



Introduction

So, what did you do today? Maybe you went to school or work, maybe dressed and fed the kids, perhaps even did some of that cleaning that has been put off time and time again? Well, no matter what you did in the last 24 hours, no doubt it does not match up to a day in the life of Jack Bauer, CTU's and the world's best hope.

Taking place in between the second and third seasons of the hit TV Show, Jack Bauer will begin by leading off a raid upon a ship filled with a biological weapon... and end in a day that will leave many people changed forever!

Luckily, Jack is not going in alone. No, this time he has IGN giving him back-up, supplying information and strategies, making the most incredible one man force that much better. Whether it is Walkthrough information, Weaponry information, or help understanding the Mission Ranking Criteria, IGN will have all the reconnaissance required for saving the country once again!



In this 24: The Game strategy guide, you'll find:

- **Basic strategies** to help you through the game.
- **Weaponry details.** Be an expert with your guns.
- Complete **24: The Game walkthrough**, covering every mission in detail.
- Tips for earning high ranks at each mission's end.

Guide By: Brian "Tell Me What You Know" Sulpher

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Basic Strategies

Know what has to be done to complete the mission. Always be aware of what the next step in the mission is, as it will improve the chances of success greatly.

In any level where large firefights are occurring, find cover. This will not only help the CTU agent avoid massive amounts of damage, but it will also let the CTU agent dictate when they can pop out around a corner into the open, meaning that they can pick their spots for counter-attacking the terrorist forces.

Conserve ammo on high end assault rifles for battles where the extra power and distance of the weapon are needed. Sometimes enemies will be close to the CTU agent, meaning they can use Handguns or lower end automatic rifles, while sometimes the enemy are up high and the power/accuracy of an assault rifle will make the job easier.

Raid bodies for ammo in addition to picking up their discarded weaponry. After clearing an area of enemy forces, ammo may be low, meaning that body searches will supply enough ammo to make sure that the CTU agent will be able to get through their current struggle intact.

When it comes to any particular mini-game, be sure to read the instructions, taking note of any advantages available within the mini-game. If a game is entered without complete understanding of the rules it plays by, then it fairly likely it will end in failure.

While doing driving missions, note that though the computer controlled enemy will be far faster than the CTU vehicle, they are fairly easy to draw into oncoming traffic, crashing them, or even swerving them off the road with repeated direction changes. However, if they manage to get a hold of the vehicle being driven by the good guys, they will usually corner it and hammer it till it blows up, so do everything to avoid that situation and/or escape the wall of crashing.

Although the auto aimer of the lock on is a useful thing to have, careful maneuvering of the aiming stick will allow the CTU agent under fire to get headshots, avoid killing hostages, and to make firefights a shorter affair, thus less dangerous.

Sometimes it is better to retreat than to try and stand and fight, as the enemy will quickly overwhelm Jack. So, at all times an escape route should be in mind, as the worst moments are the ones that you least suspect to occur.

In a crowded area or an area with security cameras, rather than trying to be stealthy, it sometimes pays to run through at full speed. Cameras need a few seconds to lock on and identify a threat, while enemies often have troubles tracking a CTU agent on the move.

Weaponry

HANDGUNS	
Elite Pistol	Jack Bauer's weapon of choice, it offers great accuracy, rate of fire, and reload times, making it ideal for almost any shoot out in closer quarters.
P7 Pistol	Another superb choice, the P7 Pistol is very similar to what the Elite Pistol can do, making it a natural in closer quarter firefights.
Tag 17 Pistol	With an optional silencer, this is a weapon destined for those missions where Jack will need to be quiet while dispatching enemy forces.
Weber .38 Revolver	A very powerful handgun, it is called upon when the regular handguns do not have the punch needed for the job.
Stun Gun	Using two electrodes, this weapon will incapacitate a target by passing a massive electrical current through their body, rendering their central nervous system paralyzed for a short period of time.
ASSAULT RIFLES	
M80/Z85 Assault Rifles	Amazingly accurate for such a high impact and automatic weapon, these beauties are fairly commonly found on enemy terrorists. Use these frequently, as refills for ammo can be liberated with a fair bit of ease.
AZ7 Soviet	Surprisingly great for the first generation of Assault Rifles, the Soviet holds high power from the large caliber of the weapon. It is not as good as other Assault Rifles overall, but it will still put down the enemy with amazing power.
M4 Carbine	Perhaps the best-rounded Assault Rifle, it offers a large clip, high rate of fire, and great power. It also is amazingly accurate, meaning it can be used for up close or far off work.
M16	Easily the most powerful Assault Rifle, this rare find will cut down enemies, even those wearing Body Armor. Since it is rare, it should be used upon enemy vehicles and in heavy firefights, as ammo can be fairly scarce.
AUTOMATICS	
M5K Deutsche	Although it fires in short bursts, repeated pressings on the trigger will make it fire a steady stream of bullets. Designed as a more accurate automatic, it gets the job done with minimal recoil issues.
Hauser Model 10	Due to the simplicity of the gun's design, the recoil is quite noticeable in this full automatic, making it only acceptable for use in close combat.
RF Micro	A middle of the road automatic, it lacks a bit of power that the Hauser does, while it is nearly as accurate as the Deutsche. Useful in instances where close quarters fighting will change into longer range fighting and back to close quarters, allowing the wielder to not have to switch weapons to continue onwards.
SNIPER RIFLE	
PS-553 Sniper Rifle	Incredibly large, heavy, and unerringly accurate, this is the weapon that any sniper dreams of using. The zoom ability of the weapon is also quite impressive, making it ideal for picking off specific targets within the same area, ranging up to 1000 yards.

Walkthrough

The following takes place between 6:00 A.M. and 7:00 A.M.



Head forward onto the ship, climbing the stairs to encounter the shooting tutorial. After dispatching the two enemies, move onwards to blow a door to a shootout with two more guards, completing the first mission.



Next Jack must locate the Ricin Bomb, so move through the next two rooms (grabbing a Health Pack along the way) to find two more goons (use cover and force them to surrender/kill them), allowing the team to duck into the nearby bunk room to find some Body Armor and a Gray MK5 Shotgun. Shoot it out with two more foes to find some stairs, leading to a door to blast open, facing multiple enemies inside.



Shoot the approaching enemies as they round the corner, and then continue into an open area after some stairs, clearing the enemy with use of a M5K Deutsche (for accuracy and power at longer distances). Next up is a cargo hold filled with foes, so advance steadily, killing each one to reach another locked door, blasting inside to find the location of Ricin Bomb.



Move up the stairs to quickly to begin the diffusing, which is done by moving through the circuits of the bombs on the marked color paths, arriving at the yellow cube, which will reveal the next yellow cube. Continue this pattern to get to all of the yellow cubes within the time limit diffusing the bomb. However, staying on a blue cube for more than a few seconds will cause the bomb to detonate, so be careful, only moving the camera around at the Starting Cube and the yellow cubes.

The following takes place between 7:00 A.M. and 8:00 A.M.



Start off by destroying the Comm Point on the wall, then head down the hallway to shoot the alarm on the wall before dispatching the nearby guards. Head towards the yellow arrow to find a second Comm Point in an adjoining room, followed by going down the hall to use the nearby boxes as cover for a firefight.



After destroying the next Comm Point, exit the room to shoot the guard before the alarm is tripped. Get the next guard before running down a hallway to find a ladder to climb, to find a hallway leading to a large room where multiple foes will attack. Clear them all away, climbing the stairs to destroy the final Comm Point, followed by grabbing the security room key card.



Backtrack to the ladder (run by enemies if they become too numerous to deal with), going down and running back through the rooms and hallways to find the security area, allowing the lockdown to be initiated. Jump into the nearby elevator, riding it upwards to arrive at the upper floor.



Raid the adjoining room for a Health Pack, followed by running up the slope to find Tarket, killing the foes along the way. Use the nearby wall for cover, plunking his lackies before turning an Assault Rifle weapon on him, taking him down. After raiding the dead for ammo, run forward to dispatch some minor guards in any adjoining rooms that threaten, but keep to the main hallway to find Carr. Take Carr out the same manner as Tarket, leaving the simple doubling back to the exit ramp area halfway back towards the elevator, finishing off the mission!

The following takes place between 8:00 A.M. and 9:00 A.M.

Drive along the roadways (use the in-game map to navigate), drawing ever closer to the yellow arrow. As Jack draws closer, a yellow beam will be visible in the sky, so follow it and park the vehicle on the indicated spot. Chase Robert Daniels, keeping him in sight long enough to make a shooter start blowing up cars, so stay out of range of the shots, slaloming through the vehicles that are getting destroyed. Once off the highway, keep the same cat and mouse tactics going, eventually arriving at the yellow arrow to finish the mission!



Jack must now locate and capture Robert Daniels alive. Shoot it out with the enemies that get out of the van, then get into a vehicle and ram the blocked hallway to gain entry. Continue through the twisting hallway to find a stairwell (after killing a guard), so climb upwards to the first floor, fighting through the early portions by using the walls for cover.



The way forward is blocked by a passcode, done by changing letter locations. If a letter is red, it is in the wrong spot, but if it is green, it is in the right spot on the passcode. Upon passing through the door, shoot it out with the enemies to reach the second floor, entering a massive office area. Fight through the searchers, using stealth to sneak without being seen over the walls of the cubicles, picking them off one by one.



Take the stairs to the third floor, fighting through the various foes. Taking the next set of stairs to the fourth floor. After using the desk as cover to clear the room, go through the next office while clearing enemies, reaching a barricade (blast the foes before climbing over it). Sweep the next office clean, advancing on the yellow arrow, facing a second passcode situation.



Take the elevator up to the next floor, fighting the enemy, tracking down Daniels to an office. Take out his bodyguards with heavy fire, followed by wounding Daniels with Handgun rounds to the legs. Shooting him to death will cause the mission to be a failure, so be careful with Jack's rounds.

The following takes place between 9:00 A.M. and 10:00 A.M.



Jack must now interrogate Daniels, so use Aggressive questioning to raise his stress level, Calming questioning to lower his stress level, and if he ends up in the ideal stress wavelength, use Coaxing questioning to get him to finally talk. Try to use the meter on screen to get the bar of effect upon Daniels to line up in the highlighted area, getting the information

needed. If time runs out, the mission is a failure, so get nine hits to trigger the chance to break Daniels for the code.

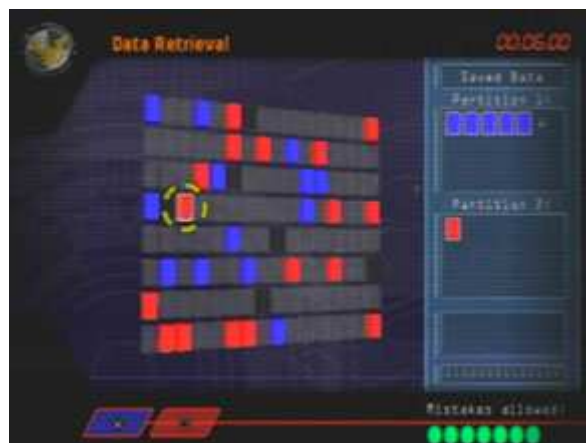


Now Sean is up, attempting to locate each sniper with satellites. Enter each building methodically, going along the Vice-President's proposed route, and scanning each heat source that is located on the side of the building that would have a clear shot at the motorcade. After scanning each floor, exit the building and proceed by entering the next building. Continue with the same pattern, identifying all 7 snipers to give Jack the info he needs.



In this mission, scan through the various yellow arrow indicators found by Sean, shooting the bad guys while leaving civilians alone. Be sure of the target before firing, as shooting civilians can end the mission. After the initial snipers are shot, the vice-president's motorcade will be attacked, with a second wave of snipers taking positions. Quickly move through the yellow arrow indicators, shooting each target, ending the mission before the timer runs out on the vice-president.

The following takes place between 10:00 A.M. and 11:00 A.M.



Start off by using the X Button when the file jumps to a blue space, while the O Button for red spaces. After clearing out all the colored blocks, two levels of encryption must be cleared. Use a methodical search, trying to get the first letters on the left side of the passcode first, then the next two letters, and finally the last two letters. After getting through the two levels, the mission will be complete.



Enter the shop to speak to the clerk, questioning him to get him to mention his boss (Mr. Shin) and then demand to speak to Mr. Shin. Enter the back rooms and search for Mr. Shine, finding that he slipped by. Chase him outside, following him through allies as he dumps things to slow down the chase. If the chase goes for too long, Mr. Shin will meet the business end of a bus, ending the mission in failure. Catch up to him to automatically throw him to the ground to end the mission.

The following takes place between 11:00 A.M. and 12:00 P.M.



Commandeer the nearby car with the yellow arrow over the top of it, driving through the streets and the traffic. Follow the roadways on the in-game map, dodging vehicles and taking shortcuts on the wrong side of the road where ever possible. Once the spot comes onto the in-game map, look for the yellow light ray to guide the vehicle to the address to end the mission!



Go up the stairs to the second floor, shooting the fellows at the start of the floor, followed by sprinting through the civilians to take the stairs up to the third floor. Fight past the enemy here, grabbing the Adrenaline for a quick health boost, taking the next flight of stairs to the fifth floor, where a Health Unit can be used to regain health.

Use cover to take down the thugs in the hallway, followed by sprinting through the hall to get to the next staircase, going up one flight to the sixth floor. Use cover to pick off the stupid enemy who stand in the wide open, picking through them to find room 628, where the enemy holding the target hostage should be shot carefully (use a Pistol to avoid accidentally shooting the hostage), then turn the weapon on the remaining enemy to end the mission.

The following takes place between 12:00 P.M. and 1:00 P.M.



This mission requires Almeida to take the missing ship crewman to CTU, so drive to the freeway, where unknown parties will begin to ram the vehicle. To fake them out, swerve left and right as they approach, which will often cause them to miss and go flying into a wall, losing them temporarily. Go down the freeway while dodging hits, taking the first ramp on the right, riding down the new segment of freeway till the in-game map off-ramp turns orange. Go down the incline, turning left to enter the financial district. All that remains is to head for the yellow arrow, dodging constant harassment, arriving back at CTU. Although this mission is tough, careful use of the brake to fake out the suicide attackers will get Almeida back to CTU safely.

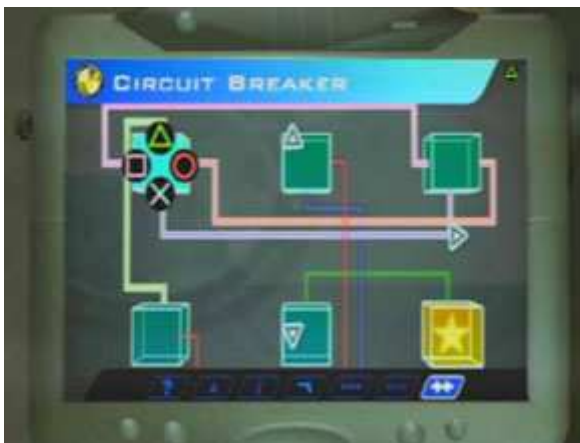


Head down the stairs, killing the enemy on the platform, followed by going through another feeding area to a second platform shootout. After passing through a few corridors, get onto the tracks (shooting terrorists along the way), chasing Eddie Cain as he flees (use sprint whenever possible). As soon as the train tunnel is entered, be looking for approaching trains, using the cubby holes that litter the tunnel to hide in as the train passes.



After entering the side tunnel Cain went into, blast the terrorists en route to catching up, finding Cain hiding in a room at the end of the hallway!

The following takes place between 1:00 P.M. and 2:00 P.M.



Now the two ladies will need to sneak past the enemy to Room M3, a safe room for them to hide from the attackers. Head out and shoot the first two enemies, followed by disabling the door lock, entering the office to shoot two more enemies. Head out the door and use cover to plunk more enemies safely, arriving in another office, this one with multiple enemies (use the desks for cover).



Exit this office to face more attacks immediately, reaching a shootout in a rec room, followed by using the spot pictured (above left) to shoot the enemies holding some workers hostage across the next room. Fight through the next hall, taking the stairs down to the next floor, where a large room will need to be cleared quickly (if not, the enemy will gang up on the two ladies). Head through this room, fighting through a second room filled with enemies, reaching a final hallway and one more enemy to reach Room M3.

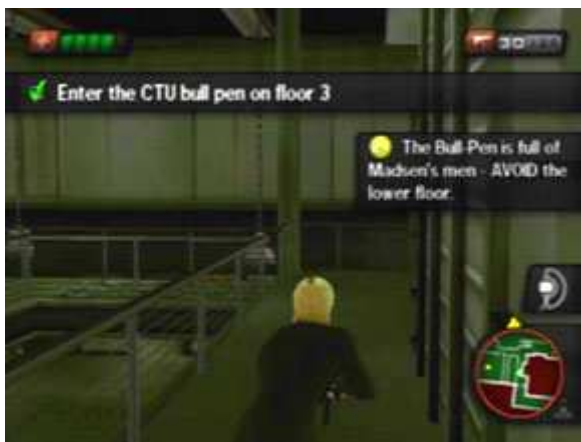


Kim Bauer must now sneak through CTU and the enemy mercenaries, avoiding fights. Follow the yellow arrow while using stealth mode, remembering that to see around corners, using cover is the way to go. Carefully go through as many of the deserted/low density enemy areas as possible, reaching a locked door (use the PDA to open the door via the circuit breaker).



Use stealth mode to bypass the guard in the hall, reaching the staircase, going up two floors. Get into the hallway and take cover behind the shelving, letting the guard come close to Kim before he leaves once again, at which point Kim can advance from behind and taser the enemy without him knowing Kim is there. Head into the next room, sneaking from

cover to cover, looking to get through the room quickly, and firing in short bursts (due to Kim's inaccuracy).



Upon reaching the room under construction, go through the next hallway to enter the main office area, but do not go down to the main floor. Instead use stealth to sneak through the upper area to the marked office (head left), getting a Data Room Access Card, followed by moving right to find the Data Room to end the mission.

The following takes place between 2:00 P.M. and 3:00 P.M.



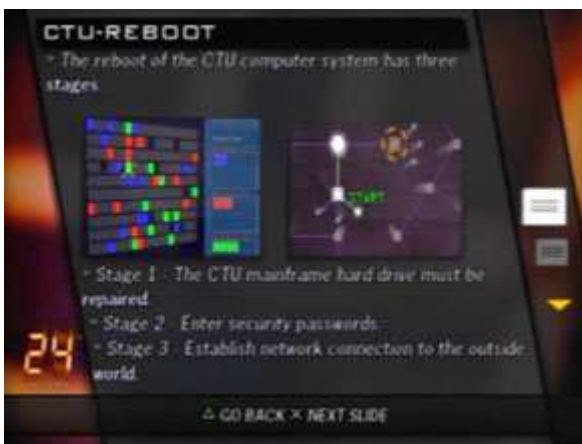
Jack must get some powerful weaponry from the armory, so move through the hallways, reaching a large room with multiple enemies, followed by a hallway with enemies popping out of every door. Head up the stairs to the third floor, battling through the same rooms Kim had just been through, popping every enemy from cover, reaching the armory soon there after, where the passcode (above right picture) will grant Jack access to the heavy weaponry.



Run back through the hallways, shooting enemies that will appear, running up the stairs to the rooftop. Run up onto the nearby platform, using the height to take out enemy as they approach, waiting for the chopper to draw close enough for Jack to fire upon it. However, as soon as the chopper does appear, take cover below, using the outcroppings on the roof as protection while the chopper strafes the roof, picking it off after it passes over. However, the best time to damage it is when it attempts to land, so pick it off then with the assault rifle, ending the mission!



Drive along the road, reaching the freeway, avoiding the police. Drive along the freeway, looking for the exit on the left where the yellow arrow is located, all the while dealing with the police chase (also be on the lookout for head on attacks by the cops from the opposite direction), reaching numerous roadblocks as the chase enters Korean Town. Head through the streets, trying to lose the Police pursuit (best options seem to be going straight for a long while and pulling a U-Turn, or causing every officer to blow his own vehicle up by baiting them into crashing), followed by reaching the yellow arrow with no tail from the police, thus switching cars and ending the mission.



Rebooting the CTU Computer is fairly complicated, so pay close attention to the instructions. Start off by hitting the appropriate button for the colored block that is selected, with the selection icon moving around randomly:

- X Button - Blue
- O Button - Red
- Triangle Button - Green

After clearing that area, it is time to take careful listening skills to heart, recalling what Tony says to enter on the two password levels, which will open up the third phase. Move from node to node, taking note before beginning which nodes are usable and which are not, making a connection to the outside world with the CTU network.

The following takes place between 3:00 P.M. and 4:00 P.M.



Jump into the nearby SUV, taking to the streets to drive to the Los Angeles branch of CTU, talking to Madsen as Jack goes. Drive efficiently and carefully, using the in-game map to reach the yellow arrow, ending the driving mission!



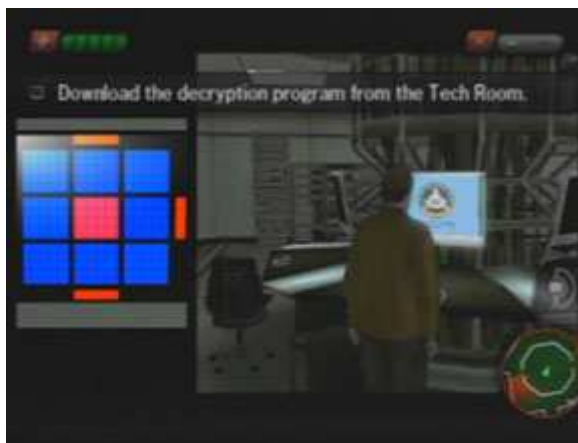
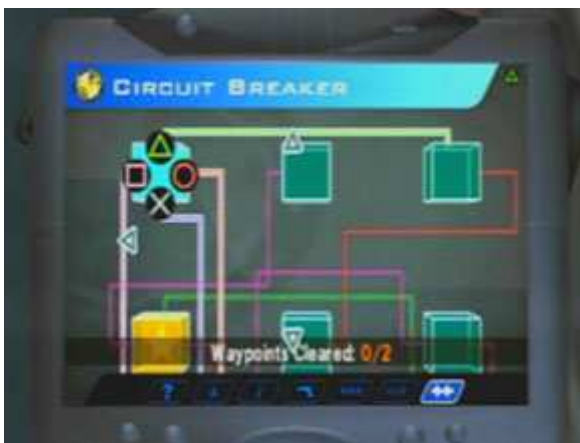
Head to the front desk, trying to get into the building by answering the questions properly:

- Yes, I'm with that tour.
- Since I'm already late, can I just have my pass?
- Yes, Mr. Linnell.
- Here's my handgun.

Jack will now need to join the nearby tour group, following them along to the first stop. As soon as the tour stops, head for the row of lockers (use the yellow arrow indicator on the in-game map to locate), listening carefully to Madsen for the combination to get the locker open for the ID inside, followed by rejoining the tour group.



At the next stop on the tour, head into the nearby office, using the computer to add Jack's ID Card to the computer security system, doing it as fast as possible to allow Jack to hide in the office before the security guard can enter to catch him in the act. Run back to the group once more, just making it for head count, allowing the group to continue to the next spot, where Jack will have to go use Stealth to sneak up on a guard, taking him down for the security card he holds. Immediately afterwards, grab a hold of the guard and drag him behind the couches nearby before running back to the tour group.



After reaching the cafeteria, head forward and into the next set of rooms, getting through security before heading up a flight of stairs. Jack must then go to the yellow arrow room, breaking in with his device by navigating the circuits. Run in and grab the cable needed, then exit quickly, heading for the next yellow arrow room. Once inside, connect to the computer and start to download the file, but when the tile begins to warm up, disconnect and move to another tile for a few seconds, then return to continue. Repeat this as necessary, getting the decryption program, allowing Jack to head for the roof, uploading the program via the satellite dish, but enter the codes as Madsen reads them to Jack, or he will be detected! Success means the missions will be over.

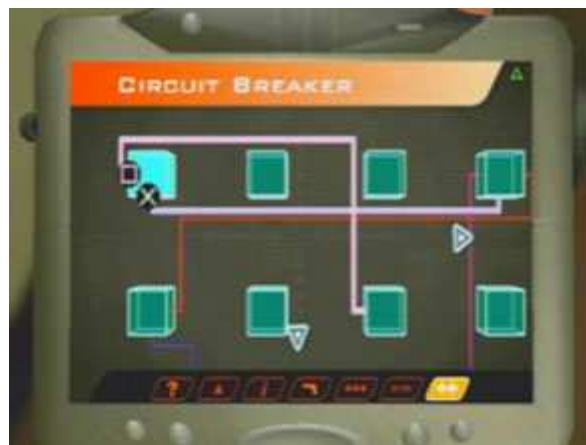
The following takes place between 4:00 P.M. and 5:00 P.M.

Get Jack into the SUV, following the map to the freeway. Head down the freeway, taking the second exit ramp (just after the auto-save), following the roads here to get into Korea Town. Once in Korea Town, head through the streets, trying to lose the Police pursuit (best options seem to be going straight for a long while and pulling a U-Turn, or causing every officer to blow his own vehicle up by baiting them into crashing), followed by reaching the yellow arrow with no tail from the police, entering the safe house to end the mission. Remember that Jack can switch vehicles, so bail if he gets flipped/lights on fire at any time.



Chase must get to the water tower, so climb the ladder and grab the Sniper Rifle. Now turn the weapon on the attacking forces, forcing the attackers to bring on an armored vehicle, signaling it is time for Chase to go inside to get a D5K Deutsche. Make use of the weapon, firing into the attackers below, keeping Madsen safe. Finish off every enemy to finish the mission!

The following takes place between 5:00 P.M. and 6:00 P.M.



Chase must infiltrate the lab, so step forward into the building, speaking to the secretary to make her check the logs, at which point Chase must run behind the desk, grab the Key Card and get back out before the camera identifies him as a threat or the woman returns. Once she goes to check the log for a second time, go to the locked door and gain access, passing through to the office area. Here Chase will need to bypass security guards without being detected, but if he is in danger of being discovered, quickly tase the security guard before the alarm can sound. After passing the auto-save point, continue to infiltrate, turning off any alarms tripped by the guards/scientists, eventually reaching a retinal scanner.



Start out in the secure area by running from cover to cover, never allowing the camera to completely scan Chase, reaching a door to enter a locker room. Wait for the camera here to pan away from the open stretch of floor, allowing Chase to run through to the next room. Next is a shooting of the security camera, followed by disposing of the scientist and turning the alarm off. Now grab the Pulse Synchronizer from the nearby table, followed by heading out the next door.

Draw the two security guards to Chase, stunning them both, allowing him to get near the camera while it pans back and forth, destroying it. The next area has a few workers to stun, but advance cautiously due to the security camera, slipping through the door when the camera pans away. A choice in rooms appears next, so carefully clear away the cameras while progressing from cover to cover, finding the ape testing area. Use stealth mode to move through without alarming the apes, also making sure to not bump any equipment lying around, passing through two rooms, reaching one final set of security guards to get by, exiting through the fire door!

The following takes place between 6:00 P.M. and 7:00 P.M.



Jack will need to interrogate the woman, so use Aggressive questioning to raise her stress level, Calming questioning to lower her stress level, and if she ends up in the ideal stress wavelength, use Coaxing questioning to get her to finally talk. Try to use the meter on screen to get the bar of effect upon her to line up in the highlighted area, getting the information needed. If time runs out, the mission is a failure, so get nine hits to trigger the chance to break Peter's wife for the location of Del Toro.



Jack must now get to Del Toro, apprehending him. Start off by going upstairs, clearing the first room of gangsters. Head up to the next floor, carefully advancing through the series of rooms, using cover to avoid the nasty shotguns the gang members possess, reaching the top floor. Here Jack will face his stiffest resistance, so clearing each room methodically and from cover is a must for his survival. After a brief balcony tour, Jack will fight his way back into the building, finding one final room with Del Toro's Body Guards, so finish them to end the firefight!

The following takes place between 7:00 P.M. and 8:00 P.M.



Get into the nearby SUV, as Jack must now locate the tracking device that Kim took with her. Head out to the street and turn left, then take the first right. Cross the bridge, turning left before taking a right on the next intersection. Next is a left to get onto a road to take until the third right turn appears, sending Jack to the yellow arrow location. Jack will then have to turn around, backtracking towards the new signal, which will then jump away once more. Head towards the yellow arrow along the same road, looking for a dirt path on the right side of the road, which will put Jack into the storm drains, where he can drive directly to the next yellow arrow indicator, ending the mission!



Jack will be best served by avoiding fights with the enemy, but he can shoot any that get in his way. Start out by sprinting across the lot to hide behind the wall while a jeep goes by, allowing Jack to go inside. If Jack engages guards, do so one at a time, not allowing any alarms to be sounded, as this brings more guards to shoot Jack up. After passing through two warehouse rooms, Jack will be outside, near a yellow arrow point, so advance carefully, clearing the next large area before entering a hall to destroy a camera. Although the next area advises careful movement to get through the spotlights undetected, simply sprint through the area, as no guards will arrive in time to stop Jack from finding Kim to end the mission.

The following takes place between 8:00 P.M. and 9:00 P.M.



Jack and Kim must now escape from the installation, starting by using cover to pick off the enemies on the ground and the overhanging balcony above. Advance forward (raid the bodies for ammo first) to shoot a camera and a couple more guards, leading to a shootout from the doorway to the large area Jack went through on the previous mission. After using the Carbine to clear away the foes, advance through the foes to go outside briefly (be ready for a trio of charging enemies) to get into the two large warehouse rooms, where Jack must work over more enemies to get Kim and he out into the entryway. This will be where the heaviest fighting occurs, as Jack must use his assault rifle to blast the incoming jeep apart, followed by taking out any remaining troops. After this is all done, enter the SUV to end the mission!

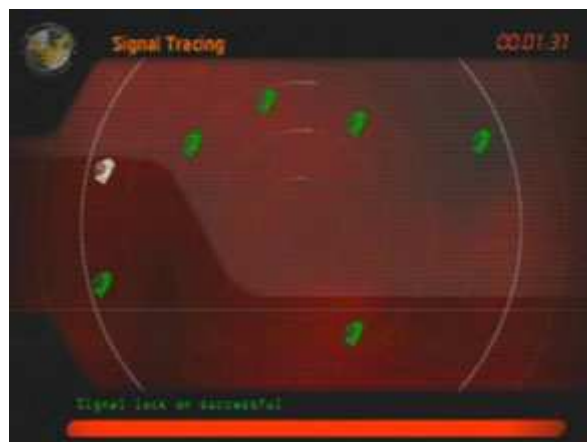
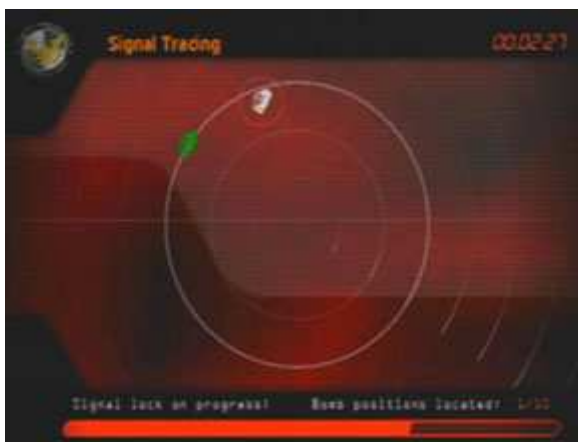


Getting Kim back to CTU is the next priority, but Jack will have to contend with Madsen's troops in vehicles, obstacles in the drainage system, and roadblocks set up by Madsen. When the chopper from CTU appears, go through the opening in the roadblock on the right it creates, escaping to the streets. Now Jack will need to drive through civilian traffic, reaching the freeway, where a long drive back into the main city will commence. Once Jack gets to the financial district, the attacks will intensify so drive carefully, forcing the offending vehicles into walls/other vehicles, reaching CTU safely.



Circuit Breaking is up next, so plan each circuit breaker route before leaving the starting block/yellow block, as staying on blue blocks for too long will result in a mission failure. Only one device to disable, so this should be a fast mission, just plan out the moves accordingly first to assure success!

The following takes place between 9:00 P.M. and 10:00 P.M.



CTU has to locate the 10 different bombs by using the Left Control Stick, pushing it around to reveal bomb locations. When a bomb is spotted, pinpoint the exact spot by putting the exact amount of pressure on the stick required to get the

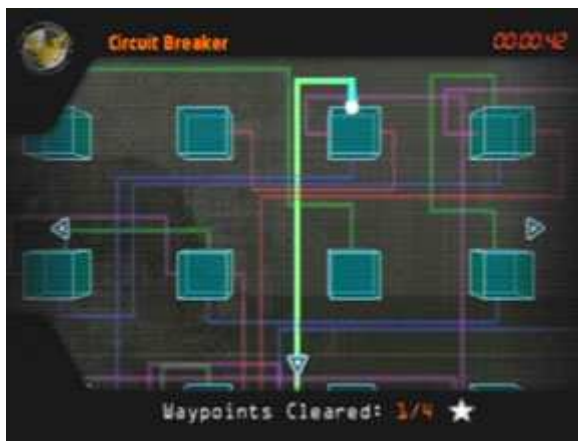
lock on started. If the pressure is lost, then the lock on will also be lost. So, a steady thumb and firm grip will get all 10 bombs within the time limit, ending the mission!



Tony will lead a team into the bomb area, looking to secure the location so the bomb squad can disable the weapon. Move through the stairs and a hallway, shooting it out with the troops in the larger room (use cover to avoid damage). Outside is a large area filled with troops, advancing in careful groups, meaning they should be picked off in smaller numbers, so they can not bring superior numbers to bear. After entering the building and shooting it out with even more troops, look for the auto-save point to appear.



Immediately facing more troops, look high for enemies on scaffolds while progressing, finding more scattered troops in winding hallways, arriving at a stairwell. Head upstairs and work past the few enemies, going back downstairs to enter a massive room that needs to be cleared of mercenaries (use cover or the fight will end badly). After defeating the enemy guards at the drill, the mission is a success!



Use a methodical search, trying to get the first letters on the left side of the passcode first, then the next two letters, and finally the last two letters. After getting through at, a Circuit Breaker will be next, left with the remaining time from the first game. Analyze the route quickly at the start cube/yellow cubes, as the clock will be ticking while the planning of the route is in effect. Complete these two pressure games within the time limit to end the mission!



Jack will have to protect the Bomb Squad and get them to the bomb itself, so start the donnybrook by taking down the forces that have him pinned down. Jack will then have to head into the building, using his Sniper Rifle to blow the blockade apart via the explosive barrels, allowing the Bomb Squad to advance, hiding when Jack has to shoot enemy positions for them. Go up the ramp nearby and clear the floors while Jack climbs upwards, arriving at the new sniper spot to continue his escort work.

Head down the stairs to rejoin the bomb squad, equipping an Assault Rifle to take on enemies as Jack advances, shooting explosive barrels to bring down multiple soldiers at a time. After going down the stairs, take out the guards by another set of stairs, heading downwards to blow up more barrels to cream enemy troops, and then take yet another set of stairs, arriving at the bomb!



Jack will now have to cover the Bomb Squad, so make use of cover and effectively cut down enemies as they advance. Try to concentrate upon the closest enemies, but also be aware of the ones with line of sight upon the Bomb Squad's position. Survive long enough and the bomb will be diffused!

The following takes place between 10:00 P.M. and 11:00 P.M.



Jack must now drive back to CTU, but that will be rather tough after the extensive damage caused by the earthquake. However, when Jack gets partway there, he will change directions to go get Kate out of a subway. Follow the in-game map, taking note of red splotches on the map, as they indicate impassable roadways. Get to the subway (marked by a yellow arrow) to end the mission!



Chase after Madsen, shooting all troops that try to stop Jack, taking a side tunnel and some stairs. Fight through the enemy to see Kate get taken away, so plaster the remaining forces before dodging the incoming car that tries to run Jack over. Reach the yellow arrow spot to end the mission.



Chase after Kate and Madsen, following their path as close as possible due to Madsen picking routes that will avoid rubble strewn pathways and roads. The distance between Madsen and Jack can not be very far though, as that will result in a mission failure. Keep close to Madsen, and he will eventually be forced to stop his fleeing.

The following takes place between 11:00 P.M. and 12:00 A.M.



Tony will need to go after the hostage takers, in an attempt to get the Governor back. However, he will have to be extremely careful while doing so, as he is being taped by the media (meaning he can not accidentally shoot civilians or cause excessive damages). Fight through the various enemies (including an assist for the police by Tony) while chasing down the Governor, but if enemies are located in high windows, run through the area quickly, equipping a shotgun for blasting approaching enemies who are on foot (close quarter fighting is tailor made to the shotgun).

Tony will now have to interrogate the on edge fellow holding the Governor, with failure meaning the death of the state's leader. Use Aggressive questioning to raise his stress level, Calming questioning to lower his stress level, and if he ends up in the ideal stress wavelength, use Coaxing questioning to get him to finally talk. Try to use the meter on screen to get the bar of effect upon her to line up in the highlighted area, getting the information needed. Get nine hits to trigger the chance to break the fellow, ending the mission without incident.

The following takes place between 12:00 A.M. and 1:00 A.M.



Follow the hacker down the stairs, through the train yard, through the hallways (passing two guards) to step into the area pictured above left, which is the spot to take the hacker down. Search his body for the Key Card, then return to Jack with it, finding out that Chase now has to take care of the security cameras. Run to the security room, destroying the security cameras via the circuit breaker, thus ending the mission!

Use the security card to gain access to the lab, where jack will need to stealthily move through the lab without raising suspicion, arriving at the CTU Hard Drive to finish the mission!



Jack will need to use cover at all times here, as the enemy soldiers will be rushing in to take him out with a vengeance. Advance into the office area, using the cubicles for cover and shooting over the top of the walls, followed by fighting through the hallway to get into the main warehouse area. Go down the stairs, polishing off any enemy in Jack's path, following the winding passages to reach the yellow arrow point, which also is the exit.

The following takes place between 1:00 A.M. and 2:00 A.M.



Now Jack is going after Kate, heading back into the base to find her. Right off the start, go forward to get behind cover, using it to shoot the various soldiers nearby. Enter the nearby building, clearing the rooms out one at a time, using cover to Jack's advantage, searching the body of the solo guard to get the Cell Key. Open the door he was guarding, revealing Kate!



Jack has to take out the Sniper on the roof of the building before the sniper can shoot Chase as he tries to escape. Sprint up the stairs, kicking through the doors to reach the Sniper, shooting him immediately. As soon as he is down,

grab his Sniper Rifle and use it to kill enemies below (hit those closest to Chase to help him survive with minimal damage), allowing Chase to escape, ending the mission!

The following takes place between 2:00 A.M. and 3:00 A.M.



Chase is badly injured, and he needs to make it to an old saw mill that is nearby, through Madsen's men and his own blackouts. Run from the crash site to avoid detection, and then advance slowly towards the men in the area ahead. Use stealth to get as far past the guards without detection, immediately sprinting at top speed when spotted. Go up the small path on the left, blowing through the door, heading for the yellow arrow, using the health station to regain all health. After getting filled up, draw fire from an enemy, followed by baiting him into the building, where Chase can use hand-to-hand combat to get a weapon, which nets him an assault rifle to take out the remaining enemies outside the building.



Move out from the building that saved Chase, taking down any enemies that remain in the immediate area, advancing along the pathway northward towards the yellow arrow. Shoot the explosive barrels before they can roll down the hill to Chase's position, advancing to finally run Chung into the ground, shooting him without mercy to end the mission!



Tony is under heavy fire from the helicopter, so take off running once the vehicle pauses in the firing pattern. Run down the pier, taking cover at every opportunity, making sure to snag the health pack en route through the pinball machine area. Right after this spot are three unfriendly thugs, so shoot them to gain the use of their assault rifles, use the health pack, and then take cover (as pictured above right) to shoot at the helicopter in between bursts from the machine guns. When the helicopter moves off to drop fresh troops, advance to the first set of speakers near the stage, pulling out the P7 Pistol, using it to drop the enemies that are now on the pier, followed by switching back to the Assault Rifle to chase the helicopter off.



Now use the P7 Pistol to clear away the new enemies that are arriving, followed by raiding the departed of their ammo. Advance around the building at the end of the pier, getting to Tony's vehicle to end the mission!



Tony is now looking for evidence against the Governor, but he also should help out any trapped civilians inside the building as well. Move through the doors and head right, facing resistance immediately. Get into the office area to find some stairs, climbing upwards to fight lots of nasty fellows, reaching the yellow mark on the in-game map. The door is

sealed due to no power, so now Tony must go turn on the Emergency Power, so head through the nearby door, facing one more guard en route to a broken floor leading downwards.

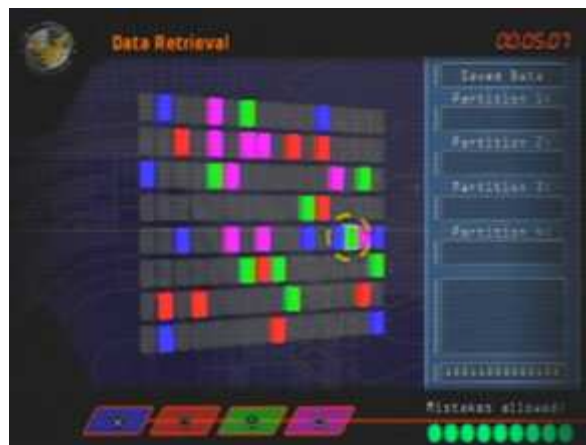


Flip the switch down here before climbing back up the rubble stairs, returning to the locked door to use the Sequence Analyzer (same as before, work on the left two letters first, then the middle two letters, and finally the right two letters) to gain access. As soon as the door opens, take cover and pick off the enemy within, equipping a Pistol or Rifle due to the civilians that some enemy are holding onto as hostages (accurate shooting will save them, so the Shotgun would be a poor choice). After clearing the initial round area of enemies, look for a door with another enemy, kicking it in to reveal a civilian being held hostage, so shoot for the enemy's head to get the civvie out safely.



Head for the yellow dot to find a ladder to climb, leading to a firefight right off the start up top. Go into the office that was just cleared, fighting through more rooms of enemies, being mindful to not fill any civilians full of lead. Once the Governor's office is breached, be ready for another firefight before Tony can use the Circuit Breaker to get into the Governor's safe, ending the mission!

The following takes place between 3:00 A.M. and 4:00 A.M.



Start off by plotting the route through various networks to hide where CTU is coming from, and then get the route laid down perfectly to have maximum time for seeking the files. Step Two is to watch where the burnt out nodes are, plotting the full course for CTU to pass over, accessing the hidden data. The third step is to descramble the information, via the following actions when the cursor touches a colored block:

- X Button - Blue
- O Button - Red
- Triangle Button - Green
- Square Button - Pink

Recover the data to end the mission!



Jack must pursue Chase, keeping him close enough to sustain the tail, but while avoiding detection by the enemy forces in the area. Drive through the windy dirt road, facing falling rocks as the first obstacle, followed by taking the right hand path when the spotlights appear to slip by undetected.



Continue along the higher path, crossing a bridge to encounter more windy roads, leading to a spotlight on the high path, so cut left down a side road, facing another set of falling rocks. Soon after Jack will turn left again, getting back onto the main road, where spotlight dodging skills become a must (as Jack approaches each one, look to the cliffs and draw near to avoid the beams of light). When Jack reaches the third spotlight, veer left and go up the mountain path, exiting the vehicle at the top to run down into the base, reaching the armored truck and stashing aboard to get inside!

The following takes place between 4:00 A.M. and 5:00 A.M.



Chase has to lockdown the base... by any means necessary. Start off by running through the tunnels while not engaging any guards in firefights, as they will not attack unless provoked. However, once Chase reaches the point with two guards who say he can not go that way, run past everyone as the alarms go off, ducking into a nearby room to take out the solo guard inside. Now Chase has a safe room from which to pick off the enemy, allowing him to continue onwards. Fight through any more guards that attack, remembering to run at every opportunity, reaching the control room to end the mission!



Yellow, Blue, Green, Red... that is the order of each console to use to initiate the lockdown. However, each console is passcode protected, so work methodically, getting the two left letters first, then the middle two letters, and finally the right two letters. Repeat this on the Blue console, then the Green console, and finally on the Red console, completing the mission!



Jack now sets off to get Chase out, since his cover his cover is finally blown. Head out into the main area, fighting through guards while running through the circular area, catching a guard laying a trip mine. Push a rolling container through to set off the device harmlessly, followed by advancing through the hallways ahead to reach the control room, but Jack will have to deal with some more troops to reach Chase.



Fight through the hallways ahead, keeping on the move and firing at the nearest threats before turning sights to the further off enemies, keep Chase behind Jack to minimize the damage he takes. Also keep an eye out for those rolling containers, as they will come in handy for removing trip mines set by enemy soldiers. Once in the storage warehouse, protect Chase while he hacks the door to open it, allowing the two to advance further into their escape. The best spot is by a crate, as it will minimize Jack's chances of taking damage.

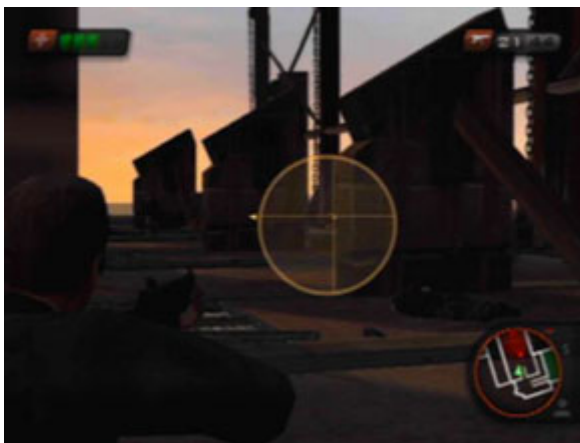


Go through the door and up some stairs to face some more enemies while fighting from a catwalk, passing through two warehouse rooms in the process, arriving in a small office for another grand shootout. After this Jack and Chase will head for the exit ramp, hopping into the jeep to drive full speed past the enemy, charging up the exit ramps to escape before the doors close. Once through the doors, drive towards the far end of the room, hopping out to fire upon all foes in the room, cutting down the higher up fellows with quick, effective bursts from an assault rifle. After the room is cleared, head out towards the helipad, taking cover to shoot away at the enemy outside, clearing enough resistance out to allow Jack and Chase to make a dash for the chopper, ending the mission!

The following takes place between 5:00 A.M. and 6:00 A.M.



Chase and Jack must take out all of Madsen's men on the pier, clearing the way for reinforcements to arrive. Work towards the helicopter that will land, giving Jack and Chase some reinforcements, then fight forward steadily, using heavy Assault Rifles to takeout Jeeps before they can deploy their men, arriving at a ship. Finish off the heavy concentration of men here, finishing off the mission!



A screenshot from the video game 'The Godfather: Part II'. The view is from behind a character with dark hair, looking through a dark wooden doorway. The room beyond has a wooden floor, a desk with a lamp, and a small dog. The game's HUD is visible: a red and green health bar at the top left, a red and white mini-map at the bottom right, and a small red and white icon in the bottom center.



Jack must head for the lower deck, so move forward and look to the right, as the stairs are not far from Jack's starting position. Fight off the enemy downstairs, using the walls for cover, advancing to find a second set of stairs, these ones leading below decks. Jack will find more mercenaries to tangle with immediately, so fight through them quickly, forcing closer to Max's location. Once max decides it is time to leave, he will take Kate with him, leaving Jack just 90 seconds to get to Max, taking him out before he kills Kate. Shoot from the top of the stairs, carefully maneuvering the aimer so it does not hit Kate, ending the game with a win for the good guys!

Mission Rankings

The following stats are considered for assessing the ranking of a mission:

Usage of Health replenishment Items. For every use of a Health Pack, Adrenaline Pack, and visits to a Health Station, a preset penalty will have points removed from the mission's percentage score.

Accuracy goals for each mission are an important goal to meet. This means that firing off random shots at a far away enemy is not a good idea, nor is firing bullets into explosive objects to detonate them.

Head Shots also get considered, so make sure to pick off a few noggings during the firefights within each shooting level.

Time itself spent in the level can bring down a percentage, especially in levels where time lapses can cause changes in certain side missions (see next point).

Deaths of hostages/civilians can greatly reduce a score, as very minimal amounts of incidental killings are tolerated. Go over a limited number within a level and watch that percentage drop.

Stay within the parameters of the level. If it is a stealth mission, then shooting through the enemy may work, but it will result in an incredibly poor skill. This holds especially true for Kim Bauer, who is pathetic at firefights, so sneaking through is usually best.