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Unleashed!

KANE & LYNCH

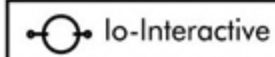
DEAD MEN™

OFFICIAL GAME GUIDE

PC / Xbox 360 / PS3



BASED ON A GAME
RATED BY THE
ESRB **M** MATURE 17+



KANE & LYNCH DEAD MEN

PRIMA OFFICIAL GAME GUIDE
WRITTEN BY FERNANDO BUENO



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ISBN: 978-0-7615-5628-2

Library of Congress Catalog Card Number: 2007927557

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We want to hear from you! E-mail comments and feedback to fbueno@primagames.com.

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A Division of Random House, Inc.
3000 Lava Ridge Court, Suite 100
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INTRODUCTION

DEDICATION

If ever there was a better team-up than Kane and Lynch, I've never met them. Even so, there are a few that come close to being just as...entertaining. My team is one such team. I'd rob a bank with Don Tica and Shaida Boroumand any time. Luckily, their idea of a big score is winning at slots or casino war.

This book is dedicated to them and, of course, also to my ever-vigilant partner in crime, Leslie. Like Lynch's little pills, she keeps me sane.

THE ACID AND THE BASE

This ain't no regular story of buddies with a taste for crime. The story of Kane and Lynch is a twisted tale of betrayal, revenge, and redemption. Kane, a once-proud member of a mysterious group named The7, is sentenced to death for a crime he didn't commit. Or did he? It's all part of his foggy past.

During the prison transport to his execution he meets Lynch, a Death Row inmate so off-kilter even Lynch isn't fully aware of how far gone he is himself. This is where we meet the duo: two criminals sentenced to death, being transported across the river Styx by the ferryman. One wants to live out his last few moments peacefully; the other doesn't remember what peace is. Separate, they're two murderous men. Together, they're *Kane and Lynch: Dead Men*.

HOW TO USE THIS BOOK

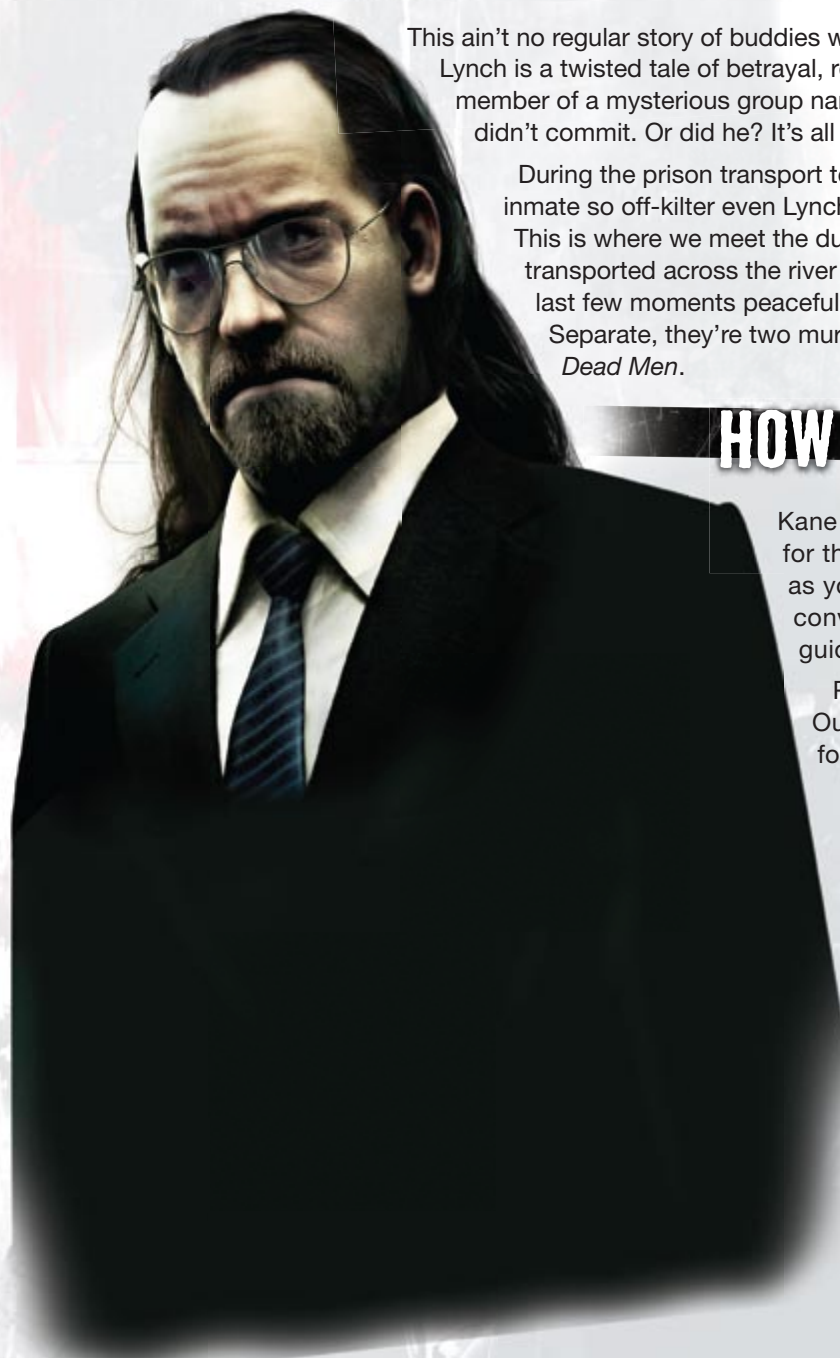
Kane and Lynch don't have anyone looking out for them. Luckily, you have this guide to help you as you progress through your journey. For your convenience, this book has several box outs to guide you.

Pay close attention to the Heads Up!, Check It Out, and Duck! boxes that appear throughout the following pages. They're there for a reason.



As you move from firefight to firefight, look for Heads Up! boxes, which contain tips to help you get the most out of your adventure.

Whether that's using a particular weapon in a specific situation or taking an alternate approach to a fight, these boxes will make you the most efficient mercenary you can be.





Check It Out boxes aren't exactly geared toward enhancing your abilities; these boxes are here to keep you informed. The notes contained in them are about how to use this book, how to think about the characters, or the game itself. Consider Check It Out boxes as color commentary for your chaos.



If you breeze past the previous two boxes, be absolutely sure to stop and read Duck! boxes. Duck! boxes are here for one very specific reason: to keep you safe and, better yet, alive.

Lynch-Style

Kane is an ex-mercenary. He's trained. He has a keen eye for tactical precision and can approach any firefight and instantly know all the angles. Lynch isn't trained and can't spot an angle on a square.

These Path of Madness boxes will occasionally offer alternate, slightly more aggressive, paths to a situation—the way Lynch might approach it. Where Kane might be surgical, Lynch's approach would be more "run and gun." These boxes won't always be about run-and-gun scenarios, but they will show how to approach a firefight.



INTRODUCTION

**KANE &
LYNCH**
DEAD MEN

PRIMA OFFICIAL GAME GUIDE

CONTROL

BASIC CONTROLS

At the end of every shootout, whether you meet with survival or death all depends on one thing: the basics. If you don't know how to handle yourself in a firefight, you can lead your crew into a suicide situation.

HEADS-UP DISPLAY (HUD)



1. Reticle: Point this at your target and shoot.
2. Primary weapon: Shows image of current weapon.
3. Grenade: Shows image of current grenade.
4. Current ammo: Shows ammo in current weapon clip.
5. Current Grenade count: Shows amount of grenades left.
6. Radar/Cameo View: Radar View indicates your position, your man's position, and an objective marker. Cameo View switches to a close-up view of specific targets in specific situations.
7. Objective reminder: Displays dialog to remind you of your current objective.
8. Crew controls: Shows other members of the crew and their actions. Circle icons next to a member's name indicate Regroup command. Shield icons next to a member's name indicate he's following a Move To command. Lightning icons indicate they have a target to fire on. Small circles under a member's icon indicator (not shown above) represent troops under a crew member's leadership.
9. Objective marker: This large green icon (also seen in the radar) indicates location of next objective.
10. Interact icon: This large grey circle marks an object you can interact with.

CONTROLS

Movement

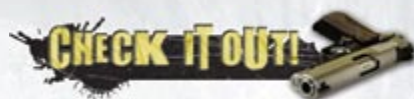
Action	Xbox 360 Command	PS3 Command
Walk/run	Left thumbstick	Left <small>(ANALOG)</small>
Sprint	Click on left thumbstick	Click on left <small>(ANALOG)</small>
Aim	Right thumbstick	Right <small>(ANALOG)</small>
Crouch	<small>(LB)</small>	<small>(L1)</small>



These are the most basic of commands, sure, but without them you're dead in the water. Before venturing off on your mission, adjust your movement options to suit your needs. If you move or turn too quickly or aim too slowly, you'll have a hard time lining up your reticle with a target.

It's also important to note that movement and aim are independent of each other, meaning that you can look one way while running in another. However, you'll need to adjust the direction of your

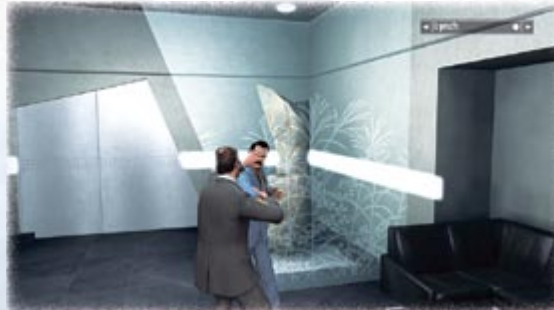
movement stick accordingly. Whereas pressing up on the movement stick will move you forward while you're aiming forward, you'll need to press left on the movement stick to continue moving forward if you adjust your aim to the right.



You can also switch which stick you use to move. If you'd like the right stick to be for movement, you can switch it in the Options menu.

Fire Weapon and Use Grenades

Action	Xbox 360 Command	PS3 Command
Aim	Right thumbstick	Right <small>(ANALOG)</small>
Zoom In	<small>(LT)</small>	<small>(L2)</small>
Fire	<small>(RT)</small>	<small>(R2)</small>
Reload	<small>(A)</small>	<small>(X)</small>
Toss Grenade	<small>(RT)</small>	<small>(R1)</small>



By far the most important control commands are the Fire and Zoom In controls. After directing the reticle with the aim stick, pull the Fire button to take them down. For greater accuracy, pull the Zoom In button to focus in on your target.

CONTROL

Keep in mind that certain weapons will react differently. Even though all weapons have recoil, a high-powered automatic will snap upward more than a handgun, so adjust your aim accordingly after firing off a shot or burst.

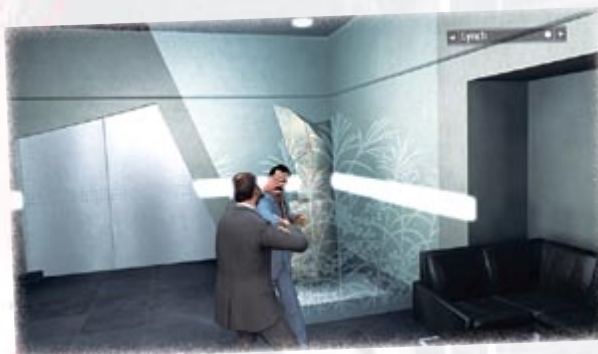
Grenades require a certain touch of finesse as well. By tapping the Grenade button, you'll roll a grenade in the direction you're aiming. If you hold the Grenade button, you'll "cook" the grenade and toss it a longer distance. Pay close attention to the marks on the screen. One mark indicates a small toss while six marks indicates a long-distance throw.



You can still move while zoomed in on a target. You will, however, move slower.

Silent Takedowns and Interact

Action	Xbox 360 Command	PS3 Command
Silent Takedown	A when in close range of enemy	X when in close range of enemy
Interact	A	X







On occasion, rather than engage an enemy in a firefight, you'll need to take him out quickly and quietly. On those occasions you can sneak up on an enemy and use a Silent Takedown. Once you're close enough to engage the enemy in close-quarters combat, use the Silent Takedown button to quietly kill him before he can get a shot off and alert others to your presence.

In other situations, you'll come across certain objects you can interact with: a gun on the ground, an object to climb over, or even a wall to rappel down, for example. Perhaps the most important function of the Interact button is its ability to revive fallen team members. After a crew member has taken too much fire, run up to him and revive him with a shot of adrenaline by pressing the Interact button near him.



If you're in doubt as to whether you can interact with something, get close to it and see if an on-screen prompt pops up.

Switching Weapons and Inventory

Action	Xbox 360 Command	PS3 Command
Access Weapons Menu	Click right thumbstick	Click 
Select Weapon or Grenade	Move left thumbstick	Move left 
Trade Weapons with Crew	Click right thumbstick near crew member, then press direction twice on left thumbstick	Click right  near crew member, then press direction twice on left 



Working together as a crew requires much more than just coordinating movement. You'll need to match the right weapon for the right situation. If Lynch has a shotgun that you want, trade him your weapon and take the shotgun.

Approach the crew member who is holding the weapon that you want and press the right thumbstick. When you do, the weapon inventory screen pops up. The weapons in the inner circle are yours; the weapons in the outer circle are your crew member's. While the inventory menu is onscreen, flick the right stick twice in either direction to trade the corresponding weapon.



When you're nowhere near a crew member, a similar process works to switch between your primary weapon and sidearm or between different types of grenades.













You can also switch your own weapons and grenades on the fly by pressing up or down on the D-Pad.

COMMANDING THE CREW

As a former member of The7, you know all about proper coordination between teammates. As your crew's leader, you must be able to issue them commands, coordinate their movements, focus their fire, and even strategically place them behind cover.

Issuing Individual Commands

Action	Xbox 360 Command	PS3 Command
Select Crew Member	 or 	 or  on D-Pad
Fire on Target		
Move to Position		
Regroup		



Once you know how you want to approach a particular situation, you'll need to issue your men orders to execute your plan. Begin by selecting a crew member using left or right on the D-Pad. After you've selected your man,

you can order him to fire on a target, move to a location, or regroup with you.

If you direct your crew member to an area where he can take cover—such as a corner, behind a pillar, or near sandbags—he'll instinctively take protective cover. By issuing a crew member a Fire on Target command, your crew member will aggressively target the enemy and do his best to eliminate the target.

The key to successfully issuing commands is to know when to act as a group and when to order individuals. All of the above-mentioned actions have a corresponding icon associated with them. A circle means they're regrouping, a lightning bolt indicates he's targeting an enemy, and a shield indicates that he's moving to position.



To order an individual, tap the appropriate command button. To issue an order to your collective crew, hold the button instead.



For tips on effectively commanding your crew, see the Art of War chapter.

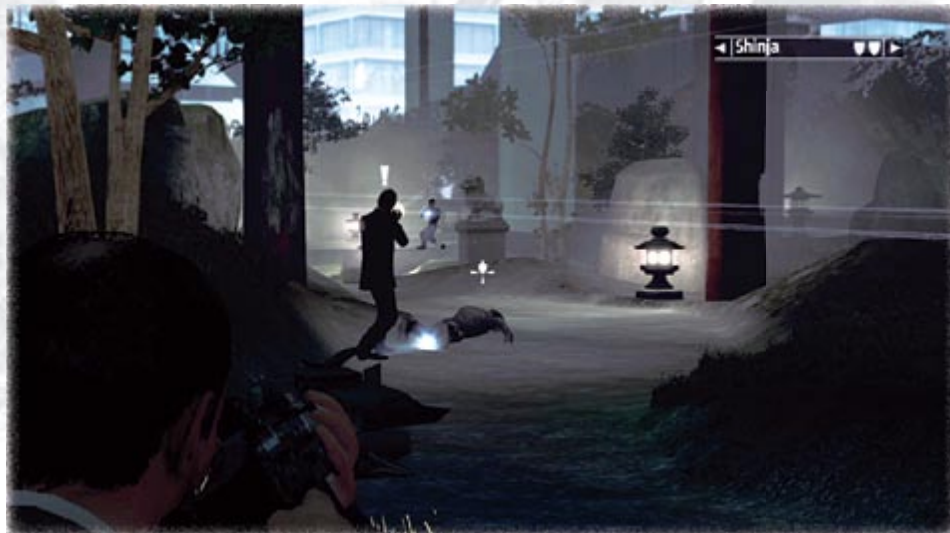


THE ART OF WAR

There's no such thing as mercenary school. The war business is "learn as you go" and "kill or be killed." With our help, however, you'll have advanced knowledge of how to approach dangerous situations in a variety of ways.

Pay close attention: what you learn in the next few pages may just keep you alive.

LEAPFROGGING



Leapfrogging is a combat technique whereby you move one or two crew members at a time up a linear path.

Begin by issuing a crew member an order to move ahead of the squad and take cover. As he moves, peer out of your protected location and provide suppressing fire ahead of your moving man.

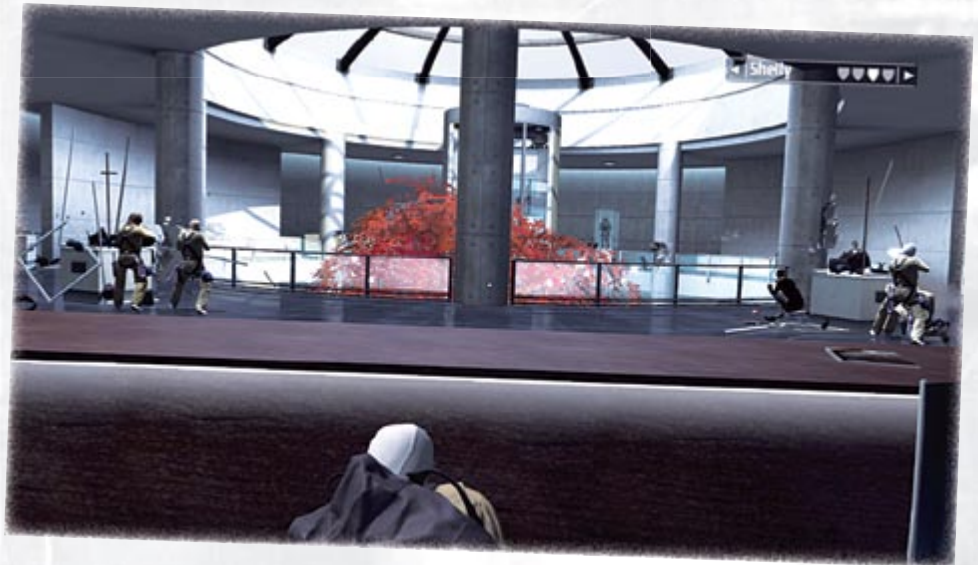
Once your first man is in place, order another crew member to move even farther ahead of the first man. As the second man moves and passes up the first, both you and the first man can provide cover fire ahead to ensure that your second man reaches his destination safely.

Continue lapping your crew members, leapfrogging man over man, until you've cleared the path ahead and arrive with your entire crew at your destination.



THE ART OF WAR

DIVIDE AND CONQUER



The Divide and Conquer technique requires two teams of two men each to split a region into two and clear the respective areas. This method is effective in medium- to large-sized areas.

Begin by splitting your crew into two-man teams. Send the teams in opposite directions of the map while you, the commander, remain behind in a covered area and provide instructions. It is highly important that you remain covered somewhere with a great view of the entire area so that you may revive fallen teammates and properly coordinate their movements.

Carefully issue Move To and Fire on Target commands to both teams (being careful to keep in mind which men are on which team) as you navigate your men around the area. This technique may take a bit of practice and patience, as it requires a decent amount of coordination, quick thinking, and organizational skills, but it is one of the most



effective skills

TAKING POINT



Taking Point may carry the connotation of going solo, but it is far from it. Taking Point is a technique that requires a good eye, quick reflexes, and a knack for being thorough. By taking point, you are leading your team through a dangerous area.

When you take point, you must do two things. First, equip a weapon suitable for the situation (more on that later) and second, keep your men safely behind you. In most situations where you must take point, assume that the area ahead has a lot of hostiles, many of whom may be hard to spot. As such, hugging walls and ducking at corners is of prime importance.

As you lead your crew, stay low in the crouched position, maximize your use of cover, and only fire when you have a clean shot. The idea behind Taking Point is to keep your team from being overwhelmed by fire as you move rather than doing recon where your team is stationary. In medium-to large-sized areas, lead the team from cover to cover, ensuring that no one in your crew is exposed when you stop, and always focus fire when you spot an enemy.



THE ART OF WAR

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RECON WORK

Recon Work, unlike Taking Point, requires that only you proceed into hostile territory while your crew remains safely behind in a covered area.

Doing Recon Work is a risk-versus-reward proposition. Begin by issuing your entire crew a Hold Position command (basically a Move To command to a remote and covered location). Meanwhile, arm yourself with a good, medium- to long-range weapon and scout ahead. As you move, don't fire unless you're fired upon, and take note of key enemy positions.

Stay crouched as you move to avoid enemy detection, and only kill solo enemies if you can use your push blade and keep from alarming hostiles nearby. The point to Recon Work is to uncover key enemy locations ahead and scout for things like gun turrets, snipers, heavy machinery, or small enemy squads that can ambush your group. Recon Work is not an excuse to scout ahead and attempt to take out everyone single-handedly.

The reason this is a risk-versus-reward proposition is because you'll be out amidst hostiles with no backup. If you're spotted, you must either retreat, fight your way back to your crew, or hope that you can survive long enough for your crew to reach you. If you fall, your crew will be far behind and possibly not reach you in time to revive you, so be careful.



COVER/SUPPRESSING FIRE



Cover or Suppressing Fire is a technique that you will need to employ in nearly every firefight. The point of laying cover fire is to suppress the enemy from a distance while your crew gets into position.

This is one of the key elements in other techniques such as Leapfrogging or other short maneuvers. The key to suppressing fire is keeping a constant stream of bullets on the enemy to discourage them from firing on your man. Though cover/suppressing fire is an assault on the target, its main point is not to eliminate a threat (though that is a positive byproduct of the technique), but rather to create a pocket where your crew member can maneuver.

As such, suppressing fire doesn't need to be extremely accurate or even deadly. It does, however, need to strike at the general vicinity from which a hostile might fire. Overuse of this technique does have its drawbacks. If you use it too often, you'll frequently run out of ammo. Even worse, lazy cover fire can even strike your own man as he moves. This technique is often ineffective against well-garrisoned gun turrets and snipers as they are well protected and frequently out of range of your fire.



THE ART OF WAR

CHOOSE THE RIGHT WEAPON



Perhaps one of the most basic principles of a shootout is to know when to use a particular weapon instead of another. This isn't so much a technique as a guiding principle of efficient weapons use.

During nearly any battle, you'll be accompanied by Lynch or any one of several crew members. Before approaching a possible shootout, get to know which weapons you and your crew members are carrying. If you happen to stumble into a close-quarters combat situation where narrow halls and small rooms create a cramped environment, switch to a weapon with a superior close-quarters kill range, such as a shotgun.

Similarly, if you're venturing out into wide open streets or jungles where snipers and other talented marksmen can pick you off from a distance, switch to a weapon with a better kill-range for wide open areas. A sniper or assault rifle will suit you better in this situation than a shotgun.

Distance is not the only factor to consider when choosing weapons. In most cases, when being detected means stirring

the hornet's nest, you'll be provided with silenced weapons. Even so, enemies will drop weapons without silencers, so keep the path ahead in mind before you're quick to pick them up. Will you need a silenced pistol ahead?



COVER AND BLIND FIRE



By far, the technique you'll use most is Cover and Blind Fire. While it sounds like two different techniques, it's actually one—you can't use blind fire unless you're behind cover.

Frequent use of cover will often provide a tactical advantage by allowing you to stay protected while examining the area behind you. As you note key enemy positions behind you, watch carefully for enemy movement.

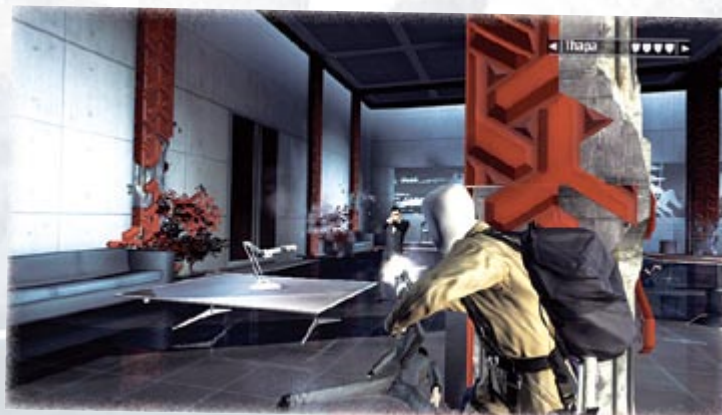
Oftentimes, your cover will force enemies out of their positions as they try to get a better shot at you. When they do, you can use blind fire.

Blind Fire is a way of firing your weapon without exposing yourself to incoming fire. It is less accurate than normal fire but can be extremely effective in pressuring enemies on the move.

Rather than pop out of your covered position to get more accurate shots on your target, use blind fire to lay down a spray of bullets and pin the enemy in their positions. If they move, begin your assault with blind fire and follow up with more accurate fire to finish off a wounded enemy.



Blind Fire can also be used to lay suppressing fire during crew movement.



THE ART OF WAR

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MOBILE FIRE



Mobile Fire is a simple technique that should be used judiciously in almost every firefight. Mobile Fire is just as it sounds: firing your weapon while you're on the move.

You can often launch into mobile fire after leaving a covered position and pinning down an enemy. Once you've pinned an enemy in his position, leave your cover and use quick, short bursts of fire (or well-paced single shots) as you move toward the enemy.

One of the best uses for the Mobile Fire technique is, in effect, to lay cover fire for yourself as you near an enemy and get within melee striking distance.

During one-on-one firefights, you can also use mobile fire to outflank, pin, or press your enemy into where you want him. Unfortunately, mobile fire requires that you be out in the open while you move. If an enemy has support, you'll be a large walking target, easy for the picking.

Instead, only use mobile fire while you've got your crew providing support or when you're clearing a small room of one final enemy. Another drawback to the Mobile Fire technique is that it requires lots of ammo; should you run out of ammo mid-stride, you'll need to find cover right away.



FLANKING FIRE



The idea behind Flanking Fire is to maneuver your crew into a favorable position where they can take the enemy from their weak side.

During shootouts in medium to large areas, first, you must assess the enemy's strength. Note their location and draw them into a position near the center of the map. As the enemy approaches, split your crew into two teams. Carefully maneuver one team to the left of the enemy while the other team slinks to the enemy's right.



Once both teams are in position, they create a crossfire that can quickly shred the enemy. One positive byproduct of the Flanking Fire technique is that, once flanked, the enemy unit must divide its fire. Instantly, the enemy is shifted from an offensive to a defensive position. To help your teams be more effective, approach the enemy unit from a third position (their front) to create a firefight on three fronts.



THE ART OF WAR

PRESS FIRE AKA THE SQUEEZE



Press Fire is one of the most aggressive methods of clearing a large area. The reason it is also known as (AKA) The Squeeze is due to its tendency to squeeze an enemy force and press them back into a defensive position while you steadily advance on their position.

Begin The Squeeze by spreading out your men into a loose four-to-five man front. Your position should usually be at the center of the line to properly coordinate the line's movements.

Once you've spread your men into a tight line, slowly advance on the enemy and continuously press forward. As you move, focus your fire on the hostile who provides the most imminent danger. Keep a wide eye and try to spy enemies behind corners, cars, or even high above you on ledges and bridges. Take out all enemies as you slowly drive them back with steady fire, a barrage of grenades, and a constant wall of pressure that advances on their location.

If any of your men fall, be close enough to revive them and continue pressing forward until the area is yours.



DEAD MEN

DEAD MEN

KANE

NAME: Adam Marcus

AGE: 38

NATIONALITY: British

RACE: Caucasian

DOB: August 27, 1969

SEX: Male

EYE COLOR: Blue

HEIGHT: 1.80m

IDENTIFIER: Distinctive scar running down through his right eye

MERCENARY PROFILE

Kane is a top mercenary in deep trouble, willing and capable of doing anything to get out of it. His life has been both good and bad to him—but mainly bad—which has had an impact on his mind as well as his appearance. He knows all the nasty tricks and he uses them all in this game, defending his life, his honor, and his family.

PERSONALITY PROFILE

Kane is as battle-hardened as they come. As such, he's usually disinclined to excessive conversation, but polite to people he respects nonetheless. He keeps an extremely low profile in civilian life, but he's well known within mercenary circles. Due to his chosen line of work he keeps a strict physical regimen, but still smokes one too many extra-light cigarettes.

He's a bright guy. Before his mercenary life he was a business consultant with strong negotiating skills. He doesn't trust people easily—something that has helped keep him alive for this long—but he's used to nobody messing with legendary members of The7. He is skeptical of technology. He uses it when necessary, but doesn't consider it necessary very often.

CRIMINAL HISTORY: OFFENSE CATEGORY

Adam "Kane" Marcus has been found guilty of the manslaughter of 25 Venezuelan citizens. He is sentenced to death and awaits transportation to Death Row.

Case Notes

Kane's son died at the age of two in a tragic accident when he got hold of Kane's service gun. Kane's wife blamed her husband for the death of their son and left him. Kane has not seen his daughter since she was five years old.

Several years after his son's death Kane became a member of The7, the most powerful clan of mercenaries in the world. Working with them, he fought in the world's trouble spots for the highest bidder until a mission in Venezuela that went badly wrong.

The failed mission action in Venezuela led to the deaths of 25 Venezuelan citizens. Kane was the only survivor from the mercenary group and it is rumored that he escaped with a vast amount of loot. There is little evidence of what happened to this haul. Kane was arrested soon after his return to the USA. He was found guilty of the accused crimes and sentenced. The loot was never found.

KANE & LYNCH

DEAD MEN

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LYNCH



NAME: Lynch

AGE: 41

NATIONALITY: American

RACE: Caucasian

DOB: January 12, 1966

SEX: Male

EYE COLOR: Green

HEIGHT: 1.85m

IDENTIFIERS: Frequently wears glasses, receding hairline with long hair, heavy build

MERCENARY PROFILE

Lynch is far from a professional mercenary like Kane. Before he went to prison, he ran a warehouse in Detroit. Even though he's in prison, he is not a truly bad man, but is rather unfortunate in many ways. Lynch is a schizophrenic and a medicated psychopath. He was convicted for killing his wife and has pleaded his innocence even though he can't remember anything from the night of his wife's murder.

PERSONALITY PROFILE

Lynch is self-medicating and prone to blackouts and psychotic episodes when in situations of stress or high pressure. He loses his temper quickly and snaps.

Lynch does not like Kane. He resents being his chaperone and their relationship is extremely fragile. Over the course of their adventure, Lynch resents taking orders from Kane, in particular as he has been appointed as Kane's watchdog.

CRIMINAL HISTORY: OFFENSE CATEGORY

Lynch was found guilty of the murder of his wife. He is sentenced to death and awaits transportation to Death Row.

Case Notes

Lynch was interviewed after he received the death sentence for killing his wife. He remained calm throughout the interview, pointing out that he had only admitted his crimes in court on the advice of a lawyer in spite of being innocent.

Lynch represented himself as a perfect husband but when it was pointed out that this did not actually coincide with the crimes that he admitted having committed, he responded excitedly and forcefully that he had given everything to his wife. Lynch displays all of the common characteristics of schizophrenia.

It is strongly advised that Lynch be considered highly dangerous to prison security staff and other prisoners.

TOOLS OF THE TRADE

You can't find a mercenary's tools of the trade at a local shop. Mercs live and die by their equipment and sometimes have to make due with what falls at their feet.

The following pages detail all of the tools available to Kane and his crew.

SPECIAL EQUIPMENT

PUSH BLADE



Kane's push blade is on hand at all times. When engaged in close-quarters combat, Kane uses his blade as a complement to his punches. If you're able to sneak up behind an enemy, you can slice his gullet or drive the blade into the base of his skull for a quick and quiet kill.



Only Kane has access to this special weapon....

SHOTGUNS

REM 870



SPAS 12



Shotguns are powerful weapons with a decent kill-range. They are capable of blasting multiple enemies if they're close to each other, and require little aim at close range. At long range, shotguns lose their accuracy considerably.

TOOLS OF THE TRADE

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SUB-MACHINE GUNS

MP5



P90



Sub-machine guns are great medium-range weapons. With a single pull of the trigger, a sub-machine gun will fire a burst (or spray) of bullets at the target. With careful aim and short, controlled bursts, subs can be effective long-range weapons. Their kill-range, however, is medium-range and requires little precision. These weapons are especially effective during mobile fire.

ASSAULT RIFLES

SIG 552



M4



AK-74



Assault rifles, like sub-machine guns, fire multiple rounds with each pull of the trigger. These weapons are much more effective at long range than any sub-machine gun and can deal surprisingly accurate fire while zoomed in.

SNIPER RIFLES

REMINGTON 700

Sniper rifles are, by far, the most accurate and deadly weapons at long range. With multiple levels of zoom capability, a sniper rifle can lay an enemy down with a precise headshot from extremely long distances. This makes the sniper rifle one of the most efficient weapons available, at one kill per bullet. Conversely, they are extremely ineffective at close range.



MACHINE GUNS

MINIMI SPW

Machine guns are powerful weapons at medium range. Though they lose their accuracy at longer ranges, they still maintain a high kill-rate beyond medium range.



PISTOLS

USP



GLOCK 17



TOOLS OF THE TRADE

MAGNUM



Pistols are great sidearm weapons with a superb kill-range. They lack the accuracy of a sniper rifle and the long-distance efficiency of an assault rifle, but can be extremely accurate and deadly at medium range. They're great headshot weapons, second to the sniper rifle.

GRENADES

FRAGMENT: M67



INCENDIARY: M14



TEAR GAS



SMOKE



Grenades are the most versatile weapons in your arsenal. Not only can they be used at different distances, but their variety allows you to approach nearly any battle with multiple strategies.



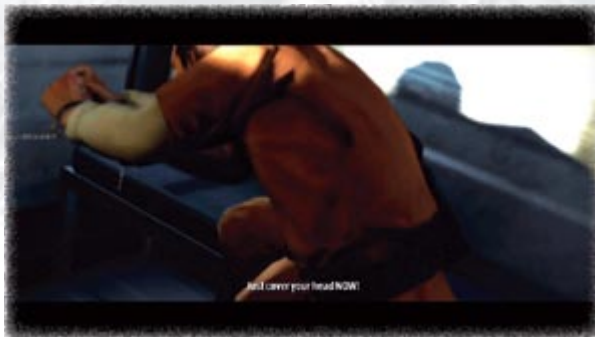
Be careful when tossing tear gas grenades. If you step into the gas clouds, your vision will blur and make things nearly impossible to target.

CHAPTER 1: IMPACT

DO AS YOU'RE TOLD



Kane is on his way to his final stop. Up until now, his journey hasn't been all that great. As part of a mercenary team known as The7 he was part of a failed operation where everyone died. Or so he thought. He's spent the last few years on Death Row, quietly awaiting the day when he will no longer have to think about his past and everything he's lost. Today is that day.



As Kane is being transported to his execution, he shares a transport with another "dead" man. He's wearing shades, has long hair in spite of a receding hairline, and mumbles to himself a lot. One of his mumbles suddenly seems directed at Kane. "Mr. Kane...wake up...Mr. Kane! I need you to cover your head." That's when the s--t hits the fan. Lynch covers Kane as the van is jolted and rolls over.

WAKE UP!



moments of lucidity you see Lynch savagely overpower a nearby police officer. With the cop out of his matted hair, he rushes over to you and stabs you with something.

Then, like a bucket of ice-cold water rushing through your body, you come to. Everything is still a bit hazy, but at least now you can feel your legs and make things out....

CHAPTER 1 IMPACT

KANE & LYNCH
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As the haze begins to clear and your legs begin to regain their mobility, carefully stumble behind Lynch as he provides cover fire. Stay near the trucks and cars as you

follow or you'll be vulnerable to incoming fire. If you have a hard time recognizing the path ahead, simply follow the orange blur in front of you: it's Lynch's prison-issue coveralls.

When you approach the alley on the right, your vision clears, but your legs don't react as well as you'd like. Stumble into the alley as soon as you can and continue to follow Lynch.



As you pass a dumpster your legs give out and you fall at Lynch's feet. When you ask him what's going on, one of the masked men who engineered your escape forcefully suggests—by slamming the butt of his rifle to the bridge of your nose—that you do as you're told.

You can't retaliate, so let it go and continue down the alley. As you pass one of the fallen masked men, stop and grab his gun; he's not going to need it anymore. Dash down the alley as your legs finally respond, and cap the cop on the right as you run.



When you reach the rear of the alley, follow the onscreen prompts to bring up your radar. Locate the green navigation marker on the radar and make a beeline toward it.



Climb atop the black van parked near the chain-link fence at the rear of the alley. Hop over the fence and follow the alley to an open area. With no exit in sight, sit tight and hide inside one of the smoke clouds created by the smoke grenades. Wait until Lynch and the masked men open a garage behind you. Now, rush in.

CHAPTER 1
IMPACT

CHECK IT OUT!

The green navigational markers on your radar don't just show where to go, they also point toward mission objectives and key items.

Inside, run over to the pillars in the far left corner of the garage. Cops crash through the far right garage doors, so the pillars offer perfect cover and a great position from which to flank five-0. From your cover, periodically peer out and pop the po-po.

Hold your position as long as you can until someone blows a hole in the rear right wall, directly across from where the cops barged in. Follow Lynch out of the garage, through the wall, and hightail it past the car yard.



Lynch-Style



Oh yeah, sure, play it safe in the garage battle. If you want to see a little

more action, try this: When you enter the garage, hide behind the pillar on the right. When the cops bust through the far wall, you'll have a perfect spot to pump them full of lead.

Peer out from your pillar and burst the gas tanks nearby to drop as many as you can. When a cop packing real heat enters, drop him and take his automatic. Shred the last few cops outside and exit the garage with your brand new toy.



Follow Lynch and the other men to the street and immediately pull out your pistol before crossing. Take aim at the cops on the left and fire on them as you strafe across the street to the next alley.

Use the dumpster to leap over the wall in the alley and sprint into the building at the far end. Follow the masked men up the stairs to the door marked "Main Office" and enter. You're safe inside the building. Follow the men left, into a large warehouse with rickety wooden walkways.

KANE & LYNCH

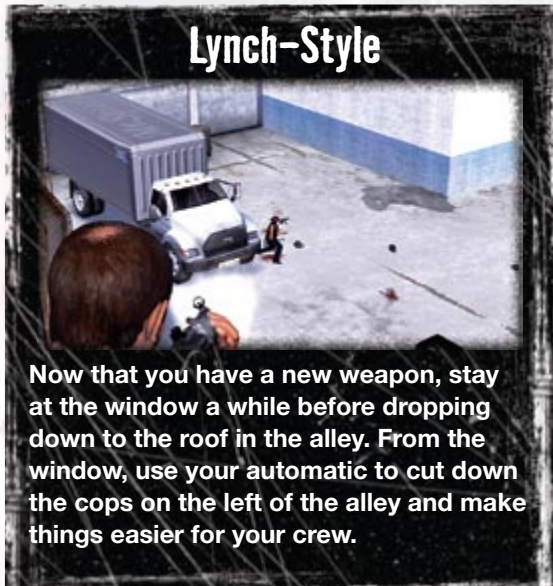
DEAD MEN

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As you drop onto the level below, be careful to keep your head down and your feet moving! A helicopter fires on the warehouse from outside.

Run left along the walkway, down onto the level below, then straight ahead, climbing the boxes back up to the top level once again. Turn right and go out the window on the left. As soon as you drop down to the rooftop below, turn right and clip the cops on the bottom right.



Lynch-Style

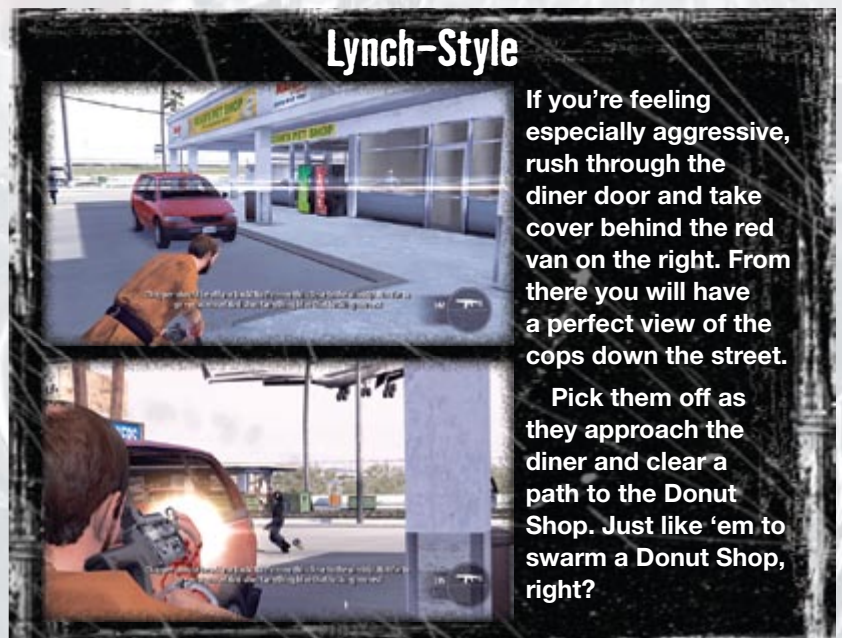
Now that you have a new weapon, stay at the window a while before dropping down to the roof in the alley. From the window, use your automatic to cut down the cops on the left of the alley and make things easier for your crew.

Streak across the alley and run into the diner's back door. Take cover inside and catch your breath. All hell is about to break loose, so step between the diner's booths and follow the onscreen prompts to duck and cover.

When the shooting starts, creep up to the windows and open fire from behind your cover. Let the masked men do most of the work as you creep toward the door. Wait until a lull in the firefight and storm out of the diner toward the donut shop across the street.



As you storm across the street, stop and take cover behind the small island flower planter at the edge of the street. If you take too many shots you'll drop dead in the middle of the road.



Lynch-Style

If you're feeling especially aggressive, rush through the diner door and take cover behind the red van on the right. From there you will have a perfect view of the cops down the street.

Pick them off as they approach the diner and clear a path to the Donut Shop. Just like 'em to swarm a Donut Shop, right?

CHAPTER 1 IMPACT



Once inside the donut shop, scope the area and find a suitable place for cover. Since the dilapidated building's windows offer little cover, you'll have to use the pillars and countertops as shields. When the cops begin firing through the wooden planks blocking the windows, duck and cover beneath the windowpanes and return fire.

When incoming fire starts to peg you, retreat to the pillars or countertops and recover. Edge around the building and take out as many cops as you can. Focus on clearing the area to the left of the back door. As soon as the black van arrives at the back door, book it and escape!

CHAPTER 2: TRIAL

REUNITED

Inside the van, the masked men bind Kane and Lynch. They put coffee sacks over their heads and drive them to an abandoned building where Kane is reunited with his former friends...The7. Kane was convinced that they had died on their final assignment—and he was partially correct.



The7 is back, but not whole. And those that remain carry scars, physical and mental, that hint at long bloody battles in a mysterious past. They inform Kane that they're holding his wife and daughter hostage. The only way to set them free is to return what he owes them. With three weeks on the clock and Lynch on his back, Kane will have to give The7 their due. Question is, what's coming to them? Money or a bloody end?

GET TO WORK



If Lynch is going to shadow your every move, then you might as well teach him how to handle himself. You don't know exactly what he's capable of yet, other than the fact that he's in line with those murderous bastards, The7. For now, examine the trunk of the car at the center of the building.



Take the shotgun and earpiece from the trunk and hand them to Lynch. Follow the onscreen prompts and take the P90 for yourself, then hand Lynch the Magnum for his secondary weapon. Instruct Lynch on the finer points of taking cover and blind fire before teaching him how to toss grenades.

Chapter 2 TRIAL



When you're done with today's lesson, lead Lynch up the escalators to the third level. Walk over to the scaffolding on the left where you can teach him how to rappel down walls.

Before you accomplish this, a squad of cops arrives and swarms the scene. Luckily, you've got the high ground, and thus, the advantage.

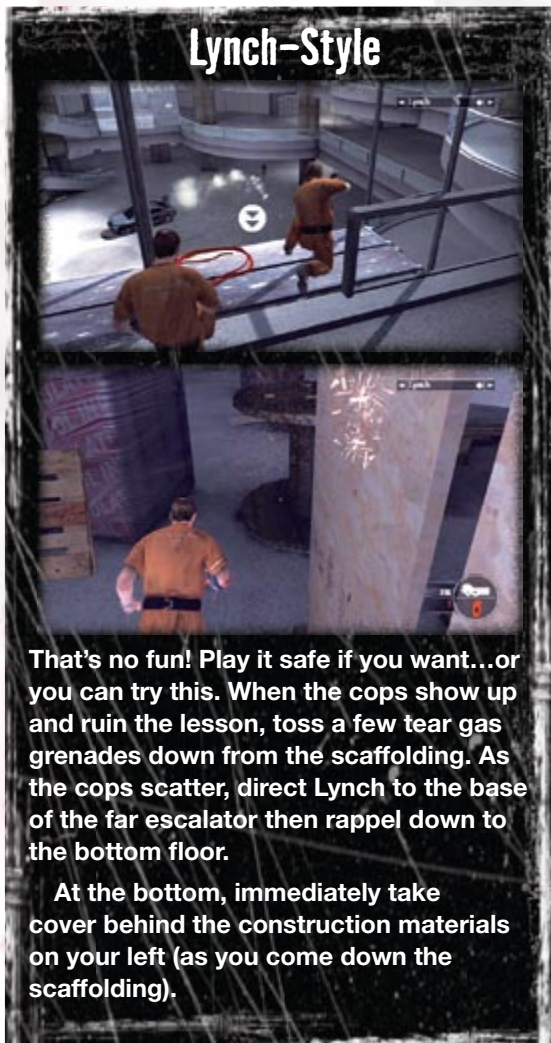


Resist the overwhelming urge to toss a tear gas grenade at them. That'll only make them scatter and they'll be harder to pick off from above. Instead, direct Lynch to cover the far escalators. When he's in place, open fire on the po-po below and draw their attention.

When they begin to move, focus your fire on the cops taking the escalators near you. Carefully slink down the steps, snapping your P90 at the cops in your way and stopping only to take cover from the cops below. As you do, periodically direct Lynch down his escalators. Circle around the second floor and pick off the last few cops before going all the way down.



When you take cover, be sure not to stay behind the glass part of the escalators or railings. They're not shatterproof, you know. Bullets will pierce them and you!



Sneak right, toward the soda machine, moving from cover to cover, and shred five-0 as you move. See, you've got the drop on them and you've got them flanked. It'll be a tough firefight, but Lynch should distract them plenty from the other side while you split their fire.



Once you've cleared the area between you and the car, call Lynch over and take out the last few cops together.



When the coast is clear, sneak out the rear of the building where the gate is open.

CHAPTER 3: WITHDRAWAL

A GOOD, OLD-FASHIONED HEIST



Kane and Lynch made it out of the abandoned building and racked up a sizable death toll while they were at it. It's not their fault; the cops just kept comin'. With no time to waste, the disastrous duo set off to the bank...to make a withdrawal.



While Kane calms Lynch, their Vaultbreaker arrives. It's only a matter of time before your men get what they came for and get closer to setting Kane's wife and daughter free.

TWO'S COMPANY, THREE'S A CREW



Go down the steps on the left and meet up with your Vaultbreaker by the black van.

There, you settle on a plan to quietly incapacitate the guards outside and gas the people inside the bank by putting fentanyl gas in the vents. Once the bank customers are out cold, you'll rappel to the loading bay, fight to the vault, and let the Vaultbreaker open it. When you have what you need, the driver will pick you up at the front door.

Get started! You'll need to go at the first bit alone; Lynch makes too much noise! Climb atop the dumpster in front of the van and quickly leap over the wall into the rear of the bank.



CHAPTER 3 WITHDRAWAL

KANE & LYNCH
DEAD MEN

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The second you drop over the fence and into the bank's rear parking lot, scurry over the planter in front of you and run over to the guard by the door. Stick to the wall on the right and incapacitate him with your hands (follow the onscreen prompts).

With the first guard down, go through the doorway and bum-rush the second guard inside the bank. Do this quickly; if you hesitate, the second guard will call reinforcements and alert everyone else to your presence. Now that both guards are down, call Lynch and the Vaultbreaker to join you.

Storm the stairwell and knock out one more guard as he descends. Exit onto the roof, and follow your green mission objective marker to the vent near the window. Drop in the fentanyl and you're good to go.



As the crowd inside the bank goes beddy-bye, rappel down the side of the building—Lynch and the Vaultbreaker are not far behind.

Slowly creep inside the loading bay and immediately turn your gun loose on the two guards in the room on the right. Lead your crew inside the room and scope out the bank's hallways. Follow the hall left, then left again into a small locker room where you encounter two more guards. Take aim at their heads, since they're wearing flak jackets.



If you rappel down the wall quickly enough, you can catch two guards as they exit their armored car. If you take them down immediately, there won't be any guards to take down in the locker room. Hey, it's less work in the long run!



When the Vaultbreaker rushes in ahead of you, follow him closely and send Lynch in behind him. Direct Lynch to watch the room behind the Vaultbreaker while he gets to work on a doorway leading into the next room.

Take a position near Lynch and help him watch the Vaultbreaker's back. If your safecracker goes down for good—as opposed to temporarily while you shoot adrenaline into him to revive him—the mission is over. So tear down anyone else who tries to put him under. As you guard your safecracker, spray the window behind him with bullets and cut down the cops behind it.



With the coast clear, the Vaultbreaker finally opens the doors. Inside, send Lynch off to secure the bank's lobby. Meanwhile, take point and lead your safecracker to the long staircase in the room's center. At the bottom of the stairs is the vault. In your way, however, you encounter several more guards.

Crouch and inch forward, toward the top of the steps, training your gun down the long descent. When cops start popping their heads out from cover, pop their heads with your P90. Clear the first area below you of cops and direct the Vaultbreaker ahead of you to take cover behind a pillar.



CHAPTER 3 WITHDRAWAL



Rush down, behind the safety of your wingman's cover fire, and take cover behind the wall leading down

the next flight of stairs. Lay down suppressing fire for the Vaultbreaker to continue down the steps.

With the final guards down and the vault clear, your safecracker gets to work. Unfortunately, the guards aren't quite done with you yet.



The Vaultbreaker is going to need some cover while he gets down to business. Take cover behind the walls flanking the steps and turn a vigilant eye up the staircase.

Hunker down and hold your position. If a stray cop makes the dangerous trek down a flight of steps, take him down before he can find cover again. Use short, controlled bursts and take cover whenever you need to reload. Hold tight until the vault is open.



On the off chance that a cop's feet are faster than your trigger finger and he manages to make it down the flight of steps, use the vault room's size to your advantage.

Back up to the rear wall and keep your reticle on the stairs. The distance between you and the base of the steps allows you more time to aim, and forces the cops to travel farther down to get a clear shot at you. Strafe left and right at the rear of the room to get a better angle on the cops above and pick them off as they come.



CHAPTER 3 WITHDRAWAL



Inside the vault, you open up your own safety deposit box to find that it's been emptied! Convinced that your stuff must be somewhere in the vault, you order your safecracker to blow the rest of the boxes open. Meanwhile, turn around and provide more cover for your partner.



A steady stream of reckless cops rushes the vault. Hold your position by the vault entrance and mow the cops down as they pour out of the staircase. When you see the Vaultbreaker cut it up the stairs, follow him! At that point you've got a matter of seconds before the explosives he set in the vault blow, and take you with them. Run to the safety of the first flight of steps before returning to the vault in search of your briefcase.



When you enter the vault to find that the briefcase is not there, things really heat up. Luckily, you know who has it. Lynch, convinced that you've got what you need, is still in the lobby. It's time to rejoin your psychotic partner.



Streak back up the steps and eliminate the two cops at the very top. Make a right into the room with the blue touch-key panel and follow the hall to the lobby where Lynch has been busy...murdering your hostages!





Without any bargaining chips, the cops make a move and storm the bank's entrance. If you thought things were hot in the vault, you ain't seen nothin' yet. You've got to entrench yourself in the bank while your driver parks the getaway van at the bank's front steps. That means you also need to clear a path for him.

Direct Lynch to the pillar at the left of the doors and the Vaultbreaker to the pillar on the right. Let them lay down fire on the cops trying to enter while you go up the steps on the right and get a bird's-eye view of the front steps. From the top level, edge out toward the front window (just above the staircase) and cap the cops just outside. Periodically patrol the top level and catch incoming cops as they try to break through your crew's wall of bullets. Keep a close eye on the top level opposite yours in case any cops try to get a jump on your boys.



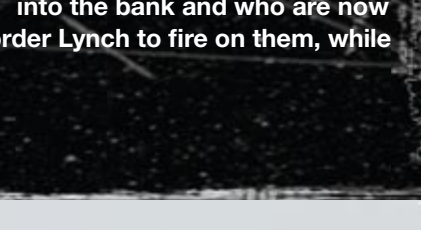
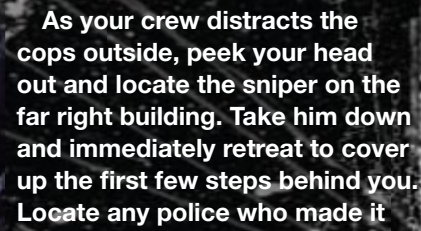
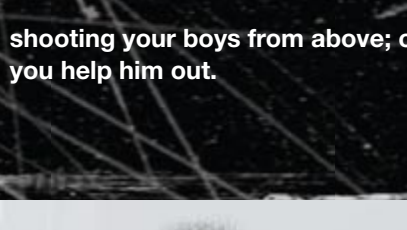
Just across from the bank's front door, atop two nearby buildings, two snipers are perched. If you get too close or expose yourself for too long, they'll pop you like a balloon. So stay away from the windows and from the front of the bank.

Lynch-Style

When you get close to the entrance, take out any cops that may be near and order one crew member to watch the opposite door, while the other one backs you up.



Good for you! Now that you've pulled your bank heist all safe-like, muster up some *cojones* and try this. When the cops start rushing the bank, examine the floor to the right of Lynch and locate some frag grenades. Pick them up and rush the entrance.



As your crew distracts the cops outside, peek your head out and locate the sniper on the far right building. Take him down and immediately retreat to cover up the first few steps behind you. Locate any police who made it into the bank and who are now shooting your boys from above; order Lynch to fire on them, while you help him out.

CHAPTER 3 WITHDRAWAL

Lynch-Style (continued)

With the inside of the bank clear again, rush out the door and take cover behind the pillar on the door's right. From here, peek out and pop the other sniper on the far left building. Once he's down, rush out from behind your cover and toss a grenade at the cop cars in front of you as you run toward the opposite pillar for cover.



Continue peeking out from your cover and fire on the cops until you can call a crew member to join you at the opposite pillar. Hold this position and keep the pressure on until your ride arrives.



Hold it down until your driver can break through the cops' barrier and back the van into the bank's main lobby. When he does, storm down the steps, call your crew to join you, and get in the van!

CHAPTER 4: CRACKING UP

BACK ON THE RUN

Once again, Kane and Lynch have narrowly escaped with their lives. As they speed away in the back of an unmarked van, Kane can't help but wonder of Lynch, "Why did you kill the hostages?!"

Kane frantically asks his partner what could possibly have driven him to give up their only bargaining chip.

Lynch, at no loss for words, comes up with at least five reasons for his erratic actions. It's clear that Lynch isn't completely in control. Before Kane can respond, the van's back door swings open and reveals a long line of black and whites on their tail!



STUCK IN THE VAN WITH YOU

As the van speeds away and the cop cars come closer and closer, your main concern is to slow the cops down. The best way to do so is to make them run into each other.

By incapacitating the lead vehicle, the cars behind it will be blocked and give up pursuit.

Take out your P90 and start spraying cops with bullets. Don't bother trying to aim for their tires and instead focus on their windshields; they're much bigger targets and will eventually shatter, leaving the driver vulnerable to fire.



Keep your fire focused on windshields and the officers driving. When they get close enough, take out the officers riding shotgun. Occasionally drop grenades to explode under the cars in pursuit.

When you get on the highway, the roads are wider and the cop cars swarm around you more easily. To inflict more damage faster, rely more heavily on grenades than on pinpoint-accurate fire.



If the black and whites are able to ram you too often, they'll incapacitate your van—and then it's lights-out for you and your crew!



It's you or them. Don't hesitate to blast civilian cars too. They're just as effective as roadblocks as the cop cars that are following you.



When the van comes upon a roadblock, it's your job to clear the way. Toss a grenade when the van comes to a stop and blow up the black and white that pulls up directly behind you. Jump out of the van and take down the po-po from the second car.

Now turn around and explore the tunnel ahead of the van. Rush up to the red van and take cover to avoid sniper fire. Direct Lynch to the brown car ahead and on the right, but toss a grenade just ahead of the car to blow away the cops in front of it.



Once Lynch is in place, pop out of the left side of the van and clip the cops in front of the green SUV ahead. Move to the rear of the SUV and take cover.

With the area clear, provide suppressing blind fire and direct the Vaultbreaker to the far car on the right, just as you did earlier with Lynch. Now send Lynch to the nearby car on the left while you dash ahead toward the red van directly in front of the roadblock.

CHAPTER 4 CRACKING UP



From your covered position, call the Vaultbreaker and Lynch to join you. Let them lay down suppressing fire and use grenades to finish off the cop cars blocking the road ahead. Pick off any five-0 that scampers away and you're good to go.



If your grenades or suppressing fire haven't already taken out the sniper, approach carefully.

Hold your position until the black van catches up. When it pulls up to the roadblock, gather your crew and get back in!



Once again, you're on the highway, dodging bullets and avoiding black and whites. Resume your attack on the cops and drop a few grenades to make short work of them. When you have to back up, hold on to your grenades, and focus on the police officers instead.

As you back up, the van goes over the side of the highway and ends up stuck in the grass under an overpass. You're a bit shaken up, but you have no time to lollygag. Get out and set up a perimeter immediately!

CHAPTER 4 CRACKING UP

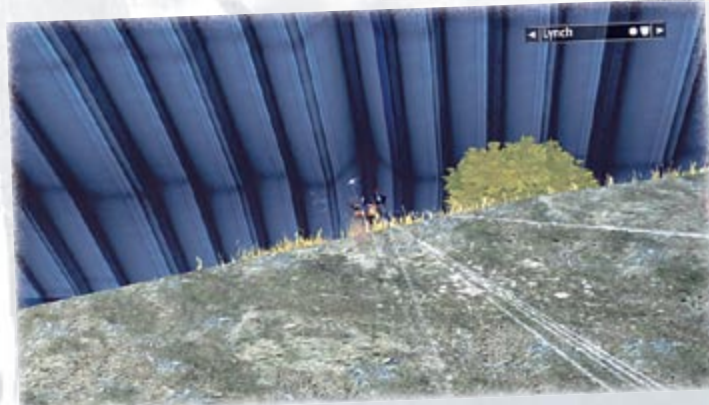


Order your crew to hold position near the base of the overpass pillars. Direct their fire to the top of the hill where cops begin to swarm. Cap the cops atop the hill, then escort the van farther along the grass toward the street ahead.



Call your crew over to your new position and hold tight behind the two circular pillars at the center of the grass. Engage the police unit behind the far wall and pick them off with well-placed headshots. When they're down, rush back to the area where the van crash-landed and pick up your bag.

As you run back to get your bag, leave Lynch and your safecracker to pin down the cops encroaching from street-side.



Keep your eyes open as you look for your bag. The hill above the grass is swarming with cops again.

Bag in hand, return to the van and get moving. Before you do, however, cover your exit in case you missed some cops in the previous firefights. Place Lynch on the left pillar near the street exit, and the Vaultbreaker on the right pillar.



When the van rolls onto the street, hop in!



Back in the van, equip your grenades again. As soon as the cop cars pull up behind you, toss a grenade and send them crashing into each other. It might take a few grenades to blow up the lead car, but don't hesitate to be generous with the 'nades. Ignore the helicopter on your tail. It won't bother you as long as you blow up the cars beneath it.

Keep the pressure on the po-po until your trip comes to a turbulent end—in a subway station. Inside the station, rush down the escalators and into the tunnel.



Don't hang around the van too long. It's leaking gas and the driver and Vaultbreaker are done for. If you're standing around when the van blows up...well, you know.



Rush past the red soda machine and the first green soda machine and take cover behind the pillar at the center. At the base of the subway tunnel, call Lynch to hold position with you behind the

center pillar. Turn your fire on the opposite end of the tunnel, past the second green soda machine, and welcome the incoming officers with a healthy spray of bullets.

Fend off the initial wave of cops, then turn around and toss a few grenades to the stairs where you entered (behind you). The initial grenade explosion will take care of a few cops, but you'll still need to peek out and pop the rest of the officers that storm down the steps.

Lynch-Style

Subway tunnels are rarely safe, don't you think? Turn up the heat by trying this strategy: as you approach the center pillar, order Lynch to hold position at the second green soda machine.

As he does, turn your attention behind you and mow down the police officers rushing down the steps. Toss a grenade or two at them, then turn to help Lynch on his side of the tunnel. Because Lynch isn't quite as efficient, the cops from his side of the tunnel manage to put some pressure on you. Can you handle it?

Hold off the cops long enough for the subway cars to arrive. When they do, make a mad dash to the subway car doors.



CHAPTER 4 CRACKING UP

CHAPTER 5: THE MIZUKI

TOKYO-BOUND



The bank didn't have what he needed, but Kane knows more than he's letting on. With the sound knowledge of who does have his stuff, he acquires passports for Lynch and himself and heads to Japan. There, Kane intends to

find a young lady who can help him retrieve his missing stuff.

Upon arrival in Tokyo, Lynch wastes no time in voicing his discomfort. Rather than go to the hotel room first, Kane insists on heading to the club owned by the lady they're after. They won't be

allowed into the club armed, so they walk in empty-handed. Lynch doesn't like the feeling; this job could get nasty real fast.

CLUB LIGHTS, TOKYO NIGHTS



Enter the club via the steps on the left. Pass the coat check on the left and lead Lynch into the club's first room. The crowd in the nightclub is dense and hard to navigate through, so walk slowly.

With ease, push your way past the pillar in the first room and make a left. At the end of this room, on the right, is a large glass wall with water running down it. It's pretty snazzy, but don't let it distract you. At the edge of the wall is an armed bouncer: take note but leave him be—for now.



As you stalk the nightclub, pay close attention to the men holding flashlights at their sides. They're usually leaning against a pillar or wall, watching. Just watching....



CHAPTER 5 THE MIZUKI



Make a right, past the glass wall and the guard, and into the next room of the nightclub. In this room, notice the bouncers posted at the pillars and one more in the rear of the room.

Walk up the steps to your immediate right and approach the lone guard atop the walkway. When you're within striking distance, make your move! Take him out with a melee attack and grab his gun.



If you want to unlock the **Crowd Control Achievement**, you'll need to finish this level without hurting any club-goers. The following walkthrough will help you do just that.



Creep up to the door at the end of the walkway. Note that there is only one door on the walkway; the other end leads to steps. Take cover there. When the door slides open, peer out and pop the two guards inside. With no one left to stand in your way, let yourself in to the main office.



There is only one person in the main office: Yoko, the club's owner and prominent daughter of a well-known crime boss in Japan. Though she's surprised to see you at her club, she's in no mood to be welcoming.

Clearly, whatever history you and Yoko share won't help your case. Because she won't willingly help you, she'll have to be an unwilling participant in your plan. Lynch delivers a single blow and knocks her out cold.

KANE & LYNCH
DEAD MEN
PRIMA OFFICIAL GAME GUIDE



With Yoko on Lynch's shoulders, you'll have to guide him out of the club and onto the roof safely. Start by taking out the lone guard standing just outside Yoko's office. He's perched behind a window on a ledge opposite her desk. Turn around and pop him with a few good headshots.

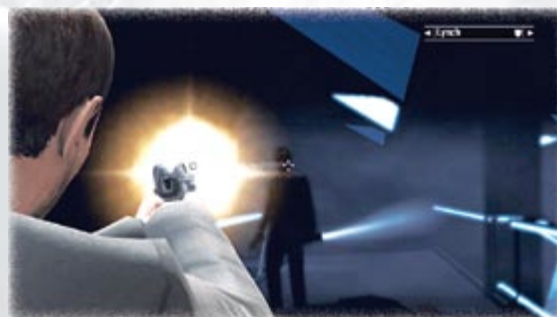


Remember this perch. You'll be revisiting it very soon.



To make it up to the roof safely, you'll have to keep Lynch and Yoko safe. That means you'll need to clear a path through the club by yourself while he hides out of the guards' range of fire. It's just as well, as Lynch is erratic. You do remember the bank lobby, right?

Enter the corridor leading to the office (where you popped the two guards) and order Lynch to hide in the corner to the left of the wall. Once he and your lady friend are well hidden, edge out the door and clip the two guards on the walkway.



To get clean shots on the guards in the club and refrain from hurting innocent bystanders (for Crowd Control Achievement), you'll have to draw the guards toward you. Hold off on wandering out and engaging in a firefight on a dance floor full of people.



At the opposite end of the walkway is another set of stairs. Watch them carefully and wait for another guard to approach. As he does, take aim at his head and squeeze the trigger. That's three guards down and no innocent bystanders hurt.

CHAPTER 5 THE MIZUKI



As soon as shots are fired on the dance floor or a guard falls dead on the floor below, all hell breaks loose and the dancers start freaking out. When they do, they make the floor a lot more chaotic, so let the guards come up to the walkway first before popping them.



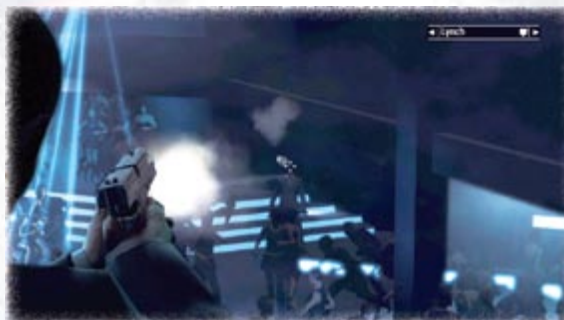
Since the guards on the ground floor haven't been alerted to your presence, they stay at their positions and continue to monitor the dance floor. Take a moment to look down on the guards below and make a mental note of their positions: one by the glass wall where you entered, one at each of the two pillars below, and another in the dark, far right corner of the floor. There are several more on the floor below, but you can't see them yet.



All right, get to work. Begin by taking out the guard at the pillar nearest you, using a well-placed headshot. When he goes down, the place erupts into panic at the disco. Immediately take aim at the guard posted at the far pillar, but wait for him to step away and approach. When he does, blast him.



Spot the final bouncer by locating his flashlight beam. He'll either hold his light at head level to search you out, or at waist level before he begins to move. Catch him while he's standing still and take him out.



With three guards down, leave Lynch and Yoko in their hiding place and carefully traipse down the far stairs. At the base of the steps is another guard.



Crouch, and use the crowd to hide your approach. When you're within striking distance, take him out with a melee attack. You might take a bullet or two in the process, but you'll deal your deadly blow before he can take you down.



KANE & LYNCH
DEAD MEN

PRIMA OFFICIAL GAME GUIDE



Now that you've got everyone's attention, head back upstairs to the walkway and wait. While you stand watch at the walkway, look out for the flashlights below. Follow them as they slowly make their way to the steps before shooting; otherwise you risk hitting innocent civilians.

Slowly, more and more guards pour in from the other room and approach the steps. As they do, pick them off one by one, creating a pile of bodies at the base of the steps.



Before leaving your perch, take out the glass wall by popping a few bullets at the top right corner of the wall. It'll shatter the wall and help you get a better view of the other room.



Now sneak down the far steps and use the crowd to hide your movement. Reach the closest pillar and take cover behind it.

Search the area behind you for any guards you might have missed, and either take them out with very careful headshots or let them approach to within melee distance.



Slowly move from cover and use the post by the shattered glass wall to cover your approach into the next room. Note that there are only two rooms on the ground level. While covered, locate the steps to the far left of the bar. Edge up the steps and wait for more guards to start walking down. When they do, retreat to the wall on the right of the steps.



Let the bouncers come down the steps and greet them with bullets to the head from your covered position. The ground

floor is clear, so get Lynch moving. Direct him to take cover around the corner to the right, just by the cloudy blue wall, before you proceed to clear the second level.

YOKO? OH NO!



The second level of the club, just up the steps from where the last few guards came down, has another dance floor. Crouch and slowly go up the steps until you encounter another guard. Take him down with melee attacks and slide back down the steps a bit.

When you have a clear view of the third-floor balcony surrounding the second level, search for the guard on the balcony. If you open fire on him and miss, he'll come rushing around the balcony and down the steps to the rear of the room. Take him down with a headshot then rush out toward another armed guard to the right of your steps and drop him with a melee attack. He might be hiding behind a pillar, so get the drop on him if you can.



CHAPTER 5 THE MIZUKI

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At the top of the steps, make a U-turn right and up the steps at the rear of the room. Rush up the steps and bum-rush the next guard. Take him down and immediately crouch to hide behind the balcony railing. If you missed the guard earlier while you ascended the steps, he'll be waiting nearby, so tread carefully.

If you managed to take the guard down with a headshot, the path around the balcony is clear into the next room. Follow the balcony around until you reach the entrance into the next room.



The third floor is clear, so feel free to call Lynch up and direct him to an empty corner of the balcony.



The entrance into the next room is a small passage with a lone pillar at its center. Take cover behind the pillar and clip the troublesome bouncers on both sides.



Crouch and follow the walkway on the right to the third-floor exit. It leads to the roof and your escape route. Call Lynch to follow you and exit the club.



CHAPTER 5 THE MIZUKI



Upon reaching the exit, Yoko comes to and manages to kick Lynch in the groin. As he doubles over in pain, Yoko spills the beans that she's Mr. Retomoto's daughter and flees back to her office where she regroups with a guard and arms herself.

ROUND TWO AT THE MIZUKI



Streak across the rooftop to the window above Yoko's office. Remember that window? It's where you dropped the guard after kidnapping Yoko. Pick up the automatic weapon on the floor and take aim at the bouncer in the room with Yoko.

Don't shoot her! Instead, take out her lone protector and jump down into her office. Run up to Yoko, absorbing a few grazing bullets as you run, and knock her out!



Once Yoko is out for the count, turn around and shred the guard who comes in through the passageway behind you. You'll have to make the trip all the way back up to the roof, just as before.

Luckily, the club is by now almost completely cleared out of innocent bystanders. Order Lynch to hold tight in the passageway, just as before. Exit the office and storm onto the walkway, gun blazing.



So far you've been able to clear the club without hurting innocents. Though the club seems empty, watch out for a few stragglers here and there. If you mistake them for armed guards, you can ruin your shot—pun intended—at the **Crowd Control Achievement**.

Shoot through the glass walkway at the approaching guards below. Just as before, go down the steps and move from cover to cover into the first room. Stop at the post by the shattered glass wall and take aim at the guards by the steps to the next level.

Be careful not to shoot wildly. Try not to use blind fire, lest you accidentally take out a civilian.



At the steps to the next level, take out the approaching guards and crouch. Take aim at the third-level balcony again and wait for the two guards to fire on you blindly. When they do, they give away their positions. Mark the wall under them with a few bullets so you know where to look and wait for them to pop up. When they do, a few well-aimed shots should do the trick.



Once again, rush up the stairs and take out the guard on the right. Sneak up behind him and use a melee attack to drop him quickly. Rush back up the steps in the rear and round the balcony carefully.



If you missed one of the two guards previously, they'll be waiting. Sneak around the balcony and head back to the pillar at the center of the passage to the next room.

CHAPTER 5 THE MIZUKI



Don't forget to call Lynch up to join you. Tell him to hide out of the way of fire while you clear the path back to the exit.



gun on the guards below. Once they're all dead, call Lynch and make a dash to the exit.



Back on the roof, tell Lynch to hold still. Direct him behind a large fan while you switch to your automatic and take out the three assailants who approach from the vicinity of Yoko's office window.

Dash past the corpses and go upstairs by Yoko's office window. Atop the stairs, take cover near the large AC generators and wait for the rush of guards to tread over a series of peaked glass skylights. Shoot above the skylights to keep from shattering them and take down the rushing guards.



gunman waits for you to pop your head out. Pop his head before he can pop yours. With the final guard down, the path is clear for your escape.

Climb the steps on the other side of the skylights and carefully navigate Lynch over the panes of glass to your location. Your days of clubbing are over.

Lynch-Style



Yay! You've managed to clear the club without hurting anyone...you namby pamby! Clubs are dangerous places. Make this club even more dangerous with this approach. Don't worry, if you want, the following strategy will still net you the lovely Crowd Control Achievement, but you'll need to be quick and precise.

Start by rushing the lone guard atop the walkway, then bum-rush the other two in the passage leading to Yoko's office. You take one and Lynch can manhandle the other.



Storm Yoko's office and take her captive. Then, just as before, eliminate the guard outside the window. Drop the three bouncers on the walkway and sneak down the far flight of steps at the walkway's opposite end.

From here, you've got extra ground to cover, but plenty of places where you can hide. Creep up on the guard posted at the first pillar and take him out with a melee combo. As you do, locate the second bouncer by the distant pillar.



CHAPTER 5 THE MIZUKI

Lynch-Style (continued)



When you've dropped the first bouncer, take cover behind his pillar and peer out long enough to get a headshot on the approaching bouncer from the second pillar. Two down.

Take out the third guard as he moves in from the far corner of the room. Rush out toward him and drop him with a melee attack.



Slink to the second pillar and position yourself so that you can see the entrance to the upper room. Fire a few shots above the dancers' heads to draw more guards toward you and wait. When a guard gets close, pop out of cover and get up close and personal: drop him with a few melee strikes.



Leave your position and move with the crowd toward the next room. As you move, watch for approaching flashlights at eye-level to indicate your next target. Slink closer and closer to the guard and knock him out before he knows what's going on.

Stop at the post by the glass wall and wait for another guard with a flashlight to approach. Pounce on him when he's close, then dash to the bar on the right. Hop over the bar counter and pick up the grenades on the floor. Grenades in your pocket, leave the bar and locate the final bouncer on this floor. He approaches from the far end of this room. Use the crowd to get close, then take him out with melee strikes.

Lynch-Style (continued)

BOMBS AWAY



Before moving up to the next level, draw the guards' attention. Move up the steps and retreat when they see you. Take cover just as before and wait for the guards to come ambling down the steps. This time, however, bounce a grenade off the wall and up the steps.

As the guards come down, they walk right onto your grenade and the path is cleared to the second level. Pop a few rounds at the guards on the third-floor balcony to draw them toward you. As they begin to move, run to the rear steps and intercept them as they come down. Two more melee combos later, these guards are dead.



Another guard waits on the third-floor balcony just atop this flight of steps. Run up and pounce on him from behind. Call Lynch to wait behind you on the steps, out of reach of enemy fire, and continue to explore the third-floor balcony. Move with the crowd and take down one more guard up-close, before he can get a shot off. Remember to approach him carefully by hiding among the club-goers.

Since you've been able to eliminate the guards on the second and third floors without alarm, you can easily sneak up on the final two guards in the second room. Walk up, knock the first one out, and turn your gun on the second when he approaches.

CHECK IT OUT!



Skip back to "Round Two at the Mizuki" to pick up where this leaves off.

CHAPTER 6: EXCHANGE

NOT AGAIN...



With Yoko in their possession, Kane and Lynch are in a position to blackmail the person holding Kane's briefcase: Mr. Retomoto. The plan is to meet Mr. Retomoto and make an exchange: his daughter for Kane's briefcase.

Kane leaves Yoko with Lynch, as he and two hired guns—Ryu and Shinja—head down from the highway to a pagoda below. If things go smoothly, it could be all over soon. Unfortunately, things rarely go smoothly.

NICE GARDEN



The path to the pagoda is forked. You have plenty of time to explore the area, so get to know it well. Locate rocks and structures that could provide cover in case of a firefight.

When you've familiarized yourself with the area, make a left at the gazebo and proceed over the bridge to the pagoda.

MOSHI MOSHI?



After picking up the cell phone on the pagoda's floor, Kane gets to talk to Mr. Retomoto himself. At first he thinks he won't cooperate. Mr. Retomoto is a man of business, though. He proposes that he and Kane sit down and find an alternate solution to a mutual problem.

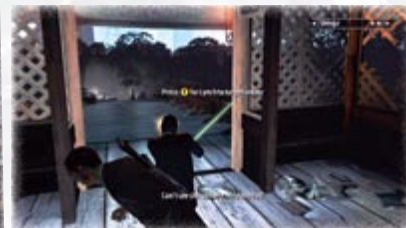
CHAPTER 6 EXCHANGE

**KANE &
LYNCH**
DEAD MEN

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Kane's interest is piqued. It seems he's about to gain a valuable ally in his war against The7. When Lynch hears this over his earpiece, he voices his objections. As he does, Yoko begins to struggle. And that's when it happens—again. Lynch panics and shoots Yoko, killing any chance of cooperation between Kane and Mr. Retomoto.

DAMMIT LYNCH!



The pagoda suddenly begins to splinter around you as its walls give way to a barrage of incoming fire. Duck, and call in your two

wingmen to provide cover. Because the

pagoda sits on the center of a pond with two bridges (one broken) connecting it to land, Retomoto's forces are able to squeeze you from both bridges.

To make matters worse, he's placed two snipers on the highways overlooking the sides of the pagoda with no bridges. That means you're surrounded on four sides. Direct Ryu to fire on one end of the bridge while Shinja covers the other bridge.



While your men cover you, drop smoke grenades at the four corners of the pagoda and start scrambling. Once the smoke grenades have burst and the pagoda is a giant puff of white smoke, sneak to the right wall.

Peek out through the latticework and locate the sniper, high on the causeway above you. Mark him for Lynch to pick off, then back away and move to the left wall. Search the highway to the left of the red-lettered sign and find the second sniper. Mark him and let Lynch do the rest.

When the snipers are down, regroup with your men and direct them toward the gazebo. Follow behind them as they clean up the last of Retomoto's first wave of goons.

Stop and regroup at the gazebo and order your men to take cover behind nearby rocks.

A second and third wave of goons comes rushing at you from the left and right paths leading to the pagoda.



CHAPTER 6 EXCHANGE



Up until now, you haven't fired any shots. Now is a good time to go for the Sun Tzu Achievement...if you dare.



Direct Shinja to hold off the squad on the right, and Ryu to contend with the squad on the left. Leave the cover of your gazebo and help Ryu cut down his squad. When you're done, move right and help Shinja finish off the other group.

Regroup your men and lead them down the path on the left. In the distance you can see more goons gathering and moving to cover. Create a three-man wall with Ryu and Shinja so that your fire creates a constant stream of bullets. As enemies pop in and out of cover, direct your wingmen to focus fire on one target at a time.

Quietly move forward until you reach a small bridge leading across the stream. Take cover behind the small fu-dog statue and order Ryu and Shinja across while you lay suppressing fire.





On the other side of the bridge, order your men to hold position and engage the group of enemies on the far left behind the hills. Meanwhile, take cover behind the small rock just left of the bridge and scope the tall stone pillar supporting the highway.

Be careful as you examine the pillar. Halfway up, along the spiral staircase surrounding the pillar, is a third sniper. Mark him immediately. As soon as he's down, leave your cover and cut a path to the base of the pillar with Ryu and Shinja.



HIGHWAY COLLISION

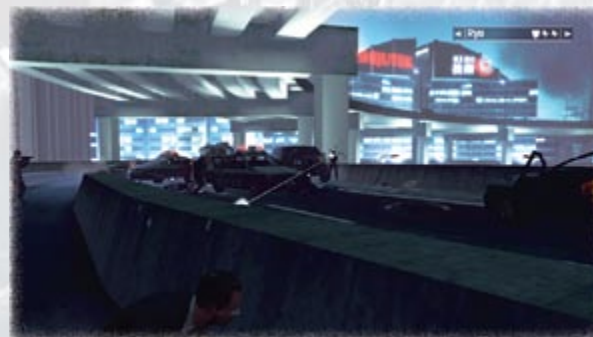


take cover behind the highway partition and open fire on the officers on the other side.

Keep your men behind the cover of the partition and carefully move down the highway toward the end of the blockade.



Follow the spiral staircase all the way up to the highway; Lynch and your getaway van await. Unfortunately, a squad of cops is parked between you and your getaway vehicle. Issue orders to your men to



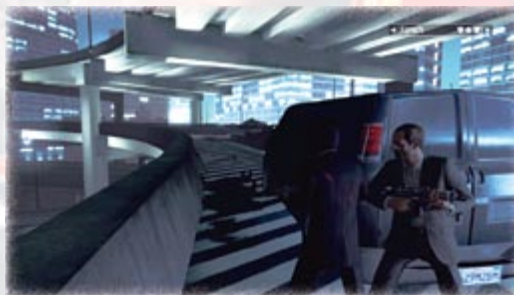
When you take down all of the police officers on the other side of the partition, a large van with a SWAT squad arrives. Retain cover behind the partition

and pull back to the far end of the blockade. By doing so, you draw the SWAT members toward you and thin their fire.

Hold position and direct your men to focus fire on one officer at a time. To get a better view, climb over the partition and take cover behind burning cop cars. Creep down the highway toward the cops and direct your crew's fire until the path to your van is clear.

Duck!

Don't rely too much on the cars for cover. A car can easily be blown up and take you with it. On the other hand, if a car has already exploded and is on fire, the flames can burn you, so don't stand too close.



Once the highway is clear, call your men to the van and get on with your mission!

Lynch-Style



Not bad, you cleared that in the nice and easy way. So why not get a bit nutty? Try this instead. Once the phone call with Retomoto is over and the pagoda starts to splinter around you, duck for cover and direct both men toward the gazebo. Don't worry about the squad on the other bridge; they can't cross it anyhow.

Sic Lynch on the sniper on the left and follow your men out of the pagoda. When Lynch gives you confirmation that he's dropped the first sniper, immediately turn your attention to the other side of the highway and mark the second sniper. You should have a clear view from the bridge, so be quick!



Stay on the move until Lynch confirms that the other sniper is down, then join your men by the gazebo. At the base of the bridge, direct both men down the right path and follow behind them. Decimate the squad that's in your way and allow the second squad to "sneak up" behind you.

As they approach from behind, cut across the grassy area behind you and flank them. Focus Ryu's and Shinja's fire on single enemies and cut them down, one by one. On the other side of the small bridge, dash into the bushes on the right and use the darkness to cover your approach.

CHAPTER 6 EXCHANGE

KANE & LYNCH
DEAD MEN

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Lynch-Style (continued)



and take out the sniper perched halfway up the pillar before heading all the way up.

Flank around and behind the last group of Retomoto's men until you reach the base of the large concrete highway support. With the ground clear, storm up the steps



The sniper drops his rifle when you take him out. Pick it up and you've got two snipers in your crew: you and Lynch.

PUT THE SQUEEZE ON



On the highway, the road is blocked by a squad of cops. Order your crew over the partition and immediately turn all of your fire down the highway at the officers. Put the squeeze on them by aggressively moving forward and blowing up their cars.



As the cops scramble away from their flaming vehicles, pick them off and continue moving toward your van. Don't get too close to their cars or you'll burn too. Press the cops all the way back and clear a path.



When the backup arrives, jump back over the center divider and hold position. Toss a grenade at the encroaching cops and use your sniper at medium range to pluck the SWAT cops as they scatter.

Keep your crew nearby, on the other side of the divider, and stand your ground. Finish off the rest of the cops and call it a day in Tokyo.

CHAPTER 7: REUNION

BETRAYAL



With Kane's plans to exchange Yoko for his briefcase dashed by Lynch, he has no choice but to deal with The7. As the two men speed down the Tokyo highway, Lynch makes the call to reunite Kane with his former friends.

Kane doesn't want to do it, but his three-week time limit has run out and there's no other way around it; he'll have to beg The7 for more time or his wife and daughter die. What Lynch doesn't seem to understand is that his life is in danger just as much as Kane's.



Once at the meeting spot, a darkened construction site, The7 prove just how ruthless they can be. They deny Kane his extra time and betray Lynch. The7's promise to grant Lynch Kane's place in their squad proves to be just another deception.

As Kane pleads for more time, The7 bring out his wife and daughter. Kane's wife, livid and hysterical, is suddenly quieted. The7 leaves Mute—one of the members of The7—to handle the situation, but things take a turn for the worse.

A FATHER'S LOVE

In an unprecedented moment of lucidity, Lynch actually creates an opportunity for you instead of making things worse. As Lynch distracts Mute by tackling his henchman, climb out of the ditch and melee Mute.



CHAPTER 7 REUNION

Before your burst of rage fades, leave Mute a bloodied mess on the dirt, and turn to the van on the right. Approach carefully but quickly and round the front of the van to the last of The7's goons. Take him out with a melee attack and pick up his gun.



More henchmen arrive from the far, ramped end of the construction site. Hide behind the concrete column and take aim at the approaching car. Watch the men come storming down the ramp and take aim at their heads.

If any of the men make it past your barrage of bullets and manage to creep into the left side of the construction site, order Lynch after them. Otherwise, pin them down at the base of the ramp and take them out.



**Don't let The7's men make it to Jenny!
You're not their primary target, she is!**



With the first wave of men down, examine their bodies to restock on ammo. Return to the ditch where Jenny is hiding and take cover behind the van on the right. Above and behind the van, on the right of the construction site, is a large parking structure. Direct Lynch to take cover by the short stack of pipes to the left of the ramp leading up to the parking structure and take cover in front of the van.

Two cars full of henchmen come careening into the parking structure. Order Lynch to target the car on the left while you focus on the car on the right. From the cover of your van, pop out and pick off the goons as they exit their vehicle.



The next wave of enemies comes rushing down the rear, left side of the site. Dash across the site to the left of the site, and take cover behind the small stack of cement bags on the nearby pallet.

Call Lynch over to your location and tell him to stand just beyond you, behind the long cement pipes. When the vehicle empties out and assailants rush down, open fire. Wait for them to move from cover to cover to get clean shots. If any slip by you, sic Lynch on them and pinch the rest down. Look for the goon with an automatic and take him down. When he's down, creep to his location and take his gun. He won't need it anymore.



This wave has another two cars, so watch the enemies carefully as they pour out of their vehicles. If an assailant armed with an automatic manages to flank you and creeps up on you from the rear of the construction site, your hopes for revenge die with you.



The final two cars arrive at the rear of the construction site. One car pulls up on the right of the concrete structure at the rear and another pulls up on its left. Call Lynch to your position on the right of the structure and order him to fire on the car.



While Lynch holds his position down, creep from the right, through the structure, and flank the second squad of henchmen as they approach from the left. One quick spray of your automatic and you should be able to nail two or three of the men as they creep toward your daughter. If any slip by, backtrack to Jenny's ditch and hold position there as you fend off the rest of the enemies.



Once all the men are dead, go to the pile of bodies from the second car. They were all packin' automatics, so their bullets will restock your ammo nicely.



Don't forget to back up Lynch. If he can't hold down his side of the assault, you'll have to swing back and help him fend them off!

NOT SAFE



After fending off the last wave of enemies, Kane pleas with Jenny to flee. She's not safe with him and won't be safe until he can eliminate The7.

As Jenny cowers in the ditch, paralyzed by fear, Lynch hears a disturbing noise in the distance. The noise grows louder and louder as Kane continues to try to get through to his cowering daughter. Suddenly, it's too late...

CHAPTER 7 REUNION

KANE & LYNCH

DEAD MEN

PRIMA OFFICIAL GAME GUIDE

STOPPING A BEHEMOTH



A large yellow dump truck suddenly bursts through the

structure at the rear of the site. Its wheels are big enough to squash you (or worse) and deep enough to reach Jenny in her ditch. As the dump truck speeds by over you, jump out of the ditch and chase the truck down.

On the bed of the truck are two armed assailants. One falls off as the truck goes up the ramp, the other stands steady. Take out your pistol and fire on the second goon as you chase the truck all the way up the ramp. As you do, veer toward the right of the ramp.



When you reach the top of the ramp, switch to your automatic and take aim at the driver-side window. Hold your ground as the truck backs up and unleash an accurate stream of fire on the driver-side window. Use short, controlled bursts to make the most of your fire and keep from wasting ammo due to recoil misfires.

Keep your aim true as the truck backs up. When it begins to back away, move down and right on the ramp to get a better angle on the window when it comes careening toward you. When the driver-side window shatters, back up a bit to get a good clear shot inside and open fire. Two or three bullets bring the driver to a stop and away from Jenny.



CHAPTER 7 REUNION



If you're having a hard time shattering the driver-side window, buy yourself (and Jenny) some time by firing on the front windshield. By spraying the windshield with bullets, you'll obstruct the driver's view and force him slightly off course.



If you're feeling braver, you can also stand in the dump truck's path and fire through the windshield to stop the driver.



With the dump truck down, Jenny suddenly comes to her senses and makes a mad dash for a nearby vehicle. She gets in and speeds away to safety. As you and Lynch stand by and watch her speed away, you plan your next move.

You decide to call on help to bring heat on The7 and Retomoto. Reluctantly, you let Lynch join you. And why not? He feels betrayed just as you do. He wants revenge. Decided, you get in the dump truck and head to a nearby prison; that's where you'll find your help.

Lynch-Style



It's understandable; you don't want to take chances while protecting your daughter. Understood. However, why leave her in the first place? The following strategy might not be as tactically sound as moving from cover to cover and all that jazz, but it'll help you keep an eye on Jenny during this ordeal.



After you take down Mute and the goon by the van, return to the ditch where Jenny is hiding. Drop down and take aim at the henchmen approaching from the far, ramped side of the site. Remain standing while in the ditch; you'll be open to fire, but you'll have a better view to fire back. Direct Lynch to help you flank the goons before they get far and take the three men down quickly.

NO PARKING



When the second wave arrives at the parking structure, send Lynch to take cover behind the red car at the base of the ramp. While he unleashes hell on the enemies on his side, crouch and take aim at the car above you in the structure, then open fire. You'll have to aim through torrential rain and past glaring construction lights, but if you aim at the goons' flashlights, you'll get clean shots every time.



As enemies get by Lynch's fire (or yours), they'll automatically head to your location, as they're after Jenny. When they do, sic Lynch on them to draw their fire and pick them off as they approach.

HEADS UP!



If any assailants drop dead near the ditch, hop out for a second and pick up their dropped ammo.

CHAPTER 7 REUNION


Lynch-Style (continued)

From your ditch, call Lynch over and order him to take position between you and the next wave of enemies. As they pour out of their cars, high on the left side, issue Lynch to fire on enemies approaching from the right, while you fend off assailants on the left.

To withstand the final wave of assailants, order Lynch to the right of the structure at the rear and leave your ditch. Carefully strafe toward the left of the structure—but don't rush toward it—with your weapon trained at head-level. When enemies come into view, open fire and drop them with a few headshots.



If you miss, drop back a bit into cover just behind the stack of materials by the ditch. Let one of the assailants get close, then drop him with a melee attack and arm yourself with his automatic. Automatic in hand, drop back into the ditch and help Lynch finish off the goons approaching from his side. Keep your head on a swivel and watch the area around the ditch closely. If enemies get within firing distance of Jenny, you can easily cut them down with a spray from your automatic.

HEADS UP! 

Pick up the walkthrough at "Stopping a Behemoth."

CHAPTER 8: BREAKOUT

BUSTIN' IN TO BUST 'EM OUT



An hour away, the prison yard is empty. A guard stands watch in the corner tower, but is unable to react when he sees a large yellow dump truck speeding toward the prison wall.

He sounds the alarm— too late. The truck busts through the wall as if it were made of paper. Two armed men come stumbling out of the truck; it's Kane and Lynch. Kane has a list of men that would turn on The7 in a heartbeat...and they're all doin' time.

LOOKS FAMILIAR



You'll need a passage into the prison. Create one for yourself by shooting through the glass in front of the truck and taking down the one guard in the visitor's area. Send Lynch into the room ahead of you and direct his fire to the right.

While he lays down suppressing fire, move ahead of him into the center hall and train your gun on the guards in the side room on the right.



CHAPTER 8 BREAKOUT



In the center hall, send Lynch ahead of you again to cover the window at the end. When a guard pops his head up, Lynch cuts him down with a few blasts of his shotgun.



Leave Lynch guarding his window and dash into the room on the left. Shoot out one of the windows on the right and climb through. As you do, order Lynch to bring up the rear and make a right into the next long hall.

Stop at the entrance to the long chain-link tunnel ahead and crouch. Line Lynch up next to you before proceeding: you'll need a wingman in this section. Send Lynch ahead to draw fire from the correctional officers on the other end and the sniper on the left. Take down one of the officers at the end of the tunnel, then creep up to the edge where the tunnel becomes chain-link, and peer out to the left. Locate the sniper in the tower and take him down.



After taking down the two guards at the opposite end of the tunnel, you can also dash through and ignore the sniper.



Make a right at the end of the tunnel and follow the hallway around into a control room. Drop the lone guard inside before entering, then make yourself at home in the control room. While inside, leave Lynch and his shotgun to handle the guards on the walkway above the hallway.

Because the ceiling over the hallway is grated, Lynch can easily pump shotgun rounds at the officers above. Inside the control room, use the control panel to open the gate barring the hallway. Peek out of the room's doorway and help Lynch clip the remaining screws patrolling the grating above the hallway. (Screws? Just another slang term for correctional officers.)

KANE & LYNCH
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CELL BLOCK A



Leave the control room and follow the green stripe on the floor toward Cell Block A. As you round the corner into a small anteroom to the main block, stop in the small room and scope out the situation ahead.

The large, open, two-floor room ahead is lined with cells along the circular walls. Benches and workout equipment litter the center of the circular room as large pillars create a small circle at the center. As soon as you enter the block, alarms begin to blare and a small squad of officers open fire from the other side. Order Lynch to take cover behind the closest pillar on the left, and move in behind him, laying down fire as you go.

Slide into position behind the pillar on the right, and pop out to drop the guards as they move around the ground floor. Keep a close eye on the pillars lining the center of the room and the area behind the benches on the far side. From your position, keep directing Lynch from pillar to pillar toward the opposite end of the room until your concerted effort has cleared the room.



With the ground floor clear, circle around and pick off the screws on the second floor. Some will storm down the steps and rush you, so keep a close eye on the steps flanking the room in case they decide to bring the fight to you.

With the entire room empty of opposition, go up the steps and into the control room overlooking the workout area. Open the cages from the computer station and get Rific, your first crew member, from his cell, located just left of where you entered the block.

CHAPTER 8 BREAKOUT



Rific is apprehensive when you approach him. The last time he saw you, you were trying to kill him. This time you need his help. He hesitates but the possibility of killing members of The7 is too enticing. He joins the crew. Besides, anything is better than lockup.



As soon as Rific is set free, another squad of correctional officers comes rushing into the block from behind. The good news is that they've opened the door into the next area; the bad news is that they're ticked off.

Make short work of them with a well-placed grenade. Toss it just as they come in and are all bunched up behind the benches at the rear. If your frag grenade misses, toss a smoke grenade to hide your approach and flank them from the left or right.

CLEANING LAUNDRY



Leave Cell Block A and follow the green stripe out the block's back doors. As you turn right, watch as the inmate gets the jump on a screw inside the control room ahead. After taking down the screw, the inmate opens the doors on the left and right. Unfortunately, his efforts don't go unnoticed and he's immediately shot by another guard.

Still, he managed to open the doors for you, so sneak into the room via the doors on the left. Sneak up on the guard and take him out quickly. He's packing a shotgun, so be careful not to get too close. Instead, take him out from the safety of the doorway before entering the control room.



Don't bother trying to shoot through the windows of this room, they're shatterproof. Besides, you'll only alert the guard that you're approaching.



Attached to the control room is an anteroom with stairs on each side. Beyond the small anteroom is the mess hall. Enter the small room with the stairs and snap off a few rounds at the guards at the far end of the mess hall. Eliminate them, then go up the steps in the small room and follow the walkway into the mess hall.

Patrol the second level of the mess hall and slowly scan farther along the walkway. Watch the corners for snipers and pop them before they get a round off.



With the second level clear, turn your attention to the ground floor of the mess hall and either send in your crew or take them out yourself. Either way, make sure the ground floor is clear.



Follow the walkway all the way as it wends back around to the front of the mess hall. Take the stairs down to the ground level and follow the orange stripe on the floor down into the laundry room.

Traipse into the laundry room and carefully approach the second room inside. Pass the washing machines on the right and edge to the wall on the left. When you do, a cop peeks his head out from behind a pillar and takes a few shots at you. Stop and take him down before rushing into the second room. Once the first cop is down, order Lynch to splatter the officer on the immediate right upon entering the room.



CHAPTER 8 BREAKOUT

Open the door to the boiler room at the rear. Inside is Thapa, the second recruit hopeful. He still harbors some anger for you, but not as much as he does for The7. He's easy to convince.



With one more person on your list, backtrack through the laundry room. Before exiting, however, you'll have to blast a few more officers in your way. Take cover behind the nearby pillar (just as the cop did when you entered the laundry room) and open fire on the swarming officers in the next room.



After dropping the first two guards, move your men into the next room and pressure the screws behind the laundry baskets. Overwhelm them with firepower and run them over.



Follow the orange stripe on the floor back up the stairs and blast the lone guard watching the top of the steps.



Lead your men up the steps and make a right into the kitchen area. Order Lynch and Rific into the right of the room and approach the left with Thapa tailing.

Spread your men out across the back of the kitchen to thin out the officers' gun spray. Expertly pick off enemy after enemy until the entire kitchen is empty. Try to use the kitchen equipment for cover whenever possible. If you're quick to fire, the food fight shouldn't last very long.

CELL BLOCK B

Before exiting the kitchen via the door on the far right, crouch, slowly creep to the exit, and peek outside. Locate the snipers on the surrounding roofs before setting foot outside.

Back up into the room a bit to keep the snipers from seeing you, and slowly edge forward until you can get a clean shot at them first. If you've got smoke grenades, drop one in the doorway to keep them from locking onto you quickly. Pick off the snipers on the left first, then edge outside and pick off the sniper on the right rooftop.



Climb atop the dumpster in the right corner to get on the roof. Follow the roof's edge around, past where the second sniper was, until you're overlooking the next courtyard.



Toss a frag at the screws below before dropping in on the action. If your grenade doesn't do the trick, strafe left and right across the roof and pop the few remaining guards in the yard.

Send your boys down to clean up the courtyard before you drop down. Once the coast is clear, call your crew to clear the room leading into Cell Block B. Creep into the block past the burning trash and dead bodies.

CHAPTER 8 BREAKOUT



By this point, the inmates have taken control of Cell Block B, so your path to Shelly—your next recruit—is clear. You'll find him in a passage on the right of the block's bottom floor. Unfortunately, he's locked behind the passage's barred doorway, so you'll need to find a way to get him out.



Turn around and head back into the block, which is now crawling with screws. You've got good cover in this little passageway, so use it. Edge out a bit and locate the officer on the stairs opposite the passage.

Leave the passage and make a sharp right into the halls lining the block. Circle around and pick off the other officers perched on the steps.

Climb up the steps onto the chain-link walls lining the cell block and circle around. Order your men to climb higher along the cell block and let them finish off any officers in your way. Your goal is to reach the control center on the block's third floor.



Join your crew on the top floor and have two men approach the control center from one walkway while you and the third crew member approach from the opposite walkway. This divides the guards' fire and makes them into sitting ducks.

Send your wingman into the room ahead of you and let him pump the guards full of lead. If they get only a few shots on him, it's ok. Finish the job for him and clear the control room.



Activate the switch in the control center and leave through the rear door on the left. It leads out of the room, through a small passage where you can talk to Shelly from above. Unfortunately, the control center only opened the gates to the yard, so you'll have to open the last gates from the tower.



Keep moving through the now-open passageways until you reach the next block. Send the crew ahead and let them circle around the top of the block, carefully eliminating screws in your way.

When you reach the end of the walkway, you'll come upon a stairwell. Take it all the way up and stop just before you exit the stairwell into the tower. Slowly creep to the top of the stairs and drop a grenade just behind the two guards on the right. After dropping it, slide back down the steps and take out the guard on the left.



Hit the switch to open the yard gates and create havoc on the ground floor. When you do, a helicopter begins to circle the control tower. Order your men to open fire on it while you hide in the stairwell. On occasion, come up the steps and fire on the helicopter; if any of your men have fallen, revive them.



While in the control tower you have a clean view of the other guard towers. You could take out the snipers on the towers to create less work for yourself later.



As the helicopter sputters away and crashes, rappel down the tower to the ground floor and meet up with Shelly. Your whole crew is together now.

Dash past the basketball court on the right and into a small

passageway. Before exiting, stop and take cover behind the door panel on the left. Peek out and snipe the tower guard immediately.

CHAPTER 8 BREAKOUT



Order the men out into the yard and have them spread out. Send two men to hide behind the red SUV on the right and truck it to the dumpster near the corner of the left wall. From there, your men draw the guards' fire and pull them into your view.

As they approach the right wall and hide behind cars, pick them off with clean headshots. If you can't get a clean shot, shoot out the windshields and fire through the inside of the car.



As the guards on the left tower fire gas grenades at you, stay under cover and wait until they land nearby. When you see one, rush out and toss the gas grenades at the guards on the ground to smoke them out of their cover and into your men's fire.

Leave your covered position and drop the last two snipers on the tower to the left; strafe left and right behind the corner to keep them from getting a clean shot at you.



When the coast is clear, lead your men in a mad dash around the corner to the left and into the armored vehicle at the far end of the parking lot.



CHAPTER 9: RETOMOTO TOWER

BACK IN TOKYO



Rather than set the crew on The7 right away, Kane must look out for the safety of his daughter. She's on the run, but if he knows Retomoto, the Japanese crime boss will be looking

for her after what Lynch did to Yoko. And there is nowhere that Retomoto's arms can't reach. It's only a matter of time before he finds Jenny.

That's why the crew sets off to Japan for a pre-emptive strike on the crooked businessman. Donning disguises as construction workers, they manage to infiltrate Retomoto's tower via the roof. In a few short moments Kane, Lynch, and the rest of the crew will eliminate Retomoto and make sure Jenny is safe. Oh, and there's also the matter of Kane's briefcase in Retomoto's possession...

OHAYO GOZAIMASU: GOOD MORNING



Your assault on Retomoto tower begins at the top. After reaching the roof, you'll need to take out the guards near Retomoto's helicopter. This is easy enough; rush the group before they can realize what's going on and take them all out.

Either send your crew ahead and blast them or take them down with a rushed melee attack.

Behind the helicopter, guarding the steps down from the helipad is one more Retomoto goon. Eliminate him with a melee combo and the roof is yours.



CHAPTER 9 RETOMOTO TOWER



Now that the roof is yours, you go over the plan with your team. You'll rappel down first and plant a charge on the window. When it blows, your team will rappel down and storm the room, guns blazing.

You attach the rope and lead your wary crew down the crystalline glass façade of Retmoto tower. When you reach the window to Retomoto's board room, the people inside notice you but can't do much to stop it. You place the charge and count down. Six, five, four, three, two, one...



When Retomoto's guards notice you outside the window, they open fire. If you stand around and wait for the window to blow, you'll either get popped by his goons or blow yourself up with your own bomb.

BOOM!



When the boardroom window blows, your crew swings down onto the ledge and the room is engulfed in a storm of flying bullets and glass. Press your back to the wall and locate the guards on the far left side of the room.

Pop out of cover to help your crew clear the room. Under your men's suppressing fire, slowly creep into the room with your gun aimed at head level. Circle around the red columns in the boardroom and clip Retomoto's goons.



After Retomoto and his men are down, approach Retomoto's dead body at the head of the boardroom table. Recover your suitcase and approach the large black doors at the rear of the room.

**KANE &
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DOMO ARIGATO, MR. RETOMOTO



As you approach the rear doors, stop and order the crew to take cover behind what's left of the red columns. Watch the door carefully and wait for them to slowly slide open. As

they open, toss a few frag grenades just in front of the door. When the next wave of Retomoto's men comes pouring in, they'll walk right into them.

Wait for the grenades to detonate before you leave your column and sweep the doorway for any enemies the grenades might have missed.



The hall behind the door runs left and right, but both directions turn into the same waiting area. Split up your team and send two men left and the other two right. When your men meet at the secretary's desk, they'll automatically pinch any henchmen waiting to ambush you.

While your boys do their work, move ahead into the large circular halls of the main building and quickly cut down the henchmen nearby. Don't venture too far into the building, or you'll be a sitting duck. Instead, take cover behind the samurai armor displays and call your crew to you.



Once again, divide your crew into two-man teams and send one left and the other right. Watch them as they venture into the round hallways and direct their fire if you need to.

Otherwise, back them up from your position and provide support fire. Leave your position and follow one of your teams around the walkway, sweeping the area of any henchmen that remain.



As you sweep the walkway, hug the right wall to keep from taking fire from the levels below.

CHAPTER 9 RETOMOTO TOWER



Now that the top level is clean, position a team near the stairs leading down to the next level. Have your two-man team hold their position and lay cover fire while you move into position at the top of the steps. Aim your weapon low and provide cover fire down the steps for them to descend.

After your first team is on the second level, return to the opposite side of the top floor and provide the same cover for your second team. Lead them down the steps and onto the second floor.



On the second floor, regroup your teams and lead them around the walkway, clearing the floor. Again, use the samurai armor display cases to cover your approach and shred the Retomoto goons in your way.

When you clear the second floor, order your men to take position at various spots around the second floor. Once they're in place, shatter one of the glass panels on the interior railings to get a better view of the next floor down. Open fire on the enemies below and wipe out the henchmen surrounding the rock garden in the center.



After taking out the goons in the garden's surrounding halls, gather your men and lead an assault on the rock garden at the center of the lobby. More of Retomoto's men are hidden behind rocks and crevices, so carefully circle the garden and take them all out.

Finally, send your men ahead of you and storm the elevators. Retomoto's men make a final stand at the elevators. Help your crew mow them down and get in the elevator leading to the exit.

Lynch-Style



Not bad, you've managed to deftly descend Retomoto tower safely with all that "tactical maneuvering" jazz. If you've managed to grow some...courage, why not try this?



After taking out Retomoto's men in the boardroom, sneak out into the top floor and send all of your men to the right. When they do, strafe left and pick off the guards on the left side of the building.



Clean the whole top floor, then issue your men orders to surge down the steps on their side. As they make their way to the next

level down, rush to the other steps and sneak up behind Retomoto's occupied henchmen. Slice their throats or drop them with close quarter combat.



Descend to the next floor in similar fashion. Send your men ahead one way, while you sneak up on the goons from behind.

Once you've cleared a path to the rock garden, rush the rocks and drop a grenade at its center. Sweep the area around for any more enemies and the lobby is yours.



To reach the elevator, force the Retomoto guards to turn their backs and flee; toss some teargas grenades into the elevator hall and slowly lead your crew into the hall to pick off the guards as they scramble.

CHAPTER 10: TOKYO STREETS

"JUST KEEP IT COOL."



The men toss their disguises and ride the elevator to the main lobby on the bottom floor. If all goes according to plan, they can walk out of the building without arousing suspicion; they'll simply blend in.

An officer ushers the men right, toward the exit. So far, so good.

RUNNING THE GAUNTLET



As you exit the lobby, you and the rest of the men keep cool. Lynch, on the other hand, doesn't fare so well. He snaps at a cop that he believes is looking at him funny.

It was bound to happen. As you walk out, approach one of the armed guards near the left of the lobby and take him down with a melee combo. Let your men take out the rest of the cops in the lobby and rush to the front doors. Take cover and examine the area just outside the building.



The cops outside are quick to toss teargas grenades into the building. Issue your men an order to provide cover fire while you toss the grenades back at the cops.

CHAPTER 10 TOKYO STREETS



Toss a few smoke grenades outside to cover your movement in the lobby and direct your crew to take cover behind the pillars near the front doors.

Carefully edge out of the lobby and out to the building's front steps. Slowly creep out, lay down fire, and take cover behind the pillars atop the front steps. Once you're in place, order your men to back you up as they take cover behind the pillars nearby.

With all four men safely behind the pillars outside, you can make a final push into the street. Peer out of your protected position and pop the police officers as they pop out of their cover. Use grenades to blow up their cars and inflict major damage.



On the street, send your men to the right. You'll need to run a gauntlet down a few blocks past SWAT squads, police officers, and snipers.



March your men down the street until you come upon a bridge and a fresh squad of police officers. Just as the officers get out of their cars, toss a smoke grenade ahead of you to obstruct their view. On the bridge behind the first cop car is a sniper.

Approach the first car with your finger on the trigger and slowly veer right until you reach the corner of the next building. Take cover at the corner and open fire on the sniper perched on the bridge. After taking down the sniper, send your men toward the base of the steps leading to the bridge while you storm up the bridge.

CHAPTER 10 TOKYO STREETS



Atop the bridge, clip the last cop and take the dead sniper's rifle. Immediately turn the rifle right and aim across the street to the highway overpass where another sniper zooms in on you. Drop him quickly before he can cause damage.



The bridge is yours, but the cops are beginning to swarm in on you from the street on the right. Call your men and have them post up on the bridge. While they exchange fire with the cops, rush across the bridge and down the steps on the other side.

Upon reaching the bottom of the stairs, make a left and take cover behind the building's corner. From here you've got a great view of the cops further down the street. Take aim and start sniping them while your crew distracts them from the bridge.



A SWAT squad arrives to join the firefight at the far end of the street. Take aim around the corner and use up the rest of your sniper rounds to take out as many SWAT members as you can. When you run out of sniper bullets, take one of the SWAT member's dropped weapons.



Slide down the street with your back to the building while you fire on the cops on the right. Meanwhile, the rest of the crew can pressure the cops from up the street, approaching from below the bridge. Be sure to take at least one man with you down the street. That way, you have backup in case you take fire and a wingman to cover your move down the street.

Make a left at the intersection. At the end of the street is a flight of steps leading to a bus terminal that's now crawling with SWAT guys. Gather your men and approach the steps to the terminal slowly. Order your crew to spread out—two on the left of the steps, two on the right of the steps—and overlook the terminal below.



Once in place, take position at the top of the steps and open fire on the SWAT team below. Begin your assault by clearing the T-shaped bridge at the center of the terminal. The bridge offers the SWAT guys a clean shot of your men guarding the right steps, so when the bridge is clear, slink down the steps and clear the ground forces on the left of the terminal.



Rush down the steps on the right and order your men to follow. Take cover behind the bus stop on the right then order your men into position behind the green and white bus just to the right of the main terminal.

Lay cover fire for them as they move, then follow them as they circle toward the back of the terminal, sneaking behind buses.



As you circle around the terminal, blow up the buses that the SWAT men use as cover. It'll cut down on the ammo you use and take out multiple SWAT guys at once.

CHAPTER 10 TOKYO STREETS

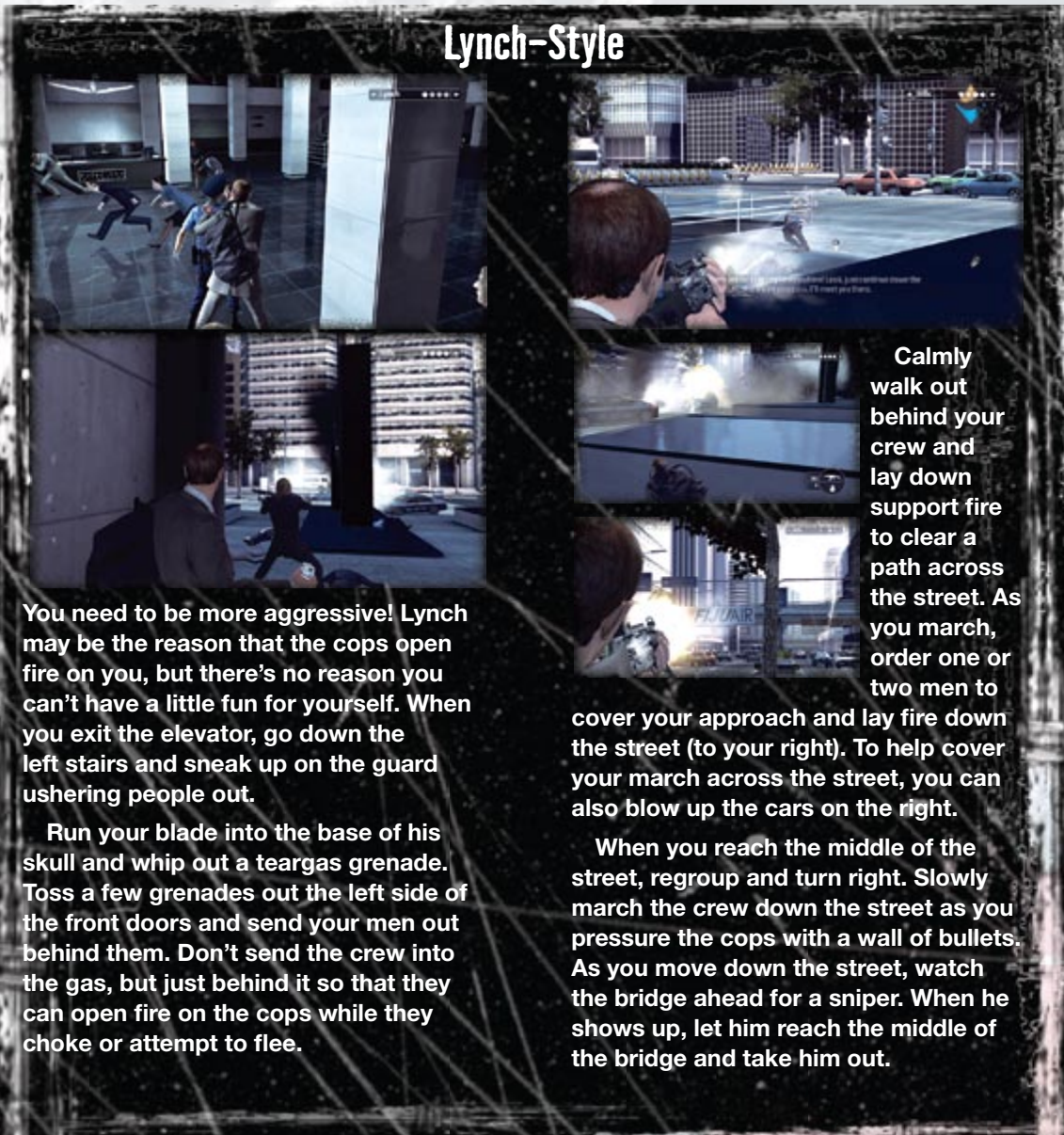


With the right side of the terminal free of opposition, regroup and cut across the terminal to the far left side. Keep a low profile and prepare for another gun battle.



On the left side of the terminal are more SWAT members. Get the drop on them from behind as they scuttle into position. There should only be three or so, so drop a grenade at their feet or swarm them with crew to overpower them. Leave the SWAT members on the floor and make a mad dash to the rear of the terminal where a black van is waiting for you.

Lynch-Style



You need to be more aggressive! Lynch may be the reason that the cops open fire on you, but there's no reason you can't have a little fun for yourself. When you exit the elevator, go down the left stairs and sneak up on the guard ushering people out.

Run your blade into the base of his skull and whip out a teargas grenade. Toss a few grenades out the left side of the front doors and send your men out behind them. Don't send the crew into the gas, but just behind it so that they can open fire on the cops while they choke or attempt to flee.

Calmly walk out behind your crew and lay down support fire to clear a path across the street. As you march, order one or two men to

cover your approach and lay fire down the street (to your right). To help cover your march across the street, you can also blow up the cars on the right.

When you reach the middle of the street, regroup and turn right. Slowly march the crew down the street as you pressure the cops with a wall of bullets. As you move down the street, watch the bridge ahead for a sniper. When he shows up, let him reach the middle of the bridge and take him out.

Lynch-Style (continued)



When you and your crew reach the bridge, run up the left steps, pick up the sniper rifle, and descend the steps on the right. Retreat to the corner and get cover. Peek out of your corner and take out the sniper on the overpass ahead.

Now leave your corner and order your men to lay down fire beyond the bridge. While they do, snipe the distracted cops and clean the path to the end of the intersection.



The SWAT team at the intersection can be tough to pick off since they're carrying shields. Toss a teargas grenade at their formation and force them to turn their backs and expose their weak side. As they do, your men can cut them down.



When you reach the terminal, you'll need to move quickly. Order your men to take cover behind the bus stop on the right of the terminal and rush down the steps, past gas grenades, and into position behind the bus stop.

Clear a path up the steps on the right, behind the bus and make a run for them. When you reach the steps, slowly creep up, onto the bridge, and slide into position behind the sign hanging from the bridge's railing.



Once atop the bridge you can rain bullets on the SWAT team below and strategically move your men from the bus stop into the covered terminal area while laying cover fire for them.

Once the terminal is clear, take down the last three SWAT guys between you and the van and get a move on!

CHAPTER 11: FREEDOM FIGHTERS

VIVA LA REVOLUCIÓN!



With Retomoto dead, Jenny can continue running. Better still, Kane got his briefcase back from the crime lord. There is still the matter of The7.

Knowing The7 as well as he does, Kane gathers his crew and sets off to Havana, Cuba. There, The7 are helping overthrow the government—one of their specialties of mercenary work—for their final job before “retirement.”

SUNDAY MORNING SERVICES



After calming Lynch down and regrouping with your men on the bottom floor of your building—which happens in a cut scene—position your men behind the arches of the building. As you watch over the church square just ahead, order the crew to open fire on the men in red berets approaching from the left.

Take out the first wave of Cuban soldiers and send your men to take cover behind the rusty car on the left. Rush out and spread out your men across the edge of the church square. Have them hide behind the small planters for cover and open fire on the soldiers posted at the church steps.



CHAPTER 11
FREEDOM FIGHTERS



Be sure to take out the gunman on the church roof. If you don't, he'll make things a lot tougher on your crew as they clean the church square.



Dash right and move from planter to planter for protection. As you move, order your men ahead of you to provide cover fire. When you reach the right edge of the square, direct your crew's fire to the far right edge of the church.

Dash down the far edge and duck behind the small concrete dividers for cover. A mounted machine gun at the church's right makes your approach difficult. Use a combination of blind fire and well-aimed fire behind smoke grenades to take out the machine-gun operator.

With the machine gun no longer posing a threat, the whole right side of the church is clear. Order your crew to slowly advance up the church square. If there are any remaining soldiers in the square, help pinch them from the front (your crew) and behind (you) until they're all dead. Move across the church steps back to the left of the church square and make a right.



As you turn right, immediately take cover. A gunman is perched on a nearby balcony and has a clean shot at you and your men. Open fire on the red barrel next to him to blow it up and take out the gunman.



Now you can safely turn your attention to the group of soldiers farther up ahead. Order your crew to slide along the church's left wall and engage the soldiers hiding behind the arches while you toss a grenade or two at the men on your left.

CHAPTER 11 FREEDOM FIGHTERS

Lynch-Style



Even while fighting in an insurrection you insist on playing it safe. You're in a different country now; why not try a different approach to revolutionary warring?

Leave your building and lead the crew to the left of the church square. Inch farther and farther left until you're completely covered by the small concrete dividers littered along the left side of the square.



Move your crew into the small storefront on the left and lay suppressing fire on the soldiers approaching from the right. Before proceeding, take out the gunman on the church roof.

When he's down, usher the man farther along the left of the square using the pillars for minimal cover. You'll have to be aggressive as you move or you'll get pinned down. When you reach the base of the steps, blow up the gunman on the balcony and send your men ahead.

HEAVY MACHINERY



The church behind you may be clear, but the path ahead is anything but. Before storming the capitol, you must join up with a group of freedom fighters pinned down by a BTR across the street. Leave your men near the church while you arm yourself with one of the rocket-propelled grenades (RPG) littered on the street.

Sneak out from behind the church and toss a few smoke grenades in the middle of the street. As soon as they explode, storm across the street, past the BTR fire, and reach the men on the other side.



Before leading your men into the next square, you'll need to make sure they can't get cut down by BTRs, helicopters, or any other kind of heavy machinery. It's best you approach alone for a while before regrouping with your men.



In order for the freedom fighters to join your crew, you'll need to take out the BTR. Turn around and drop another smoke grenade on the street. Streak back toward the church and take cover behind the small planter on the other side of the street.



Peek your RPG out and take aim squarely at BTR's underside. Fire off the RPG and quiet the monstrous machine. If, for some reason, a single RPG doesn't do the trick, pick up the RPG on the left of the bench nearby and unleash it on the BTR.



After destroying the BTR, the group of freedom fighters joins your crew (four revolutionaries to every man in your crew). You're now in charge of a small battalion. By issuing one man an order, you command a battalion of five.



Before rushing headlong into battle in the square ahead, grab another RPG and wait by the BTR. Do **not** venture out beyond the BTR's second tier. If you do, you'll alert more soldiers to your position. Instead, wait there until you hear a helicopter approach.

When the helicopter appears, it'll come barreling down directly toward you. Wait until the helicopter is almost on top of you, then release the RPG to hit its underbelly. Leave your men by the church and pick up a rifle. Return to the BTR and draw out the soldiers at the right corner of the building ahead. Pick them off, then take out the other two men who attack from the front left side of the BTR.



CHAPTER 11 FREEDOM FIGHTERS



Again, leave your men in the safety of the church area and return for another RPG. Sneak back up to the BTR and creep behind the pillars on the left. Snake around the corner and take cover behind the sandbags.

At the near edge of the square ahead another mounted machine gun is aimed directly at your position. Drop a smoke grenade at your feet and aim your RPG through the smoke at the machine gunners.



With the machine gun turret disabled, you can now call your men to join you.



Call a battalion over and have them take cover behind the sandbags between the pillars while another battalion hides behind the cars on the right of the intersection. While they're in place, run back and grab another RPG. Take your RPG and hide behind the pillar at the corner of the building, just left of the BTR.

Watch the left end of the street and wait for the helicopter to approach. As the chopper makes a strafing run at your teams, pop out of cover and hit it with your RPG. Peg the helicopter with a third RPG to take it down and get it out of your hair.



If you run out of RPGs by the church, either grab one from the center square—just behind the machine gun turret—or fire on it with an automatic.

Whatever you do, don't venture into the square beyond this pillar until the helicopter is down. If you do, the chopper will alter its course and make itself harder to hit while you scramble into the square below.

When the helicopter comes crashing down, send a squad of men down the street to the left. There, they can take out the soldiers that try to flank you. After they're dead, the entire rear of the square is yours. Position your men and their battalions along the rear of the square.



Slowly move each battalion forward and provide support fire as they engage the soldiers approaching from the opposite end of the square. During the firefight, two trucks with mounted guns arrive at the square's opposite end. Scramble across the rear of the square and grab the RPGs littered around the machine gun turret. There are two behind the turret, atop the steps, and a third on the right of the turret nest below the steps. Take two of those RPGs and take out the trucks before they kill your squad.



Coordinate your teams' efforts and concentrate your fire on the gazebo at the center of the square. On occasion, turn your attention to the buildings flanking the square to make sure no more soldiers get the jump on you. Otherwise, keep moving forward into the

center of the square, and into the gazebo.



Don't be overly aggressive as you approach the gazebo. The push to the center of the square should be slow and steady. You'll lose men, but they'll take many soldiers down with them.



Once you've taken the gazebo, grab the RPG on the floor and fire on the machine gun turret ahead. Destroy the turret and send your men to hold position on the steps by the machine gun. If you've

managed to save an RPG up until now, backtrack and get it.

When you do, take aim at the balcony in the left corner of the square. If you don't have any RPGs handy, charge up behind your squad and provide support fire on the balcony until the gunmen are down.

Clear out the rear of the square by ordering your men to take out the soldiers on the left corner, while you grenade the last squad down the steps behind the turret. With the square completely clear, make a left at the rear until you find the crashed helicopter. You're almost to the capitol.



CHAPTER 12: EL CAPITOL

RISE OF THE INFIDELS



Kane successfully leads a small makeshift army to the base of El Capitol. There, at the base of a tall dilapidated building, Kane and Lynch splinter off from their army and prepare to reach the building's roof.

Meanwhile, Thapa, Rific, Shelly, and the rest of the freedom fighters will gather reinforcements so that they can attack the capitol on Kane's cue.

ASCENDING BATTLE



After entering the building and climbing the first flight of steps unhindered, which happens on its own, crouch and creep out into the building's hallway.

Take aim at the three men guarding the door on the opposite walkway and open fire. Call Lynch over and direct him to take cover behind a pillar. Leave Lynch at the pillar to engage the enemy, then dash up and around the hallway to flank them.

Upon reaching the soldiers' hallway, take position behind the pillar at the end and peer out only to finish clearing the path ahead.



CHAPTER 12 EL CAPITOL



Slink into the passageway and pop the soldier guarding the steps just above you. Slowly climb the stairs until you reach the next floor. Just behind the exit on the next walkway is another Cuban soldier. Take him out with a headshot.



Take cover in the small passage and call Lynch to join you. From the passage, clear the walkways ahead of any remaining soldiers.

Send Lynch ahead to draw their fire, and follow him out to lend support fire.



Once the top floor is clear, go through the door on the right of the hall onto the roof.

HAVANA SKIES



The roof isn't empty, and several soldiers pour out of various shacks on the roof. Sweep around the left of the roof and take down the soldiers while they engage Lynch in a firefight.

After clearing the roof, your men contact you below with good news. They've managed to get their hands on a tank. Unfortunately, they're pinned down by two BTRs guarding the capitol building's main square. Take out the BTRs by peppering them with RPGs from the far left corner of the rooftop.



Aim your RPG shots carefully; you don't want to waste precious RPGs right now. You'll need all the RPGs you can get soon enough.



After destroying the BTRs, grab another RPG and wait behind the shack on the left of the roof, closest to the far edge. Wait until you can hear a helicopter approach from the far right. When it gets close and strafes over the roof, pop out and hit the chopper with the RPG.

After striking the initial blow on the chopper, either use your handgun to take out the lone gunman on the nearby rooftop, or set Lynch on him. The lone soldier can make things a bit tougher, so drop him quickly, before the chopper makes a return run. Grab another RPG from the corner of the roof and watch the Havana skies for the chopper. When it makes another strafing run at you, pop it with the RPG from behind cover.

CHAPTER 12 EL CAPITOL



The keys to surviving the battle with the chopper are to stay on the move constantly (staying near cover you can easily run to) and to keep Lynch alive and at a distance. If you're out in the open constantly, the copter will pick you off in no time. By staying near buildings you can quickly turn the corner or duck behind cover when you see the chopper approach.

By keeping Lynch alive, you'll have an insurance policy in case you go down with a bullet. Keep Lynch at a distance, however. If the chopper gets hold of you and Lynch, you'll both go down for good.



slowly rises above the roof and peppers you with fire. As soon as it dips, grab another RPG and take cover behind one of the shacks near the left edge of the roof. Wait for it to rise and pop it with another RPG.

Continue scrambling about and popping the chopper until you've nailed it five times. Stay swift on your feet, keep close to the RPGs on the ground, and near cover at all times.



FACE TO FACE



The helicopter comes crashing down in the distance and allows your ground forces to rush the main capitol building. Your crew unleashes a barrage of fire with their new tank and several battalions of rebels rush the building's front steps.

Rush up behind the troops and stop behind the small concrete wall just in front of the soldiers ahead. Duck for cover and open fire on the soldier manning the machine gun. Drop him quickly and your troops can move ahead.



As soon as the troops get moving, cover their assault by taking out the soldiers perched on a balcony on the right. The soldiers have a clear view of your men below, so take them down swiftly to avoid incurring more casualties.



Lead your mini-army to the capitol's front steps. Duck behind the arched entry and toss a frag grenade inside to flush out the soldiers from behind their sandbags. If the grenade doesn't get them, your rifle will.

Storm up the spiral staircase just beyond the entrance and overpower the guards at the top. You can catch them by surprise as they shoot out the window or simply spray them with bullets as they turn around to face you.



Follow the columned walkway left and sneak up behind any remaining soldiers perched on the building's front balcony. After clearing the balcony, enter the building through the large hole on the left.



REVENGE



As you enter the capitol building, a familiar voice taunts you from the hallway ahead. It's the same voice as the masked man that broke your nose! He's entrenched at the rear of the hall.

Drop a smoke grenade in the center of the hall and rush into the smoke cloud. Take cover behind the large piece of rubble on the left and open fire on the gun turret at the far right of the hall.

CHAPTER 12 EL CAPITOL



Order Lynch to engage the other gun turret and cover you while you scuttle over to the next piece of rubble down the hall. Hold your position and open fire on the last turret before proceeding to the end of the hall.



Just as you take out the second turret, the room behind him explodes. Leave your cover and run to the end of the hall. Peek around the corner to the left and take down the masked man in the next room.

With your vengeance on the masked man fulfilled, venture into the next room and order your men to take cover at the doorway to the capitol's main office. While in position, clear the main office of the last few soldiers and end this little revolution.



The capitol building is empty and under your control. Unfortunately, The7 have abandoned their location and retreated to their jungle hideaway. Only Carlos, your close friend and the most recent member of The7 to be betrayed, stayed behind.

After some...coercing, Carlos coughs up The7's exact destination. Better still, he offers to join up and help your assault on the last few members of The7.

CHAPTER 13: BIRD'S EYE VIEW

JUNGLE TREK

Carlos joins Kane and Lynch's crew for one purpose only: To help Kane exact revenge on the traitorous members of The7. The group treks deep into the jungle and prepares to descend on The7's hacienda hideout.



The bad news is that the path to the hacienda is very well guarded. The good news is that Carlos knows all The7's tricks. The crew will have to descend down the jungle path and reach the hacienda without alerting the guards in their way.

STALKING...



Begin your descent into the jungle by leading the crew down the rocky ledge on the left. When you come across the first group of guards, they're quick to respond. One rushes to a rock peak and attempts to fire off a flare. Send your men to distract the guards below while you open fire on the man rushing to the peak.

If he makes it to the peak, he'll fire a flare and alert the hacienda below, so open fire on him right away! After storming the first alert station, several soldiers retreat deeper into the jungle. Give chase and drop a smoke grenade just below the rock peak where the flare was fired. Take cover and wait for the smoke to clear. As it dissipates, open fire on The7's soldiers and wipe them out.



CHECK IT OUT!

If you're not fast enough and the guard manages to ignite the flare, don't worry. The flare harmlessly hits the cliff side and bounces back without alerting the hacienda below. This is your only break, however; you'll need to be quicker next time.

CHAPTER 13 BIRD'S EYE VIEW



Just beyond the first lookout station is a small drop-off. Below is a stream flanked by flower beds. You can rappel down to the stream or slink down the rocky ledge on the left. Call your men to you and lead them down the rocky ledge on the left.

As you descend, switch to your silenced pistol and eliminate the guard posted at the end of the stream. He'll approach up the stream from the guardhouse and stop at the large tree trunk on the right.



Dropping the first guard allows your team to descend the ledge without detection. Send the crew to the base of the ramp and open fire on the guards' hut when they reach the flower beds. Cover your squad by focusing fire on the hut's turret.



Clean out the hut and join your crew when soldiers stop trying to man the turret. At the base of the ledge, regroup with your men and engage the soldier to the left of the hut. Use the large tree for cover and carefully move around it to keep them from pinning you down in one spot.

Make sure your men are with you and send at least one man to search the interior of the hut. If there are any soldiers left in the hut, he'll either take them out or flush them out of position. After taking down the last few guards, regroup the men and slowly creep past the last large tree trunk behind the hut.

Lynch-Style



Oh come on, now. You've got a hut full of guards and a wide flower bed in which to hide. All you need is a sniper rifle to have some fun.



Switch weapons with Rific and rappel down the edge of the small cliff side. When the guard gets near, sneak around behind him and drive your push knife into his neck. Crouch back down and sneak around the left edge of the cliff. Round past the barrels and hide behind the large tree trunk at the base of the ledge.

Switch weapons with Rific and rappel down the edge of the small cliff side. When the guard gets near, sneak around



Begin your lone assault on the hut by taking out the men who approach from behind the tree. Switch to your pistol and roam around the tree trunk as you pick off approaching soldiers. If they're too far away for your pistol, switch to

the sniper rifle and pluck them from their flower beds.

When they no longer pose a threat, back away from the tree a bit and turn your rifle on the men in the hut. They'll instinctively move to the turret, so keep your gun on the turret and force the men to walk into your sights. Pick them off, one at a time, until they no longer attempt to man the turret.



The path to the next watch tower is nearby. A long sloping path on the left leads to a small bridge, while a tall rock ledge to the right of the sloping path overlooks the next watch tower.

Order the men to hold position along the path

and sneak up ahead. Wait for the lone guard to finish crossing the bridge; when he does, rush him and take him out with your push knife. The men on the other side won't notice if you take out the guard quickly and alone.

Backtrack up the sloping path and edge out onto the ridge overlooking the guard hut. Crouch and creep out to the edge of the precipice. Locate the red barrel propping up the guards' hut and blow it up. The barrel's explosion kills the guard on the gun turret and the man in charge of firing the warning flare.



Keep your position atop the ridge and open fire on the hut below, focusing on its turret. Order two of your men to storm across the bridge, while the third man stays at your end of the bridge. As they approach, they'll spray the hut with fire and clean out the watch station.

CHAPTER 13 BIRD'S EYE VIEW



Trek deeper into the jungle until you come upon a burning village. Order the men to hold position and sneak around the untouched building on the left (called "untouched" because the first few buildings are on fire). Slowly edge around the building until you can see a soldier pouring fuel on a hut ahead.



Wait until he's turned the fuel canister toward you and fire on him. You'll take him down with your fire, but should you miss, your bullets will ignite the fuel on the building and blow him up. The explosion catches the attention of several soldiers ahead, so pick up the pace and scurry around the corner until you locate a large fuel tank across the path. Blow it up immediately to take out the small squad of soldiers ahead.



After blowing up the tank, move ahead a little more. A single truck with a gun turret stands in your way. The tank's explosion should have cleared most of the men out, leaving one soldier to man the turret. Take him out and the area is yours.



Rappel down the broken bridge behind the burning village and immediately turn your weapon to the bridge above and to your left. Another soldier armed with a warning flare attempts to rush across the bridge and warn the men below.

Take him down before he can fire his flare!

DROPPING IN



The path to The7's compound is almost clear. Follow the river to its end and make a right. There, you can overlook a small camp below.



Rappel down the cliff side and order your men to follow. You'll need to clear this camp before you can infiltrate The7's compound.



Issue two of your men orders to hold against the far broken wall on the right of the camp. Call another two to follow you and press your back against the entry to the camp on the left. Toss a grenade at the truck behind you—just beyond the camp's entry— and blow it up before the soldiers can turn the turret against you.



The truck's explosion gets everyone's attention, so be ready to open fire on the camp. Toss a few smoke grenades to hide your assault and rush in behind the cover of smoke. Drop into cover behind the small pillars and locate the soldiers through the smoke.

Order your men to rush in behind you and command the other two-man squad to infiltrate the camp from the far right wall. Cover your men by taking out the soldiers perched atop the camp's roofs.



Push through the first group of soldiers in the camp and regroup with your men by the far wall. Edge out to the corner of the building and eliminate the last few gunmen at the far end of the camp, near the bridge.



With the camp free of resistance, gather your men and lead them to the bridge at the far end. There you'll meet up with some of Carlos's men.



While you wait, Lynch nearly flips out. He's still not sold on Carlos and expects to be betrayed any second now. When Carlos's men show up, things seem to calm for a bit. But for how long?

CHAPTER 14: WITHIN THE WALLS

CARLOS COMES THROUGH



Kane and Lynch patiently wait for Carlos to return. Well, Kane does at least. Lynch constantly whines and complains about Carlos. He believes Carlos is a traitor and it's only a matter of time before he betrays the two men.

Just as Lynch is about to launch into another fit of whining, Carlos arrives with a large hunk of metal in his hands. As he approaches, it becomes quite clear that the hunk of metal is a land mine. The group will need to plant the mine at the front gates of The7's hacienda and detonate it from afar.

THE LONG WALK HOME



Carlos volunteers to walk the delicate land mine down a long ravine, to the hacienda's front steps. He'll need someone to clear the way ahead, however. So you'll creep down the ledge along the right wall and overlook the ravine below. Note: You automatically begin this level with a sniper rifle.

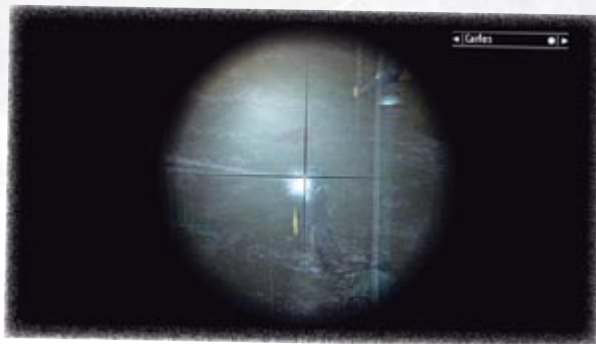
When you reach the wooden planks on the floor, stop and take aim at the guard tower on the far left of the path. Aim your reticle just below the floodlight and eliminate the sniper. Farther along the path, in the ravine below, snipe the lone guard pacing back and forth.

CHAPTER 14 WITHIN THE WALLS



Just after passing the second set of wooden planks, look down and to the left. A group of three men huddle around a fire. If you alert the men to your presence, two will open fire while the third makes a mad dash to the front gates and sounds the alarm.

Catch all three off guard by dropping a grenade into their fire and blowing up as many of them as you can. If any of the three men do jump into a sprint, hug the right wall and lead your reticle ahead of the runner. When he comes into your crosshairs, pull the trigger.



Don't try to run ahead of the sprinter. He'll outrun you and you'll dash right into enemy fire up ahead.



Sneak farther along the ledge until you can see a tower up ahead. Glide your sniper scope up the tower, focus on the guard's head, and drop him. When he's dead, take out the lone guard at the hacienda's main gates.

With the ravine clear and the towers empty, you're free to guide Carlos to the front gates. Issue a "move" order to the front gates as you creep to the end of the ledge.



Don't move Carlos ahead until you've cleared the ravine of all soldiers. Otherwise you'll risk putting him in the line of fire.

DID HE JUST SAY "JENNY?"



As you watch Carlos disappear behind the hacienda gates you hear him speak through your radio. At first he sounds confident and as if he's fooled the men inside the hacienda.

In a matter of seconds things take a turn for the worse. Carlos's voice fades away and is replaced by a Spanish-speaking guard. They've realized you're with Carlos and they call for Jenny. Apparently, The7 got a hold of Jenny while she was on the run.

CHAPTER 14 WITHIN THE WALLS



Continue following the ledge as it winds around to the right of the compound. When you reach the end of the ledge, call your men to join you and have them hold position behind you.

Zero your sniper scope on the guard patrolling the area below and take him down. When you do, your crew opens fire on the guards below. Hold position and snipe as many enemies as you can from your perch.



Rather than sniping random enemies, make every shot count by focusing on the trucks on the right and left of the small shack. By keeping the guards from mounting the turret, you'll avoid getting shredded by its high-caliber rounds.



Order your men to rappel down, then follow them down into the compound. Dash up the ramp on the right and make a left at the top. Issue your crew commands to take cover behind the walls of the small shack, then sneak into the building on the far left.

Slowly creep across the interior of the building and rush up the steps at the rear. Once on the second level, take cover near a window and peer outside. From your upper level, locate the soldiers hiding near a red barrel and detonate the barrel to take them out.





Leave your window and take out your pistol. Sneak into the next room and pop the lone guard inside.



Work from the far right and to the left, nearest to you. When the coast is clear outside, pick up your sniper rifle again, go back downstairs and exit via the front door.

The building is yours. And so is the soldier's automatic rifle. Pick it up and open fire on the remaining soldiers outside the building walls.

Run across the dirt path and make a right. As you run down the path, veer left and take cover behind the large wooden crate. A sniper is perched at the far end of the path atop a balcony. Peer out from your cover, aim all the way down the dirt road, and pop the sniper.



Gather your men and lead them all the way to the end of the dirt road. The passage just right of the dirt road leads into a large open square with several more of The7's men. Place one man on the left and one on the right of the entrance.

Order the third man to take position on the left side of the street where he can get a clear view through the passage into the square. Join the men on the dirt road and open fire on the trucks inside. Just as before, focus your fire on the turrets and allow your men to take down the other soldiers.

Once you've pumped a few rounds into the men mounting the turrets, drop the sniper rifle and pick up one of the automatic rifles on the ground. Backtrack up the dirt path a little, and then focus your fire on the area behind the left wall. Clear a path for your men to enter the square and send them in.



Rush in behind them, take cover behind the crates on the left of the square, and turn your rifle on the turrets once again. If you've still got frag grenades, toss them at the truck; if you're out of frags, lay suppressing fire on the turrets until your men are safely in the square. Sweep the area carefully and clean out the square.

CHAPTER 14 WITHIN THE WALLS



Approach the exit in the far left corner of the square and call your men to regroup. Slowly move into the long passage and engage the enemies just outside. Take cover near the end of the passage to avoid taking too much fire and clear the area outside the passage before exiting.



If you wander out of the long passage you'll head straight into incoming fire from your right side. Instead, send your men out of the passage and to the left. Issue them orders to take cover behind the far steps and run up behind them to provide cover fire. From your position, you should now be able to see the front of the mansion across a large sprawling courtyard.



Keep the house directly in front of you and move your men to the left of the courtyard. Run out to the large vase on the left and take cover behind it for a moment. It won't last long under fire, so stop only to dodge bullets, pop a soldier in one of the windows, then immediately leave your position and make a beeline for the gazebo on the far left.

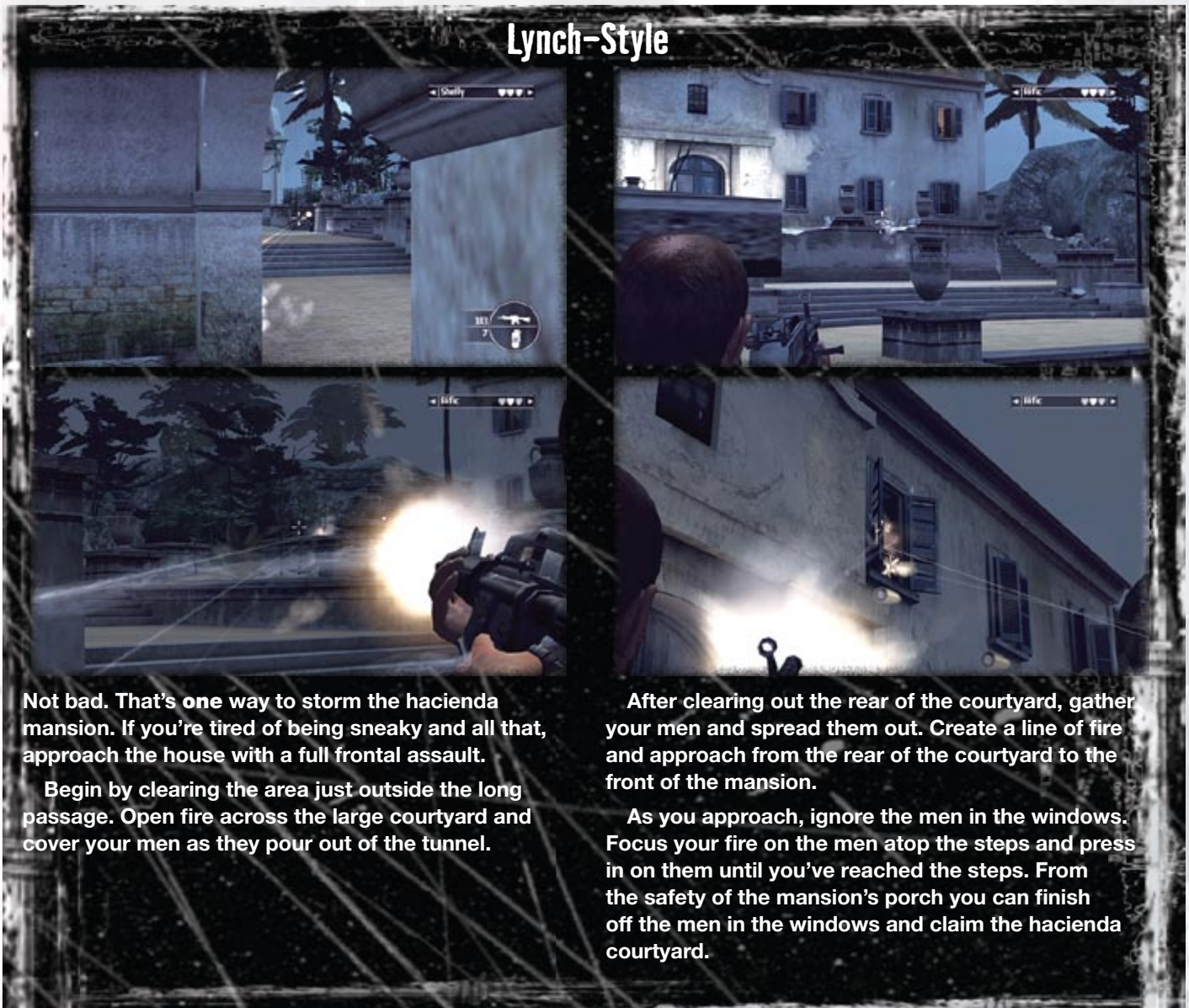
Search the interior of the gazebo for a few RPGs and make good use of them. Aim the RPGs at the windows high on the mansion's face and blast the soldiers firing down on your crew.





After you've eliminated all threats perched in the windows, call your men to regroup and lead them up the mansion's front steps.

Lynch-Style



Not bad. That's **one** way to storm the hacienda mansion. If you're tired of being sneaky and all that, approach the house with a full frontal assault.

Begin by clearing the area just outside the long passage. Open fire across the large courtyard and cover your men as they pour out of the tunnel.

After clearing out the rear of the courtyard, gather your men and spread them out. Create a line of fire and approach from the rear of the courtyard to the front of the mansion.

As you approach, ignore the men in the windows. Focus your fire on the men atop the steps and press in on them until you've reached the steps. From the safety of the mansion's porch you can finish off the men in the windows and claim the hacienda courtyard.

CHAPTER 15: CHOICE

BEYOND THE BLUE DOOR



Kane and Lynch manage to infiltrate The7's hacienda. Inside the main building they find Jenny cowering in an open courtyard. Walkways line the courtyard on all sides, overlooking Jenny's position. It's an obvious trap, but Kane doesn't care; he's found his daughter.

Kane and his daughter are finally reunited. While they talk, the remaining members of The7 file out of the surrounding building and more soldiers rush out and line the walkways above. There seems to be no way out.

FINISH CARLOS'S WORK



While The7 are standing around rambling on about how things are over for you, look over to the right. There, on the floor is Carlos's dead body with the land mine by its side. Carefully aim your reticle at the land mine and fire on it once.

When you do, the mine blows up nearly half the courtyard and takes one of The7 brothers with it. Unfortunately, the other brother makes off with Jenny and many of the soldiers lining the walkways survive the blast. And they're angry.



Retreat toward the blue door behind you and take cover behind one of the pillars. Follow the tracers back to the walkways behind you to the soldiers raining bullets down on you.

Fire on the soldiers along the far walkway and drop back into cover. Continue peppering them with bullets until they're dead. Before leaving your covered position, locate the soldiers on the walkway to your right (left if you're pressed against the pillar). Fire on them from below and take them out.

CHAPTER 15 CHOICE



If you can't get a clean shot from your first position, move left and take cover behind another pillar. Locate the soldiers above and behind you, then take them out.

THE CHASE



The7 is speeding down to the airstrip with Jenny. The only way to catch them and save Jenny is to chase them in a truck. Exit the courtyard via the passage in the left corner. As you exit, a driver pulls up in a truck to pick you up.

On the truck, you mount the gun turret. Raise the reticle to eye level and focus on the road ahead.



Just as you reach the first small swerve in the road, open fire on the trucks parked on the left side of the road. Fire on both trucks as you approach and blow them up. If they blow up while you pass, you'll take damage, so be sure to take them out before you reach them.

Shortly after passing the first two trucks, you'll come upon a road block. Take out the two men on the left of the road first, then focus fire on the truck blocking your path.

The driver expertly swerves left of the now-burning truck and speeds past the roadblock. A few short turns later, you're face to face with a large rockslide. Just then, another truck speeds up from the right of the rocks. Blow up the truck as soon as it drives up, just as the driver starts to back up.



The driver backs up to a large stone tunnel on the right and drives inside. When he does, open fire on the men on the left, then immediately swing the turret back to eye level. Move the reticle high and to the right. When you see the guard tower up ahead, destroy it.



Don't ignore the guard towers! Soldiers armed with RPGs can blast you from above.

CHAPTER 15 CHOICE



When you've taken down the first guard tower, turn the turret down and aim it ahead. Mow down the guards on the small bridge ahead. You're at the airfield, but unfortunately the driver wasn't quick enough; they close the entrance gate and lock you out.

The driver thinks quickly and turns left. When he does, blast another guard tower up ahead. Blast it to pieces then turn to locate the airplane on the runway to the right. Open fire on it, but don't lock your reticle on it for too long.

Turn your attention back to the road and the towers ahead. Blast the next guard tower down before it pops you with an RPG.



Immediately after blowing up the guard tower, turn back to the airstrip. A truck drives parallel to you on the other side of the fence. Fire on it and blow it up.

The last three guard towers are lined up very close together. Keep the reticle aimed high and blast them all, one after the other.



You can also blow up the trucks and a large fuel tank on the right while taking out the towers, but your focus should be on the towers.

ON THE TARMAC



After blowing up the final tower, the driver swerves right, onto the tarmac. As he does, shred the soldiers on the immediate left and keep the turret aimed slightly left. When he starts heading up the tarmac, open fire on the truck ahead.



At the end of the tarmac, the driver pulls a U-turn and speeds down in the opposite direction. Fire on the truck that approaches from the right, then turn to the tower along the left wall.

A second tower along the left wall fires RPGs down on you farther down the tarmac. Destroy it immediately, but don't concentrate on it for too long.

As the airplane ahead speeds toward you, blast the left engine with constant fire. It'll begin to smoke, but don't let up on it.



When the driver pulls up behind the airplane, direct your fire on the other engine. Don't let up on the engine and blow it up. With both engines on fire, the airplane is unable to take flight and comes to a slow stop at the end of the tarmac.



The driver swings the truck around and pulls to a stop just as two more trucks pull behind you. Open fire with the turret and take out as many soldiers as you can. Then dismount the turret and swing around the trucks to pick off the soldiers hiding behind their trucks.

A FEW MORE BULLETS



The area around the grounded airplane is clear of enemies. Meanwhile, Jenny is still being held hostage inside the aircraft. Run out to take cover behind one of the trucks and slowly creep out onto the tarmac behind the airplane.

From here you'll get a better view of the cargo area and the cockpit just beyond it. Take careful aim at the three men in the cargo area and drop them quickly. As soon as they're dead, turn your weapon on the dark figure on the right of the cockpit.



Don't use blind fire here or shoot wildly! You'll hit Jenny and kill her yourself.



The final member of The7 is dead and Jenny is finally safe. The only thing left to do is leave the country and pick up the pieces of your life. Things won't be so easy, however.

The7 told Jenny what happened in Venezuela. She thinks you're a murderous monster and refuses to go with you. Eventually she calms down and listens. Lead her to the helicopter just outside and make a choice; escape with Jenny or...



At the top of the steps leading to the helicopter, you're given the choice to end your adventure and escape with Jenny or to save the rest of the men burning in the village below. What's it gonna be?

CHAPTER 15 CHOICE

CHAPTER 16: CONSEQUENCE

REDEMPTION

As Kane stands atop the steps leading to the chopper, he's left with a decision to make. Rific and the rest of the men are trapped in a burning village below. Save them or escape the jungle with Jenny?

Lynch, in a surprising change of character, can't stand the notion of leaving the men to burn. He wants redemption for what he might have done to his wife.



MAKING THINGS RIGHT



Head back down the steps and lead Lynch and Jenny to the burning village on the right. Rific and the rest of the men are trapped in a burning church, high above the village. It's up to you and Lynch to rescue them.

Get moving! Head into the village carefully, as Jenny follows behind you. Send Lynch ahead to draw fire while you bring up the rear and provide support fire. Drop the first soldier near a truck on the right and turn left into the village.



You can't order Jenny around (teenagers!) so she'll follow you closely and put herself in harm's way. If you're not careful, you'll get her killed!



Hold position near the next row of buildings in the village and defend against the soldiers who approach. Have Lynch hold down the right of the area while you defend against the soldiers on the left.

With the area free of opposition, press on. Stop at the entry to the next area where you can spy behind a large bonfire. Take out the first few soldiers, then send in Lynch ahead of you to clear the area.

CHAPTER 16 CONSEQUENCE



Once you've cleared the area around the bonfire, open fire on the ledges high above the staircase on the left. Several soldiers fire on you from the base of the church, so take them down before you ascend the steps.



Send Lynch up the stairs on the left. Follow him loosely; don't stay too close or you'll lead Jenny into fire. As he treks up the steps, turn and take out any soldiers on the ledges behind you.

When you reach the base of the steps to the church, toss a smoke grenade to hide you from the soldiers in the graveyard below. Fire on the graveyard then quickly lead Lynch and Jenny up to the church above.

When you reach the church, you find that Shelly has died and only Rific remains. He's the last surviving member of your crew. No matter, you still need to escape.



Stay near the church door and toss a grenade down the steps. If any of the soldiers creeping up survive the blast, hold position and greet them with a constant spray of your rifle.

Slowly approach the steps and blow up the truck parked at the base. Don't rush down just yet, however, hold position and fend off as many soldiers as you can. As you do, send Lynch or Rific to the left ridge overlooking the graveyard.



Far below, to the right of the church, a truck with a mounted turret unleashes fire on you from below. You can avoid the fire by simply staying away from the right ledge or you can destroy the truck by blowing up the red barrels behind it.

Take the graveyard and stop for a minute. From your perch, look down on the area below and eliminate as many soldiers as you can before proceeding down the steps. Two more trucks are waiting for you in the village. Snipe the men on the turrets and the rest of them surrounding the truck.



Start your descent into the burning village. Let Rific and Lynch take point as you and Jenny follow behind them to reach toward the dock. Send your wingmen ahead and help them clear the base of the steps as you stay near Jenny behind them.



Follow your men left when you reach the bottom of the stairs.

Follow your crew into the village and let them do most of the work.

Make a right at the truck and stop at the doorway just behind it. Take cover to the left of the door and turn your gun on the men

just behind you. Take them down before you proceed, otherwise you'll walk Jenny into a crossfire.



Once the men are down, take out another two men on the far left of the alley, then proceed through the doorway just behind their dead bodies and make a dash for the pier at the edge of the village. One more man stands between you and your boat. Unfortunately, he gets one good shot at Jenny and she goes down. Go back and pick up your daughter, then turn back toward the boat.



As you board the boat at the end of the pier, Lynch lays down cover fire and takes a bullet. He goes down as the boat begins to float away. Meanwhile Jenny is slipping away with every second that passes...

FRAGILE ALLIANCE TIPS AND TACTICS

Thanks to the people at IO Interactive for the following tips and tactics!

HUD



- 1 Weapons: Shows weapons, ammo and grenades.
- 2 Radar: Shows locations of players, loot, and exit.
(Mercs cannot see guards and guards cannot see mercs, but traitors are always shown).
- 3 Objective: Your objective changes when you pick up loot or reach the escape area.

4 Player List: The gamertags in white are the players still in the alliance. The gamertags in orange are traitors. The gamertags in blue are respawned players. Gamertags in red are dead players. Transparent white or orange gamertags show players that have escaped.

5 Total: Shows the amount of money you earned in previous rounds.

6 Loot: Shows the amount of money you carry in this round. This goes up while you are looting, and drops when you are shot at.

Rewards: Shows instant money you earned in this round that you cannot lose again.

6 Player Status: The color of each player's gamertag (show over their head) refers to their status; white is merc, orange is traitor, blue is guard. If a merc or guard crouches, his gamer tag disappears; otherwise it is always visible, even through walls. Traitors can never hide, even when crouching. You can also see how much money other players are carrying.

THE RULES

All players start together as an alliance of mercs that have to pull off a heist. The winner of Fragile Alliance is the player that leaves the heist with the most money. The surviving mercs in the alliance share the score from the heist. Traitors do not share their money with anyone. Killing one of your own makes you a traitor.



So. If you carry a big score, and want to keep it for yourself, you have to become a traitor. It's this kind of greed that breaks the alliance. On the other hand, any player gets an instant reward for killing a traitor.

FRAGILE ALLIANCE TIPS & TACTICS

If you die, you respawn as a guard and have to stop mercs from escaping the heist. The guards can also secure the stolen loot, and will get a 10% finder's fee for all the money they pick up. If you take personal revenge and kill the traitor that killed you, you get an even bigger reward.

In Fragile Alliance, it pays to work together most of the time. The trick is to know when it's the best time to break the alliance, kill one of your own, become a traitor, and keep the score for yourself, which all depends on your strategy and playing style.

How to win: Escape with the most cash after your chosen number of heists (3-10).

Loyalty: Sometimes it pays off; players in the alliance share the money equally between them.

Betrayal: If you kill another player, you are out of the alliance and marked a Traitor.

Being Police: When you get killed the first time, you respawn as police. If you get killed again, you're out for the rest of the round.

Sounds pretty simple, right? Well, there are upsides and downsides to being loyal or traitorous. Knowing when to betray and when to stay loyal are key to surviving your fragile alliance.



Personal Revenge: When you respawn and kill the bastard that killed you, you get a \$200,000 reward. It's instant money that you cannot lose again, and it's therefore added to your total money (upper right corner in-game).



FRAGILE ALLIANCE STRATEGIES

LOYALTY

Create Loyalty

Help a pinned down teammate. Don't be shy about it, make sure that he sees, hears, and understands you killed the guards for him.

Upside: Loyalty, which should not be underestimated in a fragile alliance. It's close to impossible to do the heists on your own.

Downside: You think that he will return your loyalty, but greed might have corrupted his short-term memory — always watch your back.

Abandon Loyalty

Help the guards by accidentally shooting a pinned-down teammate a few times in his buttocks. Don't kill him, just a few bullets to help him die from the guards' bullets.

Upside: You get his money without becoming a traitor. If he survives, he still drops some money for you to pick up.

Downside: If caught, he will try to kill you. It's hard to know if your bullet is the killing bullet, and you might become a traitor before you actually planned to.

Kill Loyalty

Kill a teammate, break the alliance, become a traitor, and go for the big cash.

Upside: You don't have to share with anybody and you have a chance to get away with more than all the other suckers. Go for the big score or die trying.

Downside: Everybody will be hot on your heels, gunning for the reward on your head. The player you killed respawns as a guard with revenge on his mind and a hefty personal reward in his sights. The remaining alliance members are free to kill you—they even get a traitor reward for it. Your gamertag will shine orange and be visible through walls—everybody will have an easy time homing in on you. In the next round, you spawn slightly to the side, wearing a black shirt to warn people about your tendencies.

Ignore Loyalty

Act out your inner lone wolf. Ignore the other players, don't help them, and don't expect any help from them either.

Upside: You are on your own, and don't have to concentrate on what the other players do.

Downside: You are not really playing Fragile Alliance, and easily forget about the other players. You will find it hard to keep track of the other players.

RESPAWN

When you get killed the first time, you respawn as a guard. If you get killed again, you're out for the rest of the round.

Upsides: You get a chance at taking revenge. You still have an excellent chance of winning the round. Not only can you collect Rewards, but you can also hinder the alliance getting away with the cash. On top of that, you can pick up any cash that is dropped by the alliance during the heist— and get an instant finder's fee. Tax-free, of course!

Downside: If you kill another guard (NPC or player), the other guards will try to kill you.

MOVEMENT

Cooperate

Follow and work with the alliance.

Upside: Easier to keep visual contact with the alliance. You have a better chance of knowing when it's the best time to break the alliance or knowing if it's best to follow the alliance and share.

Downside: You are an easier target for players who want to break the alliance. You have a bigger chance of getting killed by the guards.

Sneak Behind

Fall behind the alliance by using covers, hideouts and alternative routes (remember, your gamertag disappears while crouching, unless you are a traitor)

Upside: Safer, especially in combat against guards; easier to backstab teammates.

Downside: Harder to follow the other players. The other players take the money, while you get left behind, miss the chance of becoming a traitor, and lose the round.

Run Ahead

Run through the scenario with guns blazing and leave everybody behind.

Upside: If you make it to the car, you are almost sure to escape and get some money. You also get a better chance for an ambush when other players try to escape.

Downside: You have to fight a lot of guards on your own, with a really good chance of getting yourself killed. A small picture-in-picture on the other players' screens will reveal you while trying to escape, and when you enter the getaway car. If you quickly escape, you don't get the chance of becoming a traitor.

TIMING

Looting

Stand next to the loot to pick it up. There are six indicators to pay attention to while looting:

- The loot counter in the upper right corner goes up.
- The \$-icon pulses.
- The \$-icon gets more and more transparent, indicating how much loot there is left.
- You hear the "loot-sound."
- You get a "loot-finished" sound, indicating there is no more loot.
- The loot disappears when there is no more loot.

Strategies when Looting

- You are extra vulnerable while looting, so you'd better keep an eye on guards and teammates, and just listen to the "loot-sound" while looting.
- Go for the biggest loot first. The single biggest loot in each scenario makes your avatar think why you should share.
- Crouch while looting. This makes your shooting more precise and hides your gamertag.
- More than one player can loot from the same box at the same time.
- When you decide you have enough money, you should follow other players with similar amounts of money; they are less likely to kill you first.

Covers

Fragile Alliance uses the same NPC, weapons and cover systems as *Kane and Lynch: Dead Men*, except that the NPC's are better skilled and more dangerous.

So it's wise to consider your tactics, advance slowly, and use covers as much as possible.

Escaping

It's fairly easy to get loot—the tricky part is to escape with it, and you haven't officially escaped until the getaway car is safely out of range.

- To call for a getaway car, you simply have to get close to the escape point. Don't worry if you missed the first car, wait in the getaway area, and a new car will arrive after a while.
- Once the car arrives, you have to decide if you'll get in—you risk being blown up, but you can't wait forever. After 200 seconds, the round closes down and you get nothing!
- The guards will try to blow up the getaway car, especially if a player enters it, so kill the guards before you enter the car.

FRAGILE ALLIANCE TIPS & TACTICS

- Before you enter a getaway car, take a close look at it—if it's already smoking, it might not be safe.
- The getaway car usually waits for you for 8–10 seconds (unless it's under heavy fire, then it leaves earlier). You should wait until the last second to enter, to make sure you are not caught in an exploding car.
- When a getaway car explodes, the players inside die and the money they had is destroyed. If you blow up the car with a player inside, you become a traitor. It's therefore better to become a traitor before the other player enters the getaway car—then you have time to get some of his money, and can get away before he respawns.
- Listen for reminders on how much time you have left—the driver will remind you when you have two minutes and one minute remaining, and will tell you when it's absolutely your last chance to get out.

Breaking the Alliance

Fragile Alliance is not about shooting and killing, it's all about the money. If you are willing to take the risk to break the alliance, you'd better wait for the optimal moment.

- The alliance can break at any point, but it's a really good idea to wait as long as possible.
- The optimal moment is different from round to round, and depends on a lot of factors: round number, how much you and the other players are carrying, how many of you are left in the alliance, how many respawned players are alive, how desperately you need to escape as a traitor in order to win... just to name a few important factors.
- Don't let yourself get attached to a strategy—you must be willing to give up on any strategy in 3 seconds flat if you sense the alliance is about to break.

MONEY

The winner of Fragile Alliance is the player that escapes with the most cash after the chosen number of heists (3–10).

- Remember: Crouching hides your gamertag! This is a good way to stealthily pick up loot.
- Balaclava: The higher a player's placement in the game, the darker their balaclava, making it easy to figure out who you want to keep an eye on.
- Sometimes you might benefit from cooperating with a traitor instead of killing him. You get a \$100,000 reward for killing a traitor, but if you kill him he will respawn as a guard, making it harder for you to escape.

Upsides to Being Rich

- Money Shields: When shot at, the money works as a shield. You can take more shots, but the money will drop from you when it happens. You can either run and die poor, or stand and fight to pick up the cash again.
- Drop Money: You can choose to drop money so no one has any reason to kill you, or to use it as bait for an ambush.

Downsides to Being Rich

Your head tag will show how much cash you're carrying—so you're a prime target. Get used to it, and think before you pick up \$1 million in front of a bunch of poor suckers.

Downside to Being Poor

Nobody wants to share their score with you—watch your back!

MENU

Weapon Menu

Risk your hard-earned money to buy weapon packs. It might be worth it.

Gamer Profile



Character: The higher TrueSkill rank you have, the cooler the character you'll play with. Number 1 in the world will play as Kane, number 2 as Lynch. You are hereby warned: If you meet Kane or Lynch in a heist, you are in for some real competition.

Status screen

\$Split: When you escape as a merc, you share your money with the other surviving mercs in the alliance.



\$Traitor: When you escape as a traitor, you don't share with anyone—you get all the money you to yourself.

\$Rewards: Finder's fee: when you respawn, you can pick up money from the ground, and will get a 10% finder's fee for that money. It's instant money that you cannot lose again, and it's therefore added to your total money (upper right corner in-game).

\$Traitor Reward: when you kill a traitor, you get a \$100,000 reward. It's instant money that you cannot lose again, and it's therefore added to your total money (upper right corner in-game).

FRAGILE ALLIANCE – SCENARIOS

HOT COFFEE

Senator Simmens has just arrived with a couple of briefcases full of nicely laundered cash. Every time he flies into L.A., he stops at this out-of-the-way diner for his usual cup of coffee. He has an eye for the waitress...rumor has it that she's his illegitimate daughter. We are long gone before any police show up. But the senator's black suits cover both the front and inside of the diner. We've got no choice but to shoot our way in and get the briefcases. Remember—the black suits are well trained. So we've got to work together. Our escape car will meet us behind the diner.

DONUT SHOP



We start next to the donut shop, and hit the diner right after the senator has arrived. Beware of the traffic when crossing the street.

Expect the agents to be alert. Take cover, stay in cover, and work together. The windows in Amigos Market and Noah's Pet Shop are bullet proof, and make some really good covers. Also, the vending machines on the right of the diner are a really good cover spot. The pillars can be used as covers, but don't stay there for too long.

Some of the agents will probably run out of the diner. And the local gang taking care of

their drug business in the kitchen behind the diner will most likely take offense at your presence.

DINER



Most agents will probably stay inside and protect the senator. A good way to deal with them is through the kitchen, where you can take cover on the doors leading into the diner.

Once you enter the diner some agents and the senator will try to escape through the back door.

There are two routes from the diner to the back alley. The best and easiest one is on the left. The one on the right takes you into another shop that is being rebuilt. If you want to sneak out and backstab other players in the alley, this is not a bad choice.

WAREHOUSE



The senator only has one place to hide: in the warehouse. Once he notices we survived his agents in the diner, that's most likely where he will go.

There are only a few of his agents following him. They will try to spread out and take cover behind the boxes, but if you take cover and wait for them to peak out from their cover, they shouldn't be too hard to deal with.

FRAGILE ALLIANCE TIPS & TACTICS

KANE & LYNCH

DEAD MEN

PRIMA OFFICIAL GAME GUIDE

When players die, they respawn in the top office in the far end of the warehouse. The respawned players have two doors leading into the warehouse, one on each side, and they have lots of covers from the boxes on the balconies, so remember to look up as well.

You can also use the boxes outside on the left of the warehouse to climb to the windows and get up on the warehouse balconies. Some of the boxes in the warehouse will also take you to the balconies on both sides, but it takes time, and can be very dangerous.

ALLEY



Our getaway car will pick us up at the far end of the alley between the diner and the warehouse. There are covers all around the extraction point; but none of them are really safe. And there are plenty of chances for blowing up the getaway car in the alley. You'd better take care before you enter the getaway car.



Top down view with the donut shop on the far left, that's where we start. We shoot our way through the diner, and work our way into the warehouse. We grab all the money and return to the alley, where we meet our getaway car at the far end next to the trailer.

LATE NIGHT OPENING

The jewelry shop Hertz & Sons always receives new deliveries after hours. Tonight's the night—a guarded transport will roll in with the goods. We hide on the third floor. It's currently being remodeled, so the guards never check that area. Hertz has a reputation for dealing in the highest quality jewels. Smash the displays and take everything you can get your hands on. Because the mall is shut, our only way out is through the front doors. Smash the doors if necessary. Our escape vehicles will pick us up in the parking lot out front.

SHOPPING CENTER



We start in the shop on the top floor that is being rebuilt. We hide until the guards have finished closing the shop on this floor. There are still some guards on the escalators, and there are a few guards on the floor right below.

We can either run down the escalators or jump from the curved balcony to the floor below. It's faster to jump from the balcony, but also more dangerous.



The escalators on the left take you close to the watch shop. Running down the escalators on the right takes you close to the jewelry shop. Either way, you will have to make a 180 degree turn at the bottom of the escalators.

The watch shop has fewer values, but is faster to loot and is less protected.

The jewelry shop is getting new deliveries and has lots of values but also has some guards delivering the goods to protect it. In the office there are extra goods in the safe. The counter in the middle of the

jewelry shop makes a good cover while you are looting, but the shop display in the wall holds the most valuable goods.

SWAT backup will arrive at the scene after a while. If you run downstairs to the ground floor you are vulnerable on the escalators and will have a hard time defending yourself, as the SWATs spread out and flank you from all sides. It's easier to wait for the SWATs at the balcony, and take them out as they try to run up the escalators or when they try to hide behind pillars.

Again, you can either jump from the balcony or run down the escalators to the ground floor. You have a better overview running but get out faster when jumping.

On your way out you have to keep an eye on the hallway on the left—that's where dead players respawn as guards.

On the right, there is a Taco shop where there is still some money left in the cash register.

A few guards are protecting the exit. Stay in cover behind pillars and they shouldn't be hard to kill, but keep an eye on the respawn area at all times.



PARKING LOT

You call for the getaway car when you exit the mall, and it arrives soon after. Beware of backstabbers; there are plenty of good hiding spots in the parking lot around the extraction point.



FRAGILE ALLIANCE TIPS & TACTICS

WITHDRAWAL

The US Credit Bank, Downtown district. The cash deposit arrives at 11:15 in the loading dock below the bank. We walk in through the front door, make our way downstairs to the transport, and grab the cash from the boxes. Our getaway cars will meet us in the alley behind the bank. Just jump the wall surrounding the parking lot, and our drivers will pick us up. SWATs will swarm the place when the alarm goes off—so let's work together.

BANK MAIN VIEW



We enter the bank through the front doors. There are only two guards on this shift, and they usually stay in the far end of the bank, guarding the vault entrance.

There is some money in the cash registers behind the counters on both sides, grab that while killing the guards.

If the SWATs make it to the main lobby they will most likely use the stairs in the corner. They are fast shooters and very precise, but if you stay in cover behind a pillar you see them before they see you, and they should make an easy target.

MAIN STAIRS



There are two sets of stairs leading to the loading dock where the money transporter is getting unloaded. The easiest is the vault stairs. Just follow the red carpet. But don't rush it; the guards might come the other way. Take cover on each corner, and check if the hallway is clear. When the red carpet stops you have the loading dock on your right.

The faster, but more dangerous, is the stairs in the corner. If you use these stairs, you will end up in a hallway. At the bottom of the stairs you have a really good cover spot on your right where you can get a good shot at the guards and SWATs coming in the door at the end of the hallway.

On your right you also have the guardroom that takes you into the loading dock. The hallway on your left will take you into the loading dock. In the hallway you are vulnerable, but the alliance has a good chance of getting away if one player takes cover here and kills the SWATs coming in. This hallway is also the most likely way for respawned players to enter.

LOADING AREA



Most of the money that has been unloaded is on the trolleys already. Only the guards unloading the transporter are in loading dock when we get to the loading dock. Once we get there they will open the garage doors, to let the SWATs in.

Once the doors are open you should stay in cover. Wait with the money until the guards and SWATs are dead.

PARKING LOT



There are only two ways to escape the bank. Through the garage doors that will take you into the right side of the parking lot, or through the hallway that will take you into the left side of the parking lot.

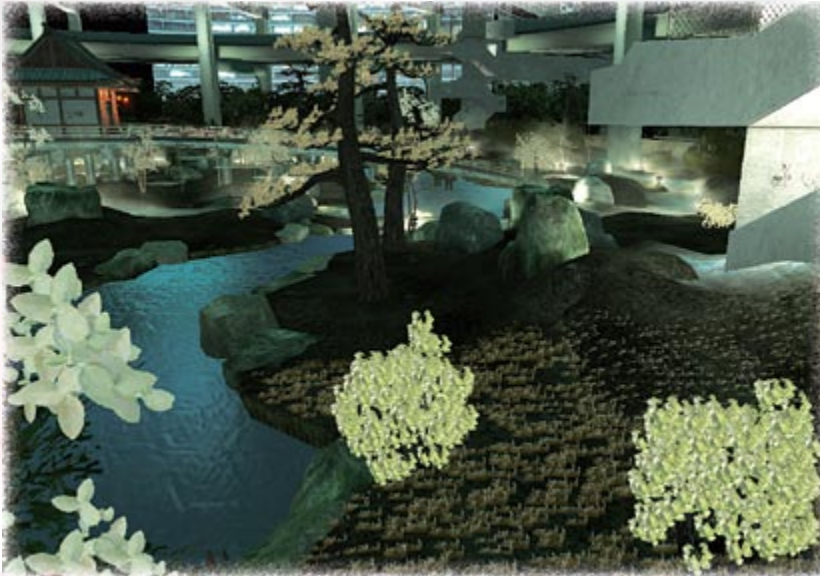
Dead players respawn on the left side, and that is also the route most of the SWATs are taking. But jumping the wall on the left side is the easiest. Once you have jumped the wall to the alley, you will have a few covers.

Jumping the wall in the far right corner of the parking lot can be rather dangerous. Police backup will most likely cover that corner. But it's also closer to our extraction point.

FRAGILE ALLIANCE TIPS & TACTICS

A WALK IN THE PARK

An American drug lord has set up a huge cocaine deal with the Japanese don, Mr. Yuudai, here in Tokyo. The deal takes place in the city's Japanese Garden, which is closed for reconstructions. Mr. Yuudai will arrive right after sundown. We wait for his arrival on one of the highway ramps surrounding the garden. There's a construction site there at the moment, so it should be quite easy to get close without being noticed. We sneak in, keep low, and stay back until they arrive. But we have to wait until the transaction takes place to ensure that the goods are there. When the time is right, we storm the place and kill the two drug lords—they are the ones carrying the cocaine. Grab the coke and meet up with our chopper on the other side of the bridge.



We hide behind some rocks and bushes until the deal takes place. The two bosses arrive at each side of the bridge and meet up in the pagoda on the middle of the bridge.

The bosses don't really trust each other, and will have guards watching the trails on each side of the bridge. If you take one of the two trails, be aware of the henchmen on the bridge as well, because they will have a really good shot at you on the trail.

Since the bosses don't trust each other, they will therefore most likely stay in the pagoda and fight together—neither of them wants to risk being shot in the back by the other. But when one of them dies; the other will most likely try to escape.



The Yakuza boss will have a chopper coming to his rescue. It will land to the right of the bridge. When he leaves the bridge he will try to reach the small teahouse on the right, and will stay there until his chopper arrives, and try to escape in the chopper. Some of his henchmen will protect him.

The American boss does not have a rescue plan, and will most likely try to hide somewhere in the bushes at the far right of the bridge.

If you cross the bridge you will have some good cover spots in the dark area just left of the bridge.

The two trails around the bridge meet up in a trail that crosses the small embankment opposite the teahouse. You do not have any cover on that trail. You should stop and get an overview of the area before you cross the bridge. Both bosses have henchmen protecting that area. Use the pillars under the bridge and the rocks as covers.

Our chopper will pick us up behind the big red wooden gate. Cross the small stone bridge and get a safe ride out of the heist.

If you die you will respawn on the highway as a yakuza henchman, right next to the stairs leading down to the park. Which means the respawn and escape points are really close to each other.



Even though the park is dark with lots of places to hide, it is also very open and dangerous. Keep close to the alliance and keep a good eye on everybody. You don't easily get lost, but you easily lose track of the other players.

FRAGILE ALLIANCE TIPS & TACTICS

XBOX 360 ACHIEVEMENT TIPS




















CAMPAIGN ACHIEVEMENTS

Name	Icon	Description	Notes/Tips	Pts.
Sun Tzu		Let your crew do the dirty work.	Complete any level (After Chapter 3: Withdrawal) without firing a single round yourself. Also no grenades and no close combat. Easiest accomplished in Chapter 6: Exchange.	20
Fragile Alliance		Complete the first level in co-op.	—	10
No going back now		Go to the point of no return in co-op.	Complete all levels up to Chapter 7: Reunion in co-op. Unlocks when loading Chapter 7: Reunion in co-op.	30
End of the road		Complete the game in co-op.	Complete all non-Fragile Alliance levels in co-op. Also unlocks Lynch gamer picture when all levels have been completed on medium difficulty or above.	50
Bustout		Escape from death row.	Unlocks on any difficulty.	20
Damned if you do		Let them burn.	Finish the game as traitor. Take the chopper on Chapter 15: Choice and have all levels up to Chapter 15: Choice completed.	20
Damned if you don't		No rest for the wicked.	Finish the game as hero. Complete all non-Fragile Alliance levels. Unlocks Kane gamer picture when all levels have been completed on medium difficulty or above.	30
Iron Flower		Complete the game on hard.	Complete all non-Fragile Alliance levels on Hard difficulty.	50
Crowd control		Surgical precision in the nightclub.	Finish Chapter 5: The Mizuki without killing any civilians. Non-player-controlled characters can kill civilians.	30
Have Gun, Will Travel Part I		Travel into the Rising Sun.	Unlocks when loading Chapter 5: The Mizuki with all previous levels completed.	20
Have Gun, Will Travel Part II		Counter-revolucion.	Unlocks when loading Chapter 11: Freedom Fighters with all previous levels completed.	20
Have Gun, Will Travel Part III		The Beginning of the End.	Unlocks when loading Chapter 13: Bird's Eye View with all previous levels completed.	20
Behemoth		Stop the roaring beast.	Defeat the dump truck in Chapter 7: Reunion.	10
Pushblade Symphony		Points for getting up close and personal.	Take down 20 enemies in hand-to-hand combat.	20

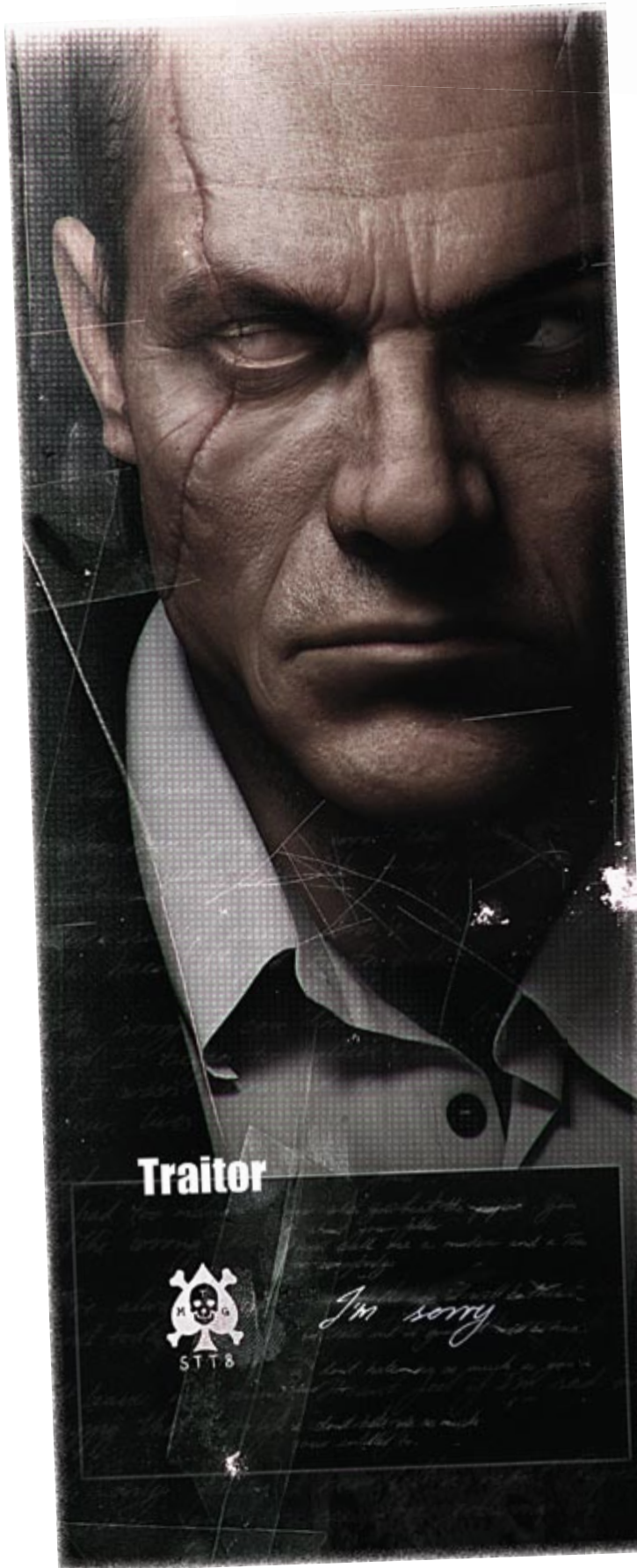
XBOX 360 ACHIEVEMENT TIPS

Name	Icon	Description	Notes/Tips	Pts.
Frag out		5 with one fragmentation grenade.	Kill five enemies with one frag grenade.	20
Headmaster		47 headshots.	Kill 47 enemies with headshots.	10
By the grace of...		Lynch puts them out of their misery.	Kill 10 wounded enemies as Lynch in co-op.	10
Boomstick		Shotgun messiah.	Kill 30 enemies with a shotgun.	20
Return to Sender		Throw back enemy grenades.	Throw or kick back 20 enemy grenades.	10
Teflon		Avoid damage on a level.	Complete any level without being hit at all.	20
Bulletproof		Avoid using adrenaline on a level.	Complete any level after Chapter 2: Trial without using adrenaline. Easiest accomplished during Chapter 5: The Mizuki.	10
Revenge Part I		Silencing the silent one.	Awarded for killing Mute.	20
Revenge Part II & III		Who's the old timer now?	Awarded for killing the masked man who broke Kane's nose in Chapter 12: El Capitol. Be sure you're the one that kills him and not your men.	20
Revenge Part IV		Shouldn't have gotten personal.	Awarded for killing Lion.	20
Revenge Part V		Glad it got personal.	Awarded for killing Flame.	30
Hindsight		Get that bird out of the sky.	Down a Mi-24 chopper in Chapter 12: El Capitol.	10
Berserkopath		Make the most of Lynch's condition.	As Lynch in co-op, kill 10 enemies in a row while in Psycho Mode	30
Bullseye		Lynch reacts fast at the Exchange.	As Lynch in co-op, kill all three snipers on the highway in Chapter 6: Exchange within 15 seconds.	20
TOTAL				600

MULTIPLAYER (FRAGILE ALLIANCE) ACHIEVEMENTS

Name	Icon	Description	Notes/Tips	Pts.
Family Member		Complete a Fragile Alliance session.	—	5
Some		Escape with \$50,000 from a Fragile Alliance heist.	Escape with more than \$50,000 in a round.	5
A Lot		Escape with \$1,500,000 from a Fragile Alliance heist.	Escape with more than \$1,500,000 in a round.	15
Sweet Revenge		Get personal revenge in Fragile Alliance.	Kill your own killer.	5
Crime Buster		Kill 10 traitors in Fragile Alliance.	—	10
Double Trouble		Kill 2 traitors in a Fragile Alliance round.	—	25
Never give up		Get 3 personal revenge in a Fragile Alliance session.	—	30
The Cleaner		Get 30 personal revenge in Fragile Alliance.	—	30
Mr. Popularity		Kill 100 traitors in Fragile Alliance.	—	35
Cash Addict		Help to get all the money out in a Fragile Alliance round.	Must escape with some of the money—either as a merc or a traitor.	25
Most wanted		Escape with \$150,000,000 from Fragile Alliance heists.	Total heist money accumulated from all completed heists should be \$150,000,000 or more.	50
Mercenary		Complete one session in each Fragile Alliance scenario.	Complete one session in each of the four heist scenarios.	15
Mr. Play-It-Straight		Win 50 rounds of Fragile Alliance as a merc.	Win 50 rounds without being a traitor.	50
50 To Won		Win 50 rounds of Fragile Alliance.	—	25
Veteran		Complete 200 sessions of Fragile Alliance.	Complete 200 game sessions.	35
Rush Hour		Escape in all rounds of a Fragile Alliance session.	Escape in all rounds of a session with some money.	15
Perfect Split		All players split the money equally from a Fragile Alliance heist.	All players escape as mercs with all the money and split the money equally.	25
Celebrity		Play as Lynch in Fragile Alliance.	Play as Lynch and reach number two on the Overall Leader Board.	0
True Elite		Play as Kane in Fragile Alliance.	Play as Kane and reach number one on the Overall Leader Board.	0
TOTAL				400

DEAD MEN GALLERY





BANK







*I had too many enemies and too many
of the wrong kind*