

Introduction

Understanding Saints Row PSP

Saints Row: Undercover for PSP is intended to be a successful expansion of the Saints Row franchise into the handheld market. It will contain the same core game play elements as the next-gen games; scaled back to fit within the constraints of the platform, schedule and budget. The following document should provide the reader with knowledge about the team's goals for both the development process and for the presentation of the game.

WARNING: The screen captures used to illustrate areas reflect Saints Row 2 assets—they do not reflect the lower resolution, lower polygon, smaller texture requirements of the PSP.

Project Overview

Design Goals

It is our goal to present Saints Row PSP as a tight, robust iteration of the Saints Row franchise. The target platform will obviously limit some aspects of the game, but we will focus on the story, characters, and extensive game play elements to create a compelling game that can be carried in your back pocket. Our target reference is the Grand Theft Auto games for the PSP which we look to equal or excel in creating an open world environment that you can play the way you want to. Saints Row for the PSP will reflect the unique elements that are contained in the next generation versions, while simplifying the environment and focusing on the most popular of the existing activities, diversions, and mission styles.

Finally, the core gameplay experiences which will distinguish the entire Saint's Row franchise will also be available in the PSP version: 1) Combat, 2) Customization and 3) Co-Op gameplay.

Features

Saints Row PSP offers a wide variety of game play elements as exist in the franchise. In addition, we will be looking at exploring new activity types specifically for this version. By the numbers, the game can be described like this:

- **2** Contested Territories in Stilwater
 - Ranja Saints territory)
 - Saints territory
- **20** Story Missions
 - **3** prologue missions
 - **15** story arc missions
 - **2** epilogue mission
- **All 20** single-player missions will be available for Co-Op Play (see detailed section regarding Cooperative play below)
- Activity Types
 - Insurance Fraud (**2** instances each, **6** levels per instance)
 - Snatch (**2** instances each, **6** levels per instance)
- **3** Stunt Detection Diversions
 - CD Collection
 - Exploration

- Stunt Jump Collection
- **2 Driver Skill Diversions**
 - Racing
 - Sports Car
 - Average Vehicle
- **2 Emergent Diversions**
 - Chop Shop
- **6 Store Types (UI Only)**
 - Weapon Store
 - Body Shops / Garage
 - (Wish List) Jewelry
 - Barber Shops
 - Restaurants / Liquor Stores
 - Clothing Shops
 - (Wish List) Tattoo Shops

Functionality

Beyond simply the volume of content to be provided (as described in the section above), in order to get a clear picture of the entire game, we need to describe specific functional elements that are planned, or in some cases, not planned (as distinct from what was present in the prior game). The list below provides that detail, in order to accurately set expectations of what will be in the game. Each component which merits additional description will be addressed individually later in the document.

- **Multiplayer:** Co-Op Play through the SP flow is planned
- **Mini-Game Diversions** are NOT planned
- **Pushbacks** are NOT planned
- **Gamewide Systems**
 - Save / Load
 - Mission Checkpoints
 - Tutorial Messages
- **Combat Mechanics**
 - Ground Combat
 - Melee – Fists, Batons, Knives, Crowbars/Bats
 - Auto Aim
 - Human Shield
 - **Sword AI and Combat** are NOT planned
 - Vehicle Combat
 - Attack Helicopters – On Rails
 - Mounted Weapon
- **Weapon Systems**
 - Individual Weapons
 - All SR2 Weapons
 - Helicopter Weapons
 - Mounted Mini-gun
 - Vehicle Weapons
 - Single vehicle with Mounted gun
 - General Weapon Functionality

- Weapon Autoswitch
 - Ammunition Systems
 - Weapon Red Dot Sight
 - Weapon Spread Indicator
 - Weapon AI Reactions
 - Weapon Laser Lock On
 - “Cruise Control” [This function has been removed]
- **AI Systems**
 - Ambient Peds
 - Walking, Destination, Reaction, Idling, Commenting
 - Police Response
 - Gang Members
 - Peds + Weapons
 - Affiliations
 - Ability to take cover
 - Allied Gang Member AI (Teammates)
 - Vehicles
 - Nav point movement
 - Obey traffic signs / laws
 - Reactive behaviors
 - Unique scripts for hijacking, etc.
 - Combat
 - Provocation
 - Cover
 - Inspiration by player action
 - Reaction to events / stimulus
 - Voice
 - Commentary based on situation
 - Spawning
 - Based on mission scripts, player proximity
 - Boss AI
 - Specific Ai capabilities based on Boss descriptions
 - Additional AI characteristics
 - Health
 - Aggressiveness
 - Accuracy
 - Activities & Missions
 - All AI triggers and paths set up to accommodate mission descriptions
- **Customization**
 - **Limited Player Customization** is planned
 - **Body Type:** Skinny, Medium Build, Muscular, Overweight
 - **Race:** Black, white, Latino, and Asian
 - **Hair Color:** Slider for range of colors
 - **Hair Style:** Pre-set # of unique looking hair styles
 - **Limited Clothing Customization** is planned
 - **Outfits:** Pre-set combinations of clothes in varying styles
 - Can be purchased at the player crib
 - **Vehicle Customization**

- Packages available in shops, allowing the player to adjust:
 - Cosmetic: Color, Decals, Engines, Wheels, Roof
 - Performance: Acceleration, Brakes, Suspension
- **Vehicle Types**
 - Cars / Trucks
 - **Motorcycles** are NOT planned
 - **Watercraft** are NOT planned
 - Helicopters (On-Rails)
- **City Ownership**
 - Cribs
 - UI Screens ONLY (No Interiors)
 - Access to Weapons Stash, Cash and Vehicles
 - Limited crib customization
- **Reward Systems**
 - Mission Rewards
 - Activity Rewards
 - Diversion Rewards
- **Streaming Content**
- **Mid-Mission Pre-Rendered Cutscenes**
 - Subject to technical review and budgetary constraints
 - Possible to be replaced with graphic novel style 2D imagery

Game Flow

The ultimate goal of the game is to complete all 20 single player missions. As in the original SR1, missions cost the player respect points to open and play. The player earns respect points by playing activities and diversions. Initially, the first prologue (tutorial) mission is available. Finishing that, the next prologue mission becomes available, followed by the final prologue mission. Finish all 3, and the player begins the game in Stilwater, to explore the city, play diversions and activities, and begin the first mission at his leisure. Complete all missions and strongholds to finally open up the Epilogue missions. These missions are played linearly, culminating in the final mission which resolves the overall game story arc.

As the player is a corrupt undercover cop in the PSP game, the prologue missions will teach him the core game mechanics through Police Academy training at Stilwater PD. Each of the story missions and strongholds will then earn you neighborhood territories for the Third Street Saints. The last mission ends with the player given the ultimate choice of staying with the cops or joining with the Saints for real.

If you just earn enough respect to open the missions and play the game straight through, you will be around 65-70% completion of the game. One hundred percent completion would include playing all the activities and diversions all the way through, which includes things like finding all the hidden CDs and completing the multiple races. A player can easily complete the game (the missions) by picking and choosing their favorite activities and diversions to play; this makes for a uniquely tailored journey to the end of the row.

Unlocking rewards is an integral part of the Saints Row experience and will be honored here—completing activities, collecting CDs, etc. will get you the relevant rewards (vehicles, clothes, etc.).

Setting

The Saints Row PSP World

The game world is a vital part of the Saints Row PSP experience. In the last draft of this document, the game was set the time frame between Saints Row 1 and 2, reflecting the city and the power struggles within Stilwater on its way toward the version we see in SR2. Instead, we are setting the events of SR-PSP after the events of SR2 to capitalize on the popularity of that game. At the start of the game, the city has been split as a result of a civil war within the Saints. The Third Street Saints, who the player joins, possesses only a little area in the middle.

The following pages should give the reader a sense of how the world will straddle the old and new Stilwater.

- Stilwater
 - City Background and Setting
 - Stilwater has been mega-cleaned up when we arrive at the city during Saints Row 2. Ultor has moved in big time and completely re-built the Row and renovated the historic church, not to mention adding an underground research laboratory and massive headquarters. Overall, however, the city has been doing pretty well and at least partly due to the stabilizing influence of the Saints, and the overall increased flow of money in and around the city (both legal and illegal activities), much of the city has been beautified and some areas have been expanded to include amenities that appeal to the new upscale living of many of its inhabitants. The new Marina and Museum Expansion areas are typical of this new face of Stilwater. Even the poorer neighborhoods have gotten into the spirit of cleaning up their image and have organized to keep the graffiti down and the garbage picked up. And where there is money, there is competition. And this competition comes in form of the rise of the rival factions within the Third Street Saints, led by Lady Ranja , who break away as our game begins.
 - SR2 SR1 City Re-Use
 - We will be using assets from Saints Row 2 for the bulk of our game as templates from which to create a lower-poly, smaller-texture world as befits the platform. The streets will be the same, the neighborhood boundaries maintained (with minor adjustments), and the signature buildings re-created. Many buildings of similar appearance in SR2 will become essentially the same as part of our optimizations. The only districts that will be reverted to the Saints Row 1 status are Saints Row (3 neighborhoods) and Docks (Poseidon Alley). In addition, some of the bridges and freeway structure may revert to accommodate these changes (freeway into the airport, bridges into the Row). District expansion to the west will not be included (Suburb Expansion, Trailer Park, and University). In addition, to balance out the territory acquisition numbers, we are removing a section of the Docks that is easily trimmed along the coastline.



Figure 1: Rough Map of Hybrid Stilwater, indicating the neighborhoods reverted to SR1 status, INCLUDING AIRPORT REMOVAL

- Districts
 - Returning Districts
 - Saints Row District
 - High End Shopping
 - Downtown
 - Barrio
 - Docks
 - Projects
 - Red Light District
 - Arena
 - Apartments
 - Chinatown
 - Factories
 - Truck Yard
 - Re-engineered Districts
 - Museum Expansion

- Stilwater Building Interiors
 - Since interiors will require additional load time and memory footprint on the PSP, we will be replacing many of the standard (i.e. not mission specific) interiors (stores and cribs) with UI-based interfaces. This will streamline the purchasing system for the player.
 - Building Interiors Plan
 - Additional detail will be provided when missions and strongholds are finalized
 - Building Interiors Specs
 - Additional detail will be provided when missions and strongholds are finalized
 - Building Interior Replacements (UI only)
 - Weapon Stores
 - Body Shops / Garage
 - Barber Shops
 - Restaurants / Liquor Stores
 - Clothing Stores
 - (Wish List) Tattoo Parlors



Figure 2: Example rough mock up of UI purchasing interface.

Story

The Next Chapter

The narrative of Saints Row was largely praised by reviewers and fans alike; Saints Row PSP will continue with a heavy emphasis on game story. Playing as an undercover cop, you are charged with investigating the civil war within the Saints, and helping to heal these divisions for the good of Stilwater.

This section provides a detailed outline of the game's story and provides background information on the characters, desired cast, and setting. Additionally, informational capsules on each cutscene and mission are integrated into the story outline.

Background Information

- The story so far: SR1 and SR2
 - Nutshell: SR1. Player joins Saints, Saints take over Stilwater by destroying three existing gangs, Player kills politician for the Chief of Police, Player kills Chief of Police for the hell of it, and Player gets blown up real good on the soon-to-be-mayor's yacht. Troy is revealed as a cop; Julius seems guilty of something as he walks away from the scene, Johnny's asleep, but Aisha and Donnie are looking at their watches.
 - Nutshell: SR2. Player comes out of coma, Saints are barely hanging on, Aisha got all conservative on us, Saints have to take out three new gangs, plus go up against the evil corporate empire of Ultor who have gone and rebuilt the row while you were sleeping. Troy is Chief of Police; Johnny's got some new lieutenants hanging with him. Haven't seen Julius. Dex is rumored to be working for Ultor.
- Characters and Cast
 - The Saints
 - Johnny Gat - Daniel Dae Kim
 - Shaundi – Eliza Dusku
 - Pierce – Arif S. Kinchen
 - Others
 - Troy, Deputy Chief - Michael Rappaport
 - Mr Sunshine
 - NEW AND UNIQUE TO SR PSP
 - Carmen Costa (Stilwater PD): A Latina in her early 30s, Carmen is a reserved and business-like video technician.
 - Lieutenant Jimbo Schlemmer (Stilwater PD): A bully to his underlings in the police academy, a kiss-ass to his superiors in the station. Except that he's wearing a police uniform, he could be any musclebound Aryan in "Oz."
 - Lady Ranja: A beautiful, ambitious black woman in her early 30s. She is elegant and confident, more uptown than downtown, very dangerous.
 - Trick: A traitor to the Saints, secretly working for Lady Ranja. He is a classic over the top white boy who wants to be black, down to his big blond afro.
 - Nunez: A dealer working for Lady Ranja the player kills to destroy his laboratory. Stereotypical baggy pants and over-sized soccer jersey. When he dies in E 4, you unlock this shirt, spattered with blood from where his heart was torn out, as a souvenir.

- Derby: One of Lady Ranja's lieutenants who switches sides. He's a genius and he's a junkie, a nerd and a hipster. Somewhere between the cool nerd Val Kilmer in Real Genius and the spaz junkie Spud in Trainspotting.
- Minor Characters seen in the cutscenes
 - Police Academy Cadet
 - Uniformed cop
 - Player (as a dark, silhouetted figure)
 - Prostitute in opening cutscene
 - Thugs in opening cutscene
 - Dark figures in opening cutscene
 - Defeated fighter in cutscene B1B
 - Thugs in cutscene B8A
 - Stripper in cutscene B6A
 - Man in a suit in cutscene B3A
 - Thugs in cutscene B3B
 - Thugs in cutscene E3B
 - Saints in cutscene B5B
 - Saints in cutscene E9A
 - Thugs in cutscene Epi2A

Story Missions

Overview

At this point in the design phase, the script has been completed and approved.

The narrative style of the game differs from that of most other games which show the player in the cutscenes. As you will see from the synopsis below, the story of SR PSP is told from the spy device planted in the player's gold chains, viewed on a monitor by Carmen Costa and Commissioner Troy Bradshaw. This perspective is ideal for this story, as it allows us to conceal the identity of the player, while at the same time enabling interesting transitions between information the police have and information the player is getting from "the field."

The Story Synopsis

The player is a cop sent undercover to join the Third Street Saints, and investigate the civil war which is tearing the city of Stilwater apart.

Opening Missions

Since the Boss in SR2 helped the Saints take over Stilwater, there has been relative peace in the streets. In the last couple of days, however, things have changed. . With Lady Ranja's group fighting it out with the Third Street Saints, the relative peace of Stilwater becomes a thing of the past. Police Commissioner Troy Bradstreet decides that he needs a mole in the Saints to try to reunify the gang. No current undercover police officer will do, so he searches the Academy ranks for a fresh face who is just enough of a criminal to make a good undercover cop. He finds that in the player.

Lieutenant Jimbo Schlemmer, head of the Academy, steers the player through a number of training activities to test the player's abilities and attitudes. When he has proven himself, he is offered the position undercover in the Saints, is outfitted with a camera in his "bling," and is sent to Stilwater.

The Player

I was born under a bad sign; a huge blinking red neon liquor store sign. Wrong side of the tracks, wrong side of the law, wrong side of the bed (the one my younger brother peed in). Life might have been hard, but it was interesting. I started smoking when I was 8 years old. Never paid much attention to school, but it wasn't too hard to keep up; the expectations for someone like me were pretty low. I heard I had a dad somewhere, but I never met him. Don't really want to. Mom did her best to put food on the table, but I was making pretty good cash early enough to pitch in. I started with a paper route before I figured out that selling dope was a lot more lucrative. I knew most of my friends were in the local gang, but I never wanted to commit to anyone but myself. They left me alone for the most part. I wasn't greedy or particularly mean. I have certainly enjoyed my share of drugs, but I learned a long time ago that it was all too easy to mainline the profits if you weren't careful, and I'd rather have the cash. Well, not the cash so much as what the cash will get you. At first, it was food. Then a nice bike and a nicer bike. Soon enough it was a motorcycle and a couple of cars. I never lost the taste for luxury, but I tried to be subtle

enough; no big gold chains for me, I'd rather have a beautifully cut diamond earring. I got to know just how much stuff was really worth.

Then one day, I got to know just how much time is worth. I was doing a simple transaction, a couple of ounces of weed, and the door crashed open and I found myself looking down the barrel of a .44. Not much fun. Turns out some asshole that wanted in on my territory set me up. I wasn't carrying, didn't need to, so when I got into court as a minor, the judge gave me a couple of choices. One: Go to juvey for a year or so. Two: Go into rehab for six months. The choice was pretty easy. The judge called me into his chambers after the hearing and chatted real nice for a while. He gave me another choice. I could do him a quick favor or I could pay him just a little bit of money, every week, and he'd make sure that nothing bad would happen to me. He was just creepy enough that I decided on the money. I'd see him after my rehab classes and make sure to keep him happy. It all worked out all right, that is, not too bad, but it inspired me greatly in my career choice.

I wanted to be inside, not out. I wanted to be the guy with the protections; on the right side of the law. I didn't want to be a good cop, just wanted to be a cop so I could do what I do on the street and know that when I stood up in front of a judge, it would be as an expert witness—not as a suspect. There's always going to be crime as long as some people got what other people want. I'm still not particularly greedy or mean. But it don't matter to me if you're dead or alive when it comes down to it. The way I see it, it don't really matter to you neither. If I don't kill you, it'll be the same old shit. If I do, then you're dead, no problem. Some of us gonna have long lives, some of us aren't. I'm just the trigger finger, I'm not mad. There have been some sticky situations, but I have a lot of friends. Even if they aren't friends, they pretty much know they shouldn't cross me. I can move around when things seem like they're going in the wrong direction. Like coming to Stilwater; I'd been working for almost five years in another city up the road, but there was a new boss and he didn't like me. He wanted to "clean house." He let me just walk away instead of making a fuss, so I guess he wasn't that bad. Crime still happens.

The only thing wrong with this Troy guy is that he's a good cop. That's just stupid. But if he leaves me alone I can get rid of the Saints for him. I'm good at this stuff. I don't just work for the highest bidder; I'll work for all the bidders and make them feel like they're the only one. I still like to maximize my income. I'm not that greedy, I'm not even all that mean. Most of these street punks are looking for action. Looking to die. Or get rich trying. They're a lot like me, really. But usually I have a bigger gun.

Story Mission Designs

For Full Mission Breakdowns, See Appendix A: Story Missions

The following paragraphs provide brief executive summaries of the individual missions in the main story flow.

Prologue Mission 1: Up the Academy



**DETECTIVE
CARMEN COSCA**

Commissioner Troy Bradstreet is under pressure to curb the rise of violence and crime resulting from the civil war within the Third Street Saints. Recognizing he needs a man on the inside, he talks to Lt Jimbo Schlemmer, chief training officer at the Stilwater Academy. Troy wants to know about the recruits coming through, whether there was any possibility that any of them has what it takes to go undercover and investigate the Saints. We go to the academy grounds, and Lt Schlemmer brutally running the recruits, including the player, through a series of exercises to test the player's hand-to-hand and gun fighting skills on a variety of dummies.

Prologue Mission 2: Speeding and Bleeding

The player lessons under Lt Schlemmer continue, this time on the road track around the academy. The player learns the basics of driving through a series of tests of increasing difficulty. There is a race around the track, pitting the player against other vehicles. The player must learn to carjack, make jumps, and avoid random

explosions on the race track.

Prologue Mission 3: Graduation

Still at the the police academy, in a park which has been set up as a prettified parody vision of Stilwater, the player is taught several other activities a good servant of the law needs to know. Naturally, these activities, which are exceedingly innocent, will have darker uses on the actual mean streets of Stilwater. Picking up pregnant women and transporting them to the hospital is the same mechanic as the Snatch minigame, only with hos. Riding around in a helicopter throwing out pamphlets on the law about hands-free cell phones is a skill that will teach the player how to shoot out of the helicopter later. After the final exercise, the player is approached by Troy about the undercover assignment.

M1: Rock 'em Sock 'em Amigo (Brawling)

The player follows his leads intent on beating his way into the gang. The player questions the beaten subjects and is pointed deeper into the park. He suddenly finds himself surrounded by the gang he's looking for. A makeshift ring has been fashioned in the park. 5 men must fight to the death for entry into the Saints. The only weapons allowed are the makeshift bats, bottles and rocks in the ring. The player uses this as an opportunity to meet Johnny Gat, the leader of the Saints.

M2: Lady In Red (Defend)

Lady Ranja leads an assault on the Saints HQ. Keep Johnny alive while laying waste to the attackers.

M3: Just Say Yes

The player attacks the junkies in Lady Ranja's needlepark in order to find out where the leader is. He must eventually defeat the "boss junkie," the King of the Hill, in order to get the information.

M4: Down on Dope

The person who is supplying the junkies for Lady Ranja is named Nunez. The player trails Nunez through the streets of Stilwater, keeping close enough not to lose him, but far enough away to avoid being spotted. Eventually finding himself in the sewers system, the player fights through addicts and Lady Ranja's Saints before finally coming face to face with Nunez in his laboratory. The laboratory is extremely flammable, which the player can use to his advantage.

M5: When My Ship Comes In

Troy makes a connection between the logo seen on a van and a shipment from the Sollex Corporation at the docks. Wipe them out and take over the area. The battle for the docks becomes tougher than expected because the shipment is weapons and Lady Ranja's Saints use them on the attackers.

M6: Pride of the Fleet

Lady Ranja, in revenge against the Saints for the dock attacks, has her men steal a warehouse full of stolen cars. Track down the trucks, ace the crews riding in them doing minimum damage to the ride and bring them to a garage.

M7: Bad Shit

The player is asked about one of the Third Street Saints, who Shaundi believes is acting suspiciously. The player trails him while he goes through town and finally into the Sewage Plant. Once there, he begins opening all the security gates, inviting a stream of Lady Ranja's Saints in to attack the facility. The player must defend the facility and defeat Trick, the leader of them. Johnny and the other Saints arrive to interrogate Trick.

M8: Prescription: Pain

Trick, under duress, tips you off on Lady Ranja's plan to blow up Commissioner Bradstreet. Tail the demo team. Find, defuse and remove the four presents the whack pack leave downtown. Replant and rearm the charges at the downtown Ranja Saints HQ by tailing the whack pack back there. When Lady Ranja orders the explosives to go off, she destroys one of her own buildings.

M9: Knock Narc

A Ranja Saint discovers the player is a cop. He beats feet to rat you out to Lady Ranja. Keep the pigeon from squawking at all costs. The stoolie turns any Homies you may have against you. The chase begins on foot and turns into a car chase. Kill the guy before he can make it back to camp.

M10: Cuckoo's Nest

The player is captured by Lady Ranja and the her New Saints and beaten for information before being left for dead. The player must escape from the New Saints' neighborhood in the Barrio.

M11: Drop In, Drop Out

The player wants revenge on Lady Ranja, and justifies it that she must be taken out because she knows he's a cop now. Taking a chopper to the gangleader's penthouse, the player clears out ground troops so the chopper can land, and then the player charges in, killing Saints and destroying drug manufacturing equipment. While he does so, he is given orders to flush any drugs he can find down the toilets "to make sure no one on the streets gets their hands on this shit."

M12: Road Trip

The player must defend Derby, one of the Lady Ranja's former agents, against assassination by his old associates. The player must further defeat the lead assassin, in an honor bout of hand to hand combat.

M13: Saints Row Rally (Race)

Win the Rally race and you will win Ramshackle, a goliath tank-like vehicle which Pierce says is necessary for some scheme he has in mind.

M14: The Best Defense

The player receives a phone call from Troy while he is guarding Ramshackle at the Saints' warehouse to tell him that the Ranja Saints are about to attack. The player must defend Ramshackle, and fight them, and then a second wave of attackers. The Third Street Saints also arrive and help the player defeat them. Johnny lets him in on the plan: to use Ramshackle to break into the Nautilus, the Ultor Bank Compound and get Lady Ranja's safe deposit box.

M15: Breaking the Bank

The player and the Third Street Saints rob a bank, not only to gain funds, but to get Lady Ranja's secret safe deposit box. The player must crush the security systems using Ramshackle and then hold it down while the box is located.

Epilogue Mission 1: Hell Night In Stilwater

The player goes on a chopper shooting spree through Stilwater to soften up Mr Sunshine's forces and bring the man himself out of hiding.

Epilogue Mission 2: Mr Sunshine

The player must defeat Mr Sunshine. Mr Sunshine turns out to be his identical twin brother Mr. Albedo who has come to Stilwater to wreak his revenge on the Saints.

And Johnny Gatt, having learned an important lesson about what to do when people get too powerful and influential in the gang, offers the player the "choice" to be a cop or a saint, and the player chooses to be a Saint.

Systems Design

The mechanics of Saints Row PSP

Saints Row PSP includes several new features that we hope to integrate seamlessly into the game experience players loved in Saints Row to enhance the presentation of the title rather than overhaul or change it. These pages discuss in detail the system specifications for the changes the users will get in the game.

Gamewide Systems

- Save Load System
 - This will be essentially similar to the SR2-PS3 game. Multiple saves with integrated information readable from the XMB.
- Mission Checkpoint Spec
 - We will support this system in the PSP. Briefly, it divides missions and strongholds into smaller checkpoint-based save points. From a practical standpoint, it saves the player progress at a couple of critical points during the mission so that if they fail after that point, they do not have to continue from the very beginning. This cuts down on the frustration of having to beat the clock to get somewhere over and over after a successful completion. However, if the player quits the mission or stronghold, the next time they try it, it will start from the beginning (checkpoints only work while the player continues the mission).
- Tutorial Messages
 - Tutorial messages pop up relevant text based on mission requirements.

Cooperative Play / Multiplayer

Co-Op Hosting

- This is an unlockable by situation really. No one wants the co-op to be available during the prologue so we are going to require that they have a save file that is at least up to mission one for them to be able to host the game.
 - The screen flow for the host will be Co-Op -> Select Host -> Sony Load Game Dialog -> Lobby upon successful selection of a valid save
 - The screen flow for the client will be Co-Op -> Load/Random Character -> Host List -> Lobby
- Soft Tethering – This should already be done and is just a way of keeping the players together. Since this is a Co-Op based style of play we will tether the client and host together, separation == mission failure.
- Lua Changes
 - IsCoOp() will be added in that can be used in mission logic to allow the designers to change the way the missions work if we are in a co-op style game.
 - Other functions to allow any unsupported changes in this area will also have to be made.
 - JoinOther() is a function that will move the wayward person to the non-wayward. Some workings need to be figured out on how this should work but the general idea

is that, via lua script, we give the ability to place a character at the side of another character

- Lua based Trigger Checkpoint
 - This is to allow the triggering of a check point that is logic based instead of positional based to help with check points in an open world environment
- Death During Co-Op
 - If both players die then it is handled the same as if a player died in single player, you are dead, you are at the hospital, some cash is gone or what not. If you were on a mission we offer to restart it
 - While one player is alive they can attempt to revive the other player
 - This is just an ability that they have and does not require the items normally used to revive homies.
 - This should Only work on player controlled characters
 - This should Look like the normal revive stuff however.
- Guest Homies
 - They are Never saved. This removes us needing to track players outside of a game. They are literally just the drop in characters to another person's game
 - They can be randomly created via a menu button or they can be loaded from one of the clients saved games
 - An interface will be given to the designers so they can specify what a guest hommie will start out with based upon the mission progression of the main character
 - Friendly Fire – Right now you can not hurt your guest hommie or the host in the game.
- Mission Logic
 - Only a host can start a new mission in the open world
 - This should be extended to that they are also the ones who get the popup on death of 'try again'
- While a mission is running the client or host can progress the mission by reaching logic points that would do so
 - Co-Op Play will not alter the non-interactive sequences used to propel the story forward
 - In a well-established convention used by games like *Halo 3*, for example, the cutscenes used to propel the narrative will remain entirely unchanged for both Co-Op and Single Player modes.
 - Co-Op Play may require some tweaks to the following mission variables in order to make them challenging and compelling to 2 players as opposed to 1.
 - Enemy Counts
 - Enemy Health levels
 - Weapons available
 - Homies available
 - Other Powerup drops

Combat Mechanics

Saints Row PSP has to make adjustments to its control scheme due to the lack of a second analogue stick and fewer buttons. These problems are tackled by remapping the function of buttons and the single analogue stick when appropriate. Keeping the controls intuitive and consistent is the primary goal.

In melee combat the player can punch, kick, grab and throw down opponents. Punching is done with a single button on the psp version of the game so sequential pressing of the button will mix up the type of punch thrown. Pressing the Circle button three times (O,O,O) results in a three punch combo of right punch, left punch, Right Uppercut. Successfully landing the uppercut results in the opponent being knocked to the ground. Holding down the Circle button and releasing it results in a more powerful punch that can knock down an opponent.

Ground Combat

General On Foot Combat Mechanics

All Weapons

- LTrigger makes Analogue Stick movements rotate view
- RTrigger Targets nearest Hostile Target
- D-Pad Up recruits Homies
- Hold D-Pad Up dismisses Homies
- D-Pad Down toggles crouch mode
- D-Pad Left and D-Pad Right Taunt
- Select cycles through camera modes
- Start pauses the game and enters the menus
- Triangle is the context sensitive action button
- Circle is the Attack button

If LTrigger is depressed

- Analogue Stick rotates aim reticle

If RTrigger (Target) is depressed

- D-Pad L and D-Pad R buttons cycle Focus to next Hostile Target

If both LTrigger and RTrigger are depressed

- Analogue Stick slowly rotates aim reticle

On Foot Combat Mechanics

Weapon Selected

- Fist – Melee
 - Cross is the Run button
 - Square is the Jump/Climb button
 - Analogue Stick moves character
 - Circle button Punches
 - Press and Hold Triangle button to take the nearest “in range” person Hostage
 - Tap Triangle button to Grab and Toss the nearest “in range” person

If RTrigger (Target) is depressed

- Cross button changes function from Run to Kick
- Square button changes function from Jump to Block

If Target is Prone

- Circle button mounts Target and punches head

- [Cross button](#) low kicks [Target](#)
- Press [Triangle button](#) to pick [Target up](#)
- Press and Hold [Triangle button](#) takes the target [Hostage](#) and the player can release held buttons

Taking Hostages / Meat Shields

- The player can grab any other player and use them as a human shield.
- When the Hostage is out of health, they automatically fall to the ground.
- Alternately, when the player is done using the Hostage, another button press will allow him to dispose of the Hostage (throw the Hostage down, kill the Hostage)

[If Target is taken Hostage](#)

- [Circle button](#) snaps neck with hands or shoots gun if armed*
- [Cross button](#) Jogs
- [Square button](#) chokes out Hostage with hands or Executes Hostage if armed*
- Press [Triangle button](#) to toss [Hostage](#)

*Weapon selection is limited to hand guns, submachine guns and shotguns when a hostage is taken.

[Thrown Weapons](#)

- [Circle button](#) throws weapon
- Ranged Weapons
 - [Circle button](#) fires weapon

If LTrigger is depressed

- [Cross button](#) changes function from Run to Reload
- [Square button](#) changes function from Jump/Climb to Pistol Whip
- All other controls use Fist Mapping
- Sniper Rifle

The sniper rifle has a unique fine aim mode. When this weapon is selected and both shoulder triggers are held down, the display becomes the rifle's scope. D-Pad Up and Down zooms in and out respectively. The analogue stick slowly and smoothly aims the reticle.

In Vehicle Combat

General Vehicle Combat Mechanics

- Cross is the gas button
- Square is the brake button
- D-Pad Up recruits Homies
- Hold D-Pad Up dismisses Homies
- D-Pad down triggers nitrous
- D-Pad Left and D-Pad Right cycle through radio
- Analogue Stick steers the vehicle
- [Triangle button](#) enters or exits the vehicle
- [RTrigger is](#) the hand brake
- Select cycles through camera modes
- Start pauses the game and enters the menus

If LTrigger is depressed

- Rotate view 45 degrees left or right to match Analogue Stick movement

Weapon Selected

- Pistol/Submachine gun
 - [Circle button](#) fires weapon
- Thrown Weapons
 - Circle button throws weapon

*Passenger in Vehicle**

- *If LTrigger is depressed*
 - Analogue Stick rotates aim view

If RTrigger (Handbrake) is depressed

- Turns made with Analogue Stick are sharp 45 degree turns.

*The passenger can enter the map menu to change waypoints and radio stations without pausing the game.

Attack Helicopter

The player will have a few occasions to fly (pre-determined flight pattern) in a helicopter and shoot down at targets using the mounted machine gun.

Cars & Trucks

Standard Driving Combat - As in SR1 – the player will be able to drive a vehicle and shoot while driving (if he is equipped with a weapon) Weapon selection for the driver in a vehicle is limited to pistols, submachine guns and thrown weapons. Passengers in vehicles have no weapon limitations. Ranged weapons that do the most damage become the default weapon when a driver enters a vehicle. Weapon choice reverts back to whatever the player had selected on vehicle entry when they leave the vehicle.

Lacking the 2nd analog stick used in SR1 to control the targeting reticle, driving combat will be locked to the center of the front, left, right or back views. Players can drive by shoot by coasting at a set speed and switching the view while firing.

Riding “Shotgun” – as in SR1 – the player will be able to hop in the passenger seat of a vehicle driven by his homies (or another player in Co-Op), and fire independent of the driving

Because the player is not driving in this case, the analog stick on the PSP will control the player’s targeting reticle – the focus in this game mechanic will once again be on “the aim game.”

Weapons Systems

This is a preliminary list of weapons planned for inclusion, featuring weapons from Saints Row 1 and Saints Row 2, as well as weapons unique to Saints Row: Undercover.

This list may change as we investigate the inclusion of any weapons that require custom animations, to make sure they’ll fit in memory.

Melee:	Price	Location	Damage	Animation Set	Fire Rate	Original?
Fists / Unarmed	n/a	n/a	5	- Right swing punch - Left swing punch - Standing kick - Kick ‘em while they’re down - Stomp - Pump down	Fast	SR1
Baseball Bat	n/a	Found on gangstas	20	- Two-handed “holding” idle - One-handed “holding” idle - Two-handed right swing - Two-handed left swing	Fast	SR1
Nightstick	n/a	Found on cops	20	- One-handed “holding” idle	Slowest	SR1

				- Swat down - Left to right swat - Right to left swat		
Crowbar	n/a	Found on pimps	50	- Same as baseball bat	Slower than bat,	SR1
Knife	n/a	Found on gangstas	30	- Right slash - Left slash - Right stab - Left stab	Fast, short reach	SR1
Chainsaw	n/a	Found in construction site	60	- Default two-handed "holding" idle - Pulling chord "start" - Left swing - Right swing - Push forward	Slow	SR2
Sledgehammer	n/a	Found in construction site	40	- Same as baseball bat	Slow	SR2
Stun Gun	n/a	Found on cops	5 (incapacitates)	- One-handed idle - One-handed jab forward	Fast, Short reach	SR2
Garden Gnome	n/a	Found in gardens	20	- Two-handed carry, idle - One-handed carry, under the arm, "football style" - Two-handed swing down	Slow, short reach	SR2
Concrete Block	n/a	Found in construction sites	40	- Two-handed carry, idle - Two-handed swing down	Player cannot run. Slow, short reach	SR2
Shock Paddles	n/a	Found in ambulance	100	- Default "holding" idle, one paddle per hand - Strike forward simultaneously with both hand	Shock Paddles need a 5 second recharge between uses. They short out after 10 uses.	SR2
Jackhammer / Pneumatic	n/a	Found in Construction	100	- Default holding in front with two	Player cannot run.	SR - PSP

Drill		site		hands (or throwing over one shoulder) idle, two hand grip and push forward with heavy recoil during attack	Slow, short reach.	
Hooker Stiletto Boot	n/a	Found on hookers	10	- Use Baseball Bat anims	Slow, long reach.	SR - PSP
Television Set	n/a	Found in cribs	50	- Use concrete block anims	Player cannot run. Slow, short reach	SR - PSP
Pepper Spray	n/a	Found on cops	0 (incapacitates)	- One-handed carrying idle - One-handed spray forward	50 doses	SR2

Handguns:	Price	Location	Damage	Anim Set	X	Original?
Vice 9	\$100	Gun store / Gangstas	20	- Idle, one-handed gun hold - Reloading clip - Shooting one hand	Fast fire / 12-rounds	SR1
NR4	\$400	Gun store / Police	30	- Same as Vice-9	12-rounds	SR1
.44 Shepherd	\$1200	Gun Store	50	- Idle, one-handed gun hold - Reload - Shooting one hand - Shooting two hand	Slow reload and fire / 6-rounds	SR1
.50 GDHC	\$1000	Found on FBI	50	- Same as Shepherd	8 - rounds	SR1
Gold-plated .50	n/a	Unlocked on special	60	- Same as Shepherd	8 - rounds	SR1
Quarter Baby	n/a	Unlocked on special	20	- Same as Shepherd	1 - rounds	SR-PSP

Shotguns:	Price	Location	Damage	Anim Set	X	Original?
Tombstone	\$1000	Gun store / Police	50	- Two-handed idle - One-handed over shoulder idle - Two-handed shot w/ recoil - Reload	8 round mag, close range	SR1

12 Gauge	\$1300	Gun store	70	- Same as Tombstone	6 round magazine	SR1
AS12 Riot	\$2000	Gun store / SWAT	40	- Same as Tombstone	7 round, Fast rate of fire, shortest range	SR1
Platinum AS12 Riot	n/a	Unlocked on special	60	- Same as Tombstone	2x ammo capacity of the AS12	SR1
AS14 Hammer (auto shotgun)	\$3000	Gun store	40	- Idle, one-handed gun hold - Idle, two-handed gun hold - Shooting two-hands, heavy recoil	Fast fire	SR2
Pimp Cane Shotgun	n/a	Unlocked on completion of all Snatch activities	100	- Idle, standing with cane at side - Idle, holding cane like staff - Idle, holding cane like shotgun - Shooting cane forward, heavy recoil - Reload	2x ammo capacity of the AS12	SR1
Stooge (tripled-barelled shotgun)	\$3000	Gun store	100	- Same as Tombstone	6 round magazine	SR-PSP

SMGs:	Price	Location	Damage	Anim Set	X	Original?
T3K Urban	\$500	Gun store / Gangstas	20	- Idle, carrying one handed - Idle, carrying two handed - Firing burst one-handed - Firing burst two-handed - Continuous firing loop, one-handed - Continuous firing loop, two-	50 rounds	SR1

				handed - Reload		
SKR-7 Spree	\$650	Gun store / Gangstas	20	- Same as Urban	50 rounds	SR1
SKR9 Threat	\$900	Gun store	70	- Same as Urban	50 rounds	SR2
Platinum T3K	n/a	Unlocked on special	60	- Same as Urban	100 rounds	SR1
WTF P90 PDW	n/a	Unlocked on special	60	- Same as Urban	100 rounds	SR-PSP

Rifles:	Price	Location	Damage	Anim Set	X	Original?
K6 Krukov	\$2000	Gun Store	40	- Two-handed idle - One-handed idle, rifle over shoulder - Two-handed fire - Reload	30 rounds / Auto	SR1
McManus	\$2000	Gun Store	80	- Same as Krukov - Raising rifle up to use scope	5 rounds / Sniper rifle w/ scope	SR1
AR-40 Xtn	\$2500	Gun Store / Found on SWAT	100	- Same as Krukov	40 rounds	SR1
Guitar Case	n/a	Unlocked on special	50	- Carrying rifle/guitar case - Transition to firing - Same as Krukov for fire & reload	30 rounds	SR-PSP

Unique	Price	Location	Damage	Anim Set	X	Original?
Flamethrower	n/a	Unlocked on special	40	- Two-handed idle - Two-handed firing	60 seconds of firing per tank	SR2
Nail Gun	n/a	Found at construction sites	20	- Same as pistol	50 magazine	SR-PSP

Explosives	Price	Location	Damage	Anim Set	X	Original?
Pipe Bombs	n/a		50	- One-handed idle - One-handed throw	10 secs to detonate	SR1
Molotov Cocktails	n/a		70	- Same as Pipe Bomb	Longest range of	SR1

					thrown explosives	
Hand Grenades	n/a		100	- One-handed idle - Pull pin / throw	5 secs to detonate	SR1
Gas Grenades	n/a		0 (stun / cough anim)	- Same as reg grenade (Add coughing anim to generic anim list)	5 secs to detonate	SR-PSP
RPG	n/a	SWAT / Gangstas	80	- One-handed over the shoulder idle - Two-handed aiming idle - Two-handed fire with recoil - Reload	Longer range than thrown explosives	SR1
Platinum RPG	n/a	Unlock on special	100	- Same as RPG	2x Ammo Capacity	SR1

- Helicopter Weaponry
 - The player will be able to use a mini-gun that is mounted in the helicopter itself. We have decided for simplicity of gameplay not to allow the player to use other weaponry inside the chopper.
- Weapon Functionality
 - Weapon Autoswitch
 - If a player runs out of ammunition, they will automatically switch to the next available weapon in the circle of weaponry.
 - Ammunition Systems
 - The player can purchase ammunition or pick up ammunition from fallen enemies (or comrades). Though it may appear that the player is actually picking up the weapon, they are actually picking up the weapon, carefully removing the bullets, placing the bullets in their ammunition belt, and then disposing of the weapon itself. We just fast forward through all of that so you don't have to wait. The weapons will auto-reload after being emptied, though the player can also force a re-load early. Through the magic of mathematics, we won't throw away the remainder bullets on a re-load, because that wouldn't be nice.
 - As in SR2, the player character will auto reload the weapon they are holding if the clip isn't full and the player hasn't actively used the weapon after 10 seconds.
 - Weapon Red Dot Sight
 - The reticule turns red when it is over an appropriate target (living, breathing being). It turns into a green X when targeting an affiliate.
 - Weapon Spread Indicator
 - The reticule roughly indicates the spray pattern of the weapon.

- Weapon Laser Lock On
 - Lock on can be triggered in auto-aim mode for certain projectile weapons (rocket launcher, etc.).
 - Cruise Control (“keep moving mode”)
 - [Note: Cruise Control as originally written up is no longer applicable. The base functionality of it – allowing the player to perform “drive bys,” and fire in one direction while his car cruises in another – is still going to work, but as described in the Controls section, it is simply a matter of releasing the gas button and going to fine aiming with the triggers]
-

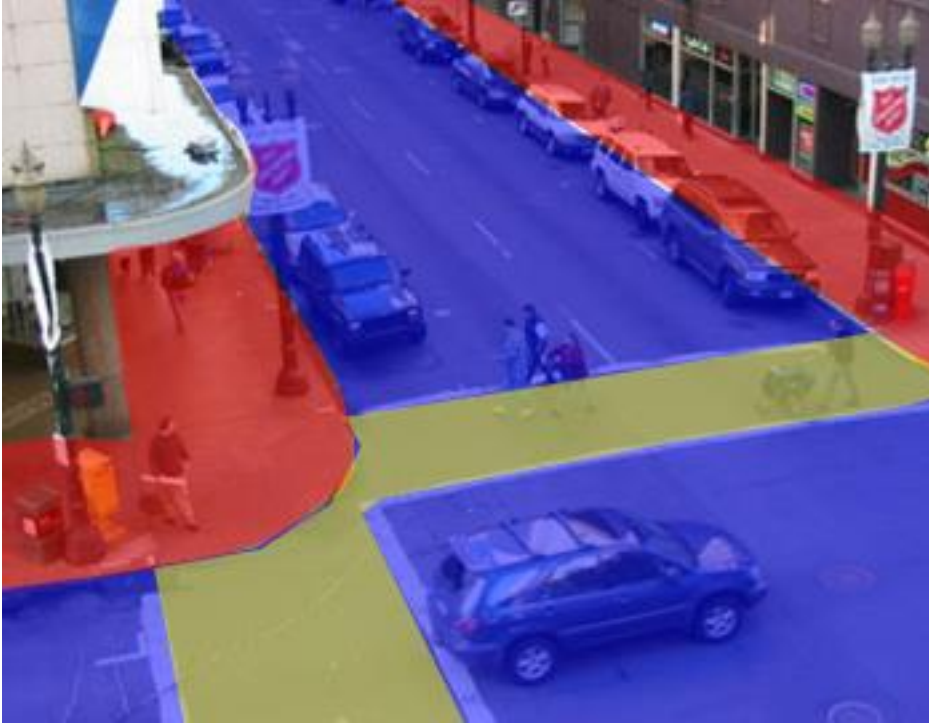
AI Systems

- Reference
 - AI Prototyping
 - Scripting the AI behavior will be done using Savage’s proprietary Editor (SavEd) along with XML and ASC definition files. New behaviors can be integrated into the build and can be updated, compiled, and run on the target machine for prototyping purposes.
 - Part of the prototype phase will define specifically what new AI behaviors are necessary to accurately represent the story missions and the living world of Stilwater

AI Maps and Paths

In the past, all AI, be they vehicles or pedestrians, would share the same AI Map, but in order to keep pedestrians to sidewalks and automobiles to the roads, it makes sense to define Maps further.

In defining the world space, certain textures are tagged by the artists as Pedestrian, certain textures are tagged as Vehicle, and certain textures are tagged as Transition. This creates the first AI Maps, which are then tweakable by designers. A typical city street layout, with blue zones for cars, red zones for pedestrians, and yellow zones for transitional areas, might look like this:

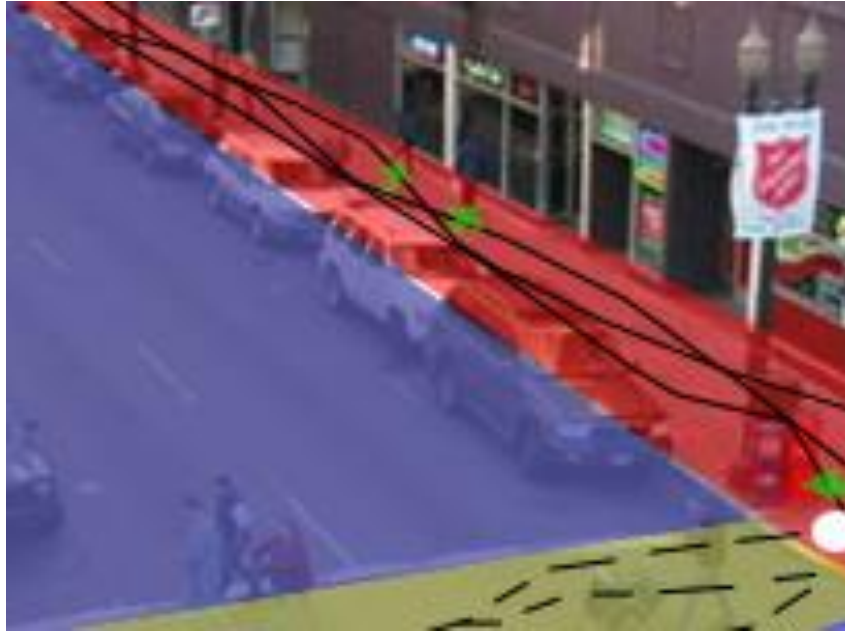


Maps are automatically named and can be activated and deactivated by mission logic. Designers can modify these generated AI Maps if the shapes generated aren't quite correct.

The next steps towards creating the basic AI map:

1. Artists place Points Of Interest markers, which appear as arrows, with the points facing the direction of any permanent object which Pedestrians might want to stop to look at. Examples: department store windows, ATMs, newsstands, hot dog stands, bus stops. Artists should feel free to do the first pass, but designers may come in afterwards and add or remove some Points Of Interest.
2. Artists should also drop in the first Transition Points between the Pedestrian and Vehicle Maps, which are, again, tweakable by designers.
3. Transition Zones are placed for vehicles, beginning five meters away from the intersection and containing intersecting paths forward, or left, or right, or all three.
4. Designers will then draw in the paths for Pedestrians and Vehicles.

Pedestrian Default AI



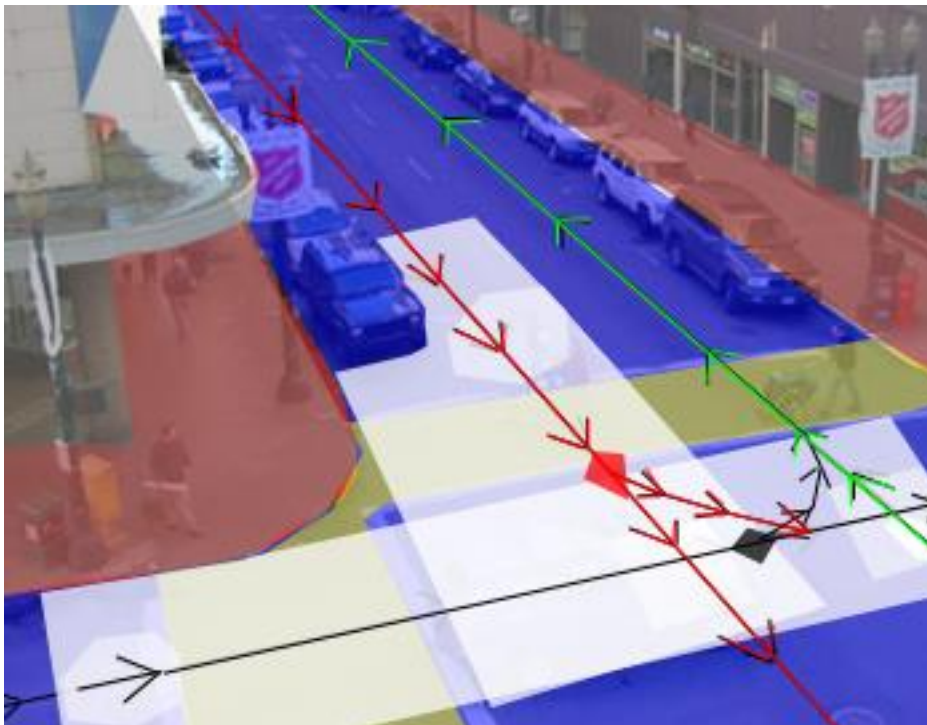
Some specific AI behavior for Pedestrians:

<p>Default</p>	<ul style="list-style-type: none"> • Follow a path, switching paths but not direction at nodes. • When the Ped gets within five meters of another Ped on the same path going in the opposite direction, there is a 25% chance they will both stop to talk if the other Ped is not already talking to someone. Otherwise, he will shift to a new path to walk past him. • When the Ped reaches an unoccupied Point Of Interest, there is a 50% chance he will pause to look at it for a few seconds before continuing on a path. • When the Ped reaches a transition point on his path (white circle on the figure above), he will stop and wait for a signal from logic that the new AI Map is traversable before picking a new path and taking it.
<p>At Transition Point</p>	<ul style="list-style-type: none"> • Ped pauses while code checks to see whether the AI can move to a new path on the new AI Map. If the Ped can, he will. • If the logic alerts the AI that he cannot move yet, but it is on a timer (which usually means a traffic light), the Ped will wait in the same position in an Idle Animation for the timer to change before moving on to the new AI map. • If the path is blocked and there is no timer, the Ped will wait 5 seconds, and then choose another path on the current AI map to take.
<p>Within Fear Radius (Player attacks AI, Player shoots gun, explosion, other designer-defined logic)</p>	<ul style="list-style-type: none"> • Ped will stop and react in shock for a moment, and then do one of X things randomly: • 1) Turn in the opposite direction from the fear stimulus and follow the path away in running mode. • 2) Get into a cowering / begging position • 3) Treat all AI Maps, including Vehicle Map, as one map and begin running in a straight line, not a path, the opposite direction of the Fear

	<p>Radius.</p> <ul style="list-style-type: none"> • 4) Ped dives to the left or the right and then proceeds on like #3. • The fleeing Ped will not stop at any Points of Interest or to chat with each other. • The fleeing Ped will not pause at a transition point but will continue on it (which, may get him run over by a car) if it's in the opposite direction of the player or other attacker • The fleeing Ped will cause other Peds to pause. They will then have twice area of radius to notice the panicking stimulus and start fleeing themselves.
--	---

Vehicle Default AI

Some specific AI behavior for Vehicles:



Default	<ul style="list-style-type: none"> • Follow a path at the speed limit, going in the direction of the arrows. • At Transition Points, there is a 50% chance of turning left or right, depending on the arrow of the point, and a 50% chance of driving straight on. • At Stop Sign Points, come to a rolling stop, before following the same rules as any other Transition Point.
Within Fear Radius (Player attacks AI,	<ul style="list-style-type: none"> • Brake sharply • After 2 seconds, if the fear radius is still active, the Vehicle needs to go

Player shoots gun, other design-defined logic)	backwards which either means a) going into reverse and going backwards along the same path, or if blocked, b) doing a U-turn and following a parallel path. c) Pushing forward slowly d) Drives forward fast
--	--

AI – Gang Members

All AI default to acting like regular Pedestrians on street, walking along their paths, stopping at Points of Interest, and so on. When a vehicle comes roaring towards them, like pedestrians, they are put into a Fear Radius. Other AI Archetypes react differently when a fight begins: when they (or their allies) are under attack by a person on foot (as opposed to a vehicle), they are not afflicted by the fear radius. Instead we call the area, the fight radius.

The locus of the fight radius may be a player, homie, or other aggressive AI and by the nature of it being another AI, the radius will likely be continually moving.

Another element important to track in fights are cover points. These are points where AIs often want to reach to put something solid between them and the locus of the fight radius.

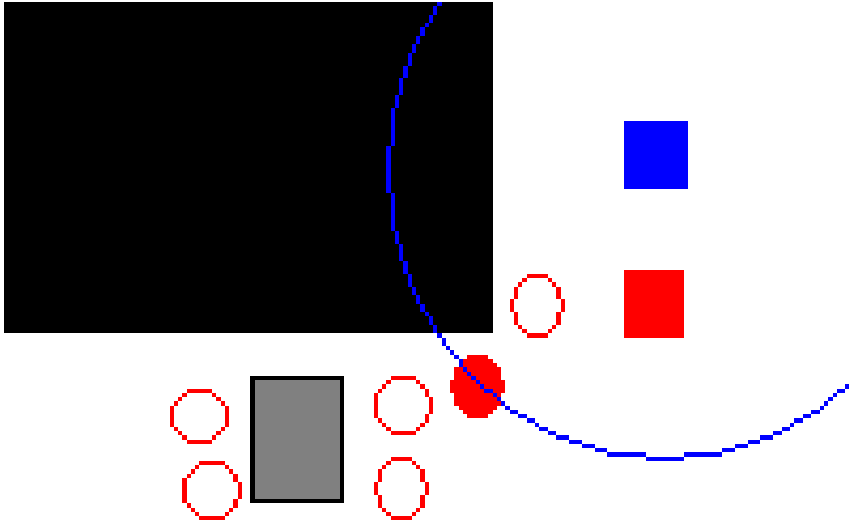
Cover Points come in two flavors:

- Tall Cover Points: Placed behind an object tall enough that the AI can hide behind it without crouching (side of a building, a column, a tree, a van, etc.)
- Crouching Cover Points: Placed behind an object shorter than the height of an AI, which the AI must crouch behind in order to be covered.

Cover Points appear on the scene in 3 different ways to make the cover in a scene dynamic and always changing:

- Permanent: Placed on the scene by artists and designers near non-destructible, non-moving objects such as buildings.
- Object-Linked: Attached to object such as vehicles, mailboxes, and other objects which are either movable or destructible or both, together with their cover points.
- Animation-Linked: Also attached to objects, these cover points only activate on certain animation frames, such as a door opening on a car, or a tree falling over.

In the figure below, we see the player represented as the blue box facing the enemy AI, who is a Generic Gangbanger archetype, represented by the red box. The Fight Radius has been triggered, with the player as the locus. The enemy has a list of options, and one of them is to find a Cover Point. Cover Points in this scene are represented by red circles, and in this case, only one Cover Point is both within the Fight Radius and on the right side of the locus of the Fight. That circle is colored red.



Condition	Additional Condition	Possible Action
AI has been scripted an animation or a target by designer logic		AI follows the script as ordered
AI has a gun	There is a cover point in the fighting radius that is completely or partially concealed from the player's POV	AI runs for a cover point and returns fire
AI has a gun	There is a cover point in the fighting radius that is completely or partially concealed from the player's POV	AI backs up to a cover points and returns fire
AI has a gun		AI holds its ground and returns fire
AI has a gun		AI kneels at its current location and returns fire
AI has a gun		AI weaves back and forth parallel to his current location and returns fire
AI has a gun	There is a fallen AI character in the fight radius	AI runs to retrieve bullets from a fallen AI
AI has a hand-to-hand weapon	There is a fallen AI character in the fight radius	AI runs to retrieve a gun from a fallen AI
AI has a hand-to-hand weapon		AI runs in a zig-zag pattern towards its enemy, close enough to attack
AI has a hand-to-hand weapon		AI runs forward to close distance with target
There is a mounted weapon in the fighting area		Run to take over the mounted weapon

There is a live grenade in the fighting area		Switch to Fear Behavior
25% Health Left		Switch to Fear Behavior

The archetype list will be added to as needs merit, and designers will be able to take this base Gang Member behavioral list and modify it to the needs of individual missions which may call for slightly different behavior. Other AI Archetypes definable by designers:

- Junkie: Shuffling along slowly, stopping frequently. Never has a gun or goes for picking one up. No fear radius or fight radius. If there are two or more of them in close proximity to a target, they might lash out with their fists, demanding drugs.
- Whore: Like a regular pedestrian with a fear radius and no fight radius. Special negotiation poses when they run into another AI or the player.
- Berserker: Has hand-to-hand and never goes for gun. No fear radius.
- Sniper: Has gun, runs for cover points as soon as fight radius appears.

Homie AI:

One of the major benefits of achieving respect in Saints Row is bringing others into your gang as your Homies, essentially creating a wingmate or a whole squadron to help you in your fights.

Any friendly or neutral AI can be made into a homie if the player has sufficient Respect by pressing the X button in 5 meters radius of the character. The homie will then follow the player on foot, get into vehicles with him, comment on the action, and fight along side him.

The player is given a sign on his HUD (see HUD) to show how close his Homie is to him, and (see below) a warning if he is about to lose his Homie.

Some specific Homie behavior:

Condition:

Player is running / walking	Homie will attempt to follow along the same paths the player takes, running or walking as needs merit.
Player gets into a car	Homie will attempt to get into the passenger seat or the back seats if available and the passenger seat is full (Note: If AI cannot find a suitable path to get into the car, he will be teleported in)
Player gets into a fight with an AI	Homie will join the fight
There is a gun / weapon / ammo on the ground	Homie will run to get it.
Player strikes / shoots the Homie	Homie will raise his arms and complain
Player gets more than twenty meters ahead of the Homie	The player is warned that he is about to lose his Homie

If the player has no Homies in the vicinity and needs them, he can call them by pressing X. They will arrive in their cars within a minute's time.

Player recruits mission critical character while homie slots are full – Homies are instantly dismissed and replaced with mission critical characters. If homies are dismissed while player is under attack, homies will engage enemy targets.

Police AI

The player will, of course, sooner or later attract the attention of the police. Police appear from time to time in their cruisers, but for the most part, they've arrived because of trouble.

The designers can assign any number of actions as Police Triggers but among the default ones:

- Killing a person on the street and waiting there for more than a minute
- Firing a gun in a shop while the manager is still alive
- Crashing into a police car

The first possible action box under police AI is cut off with the words "telling the player to".

If the Saints and the police are both hostile in an area with the player, its possible for the police and Saints to engage each other both on foot and in vehicles.

In their vehicles, the police have a couple standard moves:

Condition	Additional Condition	Possible Action
Player is stopped and armed	There is more than one police car responding	Surround the player on two or more sides, open doors for cover, and aim weapons, telling player to surrender.
Player is driving	There is more than one police car responding	One car gets to the side of the player's, the other gets behind, and they attempt to bump the player off the road.
Player is driving		Car attempt to bump the player off the road from behind.
Player is driving		Car attempt to bump the player off the road from the side.
Player is driving	Four Notoriety Stars or More	SWAT Trucks set up road blocks at intersections the player is heading for.

Once out of their vehicles, Cop Archetypes tend to go for cover points first, often the open door of their squad car.

The wanted rating is a meter ranging from 0 to 100 that culminates in a star at 100 and wraps around again. Police Star ratings are earned by the player for bad behavior. If there are no police in the area an offense takes place, the wanted slider will inch up if the time between offenses is short. If an officer sees an offense, the meter goes immediately to a star.

The weapons Cops are carrying depend on the notoriety of the player:

- One Star: Non-lethal – tear gas and night sticks
- Two Stars: Typical cop weapons, NR4s.
- Three Stars: Tougher cop weapons, Tombstone shotguns, etc.

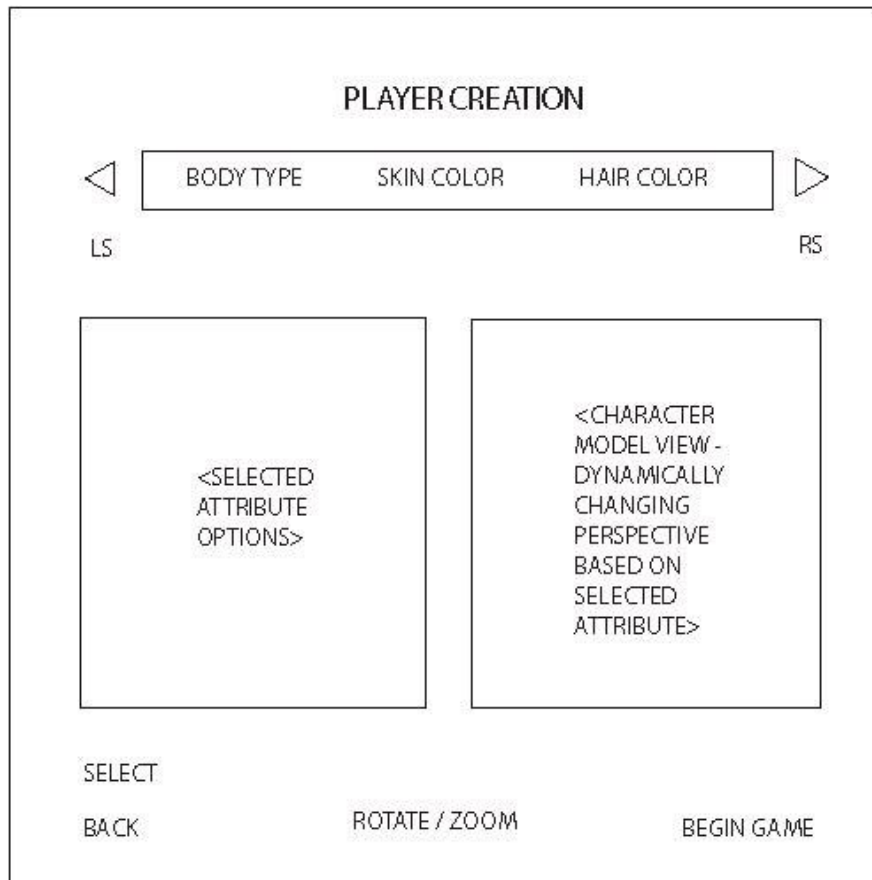
- Four Stars: SWAT gear, RPGs, etc.

Customization Options

Character Customization:

One of the major features of the Saints Row series has been extensive character customization, letting the player make his character look any way he chooses. Due to technical considerations, we will not giving the player quite as many options, but the player will still have dozens of permutations with different looks accessible when creating a character at the beginning and then again in the game at the barbers and other shops.

In the first prologue mission, the player is presented with the character in line with the other recruits, a humanoid shape dressed in a blue tee-shirt and sweat pants, and his first choice is to determine body type. The camera moves around the figure as he shifts and moves through various idle poses in line, and the player can scroll through the choices, using the left and right triggers or the analog stick:



- Body Type:
1. Average

2. Muscular
3. Fat
4. Skinny

The player next chooses the character's race, again scrolling through the possibilities while the camera rolls around the avatar.

Races:

1. White
2. Black
3. Latino
4. Asian

The player then gets his choice of different hair colors and cuts:.

Style	Color
Bald	N/a
Buzzed receding, straight	Black, brown, red, blond, white
Buzzed receding, curly	Black, brown, red, blond, white
Buzzed , straight	Black, brown, red, blond, white
Buzzed , curly	Black, brown, red, blond, white
Flat Top	Black, brown, red, blond, white
Low mohawk	Black, pink, blue, red, green, white
Medium mohawk	Black, pink, blue, red, green, white
Huge mohawk	Black, pink, blue, red, green, white
Vanilla Ice	Black, brown, red, blond, white
Six Inch Hi Top Fade, curly	Black, brown, red, blond, white
Buzzed, bowl	Black, brown, red, blond, white
Bruce Lee Bowl	Black, brown, red, blond, white
Razored crop "bowl"	Black, brown, red, blond, white
High Tight Caesar	Black, brown, white
New Romantic Curl	Black, brown, white
Parted In The Middle	Black, brown, red, blond, white
Faux Hawk	Black, brown, red, blond, white
Short Spikes	Black, pink, blue, red, green, white
Tall Spikes	Black, pink, blue, red, green, white
Short Emo	Black, pink, blue, red, green, white
Medium Emo	Black, pink, blue, red, green, white
Long Emo	Black, pink, blue, red, green, white
Windblown	Black, brown, red, blond, white
Curly	Black, brown, red, blond, white
Shoulder Length	Black, brown, red, blond, white
Mullet	Black, brown, red, blond, white
Brushed back mullet	Black, brown, red, blond, white
Short afro	Black, brown, white
Medium afro	Black, brown, white

Huge afro	Black, brown, white
Mini dreds	Black, brown, white
Big dreds	Black, brown, white
Short cornrows	Black, brown, white
Shoulder length cornrows	Black, brown, white
Braided tight	Black, brown, white
Jhericurled	Black, brown, white
Curly medium	Black, brown, red, blond, white
The Del Toro Mane	Black, brown, red, blond, white
Samurai bobbed tail	Black, pink, blue, red, green, white

Finally, the player has a choice of facial hair matching the hair color picked:

1. None
2. Unibrow
3. Five o'clock Shadow
4. Sideburns
5. Paper-thin moustache
6. Full mustache
7. Van Dyck
8. No moustache Goatee

At any point, the player can go back to choose a different body type, race, hair color, cut, or facial hair. Until he selects DONE, the character is not saved out.

Once in the game, the player will get his choice of other modifications to his character in various shops.

Further Player Modifications:

The player begins the game in his sweatpants and black tee-shirt from the police academy and \$100 he can use to outfit himself out. Visiting the various shops of Stilwater, he can buy food and weapons, or he can buy more items to distinguish his character and add to his reputation. The only limits are his pocketbook.

Clothing Store

Clothes make the man. Among the items the player can buy to wear in the clothing shops:

Item	Color	Cost	Rep Bonus
Ragged Jeans	Blue and white	\$5	-10
Stained sweatpants	Gray and White	\$5	-10
Hospital Gown	White	\$5	-10
Bandanna Du Rag	Color Scale, including Green*, Purple**, Red***	\$10	0 * 10 Eastside saints, -10 Saint &

			Barrio saints ** 10 Saint, -10 Samedi & Barrio saints *** 10 Barrio saints, -10 Saint & Samedi
Stocking Cap	Color Scale, including Green*, Purple**, Red***	\$10	0 * 10 Eastside saints, -10 Saint & Barrio saints ** 10 Saint, -10 Samedi & Barrio saints *** 10 Barrio saints, -10 Saint & Samedi
Wifebeater,	White, Black, Green*, Purple**, Red***	\$10	0 * 10 Eastside saints, -10 Saint & Barrio saints ** 10 Saint, -10 Samedi & Barrio saints *** 10 Barrio saints, -10 Saint & Samedi
“STILWATER” Tee-Shirt	White, Black, Green*, Purple**, Red***	\$10	0 * 10 Eastside saints, -10 Saint & Barrio saints ** 10 Saint, -10 Samedi & Barrio saints *** 10 Barrio saints, -10 Saint & Samedi
Plain Hood	White, Black, Green*, Purple**, Red***	\$20	0 * 10 Eastside saints, -10 Saint & Barrio saints ** 10 Saint, -10 Samedi & Barrio saints *** 10 Barrio saints, -10 Saint & Samedi
Track Pants,	Color Scale, including Green*, Purple**, Red***	\$20	0 * 10 Eastside saints, -10 Saint & Barrio saints ** 10 Saint, -10 Samedi & Barrio saints *** 10 Barrio saints, -10 Saint & Samedi
Plain Cap	Color Scale, including Green*, Purple**, Red***	\$30	5 * 15 Eastside saints, -15 Saint & Barrio saints ** 15 Saint, -15 Samedi & Barrio saints *** 15 Barrio saints, -15 Saint & Samedi

Kangol Style Cap	Color Scale, including Green*, Purple**, Red***	\$30	5 * 15 Eastside saints, -15 Saint & Barrio saints ** 15 Saint, -15 Samedi & Barrio saints *** 15 Barrio saints, -15 Saint & Samedi
Chullo Peruvian Style Cap	Black pattern on white, blue pattern on yellow, pink pattern on gray, white pattern on orange	\$30	5
Baggy jeans	White, Blue, Black	\$50	10
Wack designer High Tops	White and Blue, Blue and Black, White and Black, Gray and Blue	\$50	10
Wack designer Low Tops	White and Blue, Blue and Black, White and Black, Gray and Blue	\$50	10
Designer Track Suit	Color Scale, including Green*, Purple**, Red***	\$50	10 * 15 Eastside saints, -15 Saint & Barrio saints ** 15 Saint, -15 Samedi & Barrio saints *** 15 Barrio saints, -15 Saint & Samedi
Cowboy Hat	Black, White, Gray, Brown	\$80	5
Half Pants	Black, White, Gray, Brown	\$100	5
Piner High Tops	Silver and Blue, Black and Gold, Gray and Copper, Graphite and White	\$100	20
Piner Low Tops	Silver and Blue, Black and Gold, Gray and Copper, Graphite and White	\$100	20
Crooks Bro designer Button Up Shirt	Plain, Stripes, Checks, Plaid, On a color slider including Green*, Purple**, Red***	\$120	20 * 30 Eastside saints, -30 Saint & Barrio saints ** 30 Saint, -30 Samedi & Barrio saints *** 30 Barrio saints, -30 Saint & Samedi
Crooks Bro designer Track Suit	White trim with color scale slider (including Green*, Purple**, Red***)	\$150	25 * 50 Eastside saints, -50 Saint & Barrio saints ** 50 Saint, -50 Samedi & Barrio saints *** 50 Barrio saints, -50 Saint & Samedi

Studstetter Cowboy Hat	"Natural" cow, American flag, snake	\$180	30
Stalemate Cap	Checkerboard pattern of contrasting color on a sliding Color Scale, including Green*, Purple**, Red***	\$200	30 * 75 Eastside saints, -75 Saint & Barrio saints ** 75 Saint, -75 Samedi & Barrio saints *** 75 Barrio saints, -75 Saint & Samedi
Hollywood High Tops	Snake Skin, Tiger Stripes, Zebra Stripes, Giraffe Spots, Camouflage, Leopard Spots, Rainbow (with slider)	\$500	40
Hollywood Low Tops	Snake Skin, Tiger Stripes, Zebra Stripes, Giraffe Spots, Camouflage, Leopard Spots, Rainbow (with slider)	\$500	40
Marc Effette designer suit	Salmon, Fuschia, Magenta, Eggshell, Gold, Saffron, Tangerine, Persimmon, Pumpkin	\$750	45
Lorenzo diMerdi designer Suit and boots with pimp hat	Black, white, brown, gray, gold, silver, copper	\$800	50
Lorenzo diMerdi Overcoat with suit and boots with pimp hat	Solid color, pin stripes, plaid, on a sliding Color Scale, including Green*, Purple**, Red***	\$2000	80 * 100 Eastside saints, -100 Saint & Barrio saints ** 100 Saint, -100 Samedi & Barrio saints *** 100 Barrio saints, -100 Saint & Samedi
Nispe & Nispe British Custom Bespoke Suit	Solid color, pin stripes, plaid, on a sliding Color Scale, including Green*, Purple**, Red***	\$5000	100 * 150 Eastside saints, -75 Saint & Barrio saints ** 100 Saint, -75 Samedi & Barrio saints *** 150 Barrio saints, -75 Saint & Samedi
Half Fur coat	Black, gray, white	\$9000	200
Full Fur coat	Black, gray, white	\$50000	300

Tattoo

We are currently investigating the technical feasibility of having Tattoo Parlors such as in the original Saints Row in our game. Issues of texture swapping and size unique to the PSP console need to be resolved before we can take this off the wish list.

Barbershop:

The player can pop into the neighborhood barbershops to change the hair on his head and face.

- All of the various styles and colors listed in character creation are available.
- All haircuts cost \$20, and add +5 to the player's rep for one day.
- The player can choose "Highlight Color" after a haircut and color has been selected to have an additional tone added to the style, according to a sliding color scale. This costs an additional \$20, and adds an additional +5 to the player's rep for the day.
- All facial hair additions or shaves cost \$20, and add +5 to the player's rep for one day.

Vehicle Modifications

Over the course of playing the game, certain vehicles will find themselves in the player's possession. When he brings them to a garage, the player can then modify the plain version of each of these vehicles to suit his needs and whims. Among the modifications available for each body type:

Vehicle	Based On	Garage Modifications
Vegas	Buick Riviera	Color / Paint Type on slider - \$200 Star Package (convertible, fuzzy dice) - \$1000 Cruiser Package (Flames painted, nitrous booster, racing exhaust) - \$2500 King Package (Fins, fleur de lys icons, reinforced bumper) - \$5000
Capshaw	Chevy Cavalier	Color / Paint Type on slider - \$200 Star Package - \$1000 Cruiser Package - \$2500 King Package - \$5000
Venom	Corvette	Color / Paint Type on slider - \$500 Star Package - \$2000 Cruiser Package - \$6000 King Package - \$9000
Keystone	Chevy HHR	Color / Paint Type on slider - \$500 Star Package - \$5000 Cruiser Package - \$2500 King Package - \$5000
Compton	Chevy Impala	Color / Paint Type on slider - \$500 Star Package - \$1000 Cruiser Package - \$2500 King Package - \$4000
Betsy	Pickup Truck	Color / Paint Type on slider - \$500 Star Package - \$5000 Cruiser Package - \$7500 King Package - \$6000
Venom Classic	Datsun 240Z	Color / Paint Type on slider - \$750

		Cruiser Package - \$7500 King Package - \$6000
Hannibal	Dodge Caravan	Color / Paint Type on slider - \$800 Woody Package (Wood side paneling, McCain/Palin 08 Sticker) - \$1000 Cruiser Package - \$7500 King Package - \$6000
Five-O	Ford Crown Victoria	Color / Paint Type on slider - \$500 Star Package - \$1000 Cruiser Package - \$2500 King Package - \$4000
FBI	Ford Excursion	Color / Paint Type on slider - \$1000 Star Package - \$7000 Cruiser Package - \$8500 King Package - \$10000
Nordberg	Ford Explorer	Color / Paint Type on slider - \$800 Cruiser Package - \$7500 King Package - \$6000
Zimos	Ford Mustang	Color / Paint Type on slider - \$750 Star Package - \$3000 Cruiser Package - \$8500 King Package - \$7000
Peterliner	Freightliner Coronado	N/A
Delivery Truck	Grumman-Olson P-800	N/A
Mockingbird	Honda Civic	Color / Paint Type on slider - \$500 Star Package - \$1000 Cruiser Package - \$2500 King Package - \$4000
Aqua	Honda Element	Color / Paint Type on slider - \$800 Cruiser Package - \$8500 King Package - \$6000
Eiswolf	Lexus GS 300	Color / Paint Type on slider - \$2000 Star Package - \$8000 Cruiser Package - \$10500 King Package - \$20000
Stilwater Muncipal	Mack TerraPro Cabover	N/A
Socialite	Mercedes-Benz C-Class	Color / Paint Type on slider - \$2000 Star Package - \$8000 Cruiser Package - \$10500 King Package - \$20000
Halberd	Mini-Cooper	Color / Paint Type on slider - \$300 Star Package - \$1000 Cruiser Package - \$3500 King Package - \$8000

Bootlegger	Oldsmobile Cutlass	Color / Paint Type on slider - \$500 Star Package - \$1500 Cruiser Package - \$3500 King Package - \$4000
Cavallaro	Pontiac GTO	Color / Paint Type on slider - \$500 Star Package - \$2000 Cruiser Package - \$4500 King Package - \$7000
Komodo	Subaru Outback	Color / Paint Type on slider - \$800 Cruiser Package - \$7500 King Package - \$6000

Crib Modifications:

A crib is a place where you can store weapons, vehicles, money, and clothing.

The player unlocks cribs after certain key missions. From then on, he can always return to the crib or cribs he owns, park and store his vehicle in his garage, and when he gets to the front door, he is asked "Do you want to enter [Crib Name]?" and pressing X opens an image of his crib in all its glory, barebones or modified.

Mission Completed	Crib Unlocked	Modification	Cost	Rep Bonus
Prologue Mission 3:	Shithole: A crappy room in the 'hood.	<u>Thriftstore Chic</u> : A depressing bedsit lit by flickering florescence from the street outside. There is a rickety bed, motheaten sheets, cracked and peeling furniture, and you're glad the game doesn't come with a sense of smell.	500	10
		<u>Den of Iniquity</u> : A dark, menacing environment, filled with smoke and illuminated by a few candles and the end of the cigarette of the naked woman in the bed.	5000	20
		<u>Industrial Strength</u> : The exposed brick and pipe are design elements framing a very masculine, very sophisticated modern industrial décor. Everything is stainless steel and concrete, and the latest sound systems and consoles and plasma screens are placed just	10000	30

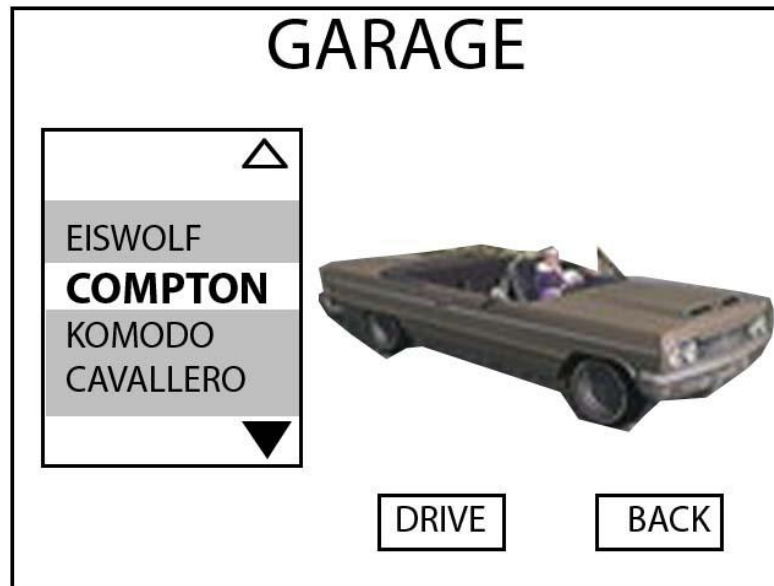
Mission Completed	Crib Unlocked	Modification	Cost	Rep Bonus
Samedi Mission 4	Chez Nunez: a lair in the sewers	<u>Radical Edge</u> : The sewer rooms are just as dank and disgusting as before, but now it seems by design. Bright graffiti adorns the walls, ragged silk sheets hang from the ceiling revealing and concealing the silhouettes of dancing women.	500	10
		<u>Underground Club</u> : A very groovy “swingers” pad with hanging chairs in unusual shapes and primary colors, 1960s lamps, and a Tiki bar. Barry White or the like is playing on the stereo.	5000	20
		<u>Infernal Luxury</u> : Not unlike Lex Luther’s lair in the original Superman movies, with gold gilt furnishing of ornate design contrasting with the industrial surroundings. Everything is over the top romantic, plush and lush, and classic music drifts in, echoing from another grand chamber in the lair.	10000	30
Mission Completed	Crib Unlocked	Modification	Cost	Rep Bonus
Barrio saints Mission 4	The Suite Life: A grand series of rooms in a five star hotel.	<u>Mom Would Approve</u> : Lovely, understated, traditional but unfussy. The sofa and bed, chairs and wardrobe, rug and gun cabinet are all well-matched, good quality, straight out of Better Homes and Gardens. It’s frankly a little dull and ungangsta in its middle-class niceness.	500	10
		<u>Feng Shizzle</u> : An Asian inspired retreat, a harmonious mixture of cultures and elegant modern design. Shoji screens from Japan, Chinese silks and tapestries, a beautiful Thai girl in the Jacuzzi tub, and all the	5000	20

		technology of the mysterious East.		
		The Sun King: A pad to make Louis XIV say, "I'm home." Massive chandeliers, gold-flocked wallpaper, gilt thrones, thick fur rugs, and all a hall of mirrors to admire your opulence and lack of good taste.	10000	30
Mission Completed	Crib Unlocked	Modification	Cost	Rep Bonus
Both Barrio saints & Samedi Missions	The Floater: A luxury yacht in the Stilwater Harbor	<u>Ship Shape</u> : Masculine and nautical and functional and uninspired. The only big feature is letting the player rename the yacht from FLOATER. He is given a keypad and christen her anything 16 letters or less, which will appear on her stern.	500	10
		<u>Sex On The Beach</u> : A tropical theme with potted palms and Balinese furniture, and bikini babes sunning themselves on the deck. The player can, as above, rename the ship.	5000	20
		<u>Cabin Fever</u> : It is completely impractical for a yacht to be gilt with gold, fur, and chrome, featuring a wine cellar, a collection of pimp cups, a gorilla skin rug, an arsenal in a crystal cage, and yet, here it is. Of course, the player can rename the boat as well, if he chooses.	10000	30

Whatever crib the player is in, and whatever the décor changes the player makes, the basic mechanics of the crib work the same. It is essentially a menu where the player can navigate with the D-pad and Analog sticks and select one of 4 submenus as they are highlighted in the scene:

GARAGE

Usually appearing as a door or gate, selecting the GARAGE brings the player to a submenu showing all the cars he has taken and are available for him to drive.



- Scrolling over the list brings up images of all the cars the player has previously parked in his garage. The camera moves and glides over each to show it off.
- Selecting DRIVE when a car is selected brings the player out of the Crib menus and onto the street outside by the garage door in the car.
- The player can also select BACK to return to the Crib menu.

WEAPONS

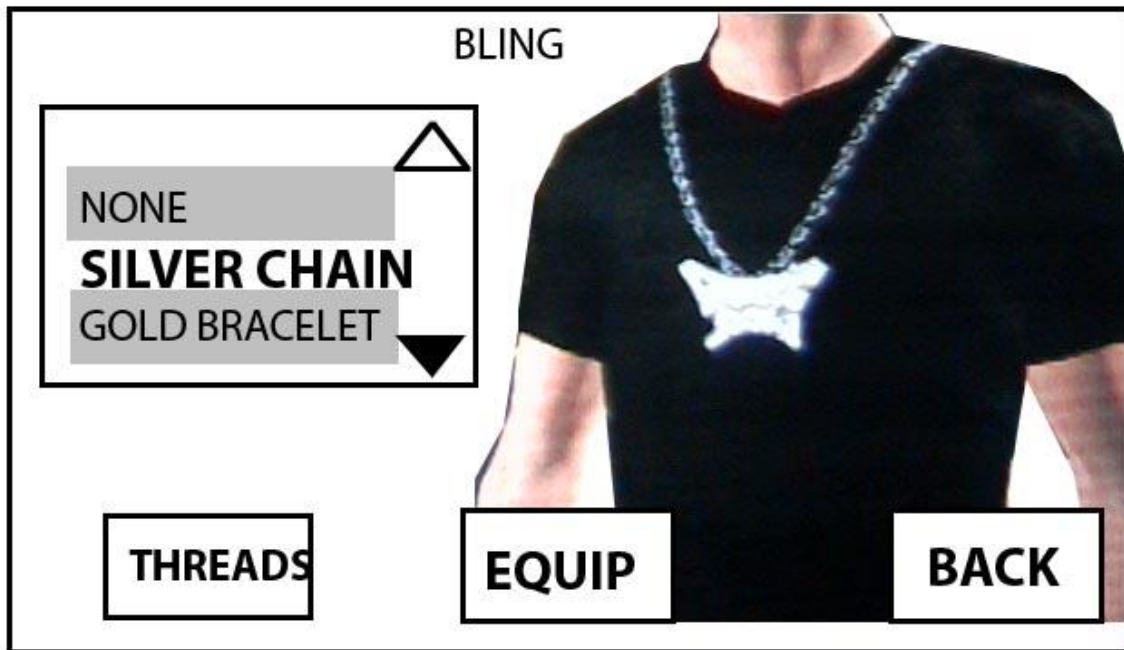
A prominent hard-to-miss feature in the player's cribs is his weapon's cache. The arsenal may appear as a gun cage or closet or simply be a stack of guns against the wall. Selecting WEAPONS brings the player to a submenu where he can scroll through all the weapons choices, and select the weapons he wants to equip. One of the choices is NONE if the player wants to remove all weaponry.



- The player can scroll through the list of weapons and see his avatar do a few action moves with the weapon in hand. The amount of ammo available for the weapon also appears on the screen.
- Pressing X, EQUIP, puts the highlighted weapon in the player's inventory.
- The player is able to carry one weapon of each type on his person, so if he selects a weapon of the type he already has equipped, he will be given the warning, "Replace [EQUIPPED WEAPON] with [SELECTED WEAPON]?" Selecting YES, X, puts the selected weapon in the player's inventory; selecting NO, O, returns the player to the Weapons submenu.
- Select BACK and the player returns to the Crib menu.

WARDROBE

The player's choice of clothing appears as a wardrobe or closet or a row of hangers in his crib. Selecting Wardrobe brings the player to the Wardrobe submenu, where the player's avatar in his current outfit appears together with a menu choice: BLING, THREADS. Selecting BLING brings up a list of all jewelry the player owns for him to scroll through, with the items already equipped in bold.



- At the top of the list is **NONE**, which the player can select if he wants to remove all jewelry and start from scratch.
- Each item the player rolls over as he cycles through appears on the avatar of the character and the camera zooms in to center on it, while the avatar continues to animate and show it off.
- Other possibilities the player can select are **EQUIP** if he wants to put that item on, **THREADS** if he wants to go to his clothing list, and **BACK** if he wants to be returned to the Crib.
- Selecting **THREADS** on the clothing list works essentially the same, with a list of all clothing available to the player, and the same method of scrolling through them, Equipping what you want to wear, and going Back to the Crib.

CASH

Every crib has a lockbox or safe where the player's ill-gotten loot from gaining territories and working for Ultor is stored. Selecting Cash brings the player to the submenu, featuring a stack of cash and coinage.

- The player is given the message "TOTAL CASH AVAILABLE: [TOTAL CASH AVAILABLE]. WITHDRAWAL?" with the options "YES X" and "NO O."
- Select Yes, and the player is returned to the Crib with the extra cash in his pocket.
- Select No, and he returns to the Crib without it.

Reward Systems

Money and territory are the usual rewards in Saints Row which we are emulating, and will be careful to balance the price of guns and other prizes so the player will get them at the proper time. In addition, we want to give the player a variety of souvenirs, artwork, vehicle bling, etc.

- Mission Rewards
 - Missions grant the player ownership of the neighborhood the mission is associated with. The player earns money for each neighborhood owned (a per day stipend they can collect in any crib). Note however that the prologue missions are to train only and do not earn neighborhoods. It is only through your affiliation with Ultor that the player manages to finally succeed in the takeover.
- Activity Rewards
 - Each activity gets the player respect points and cash. Completing the third and sixth levels of any given activity iteration will also get the player something special (unlockable weapons, vehicle, clothes, etc.).
- Diversion Rewards
 - These give the player respect and/or money, dependent on the diversion type. Collection style diversions (CDs, jumps) open up special items as you rack up the numbers (songs, vehicle customizations).
- Special Rewards
 - Saints Row was known for having many “Easter Eggs,” secret unlockables made available to the most dedicated, the most talented, and the most unusual gameplay styles. Among the Secret Rewards we are considering:
 - Title of Peacemaker: 20 hours without killing anyone. 40 points.
 - Title of Penny Pincher. Earn \$1,000,000. 10 points.
 - Title of Shopaholic. Acquire 100 clothing and jewelry items for your wardrobe. 10 points.
 - Title of Leader Of The Pack. Acquire 7 Homies. 10 points.
 - Title of Grease Monkey. Acquire 50 cars in your garage. 10 points.
 - Goldplated GDHC .50. Complete all Snatch missions.
 - Platinum RPG Launcher. Complete all Drug Trafficking missions.
 - Pimp Cane Shotgun: Complete all Escort missions.
 - Music TBD: Collecting 10, 20, 30, 40, and 50 CDs throughout the game.

Stores

There are many ways to spend your ill-gotten loot in Stilwater. Several stores from the previous game will be returning, and a few new ones as well. One big difference between the way shops were handled in SR1 and SR2, and the way they are handled in SR-PSP is that they will be graphic, animated menu screens rather than physical interior locations, in much the same way as Cribs are going to be done. The basic gameplay of the shops will remain similar to what has been established in previous games.

As stated above, shops in SR-PSP are all 2D Menus, not complete 3D interiors as in the other versions of the game. There are no 3D or animating elements except for when the player or his vehicle appear. All the rest of the background is a static artist's rendering of the shop as a backdrop for the menu interface.

Weapons Shops:

Friendly Fire is the local weapons store in Stilwater, serving the community with several locations in Saints Row, Downtown, the Docks district, the Suburbs, and the Sommerset district.



- On clicking on the entrance to one of the establishments, the player is given a menu of the weapons available, its ammo load, and cost.
- The player's total available cash also appears on screen.
- As the player scrolls through the list of weapons, the avatar of the player holds the weapon in his hand on the menu screen, posing with it.
- When the player has found a weapon he wants, he presses X to Purchase it. The money is then deducted from the player's cash, unless he does not have enough, and then he gets the message "You do not have enough money" and is returned to the weapons menu.
- If the player purchases a weapon of the same type he already has in his inventory, he will be given the message "[OLD WEAPON] will be put in your crib's weapon's stash? Yes (X) or No (O)." If he presses X, then the player will have the new weapon and the old weapon of the same type will be available in his crib's weapon stash. If he presses O, he will return to the menu without having purchased the gun.
- Pressing Triangle lets the player exit Friendly Fire.

Body Shops:

Rim Jobs garages are found throughout Stilwater, with locations in Saints Row, the Docks district, the Suburbs, the Arena district, the Chinatown district, and the Copperton district. Parking a car in their garage brings up the store's main menu.

The player's car rises up on the blocks, and the player is given the option to change COLOR or BODY PACKAGES.

He is also shown the amount of cash he has on hand.



- If the car is damaged, the first option that the player is given is to fix it up for a price. X agrees and Triangle Exits.
- Selecting COLOR brings up a secondary menu with a color palette the player can cycle through to find a new color scheme for his car.
- As the player rolls over each of the colors, the car shown turns that color so the player can see the effect.
- The cost of the paint job appears at the bottom of the menu.
- The player has the option of SELECTing the color by pressing X, which will take the money out of his pocket if he has it. Otherwise, the message "You don't have enough money" will appear on the screen and the player will return to the menu.
- The player can select Triangle to EXIT the garage at any time.
- The player can select O to go to the BODY PACKAGES menu.



- The BODY PACKAGES menu shows the player the list of available body packages for the vehicle. As the player rolls over each of the packages, the car on the blocks transforms into how it would look with that package so the player can see the effect.
- The cost of the body package appears at the bottom of the menu.
- The player has the option of SELECTing the body package by pressing X, which will take the money out of his pocket if he has it. Otherwise, just like in the COLOR menu, the message “You don’t have enough money” will appear on the screen and the player will return to the menu.
- As in the COLOR menu, the player has the options here on selecting Triangle to EXIT the garage, or pressing O to go to the COLOR menu.

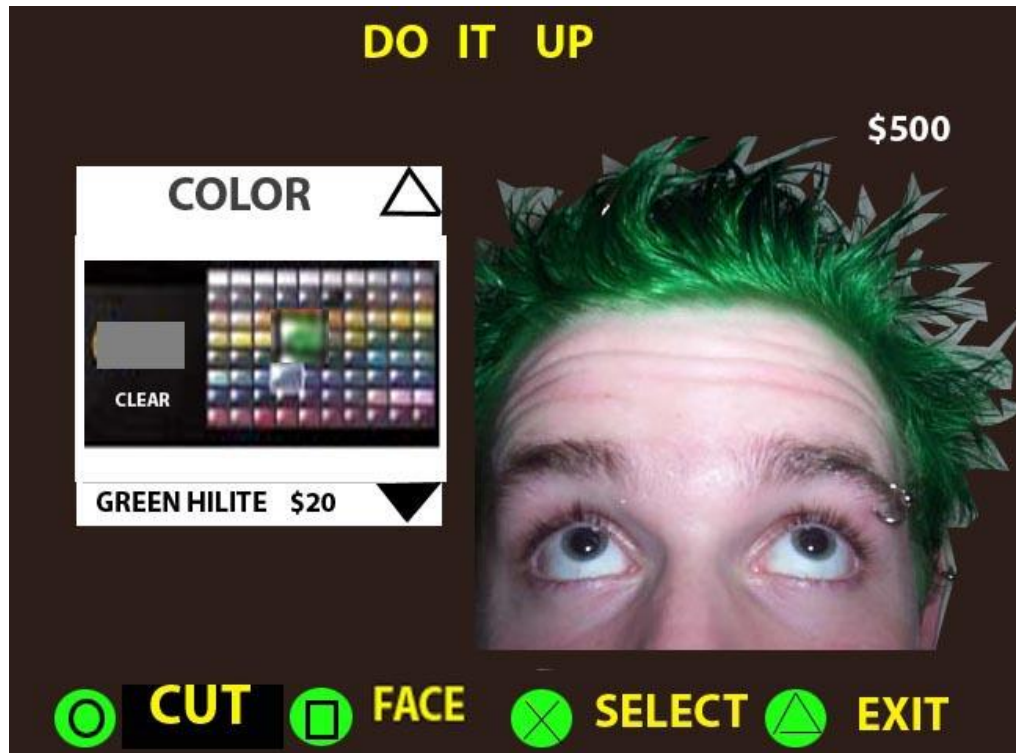
Barber

The player has a couple choices if he feels like he needs a new hairstyle or a change in his facial hair. Shear Intensity is the more expensive salon in Stilwater, located in the High End Retail district, and the neighborhood favorite Do It Up has locations in the Barrio district. Entering either shop brings up a menu which functions the same, but the styles in Shear Intensity tend to be more conservative and expensive and the ones at Do It Up are more street and cheaper. The background image is also the difference between a high-end salon and a neighborhood barber.

The player is given the initial choice upon entering between FACE (X), COLOR (O), or CUT (SQUARE).



- Choosing CUT, the player goes to the hairstyle menu, where he is shown the amount of money on him, an image of himself modeling the selected hairstyle, a menu of all hairstyles available, and the options to go to the COLOR or FACE menus, SELECT the hairstyle highlighted, or EXIT the barber shop.
- The player can scroll through the menu of available hairstyles and watch as his avatar changes to each hairstyle selected.
- When he finds a hairstyle he wants, he presses X to SELECT it. If he doesn't have enough money, he is given the message "You don't have enough money." Otherwise, the money is taken, the hairstyle becomes the character's own, and the player returns to the main menu.



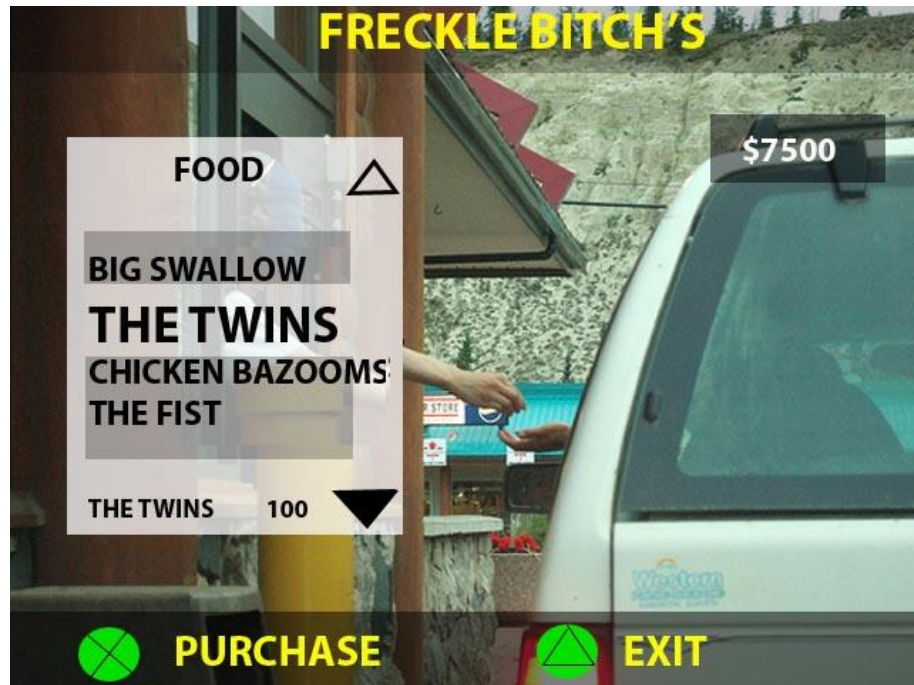
- Choosing COLOR, the player goes to the hair color menu, where he can scroll through a menu of hair color choices, go to the CUT or FACE menu, or EXIT the barber shop.
- Using the analog stick or the arrow keys, the player can select color from the color wheel which will show up on the player's avatar on the menu. The player can select just one color, or he can select a second color which will be applied to high lights. The price at the bottom of the bar will reflect the cost of the player's choice. One square on the color wheel is "Clear," to allow the player to start over.
- Once the color has been selected, pressing X for Select will purchase the color treatment. If the player does not have enough money, he will get the message "You do not have enough money" and be returned to the menu. Otherwise, the money is deducted, the hair color becomes the player's, and the player is returned to the main menu.



- Choosing FACE, the player goes to the Face menu, where he can change his character’s facial hair, or go to the CUT or COLOR menus, or EXIT the barber shop.
- The player can scroll through the choices, seeing them reflected on the player’s avatar on screen. The price for the change appears on the menu, and the player’s total cash on hand appears on the screen.
- The player can press X SELECT to choose a particular style of facial hair. If he does not have enough money, he is given the message “You do not have enough money” and is returned to the menu. If he does have enough money, it is deducted, the player character begins sporting a new look, and the player returns to the main barbershop menu.

Restaurants and Liquor Stores

You gotta eat, if only for your health, and there are restaurants and liquor stores throughout Saints Row to sell you your burgers and Forties. Brown Baggers sells liquor and drugs in the Docks district, the Suburbs, the Museum district, the Projects district, the Red Light district, the Sommerset district, and the Copperton district. Freckle Bitch’s sells fast food in Saints Row, the Suburbs, the Museum district, and the Sommerset district.



- Whether he goes through the drive through or to the front door at Freckle Bitch's, the player activates the menu of available choices.
- On the screen is the player's total cash available, a menu of all food choices, and the options to PURCHASE the food selected or EXIT the restaurant.
- Pressing X to PURCHASE the food will deduct the cash from the player's account and place the food item in his inventory. If he doesn't have enough money, he will get the message "You don't have enough money for that" and return to the menu.

When the player enters Brownbaggers, he is given the option to look at LIQUOR or DRUGS.



- The Liquor menu shows the player a list of booze available, the amount of cash the player has on him, an option to purchase the liquor selected, an option to go the DRUGS menu, and an option to EXIT the store.
- The player can scan over the list of available booze, and press X to PURCHASE the booze he's selected. If he has enough money, the cash will be deducted and the liquor will be added to his inventory, and the player will return to the menu. If the player doesn't have enough money, he will get the message "You don't have enough money," before returning to the menu.



- The DRUGS menu shows the player a list of the drugs available, the amount of cash the player has on him, an option to purchase the drugs selected, an option to go to LIQUOR menu, and an option to EXIT the store.
- The player can scan over the list of drugs available, and press X to PURCHASE the drugs he's selected. If he has the cash, it's deducted, and the drug is added to his inventory. If he doesn't have enough money, he is given the message "You don't have enough money," before returning to the menu.

Clothing

They say clothes make the man, and the player's choice of clothing is one of the key means of personalizing his character. Regular changes of wardrobe improve the player's rep in the 'hood, so there are real gameplay advantages, beyond the fun of playing dress-up.

Of course, for the true fashionista, where you shop is as important as what you wear. There are three clothing chains in Stilwater, marketing to different groups, and the player can decide which to patronize depending on his taste and his wallet. Sloppy Seconds with a location in Saints Row and two in the Barrio district sells the cheapest kinds of clothing; Impressions in the High End Retail district markets to the upper strata of consumer; On The Rag in the suburbs, the Red Light district, and the Arena district targets the middle demographic.

Upon entering any of the shops, the player sees a picture giving the flavor of the store and a menu of available categories of clothing.



- The categories vary by store inventory and are adjustable by designers.
- The player cycles through the list on the D-Pad and presses X to select a category.
- Pressing the Triangle exits the shop.
- Pressing O brings the player to his Wardrobe menu from his crib. The player can change his clothes to anything he has already purchased, and press Triangle from that menu to return to the shop.

Selecting a category of clothing brings the player to a submenu which lists all the clothing in that category, and features an avatar of the player modeling the article of clothing selected.



The camera focuses on the area of the body where the clothing is changing. The player is given the list of clothing available in that category, the amount of money he has, and the options of SELECTing and purchasing the item selected, returning to the SHOP MENU to see other clothing categories, or EXITing the store.

- If the player presses X select, the character is outfitted with the new clothing, the old clothing of that category goes to the player's wardrobe in his crib, the money is deducted from the player's inventory, and the player returns to the menu. If the player does not have enough money, he is given the message "You do not have enough money" and is returned to the menu.
- If the player selects O, SHOP MENU, he returns to the menu of clothing categories available in the shop.

Tattoos

We hope to include Tattoos Parlors like Rusty Needles in the game to allow the player to further customize his character. More detail about them will follow in the next iteration of the GDD if we are able to do them.

Damage Systems

It's a huge understatement to say Stilwater is a dangerous place. People get hurt and killed every minute of every day.

The amount of damage a person can take before dying varies, and designers have the freedom to adjust each archetype or special character's health level for balancing purposes. The numbers below are a first pass.

Character	Health Level
Pedestrian	20
Gangsta	50

Boss	100
Player	100

When the player or an NPC uses a weapon against one another, the damage done is calculated based on the weapon used and the distance between attacker and victim. Hand-to-hand weapons, naturally, are used in close proximity, and the damage done is consistently the numbers given in the Weapons table (see WEAPONS). Projectile weapons' damage is calculated according to the following table:

Point-Blank	Medium Range	Far Range	Beyond Far Range
X2 Damage	Reg Damage	½ Damage	No Damage

The actual ranges for the weapons is adjustable by designers as a function of game balance, so the numbers below are approximate:

Weapon	Point Blank Range	Medium Range	Far Range	Beyond Far Range
Vice-9 (Handgun Default)	<10	10-20	20-30	>30
Quarter Baby	<10	10-15	10-15	>15
Tombstone (Shotgun Default)	<10	10-20	20-30	>30
T3K Urban (SMG Default)	<10	10-20	20-30	>30
K6 Krukov (Rifle Default)	<20	20-40	40-50	>50
Flamethrower	<5	5-10	10-20	>20
Pepper Spray	<1	1-5	5-10	>10
Nail Gun	<1	1-10	10-20	>20
Pipe Bomb	<10	10-20	20-30	>30
Molotov Cocktail	<10	10-20	20-40	>40
Hand Grenade	<10	10-20	20-40	>40
Gas Grenade	<10	10-15	15-30	>30

Falling From Height

- The player can fall two meters without hurting himself. We'll play the "Landing" and "Rising" animations and the player will be able to continue on.
- For every meter after two meters, the player takes 10 points of health damage and the "Landing" animation is replaced by the "Hurt Landing." If the player is not killed, then this is followed by the "Rising" animation.
- Any fall 12 meters or more can be considered to be instantly fatal.

Drowning

- If the player falls more than 12 meters onto any surface, water included, he will die per the rules above. The player cannot swim in SR:PSP but he does not automatically drown upon falling into water in pools, the river, or other sources flagged as Water.
- Upon striking the surface, and receiving any damage based on the height of the fall, he receives the message “Press X to Get Out Of The Water.” The message will stay up on the screen for ten seconds, giving the player time to press the button and play the animation where he climbs up out of the water and onto dry land. If the player is more than a couple meters from the point where he fell, we’ll fudge it and pop the player up. Call it part of our commitment to ease of gameplay over realism.
- After ten seconds, the message stays, and the player begins losing 10 health every second.
- Thus, if the player does not choose to press X and save himself, he will be drowned in twenty seconds upon hitting the water. This is obviously a little sudden, but since the player is given ample opportunity to save himself, there doesn’t seem to be any good reason to prolong it.

Fire

There are a couple different things that can cause the player or another AI to catch on fire. These include:

- Being hit by a flame thrower
- Being in the Medium Range of an explosive device (pipe bomb, Molotov cocktail, etc.)
- Being behind the wheel of a car that has been Totalled
- Stepping into an object marked as Fire

The player will suffer damage initially from the weapon, explosion, or whatever the source of the fire is, and then :

- “On Fire” animation will begin playing, of the character rolling on the ground.
- The player begins taking damage, 10 health points every second for 5 seconds.
- After 5 seconds, if they survive, the fire goes out and we play the “Rising” anim as the player or the AI rises to their feet.

Vehicles and Damage

Vehicles are omnipresent in Stilwater, varied in appearance, and also varied are the ways they can hurt people and be hurt in return.

Vehicles, like people, possess health, and catch on fire and explode when they reach zero. The amount of health varies according to vehicle. This list is adjustable by designers as a function of game balance, so the numbers below are approximate:

Car Model	Health	Car Model	Health
------------------	---------------	------------------	---------------

Aqua	100	Betsy	200
Bootlegger	100	Capshaw	100
Cavallero	100	Compton	100
Delivery Truck	200	Eiswolf	100
FBI	200	Five-O	100
Halberd	100	Hannibal	200
Keystone	200	Komodo	200
Mockingbird	100	Nordberg	200
Peterliner	500	Socialite	100
Stilwater Muncipal	500	Venom	100
Vegas	100	Venom	100
		Zimos	100

If the player is driving in a car and hits an object, he will either knock the object aside, doing damage to it, or he will do damage to the car. Objects not flagged as Bullet Physics reactive are assumed not to move, and when struck, do damage to the vehicle.

- The vehicle receives damage based on its speed relative to its maximum speed at impact.
- The formula is simply: $(\% \text{ of Maximum Speed}) = (\text{Damage To Vehicle Out Of } 100)$. Thus, a Capshaw going 25% of its maximum speed hitting a brick wall will do 25 points of health worth of damage to the vehicle. If it did that same action four times, it would be totaled.
- If the vehicle collides with another vehicle going in the opposite direction, the percentage of the two vehicle speeds are added together and applied to both vehicles. $(\% \text{ of Maximum Speed of Vehicle } 1) + (\% \text{ of Maximum Speed of Vehicle } 2) = (\text{Damage to Each Vehicle Out of } 100)$. Thus, a Capshaw going 25% of its maximum speed colliding head on with a Delivery Truck going 100% of its maximum speed would do 125 points of damage to both vehicles – enough to total the Capshaw and leave the Delivery Vehicle with 75 points of health left.
- If the player is in a vehicle, he will be ejected from it if it is totaled. Both the player and the vehicle will be on fire, and the vehicle will explode with the same radius and damage as a hand grenade in five seconds.
- People who are struck by vehicles, as stated above, don't do any damage to the vehicles, but they do take damage from vehicles.
- The same formula applies: $(\% \text{ of Maximum Speed}) = (\text{Damage Done To Pedestrians})$.
- If the damage is fatal, which it often is, we send the character flying, and if it isn't, the character will still be bumped off his or her feet, but then we'll play the animation of them getting up. Thus, a typical pedestrian with 20 health can survive a hit by a car going 10% of its maximum speed, but will be killed by a car going 20% of its maximum speed. The player, having 100 health, will only be killed by a car going full-speed, unless he has already been injured.

Gameplay Specs

The core of the player experience

Saints Row PSP offers a selection of activities from SR1 and SR2, plus a couple of new activities unique to the PSP, for the player to engage in. All new missions are crafted around the new story line. Additionally, Saints Row PSP also emphasizes diversions: persistent in-world gameplay that can be engaged at any time. This section includes detailed specs for all gameplay we hope to plan for in the title.

Story Missions

- See Appendix A: Story Missions and above overview
- In Mission Cutscenes
 - These are going to be pre-rendered, short scenes to set up the mission sequences. They have not been completely written yet. The challenge is to create compelling scenarios that do not include the player character (as they will be pre-rendered). The PSP is very good at playing video sequences and these can be jobbed out to be done cost effectively as well.
 - To enable a retelling that does not include the player character (beyond shadowy references), we have decided to tell the main story as a retrospective, from the viewpoint of Troy, who will be trying to discover the identity of the undercover cop who brought about the downfall of The Saints. Through a series of interviews, crime scene reviews and interrogations, Troy will setup the action for each mission without directly referencing the player. As mentioned earlier, this technique has been used to great effect in film, most notably in the film *The Usual Suspects*.

Activity Specs

Activities can be played to earn respect, money, and other hidden rewards. The wide variety of activities ensures that no player will be stuck playing one that they don't enjoy. Racing cars gets old? Try Insurance Fraud. Had your fill of diving in front of oncoming traffic? Give Drug Trafficking a whirl. By giving the player many options they are free to play the game the way they want to. NOTE: All references to "Co-Op Mode" are pending a technical review of feasibility. Ideally, we would like to support co-op Activity types, so that players may enjoy more than just the story missions in Co-Op mode.

Activity Name	SR1	SR2	SR-PSP
Trailblazer		Yes- 2 (6,6)	Yes - 3(6,6,6)
Insurance Fraud	Yes - 3 (8,8,8)	Yes- 2 (6,6)	Yes - 3(6,6,6)
Snatch	Yes- 3 (2,8,8)	Yes- 2 (6,6)	Yes - 3(6,6,6)
TOTALS			

Trailblazer (2)

Trailblazer is a timed race, where the player, who is on fire, rides in a buggy while wearing a flame retardant suit. The player must reach the next checkpoint before time runs out. Time is extended by causing death and destruction. Each person touched will burst into flame and add time before the next checkpoint. Each car touched will explode and add additional time. There are explosive barrels littered along the route that will explode if you go near them, setting people and cars on fire and garnering more time.

Insurance Fraud (1 & 2)

Insurance Fraud in SR2 is an updated version of the popular activity mode from SR1. The player goal in this mode is to (literally) play in traffic; by throwing themselves into oncoming cars, players will rack up "settlement money," with larger awards granted for more spectacular collisions and bonuses granted for witnesses, colliding with civil service vehicles, air time, and several other performance modifiers.

The largest change to this mode from SR1 is the ability to play cooperatively with a second player; now players can chain their collisions for even more bonus money, and get still more hilarious bonuses for working together!

Insurance Fraud shows up as a blue activity triangle on the map. The question mark on the triangle is replaced with crutches when the player gets near. In the game world and inverted cone with the Insurance Fraud logo on top appears. When the activity is selected, tutorial text instructs the player on the unique activity controls and rule set.

The goal is to let yourself get hammered by as many cars as possible within the amount of time given you. In order to gain money, you have to travel to the red target area denoted on your map, then take a dive in the most spectacular means possible. Half of the cars on the streets will temporarily be driven by insane people while you perform Insurance Fraud, causing them to move about twice as fast as they normally do and drive through red lights and stop signs.

The **Action Button** is remapped to a dive maneuver that instantly rag dolls the player. Doing this before collision weakens the player's gravity upon collision resulting in better air time than a normal collision. Player health is temporarily deactivated while in rag doll mode so the player can recover and run into the street for more points. Rag doll mode is automatically on when ejected from a vehicle.

The **Timer** doesn't start until the player reaches the highlighted scoring area (A big glowing rectangle) shown on the mini map and the large map. A waypoint marker directs the player to the center of this area. After each minute of play, the scoring zone changes location and the timer stops until the player enters the new zone.

Score is determined by how hard you get hit by a car, but there are a large number of multipliers involved in the process. **The collision nets a base amount from 2,000 to 4,000 bucks depending on the speed.** The player's score is listed in the upper left corner of the screen. As multipliers apply they are listed below the score with the name of the factor that triggered them. ("4X WITNESS MULTIPLIER!")

Here are the factors involved in getting a big score.

Factor	Multiplier
--------	------------

Ordinary Car	2x
Expensive Car	3x
Government Vehicle (Police, Ambulance, etc)	4x
Witnesses (someone sees you get hit)	2x (4x for police witnesses)
Vehicle ejection (get thrown out of the windshield of a car)	5x
Airtime (stay up in the air after a collision)	2x, 3x, and higher, depending on the length of airtime
Distance travelled after collision	2x, 3x, and higher, depending on the length of distance

The best way to cash in on Insurance Fraud is to steal a Police car and head-on collide with a fast moving vehicle. This should eject the player into the oncoming car and result in lots of airtime and distance with plenty of witnesses and possibly more car touches.

Difficulty Level Modifiers

Level	Minutes	Amount
1	1:00	50K
2	2:00	100K
3	3:00	150K
4	4:00	200K
5	5:00	250K
6	6:00	300K

Completion Rewards

Area of Completion	Completion Rewards
--------------------	--------------------

Lvl 3 Location 1	Take less damage when run over by vehicles.
Lvl 6 Location 1	Take less damage when shot.
Lvl 3 Location 2	Take less damage from explosions.
Lvl 3 Location 2	Health regenerates more quickly.

Snatch (1 & 2)

The **Snatch** activity from SR1 makes its return for Saints Row 2. Now up to 2 players can join in on the fun of killing rival gangs' pimps and grabbing prostitutes off the street to "reassign" to friendly neighborhoods, boosting their own business while damaging that of their enemies.

Snitch (NEW!)

An activity exclusive to Saints Row: The Fall, Snitch is designed to complement the unique character the player is assuming, of the corrupt, undercover cop.

Upon activating a game of snitch, the player receives a call on his radio, telling him that one of his usual snitches is suspected of being involved in a crime, and asking him to investigate. Essentially, there are 2 things that need to be done upon receiving that phone call in order to successfully complete a game of Snitch.

1. TRACKING: The Snitch must be located
2. INTERROGATION: The Snitch must be interrogated to reveal their information.

Tracking:

At the earliest, easiest levels of the game, the player is given the target's last known location, and he is there when the player arrives and does not attempt to flee. The player can then immediately move on to Phase 2, Interrogation. As the player plays more Snitch games, the difficulty of this first stage begins to increase.

Among the complications the designers will add to make this phase steadily more difficult:

- The target is not at the location, but another person at the location gives the player a new location where the target can be found.
- The target is not at the location, but the player is given another location. The target is not at that location either, but a third location.
- The target is not at the location, and the other person at the location refuses to tell the player where the target is. The player must move to phase 2 and interrogate this person in order to move back to this phase and find the location where the target is.
- The target is at the location, and flees upon the player approaching him. The player must chase him down in order to interrogate him, and this chase may be by vehicle as well as foot.

- When the player reaches the target's location, he has a gang protecting him. The player must defeat the gang without killing the target in order to get to him.

Interrogation:

A graphic circle appears on the ground around the target, and once the player enters it, they enter into the interrogation stage. The player and target are transported to a vehicle, where the player is behind the steering wheel, and the Snitch is in the passenger seat. The target's willpower appears on the screen. The goal is to break it by having the Willpower bar entirely drain.

- Level 1: The Snitch's Willpower bar will steadily drain as long as the player keeps moving in the car, but it will drain faster the faster the player drives (the rate is balanced by designers)
- Level 2: The Snitch's Willpower bar will only drain if he is injured or if the player drives 25% of the maximum speed of the vehicle or more. As above, the Willpower drains faster the faster the player drives the car. If the player stops or slows down under 25% of the max speed of the vehicle, the Willpower will gradually replenish itself at a rate to be balanced by designers.
- Level 3: As above the Snitch has a Willpower bar which drains at higher speeds or by being injured, and refills if things slow down, and the player must keep him alive long enough to break him. The difference is that at this level, the Snitch's enemies who don't want him to give up his secret are trying to kill him. We will spawn in enemy vehicles who will try to shoot or ram the player, his vehicle, and the Snitch.
- Level 4: The player is told at the beginning of this mission that this Snitch is harder to break: he will have to drive much faster. An additional bar replaces Willpower once it empties marked Fear. The target's Willpower and Fear bars drain and fill up at the same rate whenever they are driving over 50 mph, they both stay at the same level when they are traveling between 0 and 50, and they both begin to return to normal when the car is at 0, but the Fear meter goes down quicker than the Willpower does.
- Level 5: This Snitch also hard to break and has a Fear meter as well as a Willpower bar. And like in Level 3, this Snitch has people who want to kill him. The player has to watch out for their attacks as he does the same start and stop style as above.
- Level 6: As above but the Snitch is being held in the car by his head on the drivers side. His body is dangling out the vehicle's window in danger of being hit. The goal is not to let him die before it does, since clearly a dead Snitch is of no use to him, but hanging outside the window of a moving vehicle is a dangerous activity. The Snitch's health does not appear on the HUD all the time, but like a Homie, it flashes up when he is injured as a warning to watch out.

Willpower/Fear Triggers: Programmer Wish List

- **Driving Fast** – Need a speed check function that returns a positive value when the player’s car reaches a specific speed. The designer must be able to change the velocity being checked for in lua.
- **Wrong Way** – Need a car location function that returns a positive value when the player is driving on the wrong side of the road. Possibly a check of the traffic rail system would do it.
- **Off Road** – Need a car location function that returns a positive value when driving on sidewalks, lawns and other non-legal city terrain.
- **Hitting Things** – Need a car damage function that returns a positive value when the player’s car hits something.
- **Driving in a Smoking Vehicle** – Need a car damage function that returns a positive value when the player’s car is near destroyed.
- **Airtime** – Need a car location function that returns the amount of time the player’s car is airborne.
- **Drifting** – Need a maneuver check function that returns the amount of time the player’s car drifts.
- **Reverse Driving in Traffic** – Need a maneuver check function that returns the amount of time the player drives his car backward in traffic.
- **Being Chased** – Need an enemy proximity check function that returns how long an enemy remains within a specific range of the player’s car.

Diversions

Diversions are general 'fun' things that the player can do in single player and co-op to gain small rewards for simply having fun. The stats screen available from the pause menu will list the players' high scores on any diversion that they have previously played. Diversions will NOT show up on the players' mini or pause maps. Some Diversions are disabled during mission/stronghold/activity.

Driver Skill

Driver skill modes are ones where the player uses a specific vehicle type and then toggles into the mode with the push of the Y button. The Diversion HUD (stars) are not used for these Diversions, the Gameplay Status Indicator (upper left) is used to relay info. These diversions will not give start messages and no start triggers will appear when the player is in a mission/stronghold/activity. There are no current plans to offer co-op versions of these.

Diversion Name	SR1	SR2	SR-PSP
----------------	-----	-----	--------

Racing	Yes	Yes	Yes

Racing (1 & 2): Placed at various locations throughout the city, these diversions are essentially free-for-all races of various vehicle types to different locations. Each race will have no set track, allowing the players to reach the end anyway they can. Each location this diversion is present at will have a different finish line. Races may have multiple checkpoints but those checkpoints will be at extreme distances and will be limited to 4 at the maximum amount for a large race. Types of races available in SR PSP

- Average Vehicle race: Average 2, 4 door cars, trucks, SUVs, vans, etc.
- Sports Car race: Any sports/fast car

Stunt Detection

These are the “one-and-done” type acts where the game is always detecting what the player is doing and reports it on-screen once a certain level/threshold is surpassed. After the player concludes the act, the game goes back into a standby-state where it is waiting to detect and report the next instance. These are completely non-modal, use the Diversion HUD as well as large messages to indicate big events, and can be started at any time even during missions/activities/etc. In some Diversions it may not be possible to reach the full 9 stars; these diversions are specified in the spec. There are no current plans to offer co-op versions of these.

Diversion Name	SR1	SR2	SR-PSP
CD Collection	Yes	Yes	Yes
Exploration	Yes	Yes	Yes
Stunt Jump Collection		Yes	Yes

CD Collection (1 & 2): Find hidden CDs throughout city, unlock music tracks

Exploration (1 & 2): On the pause menu city map, unexplored areas will be darkened, with ? icons for all activities and points of interest (this is like in SR1). As the player explores the city, areas will be uncovered.

Exploration 2 (2): Like in classic FPSes such as Castle Wolfenstein and Doom, we'll have hidden, secret areas in Stilwater left for the player to discover. Some will be harder to find than others, but mostly they'll be out-of-the-way places, tucked behind/inside/on top of some buildings, low traffic areas that only exploring players will find. Uncovering them will be a reward in itself, with respect and cash given, but further rewards could be given such as weapons and vehicles.

Stunt Jump Collection (2): As a reward for exploration the player will be rewarded for finding unique, interesting, or hard to accomplish jumps throughout the world. As the player travels through the jump he will receive a HUD message (Similar to CDs) that will indicate that he hit a stunt jump and how many of the total he has hit.

Emergent Diversions

Emergent gameplay is an umbrella category for gameplay which can occur at any time/place as well as during missions/activities/strongholds/etc. These are completely non-modal, use the Diversion HUD, and can be started at any time even during missions/activities/etc.

Diversion Name	SR1	SR2	SR-PSP
----------------	-----	-----	--------

Chop Shop	Yes	Yes	Yes

Chop Shop (1 & 2): Collect specific vehicles and sell to Chop Shop for money and respect.

A chop shop shows up as a blue activity triangle on the map. The question mark on the triangle is replaced with a car image when the player gets near. In the game world an inverted cone with the Chop Shop logo on top appears. The activity is activated by moving into the cones sphere. A text message appears that says “Press Triangle to start Chop Shop”. The first time Chop Shop is selected, tutorial text instructs the player on any unique controls or rule set.



The player is given a list of vehicles and areas they are likely to appear in. These cars range from extremely common to rare to find, and many only appear at certain times in the game or certain areas of Stilwater. Selecting one of the vehicles adds the image to the upper left side of the HUD to make identification easier. If a vehicle matching a type the player is looking for enters the mini map radius, it will show up on the minimap as a car icon. If the car is in use, it must be stopped without being destroyed via hijack or shooting the driver. It must then be returned to the nearest chop shop building. This does not have to be the same chop shop location the chop shop list came from. Once in the car a waypoint marker will point to the closest location. Some vehicles may have a surprise wanted level that applies when the car starts moving.

Docks Chop Shop

Car 1: Reaper

Location Provided: Airport District

Chop Shop Value: \$1500

The Reaper is found most frequently at night, and the airport district is just one of many locations it can be found. It is rare to see a moving Reaper. Normally they're parked somewhere.

Car 2: Ambulance

Location Provided: Unknown

Chop Shop Value: \$1000

Get out the phone and dial and within moments an Ambulance should pull up. Kill the driver and deliver it.

Car 3: Destiny

Location Provided: Barrio District

Chop Shop Value: \$750

Destiny's can be found anywhere, and they're fairly common, but they are even more prominent in Barrio.

Car 4: Taxi

Location Provided: Barrio District

Chop Shop Value: \$750

Like the Destiny, Taxi's are fairly common and even more so in Barrio.

Car 5: Slingshot

Location Provided: Docks And Warehouse District

Chop Shop Value: \$750

These are generally dotted around, not too hard to find.

Car 6: Bootlegger

Location Provided: Factories District

Chop Shop Value: \$1000

These are hard to find anywhere other than in the Factories District. They appear more frequently at night.

Car 7: Compton

Location Provided: Factories District

Chop Shop Value: \$1000

These aren't that common, unless the player is stirring some trouble with the Sons of Samdi. As a Samdi gang car, the easiest way to get hold of one is to go out and kill some of their gang members to boost gang notoriety. Then the player should get some of them showing up in Comptons at which point the player can steal one.

Car 8: La Fuerza

Location Provided: Airport District

Chop Shop Value: \$1000

These are rare.. As with the Compton, however, it is a gang car, only with the Barrio saints. The player might need to raise his gang notoriety much more significantly than you did for the Compton before one shows up. Once it does though, steal it. The player is rewarded with a unique Hollywood Barrio saints car once he's delivered all 8 Docks cars.

Chinatown Chop Shop

Car 1: Peterliner

Location Provided: Freeways District

Chop Shop Value: \$1000

It doesn't matter if the player takes one with or without a trailer.

Car 2: Nightingale

Location Provided: Airport District

Chop Shop Value: \$1000

Go out as far as the runway in the Airport District in search of one. They spawn at completely random times.

Car 3: Halberd

Location Provided: Apartments District

Chop Shop Value: \$500

These are common during the day, but hard to find at night.

Car 4: Westbury

Location Provided: Suburbs District

Chop Shop Value: \$500

The northern-most part of the Suburbs spawns more of these.

Car 5: Varsity

Location Provided: Apartments District

Chop Shop Value: \$500

These pickups are everywhere, not just apartments.

Car 6: Raycaster

Location Provided: Arena District

Chop Shop Value: \$2000

In the northwestern part of the city they are common.

Car 7: Attrazione

Location Provided: Unknown

Chop Shop Value: \$3000

These are extremely rare. A quick way out is to shell out \$40000 at Foreign Power.

Car 8: Zenith

Location Provided: Unknown

Chop Shop Value: \$3000

Even harder to come by than the Attrazione.. Foreign Power sells them at \$50000 a go. Once you've delivered this one, the hardest Chop Shop car to come by, the player will get a unique Ultor Ricochet as his reward.

Pushbacks

Pushbacks are used to make the player feel that enemy gangs are retaliating for the player having taken over their neighborhoods. This gameplay consists of enemy gangs invading a players' new neighborhood

and requiring the player to kill all of the lieutenants in the hood before the Saints can again claim the territory as their own.

Pushbacks are currently NOT planned for SR PSP. They were cut largely as a resource and scope issue – in order to get a larger volume of other features into the game, we decided not to include them. We recognize, however, that there is replay value and difficulty level value to the concept of pushbacks, and as such, we’re going to revisit if it may be possible to implement them, given the overall schedule and resources available. We are currently NOT planning on implementing them, but if there is a way to get them in, we will figure it out.

Audio

SFX and music are at the heart of any good game experience. Saints Row PSP aims to exceed the expectations of the handheld market audience with a robust selection of music, excellent voice work, and immersive sound effects. The PSP platform, however, presents its own unique set of hardware limitations, which we will need to be clever about, in order to surpass.

- Audio Goals

The next-gen versions of the Saint's Row franchise have established the following conventions for the game. We will strive to recreate as many of these elements as possible, and will note elements which will pose challenges:

- **Radio:** There is no "soundtrack" per se in the SR games, as in many other traditional titles. The player gets most of his audio feedback from the radios available in every vehicle. These radio stations can be tuned to sequentially, each offering a different style of music, complete with original music, DJ chatter, ads, and Station ID jingles.
 - **Continuous Play:** The conceit for these stations is that they play "continuously" – If you stop listening to a station and go back to it 10 minutes later, it doesn't continue playing from where it left off, as though the station paused.
 - **Can be turned off:** The player can switch to the last station in the sequence, which essentially turns off the radio
 - **Randomized Content:** To cut down on repetitiveness and make the radio seem even more realistic, it will follow some set of general rules to randomly select songs, ads, and other types of content to play. A music station, for example, is composed of the following types of content: a) licensed songs, b) DJ song intros, c) DJ chatter, e) Ads, f) Station ID jingles
 - **Triggered Content:** To make the radio content seem as if it's evolving along with the state of the game, we can have the radios only play some content if certain mission conditions are met.
 - For example, there could be "News Flashes" related to the mission that the player has previously finished, or "DJ chatter" which gives anecdotal reference to player activities.
 - Police Scanner information could be considered triggered content as well, as it's triggered by the player reaching Notoriety Level 3.
 - Pirate Stations are a form of "location-based" triggered content – only when the player is within range of certain specific locations might he be able to receive certain "pirate" radio stations which broadcast additional alternative content.
 - **PSP IMPLEMENTATION:** The volume of audio content required for the radio necessitates streaming it. If we dedicate one entire stream to the radio, we will be able to accommodate our other stream requirements (outlined below).
 - **Switching Channels:** Changing channels will require changing the stream. This, of course, does not happen instantaneously, and will

require that a “futz” sound remain resident as part of the 1 MB of sound FX memory, and be played during the 1 – 2 seconds that it takes to switch stations.

- **Triggered Content:** This will also be possible, but with the same caveat that it would require the same “transitional” sound (perhaps a quickie station ID jingle) to play during the 1 – 2 seconds that it takes to switch the stream to the triggered content.
- **Dialogue:** There is a tremendous amount of dialogue used in the Saint’s Row franchise. Everything from pedestrians you may bump into, to event driven audio that plays when you pass ambient activities occurring in the background, all are given additional meaning by dialogue clips. Because of the length and great variety of these clips, in-game dialogue will have it’s own dedicated stream. These streams generally do not play immediately one after another, and as a result, there is no need for a “transitional” sound to conceal the pause due to streams.
- **SFX:** There are many sound FX which are used in the next-gen versions of the game to give the city of Stilwater a unique audio signature. On the next-gen consoles, there is plenty of memory to store these sounds. However, on the PSP, we are limited in the available memory for these sounds to 1 MB (our current budget for them). The strategy for accommodating the undoubtedly greater than 1 MB burden associated with the entire city of Stilwater is to dynamically swap sound FX in and out of that 1 MB based on the neighborhood that the player is in. This should allow us to accommodate the variety of Sound FX that will be required. Of course, there will be many common sounds, such as weapon sounds, footsteps, etc. that will remain consistent no matter where the player is. In any event, given the platform, we should expect some amount of reduced variety due to memory constraints.

Interface

Navigating Menus and HUDs

One of our goals for interface is to retain the familiarity of the systems to those who played SR1 or SR2. These documents should provide a broad overview of what's staying the same and what changes we hope to make to the functionality.

Overview

Interface Design

For the most part, the interface can be translated as is to the PSP environment. While the words and images have to scale down to fit, we have two advantages that help—we don't have to allow for "title safe" areas and the screen itself is very clear, so even small text can be readable.

[Interface – Front End Screen](#)



- [o New Game](#)
- [o Load Game](#)
- [o Multiplayer](#)
- [o Options](#)
- [o Extras](#)

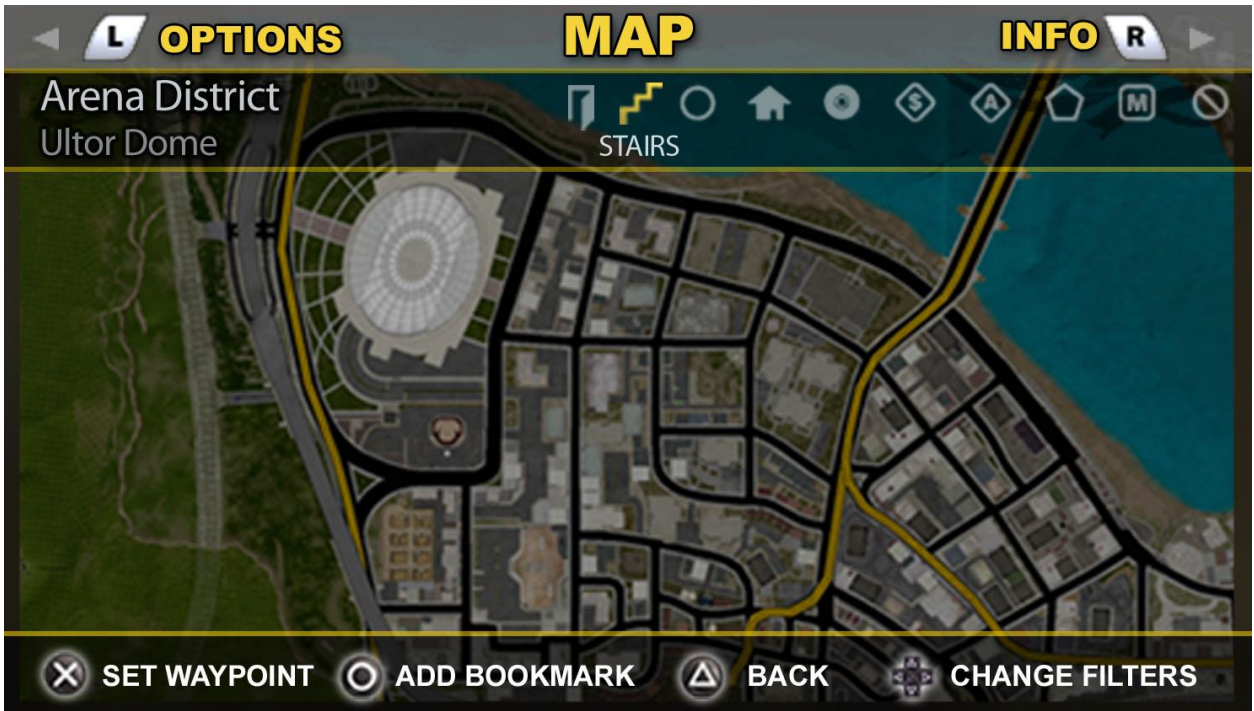
[Interface – Control scheme](#)

The Options Controls and Options General menus are being merged on the PSP version of the game. This will place all the main options a player would want to modify in one location to reduce the amount of navigation a player has to do. The Crouch toggle option has been removed and toggle is considered on.. Control placement makes it nearly impossible for a player to hold down the crouch button and move at the same time on a PSP.



- Save / Load
- Brightness - Slider
- On Foot Control Schemes → New window
- Driving Control Schemes → New window
- Invert Y – Yes/No
- Invert Rotation – Yes/No
- Vertical Sensitivity - Slider
- Horizontal Sensitivity - Slider
- Quit Game

[Interface – Pause Menu, Screen](#)



Menu items

- Map
- Pan
- Zoom
- District label
- Street label
- Current Cash
- Set Waypoint
- Change Icons L/R
- Change Menu L/R
- Resume
- Icons
 - All
 - Cribs
 - Save points
 - Stores
 - Activities
 - Strongholds
 - Missions
 - None



Radio

- 89.0 Generation X
- The Kronic 92.2
- The Rock FM 94.8
- 95.4 Krhyme FM
- K-12 FM 97.6
- The Faction FM 99.8
- 101.96 Sizzurp FM
- 102.4 Klassic FM
- Four-20 103.6
- 105.0 EZZZY FM
- The Krunch 106.6
- 108.0 WMD KBOOMFM

Info

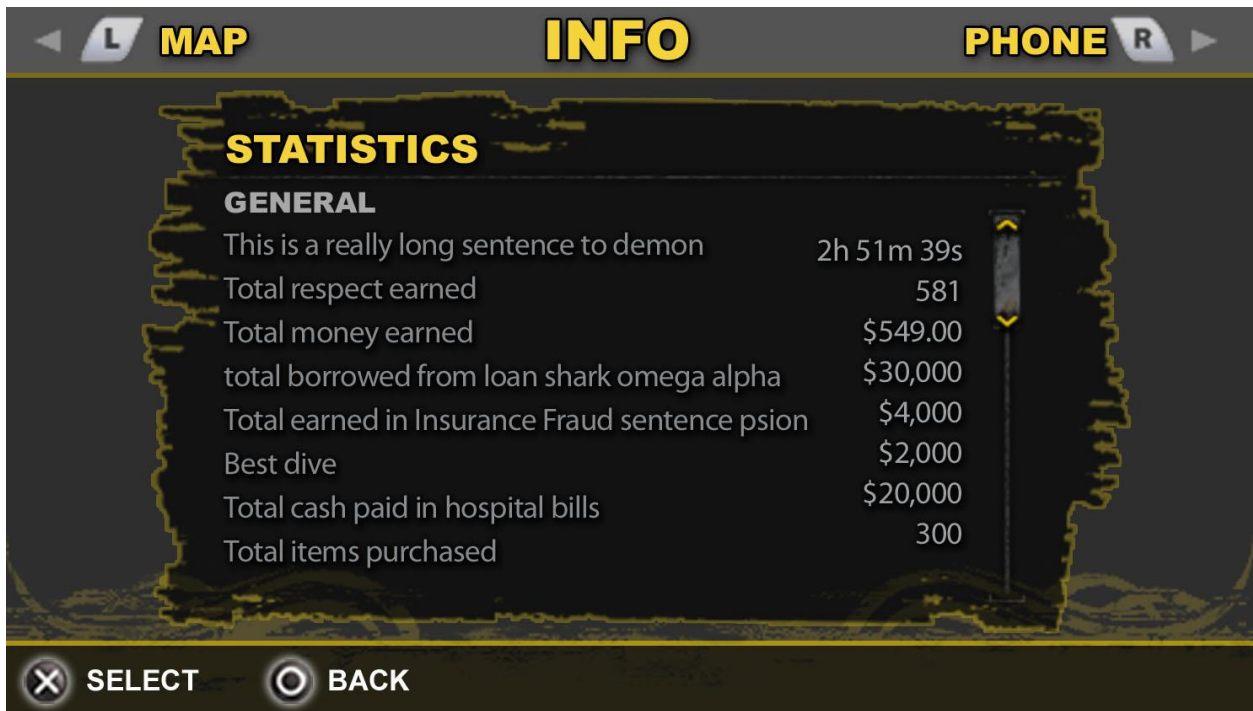
- Objectives – Current Objective
- Message Log – Any mission text that appears on screen
- Story – Summaries of any completed missions
- Activities – Status of all activity types
- Statistics – List of all tracked statistics

Help

- Activities
- Cell Phone
- Character Creation
- Controls
- Cribs
- Gangs
- HUD
- Homies

[Missions](#)
[Pause Menu](#)
[Prologue](#)
[Radio/Music](#)
[Respect](#)
[Shopping](#)
[Phone](#)
[Homies](#)
[Phone Book](#)
[Cheats](#)
[Dial](#)
[Audio Player](#)
[Playlist](#)
[New Playlist](#)
[Delete Playlist](#)
[Edit Custom Playlist](#)
[Save / Load](#)
[Load Game](#)
[Save Game](#)
[Options](#)
[Controls](#)
[Display](#)
[Audio](#)
[Quit Game](#)

[Interface - Stat Tracking](#)



- [Total Time Played](#)
- [Total Respect Earned](#)
- [Total Money Earned](#)
- [Total Earned in Insurance Fraud](#)
- [Best Dive](#)
- [Total Money paid in Hospital Bills](#)
- [Number of items purchased](#)
- [Time at highest police notoriety](#)
- [Enemy gang members killed](#)
- [Number of Saints killed](#)
- [Number of civilians killed](#)
- [Total number of law enforcement killed](#)
- [Number of beat cops killed](#)
- [Number of SWAT killed](#)
- [Number of FBI killed](#)
- [Number of people run over](#)
- [Number of arrests](#)
- [Total money paid out in bail](#)
- [Number of deaths](#)
- [Number of homies acquired](#)
- [Number of activities completed](#)
- [Number of missions completed](#)
- [Miles traveled on foot](#)
- [Miles traveled by vehicle](#)
- [Saints Strongholds completed](#)
- [Number of vehicles destroyed](#)
- [Number of helicopters destroyed](#)

- [Number of cribs acquired](#)
- [Total number of unique vehicles driven](#)
- [Number of shots fired](#)
- [Shot hit percentage](#)
- [Number of rockets fired](#)
- [Rocket hit percentage](#)
- [Number of neighborhoods controlled](#)
- [Favorite weapon](#)
- [Most favorite gang](#)
- [Kilos of narcotics trafficked](#)
- [Street lights knocked down](#)
- [Number of unique vehicles owned](#)
- [\(Number of tags completed\)](#)
- [\(Number of CDs found\)](#)
- [\(Total Borrowed from Loan Shark\)](#)

Interface – Hud



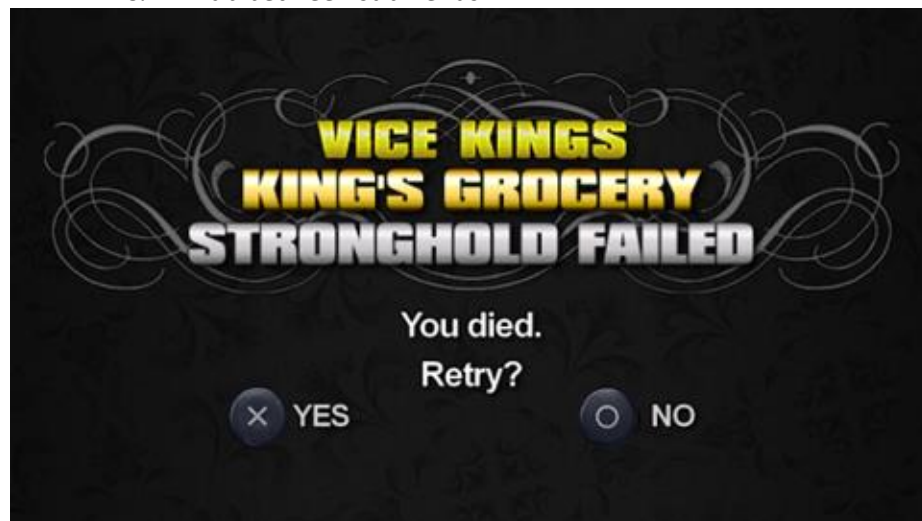
Hud Elements:

- [Health bar](#)
- [Endurance bar](#)
- [Respect bar](#)
- [Weapon](#)
- [Clip ammo](#)
- [Total ammo](#)
- [Homie slot](#)
- [Homie health](#)
- [Wanted bar](#)

[Stars](#)
[Saints threat bar](#)
[Saints Symbol](#)
[Mini map](#)
[Waypoint trail](#)
[Enemy dots](#)
[Homie dots](#)
[Objective dots](#)
[Player triangle](#)
[North indicator](#)

In Game Menus

- Menu Controls
 - Menus are controlled with a consistent set of buttons throughout
 - X = Select/Choose
 - ^ = Cancel/Exit/Back
 - O = Special (menu specific)
 - [] = Special (menu specific)
 - Dpad and Analog = navigate menus
 - L & R = Tab between submenus



Stronghold Result UI mockup

- Maps



Pause Menu Map mockup

- The map has been moved back into the Select button to keep the load from being too long.

- **Pause Menu**



Pause Menu Info/Activities mockup

- Defaults to the Map View, and allows the user to tab into the other submenus to look at Info, Help, Phone Book, Audio Player, Phone Book, and Options

- **Player Creation**

- Available when starting a new single player game or starting a co-op game, the background environment will be obscured and the model of the character will appear at the right of the screen. As discussed elsewhere, the depth of modification will be limited for the PSP but will include a reasonable set of controls.

- **Player Customization**

- Clothing

- Trigger the clothing store icon outside a retailer and the clothing purchase UI will pop up. The clothes will be displayed at the right of the screen and chosen from a list on the left.
 - Vehicle Customization
 - The player will be able to customize their vehicles to a limited degree. Color, decals, engines, wheels, and roof are some of the areas available. We will, in addition, look at how the player might actually enhance the vehicle in the area of performance; better acceleration, better brakes, tighter suspension, and so on. Since this can be accomplished without additional visual treatment, it is a particularly appropriate customization for the platform (no additional memory or rendering requirements).
 - Menu Music, Weapons, Cribs, Garage, Vehicle Dealership
 - Purchasing these items, such as a vehicle, will also be handled with a UI interface, a cross between the Chop Shop and Vehicle Purchase as exists in the current titles.



Purchasing UI mockup, Vehicles

- Stat Tracking
 - Status of the player will be available through the Pause Menu and include a similar set as currently exists in SR1 and SR2 (kills, deaths, cops killed, favorite weapons, etc.)

Controls

- The control scheme for the PSP will be one of the main focuses of the design. We basically have to make the game work with fewer buttons available to us. Particularly painful is the lack of a right analog stick. We continue to study other game's solutions to these issues and unique implementations in order to best leverage our needs. The camera will be an over-the-shoulder follow cam, similar to the style used while in a vehicle, with the ability to reset its position on a button press. Our initial pass at controller mapping is shown here.
- There are 3 ways for the player to interact with buttons and triggers in the game. A **Press** is the most familiar interaction. The action or activity takes place when the button is depressed. A **Tap** is an interaction triggered by the release of a quickly depressed button. A **Hold** interaction is triggered when a button or trigger(s) are continually depressed.
- In the control descriptions listed below, **[bracketed]** controls indicate a **Hold** interaction is used.

On Foot Controls



Triangle Button-Context (Enter/Exit Vehicle,Open Door) [Inventory Menu]: On Foot, the Triangle Button is context sensitive. Near a car, Tap the Triangle Button to enter or exit a vehicle. Near a door, Tap the Triangle Button to open the door. The Triangle button can be used to activate other contextual actions in the game. An in-game prompt will indicate all actions when available. Holding the Triangle button triggers the Inventory Menu on screen. The Analogue Stick is used to make weapon selections in the Inventory menu. The D-Pad buttons are used to make item selections in the Inventory menu.

Circle Button-Attack/Fire Weapon: Press the Circle Button to activate the currently selected weapon. Some weapons, like machine guns, have a Hold interaction. Some weapons, like most Melee weapons, have a Tap interaction and a 3 Tap Combo.

Cross Button-Run [Kick]: Hold the Cross button to run. While held, the player character will continue running until the Endurance Meter runs out. When the Endurance Meter is exhausted, the player slows to a walking jog. Releasing the Cross Button after the Endurance Meter is exhausted triggers the player character's winded animation. He cannot move until the animation finishes but can attack, jump, climb or walk to interrupt the animation. The Endurance meter will continue to grow till max as long as the player doesn't run again. When the Target trigger is Held, A Tap of the Cross button will kick at the nearest target.

Square Button-Jump/Climb [Toss/Take Hostage]: Press the Square button to jump. When facing walls or fences at an appropriate height, pressing the Square button makes the player character will climb over the wall or fence. When the Target trigger is Held, a Tap of the Square button will Toss the nearest in range target. When the Target trigger is being held, Holding the Square button will take Hostage the nearest in range target.

D-Pad Up-Recruit Homies [Dismiss Homies/Item Selection]: Tapping the D-Pad Up button will whistle for nearby homies to join your squad. The whistle will only occur if you are in range and have room for the homie in your available homie slots. If mission critical individuals are within range, they will be swapped for any homie currently in a slot if no other slots are available. Hold the D-Pad Up button to dismiss all current homies in slots. When Triangle button is Held, D-Pad Up button selects item from the Inventory Select Menu.

D-Pad Right-Taunt 1 [Cycle Targets/Item Selection]: Press the D-Pad Right button to trigger the 1st player taunt. When the Target trigger is Held, D-Pad Right button cycles forward through the list of targets. When Triangle button is Held, D-Pad Right button selects item from the Inventory Select Menu.

D-Pad Down-Crouch [Item Selection]: Press to toggle the player character into Crouch Mode. Press the D-Pad Down Button again to turn Crouch Mode off. When Triangle button is Held, D-Pad Down button selects item from the Inventory Select Menu.

D-Pad Left – Taunt 2 [Cycle Targets/Item Selection]: Press the D-Pad Left button to trigger the 2nd player taunt. When the Target trigger is Held, D-Pad Left button rotates backward through the list of targets. When Triangle button is Held, D-Pad Left button selects item from the Inventory Select Menu.

Analogue Stick-Movement [Rotate View/Weapon Selection/Fine Aim]: Move the Analogue Stick to move in the selected direction. Hold Left Trigger to change the Analogue Stick control to rotate the view around the character. Hold the Triangle button to change the Analogue stick to a Weapon Selection control on the Inventory Menu. Hold left and right Trigger to change the Analogue stick to a slow Fine Aim control.

Left Trigger-Center [Rotate View/Fine Aim]: Tap the Left Trigger to center the view behind the player. Hold the Left Trigger down to change the function of the Analogue stick to rotate the view around the character. The analog stick becomes a slow fine aim when both the left and right triggers are held down.

Right Trigger-[Target]: Hold Right Trigger to activate Target mode. A target bracket will highlight the nearest available target. The camera will rotate to center the view on this target. Hostile targets get first priority. Targets can be cycled through by pressing the left & right D-Pad Buttons while the Right Trigger is being held down.

Start Button-Map/Pause: Press the Start Button to pause the game and bring up the Stillwater Map. The left & right Trigger Buttons are used to cycle through available Pause Menu Screens.

Select Button-Camera Mode: Press the Select Button to change the default view distance of the camera between the Close, Standard and Far options.

In Vehicle Controls



Triangle Button-Enter/Exit Vehicle) [Inventory Menu]: Press the Triangle button to enter or exit a vehicle. If the vehicle is moving when an attempt to exit the vehicle is made, the player will dive roll out of the vehicle. Holding the Triangle button triggers the Inventory Menu on screen. The Analogue Stick is used to make weapon selections in the Inventory menu. The D-Pad buttons are used to make item selections in the Inventory menu.

Circle Button-Fire Weapon: Press the Circle Button to activate the currently selected weapon.

Cross Button-Gas: Press the Cross Button to speed up the vehicle.

Square Button-Brake [Reverse]: Press the Square Button to slow down the vehicle. Hold the Square button down to stop the vehicle and reverse direction.

D-Pad Up-Recruit/Dismiss Homies [Item Selection]: Tapping the D-Pad Up button will whistle for nearby homies to join your squad. The whistle will only occur if you are in range and have room for the homie either in your vehicle or your available homie slots. If mission critical individuals are within range, they will be swapped for any homie currently in a slot if no other slots are available. Holding the D-Pad Up button down will dismiss all current homies in slots. When Triangle button is Held, D-Pad Up button selects an item from the Inventory Select Menu.

D-Pad Left & D-Pad Right-Cycle Radio Stations [Item Selection]: The left and right D-Pad cycle through available radio stations by default. When Triangle button is Held, D-Pad Right and Left buttons select items from the Inventory Select Menu.

D-Pad Down-Nitrous [Item Selection]: Pressing the D-Pad Down button activates the nitrous system in the car if it has one. D-Pad Down button selects an item from the Inventory Select Menu.

Analogue Stick-Steering [Rotate Aim]: Move the Analogue Stick to steer the vehicle. Holding down the Left Trigger changes the left & right Analogue Stick movements to rotate the camera to a center locked view 45 degrees around the car. This works best of drive by shootings and targeting a car following the player. Hold the Triangle button to change the Analogue stick to a Weapon

Selection control on the Inventory Menu. There is a limited selection of weapons available when driving the car. Only pistols and submachine guns can be used. This limitation is not engaged when the player is the passenger.

Left Trigger- Center [Rotate Aim]: Tap the Left Trigger to center the view behind the vehicle. Holding the Left Trigger down changes the function of left and right Analogue Stick movements to rotate the view 45 degrees around the vehicle. Left, Rear, Right and Front views can quickly be shifted to this way.

Right Trigger-Hand Brake: Press the Right Trigger to activate the Hand Brake and perform tight turns at high speeds.

Start Button-Map/Pause: Press the Start Button to pause the game and bring up the Stillwater Map and Inventory screen. The left & right Trigger Buttons can be used to cycle through available Pause Menu Screens.

Select Button-Camera Mode: Press the Select Button to change the default view distance of the camera between the Close, Standard and Far options.

Alternate: Mass Media Controls:



IN VEHICLE



- Additionally, we are looking at using the L button as a shift-modifier that makes the right cluster of buttons control the position of the reticule normally and then, using the L button to shift their functionality, do “jump” “inventory” etc. Of course, then we need to reassign or remove the functionality of the L button, but that can actually move to the shifted X button. We should be able to build in a set of alternate controls, accessible through the Options menu, to satisfy a wide range of play styles. In addition to that, we might consider allowing the player to re-assign some of the buttons to taste.

Appendix A: Story Missions

Prologue Missions (3 Total)

Mission Set – Overview

The first three Prologue missions must be completed in order for the player to get into the non-linear “sandbox” section of the game. The player can then take his time before attempting the story missions, and there is no pressure to complete them, provided the player has built up enough reputation in the other activities in the game. Once the 15 missions are finished, the player finishes the last two epilogue missions in a linear order.

Mission Set – Prologue

Troy talks to the head of the police academy about finding an undercover agent sufficiently crooked to join the Saints and see what’s happening in an apparent civil war on the streets of Stilwater.

Mission Set – Epilogue

The player and the Saints defeat Mr Albedo, the brother of Mr Sunshine from Saints Row 2.

Prologue Mission 1: Up The Academy

On the academy grounds, Lt Schlemmer brutally runs the recruits, including the player, through a series of exercises to test the player’s hand-to-hand and gun fighting skills.

Objectives

1. Create a character in character generation
2. Practice with a variety of different weapons and destroy targets.
3. Demonstrate navigation and map-reading skills to get to the fighting arena.
4. Get beaten up and learn how to heal yourself.
5. Demonstrate fundamentals of hand-to-hand by beating up adversaries.
6. Use hand-to-hand weaponry to defeat other opponents.
7. Use meat-shield on Lt Schlemmer

NPCs Used

Required

- Lieutenant Schlemmer
- Civilian male, tee-shirt and sweatpants
- Civilian female, tee-shirt and sweatpants

Optional

- None at this time

Location

- (?) Stilwater, Police Academy
- Track, Fighting Dojo, Firing Range

Walkthrough

Briefing Cinematic

- The opening cinematic for the game shows crime running rampant in Stilwater, and Troy making the decision to bring on a new undercover cop.

Prep Phase

- The player creates an avatar using the character creation tool, and once it is done, the character is grilled in line-up by Lt Schlemmer.

Execution Phase

- The player is given access to a wide arsenal of weapons to practice with.
- The player must destroy targets in the firing range by using pistol, SMG, rifles, hand grenades.
- The player is given the location of the melee range and told to go there.
- The player uses his map and navigation skills to get across the melee range.
- The player is made to stand still and be whaled on by other recruits.
- The player is shown how to heal himself with good clean spring water with extra electrolytes – which are curiously like 40s seen in the rest of the game.
- The player is shown how to block to avoid taking damage.
- The player is given the opportunity to beat on some unresisting recruits.
- The player is required to defeat three recruits in full hand-to-hand combat.
- Player is taught to use melee weapons.
- Player is taught how to meat-shield.



Finishing Phase

- n/a

Failure Conditions

- None (if player “dies” in hand-to-hand, he is revived by an instructor)

Rewards

- Neighborhood Gained: None
- Cash (very minimal)

Notes

- None

Prologue Mission 2: Speedin & Bleedin

The player lessons under Lieutenant Schlemmer continue, this time on the road track around the academy. Along with appropriately ironic training messages considering the nature of the game ("Remember, pedestrians always have the right of way," "Even in an emergency, remember, there is hardly ever a good reason to exceed the speed limit," et cetera), the player learns the basics of driving through a series of tests of increasing difficulty. There is a race around the track, requiring the player beat a certain time; there is an obstacle course to teach the player special jumps and maneuvers; there are inexplicably mines on the track that blow up and the player must avoid.

Objectives

1. Learn how to take possession of a vehicle by carjacking.
2. Race around the track and beat the others.
3. Successfully make it over a ramp that pops up out of the ground
4. Avoid being destroyed by land mines

NPCs Used

Required

- Lieutenant Schlemmer
- Civilian male, tee-shirt and sweatpants
- Civilian female, tee-shirt and sweatpants

Optional

- None at this time...

Location

- (40) Police Academy
- Track, Firing Range

Walkthrough

Briefing Cinematic

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

Prep Phase

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

Execution Phase

- The player has a couple challenges besides being the first one to complete two circuits around the track
- There is a ramp which appears out of nowhere and must be jumped:
- And mines which start exploding on the track during the second circuit:

Finishing Phase

- Once the player crosses the finish line (if first!) he wins.

Failure Conditions

- None (if player “dies,” he is revived by an instructor)

Rewards

- Neighborhood Gained: None
- Cash (very minimal)

Notes

- None

Prologue Mission 3: Graduation

Still at the the police academy, in a park which has been set up as a prettified parody vision of Stilwater, the player is taught several other activities a good servant of the law needs to know. Naturally, these activities, which are exceedingly innocent, will have darker uses on the actual mean streets of Stilwater. Picking up pregnant women and transporting them to the hospital is the same mechanic as the Snatch minigame, only with hos. Riding around in a helicopter throwing out pamphlets on the law about hands-free cell phones is a skill that will teach the player how to shoot out of helicopter later. Throughout the activities, not only is Lieutenant Schlemmer watching, taking notes, and giving instructions, he is doing so alongside a mysterious dark figure. After the final exercise, the player is approached by the figure, saying that he is ready to graduate and may want to consider how to supplement his meager cop’s salary.

Objectives

1. Pick up five citizens in need and drop them off in the right locations.
2. Ride around in a helicopter and fire off pamphlets, hitting five targets
3. Non-violent crowd control exercise needs to be completed so player knows how to hold a respawn zone until it closes.
4. Additional objectives likely, tbd.

NPCs Used

Required

- Lieutenant Schlemmer
- Civilian male, tee-shirt and sweatpants
- Civilian female, tee-shirt and sweatpants

Optional

- None at this time

Location

- (?) Police Academy
- Mock Stilwater Streets

Walkthrough

Briefing Cinematic

- Troys says that he's impressed by what he's seen so far from the player.

Prep Phase

- The gate leading to the rest of the Academy closes behind him.
- Various activities appear on the map, together with the information from Lieutenant Schlemmer that he can tackle them in any order.



Execution Phase

- Pick up five citizens in need and drop them off in the right locations.
- Ride around in a helicopter and fire off pamphlets, hitting five targets
- Non-violent crowd control exercise needs to be completed so player knows how to hold a respawn zone until it closes.

Finishing Phase

- When the player finishes the last of the activities, he is told he can keep on practicing them.

- The final prolog cutscene plays with the shadowy stranger approaching the player, saying he has a business proposition. This then goes back to Inspector Troy concluding his interview with Lieutenant Schlemmer.

Failure Conditions

- None (if player “dies,” he is revived by an instructor)

Rewards

- Neighborhood Gained: None
- Cash (very minimal)

Notes

- None

Story Missions

M1: Rock 'Em, Sock 'Em Brother

The player heads into the area intent on beating his way into the gang. The player makes his way to "The Hill". He suddenly finds himself surrounded by the gang he's looking for. A makeshift ring has been fashioned in the park. 8 men must fight to the death for entry into The saints. The only weapons allowed are the makeshift bats, bottles and rocks in the ring.

Objectives

1. Find suspects to question in the park.
2. Locate saints gang.
3. Beat 7 applicants to join the saints gang.

NPCs Used

Required

- Various Thugs
- saints Grunts
- saints Lieutenants
- Johnny Gatt

Optional

- n/a

Location

The Hill, Near Summerset, Apartment District

Walkthrough

Briefing Cinematic

Prep Phase

- Fight with non lethal force through muggers, pimps an hoes to find the gang's location. The player questions the beaten subjects and is pointed deeper into the park. Under a walkway bridge the player suddenly finds himself surrounded by the gang he's looking for.
- "The word I've heard is you've been sniffing around asking about who's colors are being flown. Those are my colors. You stand before 'The saints'. The question is why. What do you want with us little man? Is that bacon I smell heating up?"

Execution Phase

- “You’re in luck. Tryouts were just about to start. Only one problem. There is one spot and 5 applicants. Nobody gets into the saints without blood on their hands. Wouldn’t want a piggy in the blanket with us.”
- A makeshift ring has been fashioned in the park. 5 men must fight to the death for entry into The saints. The only weapons allowed are the makeshift bats, bottles and rocks in the ring. Depending on what our engine can take this may be a phased battle or a 5 man free for all. The player must manage health items (40s, Big Gulps, Burgers) to survive the battle..
- Use lethal force to earn respect and join the game.
- Some will ask for mercy before you deliver the finishing blow.

Finishing Phase

- One of your victims wasn’t quite dead. He pulls out a hidden pistol. From his point of view a large boot comes down on the weapon hand, causing it to discharge harmlessly. The same boot raises and swiftly fills the screen along with a sickening meaty sound FX. The camera pans up from the bloody boot to Johnny’s approving face.

Failure Conditions

- Player Death

Rewards

- Neighborhood Gained: *Barrio, Ezpata*
- Cash
- +1 Homie

Notes

It would be nice if the other applicants were grunts from SR1’s gangs.

M2: Lady In Red

Overview

Lady Ranja attacks Johnny Gatt at the Saints HQ, proving that there is a civil war underway in the gang.

Gameplay Description

This is a defend the base scenario. The player must hold off waves of attackers until a solution to the invasion is prepared and ready.

[1st Mission Checkpoint]

The LOT:

The player starts the mission in the parking area. Two cars arrive and 8 enemies exit and attack. The player can use gang cars as cover. For each 2 enemies killed 4 more spawn beyond the front gate and enter the property. The player must keep these forces in check for [X] seconds without being killed.

[2nd Mission Checkpoint]

The Base:

The threat of being overrun forces the player back into the more defensible base area. Defeat the Ranja Saints within.

Level Objectives

Hold out for [X] seconds in parking area.

Kill all the Ranja Saints within the HQ.

M3: Just Say Yes

The player needs to attack the junkies in Lady Ranja controlled needle park in order to find her location.

Objectives

1. Kill five junkies who are trying to seal the fence from the invaders.
2. Aid the Saints in defeating all the junkies who remain in the lot
3. Collect all the drug packets in the house and drop them in the toilets.
4. Defeat the King of the Hill

NPCs Used

Required

- Junkie male 1
- Junkie female 1
- Saint
- King of the Hill

Optional

- Junkie male 2
- Junkie female 2

Location

(37) Red Light, Prawn Court, Needle Park

Walkthrough

Briefing Cinematic

- The player is told to go to the Needle Park and lean on the junkies to find out where Lady Ranja is hiding.



Prep Phase

- In five places in needle park, junkies are trying to board up the fence and keep the Saints out. These junkies must be defeated before they succeed in putting up the barricades and keeping the attackers out.

Execution Phase

- The player must defeat all the other junkies throughout the lot.
- The player speaks to the Saints as they come in.
- The player must find all the drugs packets scattered throughout the park and flush them down anyone of several toilets and sinks in the tents and other facilities.

Finishing Phase

- The player must defeat the King of the Hill.

Failure Conditions

- Player Death

Rewards

- Neighborhood Gained: Red Light, Prawn Court
- Cash

Notes

- None

M4: Down on Dope

The player got the name Nunez as Lady Ranja's drug runner from the King of the Hill. By car and by foot, the player trails Nunez through the streets of Stilwater, keeping close enough not to lose him, but far enough away to avoid being spotted. Eventually finding himself in the sewers system, the player fights through addicts and Saints before finally coming face to face with Nunez in his laboratory. The

laboratory is extremely flammable, which the player can use to his advantage. When Nunez is defeated, the player emerges seeing an escaping van with a strange logo on it, a clue to further missions.



Objectives

1. Trail Nunez by foot and by car
2. Defeat the Saints in the sewers
3. Defeat Nunez in the laboratory

NPCs Used

Required

- Nunez (Saints lieutenant)
- Saint soldier, male
- Saint soldier, female

Location

*(25) Apartments, Sommerset
Labyrinth of Sewer Tunnels*

Walkthrough

Briefing Cinematic

- Shaundi points out Nunez on the street so the player can follow him.

Prep Phase

Execution Phase

- The Player needs to follow Nunez, not getting too close or too far. This is done using the normal inner and outer red rings on the mini-map.
- The Player will follow the *target* to a rather public location, where the target slips into a side/secret passage.
- He's obviously spotted the Player... The Homies turn to attack.
- The Player needs to defeat the Homies and continue after the target.
- The Player needs to find the target, navigating through a life-size labyrinth consisting of passageways and sewer lines.
- The Player slips down the side passage and runs at full speed, until he turns a corner and comes face to face with the target.

Finishing Phase

- The target has a scripted attack at first sight of the Player.
 - This could also be done as a cutscene when the player reaches the corner.
 - This attack causes the destruction of the stash beside him and all the equipment to catch fire.
- The Player and the Target are forced into a shootout amidst the burning equipment.
 - Occasional explosions can cause collateral damage if either the Player or Target are standing beside them.
 - Defeating the target earns the Player a Mission Complete.

Failure Conditions

- Player Death
- Player getting too far from the trailing radius and losing Nunez
- Player getting too close in the trailing radius and letting Nunez know you're trailing him.

Rewards

- Neighborhood Gained: *Apartments, Sommerset*
- Cash

Notes

- none.

M5: When My Ship Come In

Troy tracks down a symbol you saw in M4 to the Sollera Corp, which have a shipment arriving at the Stilwater docks. Wipe them out and take over the area. The battle for the docks becomes tougher than expected because the shipment is weapons and the Saints use them on the attackers.

Objectives

1. Recruit Homies and make your way to the dock.
2. Kill all Ranja Saints
3. Secure the shipment

NPCs Used

Required

- Ranja Saints: Grunt
- Ranja Saints: Lieutenant

Optional

- None

Location

(49) Docks, Charlestown

Walkthrough

Briefing Cinematic

- **Player gets the news about the shipment to the docks while getting a lapdance**

Prep Phase

- Round up as many homies as possible and make your way to the docks. Use a bus, van or walk.

Execution Phase

- The initial assault will take the Ranja Saints by surprise. They will be armed with handguns and rifles. After the fire fight begins, the Saints break open the shipment and arm themselves with machine guns and grenades. They will attempt to set up heavy gun emplacements. Two 50 Cal machine guns and 2 grenade launchers will be set up by 3 Ranja Saints each. Cutting down these Saints will delay or halt weapon set up.

Finishing Phase

- Cutting down the Saints at the location allows the player to take over the shipment and defend against reinforcement Saints arriving via cars.

Failure Conditions

- Player Death

Rewards

- Neighborhood Gained: *Docks*
- Cash

Notes

None

M6: Pride of the Fleet

Lady Ranja has stolen the Saints' stolen cars. The player must steal them back.

Objectives

1. Carjack any truck with gold rims and bring it back to the garage.
2. Carjack any truck with suicide doors and bring it back to the garage.
3. Carjack any truck with air suspension and bring it back to the garage.
4. Carjack any truck with linear actuators and bring it back to the garage.

NPCs Used

Required

- Ranja Saint soldier
- Ranja Saint lieutenant

Optional

- None at this time...

Location

(39) *Barrio, Encanto*

Walkthrough

Briefing Cinematic

- Lady Ranja in revenge for the attack on her shipment at the docks (B6) orders the Saints stolen cars to be taken.

Prep Phase

- Player is told by Troy the location of a Saint's truck.

Execution Phase

1. The player must carjack any truck with gold rims and bring it back to the garage.
2. The player must carjack any truck with suicide doors and bring it back to the garage.
3. The player must carjack any truck with air suspension and bring it back to the garage.
4. The player must carjack any truck with linear actuators and bring it back to the garage.

Finishing Phase

- The player brings the final car in to the garage

Failure Conditions

- Player Death

Rewards

- Neighborhood Gained: *Barrio, Encanto*
- Cash

Notes

N/A

M7: Bad Shit

Overview:

Shaundi has reason to believe that her ex Trick has defected to the Ranja Saints. She requests your help in tailing Trick and if necessary successfully halting any attacks against the 3rd Street Saints. Shaundi however doesn't know for sure if Trick is working for the Ranja Saints nor is she aware that they are planning a full scale attack on the one of the 3rd Street Saints most important operations, the Sewage Plant.

Briefing Cinematic:

The player has been invited to a private meeting with Shaundi in an alley within the 3rd Street Saints turf.

[Voiceover Shaundi to Player] Glad to see you could make it on such short notice... Anyways let's get to the point. I have reason to believe that my asshole ex bf Trick has been compromised, and I need your help.

[Voiceover Player to Shaundi] Yeah, so should I just kill the dick head or what?

[Voiceover Shaundi to Player] It's not that simple I need to know who he works for and more importantly I want to know what they plan to do to us. I need you to help me tail Trick and find out what exactly he's up to.

Gameplay Description:

The player must now work with Shaundi to stop Trick's devious plans.

Objective 1: The player must now drive the car with Shaundi to Trick's secret meeting location.

Objective 2: The player must now tail the Trick through the streets of Stilwater staying far enough way to not attract suspicion yet close enough to not lose sight of him.

Objective 3: It's now clear that Trick has planned an all out attack in conjunction with the Ranja Saints against the 3rd Street Saints sewage plant. The player and Shaundi enter the sewage plant and

must protect the plant's expensive equipment from the Ranja Saints. Melee weapons are only permitted in this facility due to danger of explosions.

Objective 4:

While protecting Shaundi and the Sewage Plant's equipment the player can temporarily close two doors to help minimize the numbers of Ranja Saints that are flooding into the plant.

Objective 5: The player must protect Shaundi and the equipment from the Ranja Saints until the 3rd Street Saints reinforcements arrive.

Conclusion: Upon completion of all the objectives the player is rewarded with \$5,000.00 cash and the gains the neighbor hood of Arena, Sunsinger.

CO-OP: In co-op mode both players work together to tail Trick, one player drives while the other sits shot gun. Upon arriving at the sewage plant both players work together to protect Shaundi, defend the machinery, and stop the Ranja Saints from entering the plant.

Objective List:

- Drive Shaundi to the Trick's secret meeting location.
- Tail Trick keeping at a safe distance.
- Protect Shaundi and the Sewage Plants equipment from the Ranja Saints.
- Temporarily close various doors and gates to help prevent the Ranja Saints from entering the facility.
- Protect Shaundi and the Sewage Plant equipment until the 3rd Street Saints Reinforcements arrive.

Character List:

- Shaundi
- Trick
- Ranja Saints gang members armed with crowbars.
- 3rd Street Saints gang members.

Asset List:

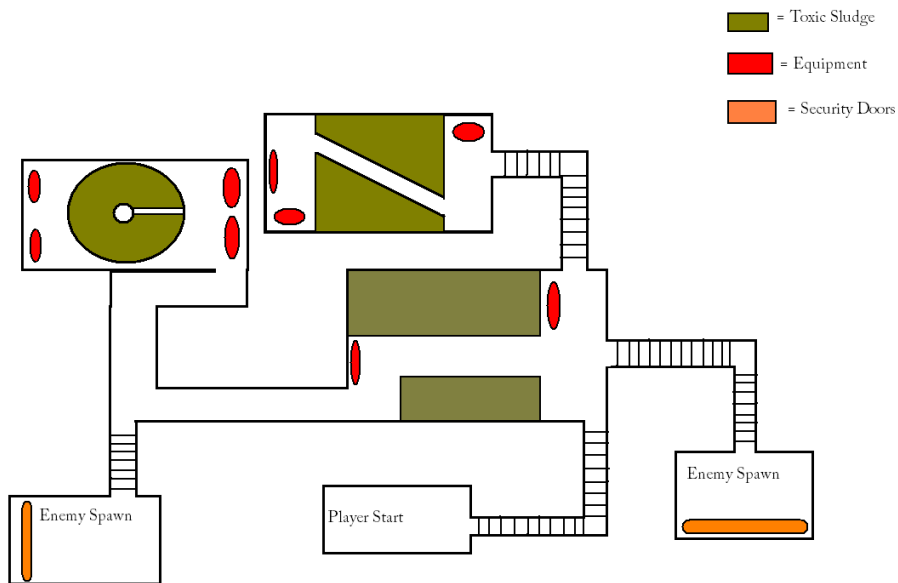
- Detailed sewage plant interior
- Raw sewage barrels (explodable)
- Damage taking sewage plant machinery
- Animated security gates / doors

Programmer Requests:

- Need a timer similar to the one used in the timed racing mission to show the player the amount of time remaining in order to complete all the required tasks.
- Need a way to show a health bar on screen that shows all the collective machinery damage from the various machines.
- Need a way to enable only melee weapons.

In Mission VO:

- **[Shaundi- when Trick is spotted]** Look, there's the son of a bitch, and he's with Lady Ranja... what a whore.
- **[Shaundi- when following Trick]** Let's see what this asshole's up to, follow that piece of shit.
- **[Shaundi- when following Trick]** Come on! Your driving too close he's going to see us jack ass.
- **[Shaundi- when following Trick]** Oh Shit, he's getting away hurry up and catch him.
- **[Shaundi- when arriving at the sewage plant]** That bastard went inside, I'm sure he's up to something, we need to stop him.
- **[Shaundi- when inside the sewage plant]** Shit, The Ranja Saints, Ok I'm going to call in back up, we got to protect this place until the back up arrives.
- **[Shaundi- when inside the sewage plant]** Man, stop those bastards from tearing this place apart, this shit is expensive.
- **[Shaundi- when inside the sewage plant]** This place can't take much more abuse; make sure you protect all this shit.
- **[Shaundi- when inside the sewage plant]** Alright our boys are almost here, just hold out for a bit longer.



M8: Prescription: Pain

A tortured Ranja Saint tips you off on a plan to assassinate Troy. Tail the demo team. Find, defuse and remove the four presents whack pack leave downtown. Replant and rearm the charges at the downtown Ranja Saints HQ by tailing the whack pack back there. Lady Ranja sets off the boom and gets very annoyed when she torches her own HQ.

Objectives

1. Trail the whack pack to city hall
2. Remove the four explosives.
3. Trail the whack pack back to the Ranja Saints building
4. Plant the explosives in the building

NPCs Used

Required

- Ranja Saints soldiers
- Ranja Saint lieutenant
- Troy
- Johnny
- Captured Ranja Saint lieutenant

Optional

- None at this time...

Location

(31) City Hall & Chinatown, Imperial Square

Walkthrough

Briefing Cinematic

- A captured Ranja Saint lieutenant after torture tells the Saints that a group of Ranja Saints are heading to City Hall with bombs to blow it up.

Prep Phase

- Player tracks down the whack pack.

Execution Phase

- The player trails the whack pack, trying not to lose them, trying to not to be seen.
- The player removes the bombs they set in city hall.
- The player trails the whack pack back to their headquarters.
- The player sets the bombs up in their headquarters

Finishing Phase

- The player sets up the last bomb

Failure Conditions

- Death of player
- The player loses the whack pack while trailing them
- The player gets too close to the whack pack and is seen while trailing them

Rewards

- Neighborhood Gained: Chinatown, Imperial Square
- Cash

Notes

N/A

M9: Knock Narc

A Ranja saints member observes the player in communication with Troy. He beats feet to rat you out to Lady Ranja. Keep the pigeon from squawking at all costs.. The chase begins on foot and turns into a car chase. Kill the Ranja saints member before he can make it back to camp.

Objectives

1. Track down the Ranja saints member
2. Kill the Ranja saints member before he makes it back to camp.

NPCs Used

Required

- Encerrado (The Rat)
- Ranja Saint soldier
- Ranja Saint lieutenant

Optional

- None

Location

(48) Docks, Poseidon Alley

Walkthrough

Briefing Cinematic

- The Ranja Saint observes you in communication with Troy. He beats feet to rat you out to Lady Ranja.

Prep Phase

- Player tracks down Encerrado

Execution Phase

- The player chases Encerrado by foot.
- The player chases Encerrado by car.
- The player defeats any of his homies who are attacking him because of Encerrado.
- The player defeats Encerrado before he can make it to the Ranja saints's HQ.

Finishing Phase

- The player defeats Encerrado

Failure Conditions

- Player Death
- Encerrado (or any of the player's Homies) reaches the Barrio saints HQ

Rewards

- Neighborhood Gained: *Poseidon Alley*
- Cash

Notes

- none

M10: Cuckoo's Nest

The Player has been captured by Lady Ranja and left for dead in the Barrio of Stilwater. A massive riot has broken out and all of the Barrio is on a mandatory police lockdown. The player must now fight to escape the Barrio and get back into safe territory.

Objectives

1. The Player is near death, and very exposed, getting enough health to survive is extremely urgent. Do some looting and procure some food and weapons for the long adventure that waits ahead.
2. Once the player has looted a sufficient amount of food and weapons then its time to head out into the riot, escape the barrio, and get back into safe territory in one piece.
3. The player has navigated through the maze of burning cars and police barricades until finally reaching the territory border. The border is blocked off by a thin wooded barricade however it's lined with dozens of cops in full riot gear. The player can choose to either launch an out right attack against the cops or simply opt to back track and find a useable car that can act as an extremely effective battering ram.

NPCs Used

Required

- Ranja Saints gang members.
- Police officers dressed in full riot gear.
- Barrio civilians / looters.

Optional

- None at this time...

Location

(27) Dependency Treatment Center

Co-Op

In co-op mode both players work together to fight through the riot and make it out alive.

Failure Conditions

- Player Death

Asset List:

- Burning debris.
- Burning trash cans.
- Tear gas grenades with tear gas particle.
- Road Blocks:
 - Row of Burning Cars.
 - Burning Semi Truck
 - Barbwire / Tire / Debris (Scalable)

- Truck flipped over on its side.

Programmer Requests:

- We need the ability to disable normal traffic and pedestrians during this riot mission.

Rewards

- Neighborhood Gained: Projects, Sunnyvale Gardens
- Cash

Notes

- N/A

M11: Drop In, Drop Out

Overview: The player wants revenge on Lady Ranja for kidnapping him (in m10) and attacks her in her well-defended Penthouse HQ.

Briefing Cinematic: The player defends his actions to Troy while getting aboard the chopper.

Gameplay Description: The player must now use the chopper to infiltrate the Ranja Saints rooftop penthouse drug manufacturing operation and shut it down for good.

Objective 1: While mounted on the helicopter turret, the player must kill all the Ranja Saints soldiers on the rooftop to ensure a safe landing.

Objective 2: Once the Helicopter has landed the player must enter the penthouse and destroy all the drug manufacturing equipment, killing any Ranja Saints that try to interfere.

Objective 3: The player must collect all the drug packets and flush them down the toilet before the warning alarm ceases and the bullet proof doors are engaged.

Objective 4: The player must kill Lady Ranja.

CO-OP: In co-op mode both players work together to destroy the Ranja Saints drug manufacturing operation. During objective 1, one player will use the turret while the other snipes while sitting shot gun. Once in the penthouse both of the players will work together to destroy all the drug manufacturing equipment and flush all the drug packets down the toilets.

Objective List:

- Clear the roof top of enemies so that the chopper can safely land.
- Destroy all the drug manufacturing equipment.
- Find all the drug packets and flush them down the toilets.
- Kill any Ranja Saints that get in your way.
- Complete the objects before the alarms go off.
- Kill Lady Ranja

Character List:

- Ranja Saints gang members.
- Lady Ranja
- 3rd Street Saints pilot

Asset List:

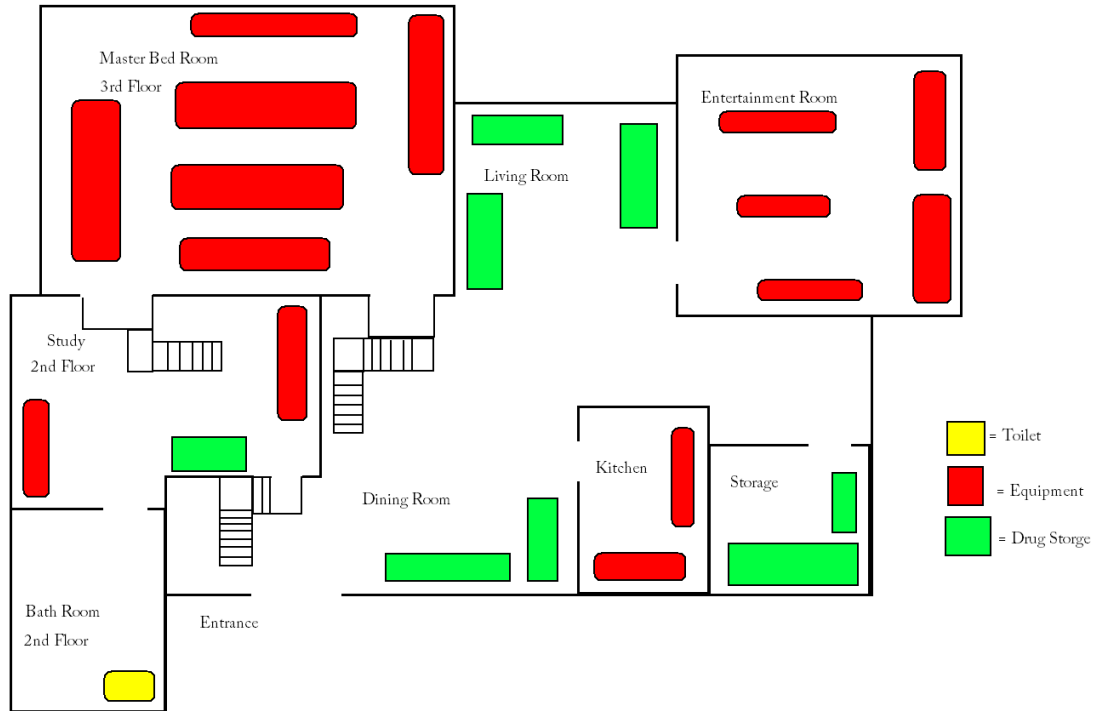
- Destructible large glass windows and tables.
- Destructible exterior furniture and statues etc...
- Destructible drug manufacturing paraphernalia / table top mock ups.
- Toilet / bathroom
- Destructible propane / gas tanks.
- Destructible Couches for AI cover.
- Destructible Tables and lamps and all that jazz.

Programmer Requests:

- Need a locked position turret that we can attach and detach the player to through script.
- Need a drug “package” which works similar to a melee weapon that can be “flushed” down the toilet and allow us to track the completion in script.
- Need a timer similar to the one used in the timed racing mission to show the player the amount of time remaining in order to complete all the required tasks.

In Mission VO:

- **[Pilot- while in air]** You gotta kill all those fools out there so I can land this damn thing.
- **[Pilot- while in air]** Hurry up and kill all those shits heads gas ain't cheap.
- **[Pilot- just landed]** Alright get in there and tear that place up... and hurry up you don't got much time!
- **[Pilot- while players in the house]** Shit mang the security alarm is going off you really need to hurry that ass up!
- **[Pilot- upon player completing all goals]** Sweet deal you took care of all that shit now get out here so we can get the hell out of here.



M12: Road Trip

The player needs to defend Derby, one of Lady Ranja's lieutenants, against an attack by his old gang.

Objectives

1. **Objective 1:** While touring the exterior of the sewage plant the Ranja Saints strike a surprise attack. The player must protect Derby through constant waves of Saints thus forcing the player to progress to a vehicle in order to make a get away to the safe house.
2. **Objective 2:** Once in a vehicle the player must now drive Derby back to a specific destination as defined on the player's minimap. The Ranja Saints will be in hot pursuit and will ram the car and shoot at the car in attempt to destroy it. If the player's car has been destroyed then the player can exit the vehicle and enter another, Derby will follow suit.
3. **Objective 3:** Once at the safe house the player parks in the garage and then runs out to fight through five waves of Ranja Saints.
4. **Objective 4:** The player is now prompted to enter the safe house to defend Derby. Several Saints were able to break in a side door and enter the safe house. The player fights through one wave of Ranja Saints alongside Derby.
5. **Objective 5:** Kill the Ranja Saints leader in a hand to hand combat around a circle of on looking Saints as they cheer on. Occasionally as the leader's health gets low saints will

throw him food and attempt to throw him a variety of melee weapons such as bats, and cinder blocks.

6. Conclusion: Upon defeating the leader the remaining Saints quickly flee the building. Derby rewards the player with 10 Street Rep points and \$2,000 cash. The University territory is now unlocked.

NPCs Used

Required

- Derby
- Saint
- Ranja Saint soldier, male
- Ranja Saint soldier, female

Optional

- The Ranja Saint leader, if we make him a unique character and not a Ranja Saint lieutenant

Location

*(46) Factories, Pilson
Kings Road Compound*

M13: Saints Row Rally

You enter a race. The first prize is Ramshackle, a monstrous tank-like vehicle the Saints need for some reason they aren't at liberty to say

Objectives

1. Win the rally
2. Get out of the location before the Saints lieutenant starts the ignition in the car.

NPCs Used

Required

- Pierce
- Saints soldiers

Optional

- None at this time

Location

(33) Projects

Walkthrough

Briefing Cinematic

- Pierce tells player that you have to win the race for Ramshackle

Prep Phase

- Player drives to the starting line.

Execution Phase

- The player wins the rally race..

Finishing Phase

- na.

Failure Conditions

- Player Death
- The player loses the race

Rewards

- Neighborhood Gained: *Projects*
- Cash

Notes

- None

M14: The Best Defense

The player receives a phone call from Troy while guarding Ramshackle in the warehouse, telling him that the Ranja Saints are about to attack. Wave after wave of Ranja Saints follow, but the Saints also arrive and help the player defeat them. Johnny tells you about the plans for Ramshackle to get through the defenses of Nautilus.

Objectives

1. Kill all the Ranja Saints

NPCs Used

Required

- Ranja Saint soldier, male
- Ranja Saint soldier, female
- Saint
- Johnny

Optional

- None at this time...

Location

(36) Red Light, Bavogian Plaza, Warehouse

Walkthrough

Briefing Cinematic

- Troy can't get through to player and tries the warehouse phone

Prep Phase

- Player needs to find the phone.

Execution Phase

- The player needs to defeat all the Saints

Finishing Phase

- The player and a group of Sons defeat the second wave of Saints in the warehouse

Failure Conditions

- Player Death

Rewards

- Neighborhood Gained: Red Light, Bavogian Plaza
- Cash

Notes

- None

M15: Breaking The Bank

Pierce, Shaundi, and Derby need the players help breaking into The Nautilus, a new Ultor Mega Security Bank. The player must use Ramshackle to defeat the Nautilus's outer defenses and cover Pierce, Shaundi, and Derby as they attempt to uncover Lady Ranja's safe deposit box. The team is all suited in the latest Ultor security garb in order to help facilitate an easier escape.

Objectives

1. Circumvent Ultor's security measures and get Ramshackle through the Nautilus's outer defenses. It's not going to be easy, the bank's perimeter is heavily guarded by fully armed Ultor guards not to mention a vast mine field. Player must keep the police from breaking into the bank for ten minutes
2. Once you have breached the outer defenses then the real fun begins. Use Ramshackle to break through the Nautilus's weakly reinforced front door. Your friends now need you to buy them some time as they attempt to obtain Lady Ranja's safety deposit box. You'll need to use Ramshackle to prevent a flood of incoming Ultor guards from entering the Nautilus for five minutes.
3. Pierce, Shaundi, and Derby successfully obtained Lady Ranja's safety deposit box! Its time to make a great escape and unfortunately Ramshackle needs to be sacrificed for the greater good. Earlier Ramshackle was equipped with a self-destruct device, when Pierce activates it

you've got 20 seconds to clear the Nautilus's central perimeter. This massive explosion should cause enough chaos to allow Pierce, Shaundi, Derby and the player to escape without incident

NPCs Used

Required

- Pierce
- Shaundi
- Derby
- Ultor Security
- Fleeing Customers

Optional

- None at this time...

Location

*(42) Saints Row, Harrowgate
Ultor Banking Compound "The Nautilus"*

Walkthrough

Briefing Cinematic

- Troy forbids the player to use Ramshackle to rob the bank, but the player feels he has to do what he has to do.

Prep Phase

- Get through the Nautilus's heavily secured perimeter.

Execution Phase

- Smash through the bank's front doors then hold off the Ultor guards for five minutes.

Finishing Phase

- You have twenty seconds to clear the perimeter before Ramshackle explodes.

Asset List:

- Guard Towers (Destructible).
- Security Trailers (Destructible).
- Mines (Explosive, with particles).
- Razor Wire Security Fences (Destructible).
- The Nautilus bank Building with Destructible Front Door Façade.
- Ultor Security Vehicles.

Programmer Requests:

- Need a turret on Ramshackle that the player can switch to or the second player can use as the first player drives.
- It would be nice to have the ability to push cars or objects with Ramshackle.
- Need Mines that will explode when touched or shot.

In Mission VO:

- **[Pierce to Player]** We got these guys by the balls, all you need to do is just get us to the Nautilus, just watch out for mines.
- **[Pierce to Player]** Alright, there it is. Smash through the front doors then let us out. We should be out in about 5 minutes hold them off until then.
- **[Pierce to Player]** We got It! Now its time to get the fuck out of here. Run and cover over on the other side of the inner perimeter wall because it's timer for Ramshackle to die. We only got about 20 seconds to make it before this fucker blows.

Failure Conditions

- Player Death

Rewards

- Neighborhood Gained: None
- Cash

Notes

na

Epilogue Missions (2 total)

The player and the Saints have discovered the secrets of Lady Ranja's ally, so-called "Mr Sunshine," returned from the dead.

Mission 1: Sew chaos to route Mr Sunshine out

Mission 2: Defeat Mr Sunshine.

Epilogue 1: Hell Night in Stilwater

The player gets into the chopper and begins attacking all the sites throughout Stilwater that are controlled by Mr Sunshine in order to weaken him and bring him out of hiding.

Objectives

1. Player must destroy boat at the docks
2. Player must destroy warehouse by the river
3. Player must destroy drug houses in the slums
4. Player must destroy drug labs in the University

NPCs Used

Required

- Ranja saints soldier
- Ranja saints lieutenant

Optional

- N/a

Location

(?) Stilwater

Failure Conditions

- Death of the player
- Destruction of the chopper

Rewards

- Neighborhood Gained: None
- Cash: None

Notes

- None

Epilogue 2: Saints To Martyrs

The player must defeat Mr Sunshine and his army

Objectives

1. Player must defeat the initial Ranja saints.
2. Player together with the Saints must defeat the second wave of Ranja saints
3. Player must defeat the Mr Sunshine

NPCs Used

Required

- Mr Sunshine
- Johnny Gatt
- Shaundi
- Pierce
- Ranja Saints, grunt
- Ranja Saints, lieutenant

Optional

- N/a

Location

(?) Stilwater, Saints Church

Failure Conditions

- Death of the player

Rewards

- Neighborhood Gained: None
- Cash: None

Notes

- None