

[Any% WR \(unless that one is cheated, too, ofc^^\)](#)

If you prefer non-cheated runs. ^^ I am too lazy to check how this one does things, though.

https://www.youtube.com/watch?v=Gx7Vg_K6LAc

How to start Back Alley Brawl using SSU, to keep The Party unlocked. Lenngy's lazy guide with extra info.

1. New game
2. get a rampage replay "in the future"
 - a. to get a replay in the future, you save your game, record a replay, load the game (to travel back in time^^). Now, the in-game time in the replay is "in the future" compared to the in-game time in the "real world".
 - b. the purpose is to fail rampages quickly, by playing the replay that is more than 2:00 in the future.
 - i. in our case, you do not use saves, you just start a new game to travel back in time.
3. use this rampage to dupe Pizzaboy 10 times (description further below)
4. Destroy pizzaboy to fail the mission.
5. save replay over the safehouse
 - a. Skumole Shack works, check out old any% runs to see which other one works as well*
6. go to the store
7. *kill or rob the clerk. Robbing is better since you get the required \$1000 to buy the property*
8. leave the circle for 45750-45929 ms (see [SSU Mission warp timings for each mission](#)) (= set the clerk timer to one of those values)
The Japanese version has slightly different values (<10ms for Keep Your Friends Close).
9. enter the circle again
10. get copcar
11. hold caps(sub-mission)
12. replay buy
13. when the you can save here when not on a mission line is shown, release caps
14. cancel vigilante
15. save the game

Notes on the clerk stuff

- You know that you left "the circle" when the clerk despawns
- In general, use Cheat Engine to watch the timer to make sense of how it works, I guess. ^^

Notes on crashing

Expect to crash way more often than not, even if you did everything right, the probability of crashing is about 3 in 4 (not that I have tested it properly). You can test whether you made a mistake by setting the clerk timer to 45929 with Cheat Engine (see below).

If you plan to save

Since SSU takes a couple of attempts, it makes sense to save before doing it. Note, however, that:

- Pizza Boy duping up to SSU have to happen in one "segment" (=without saving and loading).
- If the number of unique loaded saves is even, you need 10 Pizzaboy dupes, if it is odd, 8.
 - "Unique" means that loading the same savegame multiple times has the same effect as loading it only once.

Pizzaboy duping

1. Start Pizzaboy and the rampage "at the same time".
 2. Fail the rampage using the replay.
 3. repeat
- The easy way is to collect the rampage pickup before even getting on the bike.
 - Sometimes you get both the mission and the rampage at the same time
 - Sometimes you only get the rampage (in which case you simply fail the rampage).
 - The critical part is that this way you never start Pizzaboy without the rampage, because that would end all your chances of going on with duping.

[Video](#)

To get feedback on your timing

Install [CheatEngine](#)

Attach to the game and add the clerk timer address [Video](#)

You can now watch the clerk timer. The first step (attaching to GTA) needs to be done every time you start the game, sorry. ^^

Clerk timer address

1.0: **821FE8**

1.1: 821FE8+8 = **821FF0**

Steam: 821FE8-FF8 = **820FF0**

Japanese: 821FE8-2FF8 = **81EFF0**

Getting help

If you cannot explain how you failed, post an scrlog on Discord.

[How to install SCRLog and share the log file](#)