

# THUGLIFE2

Master Raze of MIG

## History of Thug Life

It was around February 2001 when I started on the original Thug Life. I worked on it hard but stopped after a while. Weeks flew by as I worked on another project called 'The Undertakers Yard.' Early March 2001, I stopped on TUY and resumed work on Thug Life. After it finished I uploaded it. I bunged the game with sex, bad language and crude humour hoping it will amuse the ZZT'ers and surprisingly enough, it did. The game received 5 reviews and back then 5 reviews was the max amount. 4 were positive, 1 wasn't, I think. Actually 1 review was mixed. Anyway people enjoyed it and come the Nameless Awards 2001, my games Thug Life and TKP2 were nominated. Thug Life won the 'Most Grotesque Game' award of 2001 and that was pretty much enough for me to go into Random Inc. History lesson over. So now, summer of 2004 sees the ultimate sequel of the original, keeping its simplicity but improving on almost everything, in a huge city with multiple styles of play ranging from stealth to shoot outs to engine-based mini-games such as driving. This surely is the year of the Raze.

## Introduction

For those who played the first part, you'd notice how the whole game changed. From how it looks to what kind of stuff you can do. In the first game, you were restricted to just moving left and right with some sections going off the city screens and into more complex missions. This time round, I did it in the style of GTA minus the cars. You are dropped in a huge city. Around 16 boards connected in various ways. Each board got it's own name e.g.: Balance Road or North Wharf. You get the idea. Now you can play in three different types of districts. Industrial, business and residential. Now you got three times the mission. That's at least 30 missions for you to enjoy with a couple of mini games here and there. So yeah, it's bigger, better and badder. Thug Life 2 is here baby, and with a huge (gang) BANG!!

## Counters

Thug Life 2 tries to use most of the counters and with great effect too. Here's a list of them.

### Health

Pretty self-explanatory really. The max you can reach is a 100. You start off with 100 too. You'll loose health if an enemy hits you. To replenish your health, visit your local doctor, though it will cost you!

### Torches

Your Thug Points or better known as TP. Each time you complete a mission you gain TP. For some missions you need a set TP to be able to do it so the more TP you have the better and more experienced criminal you are.

### Score

Your cash BABEH. Cash, currency, Pounds. Whatever you call it this is the stuff you work for, the stuff you worship. Make sure you stack up on cash, as there are lots to spend it on. You can even buy buildings... Yup.

### Gems

This is the free counter. It has no real purpose but in engine-based missions or normal mission for that matter it may have some purpose, such as a timer.

## Missions

There are three types of missions. You guessed it, A LIST:

### **Story**

The main type of mission. You need to complete these to unlock all the areas in the map and also watch the ending. They result in cash and TP.

### **Side**

They are like Story missions but optional. They also result in cash and TP. The only real difference between this and story missions are the fact that you need a set amount of TP to be 'qualified' for the mission so stack up on your TP.

### **CIV**

Civilian missions are minor. They only result in cash and not much of it. They range from legal to minor illegal activities.

### **Your Uzi**

You always carry an Uzi around in the game. That's your weapon of choice. Small, concealable and fast. But it needs ammo and lots of it. So before you accept ANY mission, buy more ammo because in some missions you cannot escape until it's done and if you need to use your gun for that particular mission, YOU'RE SCREWED. To buy ammo, find your local gun shop. They're illegal shops so don't expect it to be huge and/or in a place everyone will go.

### **Travelling Around R. Sole City**

You can always walk but sometimes, you can take the underground. There is one situated in each district. They cost £5. Pricey but for a guy like you it should be NO problem.

### **Tips & Tricks**

- Check out the included map if you want to know your way round the huge city. Print it out if you're feeling a bit naughty and willing to waste printer ink.
- Save BEFORE you accept a new mission and AFTER you finished your previous mission.
- Make sure you stock up on ammo before attempting any kind of missions. Buy them from a gun store.
- Try to talk to anyone you come across. They may give you jobs to do.
- You are able to mug people like in the first part, but if your mugging procedure goes horribly wrong, you may lose some health.
- There's a hospital in every sector. Use it when you need your health recovered. It does cost cash though.
- Thug Points are important; they open up new side missions, which result in cash and even more Thug Points!
- Walking is boring I know so use the public transport. They may cost you money but they do save time!
- You can't initially use the tube to travel around R. Sole City. To fully unlock that feature, YOU MUST complete the story missions for the first island than from the business or residential area, use the tube to the industrial area and open the tube door (from the inside, of course.) After that, the tube is fully unlocked for use.
- Once you unlock the gambling mini game, do take advantage of it. You may win a lot of dosh, but than again, you may lose out on it too. Gambling ey??
- Buy buildings. They may unlock extra missions. Also some buildings generate cash for you, assuming you spend time there.

## Contact Me

If you need to contact me for any reason whatsoever then yeah, here are possible ways you can do so.

[razerman@talk21.com](mailto:razerman@talk21.com) - I check my email on a regular basis so that's your best option

[masterraze@hotmail.com](mailto:masterraze@hotmail.com) - Don't email me on this address, this is used for msn messenger so if you want a one-on-one chat then do so here.

Z2 forums – I check the forums every now and then though I don't hang about in Z2 all day.

MIG forums – I visit the MIG forums every now and then, [www.mirrorimagegames.tk](http://www.mirrorimagegames.tk).