once you're strapped, hit the underground.

Assault on the Sultan



You gather your boys for one last mission. The last excursion with G Unit soldiers was a snafued incursion on mob territory. Though some G Unit soldiers fell last time, this time you got Banks, Young Buck, and Yayo—how can you fail?

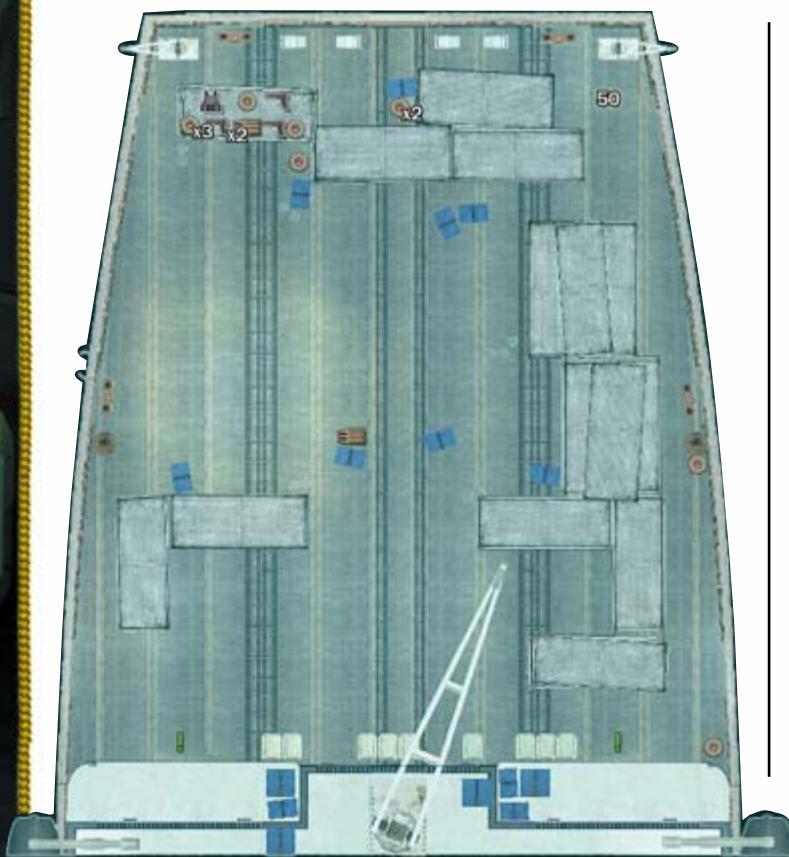
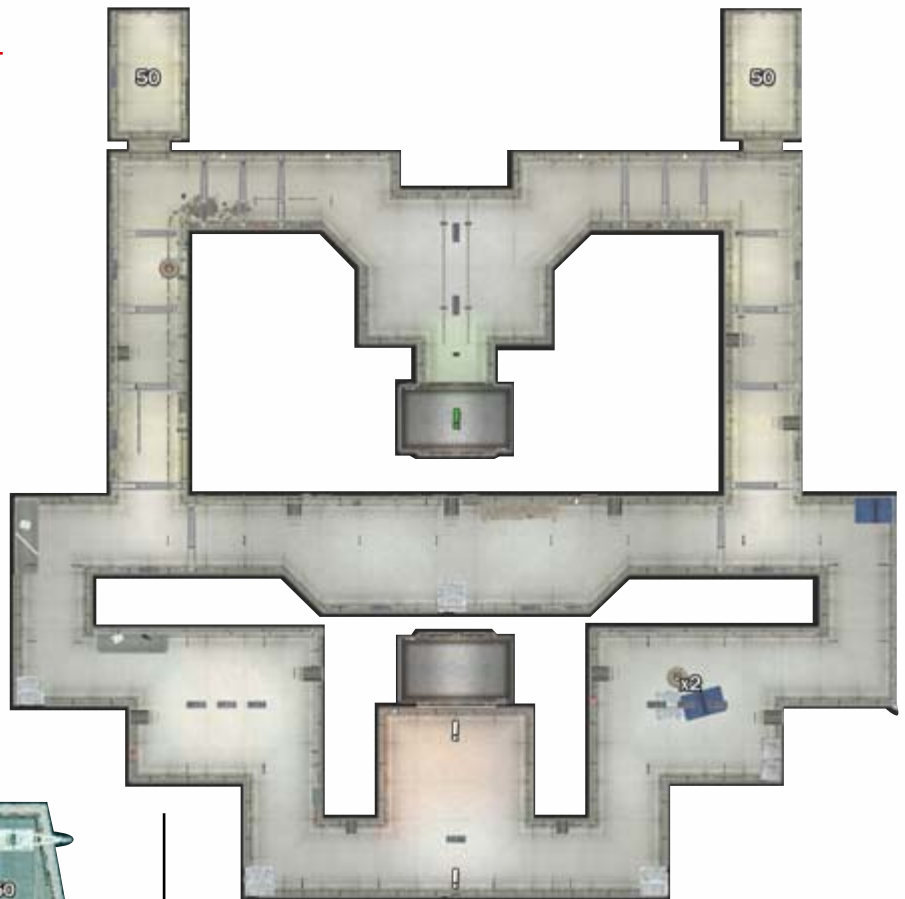
More Masked Men

Tasks

- Take out masked assailants to enter vessel
- Find the rear elevator
- Find the lift control system
- Get G Unit to the rear elevator
- Get to the upper deck

MAP LEGEND

- 50** Starting Point
- Loose Ammo
- Box of Ammo
- Weapon
- Armor
- Primary Task
- Exit
- Grizz Medal



To reach Spinoza, you must first penetrate the ship's defenses. Masked men crawl all over the ship, covering every corner and patrolling every level. Use a balance of sneaking, running and gunning, and leapfrogging from cover to cover to survive on this Titanic.



In a crouched position, sneak between the large crates and hug a corner. Lean out and use as many perfect shots possible to clean the higher levels of enemy resistance. With the higher enemies out of commission, sneaking around the lower decks is much safer.

Chapter 15: Eyes on the Prize



Patrol the area between the crates while your G Unit soldiers do their thing. They scatter about the ship wrecking havoc on the masked assailants. As they distract, you react. Gun down the unsuspecting assailants as you pop out of corners and niches.



Stop to check around corners. If an enemy is heading your way, grab him and use his body as protection while you gun down his buddies.



Check the large crate at the ship's rear to load up on ammo or to grab a bazooka. Since the bazooka is best used at long range, use it to kill the enemies on the walkways above. Pick up Old Vet once you're done blowin' ship up—Old Vet is more effective in the following sections.



After slaughtering the masked assailants, go to the green doors leading into the ship's interior. They automatically open after you kill enough men.



The ship's interior consists of many small corridors. Tight spaces make it hard to proceed slowly if an enemy is within close distance, so run and gun if the going gets tough.



Your first task is to reach the rear elevator. The path to the elevator is a series of corridors running in a large circle; enemies can disappear into one corridor and reappear behind you. Take the first corridor carefully. Lean against the wall and fire on the enemy when he isn't looking.



Follow the corridors left, past the green elevator. Keep the corridor wall to your left as you circle around to the rear elevator. Creep slowly, as masked goons patrol the halls.



Take foes hostage to provide added protection. The corridors are tight, so the added protection to your front outweighs the loss in maneuverability. With a hostage covering your chest, the frontal assault from enemies ain't no thing but a chicken wing.



Upon reaching the rear elevator, you find that it isn't operable—yet. Turn to the wall behind you and call Banks over to unlock the lift control system.



As he unlocks the lift control system, patrol the nearby corridors on each side of the elevator to keep Banks from being interrupted. Use quick sweeping scans from left to right while G Unit patrols the rest of the halls.



Just as G Unit gets on the elevator, a swarm of masked thugs rushes you. Take the first one hostage and hold the rest of the wave at bay. Your hostage takes a lot of fire and dies; when this happens, turn and

dash back to the first (green) elevator.



Use Old Vet to clear a path back to the green elevator. Keep your finger on the trigger and gun down all enemies in your way. At the elevator, hit the switch and hop in to reach the upper deck.

Give Your Boys a Lift

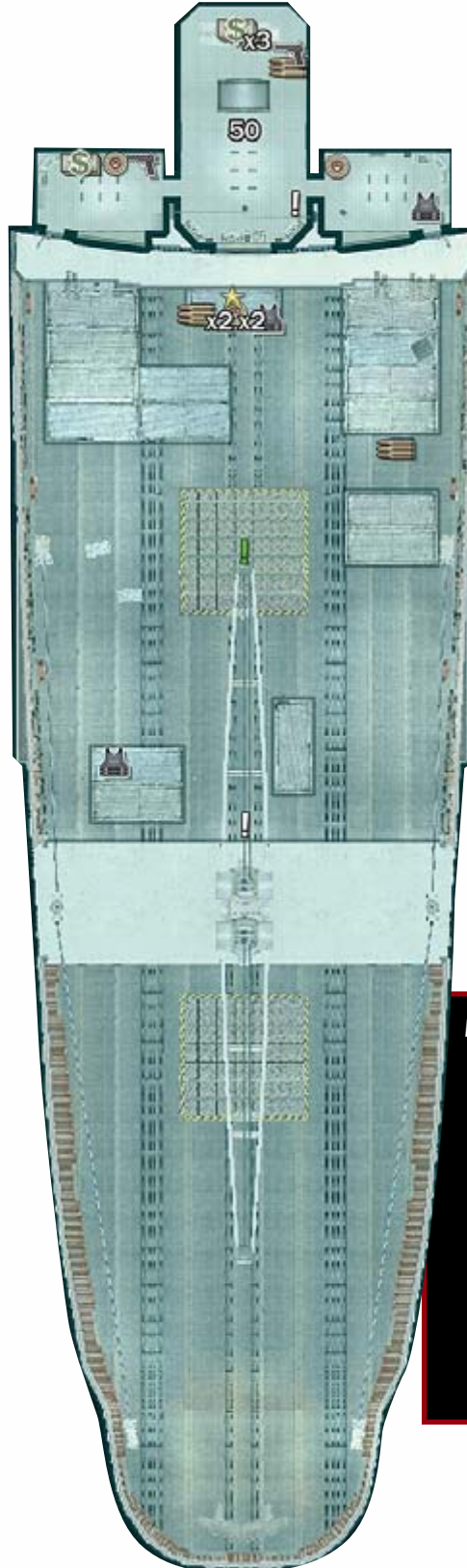
Tasks

- Get to the cargo lift
- Find the lift control system
- Find the lift control system
- Take the lift to the ship's hold



The elevator drops you off in a control room of the vessel. On the decks below is a control lift you must activate to get your G Unit crew up from below deck. Across the control room are more of Spinoza's men.

Chapter 15:
Eyes on the Prize



MAP LEGEND

- 50** Starting Point
- Loose Ammo
- Box of Ammo
- Ammo Crate
- Weapon
- Armor
- Primary Task
- Exit
- Money
- Grizz Medal



Grab the armor and the Ghost Dawg from the room to your right. To the left of the table is an ammo crate; reload on ammo and slowly creep onto the walkway outside the control room.

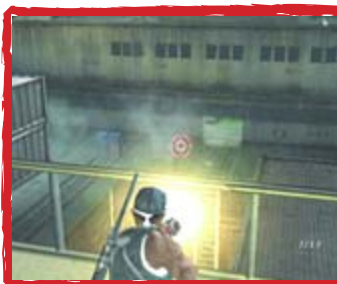


With your sniper rifle, scan the section

of the ship across from the control room and eliminate any would-be snipers. After you take out the two snipers across from you, go back into the control room and reload.

2 CENTS

After you pick up Ghost Dawg, switch it out with a weapon other than Old Vet or your Mac, like your handgun. Keep your Mac and Old Vet holstered—you're going to need them soon.



Fully loaded, go back onto the walkway and clean the decks below. Snipe unsuspecting fools from above to make your approach to the lower deck safer. The more masks there are below, the more bullets will come flying up high.



Hop on the crate directly across the walkway to begin your descent to the lower decks. Continue to peep the area below for enemies, and snipe them as you move to the crate's edge.



Slink to the crate's edge and drop onto the next one. Cap more enemies below as you approach the edge of this crate on your way to the next.

With the way clear, back up from the edge to get a running start and

hurdle to the next red crate. Once on top, crouch and continue to snipe.



Time your jumps carefully—if you don't make it from one crate to the next, you can plummet to your death. No amount of armor will keep you from becoming part of the deck.

Chapter 15: *Eyes on the Prize*

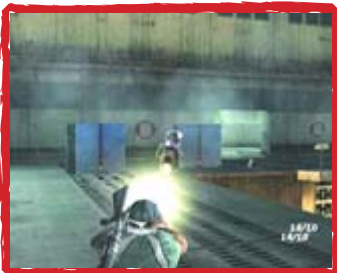


From here, jump over to the small blue crate next to the concrete ledge. Again, get a running start and leap over. Dash onto the concrete ledge and run to the ledge's right, toward an ammo crate and an armor.

Reload, then jet over to the ledge's left end where you can skip over to a large red crate with a Level-two armor jacket. Switch to Old Vet since you're closer to the floor now, and pump your enemies below full of lead.



The higher level armor jacket replaces the lower level armor. So grabbing the level two will still add to your armor even though you just got another jacket.



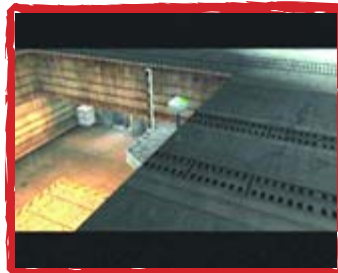
Drop down on the deck and creep into the blue crate. Switch from Old Vet to your Mac and pick up the second Mac in the crate for some double-fisted fun.

Use your double Macs to blast past enemies as you rush the switch for the cargo hold at the center of the ship's deck. Hit the switch to bring up your G Unit soldiers from below deck.



Directly behind the cargo lift controls is a small room with a green elevator. Run into the room; the control lift system is on the left wall. Call Banks over to the box to unlock it and access the elevator.

As he works on the box, hug the wall facing the outer ship area and watch Banks's back. Young Buck and Yayo patrol the outside of the room, so stay inside and hold down the fort. When Banks is done, call the elevator and take it up with the rest of your boys to the next section.



You exit the elevator into another of the ship's control rooms. Call Banks over to the lift-control-system box on the left wall to activate the lift to the ship's hold out on the deck.



When the lift controls on the deck below turn green, follow G Unit onto the walkway outside. Kill the two masked men on the walkway (if G Unit hasn't already). Dash to the walkway's right end as enemies across the ship take potshots at you.

Sneak onto the crate propped against the walkway's left end and let G Unit distract the enemies on the other side as you pick them off.



Drop onto the crate beneath you, then hop over to the blue crate with its door open. Grab the Grizz medal atop the blue crate and hop down onto the deck. Duck into the blue crate to stock up on ammo before you

charge the lift to the ship's hold.

Dash over to the control switch at the ship's center and activate it. Hop on to the lift and ride it down to the ship's hold. Muqtada and Spinoza can't hide for much longer...

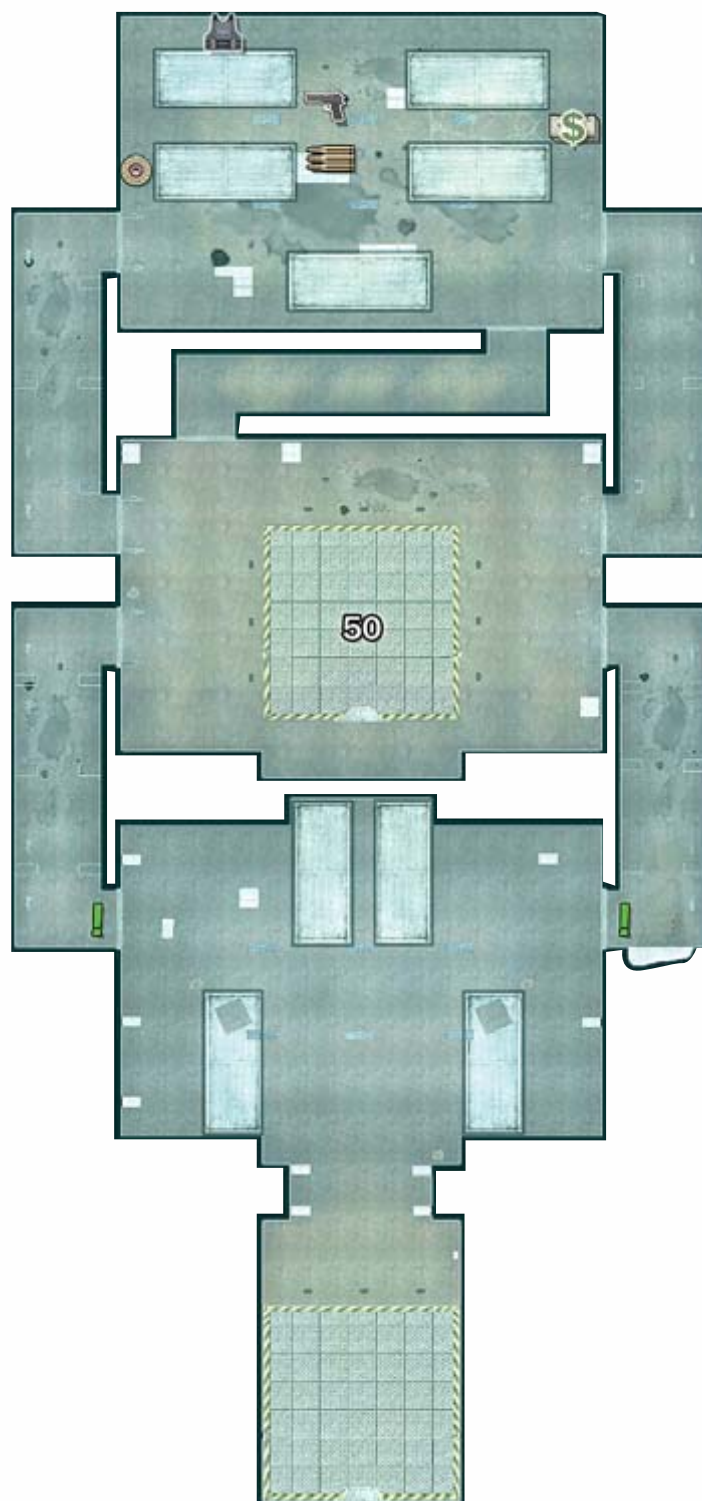
Payback Is a Bitch

Tasks

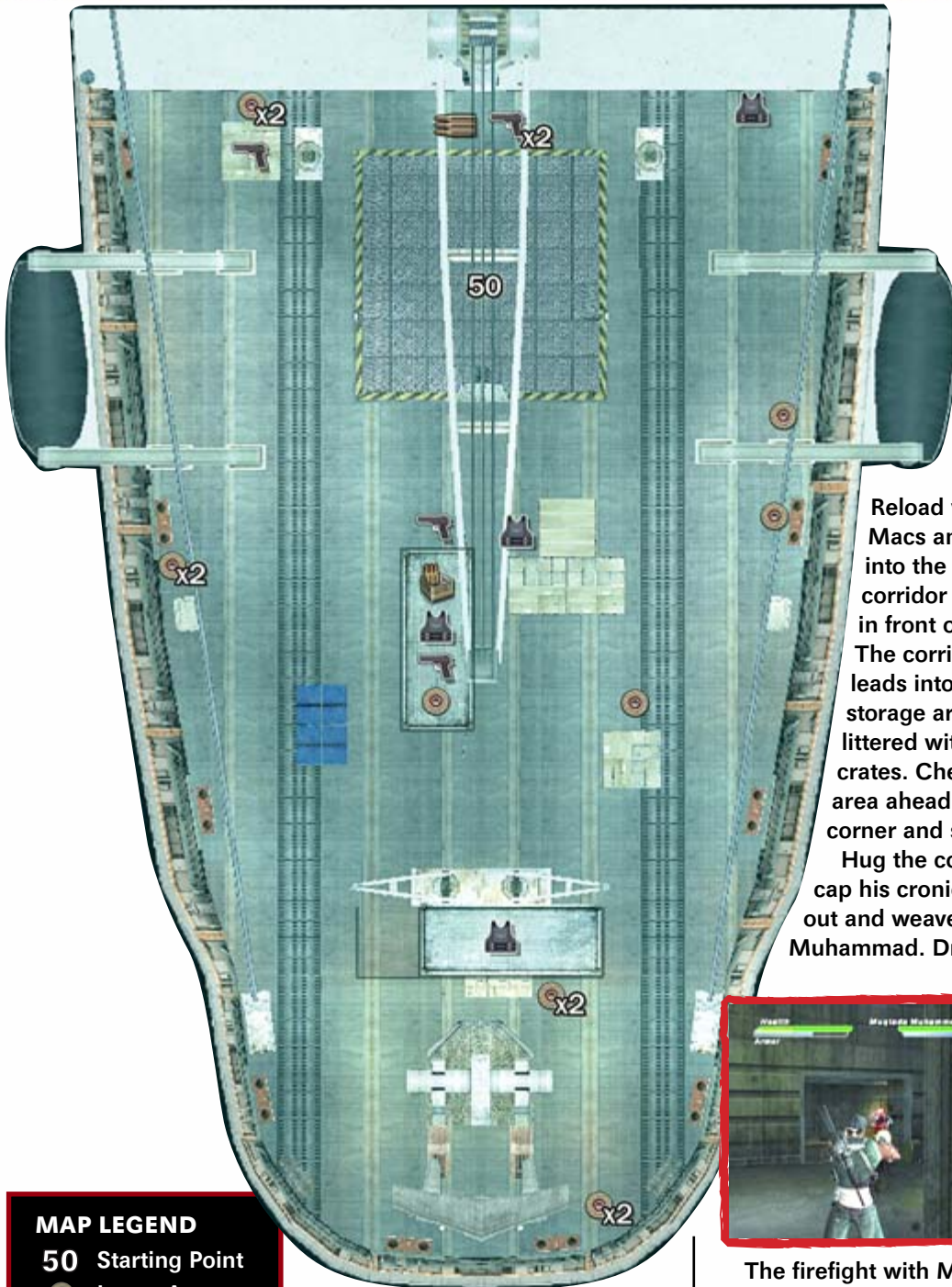
- Defeat Muqtada Muhammad
- Find Spinoza
- Defeat Spinoza

MAP LEGEND

- 50** Starting Point
- Loose Ammo
- Box of Ammo
- Ammo Crate
- Weapon
- Armor
- Exit
- Money



Chapter 15: Eyes on the Prize



Reload your Macs and run into the corridor directly in front of you. The corridor leads into a large storage area littered with crates. Check the area ahead from a corner and scope out Muqtada's men. Hug the corner for protection, and lean out to cap his cronies. After dropping the first few, rush out and weave between the crates to search out Muhammad. Drop his goons as you go.



The firefight with Muqtada is a game of cats and mouse. He sets his lackeys on you as he stalks you from between the crates. Steal shots at Muhammad as you spot him in the aisles, but don't always give chase or more of his men might ambush you.

MAP LEGEND

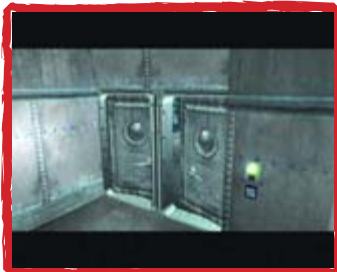
- 50** Starting Point
- Loose Ammo
- Box of Ammo
- Ammo Crate
- Weapon
- Armor
- Exit
- Money



As his stooges approach, take them hostage to provide extra cover against Muqtada's assault. Continue to pick at Muqtada until you wear down his armor to below 50 percent.

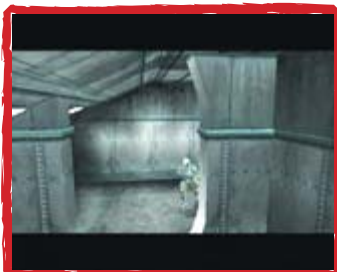


When Muqtada's armor is below 50 percent, charge at him with your Macs. Keep a safe distance to avoid being caught in an aisle with Muhammad and his goon squad.



As Muhammad retreats into the aisles, reload your

Macs and charge in on him with your barrels ablaze. Finish him off; when you do, a previously locked door unlocks. Head back to where the lift dropped you off, then go into the far right corridor. It's time to settle an old debt with Spinoza.

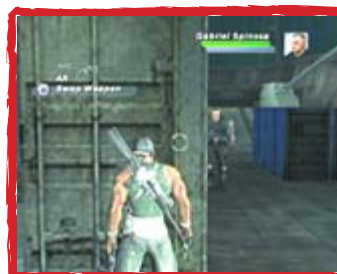


The way to Spinoza is pretty well-guarded, but it's nothing you haven't dealt with before. Shred the guards in your way as you speed to the final section of the ship.



As you approach the ship's end, you find Spinoza. The coward hides behind a hostage—Alexa. His gun is trained at your head, and yours at his; it's a standoff.

Suddenly McVicar crashes the party and takes aim at Spinoza. Without hesitation, Spinoza releases Alexa, lets one fly, and drops McVicar to the floor. Lucky for McVicar, it only nails his leg. Unfortunately for you, McVicar is of no use to you now. It's you and Spinoza—just how you want it.



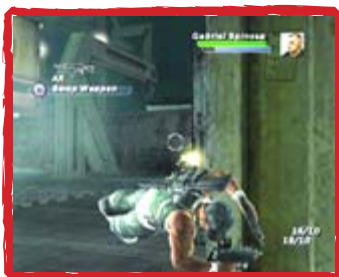
Spinoza is in no hurry to blast you again. He underestimates you and calmly walks around the ship in search of you. Take advantage of his miscalculation by sneaking around the large crate and returning the favor of capping him from behind.

Chapter 15: Eyes on the Prize



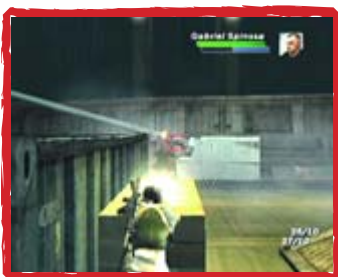
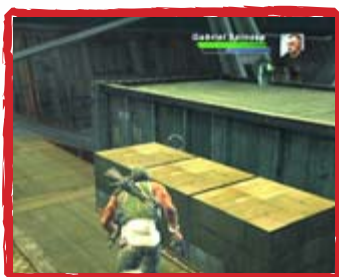
As Spinoza's armor starts to wane, switch to Old Vet. Old Vet is perfect in this area—its balance of range and power keep Spinoza in check.

With Old Vet leading the way, charge out into the open to draw out Spinoza. When he comes out into the open, unload a clip on him and dash back between the crates and boxes for cover. With Spinoza exposed, keep tabs on him by training the camera on his position as you sneak around.

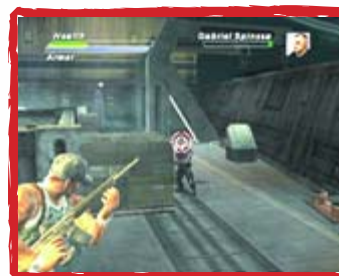
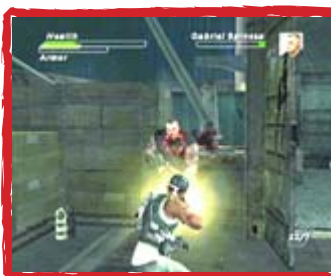


Continue to play hide-and-seek with Spinoza as you creep up behind him, shoot, and dive out of the way of his fire. Spinoza doesn't pick up the pace, so be patient and whittle down his armor.

Use crates and boxes as cover while you swing the camera around corners to scope out his position. While behind boxes, reload your weapon or switch weapons to adjust for range.



Dash over to the ship's rear to replenish your ammo and armor. The sound of your running footsteps catches Spinoza's attention. He foolishly follows the sound, so grab cover and lie in wait until he approaches. As he rears his ugly dome, unleash hell on him until he retreats.



Continue your assault on Spinoza from the shadows, taking head shots whenever possible. As he becomes aware of your position, dive and sneak into another area for cover. After your relentless assault, Spinoza comes tumbling down like a bag of lead, which he now is.



As Spinoza lies on the floor on a razor's edge of death, you calmly walk over to bid him farewell. One bullet for K-Dog and one for the nine he put in your back. Two shots to the dome and he's done.



Just as expected, the feds arrive two minutes too late. As the commotion dies down, Spinoza's body is removed while your G Unit soldiers remove the product on the ship. Muqtada and Spinoza aren't going to need that entire Afghani shipment now, so you might as well give it a good home.



You settle your business with Booker. He looks the other way while you make way with the product and share a few words with Alexa—you'll be seeing her around. On your way off the ship, you stop to say your piece with McVicar. Lucky for him you understand that it was only business; besides, he's the one on the floor bleeding. McVicar is paid off, Booker is alive, and Spinoza isn't. All is right in your neck of the hood.



Congratulations on surviving 50's game, *50 Cent: Bulletproof*. Now watch out for 50's next big project: on November 9, 50's first movie, *Get Rich or Die Tryin'* hits the big screen. Peep your local theater and check it out, kid!

Chapter 16: Candy Shop (Extras)

Candy Shop (Extras)

All the Hotness, None of the Sweat

The Candy Shop is your one-stop shop for extra content in the game. Need to find that missing Grizz medal? Check aisle one. How about some details on a new counter-kill to spend your hard-ganked paper more wisely? Cleanup on aisle two! Better still, want the ins and outs of Arcade mode to maximize your score? Bingo! That's our blue-light special. Whether it's counter-kills, cheat codes, or Grizz medals, this is the only place to find it.

Get a Grip of Grizz Medals

Having been in the Gulf War, Grizz earned 10 medals for, presumably, heroic acts of valor in the line of duty—or he may have just gaffed them from other valiant soldiers. Either way, his medals have been stolen and scattered to the wind.

As you progress through the game, grab a Grizz medal and bring it back to its owner (or most recent owner, as the case may be); Grizz rewards you with an extra two Gs. Bring them all back and he hands over a Level-three armor. Total value of all 10 medals? Twenty Gs and a Level-three armor! Not bad for few pieces of metal.



The following Grizz Medal sections list where you can find each medal in the game and in the guide's walkthrough.

Grizz Medal #1

Location: Picnic in the Woods mission

For Further Info: See the "Cracking the Safehouse" walkthrough



After getting past the guards, picking the security gate, and taking the elevator up to the safe house, you start this section of the mission in the safe house kitchen.

Make a sharp left from where you start around the corner into the living room area. Continue turning left until you see a piano across from an indoor fountain. Check the piano for your first Grizz medal.

Grizz Medal #2

Location: Spider Webs mission

For Further Info: See the "Firefight!" walkthrough



Survive the first two sections of the junkyard until you reach the chop shop doors. Clear the area of enemies; the chop shop doors then open, and you can nab this medal safely.

Turn to the subway car that is on an incline and take it up to the adjacent subway car's roof. Make a left and follow the car's roof until you're high above the area where you entered. On the second floor of the stacked subway carriages is the second Grizz medal.

Grizz Medal #3

Location: Chinese Take Out mission

For Further Info: See the "Quiet Grasshoppa" walkthrough



This medal is easy to see but not as easy to pocket. At the beginning of the Chinese Take Out mission, you must be stealthy. Since this requires a lot of sneaking, jumping up to grab the medal from its location atop the shelf is not an option. Not

right away, at least.

Follow the lone guard as he patrols the kitchen area. Sneak up behind him and slice his gullet. When he is dead, go into the first room with the large grill and grab the Grizz medal from atop the shelf.

Grizz Medal #4

Location: Hijacked Subway mission

For Further Info: See the "Subway Inferno" walkthrough



You fight your way to the head of the subway cars and what do you get? A burning inferno of crashed subway carriages patrolled by angry masked men. Luckily there is a gleaming shine of valor amidst all this chaos.

Just as you exit the hellish disaster, look to your immediate left. The subway car at the beginning of the crash houses a Grizz medal. From the beginning, go down the long crash site, round back to the far end where you began (essentially, make a giant U), and hop inside the subway car to grab it.

Grizz Medal #5

Location: Hijacked Subway mission

For Further Info: See the "Deeper into the Underground" walkthrough



Later in the subway mission you encounter another Grizz medal. As you approach a large generator area, you spot the shiny medal atop a large piece of equipment.

To retrieve the medal, deactivate the fan (as the main walkthrough requires), then go up the ramp to the medal's right. Follow the walkway as it leads to a window, where you can hop out and onto a pipe that leads to the medal.

Chapter 16: Candy Shop (Extras)

Grizz Medal #6

Location: Not What, Who! mission
For Further Info: See the "Ghetto Labyrinth" walkthrough

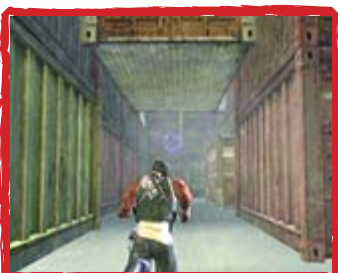


This is the second easiest medal to acquire (the medal hidden in the piano being the first). What makes this more difficult is that you begin this mission with a group of pissed-off thugs all up in your grill.

At the very beginning of the Not What, Who! mission, immediately turn left toward the stairs. Follow them down into a room with power-ups. Exit the room via its only doorway and follow the alley around the outside of the room until you reach the sixth Grizz medal.

Grizz Medal #7

Location: Gone Fishin' mission
For Further Info: See the "Just Dropping In" walkthrough

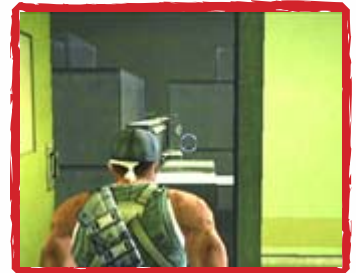


The seventh Grizz medal is located in a maze of crates and boxes. You must manipulate the environment to gain access to it. No worries, though, you need to manipulate the environment to get past this level anyway.

As you place beacons on the crates (as the main walkthrough requires), the crates are removed. Halfway through the level, you encounter two crates that must be removed, one immediately behind the other. Check the alcove left behind by the second crate to spot the seventh medal.

Grizz Medal #8

Location: Bagged and Tagged mission
For Further Info: See the "Gut Feelings" walkthrough



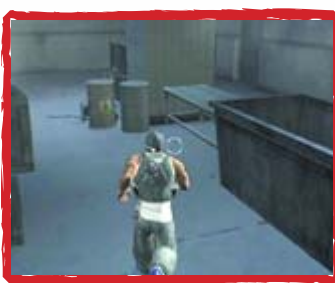
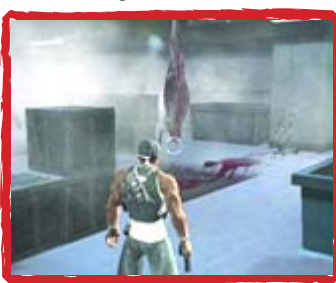
Before grabbing Eduardo Vasquez's stomach contents, grab this Grizz medal with minimal fuss. Entering the room that contains the stomach contents won't trigger anything; grabbing them, however,

will. When you grab the plastic bag with Vasquez's insides, the mortuary swarms with gangbangers.

To the body locker's left, search the far corridors for a hall with yellowish green lights. When you find it, enter the hall's far left door. The sink inside houses a Grizz medal.

Grizz Medal #9

Location: Rat Trap mission
For Further Info: See the "Not Your Typical Butcher" walkthrough

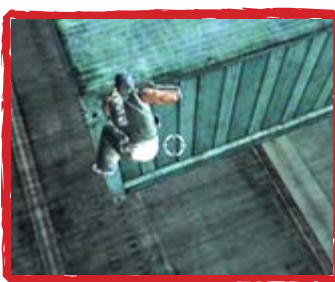


After escaping certain death at the hands, or chainsaw rather, of Sam the Butcher, you escape into the mob's meat-packing facility/casino front.

In the main meat-packing room is a large empty vat. Well, empty except for the lone Grizz medal that sits at its bottom. Hop on the bench next to it, and jump in to grab it.

Grizz Medal #10

Location: Eyes on the Prize mission
For Further Info: See the "Give Your Boys a Lift" walkthrough



This is it, your ticket to a free Level-three armor (provided you found the other nine medals). As you proceed through the highs and lows of the vessel, keep your eyes trained on the tops of the shipping crates. After exiting the ship's second control

room, creep along the ledge outside the room to a crate at the walkway's far right, and look below.

Atop a small blue crate is the last Grizz medal. Hop down from the crate until you are within jumping distance of the small blue one. Time your jump well, however, because you get only one shot at this. If you fail to make it across, there is no way back up.

Counter-Kill Expo

Contrary to popular belief, Popcorn isn't just good for a laugh. Sure that cat might be a little crazy, but he certainly has what it takes to train you back into killer condition.

While at 50's hood, stop by the Rialto Theater and check out the reels of film on the table to Popcorn's left. The reels contain footage of Grizz performing every counter-kill you can learn. For a small price of four Gs, Popcorn can teach you a desired counter-kill. The following section details them all so you could make better choices on how to spend that paper.



The following list contains every counter-kill you can learn. The only counter-kills not listed are the ones you begin the game with by default (see the "50's Other Kills" section of this chapter).



There are 25 counter-kills available for purchase; each costs four Gs, which brings the grand total to \$100,000. Better stash that cheddar to learn them all.

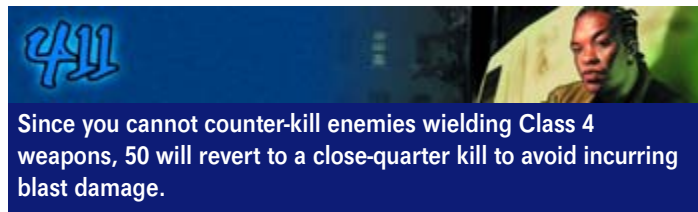
Weapon Classes

Each counter-kill is affected by several different factors, the primary being weapon class. Weapon class refers to the type of weapon the enemy wields. One-handed weapons, such as gats, nines, Bulldogs, and even Scavengers, are considered Class 1 weapons. Two-handed weapons that must be held at hip level, such as Painkillers, pumpguns, Blaze, and Big Smokey, are Class 2. Class 3 consists of two-handed weapons that must be held at eye level (Ghost Dawg, for example). Finally, Class 4 consists of high-powered weapons, namely the bazooka and Hornet, for which there are no counter-kills.

Chapter 16: Candy Shop (Extras)

Weapon Classes

Class 1	Class 2	Class 3	Class 4
Nine	Pumpgun	AK	Bazooka
Gat	Painkiller	Old Vet	Hornet
SN Special	Blaze	Li'l Smokey	—
Scavenger	Big Smokey	Ghost Dawg	—
Buster	—	—	—
Bulldog	—	—	—
Sawed-off Shotgun	—	—	—
MP	—	—	—
Phantom	—	—	—
Mac	—	—	—



Character Size

The second factor affecting counter-kills is enemy size. Enemies susceptible to counter-kills come in two sizes—large and normal. Enemy size dictates which type of counter-kill 50 uses.

50 can't climb on to an enemy's leg to shank him in his dome if the enemy is not large enough to support 50's weight, can he?



Counter-Kill Gallery

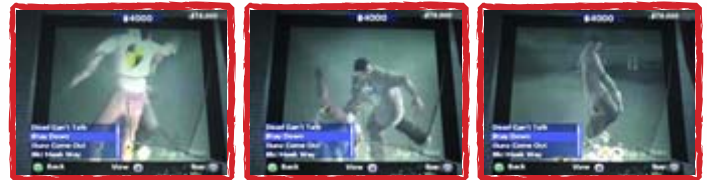
Dead Can't Talk

Weapon Class: Class 1
Character Size: Normal



In this brutal move, 50 disarms his opponent by breaking his right arm, which tosses the gun in the air. As the gun flies upward, 50 swings his opponent around his back and snatches him by his head, only to catch the gun as it comes down and shove it into his enemy's mouth. Then he fires off one round for good measure.

Stay Down

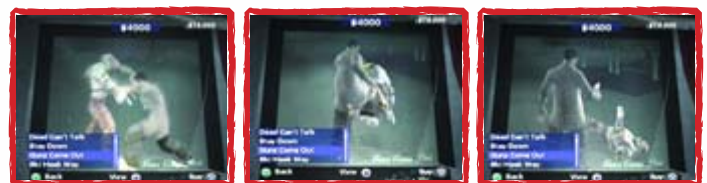


Weapon Class: Class 1

Character Size: Normal

Stay Down does just as its name implies—keeps your opponent down. 50 grabs the opponent by the arm that carries the weapon. He leads the enemy up over his head, and down to the floor. As he swings the enemy to the floor, he removes the weapon and fires.

Gunz Come Out

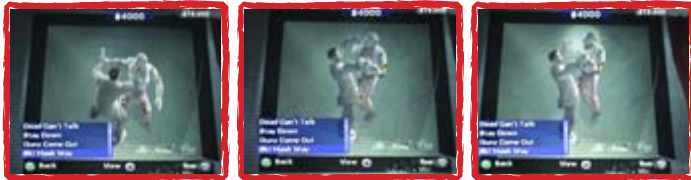


Weapon Class: Class 1

Character Size: Normal

With Gunz Come Out, 50 grabs his opponent's head, pulls him forward, and knees him in the stomach. The impact of 50's knee disarms his opponent and sends the gun flying into 50's hand. He then catches it, and busts one on his foe.

Ski Mask Way

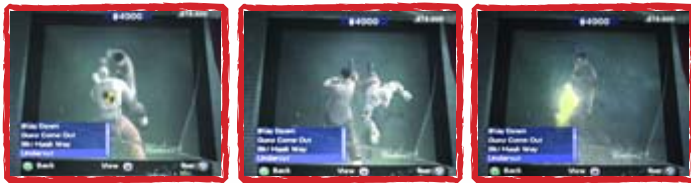


Weapon Class: Class 1

Character Size: Normal

Ski Mask Way is an execution, straight and simple. No fuss, no bother. 50 storms up to his target, picks him up by his neck with the right hand, and blasts him in the face using his enemy's gun that he took with the left hand.

Undercut

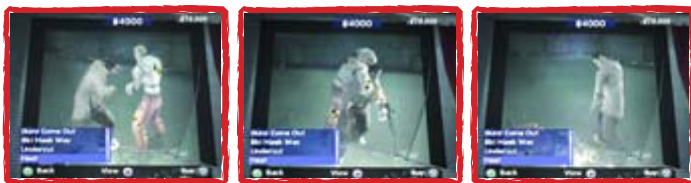


Weapon Class: Class 2

Character Size: Normal

With Undercut, 50 snatches the weapon out of his opponent's hands. The momentum lurches the enemy forward as 50 swings the weapon at his opponent's feet. Once the target is stomach-down on the floor, 50 finishes him off with one to the back of the head.

Heat



Weapon Class: Class 2

Character Size: Normal

This counter-kill is the Class 2 equivalent of Stay Down. 50 grabs his opponent's gun, twists his back into this foe's chest, then swings him up and over to the floor. Once on the floor, the target is treated to a single blast.

Stuntin'

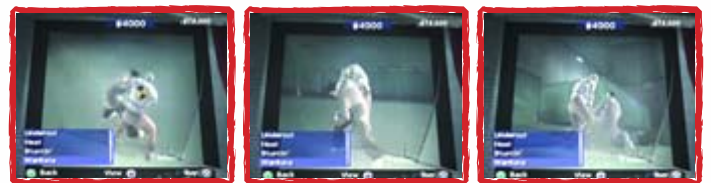


Weapon Class: Class 2

Character Size: Normal

Stuntin' is no joke. Fiddy grabs the weapon with his left hand, decks the opponent with his right, then swings the gun around for one more nasty blow to his opponent's head. As the gun finishes swinging around Fiddy's back, he takes it in both hands and deals the final blow—a single shot from the weapon.

Wanksta



Weapon Class: Class 2

Character Size: Normal

Wanksta is quick and mean. 50 grabs the goon's gun with both hands, then drives its butt into the enemy's stomach. The force knocks the enemy back slightly as 50 immediately pivots around so the barrel faces the enemy; he then cocks the gun and blasts the target from a crouched position.

Like My Style



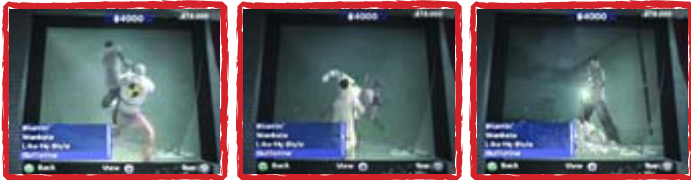
Weapon Class: Class 2

Character Size: Normal

Like My Style is 50's most stylin' counter-kill. Here 50 smacks the victim in the head, then swings around to drive his elbow into the enemy's back, which sends the gun flying into the air. 50 catches the weapon behind the enemy and blows him away from a crouched position.

Chapter 16: Candy Shop (Extras)

Guillotine

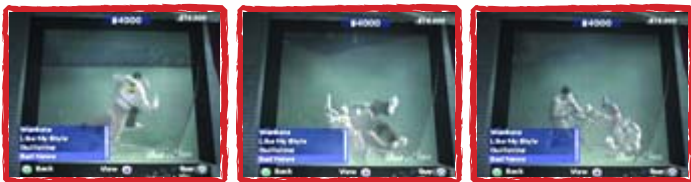


Weapon Class: Class 3

Character Size: Normal

With Guillotine, 50 grabs the enemy's gun as he kicks him in the leg. The kick loosens the weapon from the enemy's clasp, which allows 50 to then swing the weapon down over the target's head like a guillotine. When the stooge is on the floor, 50 pumps him full of lead.

Bad News

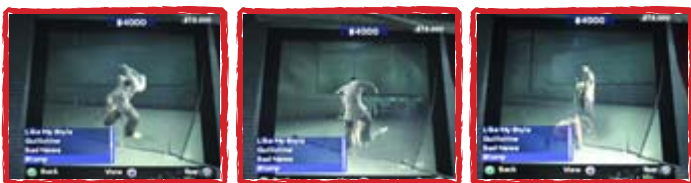


Weapon Class: Class 3

Character Size: Normal

In this move, 50 takes his opponent's gun, pulls the enemy closer, then drives the enemy onto the floor as 50 rolls over his body. As he comes out of the roll, he takes possession of the weapon and kills the incapacitated victim.

Stomp



Weapon Class: Class 3

Character Size: Normal

Stomp is mad brutal! 50 shoves his target onto the floor using his body weight as leverage. Then 50 stomps on the back of the enemy's head as he lies on the floor. There may not be any rounds fired, but that just means that 50 didn't need to.

Beg for Mercy

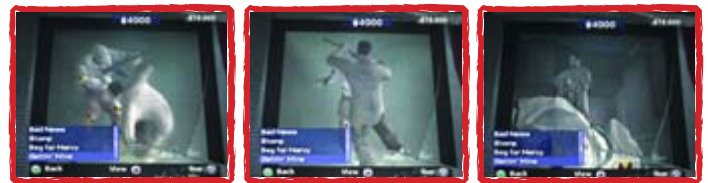


Weapon Class: Class 3

Character Size: Normal

This move is more slick than it is brutal. Showing off 50's speed, Beg for Mercy has 50 stealing the weapon from his enemy as he spins around him. The spin leaves the enemy twisted and in a kneeling position before 50 caps him with his own gun.

Gettin' Mine

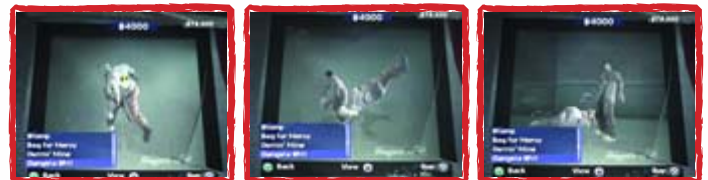


Weapon Class: Class 3

Character Size: Normal

In this counter-kill, Fiddy rushes his victim and ducks under and behind him. He grabs the gun as he ducks past, then chokes and spins the enemy from behind with the enemy's weapon.

Gangsta I@S#

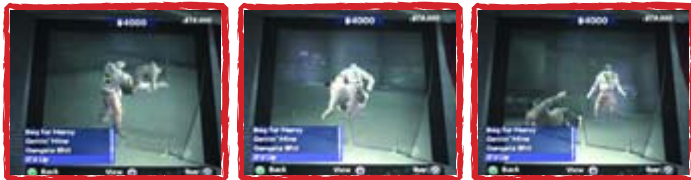


Weapon Class: Class 1

Character Size: Large

Straight from the wrestling shows on TV, 50 picks up his opponent in a bear hug, slams him headfirst onto the floor, then caps him upside his dome.

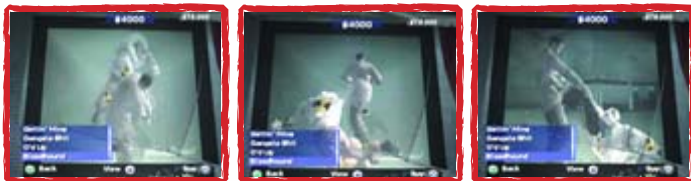
G'd Up



Weapon Class: Class 1
Character Size: Large

In *G'd Up*, 50 grabs his large enemy's arm, hoists himself up, and pounces off the enemy's chest. As he flies off the enemy's chest, he whirls around and blasts him.

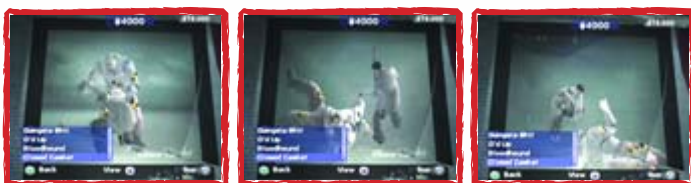
Bloodhound



Weapon Class: Class 1
Character Size: Large

Here 50 uses a wrist lock to guide the large brute onto the floor and disarm him at the same time. When the enemy is on the floor, 50 places one foot on the target's shoulder to keep him down (while still maintaining the wrist lock with one hand) and caps him once upside his lid.

Closed Casket



Weapon Class: Class 2
Character Size: Large

In another wrestling-inspired move, 50 lifts his enemy onto his shoulders and slams him onto the floor. As he does, he takes the target's weapon and fires off one round into his skull.

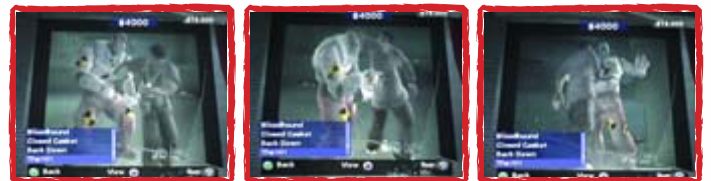
Back Down



Weapon Class: Class 2
Character Size: Large

Back Down is the only counter-kill that requires resistance from the enemy. In it, 50 elbows the target in his gut before being picked up in a tight bear hug. With his feet off the ground and his back to the enemy, 50 takes the weapon and fires a single shot over his shoulder into the assailant's cranium.

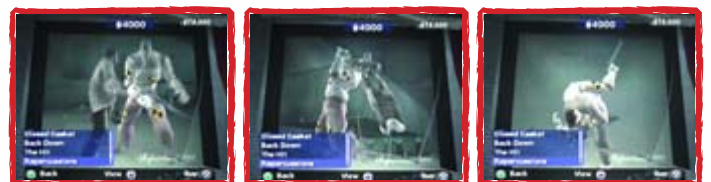
The Hit



Weapon Class: Class 2
Character Size: Large

Another one of 50's stylin' moves, the *Hit* has major flare. 50 grabs the gun and spins around to deliver a sharp elbow to the brute's head. As he finishes spinning around from the elbow, he drives the barrel of the gun under the behemoth's chin for a point-blank blast.

Repercussions



Weapon Class: Class 2
Character Size: Large

This move has 50 climbing onto the large brute. He steps on the enemy's knee, grabs a hold of his neck, and swings around his back. As he lands on the opposite side of the enemy, 50 snaps his neck.

Chapter 16: Candy Shop (Extras)

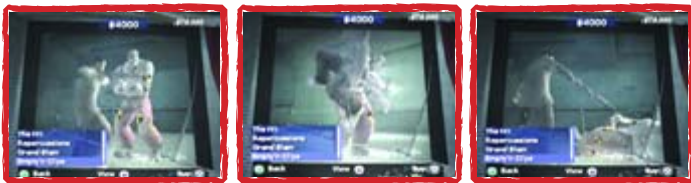
Grand Slam



Weapon Class: Class 2
Character Size: Large

Truly a Grand Slam of a move, here Fiddy head butts the enemy and snatches the weapon from his hands. He then swings the gun around like a baseball bat and smacks a home run with the target's head.

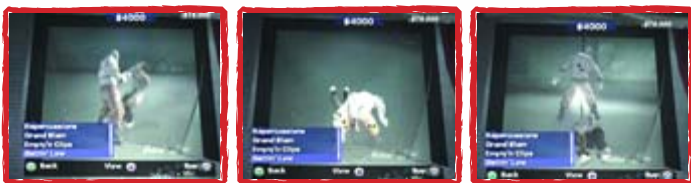
Empty'n Clips



Weapon Class: Class 2
Character Size: Large

In Empty'n Clips, 50 feigns a roundhouse kick to the enemy's head, but delivers it to his knees instead. The kick brings the large brute to the floor where 50 can empty a few clips into his body.

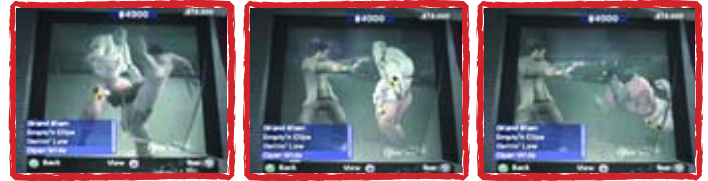
Gettin' Low



Weapon Class: Class 2
Character Size: Large

Gettin' Low resembles a 1950's dance move more than one of 50's killer moves. Perhaps that's why it is so effective in tricking the enemy. With this move, 50 grabs his foe's gun and slides under the enemy's legs. The slide not only lurches the target forward, but also dislodges the gun from his hands. When 50 is behind the enemy, he fires off a few rounds.

Open Wide



Weapon Class: Class 2
Character Size: Large

No collection of brutal moves is complete without a hit to the groin. In 50's most shocking move, he lands a shin to the enemy's babymaker, then sticks the barrel of his gun into the enemy's kisser. The enemy will never be able to walk again, and he won't be able to talk either.

50's Other Kills

The following tables are 50's default kills. He doesn't need to purchase these from Popcorn, nor do they depend on weapon class; close-quarter kills replace counter-kills in tight spaces, and silent kills require 50 to sneak up behind the enemy, nullifying the effect of the enemy's weapon.

50's Default Close-Quarter Kills

Kill Name	Character Size
Soldier	Normal
Warrior	Normal
Southside	Normal
Spine Cracker	Normal
Mountain Climber	Large
Skewer'd	Large

50's Default Close Silent Kills

Kill Name	Character Size
The Ventilator	Normal
Titan Killer	Large

Arcade Mode

After beating the first mission and saving the game, Arcade mode is automatically unlocked. In Arcade mode, your task is to kill the required number of enemies in a map of your choosing. Points are given based on a *huge* number of factors, making Arcade mode infinitely playable.

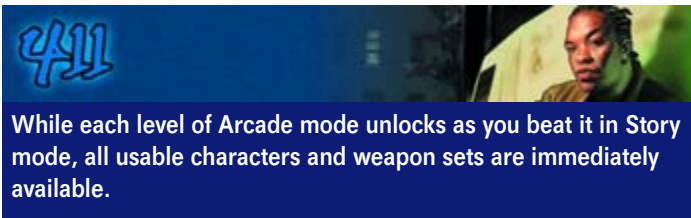
Subsequent Arcade mode levels are unlocked as you beat their respective mission. Don't count on every part of every mission becoming playable in Arcade mode, however; there are a total of 20 unlockable levels in which to raise hell.

50 Cents to Play, Free to Continue



Begin Arcade mode by loading the saved data of a file that has, at minimum, passed the "Chasing the Dog" mission. After the data loads, you get a choice as to whether to continue the Story mode or to test your mettle in Arcade mode.

Select Arcade mode to continue. Once in Arcade mode, choose the level, character, and weapon set you would like to play with. After you do all that, it's time to get into some old-school action.



While each level of Arcade mode unlocks as you beat it in Story mode, all usable characters and weapon sets are immediately available.

Arcade Playas



All the main players from Story mode and other characters are playable in Arcade mode. Two different versions of 50, the entire G Unit crew, and even a new and improved Bugs, among others, all join the fray.

Each character also has different weapon sets to use, and each has varied health and armor statistics, further adding to the multitude of ways to play this mode. Using Inked 50 with his Versatility weapon set yields a totally different experience than Gangsta 50 with a Precision weapon set. Mix and match your choices to increase or decrease the difficulty.

The following table lists each character's health and armor statistics along with their respective weapon sets.

Character	Armor	Health (added %)	Weapon Set
50 Cent: Gangsta	Armor Level I	Normal	Versatility, Speed, Blast Damage
50 Cent: Inked	—	50%	Fire Power, Versatility
Grizz	Armor Level I	50%	Precision, Spread
McVicar	Armor Level I	30%	Precision, Versatility, Spread
Lloyd Banks	Armor Level I	10%	Precision, Versatility, Blast Damage
Young Buck	Armor Level I	20%	Versatility, Speed, Blast Damage
Tony Yayo	Armor Level I	10%	Speed, Blast Damage, Spread
Whoo Kid	Armor Level I	10%	Precision, Versatility, Spread
IceBERM	Armor Level I	Normal	Ultimate
Popcorn	Armor Level I	Normal	Versatility
Von Sykes	Armor Level II	20%	Precision, Blast Damage, Spread
Petra	Armor Level III	Normal	Speed
Spider	Armor Level I	10%	Versatility
Wu-Jang: Vested	Armor Level III	Normal	Blast Damage, Spread
O'Hare: Vested	Armor Level III	Normal	Blast Damage, Spread
Bugs	Armor Level III	50%	Speed, Blast Damage, Ultimate

Chapter 16: Candy Shop (Extras)

Weapon Sets

Spread among the 16 different characters are seven different weapon sets: Precision, Fire Power, Versatility, Speed, Blast Damage, Spread, and Ultimate. Not every character has all seven, so picking your character limits your choices in artillery.

Luckily, ammo is unlimited in Arcade mode, so grabbing a high-powered explosive weapon with a small clip doesn't hinder your gameplay (in terms of ammo usage) more so than choosing a weapon set with high clip counts. Peep the following table for the detailed contents of each weapon set.

Precision	Fire Power	Versatility	Speed	Blast Damage	Spread	Ultimate
Bulldog	Blaze	Gat	Gat	Scavenger	Shotgun	Shotgun
MP	–	Buster	Gat	Bazooka	Pumpgun	Bulldog
Ghost Dawg	–	MP	Mac	–	–	MP
–	–	Lil Smokey	AK	–	–	Hornet

Precision



The Precision package is most suited for patient gamers. Scope the building rooftops for enemies with Ghost Dawg, then switch to your Bulldog to take out solo foes on the floor. When approached by a small group, whip out your MP to take them down.

Fire Power



Test your trigger finger with this weapon pack. In fact, one can hardly call it a "pack" since it's only one weapon. Use it correctly, however, and it's all the weapon you'll need. Keep the fire steady and your aim true and you'll drop fools like a desert heat wave.

2 CENTS

Use this set with Inked 50 for a real challenge and see what you're made of. How hard are you?

Versatility



The perfect balance of range, fire power, and accuracy; this weapon set is best suited for players wanting to do a little of everything. It is also a good package to try out when first wading into Arcade mode.

Speed



Love to run and gun? This set is for you. Bum-rush your enemies and blast them with your bevy of automatic weapons. Keep that stamina up and use counter-kills at close range to mix things up.

Blast Damage



This set may have only two guns, but these two guns can demolish vehicles and bring down small buildings. Don't count on accuracy with these weapons; instead, count on major collateral damage, destruction, and splash damage points. And bunches of kills, of course....

Spread



For smaller maps with tight spaces, use the Spread weapon set. Capable of damaging multiple enemies with single blasts, these weapons might take a few shots to bring down enemies at

mid-range, but they will make Swiss cheese out of grouped enemies up close.

Ultimate



The ultimate weapon is the dream team of artillery. With all-stars from every other weapons package, its main superstar is the Hornet. Score major points with the Bulldog, MP, and

the sawed-off shotgun, but slam-dunk on your enemies with the Hornet.

Scoring



At the beginning of each map, you are given a specific number of enemies to eradicate (noted at the screen's top right corner, under the timer). Therefore, it is imperative that you kill as many

enemies (and maximize your amount of points) in the least amount of time, as there are only a limited number of enemies on the map. Luckily the scoring system doesn't pull tight with the points.

Everything from wallets and power-ups to kills adds to the cascade of points at the screen's top center. Modifiers, such as kill combos, further multiply the amount of points garnered. Remember, this is 50's game, so the style in which you get points is just as important as the kills you rack up. Take an enemy hostage and interrogate him for 50 points, then use him as a human shield for 30 points per bullet he absorbs. Finally, release him and use a head shot for another 200 points (100 for the headshot, 100 for the kill). The possibilities are near limitless. Refer to the following table for an example of some of the possible scoring opportunities.

Kill Type	Score
Kill	100
Head Shot	100
Splash Damage Kill	50
Chain Kill 2: Kill Combo	250
Chain Kill 3: Chain Killer	500
Counter-Kill	500
Per Bullet (That Hits Human Shield)	30
Per Interrogation Strike	50
Destroyable Object (Crates, etc.)	25
HAND of DEATH*	50,000
BULLETPROOF	100,000
DEAD EYE	100,000
ULTIMATE	500,000

*Hand of Death, Bulletproof, Dead Eye, and Ultimate are all tallied scores at the level's end. To achieve each, complete the following:

- Hand of Death:** Complete a stage using physical moves only.
- Bulletproof:** Finish a stage with full armor and full health.
- Dead Eye:** Finish with 100 percent accuracy.
- Ultimate:** Complete a level with Bulletproof and Hand of Death.

Codes

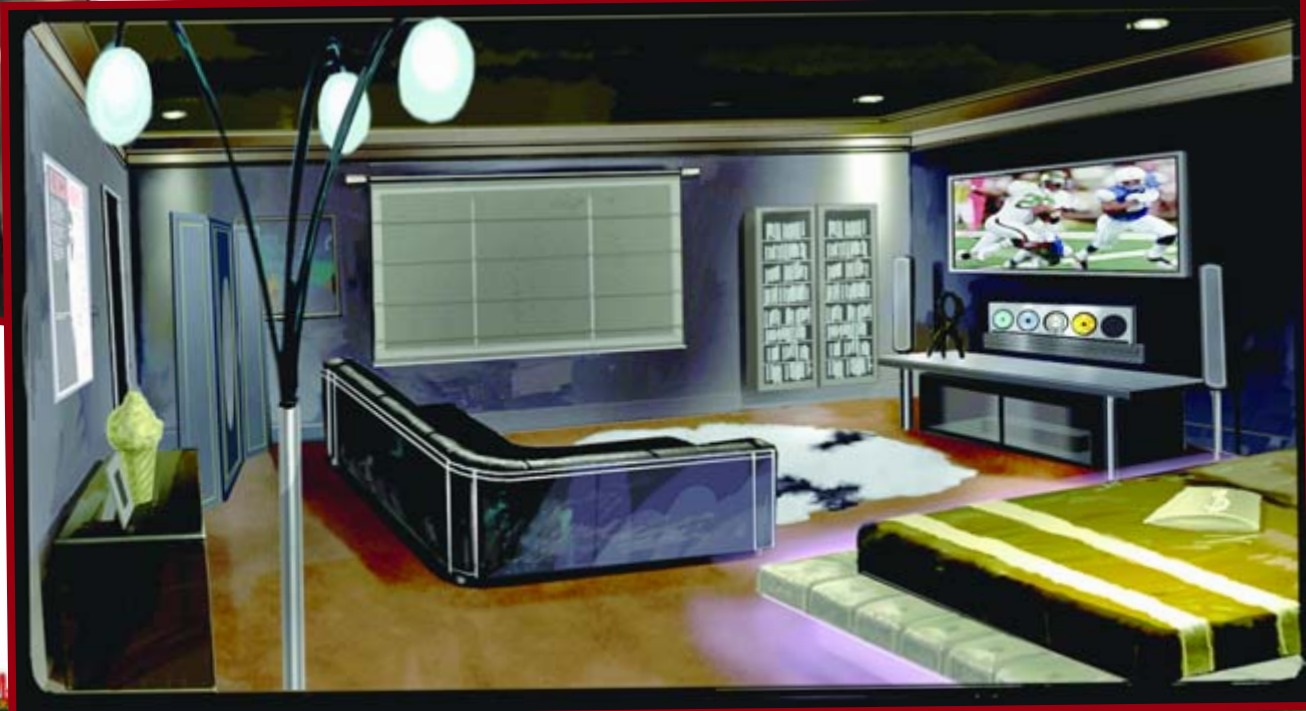
The search isn't over until you've got all the tracks. Keep checking this web address for updates on codes to unlock the full potential of 50 Cent: Bulletproof—
<http://www.primagames.com/50/>.

**50
CENT**

Bulletproof

50 Cent Bulletproof





Chapter 17:
Art Gallery



50
CENT
Bulletproof



Chapter 17:
Art Gallery



50 Cent
Bulletproof



*Chapter 17:
Art Gallery*

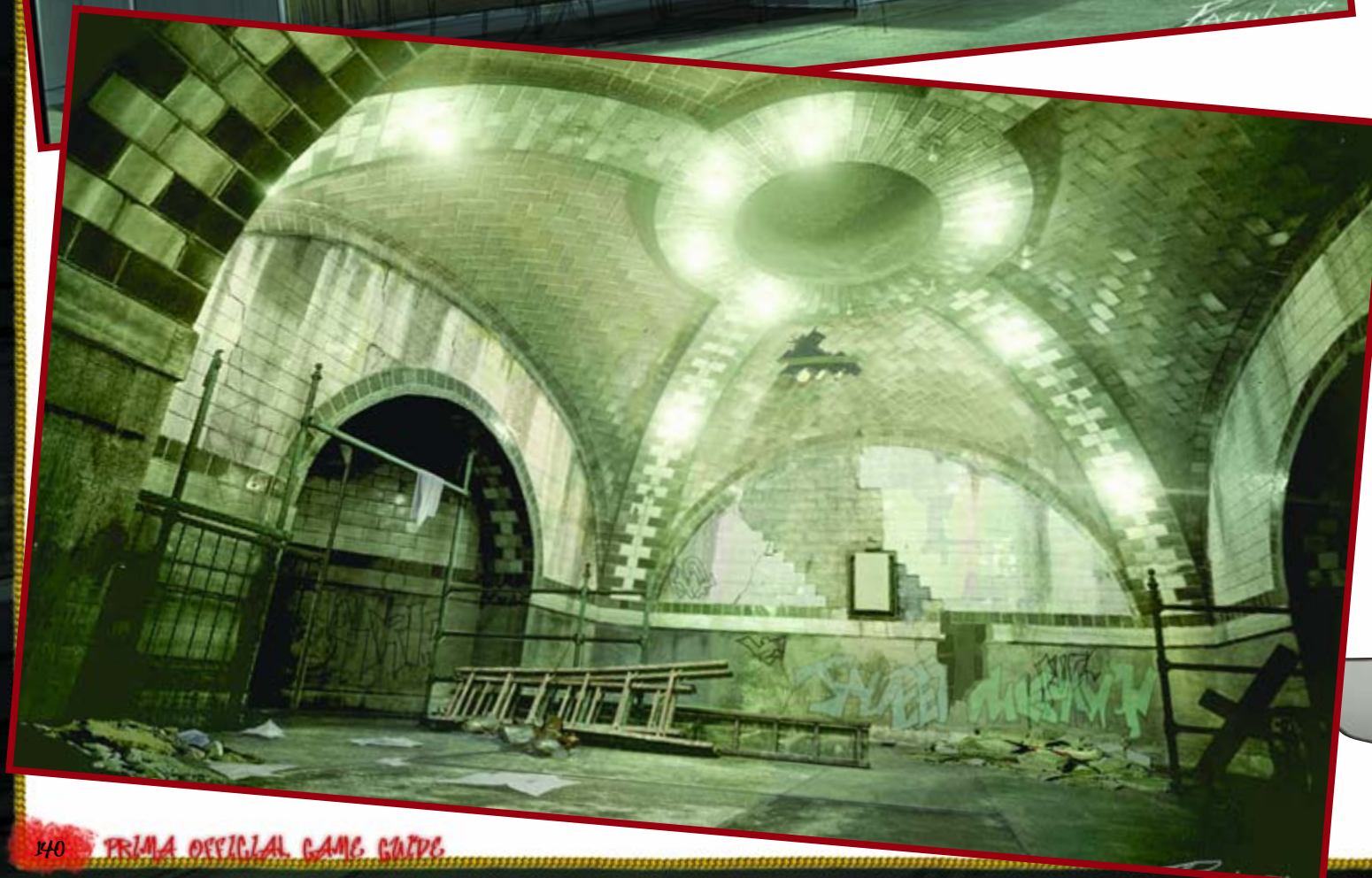


50 Cent
Bulletproof



Chapter 17:
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50 Cent Bulletproof



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Art Gallery

