



## Introduction

In the world of fashion, everyone wants to hype "the new black." We say screw the new black. Just give us the original, bold, brazen Black. That's the one we love.

Oh Black, why do we love thee? Your golden locks of spiraling, explosive smoke bring us tears of joy. The crackling thunder of your impressive armament excites us like nothing else can. And yet you challenge us with dozens of mission objectives, as if to tease us with your beauty.

If you find yourself similarly enamored but want some help in winning Black over, you've come to the right place. We've uncovered all of Black's secrets and conquered the game's many challenges. To get a piece of the action for yourself, read our complete Black guide.



***In this Black strategy guide, you'll find:***

- Basic tactics for conquering all missions.
- Weapons details to help you properly arm yourself.
- Complete Black walkthrough to help you uncover *all* secondary objectives.
- Black secrets and cheats.

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## Basics

### Exploding Bullets

Up against a lot of enemies and don't have any grenades? That's not always a problem. As long as you've got some bullets at your disposal then you've likely got a way to make something blow up. Lots of things around you are fully explodable and will detonate with just a few bullets. Look for things colored red, like crates and canisters, and also look for cars and large propane tanks. One huge explosion can often do the work of a hundred bullets, letting you conserve ammo *and* kill your enemies with wicked speed.



### Instant Grenade Explosion

A group of lazy, chit-chatting enemies is one of the greatest gifts you can get in Black. They're just begging to be nailed by a grenade! Unfortunately for you, once they see that grenade they'll high-tail it for cover. Are you finding that it takes too long for your grenade to explode? There's something you can do about it!

You can instantly detonate a grenade by firing at it. Simply toss a grenade on the ground and shoot at it (doesn't have to be an exact hit) to cause an instant explosion. No longer will you have to wait for the fuse to run out, letting you more efficiently wipe out your enemies. But this technique isn't reserved just to grenades that've dropped on the ground. You can detonate a grenade while it's still airborne, letting you hit targets with an explosion that reaches even further.



### Head Shots Are the Only Shots

In nearly all situations, you want to go for head shots. A head shot results in an instant kill against most enemies, as opposed to body shots which can take *for-ever* to drop a baddy. Because head shots are so vital, it's good to pick weapons with solid accuracy. Sub-machineguns are generally not as accurate as assault rifles, especially when it comes to long-range shooting.

Certain weapons, however, don't require head shots. The various shotguns of Black will generally drop an enemy in one shot no matter where you hit him. Similarly, sniper rifles will kill enemies instantly, even if you hit an arm. You also won't need to worry too much about your aim when using RPGs. Giant explosions tend to kill everything they touch.

## Intelligently Arm Yourself

As you move through the many levels of *Black*, you'll have the option to pick up new and varying weapons to abet the extermination of baddies. Should you always grab the next big thing? In a word, no.

Try to keep a nice balance of strengths with the weapons you've got equipped. If you're using an AK-47 for mid- and long-range killing, there's really no point in having a second assault rifle equipped. Similarly, you don't want to be packing just a bunch of heavy explosives. If you've already got an RPG, don't bother grabbing the grenade launcher.

Generally, it's good to *always* have an assault rifle of some sort. Weapons like the AK-47 and the M16 are great all-purpose weapons that'll work well in both mid- and long-range combat. As a second weapon, it's good to have something that fits your surrounding. If you're moving through tight hallways and rooms, pack a shotgun for close-range gunning. If you're constantly on the lookout for enemy RPGs, bring along a sniper rifle so you can pick 'em off before they get you.



## Take Cover

Though you may be able to push through the first level without much of that ol' strategy stuff, you'll find yourself hard pressed to move beyond the later levels if you don't get smart. Taking cover is absolutely vital to your success in *Black*. Find anything you can hide behind and only peek out to take quick head shots.

It's important to always keep something between you and the enemy. If you take a hit, note the direction from where it came and quickly find something to duck behind. In most cases, you can get behind cover and be completely invulnerable to enemy attacks, letting you reload your guns and plan out your next assault.





## Weapons

Gun	Strength	Weakness
<b>PISTOLS</b>		
<b>DC3 Elite</b>	mid- and long range power	low fire rate
<b>Glock</b>	mid- and long range	low fire rate
<b>ASSAULT RIFLES</b>		
<b>AK-47</b>	mid- and long-range	none
<b>G35C</b>	mid- and long-range	none
<b>M16</b>	mid- and long-range	none
<b>SUB MACHINEGUNS</b>		
<b>MAC10</b>	close-range power	awful accuracy
<b>MP5</b>	mid- and long-range	lots of recoil
<b>P90</b>	close-range power	mid- and long-range
<b>Uzi</b>	close-range power	mid- and long-range
<b>SPECIAL</b>		
<b>M249</b>	close- and mid-range power	lots of recoil
<b>Magnum</b>	close- and mid-range power	sparse ammo
<b>Remington</b>	close-range power	mid- and long-range
<b>SPAS 12</b>	close-range power	mid- and long-range
<b>RPG</b>	lots of boom	sparse ammo
<b>Walther 2000</b>	long-range power	close-range, sparse ammo

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# Walkthrough

Mission 01	Mission 02	Mission 03	Mission 04	Mission 05	Mission 06	Mission 07	Mission 08
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## Veblensk City Street

Grab the shotgun in front of you and use it to blast open the doorway. Just outside is an AK-47 you should grab, and to the left is an alcove with some grenades. Pick up the gear and head down the stairs, watching your right for a pack of enemies. Blow up the car to take one or two of the guys out, then slowly creep to the right (towards the phone booth) to take aim at the sniper in the tower.



Move slowly down the road, taking cover as you pick off the enemies. To the right, look for an open building inside which you'll find a **recon objective**. Move upstairs and pick up the Uzi to complete an **armament objective**.



Approach your comrades ahead and look for enemies to come pouring out from the building to the right. As long as you stay behind your fellow fighters, you should have a good shot at the enemies and still be relatively safe. Hold your ground until the flow of enemies subsides, then turn left to run down an alley and find some grenades and a health pack.



Look for an opening in the building across the street from the museum. Inside is a computer screen you can destroy to achieve the first **blackmail objective** (1). Leave the building and return to the now ruined museum.



Head inside and clear it out with grenades before starting up the stairs to grab the **intel objective** (1). As you do, a wall on the bottom floor of the building will explode, letting in a pack of enemies that are best dealt with using a well-placed grenade.

Upstairs, near the guard rail, is the second **intel objective** (2). Leave the museum through the large hole in the wall downstairs and make a run for the RPG that's leaning against a nearby wall. Grab it and use the weapon to take out the enemy that's perched atop the church tower with an RPG of his own. Use up the RPG on other targets before dropping it to pick up your previously dropped weapon.



Before moving far from where the RPG was found, locate an open building adjacent to the street and destroy the computer inside for a **blackmail objective** (2). Move further down the street, slowly moving from cover to cover as you pick off the enemies. Watch for some enemies taking shots at you from the second floor of a building to your left. A grenade should take care of them (and the entire building).





On the left side of the road is an open garage area that's packed with enemies. Drop a grenade near the car to cause a huge explosion before securing the area. Inside the booth at the garage's entrance you'll find a computer that'll be your last **blackmail objective** (3). Destroy it, then head up the ramp inside the garage to find the last **intel objective** (3) and the hall that leads to the level's end.



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### Treneska Border Crossing

Move up and over the hill ahead to encounter a couple of enemies. Grab the AK-47s they drop, then turn right down a path and follow it to a cave entrance. Inside the cave is an AK-47 suppressor and it doesn't hurt to equip it.



Return to the area where you killed the two men and continue forward, up another hill. Just beyond the hill and to the left, you should see a small blown-out bunker. The area is packed with enemies, though you can pretty easily deal with them from afar. Pick off the enemies before moving into the bunker and dropping your pistol in favor of the shotgun.



Just past the bunker, the path splits left and right. Head right to approach another cave entrance that's guarded by a couple of enemies. Follow the cave tunnel to more enemies and grab the grenades inside. As you exit the cave tunnel through the far end, turn left to move uphill. Follow the path up, then back down the other side of the hill and watch for a split to your right. The right path will lead to a fence on the other side of which is an enemy and a large propane tank. Unload a few bullets into the tank to take out the enemy *and* the fence.



Pass through the gaping hole in the fence to reach the Treneska border. Just ahead is a large complex that's absolutely swarming with enemies. Don't worry about moving in stealthily, but do avoid just charging in. It's best to move towards the complex slowly, moving from cover to cover as you pick off any nearby enemies. Try to stay *behind* the small bridge until you're sure it's safe to move forward.



When the coast is clear, move in towards the complex. If you haven't yet, take out the propane tank that's left of the main entrance. It'll blow a hole into the adjacent wall, letting you enter the complex without opening yourself to every enemy. Stay crouched inside the building and peek out through the windows to pick off all the baddies you can spot. When you've killed everyone you can see from here, move through the far side of the building for a quick run outside. Before entering the building next-door, lob a grenade through the upper window to try and take out the upstairs residents.





Move into the building and stay downstairs for now. Again, try to pick off enemies outside while taking cover near the windows. When you're ready, move upstairs and be ready for any left-over enemies. You'll find some grenades and shotgun ammo, as well as a **blackmail objective** (1).



When the complex seems clear, move out to the open and approach the building near the complex entrance (the one you didn't blow up earlier). Use your shotgun to knock down the door and you'll find an **intel objective** (1) inside. Exit the building and move into the building directly in front of it. Inside are a single enemy and another **blackmail objective** (2).



Head towards the complex's exit and watch for rocket rounds being fired from the distance. Your shotgun can blast down the door of the next building on your right, letting inside to find an **intel objective** (2). There are ammo and grenades inside the last building next to the complex exit. Grab the gear, then carefully move outside of the complex while dodging incoming rockets. The RPG-wielder is perched atop a platform at the top of the hill. Pick him off and you'll have successfully crossed the border.



Move into the tunnel at the top of the hill. As you approach the truck inside, drop a grenade on the other side the truck to take out the enemies behind it. There are a few more enemies further in the tunnel. Clear 'em out, then exit the tunnel. The road heads straight, but there's a path to the left. For now, ignore the path to the left but don't forget about it entirely. We'll be returning here shortly.

Move slowly up the road and look ahead for enemies on the side of the street. You can take out the can they're standing near to create an explosion that wipes out both enemies. Further up the road is another pair of enemies standing near a burning can. You know what to do.



Cross the road to reach the bodies of your two latest victims. On the hill behind them (to the right), you should find a narrow path. What'll you find at the top? Surprise, surprise! Another pair of enemies gathered around a burning can. Blow up the can, then grab the RPG ammo in the blown-out building.

Go back downhill but don't approach the security checkpoint just up the road. Instead, turn back down the road the way you can and find that alternate path we told you about before. The path leads up a small hill at the top of which is the RPG. Grab it to fulfill an **armament objective**, then go back downhill and follow the path left to find a deserted building. Inside the building is a computer you can destroy to fulfill another **blackmail objective** (3).





Follow the brick path along the river to approach the bridge you avoided earlier. You'll run into plenty resistance as you emerge near the bridge's beginning. Take cover in the shallow bunker and pick off the enemies you can before emerging to cross the bridge. Move slowly across the bridge, staying behind cover as you shoot and toss grenades at the enemies on guard. On the other side of the bridge is a building inside which you'll find another **intel objective** (3).



Continue down the road and you'll see an open area to the right. Head uphill and you'll soon encroach upon an enemy bunker. Lob grenades into the bunker or use up your RPG rounds to clear the area before dropping into the bunker yourself. Follow the narrow path behind the bunker and you'll drop off a ledge before meeting a new enemy type.



There are two shotgun-wielding enemies in this narrow passage, and both of them are packing some serious armor. Don't be surprised if you see 'em get back up after dropping for the first time. Follow the passage to a large open area and start making your way up the hill. At the top of the hill, watch for enemies to the left and right. You can usually take out either set without alarming the other.

At the top of the hill is a blown-out building with some grenades. From here, head left down the path to take on more enemies and find a dirt road that leads to the farm. Naturally, you'll face plenty of resistance on the dirt road. Take cover behind trees and move forward with caution. When the way seems clear, head forward and right to find a trio of enemies camped around a burning can. Blow 'em up, then grab the **recon objective** near their remains.





Just ahead is the farm you've been searching for. Enter the tower at the front of the farm and head upstairs to find another **intel objective** (4). Grab the papers, then head back downstairs and into the building at the very far end of the farm. There's a fourth **blackmail objective** (4) on the lower level of the building (destroy the computer).



Make your way upstairs to the attic to find the last **intel objective** (5). As you grab it, you'll be warned that forces have entered the farm. Time for some action!



Head downstairs, ready to take out the enemies that greet you. Don't hesitate to drop a grenade to clear out some halls as you go for the building's exit. Before leaving the building, look for a large water tank outside and to the left. Destroy it from afar to take out the enemies surrounding it and to complete the last **blackmail objective** (5).



It's a good idea to stay indoors for the time being, giving you plenty of cover for taking out the surrounding enemies. Watch for shotgun-armed enemies to charge in close and drop 'em quickly with shotgun blasts of your own. When the enemies outdoors are cleared, you'll be given a new objective: clear all the buildings.

You now need to go through each of the farm buildings and systematically clear them out. Go to each building and lob grenades inside. One grenade will usually clear a building, letting you move on to the next. When all buildings are cleared, the mission will end.

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### Naszran Town

Follow your partner toward the gate at the end of the road. Just beyond the gate is a *huge* graveyard in the center of which is a building with a sniper. You'll need to carefully move from gravestone to gravestone, taking cover from the fire that's coming from straight ahead. At the front of the graveyard and to the left is a health pack you should definitely grab.

Stay on the left side of the road about as far as you can get. Explode some nearby barrels to blow away the fence and let you stick to cover as you approach the building up the road. When you've got a shot, peek out and shoot the barrels near the building with the sniper. The explosion should take out the sniper and other enemies nearby.





Move into the building and watch for any left-over enemies. On the ground-floor level is a set of stairs that leads down to a **blackmail objective** (1). Destroy the safe, then go *upstairs* to find an **intel objective** (1) and the sniper rifle that *was* being used against you.

As you grab the sniper rifle, look for incoming enemies on the far end of the graveyard (*not* from where you came—they should be slightly to the right). You can peek out through the windows and duck for cover when reloading. After fighting off the first wave of baddies, watch the road in the same direction. A couple of shotgun-wielding troops will rush up the road—drop 'em before they can enter your stronghold.



After killing most of the enemies, you'll get a cue to move out of the building. Slowly move up the road towards the bell tower while staying on the right side of the road. There are a few more enemies ahead, so proceed carefully. At the far end of the graveyard is a building you can drop into to continue the mission.







The path turns narrow and there are a few enemies to deal with on the way. Take cover as you pick 'em off and push through another building to complete a primary objective. Another large graveyard is packed with enemies on the far end. You can snipe at any enemies you see, but make your primary objective the ruined building on the right side of the road. Slowly push your way to the building and use a grenade to clear it out before taking the first of two sniper positions.

From this first sniper position, look out the front door towards the small bridge below. A few enemies will try to make their way across. Stop them. When the coast seems clear, slowly push your way across the bridge and to the second sniper position in the building across the way. Again, there are enemies guarding the place. Stay back and pick them off with sniper fire before moving in close.



As you enter the building, your partner will warn you of incoming enemies. Near one of the windows is a sniper rifle and ammo. Stand near the window and look straight out to see the enemies coming from behind the fountain. The explosives near the fountain should be able to take out a couple of the baddies.



Stay inside the building where you can duck for cover when reloading. Two more waves of enemies will hit, one from straight ahead and one from the right. When they've been sniped to oblivion, leave the building and go around back. There are some more enemies in the trench below, as well as a small hut inside which is another **blackmail objective** (2). Kill the safe, then enter the hut to grab the M203 grenade launcher for an **armament objective**.



From here, you can approach the building next to the fountain. Watch for enemies still holed up inside and use grenades to flush 'em out. Once inside, shoot down the doors (any gun will do) and grab the **intel objective** (2) before dropping into the hole in the floor.



After dropping through the hole, look in the room for another **blackmail objective** (3) to destroy. Just around the corner are an enemy and an explodable wall. After blasting through yet another wall, you'll finally come to "sniper alley," a dangerous set of trenches that's heavily guarded.

We recommend you grab the sniper rifle that's just before the trenches. You can pick off some enemies straight ahead before moving to the first corner. Watch the right for more enemies, including an RPG-wielding baddy that's visible through the broken roof of a building.



Move through the trenches forward until making a left-hand turn through a very short tunnel. After taking care of the most immediate threats, snipe out another RPG freak that's in another broken building in the distance. With him head, it's safe to leave the trenches. Sort of.

Of course, there are still enemies to deal with. They're in pretty much all directions, but there should be plenty of cover you can hide behind. As long as you're patient, you can systematically take down all of the enemies one-by-one as you



make your way to the second set of trenches that's dead-ahead (assuming you're just leaving the first set of trenches).



These trenches soon lead to the bottom floor of a building that's packed with enemies. Lob a grenade inside and push your way in to clear out the bottom floor. As you head upstairs, a shotgun-armed enemy with loads of armor will come at you. Quickly drop him, destroy the **blackmail objective** (4) near the wall, then move upstairs to snipe out the rest of the enemies in the area.

On the top floor level you can find a second set of stairs that leads to the rest of the mission, but don't go down them yet. Instead, leave the building you're in through the bottom floor and find another decayed building to the right. Inside is another **intel objective** (3). After grabbing the papers, some extra enemies will appear outside the trenches. Exit the building with caution and watch for an RPG coming from straight ahead outside the doorway.



Return to the last building you were in and make your way to the top floor. Find the second set of stairs and grab the **intel objective** (4) before dropping downstairs. The linear path leads through the underground levels of some buildings, pitting you against a few enemies that are easily dealt with using grenades. Grab the **recon objective** on the way, then continue out to another set of trenches.

Almost immediately, you'll come up behind some enemies. You can play quiet for a bit, but before long you should grab the nearby RPG. As the trench makes a right-hand turn, look for enemies to jump into the trench with you. Get 'em with a grenade, then watch the building straight ahead for an RPG on the top floor.





Make the right-hand turn and go through the trench to approach a building up ahead. An RPG round should clear the building's lower room, and a second will take care of the RPG-wielding enemy that's to your right (look high). When the coast is clear, run into the building right at the trench's edge. Inside are the last **blackmail objective** (5) and **intel objective** (5).



Peek out of the building and target the small structure to the left with your RPG to clear the area. Then go back to the trenches, turn left, and follow the path to the building you just destroyed. As you emerge from the trenches, expect an unfriendly greeting.

The building to your right is newly occupied. Drop the enemies with an explosion, then watch your left for an RPG. Stay inside the very tip of the trench while you combat the enemies outside. They'll approach from all angles except from behind. Watch the large building to the left for RPG snipers.



Once the coast is clear, move forward to the next set of trenches. There's a machinegun emplacement at the far end of the center trench. An RPG round will let you take it out from afar. Slowly move towards the building ahead and don't be shy about using your RPG to take care of enemies camping out. To end the level, you need to just make it inside the building.



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### Naszran Foundry

You can see enemies from this catwalk, but don't shoot at them right away. Instead, move right and take cover behind the boards before you commence the skirmish. Pick off the enemies from the safety of cover and clear the area below before moving down the truck.



Once on the ground, look up the hill ahead for more enemies that've taken position. Snipe 'em down with your weapons (the pistol is surprisingly accurate), then watch for a lone shotgun-wielding crazy man to come charging down the hill towards you. Try to take him out from afar before grabbing his weapon.



The hill ahead has two paths you can take. For now, run up the path on the right, going past a stationary tractor. The hill has a number of crates you can hide behind while picking off the enemies up top. You can shoot at the large cylinders stored at the top of the hill to cause them to come crashing down, wiping out the enemies with which they collide.

Continue uphill and you'll move to a set of bridges that overlook the valley below. Use your position to your advantage,



peeking out to snipe at the enemies below. Well-tossed grenades will take out the enemies perched atop the building catwalks, letting you focus your shooting on the ground troops. When the coast is clear, cross the bridges to the top floor of the building across the way and grab the **recon objective** inside.



Drop down to the ground and turn towards the beginning of the level. There's a building on the right inside which is the first **blackmail objective** (1). When you've destroyed the safe, double-back and continue through the outdoor corridor.

Just ahead, the road levels out as your path goes through a heavily-guarded mine field. Proceed through the area slowly, picking off enemies before while shooting the surrounding mines to disable them from afar. In the hut at the beginning of the mine field is a suppressor you can find for your machinegun.



As you move through the mine field, be *certain* you destroy the mines near you. When you get into firefights with enemies, even enemy bullets can accidentally set off a chain of explosions that just might nip you in the rear! At the far end of the mine field is a second small hut. Use a shotgun to blow down the door and grab the **intel objective** (1) inside.



The path past the mine field starts to bend left just as you begin taking RPG fire. Look at the bridge ahead and target the red barrels in the back of the truck. The explosion should take out the RPG's perch, along with some nearby infantry. As you near the trenches of the bridge, a few enemies will come to greet you. Move 'em down before taking to the tunnel

under the bridge.



The tunnel leads to a wide trench that's got a few enemies to deal with. As you emerge, you'll be informed that a sniper is giving you covering fire as you proceed. Don't rely on the sniper to take out all enemies, but she will definitely be a help.

Soon, the path turns left and onto an upper platform. Watch for more enemies just around the corner, and use grenades to take out groups at a time. When the area seems clear, continue along the platform until it turns right. You'll take fire from the building to the right as bullets crash through the windows. Take cover and peek through the windows to snipe at red barrels and take out some enemies.



Step into the warehouse and move forward. As you do, enemies will swarm the place and you won't have the help of sniper fire. Take cover in the small floor recess near the doorway as you pick off enemies, and watch for a charging shotgun-wielder to come running through the warehouse aisles. Tag him with a grenade to stop his run.

There's plenty of cover in this warehouse, but you'll still need to watch *all* sides for enemy fire. Be patient and push through the building until everything's clear. On the lower level of the warehouse is a doorway you can open with the help of a shotgun, giving you access to a **blackmail objective** (2) and an **armament objective**. Grab the gun, the head up the stairs in the warehouse to find an **intel objective** (2).





A doorway on the upper level leads outside to a set of catwalks that wind around water towers. Just around the corner is a pair of enemies—drop a grenade on them fast, or you'll be backpedaling while trying to bring down a shotgun-wielding enemy. With the enemies dead, run counter-clockwise around the first water tower. The path winds upwards and leads you to more rounds for your powerful Magnum pistol.



Make your way to the next water tower and head clockwise around it. Watch the buildings to your left for enemy fire and shoot out the explosive tanks through the windows behind the enemies. As you step off the catwalk and back onto solid ground, throw a grenade around the corner to the right and watch for an RPG on a platform on the far end of the yard. There's an explosive panel under the RPG—spray it to knock out the threat.



Move forward and you'll get some more help from the sniper. Grenades will help to take out the enemies below, letting you cross the open area without confrontation. Look to the left for a small red bridge that'll lead you around a corner and into more enemy fire. Clear 'em out, then run forward to grab the RPG. As you do, an enemy RPG will fire from the left (top of the water tower). Take aim with your own RPG round and blast him down.



With the RPG threat dead, walk forward and under the platform ahead to find another **intel objective** (3). Go up the stairs and into the building to take out the first enemy you see. Before moving any further, equip your Magnum in order to quickly drop the shotgun enemy that charges at you ahead.

The path leads to a large open warehouse area that's packed with enemies. Take cover near the doorway to clear the area before stepping in to finish the job. You can get to the far-left side of the warehouse by following a ramp under a conveyor belt, letting you grab the **intel objective** (4) on the wall. Destroy the nearby machinery to fulfill the first of four parts of your main objective.



Head upstairs and watch for more enemies. There's a second piece of machinery on the next platform, and the third and fourth on the platform above that (to the right). Also look for an alcove in the wall across the way (you can't reach it from the platforms). In this alcove is a red computer screen you can destroy for another **blackmail objective** (3).



Upon destroying the last machine, more enemies will enter the warehouse from below. Clear the lower level with grenades, then head back downstairs to backtrack to a previous room. Clear the enemies away to gain access to a newly opened doorway.

As you can suspect, this next large hall is absolutely packed with enemies. Look in the catwalks above and try to snipe



down any enemies you can. If you picked up the P90 before, we recommend dropping it in favor of the G36C. The G has significantly better accuracy at long range and aids your sniping efforts. Watch for a lone shotgun enemy to charge towards you from the front. Use the Magnum to bring him down, then finish sniping.

With the room clear, start moving searching for the three smelter units. The first one should be visible from where you are, hanging from the ceiling to the right. Target the red bits to blow it up, then find the other two smelters (they're very nearby). When the third smelter is destroyed, more enemies will enter the hall through the same doorway you used to enter. Pick 'em off, then continue to the far side of the area. There's a small room inside which is the last **blackmail objective** (4). Leave the room, then look for a nearby ramp that'll lead to a catwalk with the final **intel objective** (5).



Leave the catwalks and you'll find a ramp that leads into the trenches of the room. Follow the path up a ramp and over a conveyor belt to find a long hall to your right. Lob a grenade into the hall to clear out the enemies, then move through the next room and drop out back into the previous hall. Backtrack through the entrance to end the mission.

<a href="#">Mission 01</a>	<a href="#">Mission 02</a>	<a href="#">Mission 03</a>	<a href="#">Mission 04</a>	<a href="#">Mission 05</a>	<a href="#">Mission 06</a>	<a href="#">Mission 07</a>	<a href="#">Mission 08</a>
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#### Tivliz Asylum

Follow your squad forward to the battlefield and help them thin the crowd of enemies. After moving past the first set of tanks, you'll run into more resistance as an RPG enemy runs to his position on a catwalk ahead. Look to the catwalks just slightly to the left and bring him down before he can even get a shot off.



Move to the far left side of the yard and push forward patiently. You're going to run into a lot of enemy resistance the whole way to the far end of the yard. When you reach a wall, turn right to engage even more enemies. Avoid moving forward until the coast is clear. Around the corner of some rubble is another catwalk with a second RPG (it's in front of the plane tail that's sticking up). Drop him from safety, then follow your squad.



Before following the path in the rubble right, look left for a very small passageway that leads to a tiny room. Inside the room is the first **blackmail objective** (1). After leaving the room, help your comrades clear the threats to the right before you try to move forward much further. On the other side of the rubble to your left is another set of catwalks at the far end of which is a third RPG enemy.



When you've cleared the bulk of the enemies, move to the clearing to the right and find a small room with the first **intel objective** (1). There's also an RPG you can grab for yourself to even up the chances with the enemies. Return to the squad to finish clearing the area to the left. Yet another RPG will fire from the windows of the asylum ahead (about at the center of the building). Fire back with an RPG of your own to wipe him out.



Push towards the asylum slowly while staying behind cover. Enemies will continually pour out from the building's entrance, so don't let up your offense. Target the entryway structure that overhangs the doorway to the asylum. Lob grenades at it to destroy it (it'll take a while) and you'll gain access to the building.

Enter the building and drop down to the lower level. Follow the hall to grab a suppressor for your machinegun just before entering a room that's guarded by enemies. If you peek in quietly you can get the drop on a shotgun-wielding enemy before alerting anyone else to your presence. When your cover's blown, charge in and take cover while pushing your way to the far end of the hall.





When both ends of the hall are clear, head upstairs and watch the room immediately to your right. There's a shotgun enemy inside, so don't hesitate to drop a grenade through the window. Move into the hallway and through the building you cleared to circumvent the rubble. More enemies are waiting in the hall, including a shotgun enemy. A grenade should clear the place sufficiently. Drop your RPG in favor of the nearby shotgun, then move into the room on the far left-hand side of the hall.



There's a wall in this room that you can destroy with a well-placed grenade, revealing an **armament objective**. You can use your shotgun to blow down a doorway just outside the room you're in, letting you destroy a second **blackmail objective** (2).

Follow the hall back to another section of the large room outside. There are enemies on the upper walkway to the right, plus one shotgun enemy just around the corner to the left. Clear the area, then head left into a room to grab an **intel objective** (2). Exit the room on the other side and move left into a hall that leads to the asylum shower room.

Stay inside the doorway to take cover as you peek into the showers and snipe any enemies you can see. Watch the upper alcoves on the left and right before you brave charging into the showers to finish the clearing. On the far side of the shower room is a stairway on the left that leads to one of the alcoves. Here you'll find another **intel objective** (3), along with some grenades. More enemies will appear downstairs, including some with shotguns, so be ready to greet them. You can lob a grenade downstairs to thin 'em out, then wait at the stairway for them to come to you.



Go back downstairs and head straight forward to find another stairway that leads to the opposite alcove. Up there is a **blackmail objective** (3) to destroy. Take care of it, then go to the next hall.

Just around the corner is a hallway that's packed to the brim with enemies. If you've got grenades, use them, tossing the explosive suckers to far end of the hall in an attempt to knock out the enemies with shields. If you don't have grenades, stick to cover while ducking, peeking out just quickly for headshots if you can get them. You can also enter one of the rooms in the hall and use your guns to blow down the walls, letting you move forward from room to room as you flank your opponents. In one of the adjacent rooms is another **blackmail objective** (4). You'll also find an **intel objective** (4) in a room further down the hall.



The hall leads out to another huge open room. The area is guarded by enemies all over the place, though the majority of them are on the same level as you. Push your way to the far end of the room and head down a makeshift ramp to the level below. On this level is a doorway that'll lead you to the next hall.



Go down all the sets of stairs to the very bottom floor. There are two doorways here—for now, go into the room to the right to grab the **recon objective**. The other doorway leads to a room that's soon to be swarmed with enemies. Be sure all of your weapons are reloaded, then hop on in!





Watch for enemies on the catwalks above as well as coming from the very far end of the room. There are two shotgun-wielding enemies that'll charge you. If you've got grenades, use 'em, otherwise use your M16 to bring them down as quickly as possible. Under the catwalk to the right is a small room with the final **blackmail objective** (5). Find the stairs that lead to the catwalks and you'll find a room with the last **intel objective** (5).



A doorway downstairs will lead to another long stairway at the bottom of which is an enemy and a room that's stocked with ammo (through the door to the right). Make sure to grab everything before entering the next room 'cause you can't come back.

The next room is insane. Easily the most difficult part of the game yet. There's not much to use for cover, though the decaying pillars will provide some protection against the enemy attack. A few enemies will be hiding behind shields and are most easily dealt with using grenades. If you don't have grenades, you'll have to hide away until they stop firing, then peek out and hope they've got their heads exposed.



Shotgun enemies will also infiltrate the place. Try to stay behind cover (and out of sight of the other enemies) as you lure them towards you. Drill 'em down with your M16 and continue to push to the far end of the room. When most of the enemies are dead, you'll gain a new objective. The machine gun nest is the small enclosed area at the far end of the room. It'll take grenades to destroy it, and you might not have many of them. Luckily, all enemies that come out from the window above the machinegun nest will drop grenades, giving you an infinite supply of 'splosions. When the nest is destroyed, walk to its remains to end the mission.



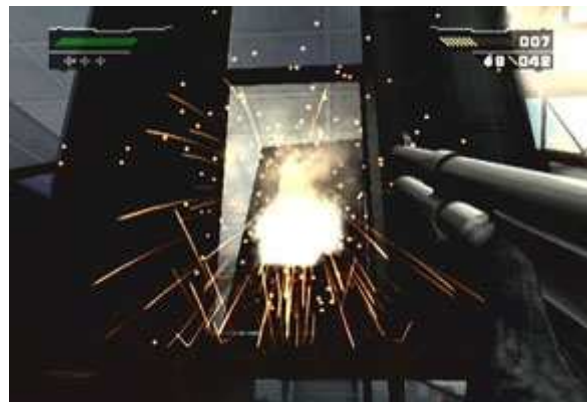
<a href="#">Mission 01</a>	<a href="#">Mission 02</a>	<a href="#">Mission 03</a>	<a href="#">Mission 04</a>	<a href="#">Mission 05</a>	<a href="#">Mission 06</a>	<a href="#">Mission 07</a>	<a href="#">Mission 08</a>
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### Vratska Dockyard

You'll run into a tiny bit of resistance as you move forward along the docks. After passing through a small gate, the path turns left, following a series of large pipes. Proceed forward slowly and you can get the drop on a number of enemies (watch a balcony above), killing them silently to avoid alerting others.



There's a building straight ahead that's packed with enemies. Try to pick them off from outside, taking cover behind the nearby boxes. Remember that your gun isn't very good at long range, so try to get close and kill as many baddies as you can. When you can, move up to the building entrance (it's up a flight of stairs) and blow down the doorway with your shotgun to finish off any remaining enemies inside. Before you leave the building, you can peek out the back door to get an early drop on some enemies outside.



As you leave the building and go back downstairs, watch for enemies on the path ahead (your squad mates will likely already be attacking). Move forward along the left side of the waterway and look for an open container to your left. Inside you should find an **armament objective**. After grabbing the sniper rifle, leave the shipping container and look ahead.



There's a tall crane with a sniper perched up top. Snipe him down (or simply shoot the explosives near him) to eliminate the threat before proceeding.



The path branches a bit up ahead. If you stay right, you'll run into a dead-end from where you can see (but can't grab) an intel objective. Stay left instead, and move down a narrow passage through the shipping containers. Watch for enemies perched *atop* the containers (if you miss them they can mess you up bad), as well as those on ground. When you come out of the narrow passage, look right to follow the path along the docking area (and away from the buildings). At the end of this path is the **intel objective** (1) you saw earlier. Grab it, then double-back and press on towards the buildings.



If you examine all of the shipping containers on your way towards the buildings, you should find an AK-47 that's a good replacement for your MAC10 (it's better at long range). Continue along the far-left walls to go *behind* the next building you're to invade. You can enter a wide alley and clear it out to gain access to a doorway that leads *under* the building. As you leave the doorway, look far ahead to a ship. At the top is an enemy waiting with an RPG. Snipe him down!

Again, you can blow down the door to the building with your shotgun. Inside you'll find a **recon objective** along with a second door you can shoot down. This door leads to a long walkway with another sniper rifle you can grab (if you'd like). From this perch, you've also got a good shot on the enemies below.

Move down to ground level and proceed toward the water again. A ramp ahead leads up to a small building inside which you'll find another **intel objective** (2). Further down the hall is a pair of enemies that are likely oblivious to your presence. Introduce yourself with a grenade through the window, then enter the room to grab another **intel objective** (3). There's also a rather monster weapon you can grab if you choose.



The hall leads back outside where you'll spot an enemy to your left. Continue towards the downed enemy and watch your left as you come around the shipping containers. More baddies inside a nearby building will start firing at you the moment you show up. Clear out the building (a grenade in front will do the trick), then head inside to grab another **intel objective** (4).



Turn right and move along the water towards a few sets of pipes. Just past the pipes are a few enemies, as well as some explosives tucked in a corner that'll wipe out a **blackmail objective** (1) for you. Just a bit further ahead is a small booth with an enemy inside. Drop a grenade on him to take him out along with the **blackmail objective** (2) inside.



Beyond the booth checkpoint is a large open courtyard. The moment you step into the courtyard you'll be bombarded with fire from the front and from your left. Quickly take cover, retreating behind the booth to maintain distance between you and the enemies. As long as you've got the AK-47, you should be more deadly at range than your opponents.





Watch the balconies straight ahead. An RPG will soon appear on the scene, so be ready to quickly drill it down with your weapons. The last hurrah from the enemies comprises a pair of riot-shield toting baddies escorting in another RPG enemy through the lower doorway straight ahead. Take out the RPG right away, then focus on the slow-moving shielded baddies as they push towards you.

When the area is clear, stock up on ammo and health before stepping into the building you just shot up. Inside is the last **intel objective** (5) on a wall near the bottom of a stairway. Head upstairs and kill the enemy in the next room to grab his sniper rifle. Use it to pick off the enemies outside, especially the rival sniper on the very far end of the train yard.



A stairway to the right leads down to the ground level of the yard. Head down to finish clearing the area, then find the stairway on the left side of the train yard that leads up to a room. Inside is the final **blackmail objective** (3), a safe that begs to be destroyed. Unfortunately for you, entering the room alerts a nearby RPG enemy. He's perched near the top of a crane dead-ahead. Kill him from the relative safety of the room you're in, then move back down to ground level.



Start moving forward, keeping the water to your right. You'll soon hear the sound of sniper fire from up ahead. Look near the top of another crane further down the road and pick off the sniper before he can get you. There are two more snipers you'll encounter on your way, and as you can expect they've taken positions at the tops of cranes. At the end of the road is a fenced-in complex with an RPG at the far end. Snipe him dead before entering the complex, then clear the place to gain access to the entrance of the building. Move through to the other side of the building to complete the mission.



<a href="#">Mission 01</a>	<a href="#">Mission 02</a>	<a href="#">Mission 03</a>	<a href="#">Mission 04</a>	<a href="#">Mission 05</a>	<a href="#">Mission 06</a>	<a href="#">Mission 07</a>	<a href="#">Mission 08</a>
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## Graznei Bridge

There are two sets of stairs you can take to the top side of the bridge (either one is good). As you emerge, watch for enemies on the bridge. There's plenty of cover to take behind ruined cars and such. Be patient and push forward slowly.

After moving past a couple of buses, you'll come to a part of the bridge that's being defended by a machinegunner. You can see him just up ahead. Either snipe him down or lob a grenade his way before moving out to the open. Move towards the wall where the machinegunner was, but don't go far beyond it. On the other side of the wall is a busload of enemies (literally), as well as an enemy RPG perched up high in the bridge support beams to the left. Take out the ground troops first, then peek out to snipe down the RPG.



With the RPG down, you can safely push forward past the bus. Inside the bus you should find some goodies, though past the bus you'll find a lot of resistance. There's still plenty of cover to hide behind while you carefully get your head shots. Watch for charging enemies armed with shotguns and be sure to knock 'em down with grenades before they get close enough to harm you. When you've cleared the bridge, move into the bus to the right to grab an **intel objective** (1).





On either side of the bridge you'll find ramps that lead to the upper beams of the structure. Run up one of these ramps and be ready to engage a few enemies. When the top of the bridge is clear, examine the area for an **armament objective**. Go back to the base of the ramp and find stairs that lead *down* under the bridge and to a doorway with a couple of enemies.



Just through the doorway is a suppressor for your M16. Grab it, then drop down and go around the corner to come across a heavily-armored shotgun enemy. Pick him off from afar and move towards the door behind him to take down a second armored enemy before grabbing the **intel objective** (2) off the wall to the right.



There's a third shotgun enemy in the very next hall (around the corner to the right), as well as the first **blackmail objective** (1). Further ahead, the hall leads back outside to another portion of the bridge.

As you go up a set of stairs, look ahead for unsuspecting enemies. With a silenced M16, you can pick him off without alerting the others in the area. Systematically clear the underside of the bridge, then move forward while watching above through the holes.



You'll eventually be forced to emerge onto the bridge's top. Drop the stealthy act and go guns blazing down the bridge. There's not as much *stuff* to hide behind on this portion of the bridge, so try to stick to one piece of cover and clear everything you can before moving much further ahead. Look for another set of stairs that leads back under the bridge and follow the walkways below to find the **recon objective** on the far left.

As you reach the second pair of buses, look to either side to find an entrance to the bridge support ramps. If you head up a ramp in the opposite direction you've been moving (backtracking a bit), you'll find a sniper rifle up top along with the second **blackmail objective** (2).



Go back down the ramp and, instead of returning to the bridge surface, go up the ramp opposite the one you're on now (moving towards the enemies) and you can pick off some baddies with your elevation advantage. If you look along the ground, you should see that the area ahead is lined with enemy mines. Use them against the enemy by shooting them with your weapons, then continue to the top of the bridge support where you'll find an RPG and some ammo.



Continue pushing forward along the bridge support beams, looking down on your enemies and picking 'em off. There are a number of powerful enemies below, including many armed with shotguns and a few hiding behind shields. From your position, you should have a big advantage over your opponents. Keep destroying mines to cause explosions down below, and clear the area before you return to the bridge floor.



Once back on the bridge floor, look for some stairs that lead back under the bridge. You should find another **intel objective** (3) on a wall near some weaponry. Return to your comrades up top and comb the bridge for mines. Move to the edge of the bridge and destroy the mines before dropping down the small ledge. As you do, the compound ahead will flood with enemies.

Immediately take cover behind the bus to the right. From here, you can slowly pick off the enemies from relative safety and be completely out of the way of the RPG enemy that's running back and forth around the balcony above the building's doorway. When you've got a chance, take out the RPG enemy with an RPG shot of your own (there's an RPG propped up against the bus), then finish clearing the area.



The final **intel objective** (4) can be found next to the building's entrance. Use explosives to blow up the doorway and to take out the enemies just beyond. With the door destroyed, you can enter the complex to complete the mission.

<a href="#">Mission 01</a>	<a href="#">Mission 02</a>	<a href="#">Mission 03</a>	<a href="#">Mission 04</a>	<a href="#">Mission 05</a>	<a href="#">Mission 06</a>	<a href="#">Mission 07</a>	<a href="#">Mission 08</a>
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#### Spetriniv Gulag

Move forward into the first courtyard and examine the nearby buildings for an MP5 suppressor and some grenades. Keep moving through the streets, following the path forward and then left. You'll spot a door to your right that can be blown down with your shotgun. Continue past the door and around the corner to find another entrance to the building.



Don't rush in right away. The building is packed with enemies, so stay outside the building first to pick off those you can. Watch the upper level of the room for enemies firing above, and keep an eye out for enemies to come from the room to the left (one's armed with a shotgun). When the coast seems clear, enter the building and go into the room to the right.

There's a Magnum you can grab from a nearby table, as well as an **intel objective** (1) on the wall. To the left is a doorway you can knock down with a shotgun or Magnum round, though there's not much beyond it (it'll lead you to a few more Magnum rounds and then drop you back off in an alley you've already been to). If you go for the extra Magnum rounds, look out for more enemies on your way back to the room where you originally found the Magnum.



Head up the stairs to your right and watch for more enemies above. Straight ahead from the top of the first set of stairs is a doorway that leads to a room with another **intel objective** (2). Continue moving up the floors of the building and watching the floors above you. There are multiple routes through the building's interior, but as long as you keep moving upwards you should approach the objective. At the top floor is an **intel objective** (3) on the wall, along with a ramp that leads to the roof.



Naturally, there's more resistance on the rooftop. As you emerge on the rooftop, turn around 180 degrees and move ahead. Watch for a shotgun-wielding enemy and continue into the next "room" to find a new gun on the ground. You can exchange your sub-machinegun for the new assault rifle which boasts better long-range accuracy.

Just ahead is a set of stairs that leads down a level and to a balcony with a lone enemy. Next to the stairs is a sniper rifle that serves as an **armament objective**. Step out onto that balcony yourself and you'll immediately be under fire from a pack of enemies below, as well as from an RPG firing from a building to the right. Immediately run down the stairs and take aim at the enemies below before coming out from behind the stairs to snipe down the RPG enemy in the building dead-ahead.



Follow the catwalk left and drop down to the ground. Enemies will start firing from the right as two shotgun baddies charge towards you. Drop the shotgun enemies quickly before clearing out the building directly next to you (to your left). Inside the building is a **blackmail objective** (1) to destroy.

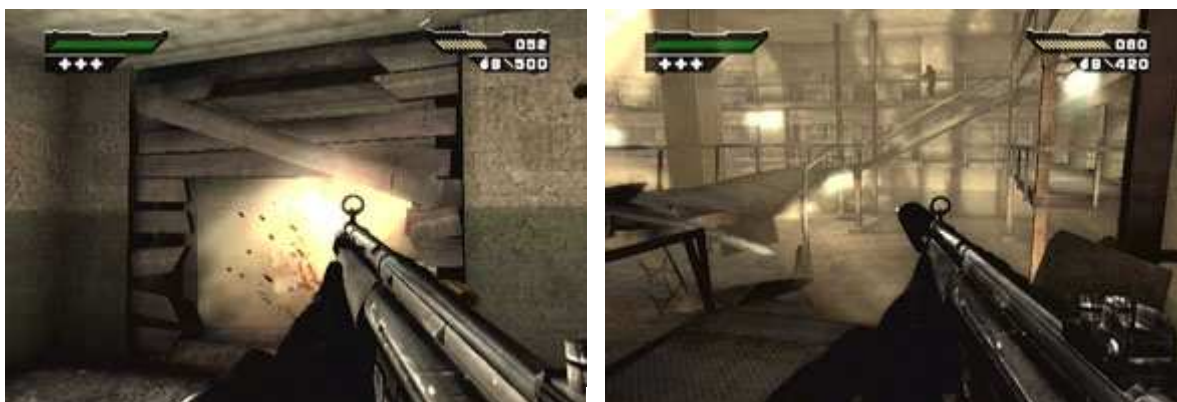


An impressive gun battle awaits just outside the building. After you've destroyed the safe, move outside and towards the crackling gun fire. Push forward patiently and don't move beyond the bridge that spans between two buildings ahead. The area beyond the bridge is swarming with enemies. To top it off, there's an RPG firing from the tall building ahead. Make your way up the stairs on the left to clear out the building left of the bridge. From here, you can snipe at the RPG enemy with relative safety. He's in the second-from-the-top floor on the far right-hand side of the building.



After clearing the courtyard beyond the bridge, more enemies will invade the area from the left. Stay behind the bridge! You can poke your head into the courtyard to lure enemies to you, but you're safest fighting from behind the bridge, taking on the enemies one at a time. At first, shotgun enemies will charge towards you, and later you'll have to deal with enemies decked out in riot gear. Use grenades against the shield-bearing baddies to bring 'em down without much fuss. After fighting off the second pair of riot gear enemies, move into the courtyard to finish clearing it out.

Move into the building and watch for the last set of enemies. One grenade should kill the lot, letting you inside to reach the stairs at the back of the building. At the bottom of the stairs are a few boards blocking your way. Destroy the boards with your gun and move on.



The hall eventually leads out to a large, brightly-lit area. Look for enemies you can snipe, though don't rely entirely on your stealth. Sooner or later, enemies from the left will start firing at you. Take cover behind a pillar and pick off the enemies from afar. Bad dudes with riot gear will later come in through the door straight ahead, so be ready with grenades to drop 'em quick.



Clear the room and move towards the doorway to grab an **intel objective** (4) from the wall. You can also use a shotgun or a Magnum to blow down a door to the right, letting you destroy a **blackmail objective** (2) that's sitting atop the lockers. There are likely more enemies just through the doorway you were shooting up, so don't rush through just yet. There's a small nest just inside the door where the enemies are hiding. Drop a grenade on them to thin 'em out, then peek in to finish clearing the room.

Just behind the machinegunner nest is a room to the left with a **recon objective**. Move further underground and, after dropping down to another checkpoint, look out for enemies in the tight halls. Just past the next **intel objective** (5) is an enemy armed with a shotgun. Be ready to drop him quick, then continue through the passage until you find a short set of stairs.

Around the corner to the left is a lone enemy. To the right is a wall that needs to be blown away. Luckily, there's an RPG in the small room to the right. Once through the wall, you'll come to a set of double doors that needs to be shot down. To your left is a shotgun you can use for the occasion. Be ready to snipe out the two machinegunners in the small nests ahead. To move past this room, use a grenade (or some other explosive) to destroy one of the nests gain access to the hall behind.



Continue through the passageway and watch for enemies ahead. You'll soon encounter an enemy with a shotgun, and beyond him is a riot-armored guy to watch for. Look for a narrow hall directly to the left of the train engine ahead. There are some enemies down the hall (including one with a shotgun), as well as another **intel objective** (6).

Keep moving down the linear path until it leads to a large room that's littered with pillars. There are lots of enemies inside, and more to come. Try to take out as many as you can from *outside* of the room, letting you use the doorway for cover. Eventually, you'll need to enter the room to get a closer shot on the enemies. Take cover behind a pillar and duck to avoid fire. Some heavily-armored enemies will charge you, so be ready with grenades to take 'em out.





When the room is clear, look for a passage to the right that leads back to an area you've already visited. To the left is a hall that leads to stairs and the upper catwalk of the room of pillars. Follow this walkway to a back room with a pair of enemies and another **intel objective** (7).

Return to the room of pillars and make your way to the far end of the area. There's a tunnel that'll lead to a set of narrow halls. Immediately to your right is a machinegunner in a nest. Retreat to the hall to the left and watch for a shielded enemy inside the tight area. You'll find an RPG that you can use against the machinegunner, blowing up his nest and giving you access to the **blackmail objective** (3) inside.

Move past the nest to drop onto a wooden walkway. To the left is a shotgun enemy to watch for. Beyond him, the path branches as you take on a few more enemies. You can go left to reach an upper balcony that overlooks the room you'd be in if you go right. Either direction works as long as you're careful when entering. There are lots of powerful enemies inside, so play it safe and move forward patiently.



When the room's clear, find the passage at the back of the bottom level. It leads to a tunnel with even more enemies, including one machinegunner down the way. Hug the wall on the right and try to pick off the lesser enemies before charging in with a grenade to take out the machinegunner. There are two more machinegunners further down the tunnel. Employ the same tactics to pick apart their defenses before moving in for the kills.

After dropping the third machinegunner, the path branches again. To the left is a short tunnel that leads to another **intel objective** (8). We recommend also grabbing the nearby RPG which you can use against the machinegun nest that's just a bit further up the main path.



With the machinegun nest destroyed, move down the hall and into the nest to find another **intel objective** (9). Further ahead is a long narrow tunnel that leads down to one messy gunfight.

When you reach the bottom of the long tunnel, don't immediately rush into the room. You can pick off a fair number of enemies from outside the room, letting you take advantage of the safety afforded by the doorway. As soon as you step through the doorway, it'll close behind you. Quickly take cover behind one of the staircases on the far sides of the room and be ready for a huge fight.



Enemies will come at you mostly from the front, though you'll have to watch your sides for the occasional charging bad guy. You can head up the stairs to a balcony with a couple of enemies to take over their excellent shooting spot. You can also find the final **intel objective** (10) in one of the upstairs rooms.



This firefight isn't about to end anytime soon. As you pick off enemies from the safety of the balcony, watch for some to come up the stairs behind you. Eventually, enemies armed with RPGs will start appearing on the upper walkways ahead. Try to bring them down as quickly as possible (we used the Magnum).





The final hurrah from the enemies will be an infinite supply of machinegunners in the nest at the far end of the room. Lob grenades at the machinegun nest to destroy it and end their respawning. It's hard to hit the nest with grenades from afar, so we charged the nest head-on and hid out in the rooms right next to the nests. The enemies can't hit you there, letting you take 'em out patiently.



When the room's clear, look on the walkways above to find the final **blackmail objective** (4). Destroy the safe, then move into the destroyed bunkers to find the level's end.

## Secrets

### Cheats

#### Start With M249

Create a profile with the name 5SQQ-STHA-ZFFV-7XEV

### Unlockables

#### Infinite Ammo

Complete all missions on Normal or Hard difficulty

#### Black Ops Difficulty

Complete all missions on Hard difficulty

#### M16A2

Complete all missions on Black Ops difficulty

### No-Blur Reload

When you need to reload, hit the reload button and quickly press the melee attack button to cancel the reload. Immediately press the reload button again to reload your weapon without the obstructive distance blur.

### Instant Grenade Explosion

You can instantly detonate a grenade by firing at it. Simply toss a grenade on the ground and shoot at it (doesn't have to be an exact hit) to cause an instant explosion. No longer will you have to wait for the fuse to run out, letting you more efficiently wipe out your enemies. But this technique isn't reserved just to grenades that've dropped on the ground. You can detonate a grenade while it's still airborne, letting you hit targets with an explosion that reaches further than your grenade toss.