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# PERFECT DARK ZERO



BASED ON A GAME  
RATED BY THE  
ESRB



Microsoft  
game studios







## PRIMA Official Game Guide

**David SJ Hodgson**  
**Fletcher Black**

**Prima Games**

A Division of Random House, Inc.

3000 Lava Ridge Court, Suite 100

Roseville, CA 95661

1-800-733-3000

www.primagames.com



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Product Manager: Jill Hinckley  
Editor: Kate Abbott  
Copyeditor: Asha Johnson  
Design: Jose de Jesus Ramirez  
Layout: Graphic Applications Group, Inc.

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# INTRODUCTION: THROUGH A SECRET AGENT CLASS, DARKLY

THE YEAR: 2020. JOANNA DARK, A YOUNG AND AMBITIOUS WOULD-BE SECRET AGENT, TUMBLES INTO THE FIRST OF MANY CONSPIRACIES THAT ARE TO CAST A LONG SHADOW ACROSS HER FUTURE. IN THIS LIFE-CHANGING EPISODE, JOANNA AND HER FATHER JACK FIND THEMSELVES SWEEPED UP IN THE WAKE OF CIRCUMSTANCES WHICH, IF LEFT UNCHECKED, COULD SET IN MOTION A WORLDWIDE POWER STRUGGLE OF DEVASTATING PROPORTIONS. AS JOANNA FACES UP TO IMPOSSIBLE SITUATIONS, GRIM REVELATIONS, AND MOTIVES AS COLD AND BLACK AS DEATH, HER LIFE RAPIDLY BOILS DOWN TO A SINGLE QUESTION: CAN FATE ERASE TWO GENERATIONS OF THE DARK CLAN FROM HISTORY OVERNIGHT, OR CAN THE DARKS STAY ALIVE LONG ENOUGH TO HELP SAVE A WORLD THAT MAY NOT BE WORTH SAVING?

## WELCOME TO THE WORLD OF PERFECT DARK ZERO

Congratulations on the purchase of Prima's Official *Perfect Dark Zero* strategy guide. This book is the result of months of preparation and playtesting by Microsoft game testers and authors, and it presents everything you need to know about surviving and thriving in the world of Joanna Dark.

## HOW TO READ THIS BOOK

This guide is divided into a number of sections, each allowing you quick access to exhaustive advice on various portions of the game. Here's how the chapters break down:

### CHAPTER 01. INTRODUCTION



This is the chapter you're currently perusing; it offers an introduction to the game and a biography of the main operative, Joanna Dark.





## CHAPTER 02. PERFECT TRAINING



Once you've read the instruction manual, head to this section for a complete overview of how to maneuver, shoot, tactically attack, and impress in the world of *Perfect Dark Zero*'s single (and cooperative) player mode. Included are notes on gaining the best rating after each mission, and how to maximize your Xbox Live gamerscore.

## OPERATIVE ORDNANCE AND EQUIPMENT CHAPTER 03.

This section provides a thorough look through all of the operational equipment you have access to during your single-player and arena combat experiences. Included are specialized unlocking and scanner devices, vehicles, and every single weapon in the game, including tactics on how to use them in every combat situation.



## CHAPTER 04. SINGLE & COOPERATIVE PLAYER WALKTHROUGH



Joanna Dark's adventure takes place over 14 separate missions, and this section covers them all. In addition, every single alternate route, method of entering an area, and combat technique is covered for both single-player mode and the dual-player cooperative variant.

## COMBAT ARENA TRAINING CHAPTER 05.

This gigantic section offers every single piece of pertinent information for the online Combat Arena mode, including a breakdown of every weapons set and game type, and overview strategies for winning every time!



## CHAPTER 06. MULTIPLAYER ARENA INFORMATION



The online arenas are revealed in minute detail in this final section, showing shortcuts, weakened areas to destroy, sniping points, choke points, bases, and every other tactical piece of information no matter what size map and variation you choose.



# SECRET AGENT WOMAN: INTRODUCING JOANNA DARK

**FULL NAME:** Joanna Dark

**DATE OF BIRTH:** 03/18/2000

**BLOOD TYPE:** O

**HEIGHT:** 5' 9"

**APPEARANCE:** Red shoulder-length hair with distinctive blonde streak, blue eyes, pale complexion, slender athletic build.

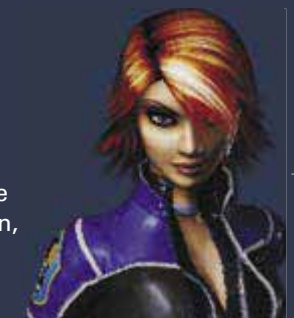
**DISTINGUISHING FEATURES:**

Star tattoo on neck (left side).

**OCCUPATION:** Bounty hunter and bail enforcement agent. Certified for international operations.

**KNOWN RELATIVES:** Jack Dark, father and professional bounty hunter.

**ASSOCIATES:** Chandra Sekhar, a young hacker who runs mission assist for Dark Bail Bonds.



## BACKGROUND/HISTORY

Joanna Dark is an eager bounty hunter, a raw talent with laser-sharp reflexes, a reckless streak a mile wide, and a flair for sniffing out trouble. Her father, Jack, still can't help thinking of her as "daddy's little girl" and she often bristles at his overprotective tendencies.

Joanna is capable of deep, destructive anger, and she often lacks the discipline to keep her temper in check, which leads her to undertake reckless, ill-advised actions. Despite this, she is also extremely gifted and adaptable, and this frequently gets her out of dangerous situations.

Growing up in the shadow of her father, Joanna was trained from birth to be self-reliant. This makes it nearly impossible for her to easily trust someone, particularly because her youth was spent helping her father chase crooks, hoodlums, liars, and thieves from one end of the globe to the other.

Despite a childhood that could best be termed "eccentric" (most adolescents don't catch crooks with their fathers), she is remarkably well-adjusted and content to live each day as it comes. Trained by Jack but untested outside of HoloMan-VR, Jo is desperate to demonstrate her talents, as much to herself as to her father.

## ADDITIONAL INFORMATION: PLACE OF BIRTH

Joanna Dark was born in Atlanta, GA, while her parents were on holiday. The family moved to England shortly afterward.

## ADDITIONAL INFORMATION: EDUCATION

Home-schooled, if it could be called that. Joanna followed her father and Chandra across the globe as they tracked down the most elusive criminals. She spent a short time in an American school in Beijing but never quite managed to fit into such an ordered environment. Joanna was invited to leave after hospitalizing a bullying quarterback.

As a result, her education is patchy, consisting of online and remote teaching, plus some tutoring by stuffy AI lecturers. Joanna's practical nature means she'd much rather be refitting a bike's hydrogen fuel plant or field stripping a gun than find herself stuck at a keyboard. Jack and Chandra have taught her many combat and technical skills, with her innate curiosity filling in the gaps.

## ADDITIONAL INFORMATION: PREFERENCES

Jo is an avid supporter and nonprofessional player of DeathMatch ("Hey, if things had turned out a little different I coulda tried out for the Seattle Slayers"). She is intensely competitive; so as far as she's concerned, DeathMatch is all about winning.

Jo also enjoys a variety of adventure sports—rock-climbing, Le Parkour (free running), dirt-biking, and grav boarding (a mixture of surfing, skateboarding, and skitching). As a result Jo has managed to have more than her fair share of bone-shattering accidents. As Jo likes to say, "What's life without a little excitement?"

Jo's experiences with big business have led her to be naturally distrustful of men in suits. "What do I dislike? The Hypercorporations. I mean, sure there are some good guys out there, the ones that face up to their responsibilities, but in my line of work you get to see how lethal some of these companies can be. Not every cost of modern business shows up on the balance sheet. Those guys are interested in one thing, the bottom line. The law says they have to deliver for the shareholders, and if someone else gets their head stamped on in the chase for profits, well, that's business."

## ADDITIONAL INFORMATION: SKILL SETS

Joanna is a naturally skilled marksman, a lethal fighter, and a mean pilot and driver.

Her technical skills stretch as far as wiring up a charge, picking a lock, or hacking a basic system: all pretty practical stuff. Jo's not big on theory—like the rest of us, she still has to concentrate when some researcher starts rattling off facts.





# PERFECT TRAINING

## GETTING STARTED

The following section gives you all the basic techniques you'll need to navigate the game's menus and learn general tactics for maneuvering and fighting through the game's single-player and cooperative missions. There's also information on how to receive the best rating after each mission, and how to accumulate the maximum number of Creds for your Xbox Live presence.

### NOTE

ALTHOUGH BASIC MOVEMENT AND FIGHTING APPLIES TO BOTH SINGLE AND MULTIPLAYER GAMES, THOSE SEEKING ONLINE DOMINATION SHOULD TURN TO THE SEPARATE SECTION DETAILING THE DIFFERENT ASPECTS OF ARENA COMBAT.

## PART #1: MENU NAVIGATION

Once you load up your game, you're presented with the Start menu (screen to right), where you can wait for the Attract mode to appear after a two-minute wait, or enter the main menu (START). This allows you to select from Missions, Combat Arena, and Options. Missions and Options are detailed here; Combat Arena is detailed in a later section.



## MISSIONS

This leads to the Mission mode screen. Here you can choose to play a game in Solo Agent mode (one player) or Cooperative mode (two players, either split-screen, System Link, or online over Xbox Live). You can also view the Leaderboards, showing the best operatives from around the world who've posted their best scores.



Select "Solo Agent," and you reach the Mission Select menu, where your first mission awaits. If you've already completed some missions, any of those are available to replay, in any order you like.

Select "Cooperative," and you can choose a "Local" setup, where you both take up a portion of the game screen, or "System Link," which allows you to link two Xbox 360 consoles together via a crossover cable or a Local Area Network. If your console is connected to the Internet and you are signed into an Xbox Live-enabled gamer profile, you will also be able to select "Xbox Live" from this menu. Consult the game manual for further information. In "System Link," you can choose to "Join" or "Create" your own game.



Whether you're playing with or without a friend, the next screen is Difficulty Select. Choose from Agent, Secret Agent, or Perfect Agent. Once you've beaten the game on Perfect Agent difficulty, you will be able to select Dark Agent.

Agent is the easiest mode, and removes some of the objectives. Secret Agent is "medium" difficulty, but lacks some objectives too.

Perfect Agent is "hard" difficulty, has every objective, and tougher opponents.

Dark Agent is "very hard" difficulty, offers the same objectives, but stronger opponents, and you do not recover shock damage when hit.

### NOTE

ASIDE FROM THE ADDITIONAL OBJECTIVES YOU FINISH, AND THE SCORE MULTIPLIER ON YOUR ENDING SCREEN TO SHOWCASE YOUR LEGENDARY PROWESS TO THE ONLINE WORLD, COMPLETING PERFECT AGENT UNLOCKS DARK AGENT AND THE ACHIEVEMENT FOR PERFECT AGENT COMPLETION. COMPLETING DARK AGENT UNLOCKS THE ACHIEVEMENT FOR DARK AGENT COMPLETION.

## OTHER OPTIONS



Choose "Options" from the main menu, and you're presented with five different sets of choices.

### PLAYER SETUP

The first is "Player Setup." This allows you to change options associated with a specific profile, such as game character, controls, or save location. You can also change your game character for Combat Arena mode. Choose from Joanna Dark, Mai Hem, Jonathan Steinberg, Jack Dark, Killian, and Chandra Sekhar.

### CONTROLS

"Controls" allows you to tweak various aspects of your controller set-up:

**CONTROL STYLE:** Select from "Standard" or "Classic PD." Play the game with both styles to select the one you like best.

**AUTOAIM STYLE:** On/Off.

This allows you to more easily target foes with the style switched on, but some operatives prefer complete freedom over their aiming (for long-range headshots, for example).

**SENSITIVITY:** 5–100. The higher the number, the more quickly your view moves when you use the **L** and **R** controls. Fiddle with this until you can quickly target a foe, but not overshoot your mark.

**INVERT Y:** On/Off. Switch this on if you want your operative to look down when you press **L**. Switch it off if you want your operative to look down when you press **R**.

**SWAP STICKS:** Normal/Swapped. This swaps the controls for the **L** and **R** sticks, transferring the movement associated with each of them. This is usually done for the benefit of left-handed players.

**COVER MODE:** Toggle/Hold. This allows you to hold the **A** button when you seek cover, or toggle the **A** button from cover to a regular view. Although your experiences may vary, it is recommended you choose Toggle so you aren't constantly holding yourself in a hiding spot.

**CROUCH MODE:** Toggle/Hold. This allows you to hold the **A** button when you crouch, or toggle the **A** button from a



crouch to a stand. Although your experiences may vary, it is recommended you choose Toggle so you aren't constantly holding yourself on your haunches.

## TIP

**CONTROLLER VIBRATION:** SWITCHING YOUR CONTROLLER'S VIBRATION FEATURE ON IS RECOMMENDED, AS THE LOCKTOPUS, A GADGET IN THE GAME, REQUIRES THE RUMBLE TO BE ENABLED. LOCATE THE APPROPRIATE BLADE MENU ON YOUR XBOX 360 AND SWITCH IT TO "ON."

**AUTOCENTER AIM:** On/Off. This helps you automatically center a target's head or torso, and is useful to switch on if you're having trouble hitting enemies.

**X/Y SENSITIVITY:** On/Off. Toggle to adjust the sensitivity of the X or Y axis separately.

**Y SENSITIVITY:** 5–100. Raise or lower the Y-axis sensitivity separately.

**FAST LOOK:** On/Off. Enables faster turns when holding the control stick fully left or right.

**AIM SENSITIVITY:** 5–100. Lower the sensitivity of the crosshair during aim mode.

### GAME SETUP

Game Setup allows you to fiddle with various additional options:

**CUTSCENE SUBTITLES:** On/Off. This removes or keeps the subtitles from all noninteractive story elements.

**INGAME SUBTITLES:** On/Off. This removes or keeps the subtitles from all interactive story elements.

**CAMERA BOB:** On/Off. This keeps or eliminates the sway during movement; switch this off if you suffer from motion sickness.

**STATIC CROSSHAIR:** On/Off. This freezes the crosshairs when on, but doesn't show the accuracy of the weapon. It is recommended you keep this off.

**WAYPOINTS:** On/Off. This turns the ground arrows showing you the direction of your next area of interest on or off. Leave it on if you're having trouble locating objectives.

**BLOOD EFFECTS:** On/Off. Show or remove the trails and bursts of red stuff that oozes from foes.

**COLOR ADJUSTMENT:** Green/Red, Alt Green/Red, Blue/Red, and White/Red. This changes the color of all troops. Choose from Green, Alt-Green, Blue, and White based on your preference, or for color-blind players.

### VIDEO

Enter this screen to tweak visuals.

**DISPLAY DEVICE:** Choose from "StandardTV," "LCDTV," "PlasmaTV," or "DLPTV." The game adjusts the brightness accordingly.

**BRIGHTNESS:** Tweak the brightness from very dark (-10) to verybright (+10) depending on your room's lighting conditions.





## AUDIO

"Audio" allows you to change the Sound FX and Music levels, from 0 (silence) to 100 (maximum). Advanced features, such as Dolby™ Surround and other set-ups, are available from the Xbox 360 Dashboard.

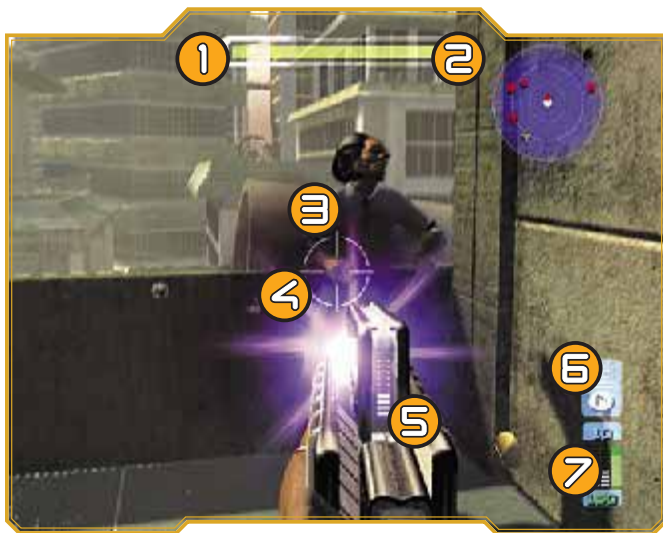
## MISSION STATUS MENU

When you launch a game and press **START**, this brings up a Mission Status menu, which allows you to check the objectives you're undertaking. In-game options include Controls, Game Setup, Visual Options, Audio, Save Location (all identical to the menus in the Options section of the main menu). You can also select "Abandon Game," which removes you from the mission, leaving you in the main menu.



# PART #2: IN-GAME MANEUVERING

## THE HUD (HEADS-UP DISPLAY)



When you begin a single-player game, a HUD continuously keeps track of your progress. Above are marked the seven most important parts of this screen to look at:

- ① **ARMOR:** The white surrounding your health bar (2) shows how much Armor you have. This soaks up damage that would normally damage you. Replenish this by collecting Armor.
- ② **HEALTH BAR:** The green line at the top of the screen, which appears only when you are hit by enemies, shows your health. It changes to orange and red before

disappearing completely if you are slain. Your mission is over if this occurs. Any damage "grayed out" is known as shock damage, which is replenished if you aren't struck again.

- ③ **ENEMY:** In this case, a dataDyne guard. Make sure all enemies you are shooting with direct projectiles (not grenades) are within your target (4).
- ④ **TARGET:** This is colored white. It turns red when an enemy is targeted, and green when a friendly is targeted. The reticle (the circle in the middle of the crosshairs) constantly expands and contracts. This determines where a bullet can go; so the wider the circle, the less precise the shot. The farther away the enemy is, the smaller you want the reticle to be, or you'll miss every time. Each weapon has its own reticle size, and they usually expand after constant firing, so burst firing is recommended (see below).
- ⑤ **WEAPON:** This is also the area of the screen where objectives are displayed, when you are given them, complete them, or fail them. In this screen, we see the Laptop weapon being fired. This Laptop is being aimed, so the shots are slightly more accurate. All weapons are covered in chapter 3.
- ⑥ **D-PAL UPDATE:** Press **START** to access the d-PAL and read the new message (messages appear on the d-PAL's Status screen). This is usually a new objective.
- ⑦ **WEAPON INFORMATION:** This shows the number of bullets in the chamber (the top number), icons of these bullets, and the total bullets you have (bottom number). The green bar on the right of the ammo display shows the total amount of ammo remaining.

## USING COVER

When you reach a wall, a low balcony, a crate, or some other piece of scenery (ideally the corner of a wall), you see a sign that reads "A Cover." Press **A** and you'll slide up to the cover and hug it, while still seeing the area you were facing before you took cover.



Why use cover? Some operatives don't, and it is purely optional. However, the main benefit is that you can maneuver the **Left Stick** until you target an enemy (or where an enemy will appear), and shoot them without being struck by fire yourself. Naturally, there is a shortfall, too: Because you're "hugging" the wall until you press **RT**, you are stuck in one spot and can be attacked from behind the camera or if enemies rush your location. So don't use cover when enemies can overwhelm your location.

## DODGING

Dodging takes the form of impressive-looking combat rolls while steering with **⬅** and pressing **Ⓚ**. Again, this is a purely optional battle plan that some operatives never use, but it does make it difficult for enemies to aim at you. Usually, it is better to lay down suppressing fire and move to cover, but you can maneuver under laser wire, and quickly maneuver under enemy fire too.



## SIDESTEPPING AND CIRCLE-STRAFING



Strafing is also called sidestepping because you face the same direction but move left or right. This allows you to continuously look (or fire at) the same target. Circle-strafing is the technique of moving around your target (or foe) rather than from side to side. Strafing is vital for taking evasive maneuvers, continuing to watch an area you're interested in securing, or dodging a foe's fire or projectile attacks such as grenades or rockets.

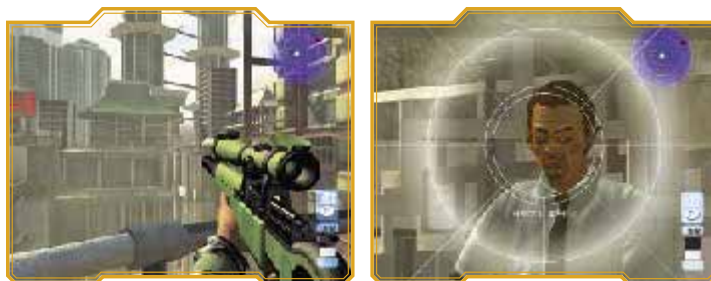
## AIMING



Shooting a weapon requires you to place the target in your crosshairs and pull the trigger. Aiming with the L-trigger maneuvers your weapon in front of you and allows you to land marginally more precise shots, and it sometimes gives you a short-range zoom. You move a little slower while aiming, so take your shot quickly unless you're safely covered. If a scope is fitted to your weapon, you can use a sniper zoom.

Shooting a weapon requires you to place the target in your crosshairs and pull the trigger. Aiming with the L-trigger maneuvers your weapon in front of you and allows you to land marginally more precise shots, and it sometimes gives you a short-range zoom. You move a little slower while aiming, so take your shot quickly unless you're safely covered. If a scope is fitted to your weapon, you can use a sniper zoom.

## SNIPER ZOOM



Only available on certain weapons (revealed in the next section), this zoom function allows you to use **Ⓚ** to increase the zoom of your scope (press fully down for maximum zoom). This is essential when attacking enemies at extreme range, usually in heavy cover or behind a turret. Take careful aim at the head and drop entire squads without them knowing, but remember that you're completely blind peripherally.

## DUAL-WIELDING

Two guns are better than one, and many of the available weapons can be wielded "dual" style. This takes the form of two of the same weapons (only those that can be reloaded with one hand), or one weapon and a grenade, or one weapon and a combat shield. This effectively doubles your offensive firepower, but doesn't allow scoped combat; therefore, it is most suitable to use with SMGs.



## BURST FIRING

Burst-firing is the simple plan of shooting off a few rounds of your (usually automatic) weapon, pausing so the target reticle shrinks back down to a size where you can easily aim at the enemy, and shoot again. This way you don't waste ammunition firing at a target when your reticle is too big for an accurate shot.





## PICKING UP AND DROPPING WEAPONS

Pick up weapons with **Q**, and manually discard weapons with **Q**. Discard weapons when you have no further use for them (you're out of ammunition or don't wish to employ the weapon), or when you're leaving the weapon for a friend in cooperative missions. Pick up a weapon to use it over an existing one. It's important to pick up every new weapon you see and carry it through to the completion of each mission, as it then becomes available in every successive mission, and previous missions when you replay them. This adds tremendously to the replay value of the single-player game. However, the walkthrough discusses only the weapons you can use the initial time you complete each mission.

## CONCEALING WEAPONS AND SPRINTING

Concealing a weapon by pressing **A** allows you to wander around areas looking unarmed. Usually, this isn't a good idea, but there are some instances (detailed in the walkthrough) where enemies aren't sure whether you're a friend or foe, and you can get away with moving around unarmed to save ammunition and gain information that would otherwise be impossible to get. Being unarmed also allows you to move faster. When you're unarmed you sprint, which enables you to run to areas quicker than if you were weighed down with a weapon in your hands.



## DISARMING

Pressing **R** while unarmed and near an armed foe steals their weapon, which is excellent when you're out of ammo, in a fix, and you're near a foe with a weapon you want. Remember to position yourself in front of the weapon-carrier to steal the piece. If you're behind a foe and unarmed, you can attack with much more power, punching a foe with a single strike instead of grabbing his weapon. Friendly troops can be disarmed without dealing any damage to them.

## TURRETS

Turrets can have either an M60, a Rocket Launcher, or a Plasma Rifle attached to them, and are great for strafing large numbers of foes. You can interchange some weapons on turrets, and each has unlimited ammunition, as long as they are mounted. The Hovercraft has a turret.



## LADDERS



Ladders are dangerous, not because you can fall from them (you can't), but because you cannot fire on enemies as you climb or descend. Hold **A** to slide down a ladder; there's never a need to move slowly down one!

## DOORS

Most doors open when you press the **A** nearby, and an onscreen command tells you this. However, some doors are sealed completely, or they are locked and require inputting a keycode or using a gadget. All this information is contained within the walkthrough.



## ZIPLINES

Ziplines are simply lengths of pre-tensed steel rope strung between two points (one upper and one lower). Press **A** to access a zipline, but be sure you wish to leave the area as it's usually impossible to return. Also be sure all enemies in the surrounding area are dispatched, as you can be shot during the zipline descent.



## WAYPOINTS



Useful ground markers in the easier difficulty modes, or during Cooperative play (as shown on the screen), your HUD shows you a series of flashing arrows along the ground. These are blue in single-player missions, and show you the route to take to the next point of interest or objective. In Cooperative play, they are yellow and show your teammate's location, or red if your friend is engaged in combat. Make use of Waypoints so you don't get lost!

## VAULTING AND CONTROLLED FALLS

You automatically vault over low walls when moving with **Q**, and you can sometimes fall from a height that would kill you, so watch your step. However, you can take damage when you fall, so negate this by rolling (**RB**) as you drop off the side. This makes you difficult to hit and allows you to land with nary a scratch.



## CONVERSATIONS AND TAUNTS



In some areas, verbal interaction is called for, and the response you give can mean the difference between life and death. Choose a response with **Q**, but don't worry about saying the wrong thing; the walkthrough has all the correct chatter. In general, bluff someone who seems

confused, threaten someone who acts nervous, and charm someone who is friendly.

## GADGETS

During your missions, you are given an increasing number of esoteric and interesting gadgets with which to unlock doors, create explosions, or gain information. All the possible uses are shown in the walkthrough, and general tactics are available in the next section.

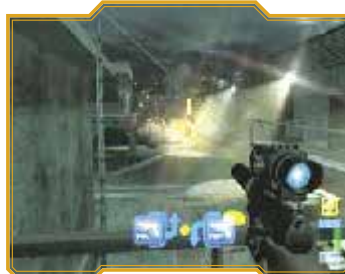


## COOPERATIVE OPERATIONS



The Cooperative mode, where two agents complete a mission instead of one, is one of the game's most enjoyable features. Try it often (ideally after you learn the single-player routes). All single-player tactics apply when you have a friend, although you can share weapons or radio each

other to keep informed about a choke point or tactic you're both trying. You can also attack from one direction while your friend attacks from the other, creating crossfire and confusing enemies about who to target. Specific Cooperative tactics are detailed in the walkthrough.



## CRATES AND BARRELS

As well as serving as cover, crates can usually be smashed (ideally with the butt of your gun so you don't waste ammunition). Barrels come in two types. Red ones, which explode when you fire at them (but you can hit them with the butt of your gun), and blue or green ones, which act as cover. Don't forget to tag explosive barrels; you'll lose the element of surprise, but you'll probably take out more than one foe at once!

## PART #3: IMPROVING YOUR GAME

### REPLAYING MISSIONS AND WEAPON COLLECTING

Whenever you finish a mission, the weapons you were holding at the end of the mission are available in any subsequent game. The exception to this is Mission 04 and Mission 0. In Mission 04, weapons held upon entering the boss battle will be unlocked, but those used during the battle will not. So, for example, once you find the Viblade in Mission 04: Mansion Infiltration, you can use it when you replay any earlier mission. This allows almost infinite replayability and gun-toting fun! Also remember that you have one more objective to complete on Perfect and Dark difficulties, and one less on Agent difficulty. Not only that, but there are numerous ways to complete the various sections of each level, and the very best plans are revealed in the walkthrough. Mission 0 is a training mission, so no weapons collected are kept.

### GAME COMPLETION

Whenever you complete a mission, you are awarded a series of points that can be uploaded to an online ranking chart. Obviously, with your combat prowess and stealth sensibilities, you want your score to be the best it can be. To the right is a table showing how the total scores are worked out. Check each "Type" of score, and improve on it to increase your results.



### MISSION COMPLETION CHART

Type	Definition	Points awarded
<b>COMBAT</b>		
Kills	Non-headshot kills	5
Headshot Kills	Shot to the head resulting in a kill	10
Unarmed Kills	Weapon bash and punches	5
<b>STEALTH</b>		
Stealth Kills	Kill when enemy is unaware of you	20
Unarmed Stealth Kills	Weapon bash, punches enemy is unaware of	25
<b>SPEED</b>		
Time Taken	Time to complete the level	Varies (quicker, the better)
Target Time	Set target time for the level	Predefined
Additional	200 points if level completed/500 if final level completed (Zhang-Li)/0 if not completed	200 or 0
<b>MARKSMANSHIP</b>		
Shots Fired	Total shots fired in mission by player	Varies
Shots Hit	Total shots that hit enemies	Sum of 3 types below
Headshots	Heads	Varies
Body Shots	Body mass (torso)	Varies
Limb Shots	Legs and arms	Varies
Accuracy	Hit/Fired	Varies
Marksmanship total	1 point per % accuracy	Max 100
<b>SAFETY</b>		
Health Bonus	How much health player has left at end of level	Varies
Safety Total	1 point per health left	Max 100
<b>EXPLORATION</b>		
Number of Areas	Target number areas in the level	Predefined
Areas Explored	1 Room = 1 area	Varies
Exploration Total	Explored / # of Areas = % then 1 point per %	Varies
<b>OBJECTIVES</b>		
Objective	Primary	100
Objective	Secondary	50
<b>OVERALL</b>		
Combat Total	235 (is the average score)	
Stealth Total	105 (is the average score)	
Speed Total	Varies	
Marksmanship Total	32 (is the average score)	
Safety Total	92 (is the average score)	
Exploration Total	60 (is the average score)	
Objectives Total	200 (is the average score)	
Difficulty Bonus	Bonus depending on difficulty level	1x score: Agent
Difficulty Bonus	Bonus depending on difficulty level	1.5x score: Secret
Difficulty Bonus	Bonus depending on difficulty level	3x score: Perfect
Difficulty Bonus	Bonus depending on difficulty level	5x score: Dark

### EARNING ACHIEVEMENTS (AND CRED!)

The main reason for perfection in *Perfect Dark Zero* is the bounty of online Creds you'll earn toward your Profile's gamerscore. Creds can be earned online and off. Here's how you go about earning all of them:

#### MULTIPLAYER ACHIEVEMENTS

Achievement	Reward
DeathMatch: played [10/100/1,000] games online	10/20/30 Cred
DarkOps: played [10/100/1,000] games online	10/20/30 Cred
Total: 6	120 Cred

#### MULTIPLAYER ACHIEVEMENTS (CONT'D)

##### SCENARIO-SPECIFIC AWARDS:

Killcount: [10/100/1,000] kills	10/20/30 Cred
Team Killcount: [10/100/1,000] kills	10/20/30 Cred
Capture The Flag: captured [10/100] flag points	10/20 Cred
Territorial Gains: [10/100] hill points	10/20 Cred
Total: 10	180 Cred
Eradication: survived [10/100/1,000] rounds	10/20/30 Cred
Sabotage: destroyed [Cr10k/Cr100k] property	10/20 Cred
Onslaught: survived for [10/100] minutes	10/20 Cred
Infection: infected [10/100/1,000] players	10/20/30 Cred
Total: 10	180 Cred

##### EXPERT KILL AWARDS—INCREMENTAL:

Explosive Kills [10/100/1,000]	10/20/30 Cred
Headshot Kills [10/100/1,000]	10/20/30 Cred
Sniper Kills [10/100/1,000]	10/20/30 Cred
Melée Kills [10/100/1,000] (armed or unarmed)	10/20/30 Cred
Total: 12	240 Cred

MULTIPLAYER ACHIEVEMENTS TOTAL: 38

#### SINGLE-PLAYER ACHIEVEMENTS

Achievement	Reward	Achievement	Reward
<b>COMPLETION OF GAME IN SINGLE PLAYER</b>		<b>COMPLETION OF GAME (CO-OP) SPLIT-SCREEN OR OVER LIVE</b>	
Agent	10 Cred	Agent	10 Cred
Secret Agent	15 Cred	Secret Agent	15 Cred
Perfect Agent	25 Cred	Perfect Agent	25 Cred
Dark Agent (any 1 mission)	15 Cred	Dark Agent (any 1 mission)	15 Cred
Dark Agent (any 5 missions)	25 Cred	Dark Agent (any 5 missions)	25 Cred
Dark Agent (completion)	50 Cred	Dark Agent (completion)	50 Cred
Total: 6	140 Cred	Total: 6	140 Cred
		<b>STORY MODE ACHIEVEMENTS TOTAL: 12</b>	
		Total: 50 achievements	1,000 Cred

#### SINGLE-PLAYER WEAPON UNLOCK CHART

Mission #	Weapons to Collect
Level 0	N/A
Level 1	Falcon 17, Fragmentation Grenade, UGL Liberator
Level 2	DEF-12 Shotgun, DW-P5
Level 3	Jackal Sniper Rifle, DY357
Level 4	M60, Vibblade
Level 5	Magsec 4, KSI-74
Level 6	Rocket Launcher, Flashbang Grenade
Level 7	Combat Shield, Psychosis Gun, Hawk Boomerang
Level 8	CMP-150, Laptop
Level 9	RCP-90
Level 10	Multimine, Plasma
Level 11	FAC-16, SuperDragon
Level 12	Shockwave
Level 13	N/A

# OPERATIVE EQUIPMENT

## WELCOME TO THE ARMORY

Within the Carrington Institute's weapons department exists detailed analysis regarding all of dataDyne's specialized equipment, vehicles, and most importantly, its weaponry. The following section records this information for agents in the field. Assimilate this material prior to single or multi-operative missions.

## DEVICES AND VEHICLES

### DEVICES

#### DATA THIEF



A portable hacking device designed to unlock cases, maneuver through security, and access a number of control terminals, the Data Thief is an invaluable piece. It works by presenting the user with a series of circles, each with a section of differently colored sections. Beginning with the outer circle, the user must press the button when the Data Thief's cursor is over the blue light, not the red or white lights. Pressing a button on a blue light turns it white, and once all blue lights in the outer circle are white, the puzzle continues to the middle, then the inner circle. The hack is complete when the inner circle's blue sections are removed. Press incorrectly, and the space turns red. If you fail three times, you go back to the previous ring to try again.

#### LOCKTOPUS



The Locktopus is a quirky lock-picker for those doors still made in

the old-fashioned way. No spring or tumbler is a match for this mechanical marvel. Using the left stick, search for each tumbler's sweet spot. When you find it your controller will vibrate and the light in the center of the Locktopus turns bright green and begins to close. Once it's completely shut, you'll move on to the next tumbler in the lock. Do this until the lock pops open.

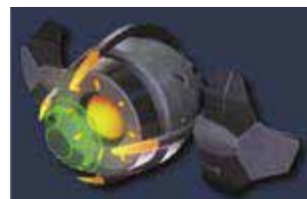
You can also lock doors, switches, valves, and other objects to inhibit enemies. Use **A** to select one of the lock's eight tumblers. Hold the left stick in any direction, and hold down **A** until the circle expands to fill the center of the Locktopus. Release the left stick and **A**, and move on to the next tumbler in the lock. Do this until the door is locked.

#### DEMO KIT



Whenever you notice a section of wall with a crack or other weakened area, this is a likely spot to retrieve your Demo Kit from your inventory. Once you've completed an elementary puzzle, and linked one detonator (yellow box) to the other via a series of lines, you place a limpet device containing high explosives. Back away and watch the detonation. You'll wake up any nearby foes, but you usually can pass through the hole the blast causes, once the smoke clears.

#### CAMSPY

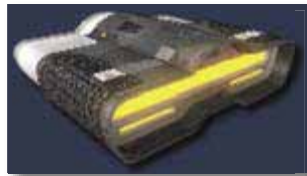


This small, remote-controlled device is easily pocketed and has a ground and air variant. When the route forward is too narrow to pass through or blocked, release the CamSpy (also known as the CamBot and BugSpy). You control its movement, and it displays what's ahead via a HUD on the CamSpy's forward-facing bodywork. Use the CamSpy primarily to view inaccessible areas.





## AUDIOSCOPE



You automatically receive the AudioScope during missions that require it. This visual and audio pair of binoculars can

catch and relay both sound and vision from an impressively long distance. Scan the area with the right stick, using the left trigger to zoom in and the right trigger to lock onto targets. The reticle covering the target changes color once the information needed has been acquired. It's delightfully simple to operate.

## THREAT DETECTOR GOGGLES

This allows the wearer to view enemies in a highlighted orange effect. Tactical advantages for this item are discussed later, in the RCP-90 weapon section.



## X-RAY GOGGLES



This allows the wearer to view enemies behind cover, no matter how solid it is.

Tactical advantages for this

item are discussed later, in the Shockwave weapon section.

## ARMOR



Armor suits, found scattered throughout the missions, are

an important part of staying healthy. These encase your body in a protective sheen, signified by the white around your health bar at the top of your HUD. This is depleted when you receive damage.

## REVIVE



Only available in cooperative missions and Dark Ops multiplayer



missions, this addition to the DataThief allows one operative to reach the body of a fallen comrade, and revive him or her by pressing a button on this

device. Press the button immediately, and the victim is revived after a period that doesn't usually exceed one and a half seconds.

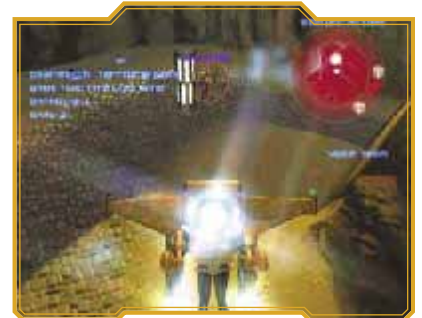
## VEHICLES

### JETPACS



The Jetpac is a personal transport that thumbs its nose at gravity. The single engine on the back of the unit propels the pilot into the air for an unlimited time. When airborne, the Jetpac can move in any direction—forward and back, side to side, and any combination of the four. In addition, Jetpacs can also “walk” across the ground like armored exoskeletons. However, walking is much, much slower than flying. Use the right bumper to activate flight mode.

Jetpacs are equipped with dual machine guns, each with unlimited ammunition. (These weapons do not have alternate fire modes.) The weapons are tilted inward so they both fire at a single target, dictated by the on-screen reticle. The power of the weapons is comparable to dual CMP-150s.



Jetpacs are extremely useful for accessing hard-to-reach locations, such as high-rise sniper points, or for crossing a map quickly. Unfortunately, due to the noise of the Jetpac thruster, Jetpac riders are always visible on radar when in flight (not in walking mode). The Jetpac's extra bulk also makes you a larger target. Through a sniper scope or even the dead-eye aim of a regular shooter, the Jetpac's increased profile is easier to hit than the slender outline of a normal player.



The Jetpac offsets this shortcoming with greater armor. The transport can actually take quite a beating, but if it's destroyed with you in the pilot's seat, there's an eight-second window to escape the vehicle before it goes critical and explodes, taking you down with the ship.

## HOVERCRAFT



The Hovercraft is a high-speed personnel transport, granting fast access to any corner of the map. The ground-based vehicle becomes mobile when a player jumps into the cockpit—the airbags inflate and the vehicle is ready to lunge across the landscape.



Each Hovercraft is equipped with a mounted weapon, directly above the cockpit. The weapon is either a Rocket Launcher or M60. Even better, this impressive hardware comes factory installed with unlimited ammunition. Although each Hovercraft turret comes pre-loaded with an M60, you can swap in a Rocket

Launcher or Plasma Rifle if you so choose. Sitting up in this high-profile position is dangerous, though. With no armor, the gunner is vulnerable to snipers. At full speed, it may be difficult for an enemy to draw a bead on you, but a crack shot sniper can do it.

The Hovercraft can be controlled by only one player, but comfortably seats several. To hitch a ride, simply step onto the Hovercraft's runners; there is no need to "hold on" to anything. In fact, both hands are left free for weapon use, such as peppering the arena with grenades or blazing a trail of death and lead with the M60.

The one drawback to the Hovercraft is its lack of protection to the driver. The only protection the driver has is a thick piece of bullet-resistant glass in the front. The driver's sides are exposed and can be easily incapacitated.



## NOTE

JETPACS AND HOVERCRAFT ARE NOT AVAILABLE ON EVERY MAP. ONLY THE DESERT AND URBAN MAPS HOST VEHICLES.

## ORDNANCE

## NOTE

THE INFORMATION FOR EACH WEAPON IS AS FOLLOWS:

**ICON:** THE ICON SHOWN DURING PLAY, ALONG WITH THE SIZE OF THE SLOT/S THE WEAPON TAKES UP.

**DAMAGE:** THE AMOUNT OF DAMAGE THE PRIMARY/SECONDARY FIRE OF THE WEAPON INFLECTS.

**R.O.F.:** THE RATE OF FIRE, OR HOW FAST THE WEAPON FIRES, COMPARED TO AN AVERAGE RATE OF AROUND 10 ROUNDS PER SECOND.

**CHAMBER:** HOW MANY BULLETS THE WEAPON HOLDS IN THE CHAMBER BEFORE RELOAD.

**MAX ROUNDS:** THE MAXIMUM NUMBER OF BULLETS YOU CAN CARRY FOR THAT WEAPON.

**CLIP SIZE:** HOW LARGE THE CLIP SIZE IS COMPARED TO ALL OTHER WEAPONS.

**ACCURACY:** HOW ACCURATE THE WEAPON IS AFTER EXTENDED FIRE (WHEN THE RETICLE ENLARGES), BASED ON THE GENERAL SPREAD OF THE BULLETS' TRAJECTORY.

**DIRECT:** WHETHER THE WEAPON CAN STRIKE A TARGET DIRECTLY OR INDIRECTLY.

**PISTOL WHIP:** HOW MANY STRIKES IT TAKES TO BRING DOWN A FOE USING THE GUN AS A "CLUBBING" DEVICE WITHOUT BULLETS.

**TERTIARY FUNCTION:** WHETHER THE WEAPON HAS TERTIARY FIRE FUNCTIONALITY.

**SPECIALS:** WHAT SPECIFIC ADVANTAGES OR ACCOUTREMENTS THE WEAPON OFFERS.

## NOTE

EACH WEAPON USES A SPECIFIC TYPE OF AMMUNITION, WITH SOME TYPES USING THE SAME TYPES. THIS ALLOWS YOU TO PICK UP AMMUNITION YOU KNOW WILL WORK WITH YOUR GUN; A BOON FOR MULTIPLAY. THE P9P, MAGSEC, AND FALCON USE PISTOL AMMO. THE DY357 MAGNUM USES ITS OWN "MAGNUM AMMO" (BUT USES ANY PISTOL ROUNDS IN MULTIPLAYER MODE). ALL SMGs USE SMG AMMO. ALL ASSAULT WEAPONS USE RIFLE AMMO. THE JACKAL AND M60 USE HEAVY GUN AMMO. ALL OTHER WEAPONS USE UNIQUE AMMUNITION.



## PISTOLS

### P9P SNIPER PISTOL



**DAMAGE:** 25/17  
**R.O.F.:** Fast  
**CHAMBER:** 9  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Small  
**ACCURACY:** High  
**DIRECT:** Direct  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** Yes  
**SPECIALS:** Zoom or dual wield



PRIMARY FIRE:  
MANUAL SHOOTING



SECONDARY FIRE:  
ATTACH SILENCER ON/OFF



TERTIARY FIRE: ATTACH  
FLASHLIGHT



DUAL WIELD: AVAILABLE



ZOOM CAPABILITIES: NORMAL/ZOOMED VISION



The tertiary fire function is an incredibly noticeable flashlight, which basically sets you up as a beacon. Use this in multiplayer matches to coax enemies to your location (then have your team maneuver away from the threat, or ambush).

Stay as far away as you can from the intended target, crouch and fire (you're less of a target), and ignore the weapon's dual-wielding ability. This weapon is built for accuracy, and two of these pistols firing throws the accuracy off. You have nine shots before a reload.

### FALCON 17



**DAMAGE:** 17  
**R.O.F.:** Fast  
**CHAMBER:** 18  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Large  
**ACCURACY:** High  
**DIRECT:** Direct  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Dual wield



PRIMARY FIRE:  
MANUAL SHOOTING



SECONDARY FIRE:  
FIRECRACKER

**NOTES:** Despite being relatively underpowered, the Falcon is a highly accurate pistol, favored by professionals capable of making best use of its high rate of fire. The Falcon's secondary function allows a full clip to be thrown down, firing each round in sequence to distract enemies.



PRIMARY FIRE ADVANTAGE:  
LONG-RANGE ACCURACY



ZOOM CAPABILITIES: NONE;  
JUST AN AIMED SHOT

**TACTICS:** A standard starting pistol, this fires bullets that are plentiful but not very powerful. It has a large clip compared to other pistols, and you empty it fast if you're quick on the trigger. Against armored opponents, for example, use three to four shots to shred the Armor, then aim the rest of your clip at the head. This is standard takedown procedure with the Falcon.



DUAL WIELD: AVAILABLE AND IMPRESSIVE

Secondary fire is a Firecracker. Throw a clip down with the same trajectory as a grenade (but not the distance), and it explodes, firing in all directions. This isn't for one-on-one confrontations, but it's great for crowd control; throw it into an area where people are defending or hiding, and they won't be able to figure out who is firing at them. This attack does reasonable damage but cannot defeat an enemy. Also remember that you don't appear on the radar, but your clip does, so it can give your position away.

Aimed shots aren't really beneficial compared to regular shots; the pistol's main advantage is its tiny reticle, making takedowns from distance a lot easier as the bullets are much more accurate. The lack of zooming means you should definitely dual wield these pistols. The potential for headshots is tremendous with 36 possible strikes before a reload. As pistols go, this is the best at every aspect of taking an enemy down except long-range zoomed sniping.

## DY357 MAGNUM



**DAMAGE:** 50  
**R.O.F.:** Slow  
**CHAMBER:** 6  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Small  
**ACCURACY:** Low  
**DIRECT:** Direct  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Fast fire, dual wield



PRIMARY FIRE: MANUAL SHOOTING



SECONDARY FIRE: DECAY

**NOTES:** Favored by old-timers who understand the importance of stopping power, this intimidating six-shooter teaches a painful lesson in muzzle velocity to the unluckiest punks. Quick firing allows the user to fan the trigger and increase the rate of fire. The secondary function fires a silenced shot with delayed detonation that makes an effective decoy.

**TACTICS:** This pistol is mainly used at closer ranges, and it's most useful for attempting headshots. This is the only non-heavy weapon capable of making a one-shot kill to an unarmored head. The secondary fire Decoy function is mainly for multiplayer confrontations, as it creates a radar blip that looks like an opponent. Use it to confuse your foes as to which is the decoy and which is a member of your team. For example, fire the decoy so enemies intercept the "blip" while your team prepares an attack. Another trick is to fire multiple shots (especially with dual firing) so enemies believe a number of foes are approaching from a specific direction. This can especially confuse a rival during a one-on-one confrontation! Finally, fire on a moving target (such as an enemy) and the decoy moves with it—another way to confuse foes.

Players with incredible skill never put the DY357 Magnum down. They roam the battlefield, plugging headshots into foes with extreme accuracy. Although there are only six shots in this pistol's chamber, dual wield it for devastating takedown opportunities, especially during Infection or Onslaught games where attackers (Onslaught) or Infected players (Infection) have no armor. Alas, there's significant fall-off damage (meaning this weapon is very difficult to shoot at range), but an accurate practitioner makes up for this by staggering firing to get into a rhythm of shooting, or by fast-firing for quicker takedowns. Each shot that hits throws off a foe's accuracy, so always get the first shot in!



ZOOM CAPABILITIES: NONE; JUST AN AIMED SHOT



FAST FIRING: FOR QUICKER KILLS AND RELOADS



DUAL WIELDING: AVAILABLE AND DEADLY



## MAGSEC 4



**DAMAGE:** 25  
**R.O.F.:** Fast  
**CHAMBER:** 9  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Small  
**ACCURACY:** Medium  
**DIRECT:** Direct/Indirect Secondary  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Zoom or dual wield



PRIMARY FIRE: DAMAGING SHOTS WITH ARMOR-PIERCING TENDENCIES



SECONDARY FIRE: RICOCHET SHOTS FOR HITTING TARGETS AROUND CORNERS

**NOTES:** A state-of-the-art military pistol, the Magsec 4 is ideal for engaging targets at a distance. Switching to secondary fire magnetizes the rounds, allowing them to ricochet. This allows skilled users to effectively fire around corners.

**TACTICS:** This weapon's main strength is its extremely impressive armor-piercing capability. It takes around three shots to take out an armored foe's head. Drawbacks include low ammunition per clip and a less-than-satisfactory rate of fire. However, you can zoom in, sacrificing accuracy in favor of long-range sniping. Practitioners are split into two camps: those who prefer the Magsec 4 over the Falcon 17, and Falcon 17 owners who prefer their weapon's faster firing. Use both and judge for yourself. The Magsec 4 has the same size clip as the P9P, but without the accuracy. It can pierce armor at a better rate than the P9P, but is nowhere near as accurate; a key problem. This weapon's scoped firing has a larger reticle than the P9P's.

The secondary fire function's ricochet shot allows a user to fire around corners or off obstacles. Each shot has an initial trajectory, then can bounce up to three times before striking a target (although it can pierce flesh at any moment). This trick is especially rewarding if you can manage a headshot, and this is



SECONDARY FIRE ADVANTAGE: NOT ONLY HITS FOES AROUND CORNERS, BUT ON LOWER OR UPPER LEVELS, TOO

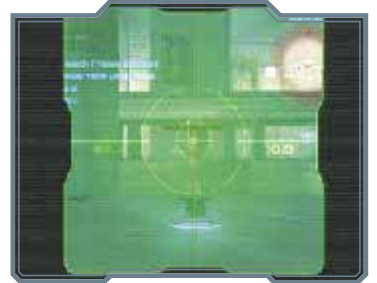


DUAL WIELD: BETTER AND MORE VICIOUS THAN ONE

easier than you might imagine. The secondary fire shot has a slight "magnetic" nature, and it tends to home in on a foe. Plus, it has a large hit radius to make up for the fact you're blind-firing. This shot really packs a punch, and it's armor-piercing. The foe you're damaging can't even see you. If you're dual-wielding, be sure you try out the ricochet, as the multiple blasts can be exceedingly vicious! However, don't get too trigger-happy in enclosed spaces with the ricochet; headshotting yourself is embarrassing!



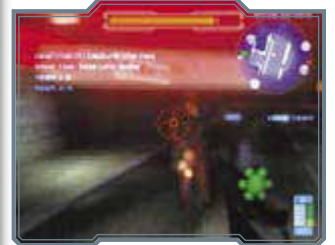
THE SCOPED SHOT ALLOWS FOR HIGHLY DAMAGING SNIPING.



## PSYCHOSIS GUN



**DAMAGE:** 12  
**R.O.F.:** Fast  
**CHAMBER:** 6  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Small  
**ACCURACY:** Medium  
**DIRECT:** Direct  
**PISTOL WHIP:** 2  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Blur, radar switch, dual wield



PRIMARY FIRE: THE ENEMY FIRES THE GUN AT YOU (FIRST PICTURE); THE EFFECT OF THE GUN ON A VICTIM (SECOND PICTURE)



SECONDARY FIRE: RADAR CONFUSION

**NOTES:** A compact non-lethal pistol originally used by bail enforcement agents to tranquilize targets, the Psychosis Gun earned its name when it was adapted to fire a concentrated dose that causes the target to confuse friends and enemies, resulting in considerable collateral damage.



**ZOOM CAPABILITIES: NONE; JUST AN AIMED SHOT**

**TACTICS:** Although used primarily in single-player missions to bewilder a guard and have him spout amusing banter, the Psychosis isn't really a weapon for a lone agent to take on a sortie. It's more useful in conjunction with another player or team, and other weaponry. The weapon's primary fire is lightly damaging, but it offers intoxication as a side-effect, turning the victim's vision blurry for around seven seconds. It ignores armor, meaning it's effective on any enemy type. When the victim's vision suffers, the usual choice is to engage in melee combat (especially as the pistol whip defeats foes in two strikes), or run. Shooting new players is especially advantageous to cause confusion, because rookies have a harder time figuring out who is friend or foe. (Veterans have learned to scrutinize character models to distinguish teammates from enemies.)

Secondary attacks from the Psychosis Gun are useful during multiplayer confrontations because the blast confuses the in-game radar, showing everyone as an enemy. This is especially useful if you are working well via radio contact with your own team; blast enemies in their own base and hope for friendly fire to take out some of your foes. If you're hit by one of these blasts, radio your own team and let them know you're really on their side (or double-bluff enemies, telling them you haven't been shot! This only works on those who haven't figured out what character models are available to which team). This weapon defeats foes reasonably quickly, but its main purpose is always team disorientation; it is a team weapon. Dual-wielding allows you to make more shots, but doesn't allow sniping. As it takes six shots in the head to down a foe, and even more if you're aiming at the torso, it is quite difficult to dispatch a foe on your own, so get in close, drug your foe, and back up.

## NOTE

THE PSYCHOSIS GUN REDUCES ENEMY ACCURACY WITH ITS PRIMARY FIRE AND CAUSES ENEMIES TO FIRE ON EACH OTHER WITH ITS SECONDARY IN SINGLE-PLAYER. HOWEVER, THE SECONDARY TAKES AN ENTIRE CLIP OF DARTS IN SINGLE-PLAYER MODE, AND ONLY ONE SHOT IN MULTIPLAYER.

## SUB-MACHINE GUNS

### CMP-150



**DAMAGE:** 17  
**R.O.F.:** Fast  
**CHAMBER:** 24  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Medium  
**ACCURACY:** High  
**DIRECT:** Direct  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Hologram, dual wield



**PRIMARY FIRE: RAPID AND DEVASTATING**



**DUAL WIELD: EVEN MORE DEVASTATING**

**NOTES:** Accurate and fast-firing, the CMP can shred enemies at close quarters. Its highly advanced secondary function fires a hovering hologram projector that you can use to lure and confuse enemies or recon dangerous territory.

**TACTICS:** Known in veteran operative circles as "the hummingbird of death," this is arguably one of the finest weapons available. Its nickname derives from the fact that you can't hear it, but it's incredibly quick. It's also extremely vicious. Dual-wielding two of these SMGs is one of the best set-ups for dominance at medium and short ranges. With primary fire, open up on a foe at medium range, or definitely close range. Long-range combat isn't advised unless you're incredibly talented or have no sniping ordnance. This weapon also dishes out a



**DUAL WIELD ALTERNATE SHOOTING: JUST AS DEVASTATING**



**HOLOGRAM: FROM THE ENEMY'S VIEW (FIRST PICTURE), AND THE FIRER'S (SECOND PICTURE)**



whole load of damage—it's powerful enough to conserve ammunition and burst-fire at foes—so gun down foes with straight body shots. Burst-firing also stops the reticle, which otherwise widens as you continuously fire. Your accuracy improves once you master this art. This weapon isn't designed for headshots. It is the fastest firing weapon in the game, but has a small clip; it only takes three and a half seconds to empty it. Even armored opponents must fear this weapon; it chews through armor with deadly proficiency.

The difference between single and dual-wielding is large. A single weapon drops a foe around a third of the way through a clip, and you can even try for a snipe. With two of these, you can hold down the trigger on both to cause unbelievable damage in a single burst (use this for assaulting an entire base of foes). Or, alternate with two CMPs and become an almost unstoppable force: empty a clip with one weapon, then empty the other while the first is reloading. This creates a constant stream of damage that's obscenely vicious!

This is the weapon to pair with the Combat Shield; it's the highest class you can use with it. The CMP also causes problems against enemies with other automatic weapons, as the CMP has a higher rate of fire, and can throw your foe's aim off. Defending against this beast is very difficult; the only real tactics to try are rolling out of the way and running, or facing the foe down with a shotgun. If you're aiming with a CMP, the only real advantage is for headshots, so focus damage on that region. Shock damage is also low—yet another advantage. This limited recovery leads to a feeling of hopelessness you can capitalize on as you dominate your victims.

The secondary fire creates a hologram of your character model. It also slows down your movement slightly, and your accuracy diminishes a little. The hologram has problems navigating walls and water, so don't maneuver too close to these areas or an enemy will realize which figure is faked. Lead the hologram around a corner, wait for foes to fire on it (it even reacts to shots!), and then come bursting through with dual CMPs blazing. It only takes a second for a foe to realize they are firing at a hologram, so be quick with your reactions. Remember you can dual-fire with a hologram functioning too!



DUAL WIELD WITH  
HOLOGRAM: CONFUSING  
AND DEADLY



ZOOM CAPABILITIES: NONE;  
JUST AN AIMED SHOT

## DW-P5



**DAMAGE:** 25  
**R.O.F.:** Fast  
**CHAMBER:** 24  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Medium  
**ACCURACY:** Medium  
**DIRECT:** Direct  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** Yes  
**SPECIALS:** Silencer, zoom



PRIMARY FIRE: QUICK,  
SHARP SHOTS



SECONDARY FIRE: SILENT,  
BUT DEADLY, AND WITHOUT  
A MUZZLE FLASH

**NOTES:** An accurate and reasonably powerful sub-machine gun, the DW-P5 comes with a built-in scope and is easily modified. Activating the secondary function attaches as silencer for recon missions, while the tertiary function adds a flashlight for low-light conditions.

**TACTICS:** This is an all-around versatile sub-machine gun; the automatic version of the P9P. It shares many aspects of that pistol and all functions are the same. The main advantage it has over similarly specced weapons is its secondary fire silencer. Affix it to the end of your DW-P5, and the weapon is silent and incredibly accurate. The damage is the same as the P9P, but it doesn't penetrate armor as impressively. However, the range of the zoom is gigantic for a sub-machine gun. Try zooming in fast while scoped, then manual-fire instead of pressing in the trigger and waiting for the slower auto-fire to kick in. Pepper a foe quickly for better damage, as headshots aren't this weapon's strong point. Try a trio of torso blasts and quick blasting for the best takedowns. The tertiary fire function is the flashlight. Use the P9P tactics when using this feature as the function is identical.



TERTIARY FIRE:  
FLASHLIGHT



SCOPED SHOT: A GOOD RANGE, AND ACCURATE



The silencer allows you to keep the same-size reticle either close up or at range, which allows for an exceptional aim. The silencer also gets rid of muzzle flash, allowing you shots in darkness or shadows without giving your location away. The silencer does have one drawback though: it decreases damage slightly. This is a cheap weapon to purchase, too. You cannot dual wield the DW-P5, so don't charge in and attack from short range. Stay at range instead. Conversely, if you're defending against someone with this weapon, get in close. If you ignore the RCP and CMP, this is a great weapon to use if you really want to wreak havoc. This weapon is very dangerous in the hands of an experienced player.

## RCP-90



**DAMAGE:** 25  
**R.O.F.:** Fast  
**CHAMBER:** 40  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Big  
**ACCURACY:** High  
**DIRECT:** Direct/Indirect Secondary  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** Yes  
**SPECIALS:** Threat detector, zoom



PRIMARY FIRE: GOOD AND ACCURATE IN BURSTS



SECONDARY FIRE: THREAT DETECTOR—ENEMIES IN ORANGE AND FRIENDLIES IN GREEN

**NOTES:** Although it has a stunning rate of fire, the RCP-90 really comes into its own when using its extra functions. The RCP's secondary use pinpoints and enhances enemy threats, while its tertiary function reprograms electronic threats such as sentry guns, rendering them useless.

**TACTICS:** Another monstrous weapon that you should perfect early on in your adventuring, the RCP's primary fire capabilities allow for huge damage and an incredibly fast rate of fire; it is among the top five weapons in the entire game in terms of power. With a 40-round clip, you can keep firing longer than you can

with other weapons and still be accurate. If you burst-fire at range, this is just as good as a rifle. The weapon is still fairly accurate with the zoom function, so you could use this as a sniper rifle in a pinch. The weapon is just as versatile at close range, too. It is still fairly accurate and the reticle takes a while to increase; it rivals the CMP in terms of accuracy. The RCP's rate of fire is slower than the CMP's though. This is a weapon to use at medium range, burst-firing at the heads of foes, without using the scope.



SECONDARY FIRE: VISIBLE GRENADES, TOO



TERTIARY FIRE: AN ENEMY'S MINE (FIRST PICTURE), DEFUSED AND USED AGAINST HIM (SECOND PICTURE)

The weapon's secondary function is phenomenal. The threat detector changes your HUD to show enemies as orange, and friends as green. It also locates human shapes no matter the lighting—much better than waving the P9P flashlight around! The threat detector also shows mines, grenades, and any other sort of explosive, and all threats can be seen at any range, unlike the limited distance of the flashlight. The threat detector cannot shake off the effects of the Psychosis Gun though, and accuracy is lessened when the threat detector is on, and the device does not highlight players cloaked with the Plasma Rifle (but cloaked enemies stand out slightly, they look like a smudge). There are other minor difficulties too; the Psychosis Gun throws the Threat Detector off, and a CMP's hologram still appears as a threat.



SCOPED FIRE: GOOD RANGE AND EXCELLENT ACCURACY

The RCP's tertiary function allows you to reprogram any sort of explosive on the ground, including mines, dropped UGLs, and Laptop sentries. Once reprogrammed, these mines no longer damage you or your teammates just the enemy (usually, mines damage both friend and foe). You can even reprogram any mine type at range, making this even more useful.

This weapon is designed for headshots. There's no dual-wielding (the armament is vicious enough when you're holding one!), but you can burst-fire while scoped (this is one of only two weapons



that allow this), meaning you can use the fully automatic abilities at a greater range. Try this without the threat detector though; the accuracy is horrendous! The RCP is excellent against foes with another SMG, as it has a great range and a huge clip, allowing you to outlast in the firing department. However, it is a very noisy weapon, so you appear on radar for much longer. If a foe is using a silenced weapon, it's likely to be weaker than your RCP, so get a jump on your enemy. Stay out of range until he's reloading, then move in for the slaughter. Of course, as rifles are better in these circumstances, stay as far as you can; your own reload isn't the fastest! However, when you can lay out a room of enemies with one clip, you'll understand the devastating power of the RCP.

## UGL LIBERATOR



**PRIMARY FIRE:** RAPID-FIRE  
STREAM OF BULLETS WITH  
BURST-FIRE OPTION



**DUAL WIELD:** A GOOD  
KNOCKBACK EFFECT

**NOTES:** A powerful but inaccurate weapon, the UGL Liberator is favored by the "spray-and-pray" school of close-quarters combat. Secondary fire throws the weapon down, activating an internal explosive device that detonates when enemies get close.

**TACTICS:** Comprehensive combat evaluation has deemed the UGL to be a less than satisfactory choice. The weapon has a high rate of fire, but it is incredibly inaccurate. The reticle is ridiculously large most of the time, meaning enemy takedowns are sporadic. This is definitely a close-range weapon, but the lack of accuracy and damage make this problematic even at close quarters. This isn't worth using unless you're dual-wielding. The few fans of this SMG point to the fact that the UGL inflicts more damage than the CMP. However, it isn't as fast, and the reticle expands too quickly. About the only comparison you can make is that it is similar to the CMP at only the closest of ranges (within 10 feet of a foe or nearer).



**ZOOM CAPABILITIES:** NONE;  
JUST AN AIMED SHOT

This lackluster weapon isn't even good for headshots, so those purchasing or using this are usually convinced of the weapon's additional capabilities. The secondary fire allows you to create a mine that looks exactly like the UGL. In fact, the only way to tell this is a mine (until you step on it, naturally) is that when you point your reticle toward it, the reticle turns red. Because no one usually does this (they are usually running to pick up a weapon while glancing around for human threats), this is an amusing ambush weapon to use. Always check your reticle when you see a UGL that's available to pick up. It has another weakness: the RCP-90's tertiary fire can deactivate (and make friendly) the mine. If a victim steps on the mine, it is a proximity device that burns and keeps on inflicting damage. Running over the mine allows an escape with minimal burns, but standing in one spot results in death after half a second.



**SECONDARY FIRE:** THROW A UGL DOWN AND  
WATCH THE "MINE" EXPLODE



Don't use this weapon, especially in multiplayer. It is good for protecting flags, and that's about it. Take any other weapon for combat. Swap this for another weapon at the earliest possible juncture.

## RIFLES

### FAC-16



**DAMAGE:** 25  
**R.O.F.:** Medium-fast  
**CHAMBER:** 30/1  
**MAX ROUNDS:** 200/6  
**CLIP SIZE:** Medium  
**ACCURACY:** Medium  
**DIRECT:** Direct/Indirect Secondary  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** Yes  
**SPECIALS:** Slow grenade



**PRIMARY FIRE:** VICIOUS,  
QUICK, AND NOISY



**SILENCED FIRE:** VICIOUS,  
QUICK, AND DEADLY, WITH  
LESS MUZZLE FLASH



**SCOPED FIRE:** IMPRESSIVE DISTANCE AND ACCURACY, UNLESS YOUR TARGET DODGES



**NOTES:** The FAC-16 is a highly adaptable and accurate military assault rifle with a standard-issue scope for ranged attack. It packs an explosive punch with its secondary fire grenades, which detonate on impact with any surface. The tertiary function adds a silencer for stealth kills.

**TACTICS:** This is it! Behold the most versatile and well-rounded weapon in the game! With vicious and rapid firing, and amazing sniping capabilities, the FAC-16 offers an answer for every type of combat situation. For example, its secondary fire grenades are preferred over the SuperDragon sniper rifle's grenades as the FAC's explode on contact, and can therefore be fired accurately, making this the best weapon for close-range grenades. The sniper fire function, thanks to the scope, is similar to the P9P, but much more accurate and quick, and the zoom function is greater. This is the most impressive silenced weapon around. It can even be shot in fully automatic mode, without additional sounds (although the silencer gives greater accuracy, it lessens damage slightly). This is the weapon to pick if your plan is to shoot heads at range. Note the difference in reticle sizes between a scoped and non-scoped FAC-16.



**SECONDARY FIRE:** GRENADES CAUSE VICTIMS TO FLY OFF IN ALL DIRECTIONS. DON'T GET CAUGHT IN THE BLAST!

In closer combat, remove the silencer for better damage, especially as the foe usually knows where you are, and a quiet weapon is less effective than a damaging one. Break out the grenades for close-range crowd control. The grenade doesn't arc very far (and has a worse arc than the SuperDragon's), so aim at the feet of the enemy you wish to burn. The grenade explodes into a firestorm that's more damaging than the initial hit, although it doesn't quite have the fiery power of a dropped UGL.

There are no discernible disadvantages to this weapon. The grenade takes three seconds to reload, but the primary weapon reload is a little faster. More veteran operatives pick this weapon than any other!

## KSI-74

KSI-74



**DAMAGE:** 33  
**R.O.F.:** Medium-fast  
**CHAMBER:** 30/1  
**MAX ROUNDS:** 200/1  
**CLIP SIZE:** Medium  
**ACCURACY:** Low  
**DIRECT:** Direct  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Bayonet



**PRIMARY FIRE:** DAMAGING, BUT INACCURATE



**SECONDARY FIRE:** DIFFICULT, BUT ENTERTAINING. NOTE THE BOLT, WHICH CAN BE RECLAIMED, STUCK IN THE VICTIM'S HEAD (SECOND PICTURE).

**NOTES:** This rugged and powerful assault rifle is highly effective when fired in short bursts. The secondary function fires a harpoon for silent takedowns.

**TACTICS:** The least accurate but most damaging rifle in the game, the KSI-74 has the dubious honor of inflicting the most pain with a single shot of any weapon, excluding explosives, 357 shots, and sniper fire. Out of all the automatic weapons, this is the most powerful. Of course, this power comes at a price: a lack of accuracy at even medium range. If the enemy simply dodges from side to side, you'll miss most of the time. If you're facing a KSI, stay as far away as you can because dodging effectively cancels out the weapon. Think of the KSI as a close-range rifle with high damage and a one-shot secondary sniper option. At range, burst fire no more than one or two shots so your target reticle doesn't expand to completely inaccurate proportions. This is good for headshots but not much more. The weapon isn't armor-piercing either, so an enemy with torso armor is difficult to put down. Go for the deadly headshot every time.



**SECONDARY FIRE:** USE COVER TO LINE UP THE HEAD OF YOUR VICTIM (FIRST PICTURE), AND STRIKE (SECOND PICTURE)!



Think of the KSI's projectile bayonet as a secondary fire dart gun with a single shot. This is a good one-shot takedown method, but the shortcomings are obvious. If you miss, you cannot reload until you find another bolt on the ground. If you're struck by a bayonet, you're slowed down immensely, allowing the firer to finish you off with other bullet types. The projectile sticks out of you and can be picked up after your death. Also note this weapon without the bayonet allows formuch faster melee "pistol whip" style attacks than if a bayonet is attached.

The scope cuts down on recoil, so use it if you're burst-firing at range. There's no tertiary fire, but the pistol whip is often used with this weapon compared to other rifles, simply because you're usually firing at close range due to accuracy problems. If you run out of ammo, simply dash in and finish with a coup-de-grace rifle butt to the enemy's head. If you're not at close range, don't despair; one lucky bayonet shot is all it takes!

## LAPTOP



**DAMAGE:** 25  
**R.O.F.:** Fast  
**CHAMBER:** 30  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Medium  
**ACCURACY:** High  
**DIRECT:** Both  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Turret

**NOTES:** The Laptop is a compact and deadly assault rifle with a fearsome rate of fire. Its secondary function allows it to transform from an assault rifle to an autonomous sentry gun. This ability to change shape makes it an ideal weapon for covert operatives who need a laptop PC in the field. Runs Windows 2020.

**TACTICS:** Although the novel secondary fire technique is useful in many circumstances, the Laptop is still considered one of the weaker rifles. It has a fairly small clip size, and although it's accurate and reasonably damaging, it takes a really long time to reload. Furthermore, it cannot zoom, so it is bad at ranged takedowns. However, it's the most



ZOOM CAPABILITIES: NONE;  
JUST AN AIMED SHOT



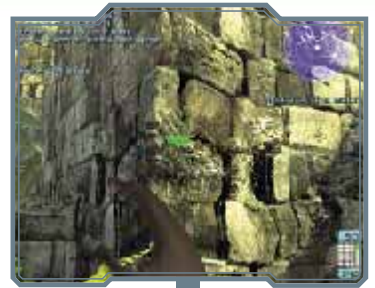
PRIMARY FIRE: HARD-  
HITTING, RAPID-FIRE  
ORDNANCE



ZOOM CAPABILITIES:  
NONE; JUST AN  
AIMED SHOT



SECONDARY FIRE: THE  
LAPTOP IS THROWN ONTO A  
WALL, BECOMING A SENTRY  
GUN. NOTE THE USER  
CARRYING A FALCON AFTER  
THE THROW (THIRD PICTURE).



armor-piercing weapon; two shots to the head negates any armor, and a third one dispatches the enemy easily. Despite its shortcomings, try it out. It's one of the more underused rifles; especially when you realize it fires more than just bullets!

The Laptop is mainly used (in multiplayer outings and definitely during Infection matches) for its secondary fire function: the sentry gun. Release the sentry gun in a cramped location or high place (such as a ceiling directly over a doorway or a hallway roof) so it's out of view. Then step back and watch the sentry blast an enemy while you tackle them as well; twice the firepower equals double the number of casualties! Be warned, however, that sentry guns can hit you if you're in the weapon's line of fire as it spots a foe, so be aware of where your foes are at all times.

Another bonus of the sentry gun is that its bullets knock a foe about; you can suppress foes, pushing them backward. Clamp a sentry gun to a wall, quickly locate a better weapon such as the FAC-16 or CMP, and camp by your sentry. Then deliver double punishment to foes encroaching your territory! Another trick if you're facing a foe behind a wall is to throw a sentry gun around a corner so it starts firing at an enemy, then follow it or head in from the opposite direction and demolish an enemy in seconds.

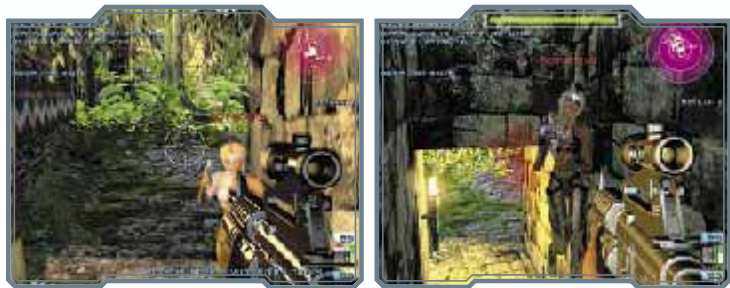


IT IS RELATIVELY EASY FOR  
AN ENEMY TO DESTROY A  
SENTRY GUN HE CAN SEE...



...SO CREATE SITUATIONS  
WHERE THE ENEMY IS  
PREOCCUPIED, SUCH AS THE  
CROSSFIRE IN THIS SCENE  
(WATCH YOU AREN'T SHOT BY  
YOUR OWN SENTRY GUN!).





USE YOUR REMAINING WEAPON TO FLUSH FOES OUT FROM BEHIND COVER, AND LET THE SENTRY GUN TAKE THEM DOWN.

Once you plant a sentry gun, you can pick it up again or reload it into your Laptop. You can have only one sentry gun at once. With no dual-wielding, no tertiary functions, and no scope, the Laptop is only marginally better than a pistol if the sentry gun isn't used, so remember to bring a second, powerful weapon once the sentry is deployed to back it (and you) up! If you're facing a sentry gun yourself, simply shoot it until it explodes; the RCP is a sentry gun's worst nightmare.

## SUPERDRAGON



**DAMAGE:** 25  
**R.O.F.:** Low-medium  
**CHAMBER:** 20/6  
**MAX ROUNDS:** 200/12  
**CLIP SIZE:** Small  
**ACCURACY:** Medium  
**DIRECT:** Both  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** Yes  
**SPECIALS:** Fast grenade



PRIMARY FIRE: RAPID AND DEADLY, BURST-FIRING IS PREFERABLE



SECONDARY FIRE: CLOSE COMBAT WITH GRENADES IS A GREAT PLAN, BUT DON'T GET TOO CLOSE.

**NOTES:** This versatile infantry weapon comes equipped with a built-in scope for long-range fire.



SECONDARY FIRE: THE RANGE OF YOUR GRENADES IS PHENOMENAL.



TRY BOUNCING GRENADES OFF WALLS AND OPTIONALLY INTO ENEMIES (SECOND PICTURE).

Secondary fire switches to its underslung grenade launcher, which well-trained operatives can use to bounce grenades off walls and ceilings to devastating effect.

**TACTICS:** Offering impressive sniping capabilities thanks to a reasonably long scoped zoom, with tactics that are similar to any zoomed weapon (such as the P9P), this is the rifle to use at long ranges if you want something different from (and unfortunately, not as potent as) the FAC-16. The primary fire, for example, is very damaging, but it's not quite as accurate and has a smaller clip than the FAC's. However, it is useful and powerful for ranged headshots, and body shots as well, thanks to its armor-piercing nature.



SCOPED FIRE: THE ZOOM LENS ON THIS WEAPON IS EXCELLENT, YOU CAN BURST FIRE, AND IT IS CAPABLE OF FULLY AUTOMATIC ZOOMED FIRE.

One of the advantages it has is the distance the weapon can lob grenades; you have six grenades per clip, so you can provide fire support, lobbing grenades from cover as you assault an enemy base. These grenades bounce once before detonation, meaning they aren't effective in close combat but excellent for bouncing on or around corners to finish wounded foes (it takes a couple to inflict pain on a healthy opponent). As with the FAC's grenades, the best place for a grenade to explode is at the feet of a foe, so learn to predict where a foe will end up, and shoot a grenade for that position. Learn when a grenade will explode at range to maximize your effectiveness with this weapon; if the arc of the grenade's flight hasn't reached its apex, it will bounce. Note that close grenade lobs automatically bounce.



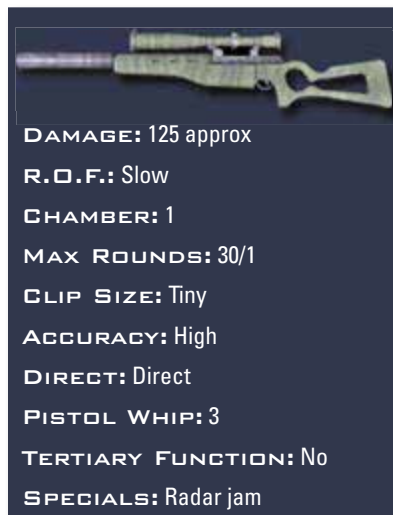
TERTIARY FIRE: NIGHT VISION OFF (FIRST PICTURE) AND ON (SECOND PICTURE)



The tertiary function of the SuperDragon is night vision. However, this isn't as spectacular as it sounds, as the vision you see is very bright unless you're confined to the most shadowy of zones, and enemy fire can disorientate and blind you, so learn what an exploding grenade is like, and look away if you can. Better yet, use the RCP's threat detector; it's better in all aspects except accuracy. Although a fine weapon to carry, the SuperDragon can't be dual-wielded. Defend against it by rushing the user and weaving, while watching out for the grenade. Still, the SuperDragon is a powerful and versatile weapon in most situations.

## HEAVY WEAPONS AND SNIPER RIFLES

### JACKAL SNIPER RIFLE



**NOTES:** The Jackal is a world-class sniper rifle with dead point accuracy. It chambers a single, large-caliber round with enough stopping power to take down targets with a single shot. A built-in cornea tracking zoom aids targeting. Its secondary function fires an EMP marker that scrambles the enemy's radar while highlighting the enemy on ally radars.

**TACTICS:** The effectiveness of the Jackal Sniper Rifle is almost purely dependent on the user's competence. There is no "clip" as such; each shot is a single slug, with a bolt-action reload that takes a little while to complete. A single headshot can even take down a well-armored enemy, but be prepared to fire up to four shots depending on range and your accuracy. At extreme distances, use the Jackal to strike stationary targets, as moving targets are



PRIMARY FIRE AND SCOPE: SHOWING NON-ZOOMED, ZOOM LEVEL 1, 2, AND 3. THIS SNIPER RIFLE HAS THE BEST SIGHT OF ANY WEAPON.

notoriously difficult to line up. (Run in a snaking pattern or duck if you're being attacked by a Jackal-wielding sniper.) There is no auto-aim, meaning you must excel at manual aiming to use this. If you feel this weapon isn't impressive, it's due to your lack of skill rather than the weapon's shortcomings.

If a foe executes a roll, wait for it to finish, and aim at the place where the foe stops the roll for an easier dispatch. Sidestepping is also better than turning around, as it allows you to keep a better aim on a foe. If a foe is sidestepping, move the crosshairs to where they will appear, wait, and blast him as he moves into your aim. Also auto-aim when you're not zoomed. It's surprisingly easy to wing an enemy with a shot like this, although you're very vulnerable after every shot. Conversely, to defend against a Jackal, trigger a burst of covering fire and run, and try to be accurate to throw off a sniper's aim. Also learn where a sniper is thanks to the loud noise each shot makes.



RELOADING TAKES TIME, AND OCCURS AFTER EVERY SHOT. BEWARE OF FOES DURING THIS TIME!



LINE UP A SNIPED SHOT WHILE IN COVER, THEN SHOOT TO KILL.

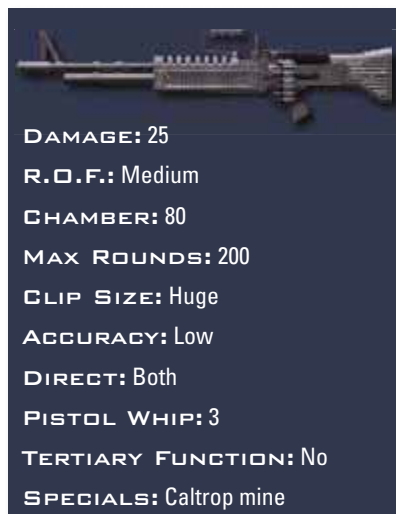


The Jackal's secondary fire is an EMP (electromagnetic pulse) that distorts and temporarily tweaks the radar, showing everyone in the radar's radius to you and your team while the enemy radar is disabled for 40 seconds. This is a lifetime (more than one, usually) in multiplayer battles. It allows you to "paint" a troublesome enemy in a match, allowing the rest of your team to close in and take him out. Otherwise, set up camp, make a kill, camp, then kill again. The Desert map is the preferred environment for this one-shot beast.



SECONDARY FIRE: USUALLY THE PLAYER WOULD BE IN COVER, BUT THIS SHOWS HOW TO "PAINT" A FOE FOR YOUR TEAM TO HOME IN ON AND DISPATCH.

## M60



**DAMAGE:** 25  
**R.O.F.:** Medium  
**CHAMBER:** 80  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Huge  
**ACCURACY:** Low  
**DIRECT:** Both  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Caltrap mine

**NOTES:** This belt-fed beauty lays down an awesome field of suppressive fire that sends most enemies running for cover despite its relative inaccuracy. Secondary fire dispenses caltrops, which, although relatively ineffective to personnel, are enough to stop most vehicles in their tracks.

**TACTICS:** When you consistently want to dispatch seven or eight enemies in a single maelstrom of death, simply expend one 80-round clip from the M60. This is incredibly damaging and fairly inaccurate, although the latter problem doesn't matter due to the massive amounts of damage you'll cause in the eight full seconds of constant fire it takes to empty a clip! Unfortunately, it takes almost as long to reload! With the reload a constant problem, try triggering off burst shots until you hit, then finish the job. Most of the time though, the M60 is for players expecting havoc or creating it, and for those fighting multiple opponents, usually at once. Oddly enough, this weapon cannot be dual-wielded.

The quick tap of the primary fire produces a vicious blast and the aim is excellent as well. Despite a lack of scope, you can fire it at medium or



**PRIMARY FIRE:** MASSIVE CARNAGE, ON A GRAND SCALE. BURST FIRE TO AVOID INACCURACY.



**SECONDARY FIRE:** FIRE THE CALTROP TO SLOW DOWN A FOE, AND ONCE TRAPPED, FINISH HER OFF WITH PRIMARY FIRE.



**ZOOMED CAPABILITIES:** IT'S JUST AS LOUD AND DEADLY AS REGULAR FIRE, BUT SLIGHTLY MORE ACCURATE.

close range, and it only takes two bullets to drop a foe. The gun is fairly well-balanced too, considering its size, and as a bonus, it immobilizes the enemy, a great point to consider when defending a base. If you're staring down the barrel of an M60, run—they are horribly powerful. If you're the one firing the weapon, keep it up, as melee combat is significantly slower if you're pistol-whipping someone with this! Of course, you won't see M60s that often; only in combat with similarly balanced weapons. Also, the cost is prohibitive (a couple of good matches worth of money).

There's no tertiary fire to worry about, so try the secondary fire instead, dropping caltrops. Movement is difficult when the ground is covered with them, and impossible when you're being fired on. Without gunfire, a foe is slowed to a crawl and suffers slight damage. This is a key defensive attack at base entrances (with covering from a sniper to finish the job once a victim is stuck). Fire them on your foe, but be warned: The range is around 30 feet max in front of you, and each caltrap takes four rounds of primary ammo off your total. Also be aware that only eight caltrops can be functioning at a time. Throw a ninth, and the first one disappears, and so on. This doesn't seem like much, but you'll need to gauge which firing function is preferable in each specific circumstance.

## PLASMA RIFLE



**DAMAGE:** N/A  
**R.O.F.:** Fast  
**CHAMBER:** N/A  
**MAX ROUNDS:** 200  
**CLIP SIZE:** Huge  
**ACCURACY:** Medium-low  
**DIRECT:** Indirect  
**PISTOL WHIP:** 1-3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Cloak



**PRIMARY FIRE:** ALTHOUGH THE PLASMA STORM IS EXTREMELY IMPRESSIVE, EACH SHOT ONLY BADLY HARMS A STATIONARY FOE.

**NOTES:** A powerful and accurate rifle, the Plasma fires bolts of super-heated plasma, which are slower than conventional rounds but explode on impact. These slow-moving, explosive projectiles fire much like rockets, not instant-hit bullets. Secondary function diverts energy to cloak the firer, making you practically invisible. The self-recharging power core gives this weapon limitless ammunition but the clip is quickly exhausted, especially in cloaked mode.

**TACTICS:** This is the armament for those wanting a slightly more sneaky method to their foe disposal. The Plasma is a



powerful weapon in both single-player and multi-player modes, offering a respectable rate of fire and impressive damage. The strength of this weapon is in its ability to disappear. When using the primary fire, make sure to pepper your enemies near the legs and feet if you're not confident in your ability to get a direct hit. This weapon works best when taking advantage of its small blast-radius capabilities. They do inflict minor area (or "splash") damage, and the area of effect is small, but the damage is good. To get the most out of this attack, aim at the feet or kneecaps of the victim, as this allows for the widest area of effect. The scoped aim doesn't really help or hinder performance.

Without a tertiary fire or dual-wielding, the sole advantage of this is that it's devastating in single- and multiplayer games. Cloak function is less useful than the primary fire. Its real weakness is how much inventory space it takes and its poor long-range abilities.



**SECONDARY FIRE:** THE INVISIBILITY IS EXCEPTIONAL, BUT YOU CAN BE SEEN IF YOU'RE STANDING NEAR COVER OR AN OBJECT. NOTE THE SHIMMERING GUN OF THE PLAYER IN THE REFLECTION OF THE ENEMY (BOTTOM RIGHT CORNER).



ATTACKING AN INVISIBLE FOE ALLOWS YOU TO SEE THEM AGAIN. MAKE SURE YOU TURN OFF THE PLAYER NAMES BEFORE USING THIS WEAPON!



## ROCKET LAUNCHER



**DAMAGE:** 250+

**R.O.F.:** Low

**CHAMBER:** 2

**MAX ROUNDS:** 4

**CLIP SIZE:** Tiny

**ACCURACY:** N/A

**DIRECT:** Indirect

**PISTOL WHIP:** 3

**TERTIARY FUNCTION:** No

**SPECIALS:** Guided missile



**PRIMARY FIRE:** THE MISSILE HAS ALMOST LIMITLESS RANGE AND EXCEPTIONAL SPLASH DAMAGE.

**NOTES:** It's destructive enough with a standard warhead, but its secondary fire mode reveals the Rocket Launcher's true power. Fly-by-wire rockets can be controlled directly

from the flip-out target finder and guided straight to their target. However fly-by-wire control can be lost at long range.



**PRIMARY FIRE:** THIS SEQUENCE SHOWS THE ROCKET LAUNCHER'S STRENGTH. THE ENEMY IS BLOWN CLEAR ACROSS THE SNOWBANK!







**SECONDARY FIRE:** THE GUIDED MISSILE IS EXCEPTIONAL. FROM BEHIND A CORNER (FIRST PICTURE), THE USER FIRES, STEERS THE MISSILE AROUND TO THE CORRECT TRAJECTORY (SECOND PICTURE), MANEUVERS IT TOWARD THE VICTIM (THIRD PICTURE), THEN CLOSES IN FOR THE KILL (FOURTH PICTURE).

**TACTICS:** For those wanting four chances to deliver a massive payload of pain, the Rocket Launcher is a fine choice. It has two fire modes. The primary shot is a single missile with a fantastic range, and a huge amount of splash damage when it detonates. It travels reasonably quickly; aim it at a foe and expect an instant kill if it hits. Aim at the torso or feet for the best chance of connecting. This "dumb fire" doesn't account for enemies moving out of the missile's trajectory (which is the obvious plan if you spot a missile heading your way), but if the shot is taken from a hiding spot, or at medium range, then the chances are high for a one-shot kill or group death. From long distances, a rocket attack might just strip all the armor off a foe, but you're more likely to score a killing blow.

The Rocket Launcher's secondary fire is a remote rocket controlled by the firer through a nose camera on the missile itself. This (for example) allows you to hide behind corners and fire it. The best plan is to stay within cover (as you're prone while steering the rocket), and maneuver the missile into a clump of foes or at a vehicle. The rocket's movement is excellent. It has a high sensitivity and good turning mechanism, but it automatically explodes after 25 seconds. It is so maneuverable it can

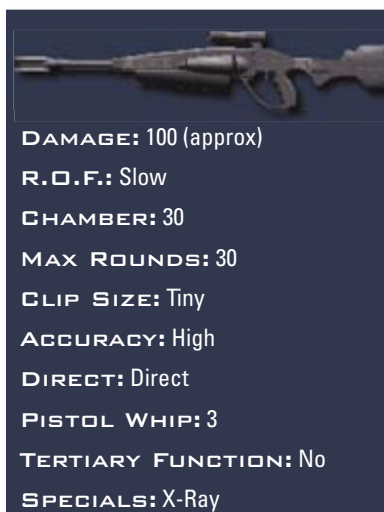


**SCOPED FIRE:** A MINOR ZOOM FUNCTION ALLOWS FOR MORE PRECISE TAKEDOWNS.

intercept enemy rockets in the air. The rocket still travels and detonates if you're defeated while piloting it; so if you're shot at, point the missile at the foe, and hope for the best! Remember, you can even attempt suicide with this weapon, curving the fired rocket back at your own person. Why attempt such a mad plan? The splash damage can defeat any enemies nearby, so attempt this if you're being swamped by foes.

The scope allows for slightly more accurate firing, but this isn't really necessary, and although there's no tertiary fire (and obviously, no dual-wielding), the main disadvantage with the Rocket Launcher is the limited number of rockets you can fire: four. If you're aiming at groups of foes and can catch two or three per blast, then the launcher is the most devastating weapon in the game. Defending against rockets is simple; run as quickly as possible, or move over a slight undulation in a hill, making the rockets more difficult to aim. This is a support weapon, designed to defend or aid others in raids. However, the Rocket Launcher firer must be accurate because the friendly fire takedown potential is huge.

## SHOCKWAVE



**DAMAGE:** 100 (approx)  
**R.O.F.:** Slow  
**CHAMBER:** 30  
**MAX ROUNDS:** 30  
**CLIP SIZE:** Tiny  
**ACCURACY:** High  
**DIRECT:** Direct  
**PISTOL WHIP:** 3  
**TERTIARY FUNCTION:** No  
**SPECIALS:** X-Ray



**NOTES:** A classified experimental sniper rifle, the shockwave fires a stream of highly charged particles that blasts enemies clean off their feet. Its built-in scope offers accurate target tracking, aided by the secondary function that allows you to see enemies through walls. It's prone to overheating.

**TACTICS:** A prototype nuclear weapon with some amazingly impressive aspects and problematic drawbacks, the Shockwave is a novelty that is soon shelved except under specific circumstances. The weapon's main advantage is a secondary fire function that lets you see enemies through walls.



**PRIMARY FIRE AND SCOPE:** THIS WORKS LIKE A SNIPER RIFLE, BUT WITH THREE LESS-EFFECTIVE BULLETS.

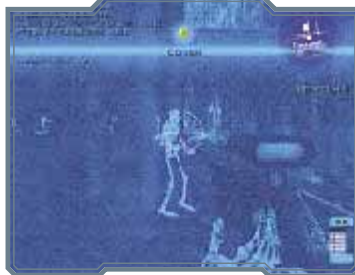


All foes between the user and six obstructions can be viewed, allowing you to essentially know where everyone is in a 100-foot radius. This provides an incredible advantage in team battles, where a Shockwave user can provide coordinates to snipers or other guards based on enemy troop movements. The weapon has a zoom function that works just like a P9P's or a sniper rifle, and this can be used in X-Ray mode as well. The downside isn't the lack of a tertiary fire or dual-wielding, but the overheating and a pitiful primary fire.

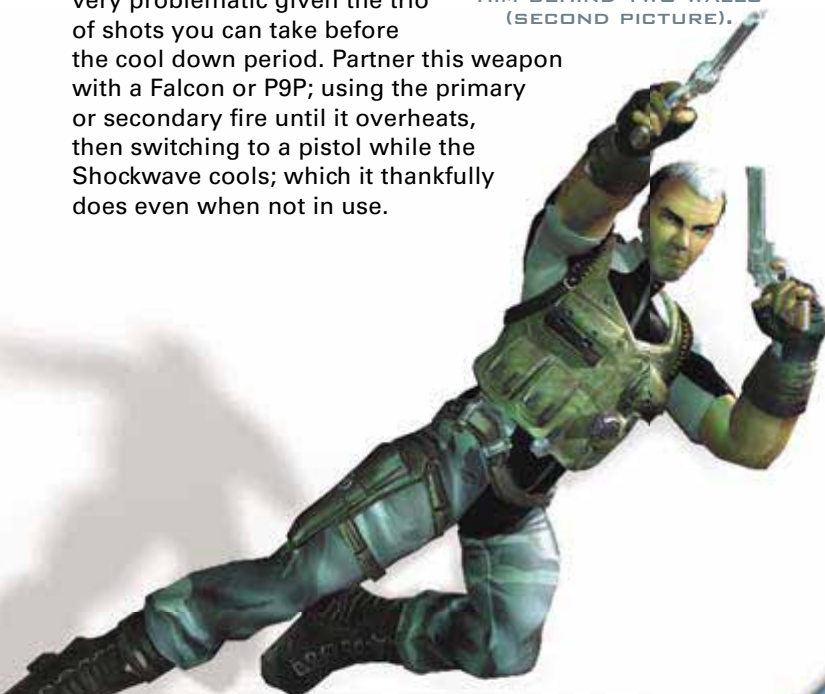
The weapon is based on fusion reaction, so it overheats quickly. After three consecutive shots it overheats, with a huge reload time (defenders can simply dodge one or two bullets and the weapon is next to useless until it cools). The primary fire starts with 30 rounds, and there are no more to pick up. Although the shots fired are powerful, around 40–50 points are shock damage, which can be recovered. With this shock damage, the weapon takes more than one blast to kill with a headshot, which is very problematic given the trio of shots you can take before the cool down period. Partner this weapon with a Falcon or P9P; using the primary or secondary fire until it overheats, then switching to a pistol while the Shockwave cools; which it thankfully does even when not in use.



THE RELOAD TIME IS THE LONGEST OF ANY WEAPON IN THE GAME. CHANGE TO A PISTOL WHILE THE RECHARGE OCCURS.



SECONDARY FIRE: A FOE FIRES, THEN HIDES. HOWEVER, THE X-RAY VISION SOON SPOTS HIM BEHIND TWO WALLS (SECOND PICTURE).



## THROWN AND CLOSE-ASSAULT WEAPONS

### COMBAT SHIELD



DAMAGE: N/A  
R.O.F.: N/A  
CHAMBER: N/A  
MAX ROUNDS: N/A  
CLIP SIZE: N/A  
ACCURACY: N/A  
DIRECT: N/A  
PISTOL WHIP: 3  
TERTIARY FUNCTION: No  
SPECIALS: Blocks bullets



**NOTES:** Guarantees 100 percent safety from melee attacks and limited protection from small arms fire. Hold the left trigger to raise it to head height. Clear panels allow combat awareness to be maintained when equipped alongside a weapon.

**TACTICS:** Only available in the sniper weapons set, the combat shield adds an extra layer of protection, which is preferred when you're charging an enemy or his base. Carry the shield and your weapon of choice. The primary fire function of the combat shield is simply the weapon you're actually holding. The secondary fire swaps out your held weapon for another, without dropping the combat shield, making you invulnerable until the shield is shot through. The shield is reasonably sturdy; it takes a sniper rifle two to three shots to smash through a shield. Pulling the left trigger pulls the combat shield in front of you to provide better protection.

If you use the shield without a weapon (which isn't recommended), then the melee attack becomes a bash instead of a pistol whip from your weapon, but only when the shield is in use. Break a shield by ignoring it and strafing around the side of the shield carrier, bypassing the defense entirely; of course, you'll be under fire as you do. For a shield carrier, however, try partnering the shield with the CMP-150 or DY357 for exceptional offense and defense.

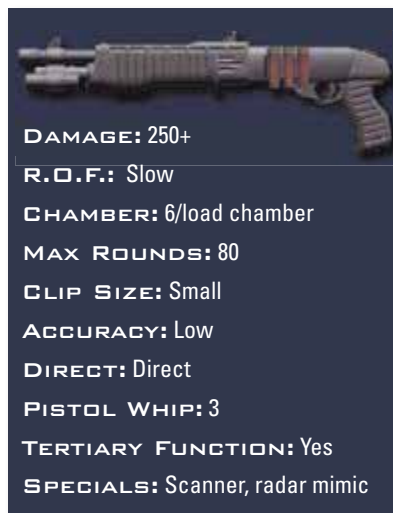


COVER YOURSELF WITH THE SHIELD, SHOWN FULLY INTACT, DAMAGED, AND SEVERELY DAMAGED. YOU CAN BE STRUCK THROUGH THE GAPS.



THE SHIELD AND A CMP—A WINNING COMBINATION!

## DEF-12 SHOTGUN



**NOTES:** Packing an awesome punch at close range, the DEF-12 Assault Shotgun is the weapon of choice for tight urban environments. Its built-in electronics include a secondary radar sweep that highlights all local targets at the expense of revealing the carrier, and a tertiary mode where enemies see you as an ally on their radar. As standard, its electronics protect the carrier and nearby allies from enemy radar sweeps.

**TACTICS:** This is an incredible close-quarters weapon, and the reason is simple: it inflicts enough damage to kill at close range. Skilled players hug corners, then ambush foes by sharply turning the corner and running at their intended foe. This tactic has just as much to do with timing as with the weapon's power. Pull the trigger when the enemy is close and directly in front of you, and aim for the head and upper shoulders. Keep your distance and shoot for the head to bring down a charging maniac with a shotgun. Also remember that medium-range is horrendous for shotgun damage. Make sure you're close enough for all 10 bullets from each shotgun blast to connect; this brings down anyone regardless of Armor.

Getting in close means speed, and some shotgun practitioners empty their hands to gain extra speed (and to appear less of a threat than they are), before breaking out the shotgun at the last possible moment and firing. To use the shotgun, you must know not only where every enemy is, but where they are likely to run to. Strafing and surprise are the final keys to



**PRIMARY FIRE:** A BLAST OF 10 SHARDS OF LEAD IS DEVASTATING AT CLOSE QUARTERS.



**SECONDARY FIRE:** A RADAR SWEEP, SHOWING FOES ON THE RADAR. NOTE THE GRAY RADAR WAVE.



**TERTIARY FIRE:** A RADAR MIMIC; YOU'RE ON THE SAME TEAM, UNTIL EXECUTION OCCURS!

shotgun domination. Don't use pistol-whipping unless you're completely out of ammo, as the main reason for the weapon is its close-assault shooting, not clubbing. There isn't a dual-wielding option, either.

The secondary fire function is a scanner, pinging the radar and showing the placement of all enemies. This is obviously advantageous as you can instantly spot your next victim, but you appear on the radar too. Use it with one or more teammates close by. Enemies think you're on your own and rush you, only to find three or more of your squad with shotguns at the ready. The tertiary fire is a radar mimic; you appear as a friendly blip on enemy radar, allowing you to confuse and destroy a foe and move into their base before they realize they're under attack. You don't blink red while firing either, so it's tempting to use this all the time. But don't, as seasoned foes will realize what you're doing and make a beeline for your location. Even better, you still appear as green on allied radar, so let your team know your plans to really flummox your foes! Enemies will see you as red in person. You only appear as friendly on radar. Also note that only the primary (radar pinging) requires recharging. Radar mimic can be done as often and as quickly as you desire. Finally, note that wielding a shotgun blocks enemy shotgun radar scans (shotgun primary) from picking you up.



**ZOOMED CAPABILITIES:** A LITTLE CLOSER WITH THE AIM, AND THE SHOTGUN IS JUST AS DEADLY.

## FISTS

**DAMAGE:** 40  
**R.O.F.:** N/A  
**CHAMBER:** N/A  
**MAX ROUNDS:** N/A  
**CLIP SIZE:** N/A  
**ACCURACY:** N/A  
**DIRECT:** Direct  
**PISTOL WHIP:** N/A  
**TERTIARY FUNCTION:** N/A  
**SPECIALS:** N/A

**TACTICS:** Don't underestimate the weapons your character has to begin with: two fists. At any time during a mission or battle, pressing  $\Delta$  on the D-pad brings up your fists (and  $\Delta$  again cycles between them and the last weapon you had). Then use these two hams in melee combat when you're reloading a weapon. Remember that each fist attack is delayed (there's the swing and strike), so time it, especially if you're "dual-wielding" — also known as boxing! The secondary function is a sneaky disarm attack (also known as the "anti-camp") that allows you to steal an opponent's weapon. Walk



**PRIMARY ATTACK:** THE RIGHT HOOK



**SECONDARY ATTACK:** STEAL WEAPON



**TERTIARY ATTACK:** THE LEFT HOOK



into an area, run to a foe with a weapon you wish to steal, time your attack perfectly, and grab the armament. Then destroy it or use it against its erstwhile owner! You can't fight with both fists if you're carrying a flag, but the flag itself is a really fast unarmed attack, and it's useful to learn the timing of the strikes with the flagpole. Of course, punching a foe isn't wise if they have a weapon; when facing an unarmed opponent, stay at range unless you have a shotgun, then weave so it doesn't get grabbed.



ONLY LEFT HOOKS ARE AVAILABLE WHEN YOU'RE CARRYING A FLAG. DROP IT AND DEFEND!

## FLASHBANG GRENADE



**DAMAGE:** N/A  
**R.O.F.:** Slow  
**CHAMBER:** N/A  
**MAX ROUNDS:** N/A  
**CLIP SIZE:** Tiny  
**ACCURACY:** Low  
**DIRECT:** Indirect  
**PISTOL WHIP:** N/A  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Blinds



WHITEOUT! THIS IS WHAT A VICTIM SEES ON THE RECEIVING END OF A FLASHBANG.

**NOTES:** Explodes with a blinding light and deafening noise that temporarily confuses and disorients enemies, allowing for quick follow-up attacks. Look away from deployed Flashbangs to avoid being blinded yourself. The Flashbang's secondary function allows it to be equipped together with any of the pistols.

**TACTICS:** Although it offers similar trajectory tactics as other grenade weapons (see below), this weapon is unique because a detonating Flashbang grenade blinds a foe for a few seconds. Jump around a corner, throw the grenade, then duck back away from the explosion. Then charge in and mop up the disorientated foes. Thrown at choke points, this grenade is



THROW THE GRENADE, IDEALLY AROUND A CORNER, THEN CHARGE IN AFTER THE EXPLOSION AND SHOOT BLINDED FOES.

great for stopping advancing foes when used with team tactics (one grenade-thrower is backed up by snipers or a "mop-up" crew). Use any close-range weapon with this grenade. The only problem is getting close enough to a foe to use it, so carry this mainly in confined spaces, and keep a few friends nearby; it takes quite a few people to instigate a Flashbang rampage.

## FRAGMENTATION GRENADE



**DAMAGE:** 250+  
**R.O.F.:** Slow  
**CHAMBER:** N/A  
**MAX ROUNDS:** N/A  
**CLIP SIZE:** Tiny  
**ACCURACY:** Low  
**DIRECT:** Indirect  
**PISTOL WHIP:** N/A  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Explosive



THE INSTANT EXPLOSION: UNHOOK THE GRENADE, WAIT FOR THE COUNTER TO REACH ZERO, AND THROW.

**NOTES:** A small high-explosive fragmentation device with a four-second fuse that allows it to be bounced around corners. Like the Flashbang, the grenade's secondary function allows it to be carried together with any of the pistols.

**TACTICS:** Don't ignore the Frag Grenade. It's one of the game's most impressive and powerful weapons, simply because each one is a one-shot (or in this case, one-lob) kill. It can also be dual-wielded with another weapon. The DY357 is a favored pistol to combine with a grenade: Arc a grenade into a foe, then pick him off with the pistol. Try firing the DY357's decoy attack so a foe comes into grenade range, and lob the device at the foe with covering pistol fire.

Grenades can be thrown instantly, as they have a four-second fuse and usually bounce after landing. Or, you can hold for three seconds and throw a grenade so it instantly explodes on a target. If you're proficient with Frag Grenades, you can lob a single one into a room, clearing it of foes, or throw it at the floor to roll it. This is especially handy if you can't reach or enter the room for some reason (due to it being above you, for example). In multi-



THE TIMED EXPLOSION: THROW THE GRENADE IMMEDIATELY, AND WATCH FOR THE COUNTER TO REACH ZERO.

player modes such as Dark Ops, you're guaranteed six kills (the number of grenades you can carry), effectively making grenades more powerful and useful than a Rocket Launcher. However, the grenades are just as powerful when they detonate on friendly teammates, so be aware that they don't discriminate!

Defending against grenades is trickier the more confined the space is. Back up and dodge the rolling grenade; impact grenades are obviously much more difficult to weave around, as they explode on contact. The secondary fire function switches out a pistol or SMG, allowing quick flicks between weaponry. A CMP-150 and a grenade is a lethal combination and nightmare for enemies. Or, you can use all your grenades, then drop a UGL as your enemy closes in, covering your tail after running out of grenades; it's something lethal your foes won't be expecting.



INSTANT GRENADES WITH A PISTOL OR SMG BACK-UP CREATES AN INCREDIBLE THREAT.

## HAWK BOOMERANG



**DAMAGE:** 250+  
**R.O.F.:** Slow  
**CHAMBER:** N/A  
**MAX ROUNDS:** N/A  
**CLIP SIZE:** N/A  
**ACCURACY:** High  
**DIRECT:** Indirect  
**PISTOL WHIP:** 2  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Shield



PRIMARY FIRE: THE THROW AND STRIKE IS IMPRESSIVE AND DEADLY.

**NOTES:** This experimental oddity allows the user to lock on to multiple enemies and target them with a single shot of its tungsten alloy blade. The Hawk uses miniaturized anti-grav to extend its flight time and to power its secondary function, a projected force field that protects against explosives such as grenades, rockets, mines, barrels, and Plasma.

**TACTICS:** This nasty-looking blade is thrown, ideally slices through one or more foes, then returns to the user's control shortly afterward. This is a powerful piece of killing



SECONDARY FIRE: A PROTECTED SHIELD TO FEND OFF ATTACKERS.

equipment, as it defeats any unarmored foe no matter where it hits them. It takes an additional strike if the foe is wearing Armor. As the Hawk appears on your hand automatically, you can never run out of ammunition. It also locks onto targets, and continues to attack them as they (and it) moves forward and strikes again on the return journey back to you, effectively enabling a double strike. A takedown would occur, for example, in a room full of unarmored foes, where the Hawk is released, slices through multiple victims, homing in on them automatically, and hitting farther foes after the first victim falls, and also on the return journey.

The Hawk's main drawback is that each throw takes a long time to complete. Make every throw count. Use the aim to lock onto an enemy (he or she is outlined in yellow) to ensure evisceration! Employ the exceptional secondary function, the shield that deflects explosives, rockets, and grenades! Use the shield to charge in, and then attempt melee combat with the Hawk; two hits takes a foe down, and the shield can be active, meaning you're invulnerable to explosives as well!



PRIMARY FIRE AT RANGE IS JUST AS DEVASTATING IF YOU LINE IT UP CORRECTLY.

## MULTIMINE



**DAMAGE:** 250+  
**R.O.F.:** Slow  
**CHAMBER:** N/A  
**MAX ROUNDS:** N/A  
**CLIP SIZE:** Tiny  
**ACCURACY:** Low  
**DIRECT:** Indirect  
**PISTOL WHIP:** N/A  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Remote explosive



**NOTES:** A powerful deterrent to prevent tailing enemies, the mine can be deployed to detonate when enemies approach it. Or use its secondary function, planting trails of mines to detonate when triggered.

DEPOSIT A MINE IN AN INCONSPICUOUS PLACE, IDEALLY AT THE CORNER OF A DOORWAY THAT'S DIFFICULT TO SEE.





AUTOMATICALLY DETONATING MINES BLOW UP WHEN THE VICTIM WALKS NEARBY.



OR, USE THE DETONATOR IN YOUR LEFT HAND, IF YOU'RE QUICK ENOUGH!

**TACTICS:** This simple device is a proximity mine that explodes when a friend or foe comes within its trigger radius. Eight mines can be thrown, either for proximity purposes (the primary fire function) or to be detonated via remote (secondary fire). You can mix up the number of proximity or remote mines in any combination to the maximum of eight. As you'd expect, Multimines are mainly used at choke points to defend bases, flags, and preferred weapon pick-up points. If you're struck by one of these mines, move back! The explosion also pushes you, so running toward the center of the explosion will essentially keep you standing still (and kill you).



THROWING MINES IN MELEE COMBAT IS MADNESS, BUT WORTH CONSIDERING IF YOU'RE WITHOUT OTHER ARMAMENT!



## VIBLADE



**DAMAGE:** 250+  
**R.O.F.:** Slow  
**CHAMBER:** N/A  
**MAX ROUNDS:** N/A  
**CLIP SIZE:** N/A  
**ACCURACY:** N/A  
**DIRECT:** Direct  
**PISTOL WHIP:** N/A  
**TERTIARY FUNCTION:** No  
**SPECIALS:** Block



**NOTES:** A resonating-edge blade of unknown origin, the Vibblade is a fearsome weapon in trained hands. Its secondary function creates an impenetrable wall that deflects bullets straight back at the firer.

**TACTICS:** The vibration blade, a stunningly sharp piece of killing equipment, allows melee combatants to

swing into a foe at reasonably fast speeds. You can whip three strikes into one fluid combo attack. Get in close and chop. The damage is permanent, not shocked, meaning foes smart from your hacking sooner rather than later. Another benefit is that you don't show up on radar when you're attacking, making this an excellent sneaking weapon; tiptoe up to a foe, and slice away!



PRIMARY ATTACK: SLASHING QUICKLY PRODUCES A THREE-HIT COMBO.



The Vibblade's secondary function is a shield. It reflects bullets away from the user, but cannot do the same for explosives. The shield effects last only a few seconds, and the shield is mainly used offensively. Run at a foe with your shields raised, then switch off the shield as you reach melee combat range (you can't attack with your shield up!), and begin to hack with full health, rather than being cut down en route. If you spot a foe charging you with a shield up, simply back up until the shield runs out, and blast from afar (anywhere



SECONDARY ATTACK: DEFLECT INCOMING FIRE WITH THIS SHIELD.

farther than melee distance). Take advantage of this and a second weapon to make a devastating "pair" that you alternate between. The ultimate stealth assassins tend to go with a Vibblade and Plasma, using the cloak



VIBLADE AND PLASMA: A WINNING COMBINATION!

as extra protection, and creating a power fighting machine that relies on bladed takedowns, not ranged ordnance.

## NOTE

YOU ARE GIVEN A WORTHY GADGET AUTOMATICALLY AS YOU BEGIN EACH MISSION AND DIFFICULTY. AS YOU COMPLETE EACH DIFFICULTY, YOU CAN EXPLORE THE LEVEL AGAIN, TRYING A NEW GADGET AS THEY BECOME UNLOCKED.



# MISSION 0. DATACORE DEMOLITION

## AREAS OF INTEREST



00.01



00.02



00.03



00.04



00.05



00.06



00.07



00.08



00.09



00.10

### LEGEND

00.01  
OFFICE: LASER DOORWAY

① LASER DOORWAY

00.02  
CRATE ROOM

② CRATES TO SMASH  
THROUGH

③ BLUE LASERS TO ROLL  
UNDER

00.03  
OFFICES

④ ENTRANCE

⑤ CAMERA

00.04  
COMPUTER ROOM

⑤ LOCKED DOOR

00.05  
CORE ROOM

⑥ CAMSPY DETONATION  
POINT

⑦ JOANNA DARK  
COMMENCEMENT POINT

00.06  
BIO LAB ROOM #1

⑧ RESCUE SCIENTIST FROM  
THIS POINT

00.07  
BIO LAB ROOM #2

⑨ SPIDERBOT ON EXIT  
LOCK

00.08-00.09  
SUBMERSIBLE HANGAR  
(TWO VIEWS)

⑩ ENTRANCE AND  
COMMAND ROOM

⑪ EXIT TO ELEVATOR AND  
INTERIOR PLATFORM

00.10  
FACILITY LAUNCH PAD

⑫ ENTRANCE FROM  
ELEVATOR AND FACILITY  
INTERIOR

⑬ ELEVATOR TO ROCKET  
PLATFORM

⑭ EXIT



## EQUIPMENT LIST AND WEAPONS FOUND



\*These are all virtual weapons (you don't unlock them on Level 0).

"No time to hang about; shoot it and get out!"  
—Chandra

## PLAN OF ATTACK: OBJECTIVES

**PRIMARY OBJECTIVE:** EVADE  
DATADYNE SECURITY (ALL)

**PRIMARY OBJECTIVE:** DESTROY  
CPU (ALL)

**PRIMARY OBJECTIVE:** ESCAPE  
TRINITY PLATFORM (ALL)

**SECONDARY OBJECTIVE:** ESCORT  
SCIENTISTS TO ELEVATOR (ALL)

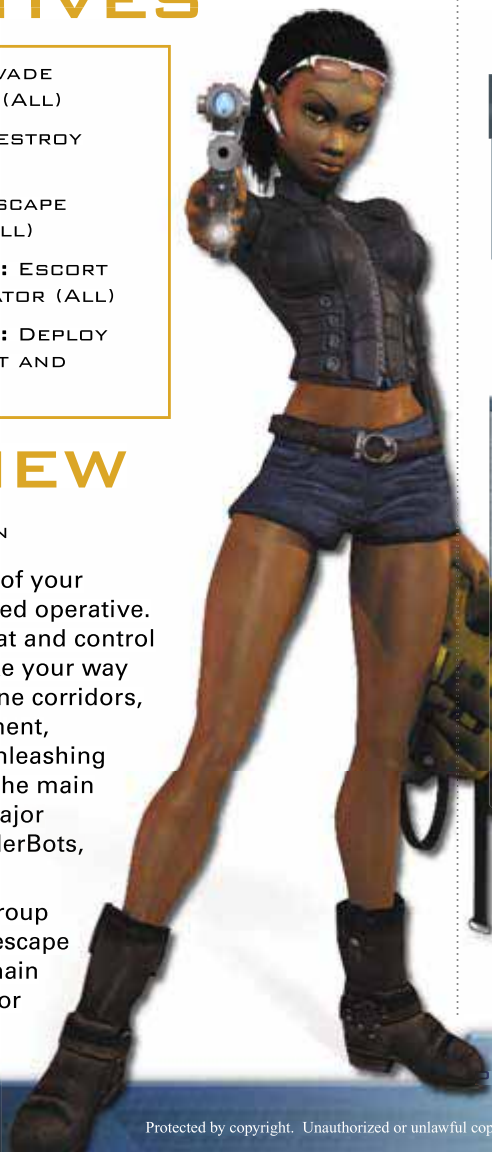
**SECONDARY OBJECTIVE:** DEPLOY  
SENTRY GUN (SECRET AND  
PERFECT/DARK ONLY)

## OVERVIEW

**LOCATION:** PACIFIC OCEAN

This mission is a true test of your capabilities as a fully trained operative. After learning basic combat and control techniques, you must make your way through a maze of dataDyne corridors, shooting enemies, equipment, unlocking doors, before unleashing a CamSpy Bot to destroy the main DataCore. This causes a major malfunction in all the SpiderBots, and chaos reigns.

You can help or ignore a group of scientists struggling to escape as you head through the main facility hangar to an elevator



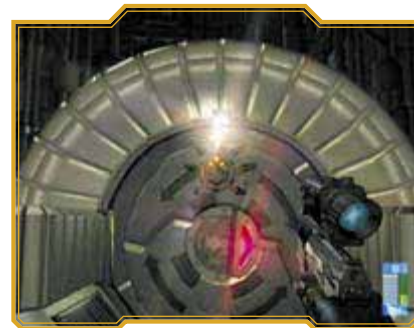
leading out of this ocean base. Once you reach the launch pad, a vicious firefight breaks out, and after you've defeated the enemies, you commence a final ascent of the main launch pad elevator. Afterward, you realize this was just a test of your skills. The real operation hasn't even started yet!

## BATTLE TACTICS

### PRIMARY OBJECTIVE

DESTROY CPU BEGINS!

After you step out of the elevator, Chandra lets you know that the entrance ahead is being sealed by a SpiderBot on a repair sequence. Simply look up and aim at the body of the bot, and shoot it once (use **R**) with your P9P. It explodes and drops to the ground with a clank.



### NOTE

YOU CAN'T MOVE! DON'T FRET; YOU ARE LEARNING THE VARIOUS AIMING TECHNIQUES RIGHT NOW, AND FULL MOVEMENT WILL BE RESTORED ONCE YOU DESTROY THE SPIDERBOTS SEALING THIS DOOR.

### COOPERATIVE OPERATIVES



Player 1 is Joanna Dark. Player 2 is Chandra Sekhar. Cooperative mode begins with both players inside the elevator shaft, shooting at SpiderBots.



"What is it with those things?!" Chandra instructs you to destroy two more SpiderBots scuttling in from the left and right sides of the door. Look **R** and **R** using **D**, and fire on them both. The door's light changes from locked (red) to unlocked (green).

"Get going!" instructs Chandra. It's best not keep the lady waiting, so maneuver through the door using **C** (click to crouch), and make an immediate left turn. An unlocked, but closed door awaits you. Use **A** to open the door. After the door sections part, step through to the next room.



## PRIMARY OBJECTIVE

EVASIVE DATADYNE SECURITY BEGINS!

You enter a small office. Inspect the desk immediately to the left as you walked in. Take the additional P9P ammunition resting on it. Chandra lets you know about a single-laser trip wire on the exit doorway ahead and left of you. Simply crouch by pressing down on **D** (click to crouch), and move under the wire. Standing up causes you much pain!



## CAUTION

ONCE YOU MANEUVER UNDER THE LASER TRIP WIRE, PRESS **D** (CLICK TO CROUCH) ONCE AGAIN TO STAND UP; YOU DON'T WANT TO CONTINUE THROUGH THIS MISSION SHUFFLING ALONG IN A CROUCH!



Head up the ramp, and make a right turn (the door ahead is firmly sealed). Move up the second ramp and through the doorway to a small warehouse with crates scattered about. Sidestep right as you enter, up one more small ramp on the right. Chandra chimes in again.

After Chandra comments about the extra security to guard a room of crates, she instructs you to head for the exit door. The quickest method is to turn left immediately after the small ramp, and smash the two crates on the left using **B**.



## NOTE

YOU CAN DESTROY AS MANY CRATES AS YOU LIKE, BUT YOU CAN'T CLIMB OVER THEM. YOU CAN SHOOT THEM, BUT THIS SIMPLY WASTES AMMUNITION, AS CHANDRA WILL STERNLY INFORM YOU. THERE IS NOTHING OF VALUE IN THESE CRATES. WHEN ITEMS ARE HIDDEN, THEY ARE MENTIONED IN THIS WALKTHROUGH IN MISSIONS TO COME.

Head down the short steps, turn right, and move to a doorway guarded by a triple laser defense grid with sentry guns on the other side! Don't get winged by these automated turrets! Chandra wants you to dash through the grid (the lasers are blue, and won't harm you).



## TIP

ALTHOUGH CHANDRA TELLS YOU TO DIVE THROUGH, ON HARDER DIFFICULTIES YOU MUST BE STEALTHY AND SHOOT THE SENTRY GUNS OUT. THERE IS NO ARMOR TO RESTORE YOU, AND THE SENTRY GUNS INFLICT MASSIVE DAMAGE TO YOUR ARMOR. SHOOT THEM OUT FIRST AND YOU WILL NOT BE HARMED WHEN DIVING THROUGH.



## COOPERATIVE OPERATIVES



When maneuvering through the trip wires in cooperative mode, one or both players must shoot out the automated turrets.



Once through the door, turn right, enter a small office, and head left. Stop as you reach the end of the wall on your right. Step and take cover (using **A**), pressing yourself against the wall end. Aim at the security camera with your target reticle, wait for it to turn red, then fire.

## COOPERATIVE OPERATIVES



Let P1 take cover and blast the camera while P2 hangs back and waits for the explosion. Then P2 should move first through the doors to engage the guards in the subsequent room.

With the camera destroyed, you can enter a server room that's serviced by two guards. You can choose from two methods of securing this room: either hiding and shooting, or a stairwell assault.



## GUARD TAKEDOWN METHOD #1: VIEW FROM THE BRIDGE



Use **A** to take cover behind the low balcony wall in front of you (or, simply stand and look down; the guards aren't that impressive with their weapons). Line up your P9P reticle with the head of each guard, and drop them both.

## GUARD TAKEDOWN METHOD #2: SLAUGHTER FROM THE STAIRS



The second, slightly more hazardous (but quicker) option is to jog down the stairs to the left, sidestepping while facing right and dropping both guards as you reach the base. If they hide behind the servers, dash directly to them and aim for the head.

## TIP

THESE TWO GUARDS DROP MORE P9P AMMUNITION. BE SURE YOU PICK UP ALL THE CLIPS!


## COOPERATIVE OPERATIVES



Have one player remain at the top of the steps, or near the bottom of them to begin a firefight and aim at one guard, while the second player sneaks around behind the servers and polishes off the second guard. With teamwork you can neutralize these guards in half the time!

## GADGET TIME



DataDyne is getting wise to your little infiltration and has locked the exit door. It must be hacked. Move to the door's controls (to the left of the doorway itself), and press  on the D-pad to bring up your DataThief. Now unlock the door.

### COOPERATIVE OPERATIVES

Note that in Cooperative mode, both P1 and P2 each need to hack the door locks (there are two) on either side of this door. Most locked doors are activated in this manner in Cooperative play.

### NOTE

NOTES ON HOW THE DATATHIEF WORKS CAN BE FOUND IN THE EQUIPMENT SECTION OF THIS GUIDE.

### PRIMARY OBJECTIVE

EVASIVE DATADYNE SECURITY COMPLETE!



Step through the door, and Joanna moves into, and then studies, a laboratory and a giant maintenance hangar. Moving to peer over an upper gantry point, she spies a giant pulsating power plant. This must be the DataCore! She produces a CamSpy. You begin to control it.

Using the relayed and grainy CamSpy footage, steer your floating drone forward (using the left stick), and then turn left. You're looking for this maintenance duct (right) at the end of the right wall. Enter it carefully, but don't worry about hitting the duct walls; the device is sturdy.




The duct is blocked by a small laser mesh. Look left and right (using the right stick), and you'll see two circuits that power the mesh. Use your CamSpy's primary weapon to discharge electricity into the circuits, shorting them both. Continue through the duct, and then drop into a cylindrical pipe. The CamSpy lands on the floor below. Look around until you spot a duct connecting to a second pipe, this one with steam rising from it.

### TIP

ALTHOUGH THE CAMERA HAS A FISH-EYE LENS AND IS SOMEWHAT CONFUSING, THE PATH IS STRAIGHT-FORWARD—LITERALLY! YOU DON'T NEED TO TURN AND LOOK AROUND; JUST MOVE IN A STRAIGHT LINE TO THE NEXT VERTICAL PIPE, AND DROP INTO IT.



Fall to the base of the steaming vertical pipe, and press onward to another small duct. This leads to another small laser mesh. A single circuit powers this, but it is cunningly placed above you. Look up and blast it! Then maneuver through and drop down to your final duct. Turn left and look for the exit duct with the DataCore hologram circles. Push through here, then use the CamSpy's secondary fire function () to detonate when you're right next to the core.



A massive chain reaction rips through the core, shaking the facility to its very foundation. SpiderBots begin to malfunction, attacking dataDyne employees at random! Joanna, hearing the successful detonation, begins her escape, and heads for the landing platform with Jack.



PRIMARY OBJECTIVE

DESTROY CPU COMPLETE!

# SPIDERBOT SABOTAGE

PRIMARY OBJECTIVE

ESCAPE TRINITY PLATFORM BEGINS!



Move forward and through the doorway. Turn left to the only available exit—an unlocked door—and open it. Once through into a laboratory of some kind, turn right. Listen for the shouts coming from up ahead. A dataDyne scientist needs assistance.

When you reach the glass casement at the far end of the laboratory, look for a scientist clad in breathing apparatus hiding inside, while seven SpiderBots scamper around the outside, attempting to corner him. Saving the scientist's life is necessary to proceed, as only he can open the blast doors blocking your progress. Begin to systematically shoot all seven SpiderBots off the casement. Use one bullet to tag each SpiderBot. Expect a yellow SpiderBot in the hallway, two in the room with the scientists, a few at the bridge in the hangar, and some near the elevator.

Once all are destroyed, the scientist exits, exclaiming, "Those SpiderBots were going to have me for lunch!"

## TIP

MAKE SURE YOU TAKE CAREFUL AIM AT THE SPIDERBOTS WITH YELLOW EYES; THEY'LL EXPLODE LIKE LAND MINES WHEN SHOT, DOING MASSIVE DAMAGE TO ALL SURROUNDING SPIDERBOTS, GUARDS, SCIENTISTS, AND PLAYERS.



## COOPERATIVE OPERATIVES



Rescue the scientist at the earliest possible moment by sweeping the SpiderBots from opposite sides of the structure. Have one player responsible for two walls, and the other for the remaining two. Quickness and accuracy are then ensured.



The scientist heads to a computer terminal near the exit door, and programs it to unlock. He then grabs a gun and attempts to flee the facility. Follow him through the door, or simply match his route by moving right, into a circular inspection pod chamber. The middle of this chamber has plant life behind a sealed glass panel. Ignore this and move quickly around in a clockwise fashion. Look left along the outer wall to the next doorway. Head through it.



This is the easiest way to reach the next laboratory room, in which a couple of scientists are waging war against malfunctioning SpiderBots. Although you can turn right and blast these mechanical arachnids, it's better to head left, around the blue hologram readouts, to a locked door. On closer inspection, it appears a SpiderBot is "mating" with the door switch! Blast it immediately, then activate the door.



## COOPERATIVE OPERATIVES



With two operatives in this area, exiting this laboratory becomes much easier. Have one player head left to destroy the SpiderBot on the exit door control, while the other heads right, around to the opposite side of the room to destroy all the SpiderBots. Then meet up at the exit. Both players must each hack a lock to the next door.

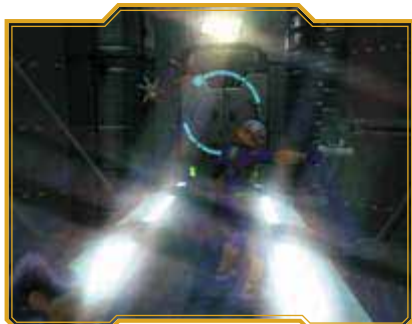
## TIP

ALTHOUGH THE SECONDARY OBJECTIVE IS TO ESCORT THE SCIENTISTS TO THE ELEVATOR LEADING OUT OF THIS FACILITY, THIS DOESN'T BECOME TAXING UNTIL YOU REACH AN ELEVATOR LATER IN THE MISSION. SIMPLY MANEUVER INTO THE NEXT CHAMBERS AND THE SCIENTISTS FOLLOW, GROUPING AT THE ELEVATOR ITSELF.

Head through the door you just activated, and ignore the path to the left and the door ahead; these lead nowhere. Instead, turn right and move down the corridor. Just before you reach a second inspection pod chamber, look to the left wall. There's a weapon rack holding FAC-16s. Upgrade your weapon if you like, then turn around.



A short corridor ends at a door. Go through the door and you emerge in a small connecting chamber where a facility guard is fighting more scuttling SpiderBots. You have a choice, depending on your thirst for combat.



## SECONDARY OBJECTIVE

ESCORT SCIENTISTS TO ELEVATOR BEGINS!

## PLAN #1: PACIFIST

Upon entering the connecting chamber, you can opt to ignore every single SpiderBot and guard you see. SpiderBots will still attack you, while guards will not. The benefit of this peaceful plan is that you save ammunition. However, you don't pick up the Magsec 4 (an excellent new pistol).





## PLAN #2: P9P PUNISHMENT

Or, you can blast the SpiderBots with your P9P, and optionally any guards that get in your way. After this, run through the hangar area, pausing only to destroy more robot arachnids. You won't be targeted by the guards (they're preoccupied by the SpiderBot problem), but you won't pick up a new weapon, either.



## PLAN #3: PACKING FISTS

The most bloodthirsty (and entertaining!) of the three plans is to employ your fists for the first time. When you enter the connecting chamber, or any time after this point when you see a guard, switch to your fists using  (D-pad: up for unarmed mode, down to drop weapon). Then simply walk, unarmed, into a guard and grab his weapon, the Magsec 4, with . This, however, alerts all the other guards in the immediate area, so begin a methodic takedown of each. Or run!



## CAUTION

THE GUARDS OF THIS FACILITY ARE REOCCUPIED WITH THE SPIDERBOT THREAT, AND THEY WON'T ATTACK YOU IF YOU IGNORE THEM. HOWEVER, ONCE YOU ATTACK ANY OF THE GUARDS, EXPECT A RETALIATION FROM EVERY ONE OF THEM. ONLY THE YELLOW SPIDERBOTS ARE A DEADLY THREAT, AS IT IS IMPERATIVE YOU KEEP AWAY FROM THEM ON HIGHER DIFFICULTIES DUE TO THE DAMAGE TO ARMOR THEY INFLICT (THERE IS NO ARMOR TO PICK UP).



## HANGAR SHENANIGANS

Whatever your plan, head straight through the doors to the continuation of the corridor, through another set of doors, and into a command chamber, where guards are fighting for their lives against a swarm of SpiderBots. Guards are milling about here. Either ignore everyone and shoot only the SpiderBots, or deal with the SpiderBots and the guards.



### TIP

PICK UP THE FAC-16 FROM THE WEAPON LOCKER ON YOUR LEFT. USE THE GRENADES AND SCOPE TO TAKE OUT SPIDERBOTS. REMEMBER, YOU CAN ONLY HAVE FIVE GRENADES, SO USE THEM WISELY.

Head left, down the ramp via the opening on the left wall. Chaos reigns throughout this massive hangar. Watch out for SpiderBots, as they're everywhere, and optionally defeat any nearby guards. Then turn right, and head down the ramp to the hangar floor below.



### NOTE

YOU CAN, OF COURSE, HEAD UP TO A BALCONY ALONG THE LEFT SIDE OF THE HANGAR. THIS IS ONLY USEFUL FOR DEALING WITH GUARDS AND SEEKING COVER (HIDE BEHIND THE RAILING WALL AND SHOOT OUT AT INCOMING GUARDS IF YOU'RE PRONE TO VIOLENCE). MAKE SURE THE SCIENTISTS ARE FOLLOWING YOU AND GET THROUGH TO THE ELEVATOR BEFORE YOU DO. OTHERWISE THE DOOR MAY SEAL THEM IN THE HANGAR AND YOU'LL FAIL THE ESCORT SCIENTISTS OBJECTIVE.

By now, you should have noticed one or more scientists armed with pistols who are following your plan of escape. Turn around to check that one is following you, then move across the hangar, maneuvering left through stacks of equipment, along the left side of some large energy coils, until you spot an opening leading down this ramp.



This leads to a lower platform with stacks of canisters and a load-lifter in one corner. Ignore these and head through the door at the platform's left side, into an undersea corridor with a waiting scientist. Follow the corridor around until you reach an elevator.



### TIP

IF YOU DO SHOOT A GUARD, MAKE SURE ALL OF THEM ARE SLAIN BEFORE YOU REACH THE ELEVATOR. IN ADDITION, PICK UP AN ADDITIONAL MAGSEC 4 FROM A FALLEN GUARD PRIOR TO THE UNDERSEA CORRIDOR SO YOU CAN DUAL-WIELD AGAINST SPIDERBOTS IN THE AREA TO COME.

## ELEVATOR ENGAGEMENT

After you enter the elevator shaft, you must hold off the SpiderBots while a scientist tries to summon the elevator. It'll take longer for the elevator to arrive as the difficulty level increases from Agent to Perfect Agent. Instead, turn so you're facing the corridor you came from, and as the scientists arrive, look along the wall. There's a rack with a Laptop inside. Grab it, then train your pistol on the SpiderBots in this area.



### TIP

DO NOT USE THE LAPTOP IN THIS ZONE UNTIL YOU HAVE EXHAUSTED ALL THE BULLETS FROM YOUR PISTOL. YOU NEED THE HEAVIER FIREPOWER FOR THE FINAL PART OF THIS ESCAPE.

### SECONDARY OBJECTIVE

DEPLOY SENTRY GUNS BEGINS!

The next couple of minutes are frantic, and require precise aiming at a limitless supply of incoming SpiderBots running down from the elevator shaft above you. Take aim at the oncoming rush of enemy SpiderBots. Specifically aim for the ones with yellow eyes. Taking out one of those will cause it to explode, destroying the surrounding SpiderBots as well. Don't allow them to reach either the elevator or any waiting scientists. Keep precisely aiming and blasting!



After around 12 SpiderBots have been successfully neutralized, you should begin to notice more SpiderBots appearing from the corridor you came from. Train your weapon on them, and keep a constant vigil on the scientists to ensure they aren't wounded by SpiderBots sneaking in from the shaft; these still keep coming, too!



## COOPERATIVE OPERATIVES



The invasion of the SpiderBots isn't quite as frantic when there are two operatives to take them down. There are up to four Laptops to utilize, meaning you can employ the weapon's Sentry Guns and still have the weapon for the exterior firefight. At the elevator meanwhile, one player should aim at the wall of SpiderBots, while the other concentrates on the corridor.



Quickly enter the elevator and make your way up top. The longer you stay after the elevator arrives the more damage the SpiderBots will do to your armor.

## SECONDARY OBJECTIVE

ESCORT SCIENTISTS TO ELEVATOR COMPLETE!

## SECONDARY OBJECTIVE

DEPLOY SENTRY GUNS COMPLETE!

## LAUNCH PAD LUNACY

As you reach the upper deck and exterior, switch to your Laptop. As the scientists disperse ahead of you, stay near the exit to the launch pad, and survey the enemies. Bring your new weapon to bear on a group of enemies beyond the left turbine, destroying a group of exploding barrels.



## TIP

BEFORE EXITING, GRAB A SUPERDRAGON FROM THE WEAPONS LOCKER ON THE WALL. USE THE GRENADES AND THE FAST RATE OF FIRE TO WREAK HAVOC ALL OVER THE DECK.

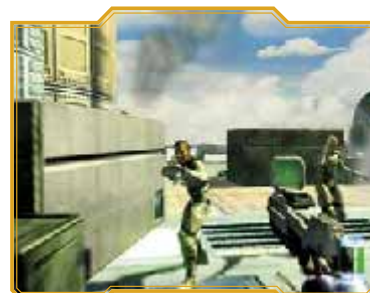


Although running in with guns blazing is feasible on Agent or Secret Agent levels, for the stealthy option on the higher difficulty settings, you must seek cover and take out enemies from afar. Either move back into the elevator exit, or into the opposite covered entrance to your left.

Begin a series of explosive countermeasures against the enemy. Shoot the red barrels so they detonate and catch enemies in splash damage. Use the interior of your entrance location as cover, and once the nearby foot soldiers are taken care of, step out onto the deck.



You may be running low on ammunition during this fracas, so step out from your hiding position and charge any nearby foe, blasting him in the head, and picking up any ammunition he drops. Then dash back into cover, either behind the various generators in the yard, or into the elevator entrances again.





## COOPERATIVE OPERATIVES



Attacking the launch pad with two operatives is only half as difficult. Keep in constant radio contact and drop enemies immediately so the player without the Laptop can take a heavier weapon. Then have one player secure the left side of the area, and the other takes the right side, near the turbines. Watch the friendly fire!

## TIP

ENEMIES DROP LAPTOPS, UGLs, FALCONS, AND SUPERDRAGONS. UNFORTUNATELY, MISSION 0 IS ONLY A TRAINING MISSION, SO THE WEAPONS YOU COLLECT WON'T BE UNLOCKED.



When the initial courtyard is cleared, move to the generators, and check the locations of enemies in the area. Don't shoot friendly troops, including Jack (your reticle turns green when you target friendlies). Instead, focus your firepower on enemy stragglers.

You must quickly secure the launch pad, but you don't need to take down all the enemies, especially those behind or away from the main launch pad elevator, which is your exit from this mission. Avoid being struck while making an open-air sprint by diving into a roll.

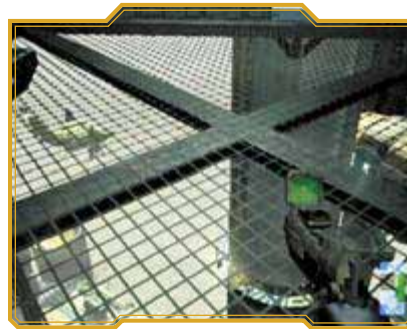


When the coast is clear, or you are able to make the dash, move to the steps of this launch pad elevator platform, ideally from the left side of the left turbine (as it offers the most cover). Bound up the steps, and the elevator begins to rise.

## COOPERATIVE OPERATIVES



When you have completed your sweep of enemies (it is much easier to defeat them all with a partner), move onto the launch pad elevator and ride it up. If one player misses the elevator, there's a reserve lift on the other side of the rocket. However, both players will have to deal with Jetpacs and dropships on their own, so it's advisable to have both players and Jack on a single elevator.



Look down, around, and up as you ascend near a gigantic rocket, with two dropships studying your progress. It isn't necessary to shoot these. You do, however, need to aim and blast the incoming Jetpac soldiers!

Once you've reached the very top of the launch pad elevator, step out onto the upper deck platform with Jack, and run to this gantry area and door. If one or more scientists are still standing on the launch pad, your secondary objective has succeeded. Your virtual combat training is now complete!



## NOTE

ON HIGHER DIFFICULTIES YOU WILL BE SURROUNDED BY JETPACS. IF YOU ARE GOING FOR A HIGH SCORE AND KILLS YOU MUST TAKE A SHARP AIM TO KILL THEM QUICKLY. IF YOU ARE DETERMINED TO COMPLETE THE OBJECTIVE THEN DROP YOUR WEAPON (D-PAD UP) AND SPRINT TO THE GANTRY DOOR.

## PRIMARY OBJECTIVE

ESCAPE TRINITY PLATFORM COMPLETE!



# MISSION 01. NIGHTCLUB STAKEOUT

## AREAS OF INTEREST



01.01



01.02



01.03



01.04



### LEGEND

- 01.01  
NIGHTCLUB EXTERIOR: HELIPAD, MAIN COURTYARD, NIGHTCLUB, ALLEYWAY.
- ④ ENFORCER LOCATION
  - ① NIGHTCLUB MAIN DOORS
  - ② STEPS EXIT
  - ③ ALTERNATE ALLEYWAY (TO WAREHOUSE)
- 01.02  
WAREHOUSE EXTERIOR: WAREHOUSE, BACK ALLEYS, ELEVATOR, BASEMENT ENTRANCE
- ④ ENFORCER LOCATION
  - ④ WAREHOUSE ENTRANCE
  - ⑤ KILLIAN'S BOAT LOCATION
  - ⑥ CONTROL ROOM (PDA)
  - ⑦ WAREHOUSE EXIT
  - ⑧ ELEVATOR

- ⑨ ZIPLINE
  - ⑩ NIGHTCLUB BASEMENT ENTRANCE (AND WEAK WALL FOR DEMOKIT)
- 01.03  
NIGHTCLUB INTERIOR: MAIN DANCE FLOOR, STAIRS UP TO BALCONY
- ⑪ ENTRANCE FROM BASEMENT
  - ⑫ ENTRANCE FROM MAIN DOORS
- 01.04  
NIGHTCLUB INTERIOR: THIRD-FLOOR BAR
- ENTER HERE, SECURE BAR, HEAD UP STAIRS TO GANTRY EXIT.
- 01.05  
NIGHTCLUB INTERIOR: FOURTH-FLOOR VIP AREA
- ③ STAIRS FROM THIRD FLOOR
  - ④ SENTRY GUN SWITCH
  - ⑤ CORRIDORS TO KILLIAN'S ROOM



## EQUIPMENT LIST AND WEAPONS FOUND



"Here's your chance to show me you're ready for a live op."

—Jack

## PLAN OF ATTACK: OBJECTIVES

- PRIMARY OBJECTIVE:** IDENTIFY ENFORCER #1 (AGENT/ SECRET/PERFECT/DARK)
- PRIMARY OBJECTIVE:** IDENTIFY ENFORCER #2 (SECRET/ PERFECT/DARK)
- PRIMARY OBJECTIVE:** DESTROY KILLIAN'S POWERBOAT (PERFECT/DARK ONLY)
- PRIMARY OBJECTIVE:** IDENTIFY ENFORCER #3 (PERFECT/DARK)
- PRIMARY OBJECTIVE:** LOCATE JACK DARK (ALL)
- SECONDARY OBJECTIVE:** EVACUATE CIVILIANS (ALL)
- SECONDARY OBJECTIVE:** DISABLE SENTRY GUNS (SECRET AND PERFECT/DARK ONLY)

## OVERVIEW

LOCATION: HONG KONG

**Jack:** "Okay kid, here's your chance to show me you're ready for a live op. Chandra just got off the wire. Word is some scientist, name of Zeigler, has been snatched by the local Triad gang."

**Chandra:** "I've been monitoring their comms. They're trading this Zeigler guy to a bunch of suits on the mainland. Straight-up cash deal for the kind of money I can only dream about."

**Jack:** "Good thing for Zeigler he's got friends with deep pockets. Right, Chandra?"

**Chandra:** "He's got a private benefactor willing to pay top dollar for his extraction. The plan is, Jack goes in and snatches him, before they make the trade."

**Jack:** "While I'm inside I need you to I.D. the enforcers that patrol the perimeter. Remember, that gun is for your protection—stay outta sight. They can't shoot what they can't see."

**Chandra:** "Radio in if you need help. Jack, your call sign is Point Forward. Jo, you're Dark Zero. I'll be ready with the powerboat for the getaway."

**Jack:** "One last thing: if the lead starts flying I want both of you to get to safety. I can look after myself. Understand? Good. Suit up, and move out. Call me on approach."

Infiltrating the Triad hideout takes stealth, followed by optional takedowns. Sneak to a waterfront courtyard platform, scan the first enforcer, then head to an alleyway and blow the lock to a warehouse area. After taking down a patrolling guard perfectly, scan the second enforcer and then completely secure the warehouse, blowing up a powerboat in the process. Locate a keycard to exit, then ride an elevator up to scan the third enforcer. Descend, and enter the nightclub via one of two entrances. Limit civilian casualties, then ascend four floors, taking down Triad thugs as you go, on a search for Jack Dark, who's spending time with the Triad leader....

### NOTE

ALTHOUGH YOU NEVER ACQUIRE THE SUPER DRAGON ON THIS LEVEL, YOU ARE ABLE TO COLLECT IT ON SUBSEQUENT MISSIONS, THEN RETURN TO THIS LEVEL AND USE THE SUPER DRAGON TO BEAT THE LEVEL ON A HIGHER DIFFICULTY.

## BATTLE TACTICS

### PRIMARY OBJECTIVE

IDENTIFY ENFORCER #1 BEGINS!



Chandra's boat comes into view, passing a buoy in the outer harbor while Joanna scans the courtyard in front of the known Triad nightclub and operations warehouse. After IDing some probable suspects, Chandra pulls the boat up to the dock. Joanna vaults out.



After the boat disembarks, bring out your silenced P9P. If you're heard while on this recon mission, you'll fail it. As Chandra leaves, begin to look around the lower pier for enemies.

## COOPERATIVE OPERATIVES



Player 1 is Joanna Dark. Player 2 is Chandra. Cooperative agents begin their assault at the same point on the pier. In close-quarters areas such as these, beware of friendly fire, and stay in excellent radio contact.



The first enemy to neutralize without deadly force is the guard sitting on the crates ahead of you. Move slowly up behind him, and then pistol-whip him on the back of the head with your weapon. If you shoot him instead, Chandra nags you, so stay silent and professional.

The usual place to find the second guard is trudging through the dark pier near the right steps (although sometimes he's near the first guard you tagged). Sidestep around the corner quickly, bring your weapon to bear immediately on this foe's cranium, and drop him quietly.



With the lower pier area secured, turn left at the point you whipped the first guard, and head up and right, to the top of the steps. Be extremely quick, sidestepping to the right, on the upper balcony, and face the courtyard below. Bring out your AudioScope. Focus on the enforcer with the green square target, and listen to him until the target turns blue. Then quietly retrace your steps, back down the stairs to the pier.

## PRIMARY OBJECTIVE

IDENTIFY ENFORCER #1 COMPLETE!

## PRIMARY OBJECTIVE

IDENTIFY ENFORCER #2 BEGINS!

## NOTE

THERE ARE TWO OTHER, LESS PREFERABLE METHODS OF REACHING THE UPPER BALCONY. THE FIRST IS TO CONTINUE TO THE RIGHT OF THE STEPS, TO A LADDER THAT BRINGS YOU UP ONTO THE HELIPAD. THIS IS OPEN GROUND AND CANNOT BE RECOMMENDED. THE OTHER IS TO EXIT VIA A SMALLER SET OF PIER STEPS TO THE RIGHT. THIS IS WHERE YOUR MISSION ROUTE CONTINUES. DO NOT VENTURE THERE YET.

## CAUTION

AFTER THE ENFORCER HAS BEEN SCANNED AND RECORDED, YOU ARE FREE TO TAKE OUT ANY ENEMIES IN THE AREA. HOWEVER, IT IS BETTER TO REMAIN UNSEEN. REMEMBER: THESE STRATEGIES ARE FOR PERFECT AND DARK DIFFICULTY LEVELS. YOU MUST REMAIN SILENT! DO NOT ENGAGE THE ENEMY OR THEY MAY OVERRUN YOUR POSITION AND SPOT YOU. STAY AS QUIET AS YOU CAN.

## TIP

AN EASY WAY TO ID AN ENFORCER IS TO PRESS (LT) TO ZOOM, THEN (RT) TO INITIATE A LOCK WHEN YOU HAVE A BEAD ON THEM; IT MAKES IT MUCH SIMPLER TO TARGET THEM.

Once back on the lower pier, move around the right side. If you didn't take care of the second guard, do so now. Move forward, heading for the steps ahead of you. Once at the top, scan the two APC vehicles parked in the alleyway ahead. A guard is possibly patrolling here; drop him!





## COOPERATIVE OPERATIVES



When playing through this mission with two agents, split them up after executing the first two guards. While one of you waits at the end of the narrow steps near the alley entrance, the other can scan the enforcer. Once the scanning is done, the agent on the steps should systematically (and proficiently) aim at the heads of all the patrolling guards. One stands at the nightclub entrance, and another patrols this walkway.



While P2 drops the enforcer and then heads across the courtyard, P1 should continue to drop the waiting guards, using silenced weaponry. Move up to the right side of the nightclub exterior forecourt and drop the guard on the opposite side. Then rendezvous at the warehouse's locked door.

## ACTION IN THE ALLEYWAY

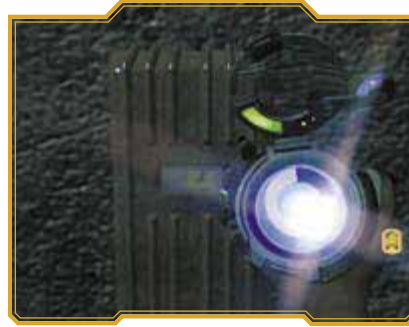
The next combat zone has a number of options for the discerning operative. All the possibilities are shown below:

### OPTION #1: SILENT RUNNING

Run immediately to the left wall, and pass between it and the APCs on the right. When you reach the wooden fence, turn right, and sneak past the enemies warming themselves by the lamppost to your right. Bound up the steps to the warehouse. This method ensures you aren't overwhelmed by enemies, and it's the quickest.



### OPTION #2: POWERING DOWN



When you've had your fill of enemy takedowns, move to the left side of the APCs, assuming you haven't blown them up and all hell hasn't broken loose. Move to the power box on the left wall, and produce your DataThief (if you're carrying it). Hack this box, and it disables the security

systems inside the main entrance to the nightclub, including the sentry guns and metal detectors. This is excellent if you're entering from the front, but this shouldn't be attempted until the enforcers are spotted.

### OPTION #3: WAY OF THE EXPLODING FENCE

For a slightly less subtle method of entering the warehouse, assuming you're carrying a DemoKit, maneuver to the end of the alley, and locate this wooden fence. Plant the DemoKit on the fence, step back (ideally behind the APC), and wait for the blast to rip a Joanna-sized hole. You can now enter the level left of the warehouse area, although any foes by the APCs will be alerted. This isn't recommended on Perfect Agent level and above, as it is impossible to scan the second enforcer.



### OPTION #4: NOT SILENT, BUT VIOLENT

This option ensures that you take out everyone outside. When you reach the top of the steps from the pier, peer ahead to the trio of guards under the street light. As long as you're a crack shot, tag the right one, the middle one, then the left, all with a single shot to the head. Mop up any you miss immediately!





Then run forward; the guards in the main courtyard to your left have spotted you! A good spot to return fire is behind one of the APCs, or by the steps themselves. Peek out and plug three goons as they run in. The third comes into view from the right.

The second wave of attacks is important to time correctly. Stand at the corner of the APC, and aim at the long-haired lunatic brandishing a shotgun. This is the first enforcer, and the potential devastation caused by his weapon means he's your most dangerous quarry by far. Take him down, then deal with the others with single shots to the head.



## TIP

NOW THAT YOU'VE CLEARED THE AREA, RETURN AND LOOT THE BODIES FOR AMMO AND WEAPONS. FIND A MAGNUM AND A DEF-12. THEY'RE USEFUL FOR CAUSING FURTHER DISTURBANCE ONCE YOU'VE COMPLETED THE SECOND ENFORCER OBJECTIVE.



The door to the warehouse is sealed with a padlock. Time to find a key? Not quite. Produce your weapon, and shoot a single bullet into the lock, which flies off. The door can now open.

## PRIMARY OBJECTIVE

DESTROY KILLIAN'S POWERBOAT BEGINS!

## GUARDS GAMBIT



Open the door to the warehouse area and step inside. Ignore the guard patrolling the lower area; there's a far more dangerous foe to contend with. While Chandra informs you of your next primary objective (to destroy the powerboat), make a quick mental note of the warehouse ahead.

A second later, move left, around the balcony to the warehouse interior entrance. This next takedown is as difficult as it is vital to complete. The second enforcer is on the other side of the warehouse interior, through this window, opposite. However, you must bring down a patrolling guard first. Here are a couple of plans:



## SINGLE SHOT TAKEDOWN #1: EXTERIOR BRAGGING RIGHTS

As soon as you shoot the lock off, run and swing left. The patrolling guard is moving from left to right, about to enter the warehouse interior. Quickly zoom in and tag him in the head so he falls immediately. This ensures a quick and deadly takedown with no witnesses.



## SINGLE SHOT TAKEDOWN #2: INTERIOR TAGGING; TIGHT



If you're too late to the balcony, the guard will have entered the interior building, walked down the steps, and be moving across the front of the window, to the second window where the enforcer is talking. Your "window" of opportunity is slim. Tag him just as he finishes his stair descent.

Don't blast him while he's near the second window, or the execution will be witnessed, causing the mission to fail.



## COOPERATIVE OPERATIVES



When two agents take down this patrolling guard, there are double the mistakes to make, but double the accuracy. Once the guard heads into the warehouse interior, wait for him to head back up the stairs. Have P1 positioned at the door, with P2 on the balcony. Have P2 scan Enforcer #2, then shoot him in the head, and then finish off the guard.

Once this guard has been silenced, proceed to the next part of the operation. Stand at the entrance to the warehouse interior and bring out your AudioScope. Focus on the long-haired ruffian with the shotgun and bare chest. Again, wait until the target goes from green to blue.



### PRIMARY OBJECTIVE

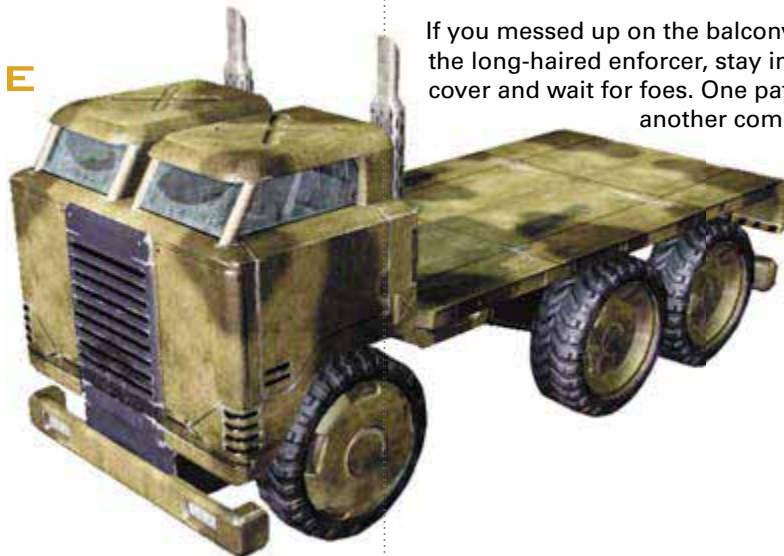
IDENTIFY ENFORCER #2 COMPLETE!

### PRIMARY OBJECTIVE

IDENTIFY ENFORCER #3 BEGINS!

## WAREHOUSE ROUGHHOUSE

As soon as the mullet-haired enforcer has finished blathering, you are free to deliver punishment to all the enemies inside the warehouse. Unlike before, you cannot remain silent here; there's a powerboat to destroy. But first, goons must be dropped! Here are two routes to try:



## ROUTE #1: FAR AWAY AND IMPERSONAL

The biggest threat is the long-haired enforcer. So creep down the steps and plug him in the head with multiple shots from your silenced weapon. As he goes down in a heap, retreat back up the steps. If you can tag his associate through the glass, so much the better.



Optionally, head back onto the balcony, and scan the area for punks. One patrols the dock where the powerboat is moored. He needs a single, zoomed-in shot to the head. Miss, and the two enemies in the control room above him shoot out the windows and blast you. Take cover at the crate on the balcony.



If you messed up on the balcony, or just after you took down the long-haired enforcer, stay inside the warehouse, and cover and wait for foes. One patrols the area just outside, and another comes up out of the powerboat

balcony. Tag them both. The patrolling guard sometimes hides behind these crates (second picture), so stay by the door and execute quick, precise headshots.





The final two guards are in the control room, which should be opposite you. Use the low wall under the shot-out window as cover, and blast them with precise sniper fire. Do not rest until both are nullified. Then exit via the door to the right of the window. As you exit, beware of a final guard patrolling the area by the lift, just below the balcony where you started. Use the open door for cover, or run left, around to the body of the enforcer, and ambush him at the boxes. Then carefully check the area. There may be one final foe to defeat, ideally with a weapon you pick up from any of the bodies.

## ROUTE #2: UP CLOSE AND PERSONAL



If you're spotted, aren't silent, or simply want to see the whites of the eyes of the thugs you're about to tackle, then employ close-combat fighting! The first port of call is the warehouse interior. Shoot the guy talking to the long-haired enforcer, then anyone left inside here.



Long Hair is your next target, simply because of his close-range, incredibly powerful boomstick. Stay behind the low window in the warehouse interior, and take him down before he does the same to you! Optionally grab the shotgun if you really want to keep subsequent combat close and violent.



If you already have the Magnum or DEF-12 after defeating all enemies in the waterfront courtyard, choose your favored implement, and after you tag the two foes inside the control room from range, run through and engage in close-quarters blasting. Continue this until you're the only one left breathing.

## COOPERATIVE OPERATIVES



With two agents, once the second enforcer is scanned, split your combat choices while remaining close. Have P1 take enemies out the window, while the other player tackles foes coming up from the boat dock and the crane. Shout radio messages to each other regarding who you're aiming for, and who is left to take down.

## POWERBOAT PLANS

Once the area is secured, all that remains is to find a way out of here and destroy the powerboat. Pick a method:

### METHOD #1: ROLL OUT THE BARREL

Drop down to the deck surrounding the powerboat, and locate the red barrels. You didn't blow them up already, did you? If you didn't, use the butt of your gun to knock a barrel into the water surrounding the boat.



Once the barrel is in the water, hit it toward the boat so it touches the sides. Blast the barrel to explode it and the boat.



## METHOD #2: FRAGMENTATION FIRE

Did you demolish all the enemies outside the warehouse? Excellent! Retreat and swap your main weapon for grenades instead. The grenades are on the vent. Now head back into the warehouse, and aim a single grenade into the middle of the vessel!



## METHOD #3: A FRAGGING GOOD TIME



If you've destroyed all the barrels, then fear not: Locate the duct opposite the elevator, in the next section of this mission, and collect the Frag Grenades inside. Return here, and lob a grenade into the boat.

## METHOD #4: LIMPET PROJECT



The final plan to sink Killian's prized boat is to simply swim to any part of it, and attach a DemoKit charge to the surface after solving the rudimentary puzzle. Swim to the ladder or back off as the craft explodes.

### PRIMARY OBJECTIVE

DESTROY KILLIAN'S POWERBOAT COMPLETE!

## FIND THE FINAL ENFORCER



Once you've destroyed the powerboat (or before), look for a key. Unless you have the Locktopus, you need it to open

the locked door on the same side of the warehouse area as the crane. This key is in the control room. Make sure you've neutralized both guards inside, then take the entrance door shown. At the top of the steps, search the control room. Pick up all the ammunition, and check the deck on the far side of the room. The key is there.

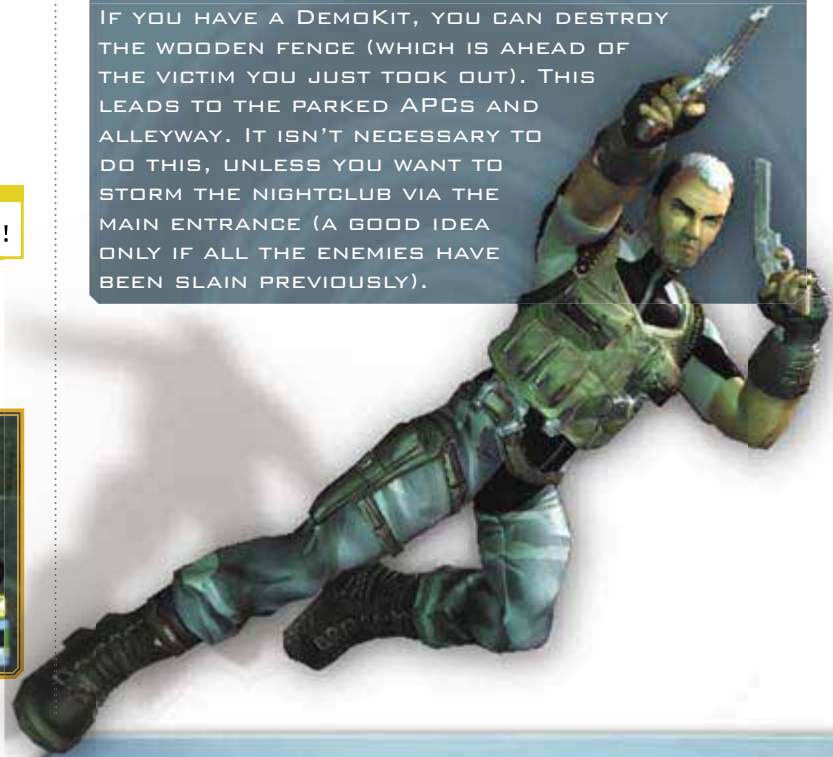
Before you leave, and assuming you have the DataThief, inspect the main desk with the monitor on it. Upon closer inspection, there's a PDA too. Hack into the PDA for a message to "Long Hair" detailing sentry gun positions inside the nightclub. The code to deactivate them is mentioned: 1-9-7-3. Bingo!



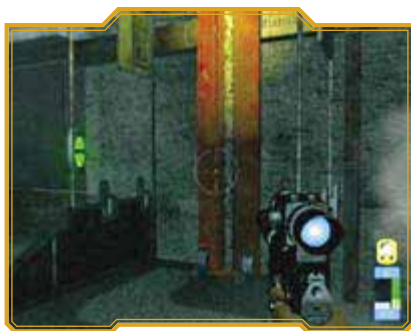
Time to leave! Exit via the locked door using the key, and turn left. Make another left and if you're quick enough, you'll see a patrolling guard with his back to you. Make him pay for this mistake with a headshot!

## NOTE

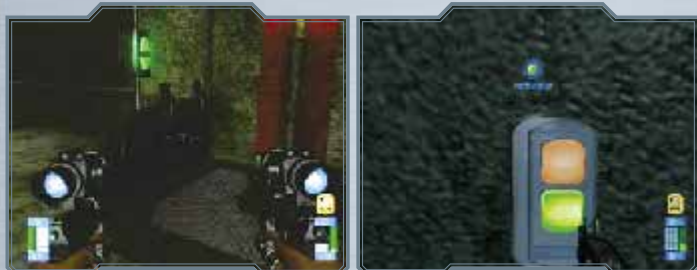
IF YOU HAVE A DEMOKIT, YOU CAN DESTROY THE WOODEN FENCE (WHICH IS AHEAD OF THE VICTIM YOU JUST TOOK OUT). THIS LEADS TO THE PARKED APCs AND ALLEYWAY. IT ISN'T NECESSARY TO DO THIS, UNLESS YOU WANT TO STORM THE NIGHTCLUB VIA THE MAIN ENTRANCE (A GOOD IDEA ONLY IF ALL THE ENEMIES HAVE BEEN SLAIN PREVIOUSLY).



Once the guard has been dropped, move into the dead-end alley directly ahead of you. You're looking for this elevator. Ignore the switch on the right, and instead, enter the elevator and press the green button. Turn left to face outward, and begin the ride.



## COOPERATIVE OPERATIVES



With two agents entering this elevator area, the plan is different. There are two important points to remember: One player (in this case, P2) must remain on the ground to activate the switch to the right of the elevator while P1 rides up. At the top, the player who hasn't IDed any enforcers *must* scan this final one. P1 can send the elevator back down from the top if needed.

## TIP

IN AGENT AND SECRET AGENT COOPERATIVE PLAY, EITHER PLAYER MUST SCAN ENFORCER #1. THEN THE OTHER PLAYER MUST SCAN ENFORCER #2 (ON SECRET AGENT, BECAUSE ONLY #1 MUST BE SCANNED ON AGENT). IN PERFECT AND DARK AGENT COOPERATIVE PLAY, EITHER PLAYER MUST SCAN TWO OF THE ENFORCERS, WHILE THE OTHER MUST SCAN THE THIRD (IN ANY ORDER). ONE PLAYER CANNOT SCAN ALL THE ENFORCERS, SO PLAN YOUR POSITIONING ACCORDINGLY.



It's fortunate that the guard is facing the balcony, away from you as you reach the top. Aim a headshot at him to take him

down. The figure across on the building opposite you is your final enforcer. Do not, under any circumstances, shoot him until you produce your AudioScope and inform Chandra of his utterances. Once done, the main primary objective is complete, and you can bring havoc to the remaining enemies throughout this area. Shoot the enforcer before you descend.

## PRIMARY OBJECTIVE

IDENTIFY ENFORCER #3 COMPLETE!

## SECONDARY OBJECTIVE

EVACUATE CIVILIANS BEGINS!

## PRIMARY OBJECTIVE

LOCATE JACK DARK BEGINS!

## CIVILIAN CAPER



As soon as the third and final enforcer has been recorded, and Jack has engaged in gun combat in the upper floors of the nightclub, Chandra radios in; the civilians inside must be evacuated before you can take out the remaining foes. Head back down the elevator.

Note that if you destroyed the wooden fence with the DemoKit, and use the zipline to land on the warehouse rooftop below to try and scan the second enforcer, you will fail this mission, as your cover is blown.

As you exit the elevator, look across from it to spot a ground-level vent. Smash it open, crouch, then crawl inside to locate some Frag Grenades. These are useful if you have no other means to take out Killian's powerboat.



It's time to enter the nightclub! This can be achieved via three different routes (the back door, the front door, and the locked garage). The first is the easiest, and allows for stealth tactics.



## NIGHTCLUBBING ROUTE #1: TRADESMAN'S ENTRANCE

Head down the steps near the wooden fence, open the door, and surreptitiously enter the storage room and drop the guard sweeping the floor with a single shot. When you're done, watch for enemies behind the doorway on the right.



Stand by the door, ideally in cover, and aim your target reticle at one of two enemies guarding the next cellar chamber. Aim for the head and deal with both of them.

### CAUTION

IF YOU DROP THE SWEEPING GUARD AND MAKE A NOISE, ONE OF THE TWO GUARDS IN THE SUBSEQUENT ROOMS WILL RUSH IN. MAKE SURE YOU'RE READY FOR HIM!



the nightclub from the door on the right, at the beginning of the neon corridor, but you need to raise the alarm to alert the patrons so they flee.

Swing quickly right, and train your weapon on the door with the fire alarm next to it. It usually opens, and you should be ready to drop two more guards in a hail of gunfire. There isn't much cover, so engage them as soon as the door opens to avoid being cut down. Then smash the fire alarm.



Enter the door and move to the bar, turning right and dealing with the barkeep, then use the bar as cover. While the patrons flee, locate the second barkeep on the opposite side of the dance floor and take him out, along with any other goons you spot; they should be coming down the stairs. The first floor is now secure.



## NIGHTCLUBBING ROUTE #2: MAIN ENTRANCE MAYHEM

If you can distinguish between patrons and enemies, you can also enter the nightclub via the main entrance. You must have cleared the waterfront courtyard of all enemies first, then head for the door (ideally after disabling the security system with your DataThief in the alley).



Wait for all the patrons (they show up as green when you target them) to dash out of the front door, then wait at the entrance using cover. Bring your rapid-fire ordnance to bear on any nearby thugs first, then dart back into cover.



Begin to clear the first floor of enemies. The first two can be tagged from either entrance cover position. The first enemy is in front of the right-side bar and the second mills about by the left side columns, left of the stairs. Check the entire first floor for any remaining foes; one or two additional enemies could remain.

Burst through the front doors and look left, bringing a favored weapon with you to deploy on the barkeep. Drop him immediately, watch for innocents, then work your way around to the door to the right of the bar. This leads to a storage room directly behind the bar, where you'll find Armor. The first floor is now secure.



## COOPERATIVE OPERATIVES



Entering the building via the storage rooms is the best plan in co-op mode. When you reach the neon corridor, have P1 wait for a radio signal to launch into the main room from the door to the right, while the other deals with enemies near the fire alarm. Once you push into the main dance floor, have one player clear the stairs, while the other clears the entrance.

## SECONDARY OBJECTIVE

EVACUATE CIVILIANS COMPLETE!

## CAUTION

EXECUTION OF ANY CIVILIAN WILL END THIS MISSION; DO NOT ACCIDENTALLY SHOOT ANY PATRONS, EVEN IF THE MUSIC ISN'T TO YOUR TASTE! THERE IS A SECOND METHOD OF EVACUATING CIVILIANS: SMASH ONE OF TWO FIRE ALARMS. THERE IS ONE INSIDE THE DJ ROOM (END OF THE HALL IF YOU COME IN THE SIDE DOOR) AND ONE IN THE STORAGE ROOM LEADING TO THE BAR (WHERE YOU FIND THE ARMOR).

## GET BACK JACK



Assuming you didn't accidentally off any innocents, the objective is complete. Head up the stairs to the second floor. The remainder of this mission involves taking enemies out before they do the same to you, then rendezvousing with Jack. At the top of the stairs, swing around to the balcony. Enemies await at the far end, directly above the main entrance.



Machine guns aren't particularly useful, as the enemies are too far away. You can charge them, but if you're playing at one of the higher difficulty settings, you'll be cut down. Instead, lob a one-handed grenade into the area behind the glass blocks, and keep this up until the enemies are blown apart. Blast the two foes to the right first, then swing left and tackle the remaining enemy on the left. Then mop up any survivors.

Or, you can try quick bursts from a fast-firing weapon, or better yet, scoped shots from the cover of the balcony and tables. Approaching around the left side balcony is always preferred, as there are more enemies to aim at behind the right glass wall.



## COOPERATIVE OPERATIVES



With two agents, these punks are more of a pushover, as long as you aren't firing from the same position. Split up, and each aim for a different set of goons, and be sure one doesn't charge in too early and get winged by the other's friendly fire.



Return to the first set of stairs, and climb them to the third floor. The entrance to the upper dance floor is via a mesh of red lasers. Fortunately, they are of the non-lethal variety. Head left, and charge (or lob one-handed grenades at) the trio of suited thugs waiting for you.



## TIP

THE SINGLE SET OF STAIRS LEADING INTO THE LASER LIGHT ROOM IS A CHOKE POINT. THERE IS NO SOLID COVER OTHER THAN STRAFING TO THE SIDE AFTER LETTING OFF A FEW SHOTS AT A TIME. TRY TO LAY AN UGL MINE AND LURE THE ENEMIES TOWARD THE STAIRS OR TO TOSS IN A FALCON FIRECRACKER TO DISABLE OPPONENTS LONG ENOUGH TO PICK THEM OFF (ONE OF THE FEW GOOD USES FOR THESE WEAPON'S SECONDARY ABILITIES).

## COOPERATIVE OPERATIVES



With two players, P1 can stand at the entrance, and offer supporting fire while P2 races in and launches favored ordnance at the group of foes to the left of the bar.



Maneuver into cover—the barkeep on this level is dug in well. Instead of assaulting him directly, head through the door behind the bar itself, on the left side (or simply toss a one-handed grenade or UGL mine over the bar). Enter the storage room, turn right up a couple of steps, and swing right, into the bar, and bring a close assault weapon to finish the job. Watch for foes running along the balconies surrounding this room. These foes are difficult to take down, but must be defeated on Perfect difficulty settings and above. Use cover and careful aiming.

Retreat from the bar into the storage room, but be ready for enemies coming in from the door on the right wall. Cut down all three before you enter the passageway beyond. Head through the door and make a sharp right, into a secondary bar area.



## COOPERATIVE OPERATIVES



Teamwork is extremely important; you must be closer together in the connecting corridors in case one player turns and is attacked from behind. Watch for foes entering the second bar area, and create crossfire opportunities wherever you can.

There's a barkeep dug in ahead of you, so stay along the wall to your right, behind the columns, and drop a foe on the main floor near these columns. Then aim a zoomed shot into the head of the barkeep from cover. Do this quickly; reinforcements are arriving!



Move across the floor to the steps on the right wall, climb them to the upper balcony, and lay suppressing fire (ideally a couple of grenades or rapid-fire bursts) at the feet of four foes heading in from the doors and at the end of the balcony. Quickly head through these doors, and spin around once the coast is clear. Steps head up.

## SECONDARY OBJECTIVE

### DISABLE SENTRY GUNS BEGINS!

Be *very* careful at the top of these steps unless you used the DataThief to disable the security system; there are sentry guns on your left, in the executive suite. Ignore them, as the only other method of deactivation is to sprint to the power box right of the statue, and input the code "1973," or use your DataThief. This shuts the guns off.



## TIP

THERE IS A SECOND METHOD OF DEACTIVATING THE SENTRY GUNS: USE YOUR DEMOKIT TO BLOW UP THE CRACK IN THE WALL OF THE OFFICE ON THE RIGHT, THEN PRESS "ACTIVATE" ON THE TERMINAL INSIDE THE OFFICE.

## COOPERATIVE OPERATIVES



In co-op mode, you have five sentry guns to dismantle, so if you haven't switched them off at the alley power box, have P1 rush to the power box while the other stays in cover, taking out any enemies that show up. There's no point in both of you being winged by the sentries!

## TIP

THE SENTRY GUNS ARE DOTTED THROUGHOUT THE EXECUTIVE ROOM AND THE CORRIDOR LEADING TO THE TRIAD LEADERS' CHAMBER. IF YOU CANNOT DISARM THEM, PEEK FROM BEHIND COVER, AND BOMBARD THEM WITH BULLETS UNTIL EACH EXPLODES, AND PEER AROUND EACH CORNER UNTIL YOU SPOT THE NEXT EMPLACEMENT.

## SECONDARY OBJECTIVE

### DISABLE SENTRY GUNS COMPLETE!

Step through the right exit from the executive area, and work your way around the corridor, making sure you defeat any remaining enemies in these areas, dropping them with your remaining ammunition; you are almost to your father's location. Look for the double doors and enter them.



## PRIMARY OBJECTIVE

### LOCATE JACK DARK COMPLETE!



Joanna locates Zeigler and her father as heated "discussions" are already underway. The situation soon turns violent as the Triad leader produces dual pistols and wings



Jack in the shoulder before making an impressive escape.





# MISSION 02. SUBWAY RETRIEVAL

## AREAS OF INTEREST



02.01



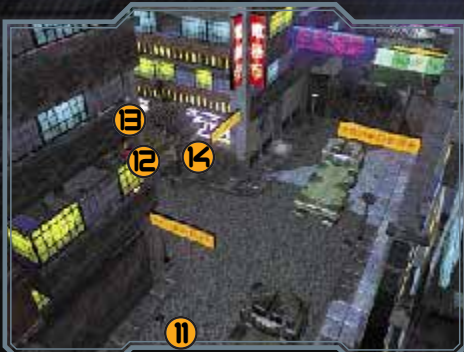
02.02



02.03



02.04



02.05



02.06



02.07



02.08



### LEGEND

02.01-02.02

**GARAGE (TWO VIEWS)**

1 GARAGE EXIT

2 WEAKENED WALL

02.03

**WAREHOUSE LOADING AREA**

10 CAMERA (ALWAYS HERE)

11 CAMERA (FIRST RANDOM PLACEMENT)

12 CAMERA (SECOND RANDOM PLACEMENT)

13 CAMERA (THIRD RANDOM PLACEMENT)

14 ENTRANCE FROM GARAGE

15 ENTRANCE FROM WEAKENED WALL

16 MECHANIC'S SHED

17 ENTRANCE TO WAREHOUSE (MAIN DOORS)

18 ENTRANCE TO WAREHOUSE (SIDE DOOR)

02.04

**WAREHOUSE INTERIOR**

19 UPPER GANTRY TO ARMORY

20 KILLIAN'S DROPSHIP

21 TO STREET LEVEL

02.05-02.06

**STREET LEVEL (TWO VIEWS)**

22 WAREHOUSE EXIT #1

23 WAREHOUSE EXIT #2

24 SAFEHOUSE ENTRANCE

25 TO SUBWAY

26 BRIEFCASE

02.07

**SUBWAY COURTYARD**

27 ENTRANCE TO COURTYARD

28 DUCT ENTRANCE

29 EXIT TO SUBWAY TRACKS

02.08

**SUBWAY TRACKS**

30 ENTRANCE FROM INTERIOR COURTYARD

31 STAIRS ENTRANCE

32 EXIT

## EQUIPMENT LIST AND WEAPONS FOUND



"I hope you're ready for this, kid. That action you're after. You got it."

—Jack Dark

## PLAN OF ATTACK: OBJECTIVES

**PRIMARY OBJECTIVE:** INFILTRATE WAREHOUSE (PERFECT/DARK ONLY)

**PRIMARY OBJECTIVE:** RETRIEVE BRIEFCASE (ALL)

**PRIMARY OBJECTIVE:** MEET UP AT EVAC POINT (ALL)

**SECONDARY OBJECTIVE:** SABOTAGE ARMORY (ALL)

**SECONDARY OBJECTIVE:** DIVERT ENEMIES  
(SECRET/PERFECT/DARK ONLY)

## OVERVIEW

**LOCATION:** HONG KONG

**Zeigler:** "I need your help. Killian's trade wasn't about me, they wanted my research. It's dangerous stuff. Apocalyptic. It can't fall into the wrong hands. We have to get it back."

**Jack:** "You're in no shape to do anything, Zeigler. You're losing blood. We're getting you to a hospital."

**Zeigler:** "I'm not going anywhere without my research. Carrington's paying you, right? He wants the research too. Believe me, you'll help me, it'll be worth your while."

**Jack:** "Carrington's picking up the tab? That true, Chandra? When did we start returning his calls? I don't want his money."

**Chandra:** "We can't afford to say no, Jack. The meter's running and I'm billing by the bullet. You protect Zeigler, let Jo grab the case. You can meet up when I've secured the evac point."

**Jack:** "Are you crazy? Killian's at large, we've got an army of goons gunning for us, and you want to take on a job?"

**Chandra:** "It's chill. Zeigler's case is tagged. It's being held in a safehouse by an old subway station. I can guide Jo straight to it. C'mon, Jack, we need the money."

**Jack:** "You know I hate mission creep...hope you're ready for this, kid. That action you're after. You got it."

After a garage gunfight, choose from a number of plans to exit to an outer courtyard area where you deactivate security cameras and nullify guards. After figuring out a way into the warehouse, or the rooms adjacent to it, you can optionally destroy a building housing Triad weaponry before heading to the narrow streets of Hong Kong. Nearby is the safehouse, and once it is completely secure, you must enter, steal the briefcase, and immediately flee underground, battling enemies through a subway station. After causing two rival gang factions to attack each other, you finally reach the subway tracks, and board a wrecked train. Fighting through to the end, you must maneuver over the track, and back down to the evac point, and rendezvous with Jack and Zeigler.

## BATTLE TACTICS

### PRIMARY OBJECTIVE

INFILTRATE WAREHOUSE BEGINS!



Joanna takes the elevator down from the Triad chief's office and heads for the basement parking lot. As the door rolls back, it becomes obvious that the Triad gang members are planning an ambush: A quintet of bikers prowls the flickering darkness. Joanna readies her weapon for the confrontation to come....



## BIKER BATTLES

These biker boys won't hesitate to cut you down where you stand, so find cover as quickly as possible. As luck might have it, there's a group of blue barrels to the right; sidestep to them, then crouch and use your cover move to aim at the firing fiends.



## COOPERATIVE OPERATIVES



Player 1 is Joanna Dark. Player 2 is Chandra. Player 1 (P1) begins the mission standing directly in front of the enemies, behind the elevator. Player 2 (P2) starts the level standing just to the left of P1. A good plan is for both players to head left and take up positions at the front and rear of the van.



Zoom and aim at the incoming punk straight ahead of you, and drop him. Almost immediately scan left to another thug behind a wall support (see the second screenshot for his location). Bring him down, ideally with headshots, and then train your weapon on the

rear of a parked vehicle near the right columns (see the third screenshot).



The final two biker punks are more cunning, and they usually maneuver out from the right side, running behind the vehicles parked in this area. Blow the punks, the red barrels, or the vehicles up, then train your weapon on the foes and drop them.

## TIP

THE RED BARRELS ARE FOR EXPLODING AND BLUE BARRELS ARE FOR HIDING BEHIND. DON'T CONFUSE THE TWO!

## ADDITIONAL OPTION: PULVERIZE THE PARKING LOT

The other way to deal with the biker boys is to turn their hardware against them. Everything in this parking lot is destructible: Shoot the vehicles, motorcycles, barrels, or vans until they explode. You can use the wreckage as cover, but better yet, time the explosion so enemies get wounded in the splash damage. Using cars as bombs is an incredibly satisfying and spectacular alternative to the quick hits detailed previously.



## TIP

PICK UP ALL THE AMMUNITION THE ENEMIES DROP, PLUS THEIR NEW WEAPONS!

## COOPERATIVE OPERATIVES



Two players can catch all the enemies in crossfire, but don't wound your colleague in the firefight! Pay special attention to exploding vehicles and barrels; don't blow them up with your friend standing right next to them.

## EXIT METHODS

When the threat level has lessened, you must find a way to open the garage door leading to the warehouse exterior. There are three ways to achieve this.

## NOTE

THE SIDE DOOR IS ONLY LOCKED ON PERFECT AGENT AND DARK AGENT DIFFICULTIES.

## #1: KILLING FOR THE KEYCARD

The last enemy always drops a keycard that can be swiped at the exit switch up the ramp. Remember where you blasted this punk, and look for the keycard surrounded by a blue flame. Pick it up, and use it to open the door. You must find this key if you have the Locktopus with you.



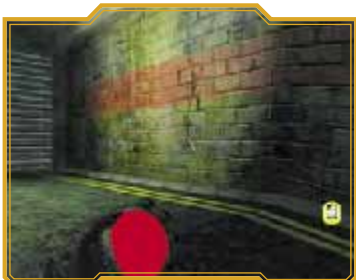
## #2: HACKING THE SWITCH



Exit the area with silent stealth and don't waste time rummaging through wrecked cars and strewn bodies for a single-use key. Produce your DataThief at the exit switch, hack into it, and the door opens.

## #3: TICK, TICK, BOOM!

If you want to alert every guard nearby while unlocking the warehouse door next to the garage, then look for the section of wall to the right of the garage door, and place a DemoKit on the crack. Once the explosion occurs, refer to section #4: Through the Wall Hole.



### PRIMARY OBJECTIVE

RETRIEVE BRIEFCASE BEGINS!

## CAUTION: CAMERAS

Unless you used a DemoKit, head through the garage door, and slow down as you reach a right turn and fencing. It's now time to infiltrate the exterior loading corridor, but four security cameras monitor the area. Three are randomly placed, and one is static. One could be on the fence wall facing you, or on the left as you move into the mechanic's courtyard.



### TIP

PLEASE REFER TO THE MAP TO LEARN ALL OF THE DIFFERENT CAMERA LOCATIONS.

Use a silenced weapon (or you'll attract attention and be overrun on higher difficulty settings) and creep around the corner. When you reach the end of the fence, keep your back to the wall (don't step into the open), and scan the maintenance bay wall for a possible camera. Then turn your attention to the mechanic.

## OTHER INFILTRATION PLANS

### #1: MECHANIC FAILURE

(Occurs during the securing of the exterior, prior to entering the warehouse.)



Do you have the DataThief? If so, you can stay in cover at the end of the fence, and plant a bullet into the mechanic's head. That way, you don't need to humor him.

After you've completely secured the area, you can return to the mechanic's shed and hack the power-lifter's controls with your DataThief. Follow the machine down the corridor, and into the warehouse. This is the easiest method.



## #2: MECHANIC SUCCESS

(Occurs just after the exterior guards have been slain, before the warehouse is entered.)



Once no cameras are looking at you, hide your weapons, and move to meet the mechanic. He takes a shine to you and gives you a rather creepy greeting.

Apply the appropriate response when prompted, after referring to the table below, and the mechanic activates the lifter for you. You can dispatch or ignore him afterward. Choosing the wrong response leads to a firefight, and a couple more guards at the warehouse entrance.



### MECHANIC RESPONSE CHART

Mechanic's Action	Response
Whistles provocatively	Charm
"Are you lost, little girl?"	Charm
"That was quick, I thought the mechanic was supposed to come in on the hour"	Bluff
"The guys want me to be on the lookout"	Threat
"Oh brother, look I don't want any trouble"	Threat



### #3: LOCKTOPUS PRIMED



Another way to enter the warehouse is by using the Locktopus on this door, adjacent to the main garage door. Do this only once the exterior area has been completely secured!

### #4: THROUGH THE WALL HOLE

(This is an alternate route into the exterior area before the warehouse is entered.)



If you used a DemoKit on the garage wall instead of opening the door, step through the rubble into a small corridor, while Chandra informs you that your detonation has all the enemies on alert. Turn the corner and shoot the incoming foe.

Watch for a camera—one of the three randomly placed ones—that might be over the doorway exit. Check it before you move into the courtyard. You're next to a load of containers. Watch for an enemy coming in from the left, and another on the opposite side of the courtyard. Bring them both down.



There's likely to be at least one more enemy coming down the street to your left. Bring him down, then destroy the camera in front of the garage door on your right, and any others you can spot (refer to the map for camera placements).

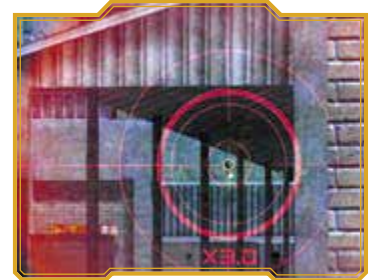
## TIP

DESTROY THE CAMERAS IF YOU DON'T WANT TO FIGHT EXTRA GUARDS.

Bring out a close assault weapon and check the containers to the right and behind you. A couple of foes lurk here. Once you're done, infiltrate the warehouse either by using the mechanic, or by going through the door you could have used the Locktopus on; it is unlocked after the earlier explosion. Once through the door, watch for two additional enemies on the stairs.

### WAREHOUSE ENTRANCE: STEALTH OPTION

When your mechanic plan is complete (or prior to the Locktopus plan if you do that), and before you activate the power-lifter, turn and face the warehouse corridor and sidestep behind the boxes in the mechanic's forecourt. Zoom in on the static camera with a silenced scoped weapon. Blast this device quickly.



Continue to remain undiscovered and sidestep left again to the set of boxes, and poke your head out on the left side of the street. An enemy patrols the section of ground in front of the warehouse entrance door. Execute rapid shots into his head. Continue this until he drops, if you missed the first time.



Another possible camera location is on the right overhang (shown), or attached to the left overhang at the end of the covering (not shown). Aim for the lens of the camera with a silenced weapon to deactivate it without causing a disturbance. Then tackle the patrolling guard on this right side of the loading area.



With stealth still a key to victory, maneuver down the left side of the corridor, remaining on the ramped concrete area near the left warehouse. Stop at the end and scan the buildings left and right for a camera, such as the one on this wall. Deactivate it.

## CAUTION

HAVE YOU DEACTIVATED FOUR CAMERAS BY NOW? IF YOU HAVE, THERE WON'T BE ANY MORE TO WORRY ABOUT.

## NOTE

GENERAL GUARD PATHS: ASIDE FROM THE MECHANIC, THERE ARE THREE DIFFERENT PAIRS OF GUARD PATROL PATHS, ONE PAIR OF WHICH ARE ACTIVE ON ANY ONE GIVEN PLAY-THROUGH OF THE LEVEL. IF THE PLAYER STEALTH KILLS ALL THE GUARDS, SHE WILL NEVER SEE MORE THAN THREE GUARDS IN THIS AREA. IF SHE ALERTS THE GUARDS IN THE CONTROL ROOM OVERLOOKING THE COURTYARD, THAT ADDS A POTENTIAL TWO MORE GUARDS THE PLAYER WILL ENCOUNTER. IF SHE ALERTS THE CAMERAS, THAT WILL ACTIVATE AN ADDITIONAL FOUR GUARDS.

## SECURING THE WAREHOUSE

(All plans end at this point, where you *either* enter the warehouse via the main door or the side door. The main door is the large garage; the side door is the steps leading up.)

Once the area is secure, you must enter the warehouse. Either use the DataThief to hack the power-lifter and follow it into the warehouse or use the Locktopus to unlock the wooden door next to the main warehouse entrance.

But just before you begin your warehouse assault, move to the right side of the door, into an area filled with containers, and work your way to the back of them. Inside the only open container is some much-needed ammunition for your SMGs. Usually, this takes the form of the DW-P5, located inside this crate.



## METHOD #1: FRONTAL ASSAULT

Once you have opened the **main garage door**, use the following, stealth-based infiltration that takes you all the way to the streets and the building with the briefcase.



Continue a subtle strategy by waiting outside the main doorway, stepping to the left, and looking for two talking guards inside the warehouse itself. Bring down both with a barrage of scoped rifle shots; keep firing as you're discovered after these takedowns! Then remain in place, and squeeze off a couple more rounds into the exploding cranium of a third guard who comes running in from the right.

Continue a subtle strategy by waiting outside the main doorway, stepping to the left, and looking for two talking guards inside the warehouse itself. Bring down both with a barrage of scoped rifle shots; keep firing as you're discovered after these takedowns! Then remain in place, and squeeze off a couple more rounds into the exploding cranium of a third guard who comes running in from the right.



Move your zoomed aim to the window above the ship in the center of the warehouse, and aim into the gloom; you're hoping to wing the guard inside that chamber. Do this immediately, then instantly drop your aim and bring down the foe jogging toward you from inside the warehouse. For a final takedown, remain at this position, and drop the foe in the same window, but left of the lighting fixtures.



Your extreme stealth execution ends when you take the feet from the foe standing on the gantry, on the left side of the warehouse. He's difficult to spot, so let your reticle turn red to ensure that you're aiming on him. Bring him down hard, pausing only to peg the guard appearing from the left wall on the ground floor. Check the door to the gantry above, then slowly maneuver into the warehouse.

## PRIMARY OBJECTIVE

INFILTRATE WAREHOUSE COMPLETE!



Prepare for the most vicious foe of all: an enemy on the gantry point with dual UGLs. Bring him down hard and fast. He's at the point shown. If he starts firing, strafe left into cover.



Scoot behind the crates on the left side, ignoring Killian, who leaves in his hovercraft. You'll deal with him later. If the UGL-toting foe needs damaging, pick him off from underneath the



gantry, firing upward. Check his body afterward to ensure he's dead! Then scour the warehouse for ammunition from the bodies before ambling to the refuse container in the far left corner. Climb the attached ladder.

## TIP

A SLIGHTLY SAFER METHOD OF TAKING OUT THE TWO GUARDS IN THE ROOM OVERLOOKING THE COURTYARD AT THE FRONT OF THE WAREHOUSE IS TO SNIPE BOTH OF THE GUARDS FROM THE MECHANIC'S SHED.

Enter the warehouse building interior, using the door on your right, and then move and open the door just inside. This leads to an empty room (if you took out the enemies as shown earlier). Turn 180 degrees as you enter, and inspect the gun case on the wall. Remember this for later; it has all the shotgun ammunition you'll ever need, but grab as much as you can carry now if you plan to do the Destroy Armory objective.



## TIP

FOR ANOTHER, EVEN SAFER METHOD OF MANEUVERING THROUGH THE WAREHOUSE AND ARMORY, OPEN THE DOOR LEADING TO THE CATWALK AND TAKE COVER TO THE RIGHT SIDE OF THE OPEN DOOR. PICK OFF THE GUYS YOU SEE THROUGH THE WINDOW TO THE UPPER-FLOOR OFFICE AND THOSE WHO CHARGE TOWARD YOU ACROSS THE CATWALK. ONCE THE UPPER BAD GUYS ARE DEFEATED, TAKE OUT THE GUYS ON THE LOWER FLOOR BY PEEKING AND SHOOTING, AIMING FOR ANY RED BARRELS THAT THEY'RE STANDING NEAR. BE SURE YOU USE YOUR COVER MOVE TO AFFORD YOU BETTER AIMING AND DEFENSE.

## SECONDARY OBJECTIVE

SABOTAGE ARMORY BEGINS!

## NOTE

WHILE THIS IS A SECONDARY OBJECTIVE AND NOT NECESSARY TO COMPLETE THE LEVEL, UNLESS TRYING TO COMPLETE THE LEVEL IN MINIMUM TIME, COMPLETING THIS OBJECTIVE IS HIGHLY RECOMMENDED. IF THE ARMORY IS NOT DESTROYED, YOU'LL HAVE TO FACE FIVE ADDITIONAL GUARDS, THREE WITH SHOTGUNS, AFTER RETRIEVING THE BRIEFCASE, AS WELL AS HAVE TO DEAL WITH GUARDS ALERTED BY AN ALARM.



As you're in the armory, it's relatively simple to sabotage. You do not need to investigate the window room (where you took down the foes from before) unless you're after the UGLs from the body of the guard you shot, and the cluster of grenades on the table

in the windowed room. Now head back to the initial room, and locate the two barrels. You have three options when destroying the armory:

## ARMORY DETONATION #1: TAKE OUT THE PIN, AND GRIN



The second plan is slightly safer. Bring out grenades (which you carried from earlier, or found in the windowed room of the armory), and lob one from this entrance, so it bounces through the open door and into the armory beyond. Take a step back.

## ARMORY DETONATION #2: TAKE OUT YOUR LIMPET, AND PRIMP IT



The third method is to move to this set of crates in the room with the shotgun rack, produce your DemoKit, and latch it to the boxes. Step back, ideally through the door next to the shotguns, and watch the fireworks.

## ARMORY TO ALLEY



A destroyed armory looks like this. The room is completely demolished. Continue to street level. It's not recommended to cross the flaming debris (back to the gantry and windowed room) because you'll take fire damage on your way across the beam.

## ARMORY DETONATION #3: DON'T COCK UP THE LOCK UP

There's another, almost entirely unexplosive way to seal up the Armory if you're equipped with the Locktopus. Simply move to the first armory door (near where the grenades were picked up), produce the Locktopus, and seal it. Then move to the room with the shotgun cabinets and seal that door.



## ARMORY DETONATION #4: BARREL BEATDOWN



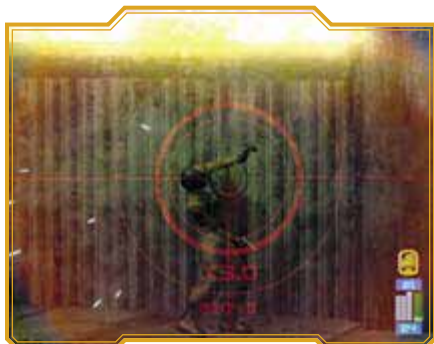
The first plan is to use any remaining barrels in the entrance room. Knock them over so they roll through the door into the room with the shotgun case. This is the armory. Make sure two barrels are inside, then step out of the room (important!), and blast them.

### SECONDARY OBJECTIVE

SABOTAGE ARMORY COMPLETE!

### TIP

THERE ARE TWO WAYS TO ENTER THE STREETS: VIA THE WAREHOUSE DOOR (TACTICS BELOW) OR VIA A SIDE DOOR AND PASSAGE. THE SECOND WAY THROUGH THE GRAFFITI-DAUBED ALLEY IS ACTUALLY SAFER, AS YOU CAN LURE GUARDS TO YOUR LOCATION, AND DISPATCH THEM WITH A SHOTGUN.



Head back down the ladder to the ground, and through the now-open warehouse door right next to the ladder, in the corner. Once through, you appear in a Hong Kong alleyway. You must nullify a number of enemies. Train your weapon on the thug walking on the other side of the street.



Step around the corner (or use cover by the lamppost), and aim down the alley on your left. Bring down the waiting guard in a hail of gunfire, and try to tag the enemy behind him, inside the building. Shoot through the glass window at him. If you aren't interested in stealth tactics, ignore the silencer. If you miss, retreat back around the corner, away from the exploding vehicles (that detonate when hit by enemy fire), and wait for enemies to rush you. Then bring them down with your shotgun.



There's likely to be at least one more enemy on the street, so head around the corner and blast him. Then move immediately to the right wall, and check the vehicle on your left from a stationary position to spot a hiding enemy. If you spot one, back up and deal with him. Then move in front of the blown-out window, and blast an enemy inside the building, if you didn't tackle him earlier. Enter the building via the door left of the window.

### NOTE

THIS COMPLETES THE FIRST ROUTE FROM WAREHOUSE GARAGE ENTRANCE TO MOVING INTO THE BRIEFCASE BUILDING.

## ARMORY DETONATION #5: UGL

Deploy one of the UGLs located throughout the level in the decoy min mode in the armory room, then shoot if from a distance.

## SECURING THE WAREHOUSE METHOD #2: AVOIDING THE GARAGE

The second route is available if you unlocked the **door adjacent** to the garage, but not the garage door itself. You can avoid completing the "Sabotage Armory" objective using this route, but it is safer. Or, you can try to achieve this objective via the upper gantry, which is much harder than the regular route.





Stand at the wooden door, and unlock it using the Locktopus. This is the other method of entering the warehouse, if you "accidentally" destroyed the mechanic and don't wish to use the lifter. Once the door opens, your objective is complete! Switch to close-assault weaponry.

#### PRIMARY OBJECTIVE

INFILTRATE WAREHOUSE COMPLETE!

#### PRIMARY OBJECTIVE

MEET UP AT EVAC POINT BEGINS!



With a full chamber of ammunition, move up the stairs. On the second flight, turn right, and aim your weapon under the table at the guard waiting at the exit door. Bring him down, and while he's getting up, plug a second guard running in from the right. Finish them both, then enter the door.

Turn right and immediately bring down the guard right next to you. Then descend the steps, and make an immediate left. Bring out your Locktopus at the door at the end, and unlock it. It leads to this graffiti-daubed alley. Switch to a scoped weapon.



#### OPTIONAL DETOUR: WAREHOUSE GANTRY

#### NOTE

YOU CAN CHECK THE OTHER WOODEN DOORS BEFORE YOU ENTER THE GRAFFITI ALLEY, IF YOU WISH TO BACKTRACK, TO CLEAR THE GARAGE AND ASSAULT THE ARMORY.



Instead of heading down the stairs to use the Locktopus, you can tear through the waiting guard at the top of the stairs, and then move to the door directly behind him. This leads to the gantry, and this is one of two routes to complete the sabotage armory objective. If you have entered the warehouse

through the side door and still intend to complete the Sabotage

Armory objective, clear the warehouse of enemies first. After moving up the stairs into the room with the view of the courtyard, take up position on the left side of the door across the room from the stairwell with your reticle lined up at about a 30 degree angle to the door, then open the door. You should see an enemy right in your sights as soon as you open the door, and possibly another enemy standing along the wall you will be facing just out of view around the doorframe.

Take up position with a close combat weapon such as the shotgun in the corner behind the railing over the stairwell and across from the door leading to the gantry. Watch for enemies coming through the door (usually two to three) or up the stairs (usually one to three at this point) and dispatch them as soon as the opportunity presents itself. Pay close attention to what you hear, as generally any doors opening means you're going to see one or more of Killian's lackies in the next few moments.

After dispatching the immediate threats, move to the gantry doorway. Open it and immediately take cover along the door frame's right side. From this position, you can safely snipe the two guards across the way in the windows of the armory, and take out any guards that may linger on the gantry with a combination of sniper and shotgun fire, as the situation warrants. While in this position, continue listening closely, since the sound of an opening door usually means you'll have a guest coming up the stairwell who will need looking after with extreme prejudice.

Once the upper level is cleared of threats, scan the floor of the warehouse for targets. You should be able to snipe at least one or two guards this way. Now, you can either continue along the gantry and snipe enemies as you see them, or head downstairs and take out the remaining contacts with a slightly more brutal weapon. After the warehouse is clear, you can go sabotage the armory in peace.

#### TIP

MAKE SURE YOU HAVE A FULL COMPLEMENT OF AMMUNITION FOR BOTH WEAPONS; YOU'LL NEED IT!

#### SECONDARY OBJECTIVE

SABOTAGE ARMORY BEGINS!



Open the door, then immediately zoom in on the window of the building directly opposite you, and slightly right. Bring down the waiting guard as Killian leaves in his craft.

The best bet is to cut down the two enemies that come running at you from the door opposite. Bring them down, and hope you don't get fatally wounded as you go. Roll to ensure that enemies elsewhere can't target you. Dive through the door, facing right, and shoot the enemies inside the windowed room immediately.



Wait for your shock damage to heal, then enter the windowed room, blasting a third enemy in here. Seek safety in the box room beyond before peering back through the shattered window in the previous room, and blasting around four enemies on the warehouse ground below. Use cover at the window sill.



## SABOTAGE ARMORY

The area is reasonably secure. Move immediately past the box room, optionally taking grenades from the table in the windowed room beforehand. You can now complete the "Sabotage Armory" objective using either barrels, grenades, or your DemoKit (as detailed earlier). Once done, escape to street level.

## COOPERATIVE OPERATIVES



You can use any of the methods of entering the warehouse while playing with a friend. One of the most entertaining (but dangerous) plans is to have one player (in this case P2) waltz through the main garage doors while the other player (P1) follows behind and blasts foes at opportune moments.

## BRIEFCASE CAPER



If you ignored the Sabotage Armory plan, you have successfully circumvented the warehouse! Continue to remain at range for safety's sake as you reach the streets. You are opposite the building with the briefcase in it, so begin a careful assassination

of targets. Drop the foe standing at the window above the door. Then tag the guard in the room to the right (you can just make him out through your scope). Then finally tag a third guard on the second floor window to the right.



Move to the corner, and either sidestep out or use cover to peer out into the street. If you haven't attracted attention (use silenced scoped shots!), check the enemy out right of the vehicle, and quickly eliminate him. Quickly sidestep left to the lamppost, and train your weapon on the patrolling guard at the end of the street. Be quick before he turns and spots you. Tag him from behind, then enter the building. Watch for a foe behind the table as you enter.

Chandra chimes in, letting you know you're near the briefcase, so continue your sweep of this building. Head through the door on the left wall, and climb the steps. At the hallway on the second floor, check the first door on your right. Enter this room, and check the corner for Armor.



small console right of it (he's armed with a shotgun, so he's dangerous to ignore or forget about). Naturally, there's more than one way to unlock it.

Go back down the stairs; the second floor rooms are superfluous to your plans if you are using the DataThief. At the base of the stairs, move through the other door you haven't used yet. Sidestep facing right, and blast a waiting punk (there may be two) inside a small room near a safe door with a



## CRACKING THE SAFE DOOR #1: DATATHIEF



The easiest (and quietest) method of unlocking this console is to hack into it with the DataThief. Then the door swings open.

## CRACKING THE SAFE DOOR #2: CABINET SHUFFLE

If you can't or don't use your DataThief, you must locate a set of safe keys. Head upstairs, past the room with the Armor in it, and to the area at the far end. There's an enemy here if you didn't tag him at the window. Once you've secured the room, search all six cabinets. One of them randomly has the safe keys. Return to the safe door to unlock it.



## CRACKING THE SAFE DOOR #3: REMOVING THE WALL



If this whole "stealth" plan isn't your idea of getting the job done, and you're carrying a DemoKit, head to the room adjacent to the safe door, and search for the crack in the wall. Attach a DemoKit to it, and step back. That noise attracts more enemies than usual.

## AN OPEN AND SHUT CASE



Once you've opened the safe door (or blasted a hole alongside it), check the shelving in the middle of the wall. The briefcase is yours! Naturally, your antics are attracting attention; it's time to leave with your spoils of war.

### PRIMARY OBJECTIVE

RETRIEVE BRIEFCASE COMPLETE!

## COOPERATIVE OPERATIVES



Obtaining the briefcase is slightly different with two players. Radio to each other regarding who does what, and then engage! In this plan, P1 moves upstairs to the room with the filing cabinets in it. P1 brings down the waiting foe in the corner while P2 secures the room adjacent to the safe door, and employs one of the aforementioned techniques to reach the briefcase.



Once the building interior is clear (and optionally after P2 unlocks the quick route to the gates), P1 should move to this control panel (which only appears in co-op mode), and activate it. This releases a vertical laser bar guarding the briefcase, and allows P2 to steal it. As soon as you spot the guards in the mini-screen, you've completed this task. The rest of the mission is the same as the single-player experience, but with more crossfire opportunities.

## ESCAPE ROUTES

As soon as you've stolen the briefcase, reinforcements carrying shotguns start to arrive in the streets, and they can seriously hamper your progress. Leave immediately! These enemies do not appear if you succeeded in completing the Sabotage Armory objective earlier.

## TO THE SUBWAY: VIA THE STREET



Chandra has plotted a path of escape through the subway system, but enemies are incoming, and you must leave immediately (especially on the higher difficulty settings). Backtrack out of the building and into the alley. Then look for this opening left of the ceremonial arch. It leads to the subway entrance. Pass through the open gate, and move quickly down the steps. Wait at the trash bin on the inside right corner.

## TO THE SUBWAY: VIA THE BUILDING



Warning! This only works if you have the Locktopus. Do this *before* you snatch the briefcase! Enter the room adjacent to the safe door, where you took out one or two enemies. Use the Locktopus on the door at the end but don't open it. Return and grab the briefcase, then move to this door. Exit it and turn left; you're next to the subway gate! However, watch for a patrolling guard before you pass through the gate.

## ENEMY DIVERSIONS

### SECONDARY OBJECTIVE

DIVERT ENEMIES BEGINS!

### TIP

THE BIKER PUNK FACTION HAS SHOTGUNS FOR THE ENSUING CLOSE-QUARTERS BATTLE BETWEEN THE TWO GROUPS, GIVING THEM THE UPPER HAND. AFTER YOU SET THEM OFF AGAINST EACH OTHER, SNIPE TWO OR THREE OF THE SHOTGUN-TOTING GUARDS FROM THE BALCONY. THIS USUALLY EVENS OUT THE FIGHT, LEAVING YOU TO DEAL WITH TWO OR THREE DW-P5 TOTING GUARDS INSTEAD OF THREE OR FOUR ENEMIES WITH SHOTGUNS.



The new secondary objective comes into play in a moment. Move quickly but carefully in a wide circle around the first corner at the bottom of the stairs until the player can snipe the guard on the phone, then move to the corner opposite the phone and take cover there, lining up and quickly picking off the two guards behind the concrete barrier with silenced headshots.

### CAUTION

WATCH OUT! THE DUAL-WIELDING ENEMY THROWS ONE OF HIS WEAPONS DOWN BEFORE HE DIES. DO NOT PICK UP HIS UGL—IT IS A DECOY MINE THAT CAN SERIOUSLY DAMAGE YOU! IF YOU SEE A UGL ON THE GROUND, SHOOT IT FIRST FROM RANGE TO ENSURE THAT IT ISN'T A BOOBY TRAP!



Follow the winding subway tunnel around to the left, until you reach this set of gates. Switch to a silent weapon if possible (so enemies down below don't hear you), and "pick" the two locks on the gate. After both are destroyed, the gate swings open. Pass through.



The new secondary objective comes into play in a moment. Move quickly but carefully in a wide circle around the first corner at the bottom of the stairs until the player can snipe the guard on the phone, then move to the corner opposite the phone and take cover there, lining up and quickly picking off the two guards behind the concrete barrier with silenced headshots.

## DIVERTING ENEMIES #1: LIGHTS OUT

Once inside the small office with the red lighting, check the left wall for a power box, and produce your DataThief. Hack into the circuitry, and turn out the lights down below. This causes bedlam, and both factions begin a bloody battle.



Stand by the window and watch the ensuing carnage from your vantage point until the glass gets shattered. Then back up, take cover, and begin to finish off the remaining forces. One foe stands by the tunnel entrance on the right, and around three others mill about on the ground just below.

## DIVERTING ENEMIES #2: DECAPITATION

For this plan, also go down the duct to the office, but instead of turning out the lights, wait at the window, crouching, and aim at the head of any foe. The best fellow to decapitate is standing at the tunnel entrance. A simple headshot brings him down and starts the battle, but it also reveals your location. Back up!





### DIVERTING ENEMIES #3: CREATIVE WEAPON USE

There are other creative ways to initiate a turf war. You can lob a Falcon's firecracker over the railing and listen to the battle rage below without ever having to expose yourself. During a subsequent replay, try using the Psychosis Gun or the Flashbang to achieve this objective.



### DIVERTING ENEMIES #4: EASY WAY OUT

After passing through the "unlocked" fence, move to the escalator on the left and duck. Move down the elevator, looking down the stairwell and to the right over the sidewall of the escalator toward the subway courtyard until a head in a doorframe comes into view. Snipe the head.

#### SECONDARY OBJECTIVE

DIVERT ENEMIES COMPLETE!

### EXTRACTION ACTION



Crawl back up the duct to the main balcony overlooking the now-empty forecourt if you took this route, and move left, around the side to the hole and crack in the balcony fencing. Drop down onto the ground below.

If you blasted foes from the balcony and didn't use the duct, don't drop down via the hole. Instead, move along the left balcony, following the tunnel as you descend to the tunnel entrance. This is a good spot to bring down stragglers; usually in the tollbooth across from you.



Quickly deal with any remaining hold-outs (usually around the corners of the arched exits), and then jog through the bodies collecting ammunition. When you're done, head through the arch that's opposite the office you crawled to. Turn left, and look for the blue-lit tunnel steps down.

#### SIGHTSEEING: THE MONOCLE-WEARING CAT

Before you head to the subway train, make sure you take in the special calendar hanging inside the tollbooth. Odd isn't the word. Catastrophic is!



Perform quick, effective takedowns at the base of these steps as you reach a derailed subway train. Swing left at the exit, pointing your scoped weapon at a waiting guard, and bring him down immediately. Then strafe right until two train guards appear in your scoped line of sight. Unload on them before they wing you! Then run right, move your sights, and fire. They meet a third guard, and if you haven't brought them down, retreat up the steps, firing, then slowly head down, aiming with your scope at guards as you go.

With the first three train guards removed, rush to the concrete barrier at the escalator base, and swing left, aiming into the train carriage. In the next carriage along, a couple of guards are likely to be running in to help their fallen friends. Drop them at once.



At the top of the stairwell, duck and move down until the roof of the subway car is just visible below the top of the arch of the stairwell. Look left: there is a patrolling guard that moves into view from behind the wall. Snipe him in the head. Killing him will bring two of his friends down into

the last subway car, directly in front of you. You should be just out of sight of them, but you can catch them in the chins for an easy kill.



Now move to the bottom of the stairs, keeping your reticule right on the edge of the right wall, watching for enemies in the train. The first one should be visible through the end of the nearest car, in the near end of the next car. He's got body armor, but even if he sees you, you should be able to catch an

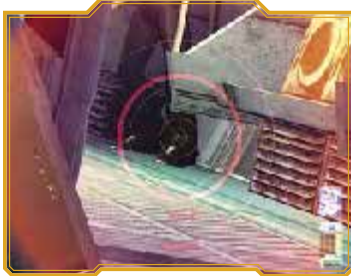
easy headshot, as he has a hard time shooting through all the wreckage in front of him.





Now track along the inside wall of the second subway car until you see the body of a guard in a white shirt. He'll be wearing a helmet, so body shots are the way to drop him.

Now look down the third car. There may be an unarmored head to shoot just visible through some smoke, and another further down toward the end of the car. A third guard wearing a helmet will be standing inside the first set of doors on the near side of the last car of the train. Shooting any one of these guys will most likely send the other two (plus an additional guard you can't see yet) running down the train toward you, so line up the two unarmored heads for quick takedowns, then draw out the helmeted guard and take him with body shots. Look along the bottom the third subway car for one or two pairs of feet. Snipe the feet till they stop moving. If there is only one set of feet, there will be another helmeted guard standing in the last third of the last car.



After clearing all visible guards on and near the train, scan up to the overpass walkway at the far left end of the platform area. There may be a guard you can see there for an easy headshot. Killing him will usually bring two others out onto the open part of the walkway to get a similar treatment. If you don't see a guard immediately on the walkway, walk to the second-to-last alcove along the left wall of the platform. Take cover inside here and scan along the walkway. You should be able to see the top of a head poking out just over the right side of the walkway wall. Put a round in this guy. This may bring out his friends for similar treatment. If it does not, head back to the other end of the train and enter the train.



you can just get a headshot on him, or charge down the car and blast him with your shotgun.

If you've managed to keep the guards from spotting you up till now, head into the train with a scoped weapon; otherwise, a shotgun is probably a better choice. At the end of the first car, look diagonally across the second car to the end of the third and zoom. You should be able to see a guard there. Move until



Now take out your shotgun and charge to the end of the train. Rush out of the train and quickly look right for an enemy, then move up onto the platform and take cover in one of the alcoves. From cover, give the walkway one more scan for targets and take them out if you see them. Take the shotgun out

again and move to the doorway. Take cover on the right side of the doorway without moving in front of the doorway first. There will be one or two enemies within sight from cover. Line them up and blast them. Exit cover, then hide around the right side of the doorway until another enemy comes in to view. Blast him. There should not be more than three guards stationed in this room, but occasionally other guards will come down the stairway to the left.

Now that that room is cleared, look toward the wall opposite the doorway you came in and sidestep through the door to the left, looking up as you do. There will be one (possibly two or three) guards on the stairwell in front of you in your sights. After dispatching them, move up the stairwell and around the corner.



## TIP

ONCE THROUGH THE DOORWAY, RELOAD BECAUSE YOU'LL NEED ALL THE BULLETS IN YOUR CHAMBER FOR THE STAIRS ASSAULT! BEWARE! THERE'S OFTEN A GUY HIDING JUST BEYOND THE DOORWAY AT THE TOP OF THE STAIRS. DON'T LET HIM GAIN THE UPPER HAND!

## AND YOU'RE OUT



Now just descend the opposite stairwell, emerging at the evacuation point. Turn left, and bring down the running guard on the tracks behind the mesh fence. Once he's down, simply move to the arched exit with the iron pipes snaking out of it.

## PRIMARY OBJECTIVE:

MEET UP AT EVAC POINT COMPLETE!

The rendezvous with Jack, Joanna, and Zeigler is complete. The briefcase appears to hold some very sensitive information that could work to your team's advantage. Zeigler's certainly happy to have his research back in his sweaty hands.





# MISSION 03. ROOFTOPS ESCAPE

## AREAS OF INTEREST



03.01



03.02



03.03



03.04



03.05



03.06

### LEGEND

#### 03.01

#### SKYSCRAPERS PART #1

① ZIPLINE

② ZIPLINE

Ⓔ COMMS TRANSMITTER

#### 03.02-03.03

#### SKYSCRAPERS PART #2 (TWO VIEWS)

④ ENTRANCE TO FIRE ALARM (JACK ONLY)

⑤ PIPE TO SKYLIGHT

⑥ WALKWAY TO SNIPING POINT  
(COVERING JACK)

⑦ SNIPING POINT (JOANNA)

Ⓔ JACK'S BUILDING ASCENSION LOCATION

#### 03.04

#### FIRE ESCAPE ROOFTOPS PART #1

⑨ LIFT SWITCH (JOANNA)

⑫ ZIPLINE

⑪ LOCATION TO ATTACK KILLIAN FROM

⑫ JUMP DOWN TO WATER VAT

Ⓔ KILLIAN'S DROPSHIP (FIRST ATTACK)

#### 03.05

#### FIRE ESCAPE ROOFTOPS PART #2

Ⓔ WATER VAT

⑫ TOP OF BUILDINGS TO SKYLIGHT,  
AND EXIT

⑤ SEWERS (JACK ONLY)

#### 03.06

#### KILLIAN BATTLE (DOCKS)

⑤ RENDEZVOUS POINT (START OF BATTLE)

## EQUIPMENT LIST AND WEAPONS FOUND



"Nervous hands can't aim a gun, kid. Stick with me, you'll be fine. And whatever you do, don't get separated!"

—Jack Dark

## PLAN OF ATTACK:

PRIMARY OBJECTIVE: ASSIST JACK (ALL)

PRIMARY OBJECTIVE: OPEN FLOOD GATES (PERFECT/DARK ONLY)

PRIMARY OBJECTIVE: ESCAPE TO EVAC POINT (ALL)

SECONDARY OBJECTIVE: JAM ENEMY COMMS (SECRET AND PERFECT/DARK ONLY)

SECONDARY OBJECTIVE: NULLIFY KILLIAN (ALL)

## OBJECTIVES OVERVIEW

LOCATION: HONG KONG

**Jack:** "What did I tell you, Chandra? You take on a job, we lose Zeigler, I'm left with nothing but a headache for our trouble."

**Chandra:** "Back off Jack, I'm running mission assist, not a complaints line. And for the record, I really don't like being this close to the action myself. I wanna get outta here too."

**Chandra:** "I'm with the powerboat at moorings half a click south of your insertion point. Get over the rooftops, down the buildings, and through the storm drain that leads here."

**Chandra:** "It's gonna be tough. Comm net's buzzing with activity. Killian and the suits are scanning the area. If you want to stop 'em coordinating intel you gotta jam their comms."

**Chandra:** "Shoot the shielding off any coolant fans or boost power to the cell phone masts to kick up a static storm. I'll power up our signal so we can stay in touch."

**Jack:** "You okay there, Jo? Nervous hands can't aim a gun, kid. Stick with me, you'll be fine. And whatever you do, don't get separated. C'mon, we're going home."

Joanna must take down a series of snipers from rooftops opposite her starting location, then move along a wooden scaffold, climb a ladder, and deal with another trio of guards while keeping an eye on Jack's progress on the ground below. After jamming the enemy communications via DataThief or simple explosions, Joanna works carefully along the rooftops, blasting foes, then helping Jack by offering him covering fire. As he reaches a glass-windowed building and ascends, she should snipe the incoming guards before lowering a window-cleaning platform to him. Next, she temporarily stops Killian's aircraft before heading up a fire escape to open some flood gates, then scales more steps, defeats additional guards, and finally descends to a sewer outflow tunnel and drops into a dockside duel with Killian and his goons.

## BATTLE TACTICS



Joanna and Jack appear on the rooftops and take evasive maneuvers as Killian snipes at them from his dropship. Relieving the pilot of his duties, Killian arms the missiles and destroys a bridge, splitting the duo up. Jack lands with a thud into a trash bin below.



As the action begins, you must deal with your own enemies, usually snipers scattered on far rooftops, before you assist your father with his problems down below. Switch to a scoped weapon, and run forward to the edge of the balcony you're on.







There are three threats to nullify immediately. The first is directly ahead of you, on the right side of the skyscraper (first picture). The second enemy is at the same height level, slightly closer in, to the right (second picture). As Chandra continues to chatter, focus on the third

enemy, sniping from the wooden planks of the scaffold attached to the building on your right. Move forward and right slightly, and look over the edge a little to spot him.

## TIP

REMEMBER THAT YOU HAVE RADAR IN YOUR SCREEN'S TOP-RIGHT CORNER. THIS CAN BE INVALUABLE IN SEARCHING FOR FOES FIRING AT YOU FROM VANTAGE POINTS YOU COULDN'T OTHERWISE SEE EASILY. IF YOU'RE STUCK, AND ENEMIES, INCLUDING KILLIAN, ARE AROUND YOU, CHECK THEIR POSITION.

## COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark. Player 2 (P2) is Jack Dark. Cooperative play differs greatly from any of the other missions, as P2 takes the role of Jack Dark and must take an entirely different route through all of the mission. He begins by the trash bin in an exterior parking lot. Joanna (P1) starts high on the balcony, as usual.

## COOPERATIVE OPERATIVES (CONT'D)



While P1 begins to tag the snipers on the roof and blast the coolant loaders, P2 should take down the three enemies directly ahead. Blast the barrel behind the right-side enemy, and use the vehicle on your right as cover.



P1 should have taken care of all the snipers and should assist P2 by mopping up the remaining forces. P2 should meanwhile continue to blast the foes in the initial parking structure. With covering fire offered by P1, charge the forecourt and tackle the remaining foes, including the one behind the left vehicle. Watch for vehicle explosions!



The moment your immediate targets are downed, step left, and peer right over the balcony to the ground below. Jack is fighting his way through ground-level courtyards with limited success. Bring out the sniper rifle and deal with the first two guards near the vehicle.

Then cut down the final foe to the right, hiding behind a crate. Now decide whether to complete the "Jam Enemy Comms" objective now or later. If you choose to do it later, skip the following two options and make sure you take the third option, described later.

## SECONDARY OBJECTIVE

JAM ENEMY COMMS BEGINS!

## TIP

JACK CAN JAM ENEMY COMMS BY USING THE DATATHIEF ON A CENTRAL PANEL OR THE DEMOKIT ON COOLANT LOADERS. THESE ARE LOCATED BETWEEN THE FIRST AND SECOND GROUPS OF GUARDS.



## COMM GET SOME PLAN #1: DEMOKIT

Behind you are three coolant loaders. If you have a DemoKit, attach one to the middle fan and blow it up. This blows up all three coolant loaders here, and Chandra radios in to tell you that the enemies will be disorganized later on. This jams the comms instantly without additional zipline work.



## COMM GET SOME PLAN #2: BULLETS

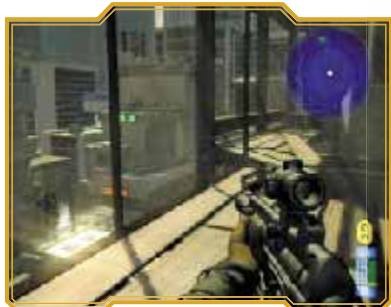
Of course, if you're carrying a different gadget, there's always the two-bullet blast; simply shoot two rounds of gunfire (DY357 only; the DW-P5 takes around eight shots), into any four coolant loaders to complete the task without a DemoKit. After taking out these three, you need to take out one more on another rooftop. To save ammo, you can also use the melee attack to destroy them.



### SECONDARY OBJECTIVE

JAM ENEMY COMMS COMPLETE!

## WOODEN ACTING



After the comms have been effectively shut down, step right, off the balcony, and drop down onto the wooden scaffolding area. Maneuver along, and watch for the hole to the right. Avoid it and climb up the metal ladder, and move along to the end of the wooden area. Stop by the corner of the wall.



You can hear shouts, so use the corner of the wall as cover, and aim your target reticle over the goon hiding behind the low wall. Peek out, gun him down with headshots, then quickly duck back behind cover. Do this immediately so you can focus on the second goon, who's blasting your area from the right side of the enemy forecourt. Take him down next, then the third enemy ascending the stairs in the middle.

The third guard may prove annoyingly difficult to kill. Step out

### TIP

NOW THAT YOU'RE ENCOUNTERING MORE ENEMIES WITH ARMOR, CHECK OUT THEIR CLOTHING—NOT FOR FASHION TIPS, BUT TO SEE IF THEY'RE WEARING HELMETS OR BODY ARMOR. IF THEY HAVE HELMETS ON, AIM FOR THE TORSO. IF THEY HAVE BODY ARMOR OR NO ARMOR, STRIKE THE HEAD.

of your cover position, especially if he moves toward you, and battle him. He usually escapes down an exterior set of steps to the next building. Coincidentally, this is the route you must take. Follow him down here, and dispatch him.



## ALTERNATE ROUTE: I'VE FALLEN AND I CAN GET UP

What happens if you accidentally fall through the hole in the wooden scaffold platform before the three-guard firefight?



Then the action becomes slightly different. You land on the floor below. Move forward to the door on the right wall. With a full clip, enter, and swing right. Cut down the waiting guard at the base of the stairwell. Aim for the head. A moment later, a second guard appears.

Shoot him in the torso, using the stairwell underside as cover.



Now climb the steps to the balcony at the top. This is where the three enemies stand when you're taking the regular route. At the final set of steps, turn and run backward up them, then sidestep left and gun down the first guard, then turn right and tackle the second. If you're being outmatched, retreat down the steps to cover.



## SNIPER'S NEST



Pass the door, sidestep left up the steps, but don't reach the platform just yet. Instead, look directly right, at the far building opposite, and use the nearby railing as cover as you scan the area for foes. Plug the guard running at you, then take out the second one coming in from the left, or sometimes behind the first. Headshots are the best policy here.

With the two enemies on the opposite building downed, move to the far left edge of the balcony you're on, and check out the body of a fallen thug (he's the second foe you tagged from your initial vantage point). He's carrying a Jackal sniper rifle, which is handy as you're just in time to help Jack out. You haven't forgotten about him, have you?



Jack needs your help again, so peer off the balcony's edge, and line up your scoped weapon (which doesn't have to be the sniper rifle), plugging at the heads of both foes. Seconds

later, an enemy APC skids into the courtyard below, and more enemies appear. Aim quickly and efficiently, and plug away at the two foes on the vehicle's right side, and the two behind the vehicle. Explode the barrel on the right wall to help scatter your foes, and help Jack out.

## TIP

YOU CANNOT BLOW UP THE APC THE ENEMIES ARRIVED IN, SO LOCATE ALL THE FOES THAT DISEMBARKED AND DROP THEM.

## PRIMARY OBJECTIVE

ASSIST JACK BEGINS!

## NOTE

THIS BALCONY, ALONG WITH THE CONCRETE TUBE, ALSO HAS A TOTAL OF FOUR COOLANT FANS. SHOOT OR EXPLODE ALL FOUR OF THEM TO COMPLETE THE JAM ENEMY COMMS OBJECTIVE, OR USE THE DEMOKIT ON THE CENTRAL ONE FOR INSTANT RESULTS. TACTICS FOR DESTROYING THEM ARE DETAILED AT THE BEGINNING OF THIS LEVEL.



Jack can mop up the last couple of enemies, but don't chance it; take them all out. As Jack mumbles about Zeigler, return to the balcony with the stairwell, and use the zipline. Scoot across.

Dash to the top of the fire escape steps. You're on a balcony; it's actually where you shot your first enemy, and the foe's Jackal sniper rifle is there. You can pick it up, and this is another spot where you can cover Jack (although it takes longer to get here). However, you can disable the comms from here, if you haven't already completed this objective.



## COOPERATIVE OPERATIVES



While P1 takes care of the three foes on the balcony, shoots more foes across on the far building, and then finally comes to Jack's aid by shooting down off the balcony edge, P2's plan of attack is a little different. Head up the ramp, and hide behind the car. Three foes are at a small hut across from you. Bring them all down, charging the last one.



While P1 continues to assault the upper balconies, P2's job is to run to the hut, and take up a defensive posture (optionally using the cover function) while bringing down a trio of thugs appearing from an incoming vehicle. Keep moving between the corner of the hut and the barrier at the shallow ramp, and aim for the barrel to down all enemies at once.



While P1 optionally looks over the edge of the balcony to help you, or else takes the zipline to shut off the radio mast with the DataThief, P2 should finish the confrontation with the parking lot attendants. Notice the second barrel near the scaffold? That helps your progress immensely! Don't stand near the exploding barrel to the right of the shallow ramp. Hide behind the vehicle as you bring down the final guards. When you're finished, P2 should open the door on the right wall, visible in the second screen.

## COMM GET SOME, PLAN #3: DATATHIEF

### SECONDARY OBJECTIVE

JAM ENEMY COMMS BEGINS!



The main reason for coming here is behind you. The enemy comm tower is here, and next to it is a computer terminal. If you didn't already jam the comms, now is the time to do so. Bring out your DataThief and hack the terminal, shutting down the tower. This not only completes an objective, but causes fewer enemies to spawn later into this sortie. Now use the zipline on this balcony to reach the one with the concrete cylinder on it.

### SECONDARY OBJECTIVE

JAM ENEMY COMMS COMPLETE!

## PLAYING CATCH-UP

Back on the balcony, there are two ways to catch Jack up and head downstairs:

### GOING DOWN: TAKING THE TUBE



Switch to a close assault weapon, and dive through the concrete tube to a roof window. Blast the glass, then shoot the enemy inside. Reload, and drop in.

You see a set of exit steps and a guard running to meet you. Drop him with multiple rounds to the torso (see why you needed to reload?). The picture at right shows Joanna using cover, but this isn't actually advisable as the enemy runs to meet you; try it only if the foe is far away.





## GOING DOWN: DUCT FOR COVER

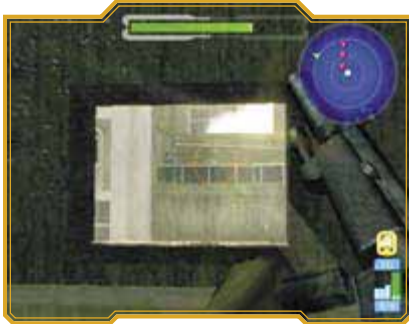


Instead of clambering through the tube, you can return to the door between the two balconies, and check the area to the right of it. Smash open a low duct, clamber through, and follow the duct to another cover. Smash it, and continue until you reach this duct exit.



Smash it open, drop down, and surprise the two guards in this chamber. This is the same room you dropped into through the window if you took the first route. The guards usually retreat to the steps, so bring them down for a final time at this point.

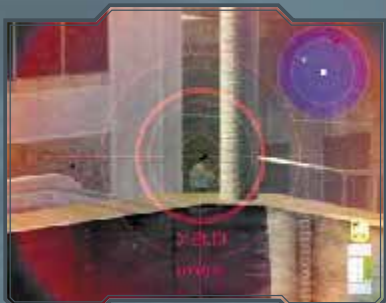
## SNIPING STRAGGLERS



You aren't free from sniper fire just yet! Head down the steps where the guard came from, but look left, through the windows, and train your scoped weapon through the last window on the left. Take out the unarmored guard across on the opposite roof.

### TIP

YOU CAN TAKE DOWN THIS ENEMY MUCH EARLIER TO AVOID BEING AMBUSHED LATER. CROUCH BY THE CONCRETE TUBE ON THE ROOF, LOOK FOR THE FIGURE, AND SHOOT HIM IN THE HEAD. THEN ACCESS THE ROOM BELOW.



## NOTE

### OPTIONAL M60: LOCKTOPUS

THE AREA BEYOND WHERE THE SECOND GUARD CAME RUNNING FROM ENDS AT A LOCKED DOOR. HOWEVER, IF YOU BROUGHT THE LOCKTOPUS, YOU CAN OPEN IT, QUICKLY NULLIFY THE FOE INSIDE, AND FIND THE UNWIELDY BUT DEVASTATING M60! SWAP THE DW-P5 FOR THIS DURING THE REST OF YOUR MISSION. THE ROOM ALSO CONTAINS DW-P5 AMMO.



Head back to the room where you dropped in on the two guards, and take the skybridge across. This is the other route out of the room. At the far end, take the right door, and the one directly in front of it. You appear next to the slain sniper.

It's time to help Jack out! If a second screen appears showing Jack being wounded by enemies, hurry the hell up! The first area to train your scoped weapon on is the lower-right area of the half-built structure opposite. Bring down three punks shooting your pa.



### TIP

THE JACKAL IS ONE-SHOT/ONE-KILL, BUT IT RELOADS SLOWLY SO JACK CAN BECOME VERY PRONE TO FOES, ESPECIALLY IF YOU MISS ONCE OR TWICE. MANY OPERATIVES PREFER TO COMPLETE THIS SNIPING OBJECTIVE USING THE DWP5 OR P9P, BOTH OF WHICH HAVE ADEQUATE SCOPES, A FAST RATE OF FIRE AND FASTER RELOADS. SHOOT THE FOE ONCE IN THE TORSO SO HE DOUBLES UP IN PAIN, THEN FINISH WITH HEADSHOTS. HOWEVER, YOU JUST NEED TO INJURE THE ENEMY ENOUGH THAT THEY CAN'T GET A BEAD ON JACK, AND LET JACK FINISH THEM OFF WITH HIS MAGNUM.





The structure that Jack is moving through is three floors tall, and Jack moves right to left, up a floor, left to right, up a floor, and finally right to left. Aim slightly left of middle and drop two waiting guards through the glass windows as Jack reaches the second floor.

Follow Jack's path as he runs all the way to the right, and once he's climbing the final set of steps, blow up the barrel on the top floor when the guards move into position. This takes out two nearby enemies. Then trace the corridor left, dropping two more incoming foes before they get a bead on Jack. Headshots are recommended.



As soon as the open structure that Jack's climbing has been emptied of enemies, you can use the zipline and slide over to the building opposite. Turn around after you land, and activate the cleaning rig per Jack's instructions. Switch the sensor on to complete your first primary objective.



## COOPERATIVE OPERATIVES



Ascending the half-built structure with two players requires patience and excellent radio contact. P1 should finish up all tasks in the area below the concrete tube, and head to the vantage point to provide covering fire for P2. Meanwhile, P2 should wait at the top of the interior stairs, and once P1 is in sniping position, P2 should blast the fire alarm.

## COOPERATIVE OPERATIVES (CONT'D)



This opens the fire doors, allowing P2 access to the snaking pathway up the three levels. While P1 provides sniper fire, P2 should maneuver along the corridors, blasting any enemies. For greater accuracy and less wounding, use radio contact to indicate which enemy you're aiming for.



When you reach the third level, there's a large congregation of enemies, so take them out with a barrel explosion. P2 should take care not to get caught in the blast, and P1 should learn where Jack is (your target reticle turns green when he's in your sights) so you don't accidentally take out your father!



While P1 heads down the zipline to activate the cleaning rig, P2 should head right, through the doorway on the wall and toward the rig itself. You cannot access it until P1 presses the switch above. Make sure you're inside the rig before it is activated, and ride it down to the ground.

### PRIMARY OBJECTIVE

ASSIST JACK COMPLETE!

### PRIMARY OBJECTIVE

OPEN FLOOD GATES BEGINS!

### SECONDARY OBJECTIVE

NULLIFY KILLIAN BEGINS!



Use another zipline to drop down to the lower building balcony opposite the point where you activated the sensor. Chandra radios in to let you know Killian's been spotted in the area. Speak of the devil; his dropship appears from around a corner. Head to the large air vent on the corner and hide.



Killian begins shooting at you. Optionally take cover, or simply aim at his craft and start to rapidly fire at him. Aim at one of the craft's two engines. Killian takes a break and taunts you. Taunt back if you wish, then climb up the ladder and begin a second round of firing at the engines from the rooftop. Continue this bombardment until Killian's ship has been damaged and he leaves. Nice work!

#### SECONDARY OBJECTIVE

NULLIFY KILLIAN COMPLETE!

#### TIP

THERE'S A RANDOMLY SPAWNING GUARD AFTER YOU NULLIFY KILLIAN. FROM THE FIRE ESCAPE WHERE YOU FOUGHT THE DROPSHIP, LOOK UP AT THE CORNER OF THE ROOFTOP TO YOUR LEFT. IF YOU SEE HIM THERE, MOVE UP AND HIDE BEHIND THE DUCTWORK SO YOU CAN DROP HIM BEFORE HE OPENS FIRE. IF HE'S NOT THERE, CHECK DOWN BETWEEN THE WATER TOWER AND THE ARMOR PICK-UP. YOU CAN HEADSHOT HIM FROM THE ROOFTOP WITHOUT RISKING ANY DAMAGE. IF HE ISN'T THERE EITHER, STAND BY THE VENTILATION SYSTEM AND LOOK ACROSS THE LEVEL. YOU'LL SEE HIM WAITING FOR YOU IN A FAR WINDOW. HEADSHOT HIM AND GO ABOUT YOUR BUSINESS.

#### TIP

IN COOPERATIVE MODE, AFTER DISPOSING OF KILLIAN, MAKE SURE P1 AIMS STRAIGHT DOWN FROM THE FIRE ESCAPE AND HELPS P2 DISPATCH THREE INCOMING ENEMIES ATTACKING HIM BY THE CLEANING RIG.



Drop through the gap in the railing to the roof below, then make a quick left, and turn right onto a slightly lower roof. Look for a water tower near a blue computer terminal. You must now open the flood gates in one of two ways.

#### FLOOD GATE OPENING #1: SPRING A LEAK

The first method is rough, ready, quick, and easy. Simply aim for the large water tower (notice the rusty spot?) and shoot it with any weapon until water begins to stream out. Do this from the ground next to it or from the gap in the balcony before you drop down.



#### FLOOD GATE OPENING #2: NEEDLESSLY TECHNICAL



Or, you can produce the DataThief, and hack the computer terminal next to the water tower, draining the water in a more technical and superfluous manner. It gets the job done, but it takes longer.

#### COOPERATIVE OPERATIVES



With two players, Killian takes half as long to nullify, so while Joanna (P1) hides from him up top, Jack (P2) can stand at the edge of a storm drain and pepper the other engine (decide which engine each will tackle ahead of time). When Killian heads off, Joanna should climb to the water tower, while Jack drops down to the right and heads through the drain section on the opposite wall.



While Joanna begins to open the flood gates, Jack heads to the end of the pipe, and turns left. Watch out for three incoming guards. Quickly take out each, aiming for unarmored areas for faster takedowns. Then run past them, and make a left turn down another pipe.

## COOPERATIVE OPERATIVES (CONT'D)



P1 should just have finished tackling the flood gate issue. Meanwhile P2 is in the storm drain. At the end of this pipe, make a right. You're at the flood gates themselves; once P1 completes the objective, watch as the gates descend. Swing right and deal with an enemy, then maneuver over the gates.

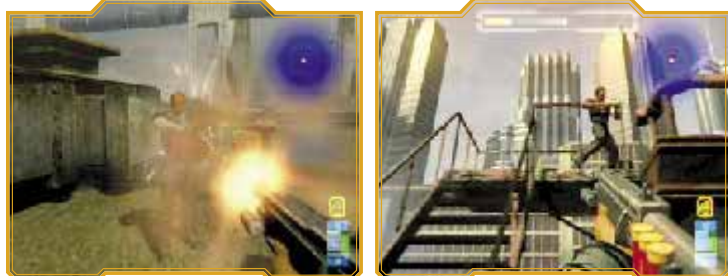
### PRIMARY OBJECTIVE

OPEN FLOOD GATES COMPLETE!

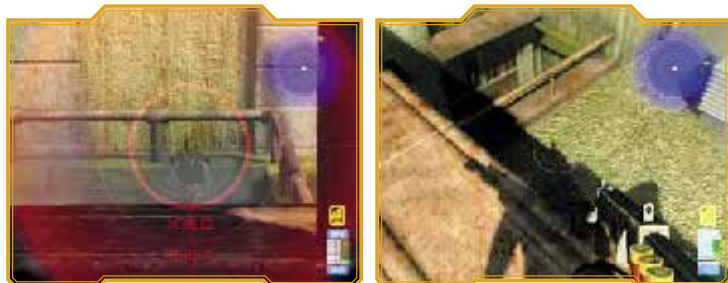
### PRIMARY OBJECTIVE

ESCAPE TO EVAC POINT BEGINS!

## AFTER THE FLOOD



Once you've opened the gates, take the Armor, then head up the fire escape external stairs (on the same level as the water tower) up to another roof with two vents. Move across, and up a second fire escape to an even higher roof where three guards await. Either tag them from the stairs, or rush in and blast the left one, then retreat down the fire escape and wait for the others to appear and take them out.



Head up to the roof again and crouch down, then skulk around, checking the crates. The reason for stealth becomes clear when

you move to the gap in the railings: heavily armored enemies are waiting to take you down. The best way to take the guards down is to stay right, aim at the head of one guard, then swing left and tag the second guard. The third is waiting to ambush you when you drop down, so move to the edge to coax him out. When he fires, roll back.

Shoot him continuously, or better yet, lob a grenade into him, and watch him fall. Drop down and ensure he's not getting up, then move to the set of four windows. Blast the foe inside, but before you drop down, collect all the ammo from the fallen foes up here. Pay special attention to the well-armored foe; he drops a Magnum!



## CAUTION

IT'S VITAL THAT YOU PICK UP AS MUCH AMMUNITION AS POSSIBLE, AS THE BOSS BATTLE TO COME DOESN'T ALLOW MANY OPPORTUNITIES FOR REPLENISHING YOUR ORDNANCE. ALSO, GET RID OF YOUR SHOTGUN; SWAP IT FOR THE MAGNUM OR ANOTHER WEAPON THAT HITS WELL AT RANGE.

## TIP

CHECK THE TWO CRATES HERE. ONE HOLDS DW-P5 AMMO. THE OTHER IS LOCKED (USE THE LOCKTOPUS TO OPEN IT) AND CONTAINS TWO DW357s AND TWO P9Ps. THE DW-P5 AND MAGNUM WILL BOTH BE MORE USEFUL DURING THE KILLIAN BOSS FIGHT THAN A SNIPER RIFLE OR A PISTOL.

Move through the door the guard was standing near, and head down the metal steps until you reach a large metal tube. Drop into it, riding it down to a stone-walled sewage overflow zone. Jack is waiting for you at the entrance to a large dockside area.





## COOPERATIVE OPERATIVES



Rendezvousing for the first time since the beginning of the stage is now imperative. While P1 deals with the guards atop the building and takes the Armor, P2 should head forward and make a left turn as enemies head out of this pipe. Stay at the near end and blast them. Watch for the well-armored guard, as he's the most difficult to take down. Jack has some armor to collect himself: Jump down from the lift, take the first pipe on the right, and then turn right again. The armor is hovering near the grate.



As P1 heads through the roof window after collecting ammunition, P2 doesn't need to investigate the sewer pipes where the enemies came from. Instead, move back to the junction where you turned left, and head right instead, over a second flood gate, and follow the overflow pipe all the way to the dockside and the final fight.

## KILLIAN IN THE NAME OF



Jack and Joanna drop down into the loading dock just as reinforcements scuttle in and begin to fire at them. Focus on just one engine. Splitting your bullets between both engines delays victory. Dropping a couple, Jack begins a firefight while Joanna trains her weapon on Killian's dropship, which hoves into view and appears to be fully functional....



## TIP

THIS BATTLE IS BEST FOUGHT USING THE COMBINATION OF THE M60 (FOUND EARLIER IN A BOX ROOM USING THE LOCKTOPUS) AND THE MAGNUM (FOUND ON THE WELL-ARMORED GUARD BEFORE HEADING DOWN THROUGH THE FINAL ROOF WINDOWS). SWAP WEAPONS WITH DOWNED ENEMIES, BUT ALWAYS REMEMBER WHERE YOU DROPPED YOUR INITIAL GUN IN CASE YOU NEED IT AGAIN!



As combat begins, run forward and secure yourself behind the nearest available cover, and begin to pump bullets into Killian's craft. Killian fires at you, so keep hidden until the craft flies overhead, and your hiding place is compromised.

As before, you must aim directly at Killian's engines on either side of the ship. Run around to the opposite side of the cover you're at, and begin to pour bullets into his ship's hull. You must keep a visual lock on Killian at all times; he does not appear on radar!



## TIP

THE ICE BLOCKS YOU'RE HIDING BEHIND AREN'T THE STURDIEST, BUT YOU CAN HIDE BEHIND THEM AND STILL SEE KILLIAN'S DROPSHIP ENGINE FLAMES THROUGH THE BLOCKS.



Continue standing by this cover as Killian flies around the docks, attempting verbal takedowns, as well as rapid-fire ones. Duck if the cover is being blown apart, and don't accidentally hit the cover with your shots. After repeated blasts, Killian lands his craft on the opposite pad.





Switch to your other weapon (ideally the Magnum) and rush across to the drop off point as Killian ascends to the skies once more. Charge the foe he releases, and take him down immediately. He drops ammunition for your DW-P5, which is vital for this battle!

## TIP

RUN TO TAKE THIS GUARD OUT AS SOON AS POSSIBLE, BUT DON'T USE YOUR DW-P5; YOU NEED ALL THAT WEAPON'S AMMUNITION FOR KILLIAN'S CRAFT.



Killian then hovers and lands on the opposite side of the dock—where you begin the battle—and drops more enemies into the fray. Watch his location, hiding behind cover such as the corrugated steel hut, and tackle Killian; let Jack deal with the infantry menace. When Killian hovers, this is the correct time to unload into him. Continuously blast his engines with rounds until you run out of DW-P5 ammo. Then switch to your Magnum and hunt for dropped ammo back at the initial combat point.



Continue the Killian bombardment. You know you're making progress when his engine starts to smoke. Continue to fire at this engine. Killian's shouts indicate how damaged his craft is; he usually yells after taking 25 percent, 50 percent, and 75

percent damage. Watch his maneuvering at 75 percent damage; he sometimes roars his engines and boosts over your head to fry you. Roll away to dodge this, and continue blasting until Killian begins to hover far off in the sky with both engines burning; he's about to detonate!

## COOPERATIVE OPERATIVES



Jack has to fight his own battle on the ledge surrounding the docks against gun-toting goons. Their purpose is to distract Jack from helping Joanna against Killian. Keep moving, avoiding as many of the thugs as you can and killing those who get in your way (pick up their ammo as necessary). But try to focus most of your firepower on Killian, aiming for the same engine as Joanna.

## PRIMARY OBJECTIVE

ESCAPE TO EVAC POINT COMPLETE!



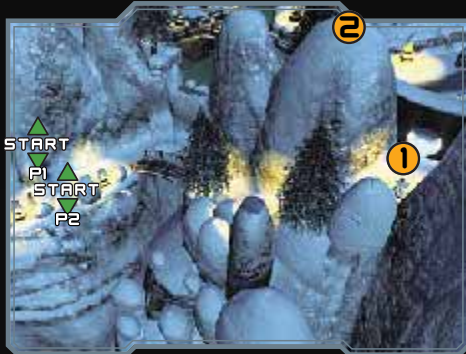
As Killian's craft makes a final fiery nose dive, Chandra pulls up alongside the dock and Joanna leaps in to safety. Jack is up on the balcony, and he's surprised by two enemy APCs that roar through a fence and corner him. Out comes a squad of heavily armed guards. Jack has been captured!





# MISSION 04. MANSION INFILTRATION

## AREAS OF INTEREST



04.01



04.02



04.03



04.04



04.05



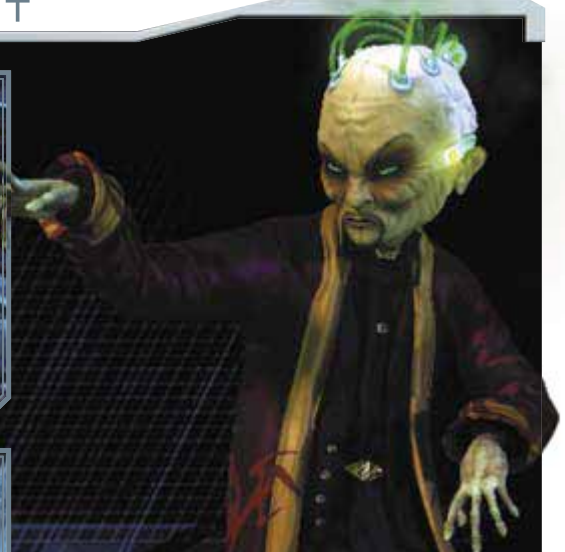
04.06



04.07



04.08



### LEGEND

#### 04.01

#### TEMPLE CLIFFS

1 RADIO FROM THIS POINT

2 ENEMY WITH RADIO

#### 04.02

#### OUTER TEMPLE GARDENS

3 GUARD TOWER

4 SIDE ENTRANCE TO WALL

5 CENTRAL ENTRANCE TO WALL

6 CAVE ENTRANCE UNDER WALL

#### 04.03-04.04

#### TEMPLE WALL (TWO VIEWS)

6 SATELLITE DISH CONTROLS

7 DISH SWITCH

8 CAVE EXIT

9 CENTRAL ENTRANCE TO INNER GARDENS

#### 04.05-04.06

#### TEMPLE INNER GARDENS (TWO VIEWS)

10 ENTRANCE TO CHAMBERS WITH CAMERAS

11 ALTERNATE ENTRANCE TO CHAMBERS WITH CAMERAS

12 GOSSIPING PATRONS

13 ENTRANCE TO ZHANG LI'S DEATHMATCH CHAMBER

14 ENTRANCE TO LASER ROOM

15 ENTRANCE TO HACKABLE WALL UNIT UNDER STAIRS

#### 04.07

LASER ROOM (WITH VIBLADE IN CENTRAL PEDESTAL)

#### 04.08

ZHANG-LI'S DEATHMATCH CHAMBER (WHERE COMBAT WITH MAI HEM BEGINS)

## EQUIPMENT LIST AND WEAPONS FOUND



\*These are all virtual weapons (you don't unlock them).

## PLAN OF ATTACK: OBJECTIVES

- PRIMARY OBJECTIVE: INFILTRATE MANSION (ALL)
- PRIMARY OBJECTIVE: ACQUIRE VOICE SCAN (PERFECT/DARK ONLY)
- PRIMARY OBJECTIVE: DEFEAT MAI HEM (ALL)
- SECONDARY OBJECTIVE: DISRUPT SECURITY COMMS (SECRET AND PERFECT/DARK ONLY)
- SECONDARY OBJECTIVE: ACTIVATE SATELLITE SERVER (ALL)

## OVERVIEW

LOCATION: PEOPLE'S REPUBLIC OF CHINA

**Chandra:** "Sorry Jo, the authorities are stonewalling us. If they've got anything on the operatives who snatched Jack they ain't telling."

**Chandra:** "I ran the plates from the vans and came up empty...I don't like it."

**Chandra:** "Good thing Jack took the precaution of having us wear transponder-equipped nul suits."

**Chandra:** "I tracked his signal to the mainland, and a remote location in the Huang Shan mountains, before the damndest thing—the blip dropped right off my scope."

**Chandra:** "Thought I'd lost him until I tapped into a routine flyby from a U.S. spy satellite."

**Chandra:** "Private residence unmarked on any maps and with no road access. Place belongs to big business—DeathMatch creator and CEO of dataDyne, Zhang-Li."

**Chandra:** "The man likes his privacy. The joint's built like a fortress. Thirty-foot observation towers, tungsten steel blast doors, and a private army to boot. Up for a challenge?"

**Chandra:** "This Zhang-Li's throwing some kinda party for his DeathMatch players. No invite, so you'll have to work your way up through the gardens and steer clear of the guard patrols."

**Chandra:** "Once inside, conceal your weapon and make like you're a DeathMatch player. The guards on the doors are checking the guest's voice patterns so you gotta steal one to get in."

**Chandra:** "Use your AudioScope to record a guest's voice pattern. It'll upload to the choker you're wearing, so you can speak with their voice. Cool, if a little weird."

**Chandra:** "Oh, almost forgot. Radio net's buzzing with activity. Zhang-Li's guards are pros. If they sense danger they will bring in back-up."

**Chandra:** "If you can, disrupt their communications. They'll be a lot easier to deal with if they can't call for help."

After a quick guard strangle, move up to the exterior gardens and bring down a guard in silence. Steal his radio and disrupt the guards' signals, then systematically drop the enemies in the pagoda towers and the two on ground patrol. Enter the walled area via a number of entrances (ideally the left steps), and activate a satellite dish either before or after you bring violent justice to a number of guards inside the wall itself. Blast guards in the inner garden before entering it, and move to the main gate after securing the area. Attempt the correct radio response or pick the lock, and enter the inner temple itself. Here you must retrieve a voice scan through AudioScope or DataThief use (Perfect and Dark Agent only) before an audience with Zhang-Li, and a DeathMatch with his daughter, can be arranged....

## BATTLE TACTICS

### THE CHOKE'S ON YOU

#### PRIMARY OBJECTIVE

INFILTRATE MANSION BEGINS!

#### SECONDARY OBJECTIVE

DISRUPT SECURITY COMMS BEGINS!





Joanna climbs the sheer cliff face, pausing to hide from a couple of patrolling vehicles, and causing a few pebbles to detach and scatter down the mountain. The waiting guard peers over the side to check the sound before sitting back at his post. Seconds later, Joanna grabs the guard by the throat, and wrenches him off the mountain.



Mansion infiltration has begun! Choose a weapon that's silenced and has a scope, and follow the path forward, crossing the small bridge by the waterfall. Brush past the tree, and go up the small hill by the lantern and this circular entrance to the formal gardens.

## CAUTION

HEADING INTO THIS GARDEN WITH NO SUBTLETY OR STEALTH WILL RESULT IN YOUR DEMISE ON PERFECT AND DARK DIFFICULTIES. FOLLOW THE ADVICE BELOW REGARDING THE FASTEST AND SAFEST METHOD OF MANSION ACCESS. EVERY TIME YOU SHOOT A NON-SILENCED GUN IN THE OUTER GARDENS, EXPECT TWO ADDITIONAL GUARDS TO RUN IN AND ATTACK.



Stop at the circular entrance and look slightly to the left. Spot the guard as he walks away from you over the small bridge, and make a quick and precise effort to separate him from his brain. Once he's down (remember: silenced gunfire!), listen to Chandra's advice. The guard carried a radio that allows you to listen in and control the actions of the patrols. Step out toward the bridge, and retrieve the radio from the guard's body. Now retreat at once!



Use the radio, and you patch into the enemy's channel, where you'll hear a guard say one of nine different communications. The answer you give is based on whether you wish to use Charm, Bluff, or Threat in your response. Here are the possible questions, and the correct way to respond to each of them:



Head back to the circular entrance without investigating any more of the gardens, and produce the radio you snagged from the guard's body. Chandra says she's uploaded a male voice pattern to your choker. Check it out! Now comes the time to scramble the radio channels.

### GUARD CHATTER CHART: SECURITY CONTROL

Guard Communication	Correct Response
"Ship control said maintenance was due to call in."	Bluff
"That maintenance? Weren't you meant to call in an hour ago?"	Bluff
"Hello? Is that maintenance?"	Bluff
"Hey friend, you just missed one hell of a DeathMatch!"	Charm
"Whoa, it must be freezing out there, you okay?"	Charm
"Hi there bud, control here. Anything I can do for you?"	Charm
"Is everything okay out there?"	Threat
(Whispering) "Hello, you okay?"	Threat
"Whoa, you scared the shit out of me!"	Threat

## CAUTION

IF YOU ANSWER INCORRECTLY, THE GUARD DOESN'T REALIZE THE FACILITY IS UNDER ATTACK, BUT HE OFFERS FOUR ADDITIONAL GUARDS TO PATROL, FOR "YOUR SAFETY." READ ON TO LOCATE AND DISPATCH THEM CORRECTLY.

### SECONDARY OBJECTIVE

DISRUPT SECURITY COMMS COMPLETE!



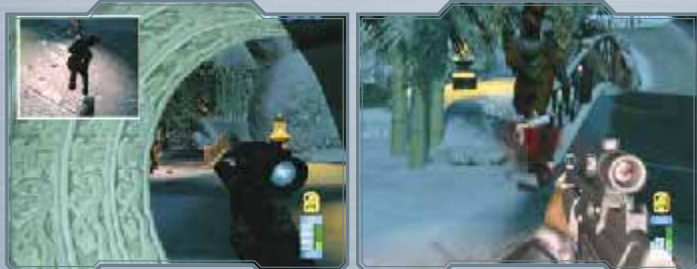
## TIP

WHY BOTHER JAMMING THE SECURITY COMMUNICATIONS? BECAUSE YOU'RE ABOUT TO INFILTRATE THE FACILITY AND LEAVE A TRAIL OF BODIES IN YOUR WAKE. ONCE THE COMMS ARE DISRUPTED, OTHER GUARDS ON PATROL DON'T ALERT ANYONE, AND YOU WON'T HAVE TO DEAL WITH REINFORCEMENTS, WHICH CAN EASILY OVERWHELM YOU ON PERFECT AND DARK AGENT DIFFICULTY LEVELS.

## COOPERATIVE OPERATIVES

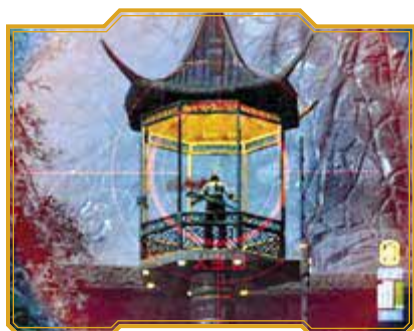


Player 1 (P1) is Joanna Dark. Player 2 (P2) is Chandra. Player one begins next to the cliff edge, with P2 next to her. Both players should immediately move up the cliff path to the circular entrance.

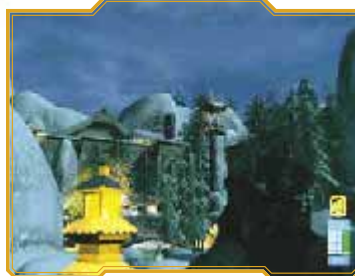


While one of you provides covering fire, the other can charge the first guard, dropping him with silenced weapons only, and scamper back to the doorway without raising the alarm, and the radio routine can occur in double-quick time.

## GARDEN INFILTRATION #1: OPTIMAL ROUTE WITH SECURITY COMMS DISRUPTED



Assuming you answered the control guard correctly, continue stealthily into the garden. Crouch and turn left, looking across a small bridge at the pagoda tower. Bring a silenced, scoped weapon to bear on the guard inside, and quickly tag him in the head.



Stand by the lantern near the initial bridge, and spin around on the spot, to the right, so you're looking at the large wall in the distance. As the fireworks explode against the night sky, locate the pagoda tower on the far right of the wall. Be sure you have a full clip of ammo, and aim precisely at the guard on the right. Tag him with two shots to be sure. Then immediately unload the rest of the clip into the guard just behind him, on the left.

## NOTE

OVERKILL? NOT REALLY. YOU WANT TO ENSURE THAT BOTH OF THESE THREATS ARE NEUTRALIZED, AND ALTHOUGH IT CAN BE ACCOMPLISHED WITH FEWER BULLETS, IT'S BETTER TO BE SAFE THAN SORRY!



There's one more guard tower to tackle, but first you must get into position. Zoom out, turn left, and move over the larger of the two small bridges (the left one). Turn right, following the ground lanterns, so you move toward a second bridge. Crouch and swing your weapon left when you're on the bridge itself.

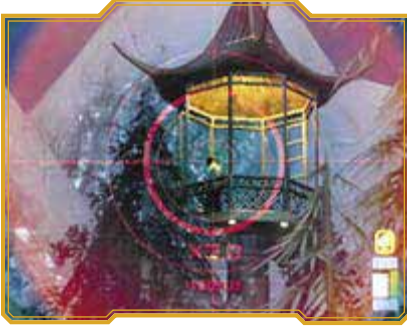
## TIP

WARNING: GUARD HILARITY! IF YOU'RE REPLAYING THIS LEVEL AND HAVE THE PSYCHOSIS GUN, TRY SHOOTING THE GUARDS ON THE TOWERS WITH IT FOR SOME HUMOROUS INTERPLAY!

Ignore the fireworks bursting around, and instead bring down the fourth and final tower guard from the third tower. You are now much less likely to be spotted and taken out by the facility's superior numbers. With a path cleared, you can maneuver to the outer wall.







For an alternate place to stand and snipe the guard inside the last pagoda tower, move onto the bridge ahead of you, where you took out the very first guard. Aim at the watchtower guard from here, then follow the path up to the large rock.

A guard may be patrolling this area on foot; check the area between the bridge and the large rock, and scan for an encroaching enemy. Then bring him down at once. There is another guard, but he's on the opposite side of the gardens; ignore him and quicken your pace.



From the bridge where you dealt with the last pagoda guard, move forward and left, toward a large snow-topped rock. On the right is another small bridge; avoid it and instead turn left, heading toward a single lantern and a waterfall. Move around the trees heading diagonally left and locate a set of steps. Move up them, past a lantern, to a second flight of steps, leading to the wall and a giant bronze circular door with a demon's head on it.

## GARDEN INFILTRATION #2: WITHOUT SECURITY COMMS DISRUPTED

Did you Bluff when you should have Threatened? Or Charmed when you should have Bluffed? If you failed to disrupt the security comms, the enemy has your location, and (as they think you're a guard) is sending "help" to you! Continue toward the left side of the gardens after taking out all the tower guards, as detailed above.



Expend additional time and resources delivering bullets into the hides of a quartet of new guards, which appears at this set of steps. Keep moving during combat so you aren't mown down. Continue to attack until all four are down, hiding behind trees, bridges, and lanterns before popping out to fire. Don't venture to the right of the garden; keep the enemies contained. After you take down the fourth guard, you can radio again if you wish. Fail this for a second time, and four more guards appear!

## GARDEN INFILTRATION #3: COMMS DISRUPTED; UP THE MIDDLE



Although heading toward the left side of the garden to the wall is the preferred path, there's the rest of the garden to explore. This is unnecessary, but does allow you more combat opportunities. Assuming you disrupted the comms, shoot all the guards in the three towers and move up the middle of the gardens. Deal with a guard left of the main steps. Charge and drop him, racing up to the top of the steps, as another guard is likely to rush you from the right. Use the balcony as cover, and tackle him from above.

## TIP

THE MAIN DOORS ARE FIRMLY LOCKED. YOU CANNOT GO THROUGH THIS DOOR UNLESS YOU HAVE THE LOCKTOPUS. HEAD LEFT, TO THE STEPS.



## GARDEN INFILTRATION #4: COMMS DISRUPTED; EXPLOSIONS IN THE TUNNEL



If you are carrying a DemoKit gadget, you can infiltrate the inner courtyard without having to mess about on the wall. However, this does mean missing out on the "Activate Satellite Server" objective (unless you want to attack the enemies in the wall, which is easier via the optimal path detailed earlier). Disrupt communications, shoot all the pagoda tower guards, deal with the two remaining guards in the outer gardens, and then move to the middle steps. Check the wall to the right of it; a mesh gate blocks a tunnel entrance. Clamp a DemoKit on the gate, and detonate them!

This doesn't help your stealth actions, as every guard is now on alert, but you can now enter the tunnel, which winds under the wall and brings you out facing the wall on the other side. Swing right immediately, and start combat with the well-armored foes by the bridge. This is advisable only on lesser difficulty settings.



## GARDEN INFILTRATION #5: PAGODA TOWER TOPPLE



If stealth combat sounds too much like hard work, and depending on whether or not you disrupt the communications, there's another way to silence the snipers on the pagoda towers. Head to the base of each and plant a DemoKit, which detonates 3 seconds after

each placement. Oddly enough, your cover is blown, and all guards will be on alert. This is, of course, unless you have killed the guards within that area (sniper and patrolling guards). Then you actually complete the Disrupt Security Comms objective. This is the destructive and messy path. Combine it with the tunnel infiltration (above).

## GARDEN INFILTRATION #6: UNLOCKING LADDERS

There's yet another slightly foolhardy way to maneuver through the initial garden area. This is better than using DemoKits, however. When radio contact has been blocked, turn left, and aim at the sniper in the far-left pagoda tower. Then run to the base of the tower, and bring out your Locktopus.



Use the Locktopus to unlock the ladder to the top of the tower, then climb up to the sniping position yourself. From here, you can aim at any of the enemies. Unfortunately, you must take out enemies on the ground first, or they spot you sniping foes on other platforms.

Move to the far-right pagoda tower, using the Locktopus to release the ladder, then climb to the top (ideally after radio contact has been disrupted), and you've got yourself a great vantage point along the top of the wall, and the main entrance. You can tag enemies earlier from this position.



## GARDEN INFILTRATION #7: DIRECT AND SLIGHTLY INSANE PART #1

Whether or not you unlocked the pagoda tower ladders, you can move to the middle door in the outer garden. Deal with the two guards patrolling on either side of the gardens before you attempt to unlock the door. Move to the left and use the Locktopus to pick the lock, then push open the door. Part #2 of this plan is revealed later; read on.





## COOPERATIVE OPERATIVES



Like a well-oiled machine, have P1 take out the snipers on the left and middle towers, while P2 deals with the right side. Then both move up the left side of the gardens. The patrol in this area should be caught in impressive and tactical crossfire!

## GOING UP THE WALL

Assuming you haven't alerted every guard in the facility with your unimpressive stealth abilities, enter the wall, ignore the demon door, and creep up the steps on the right, leading up to the top of the wall. Crouch as you ascend, and stop in partial cover at the top.



Be quick, or be dead! Use the tops of the steps to your advantage, remaining in cover. Bring down the well-armored enemy guard running at you and his friend coming toward you from the left. These guys tend to get back up again, so be sure neither is moving!



## SECONDARY OBJECTIVE

ACTIVATE SATELLITE SERVER BEGINS!



Stand up, but remain at the top of the steps. Don't venture toward the middle of the wall balcony. Instead, turn left and look at the courtyard interior. Near a lantern in the left area is a patrolling guard. Quickly deal with him now, so you don't have to later.



Your next steps are vitally important. Move along the top of the wall to where the two enemies fell. Do *not* move to the hole in the floor! Enemies await here, so stay back! Now train your weapon on the incoming guard from the opposite end of the wall.



Stay where you are, and quickly turn left and look for the guard standing by the main doors leading to the facility's inner sanctum. Zoom in and quickly take down this guard. A second guard patrols the bridge below, but he may have continued to the right, out of your line of sight. Worry about him later. Note that you can attack the guard by the door if you stand in front of the satellite controls, too. Then you have an easier time picking off the ground guard (picture #2), but watch for foes coming along the top of the wall.



If you've made too much noise and guards are rushing the satellite dish end of the wall, simply stay in partial cover, using the lip of the balcony to poke your head out and drop all the rushing enemies. Let the enemy move to you, and not the other way around. They can only appear in one direction (from the steps or across the wall top), so you can cut them down easily.







Assuming you haven't disturbed the guards downstairs, now is your chance to! Turn and crouch at the top of the steps, and shoot at the head of the first guard you see. Four armored guards are down here, so stand at the top and blast them. You should still use silenced weapons. As soon as the first of the four guards falls, the others begin a battle plan. Stay at the top, and watch for foes moving up the steps farther along the wall. Bring them down, or dash downstairs and finish off the foes there, then head up the steps on the other side, watching for ambushes and learning where the enemies are. Then retreat and use a zoomed weapon to finish them. In this case (picture #3) Joanna picked up a Magsec 4 from a doomed guard.



## TIP

LOBBING FRAG GRENADES DOWN STAIRS IS A TRIED AND TESTED PLAN THAT WORKS VERY WELL, AND IT'S AS SATISFYING AS IT IS SPECTACULAR.

This should clear the walled area of all further guards, assuming you didn't open any doors. Pick up any ammunition you wish, and move to the far end of the wall. If you haven't taken out the guard by the bridge, down on the inner courtyard, do it now, using the wall as cover. This guy is very well armored, so take your time.



## TIP

DEFEAT ALL OF THE ENEMIES IN THE COURTYARD AND THEN GRAB THE M60. SINCE YOU WON'T BE DOING ANY FIGHTING INSIDE THE MANSION (DURING THE DEATHMATCH FIGHT WITH MAI HEM, YOU'LL BE SUPPLIED WITH VIRTUAL WEAPONS), THIS IS AN EASY WAY TO UNLOCK THE M60.

## CAUTION

TACKLE THIS, AND ANY OTHER GUARDS PATROLLING DOWNSTAIRS, FROM UP HERE—THE EXTRA PROTECTION THE WALL OFFERS IS INCREDIBLY USEFUL. CHARGING THEM AND FIGHTING AT CLOSE RANGE IS A MUCH RISKIER PROPOSITION.

## COOPERATIVE OPERATIVES



One player should go through the demon door while the other player uses the Locktopus to go through the main door.

## SATELLITE ACTIVATION

Now that the guards on the wall have been neutralized, you can attempt to activate the satellite server. There are, of course, numerous methods for attempting this:

### ACTIVATION PLAN #1: SAT UP STRAIGHT



If you aren't going to use any gadgets, you'll need to power up the satellite without the benefit of your DataThief. Do this by activating the power switch, which is naturally located at the far end of the wall. Once all enemies are defeated, head here and boot up the dish.





While Chandra congratulates you, move all the way back to the initial steps you ascended on the wall, and move right, to the jutting wall area containing this control panel. It's a simple matter of activating the panel, which allows Chandra access to the dish.

## ACTIVATION PLAN #2: DISH WASHING



The simplest method of activating the dish is to carry a DataThief from the beginning of this mission. Move to the control panel to the right of the dish at the earliest safe point, and use the DataThief to hack in. Well done; you jumped the firewall yourself!

## NOTE

WHY ACTIVATE THE DISH? BECAUSE IT ALLOWS CHANDRA TO HACK INTO THE DEATHMATCH COMMANDS DURING THE FORTHCOMING BATTLE WITH MEI HEM AND GIVE YOU ADDITIONAL WEAPONRY, MAKING THE FIGHT EASIER.

## SECONDARY OBJECTIVE

ACTIVATE SATELLITE SERVER COMPLETE!

## THE DIRECT AND INSANE APPROACH PART #2: WALL TO INNER COURTYARD

This technique isn't recommended, but can be entertaining. It assumes you've used the Locktopus to open the main door in the initial garden area (see Garden Infiltration #7 on page 88).



Watch out! At least three well-armored foes are just behind the door, so lob in grenades, or simply charge in with a very large, very fast-firing gun such as the UGL Liberator. Don't stop firing

until you or your foes are done for. Then assault the steps in either direction, heading up onto the top of the wall. From here, find a hiding spot to take out the rest of the foes (such as the places detailed previously). One place is next to the button to activate the radar controls. Peek out, burst fire, and hide.



Keep this up until you've covered the wall in bullets and you're the only thing with a pulse. Then head downstairs, and (as this is the direct and insane route), open the main doors opposite the ones you came through. Naturally, you should look for and pick up the M60. Also,

optionally complete the "Activate Satellite Server" objective (page 89). Then move to the main doors inside the wall, and head into the inner courtyard (see part #3 on page 92).

## INNER COURTYARD CHAOS



Whatever your dish-based activities, once they're completed, move to the far end of the wall again, and head down the steps to the circular bronze demon door opposite the identical door you saw earlier. Open the door, and look left. If you're lucky, two guards are standing

by the bridge; take them out from the door's cover. If you're unlucky, the guards will be standing on the right, in almost total darkness.

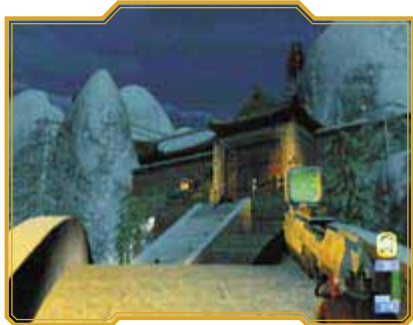


If this occurs, look out; spin right and attack two incoming guards. Step back and use the door as cover; these thugs are heavily armored and armed. Scuttle up the steps, and use wall cover to blast the foes from above, as shown (first screen). Look left and right while hiding; the guard can be in the dark area near the cave on the right side (second screen).

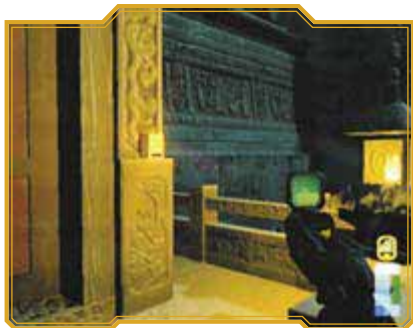
## TIP

ONE OF THE GUARDS ON THE GROUND IN THE INNER COURTYARD CARRIES AN M60, WHICH CAN DEVASTATE YOU IN SECONDS. BE SURE YOU TACKLE HIM FROM COVER. HE'S EITHER AT THE BRIDGE IN THE MIDDLE, OR ON THE RIGHT AS YOU EMERGE OUT OF THE FAR BRONZE DEMON DOOR.

Once you've dealt with all ground guards on the right side of the inner courtyard, move to the small bridge and stop. Look ahead at the main steps and door to the inner sanctum. The camera on the left side of the wall must be destroyed here and now! If not, four guard reinforcements arrive, and they can overwhelm you.

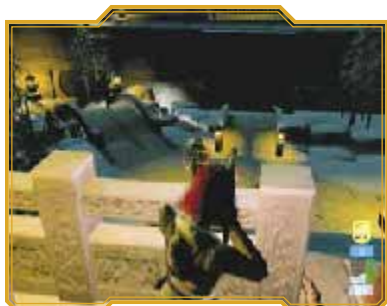


The area is secure enough for you to head up the main steps and check the door to the inner sanctum. Locked! You need to move to the right side, activate the radio here, and coax the guard into letting you into the next chamber. The correct response is again called for. Here are the answers:



### GUARD CHATTER CHART: MAIN DOOR

Guard Communication	Correct Response
"That you, Lee?"	Bluff
"What is it now, Lee?"	Bluff
"Hi, you okay out there?"	Charm
"Is everything all right out there?"	Charm
"Whoa, buzzer scared the life out of me!"	Threat
"I'm sorry, I wasn't asleep, I'm sorry!"	Threat
"Is everything okay out there?"	Threat



Did you fail this second radio message? Then take cover by one of the fences, and wait for four enemies to charge in across both the bridges below. Bring them down immediately, before they try rushing your location. They attack from both sides.

## THE DIRECT AND INSANE APPROACH PART #3: INNER COURTYARD TO MAIN DOOR

If you're following the plan where stealth takes a backseat to blind, ugly violence, then read on:



You're through to the inner courtyard. What's the first thing on your mind? Blasting the two well-armed guards in the dark shadows on the right side of the area. Dash over the bridge on the right, and fire your M60. Don't stop until you've carved up both enemies.

Assuming you took out the guard at the top of the steps when you swung your M60 about as you entered, check the left side of the courtyard. There's a guard near the left bridge. Make his last moments on earth as painful as possible. If you're being direct and insane, there's no such thing as overkill!



Spend a brief moment at the top of the steps shooting out the security camera, and then ignore the intercom on the right completely. There's no need to "talk" to anybody; you make your own rules. Use the Locktopus on the left side lock to open the door. Now you can enter the inner temple area. Alas, it is thoroughly recommended that you curb your bloodletting from now on!





## COOPERATIVE OPERATIVES



A direct approach is an excellent plan with two players, as you can use the wooden doors as cover from the well-armed guards to the left and right. While P2 takes out the guard at the temple door, P2 should aim at the camera.



Let the assault continue! With P1 in tow, P2 takes point and rushes the guards in the area. P1 hangs back to provide covering fire, or takes on enemies from the opposite direction while the area is secured. Do whatever it takes, even hand-to-hand combat! Of course, this area is inhabited only if you didn't snipe the patrolling guards from the wall.

### PRIMARY OBJECTIVE

INFILTRATE MANSION COMPLETE!

## INNER TEMPLE SANCTUM



Assuming you didn't fail in your response, the main temple doors open, and you're allowed access to the event. Immediately remove all weapons from your hands; you're under surveillance, and you'll be cut to ribbons on higher difficulty settings if you go in with guns blazing. There are a number of ways through this temple area.

### TIP

A SUIT OF ARMOR AWAITS YOU IN THE CENTER OF THE GREAT WALL AREA. BE SURE YOU PICK IT UP!

### TEMPLE TREK #1: LIGHTING UP THE CAMERAS WITH ACTION

This route allows you to circumvent the laser room. Enter the temple chamber and make a left. You're looking for this entrance, and the steps beyond. Head up them to the top, then turn right and stop immediately. Produce a scoped and silenced weapon. Although it's difficult to spot, there's a camera halfway down this corridor—shoot the camera's lens once, rather than



shooting it several times and causing an explosion that the guards will hear.



Move down the corridor to the first opening on your left. While the two guests argue in the background over their attire, stop at this entrance, and check the doorway diagonally across from you (where the reticle is pointing in this picture). Destroy the camera above the doorway. Enter this exhibits room, and move to the door with the camera on it. Peer ahead into the subsequent chamber. Directly above the doorway ahead is another camera. Blast it!

With the cameras destroyed, return to your "weaponless" attire, and move down the corridor you cleared the cameras from. At the end, stop and turn right. Between the two stone guards (which do not move!) is a door. Open it, and engage the guard in the corridor with a quick and brutal takedown.



Continue across the bridge, and into the subsequent corridor. It leads to the opposite end of the mesh laser room. So, there's no need to actually maneuver through the lasers unless you wish to obtain the Vibblade weapon (see next page).



## TEMPLE TREK #2: SEEING RED IN THE LASER ROOM

### NOTE

IF YOU WANT AN EASIER WAY TO GET THROUGH THE LASERS, CHECK OUT "TEMPLE TREK #3: IN THE PINK IN THE LASER ROOM."

If you want a more strenuous task, you can grab a prize before you reach Zhang-Li's DeathMatch room via a right turn at the temple interior entrance and a trek through laser wire. As you enter the room, crouch and remain in this stance until you finish the laser maneuvering. Move to the laser between the two middle poles and roll under it.



At the second part of the laser wire room, roll left, under another wire. Then roll forward, under another wire.

### TIP

ROLLING IS EXTREMELY EFFECTIVE IF YOU'RE TRYING TO MANEUVER UNDER LASER WIRE. ALSO, TRY SMASHING THE WINDOWS ON THE LEFT SIDE OF THE ROOM TO AVOID THE LASER WIRE PROBLEM ALTOGETHER! UNFORTUNATELY, THIS RAISES THE ALARM!



From here, check your surroundings. You should be near the middle of the room. Scoot under the laser wire to the pedestal in the center of this chamber. Stuck into the pedestal is your prize: a Vibblade! Pick it up and use it if you wish.



Face the three stone statues in front, and wait for the laser wire on the right side to disappear. Roll right, into the middle. As the laser wire on the right moves up and down, roll under it to the right side of the room. You should be here (second screen).



Crawl forward toward the right-side guard's feet, then to the two lasers directly behind him, on the room's right side. This is your final task. Wait for the top wire to move up and the bottom wire to disappear, and then roll forward. Stay here and learn when each laser does this before attempting the final move!

### NOTE

WHAT WAS THE POINT OF ALL THIS? TO ACCESS THE VIBLADE IN THE MIDDLE OF THE ROOM, AND THE STEPS LEADING OUTSIDE (LEFT, TO THE MIDDLE OF THE COURTYARD), OR UP TO THE BRIDGE WITH THE ARMOR.

### CAUTION

LASERS AND HUMAN SKIN DON'T MIX WELL; IF YOU'RE STRUCK BY A LASER WIRE DURING THIS TIME, JOANNA WINCES WITH THE SEARING PAIN. DON'T CATCH YOURSELF TOO MANY TIMES!.

## TEMPLE TREK #3: IN THE PINK IN THE LASER ROOM

If you want the Vibblade without the hassle of accidentally frying yourself, maneuver to the laser room, and check out the left wall. There's the power supply to the lasers! Produce your DataThief and hack in. Now move (using the techniques described earlier) from this side of the laser wire to the far right wall. One column farther in is a second power supply. Hack in, and moments later, the mesh disappears! That makes accessing this room a whole lot easier.





## TEMPLE TREK #4: SMASH AND SPRINT



Why waste time in the laser mesh room? You can reach Zhang-Li by ducking under the first wire, moving to the first window on the left and smashing it, then stepping out onto the path and jogging to the DeathMatch arena, or the voice terminal under the steps. Of course, you'll be swarmed by guards, but this

is a good way to quickly run around and check out this temple area. (On Secret and higher difficulties, this causes you to fail the mission.)

## DEATHMATCH MODE



Whichever path you took to reach the middle of the temple area, head on through, passing the two party-goers with identical attire, and make a right turn. Continue out of the open-air central portion of the temple to a demon door flanked by two coiled serpents and a guard in front. This is the entrance to Zhang-Li's chamber.

### PRIMARY OBJECTIVE

ACQUIRE VOICE SCAN BEGINS!

In Perfect or Dark Modes, the guards stop you here, as your voice doesn't match any of the guests. As you can't attack them with weapons, you must figure out a method of entering the DeathMatch arena. Try one of the following plans. Once you succeed, return to the guards (or meet them for the first time). Chat to the guards (use Charm or Bluff) and they will let you into the DeathMatch arena.

## VOICE SCAN PLAN #1: UNDER THE STAIRS



The easiest way to obtain a voice scan is to hack into one of the computer terminals, such as the one under the steps at the far end of the laser room. Produce your DataThief and hack the terminal. Bingo! Your voice has been added to the guest list.

## VOICE SCAN PLAN #2: FUN WITH AUDIO

The second plan is to produce the AudioScope (which you're carrying automatically), and train it on the conversation between the two ladies in the middle of the temple grounds. Make sure the target changes from green to blue, as that signifies that the voice sample has been transferred to your choker.



### COOPERATIVE OPERATIVES



Once you're in the temple, choose the player (in this case, P2) who is going to acquire the voice scan—usually the one with the DataThief—and while the other player waits (or takes out the cameras and maneuvers in the opposite direction), P2 completes the task.



Joanna walks through the door to a large central chamber where a rather frightening and shriveled man greets you with a wicked stare. He introduces his daughter, Mai Hem, who thankfully has received her mother's looks. A fight to the death is arranged...but this is virtual death, isn't it?

## PRIMARY OBJECTIVE

ACQUIRE VOICE SCAN COMPLETE!

## DEFEAT MAI HEM

## PRIMARY OBJECTIVE

DEFEAT MAI HEM BEGINS!

## TIP

THE COMBAT TO COME WITH MAI HEM IS MUCH EASIER IF YOU'VE COMPLETED THE "ACTIVATE SATELLITE SERVER" OBJECTIVE. CHANDRA CAN HACK INTO THE COMPUTER AND PROVIDE YOU WITH A CHOICE OF WEAPONS THAT SPAWN IN THE MIDDLE OF THE CHAMBER. PICK YOUR FAVORED ONE, AND ENGAGE!

The best method of defeating Mai Hem is to watch her as she runs back and forth along the balcony opposite you. Pick a scoped weapon and when she stops, strike her in the head. You should have full Armor, so shrug off the first couple of shots.



Keep this ordnance hitting Mai Hem until you strike her in the head, and Chandra chimes in letting you know (if she can hack into the computer) that you have a choice of weapons. You can choose between the Combat Shield, M60, and Hawk Boomerang. These



weapons (as well as the Magsec you start with and Mai Hem's SuperDragon) are virtual weapons; you cannot unlock them. The M60 is good for stopping power against the terracotta statues. The Hawk is good at quickly taking out Mai Hem and her holograms. The Combat Shield gives you 100 percent protection from the punches of the terracotta guards, as long as you keep the Shield between you and them. Pick your poison (in this case, the M60), and drop down into the arena. Blast the guard statues running at you.

There is one guard statue the first time. It deals significant damage if it strikes you with punches, so keep it away from close combat by constantly slamming it with fire. As you do this, head to the middle of the arena, and pick up your preferred weapon. Bring it to bear on Mai Hem now!



Blast Mai Hem until she disappears, and you're left with two statues. Bring the full power of your weapon to bear on these hapless fools, and cut them down. Retreat to the upper balcony as you shoot them. Run backward, firing.

Run straight up at the grayer-colored versions of Mai Hem and pistol whip or punch them to steal the weapon; the real Mai Hem doesn't give up so easily. Grab the SuperDragon!



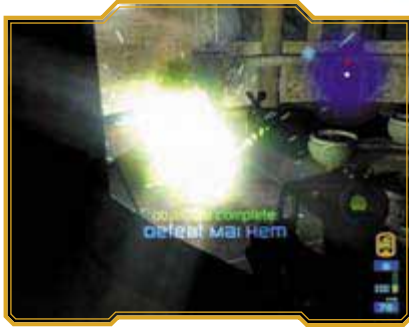
That's evened the score nicely! Why grab the SuperDragon? The grenades of course. Mai Hem has summoned a number of clones to aid her, and the easiest way to stay safe and quickly take them all down is by lobbing some grenades at the feet of anything in a dress that moves!



The tactics for the remainder of the DeathMatch are the same. There are now five rounds of clones. Stay on the balcony, and punt grenades into each of them. If you're attacked at close quarters, blast the clone with your primary bullets. Move back and forth on the upper balcony, watching for clones ascending the steps. Then stop them. Are you low on ammunition? Then move to a recently slain clone and pick up the SuperDragon ammo from it!



You've got to batter three more statues during this time, but keep the basic SuperDragon grenade plan going, following it up with rapid fire for closer takedowns, as after the fifth round of clone battling, the real Mai Hem appears. Thankfully, she's just as easy to take down from afar, if you can lob grenades effectively.



### COOPERATIVE OPERATIVES



DeathMatch mode with two players against Mai Hem offers exactly the same strategies, although instead of five sets of clones, you have to defeat 10. Remember to Revive if you see your partner fall!



A good tactic to use, aside from the single-player plans shown above, is to commandeer a balcony. Have P1 stand on the left set of steps, while P2 guards the opposite side. That way, you only occasionally find Mai Hem clones spawning on the same balcony as you, and attacking from behind. You may be overrun though, so stay in constant radio contact.

### PRIMARY OBJECTIVE

DEFEAT MAI HEM COMPLETE!



Mai Hem wrenches herself away from the virtual reality machine, shoving the guards out of the way, and protesting the game in no uncertain terms before collapsing on the ground. Joanna makes her escape before Zhang-Li realizes one of his "guests" is missing.





# MISSION 05. LABORATORY RESCUE

## AREAS OF INTEREST



05.01



05.02



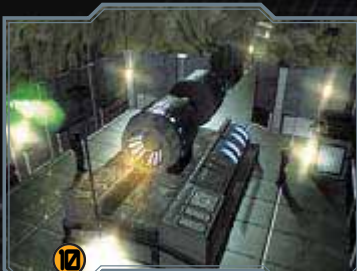
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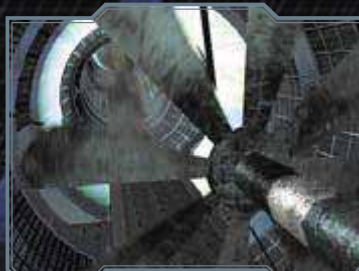
05.04



05.05



05.06



05.07



05.08



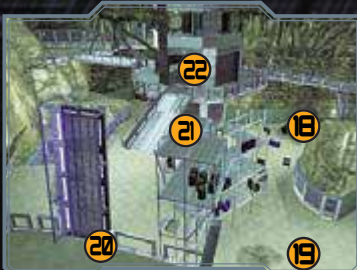
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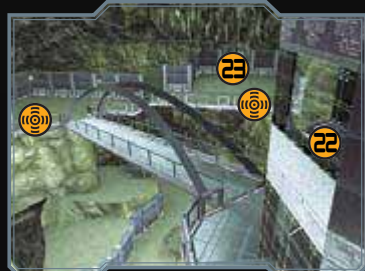
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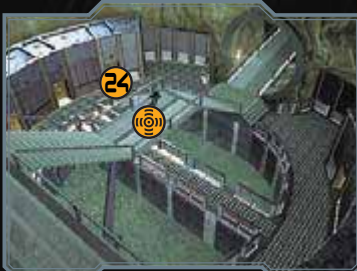
05.11



05.12



05.13



05.14

### LEGEND

05.01

ENTRANCE CHAMBER

① ENTRANCE TO/FROM MAIN LABORATORY AND GANTRY WAY

05.02-05.03

MAIN LABORATORY AND GANTRY WAY (TWO VIEWS)

② GANTRY TO FACILITY DOORS

③ GANTRY TO LOWER EXIT, SCAFFOLD CHAMBER, AND CELL BLOCK

④ TO DOORWAY LEADING TO GAS-FILLED LABORATORY

⑤ DOOR TO STAIRWELL

⑥ DOOR TO GOLD KEY AND TRACKING SYSTEM

05.04-05.05

BASEMENT (TWO VIEWS)

⑦ TO STAIRWELL UP

⑧ TO POWER GENERATOR ROOM

⑨ DUCT TO GOLD KEY AND TRACKING SYSTEM

05.06

GENERATOR ROOM

⑩ DUCT TO GAS-FILLED PIPE

05.07

PASSAGE

THIS LEADS TO AND FROM THE GENERATOR ROOM AND LABORATORY

05.08

GAS-FILLED LABORATORY

⑪ SHUT-OFF VALVE

⑫ SILVER KEY

05.09-05.10

GOLD KEY LABORATORY AND TRACKING SYSTEM ROOM

⑬ UPPER GLASS CHAMBER HOUSES GOLD KEY AND DUCT EXIT

⑭ TRACKING SYSTEM

⑮ DUCT TO PIPE

05.11

ENTRANCE TO SCAFFOLD CHAMBER

⑯ SWITCH TO OPEN DOOR

⑰ SWITCH TO OPEN DOOR (P2 ONLY)

05.12-05.13

SCAFFOLD CHAMBER (TWO VIEWS)

⑱ ENTRANCE FROM LABORATORY

⑲ TO ELEVATOR

⑳ BRIDGE DROP CONTROLS

㉑ TOP OF SCAFFOLD (ROUTE)

㉒ COMMAND ROOM

㉓ CELLBLOCK ENTRANCE

㉔ TURRET

05.14

CELLBLOCK

㉕ CELL (JACK IS IN ONE OF THESE)

㉖ TURRET

**CAUTION** - ON PERFECT AND DARK DIFFICULTIES, THE ENTIRE FACILITY WILL GRADUALLY FILL WITH DEADLY GAS. YOU'RE LIKELY TO NOTICE IT FIRST IF YOU'RE MOVING THROUGH THIS TUNNEL STRUCTURE; MAKE SHUTTING OFF THE GAS A PRIORITY!



## EQUIPMENT LIST AND WEAPONS FOUND



"There's not a firewall in the world that can protect them from a pissed-off employee willing to trade intel for cash."

—Chandra

## PLAN OF ATTACK: OBJECTIVES

**PRIMARY OBJECTIVE:** NEUTRALIZE GAS DEFENSES  
(PERFECT/DARK ONLY)

**PRIMARY OBJECTIVE:** ACCESS CONTAINMENT FACILITY (ALL)

**PRIMARY OBJECTIVE:** LOCATE AND RESCUE JACK (ALL)

**SECONDARY OBJECTIVE:** SHUT DOWN POWER GENERATOR (ALL)

**SECONDARY OBJECTIVE:** DISABLE TRACKING SYSTEM  
(SECRET AND PERFECT/DARK ONLY)

## OVERVIEW

**Chandra:** "While you've been playing games, I've had a little party of my own. Meet Bjorn Madsen. He's a computer technician for the lab you're heading down to."

**Chandra:** "DataDyne's security might be tight, but there's not a firewall in the world that can protect them from a pissed-off employee willing to trade intel for cash."

**Chandra:** "According to Madsen, they're holding Jack in what he called 'the containment facility.' Sounds cozy, doesn't it?"

**Chandra:** "Security is controlled by keycards—silver in low-risk areas, gold in high-risk. Grab a gold keycard and get inside that containment facility."

**Chandra:** "Madsen said something about the power generator too. It's unprotected. If you can locate it, take it down. Hiding from guards should be easy in the dark."

**Chandra:** "I don't know what dataDyne's doing down there, but it must be real important for them to hide it away like that. Just get to Jack quickly, before it's too late."

Stealth is paramount during your first area of infiltration. The best choice among multiple routes is to clear the initial cavernous laboratory of foes, then enter the only unlocked door to the power

generator, fighting guards through a basement and finally shutting off the turbines. Crack a vent filled with poison, then dash to another laboratory to shut off the gas and take a Silver Key. Then head back to the cavernous laboratory and across to computer processing, where you grab a Gold Key and disable a tracking system. Return to the cavernous laboratory one final time and take the opposite exit, leading to the large containment facility. Scale the tower in the middle via ladders or lift. Next comes a vicious firefight through to Jack's cell, and his freedom!

## BATTLE TACTICS

### PRIMARY OBJECTIVE

ACCESS CONTAINMENT FACILITY BEGINS!



The guard stands at attention when Zhang-Li arrives. When the geezer with the gigantic cranium shuffles off into his laboratory complex, the guard lights up a cigarette. The guard is put out, along with his cancer stick, by a nimble ambush by Joanna, now firmly entrenched inside the facility.



Stealth is called for during your infiltration of this facility, so load up a scoped and silenced weapon, and make a right turn in the green corridor, moving toward an unlocked door at the end. Open it, and step into this first cavernous laboratory.

### COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark. Player 2 (P2) is Chandra. P1 begins this mission on the left side of the exit to the elevator, and P2 starts on the right.

If you wait too long at the entrance, or don't follow the quick execution path described below, you might encounter a guard who arrives at the walkway on the left side of the chamber. You should have passed him already after quickly dealing with the other guards on the balcony. If you're slow, hide and defeat him.



## CAUTION

ACK! DID YOU MISS A GUARD, USE NON-SILENCED WEAPONS, OR GET SPOTTED BY NOT FOLLOWING OUR ADVICE? THEN YOU HAVE THREE POSSIBLE SPOTS FOR GUARDS (OR SCIENTISTS) TO RUN TO AND SOUND THE ALARM. THE FIRST IS UNDER THE BRIDGE ON THE LEFT, BEHIND AND BELOW THE BARRELS.



YOU CAN SEE THE SECOND ALARM FROM THIS VANTAGE POINT. FACE AWAY FROM THE SIDE WALKWAY AND LOOK LEFT, AT THE BALCONY BETWEEN THE RED AND GREEN DOORS.

THE THIRD ALARM IS DIRECTLY BELOW THE RED LOCKED DOOR, ON THE GROUND FLOOR, JUST RIGHT OF THE NARROW SUPPORT STRUT ON THE LEFT OF THIS PICTURE.



## LABORATORY CAVERN: THE DIPLOMATIC PATH

Carefully and silently snipe the guard by the large door on the left side of the Hub and the patrolling guard that's wandering around. Then go unarmed and speak to the scientist in the Hazmat suit on the ground. If he hits on you, charm him; if he thinks you're a lab tech, bluff him; and if he asks you for ID, threaten him. Pick the right response and you can wander around unarmed and the guards won't sound the alarm inside the Laboratory Cavern.



## LABORATORY CAVERN: QUICK EXECUTION PATH



Instead of dawdling about, be quick and precise, and follow this plan. As soon as you step into this initial cavernous laboratory, zoom in on the guard waiting at the locked door opposite, and bring him down with a single, carefully aimed headshot. Check whether a patrolling guard is

walking from right to left first; drop the door guard after the walking guard strolls past.

## TIP

DO YOU CONSIDER YOURSELF A HARDCORE MARKSWOMAN? THEN TRY TO PLANT THE BULLET THAT TAKES OUT THE DOOR GUARD SO IT FIRST PASSES THROUGH THE HEAD OF THE WALKING GUARD! IT USUALLY TAKES TWO ALMOST SIMULTANEOUS BULLETS THOUGH.



Continue this awesome display of stealth by stepping out onto the gantry balcony, and swinging your aim right. At the same height, just right of one of the large central supports, is a guard standing by a green door. Bring him down at once.

## TIP

THE SCIENTISTS WHO SPOT YOU WILL RUN FOR THE ALARM. MELEE ATTACK THEM TO THE BACK OF THE HEAD TO KNOCK THEM UNCONCIOUS. IF YOU KILL THEM BY ACCIDENT, YOU'LL FAIL THE MISSION, SO KNOCKING THEM OUT IS ADVISED.





Move around the left side of the gantry platform you're on. Pass the barrels and walkway on your left, and move along the corridor toward the location of the guard's body you shot at the doorway. Look right, across the open laboratory below, ignoring the scientists. Stop so you can aim just to the left of the central support, as shown, at the final door guard in this area. Bring him down with a single shot to the head.

By this time, as long as you've shot all previous guards with a single blast, you should spot the guard walking out from the walkway you passed from your starting point. Swing your weapon to the right, and zoom in at this guy. Another single shot to the head brings him down. By this time, Chandra informs you of a new objective to fulfill.



### COOPERATIVE OPERATIVES



Two players must secure this area in the same way as one, ideally using the "quick execution path" (above). Have P1 head left, checking the gantry for patrolling foes, while P2 snipes the enemies standing by the doors. Speed is of the essence, and don't split up or a guard may see one of you in the open!

### SECONDARY OBJECTIVE

DISABLE TRACKING SYSTEM BEGINS!

### SECONDARY OBJECTIVE

SHUT DOWN POWER GENERATOR BEGINS!

### TIP

DOORS ILLUMINATED BY RED PANELS ARE LOCKED. GREEN ONES ARE UNLOCKED. YOU CANNOT HACK THROUGH DOORS ON PERFECT OR DARK AGENT DIFFICULTIES, BUT YOU CAN (USING THE DATATHIEF) ON THE EASIER SETTINGS.

### CAUTION

IF THE GUARDS RAISE THE ALARM, YOU CAN STILL FOLLOW THE ROUTE OFFERED IN THIS CHAPTER, USING BRUTE FORCE INSTEAD OF STEALTH AND CUNNING. HOWEVER, THE SHEER NUMBER OF GUARDS THAT ARRIVE MAKES SURVIVAL IMPOSSIBLE ON PERFECT OR DARK AGENT DIFFICULTIES. YOU MUST ATTEMPT A STEALTHY INFILTRATION!

### TIP

THE SCIENTISTS BELOW YOU, WORKING IN THE MIDDLE OF THIS CHAMBER, DON'T SEE OR REACT TO YOUR TAKEDOWNS UNLESS YOU MAKE A NOISE OR ARE SPOTTED BY GUARDS. THEN THEY WILL RUN AND SOUND THE ALARM. YOU'LL FAIL THE MISSION IF YOU KILL A SCIENTIST.



Once the last patrolling guard from the side walkway has been downed, simply move along the balcony to the green door at the end, marked with the sign with a lightning bolt symbol. It is unlocked. Open it.

### THE EASY WAY IN (AGENT/SECRET AGENT ONLY)



Once the coast is clear and no more guards appear, you can (on the two easiest difficulty settings) bring out your DataThief and hack the first door on the left during your gantry entry,

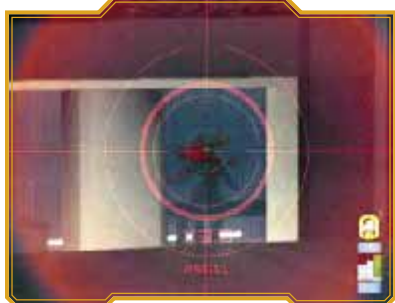
where you sniped the first guard. This door leads down some stairs to a laboratory where you can find the Silver Key on the desk in front of the giant globe. Take this, then head back to the cavernous laboratory and go for the power generator or the computer processing room.

## TO THE POWER GENERATOR

Assuming you haven't hacked the door to the Silver Key laboratory (previously), once through the power generator door, keep your silenced weapon out and look left; you pass an alcove which may contain a guard. Shoot him immediately, before he raises the alarm. Ambush him, not the other way around!



## TO THE GENERATOR ROOM #1: STEALTH

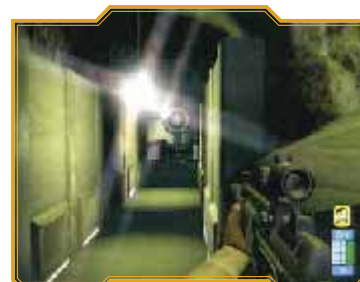


Unless you've made a mess of the initial portion of this mission, there are no other guards to fight as you descend a set of steps with a rock ceiling. After you make your final right turn, stop immediately and crouch. Scan the lip of the walkway ahead; beyond, you can spot a guard. Take his head off! Then sidestep left very slowly, looking for the gap between the last two right pillars, as shown in the second screen. Zoom your scope through this gap, and you'll spot an enemy behind a table at the far end of a room. Drop him before anyone notices you.

## TO THE GENERATOR ROOM #2: WANTON DESTRUCTION



Are you determined to embarrass stealth assassins everywhere? Then ignore such plans as "quiet executions" and once inside the room, move to the right side balcony that overlooks the room with the barrels. Shoot out a barrel on the far wall and another in the middle (look right and down to target it). This creates confusion below. Then run to the base of the steps, bringing down a foe charging toward you as you go.



The two or three more guards in the room can't sound the alarm, so don't worry if they start firing at you. Stand up and deliver righteous justice into them. One's along the left wall, near those barrels, and one's opposite the foot of the steps behind a table (use the corner of the right wall to hide behind while you take him out). Take care of them all! Once the room is secure, inspect the crates to find a pair of Night Vision Goggles to pick up. Then leave via the exit diagonally opposite the stairs. Head down the rock corridor until you spot the generator.

## COOPERATIVE OPERATIVES



With two players heading to this basement, you can afford to be a little more haphazard in your tactics. Choose a section of the room each, and have one player tackle the right side (P1), and the other blast the left (P2). Or, try one player at the balcony, cutting down foes in a cunning crossfire.



## COOPERATIVE OPERATIVES (CONT'D)



Now you can stay together or, ideally, split up. While P1 shuts down the generator, stops the gas, and takes the Silver Key, P2 uses the DataThief and hacks the laser mesh cover at the basement steps, moves through the other cylindrical shaft, and enters the computer processing room to grab the Gold Key and disable the tracking system. Meet up at the cavernous laboratory.

Crouch and shuffle forward on the left side of the corridor until you spot a foe. Usually, he's standing on the right side of the generator. He's one of two heavily armored guards, so reload your weapon before you shoot him in the head. Keep the headshots going until he's down, then back up and wait for the second guard to attack from the left. Use headshots and empty your clip into them both.



## SHUTTING DOWN THE GENERATOR PLAN #1: TURN OFF, HEAD OUT



The first plan is to simply move to the control panel to the left of the generator and pull the switch, powering the turbine down.

## SHUTTING DOWN THE GENERATOR PLAN #2: BOOM, SHAKE THE ROOM



The second plan is to move to the middle front of the generator itself, produce a DemoKit (if you're carrying this piece of equipment) and set a time. Back off, and watch the room shake!

## SHUTTING DOWN THE GENERATOR PLAN #3: LOCK THE CONTROL BLOCK



The third plan is to use the Locktopus to lock the control block on the control panel to the left of the generator. Break out your Locktopus software routines on it to turn off the power."

### SECONDARY OBJECTIVE

SHUT DOWN POWER GENERATOR COMPLETE!

## HUNTING FOR SILVER



With the generator shut down, you must locate the Silver Key, and the quickest route is through the duct work behind the generator. On Perfect/Dark difficulty, this duct is probably filled with poisonous gas by now! Work quickly to shut this off.

### PRIMARY OBJECTIVE

NEUTRALIZE GAS DEFENSES BEGINS!

Whether the shaft is full of gas or not, follow the duct and break open a second cover, then turn left. Run up the giant circular ventilation shaft, ignoring or quickly destroying any SpiderBots you see. Follow the bend right, and look for the opening in the left wall as you reach the large fan.



## TIP

RUN UNARMED THROUGH ALL OF THE AREAS FILLED WITH GAS. ANY WEAPON YOU CARRY SLOWS YOU DOWN, SO USE YOUR FISTS TO BREAK OPEN DUCT COVERS.



You emerge into a laboratory. Run forward toward the gas shut-off valve on the left, and attempt one of two methods for shutting off this choking gas!

## CAUTION

DURING THE SUBSEQUENT RUMMAGE AROUND THIS ROOM, WATCH OUT FOR ANY SCIENTISTS GOING TOWARD THIS GIANT GLOBE, AS THE ALARM IS TRIGGERED BEHIND IT.



## SHUTTING OFF THE GAS PLAN #1: SCIENTIST SHAKEDOWN

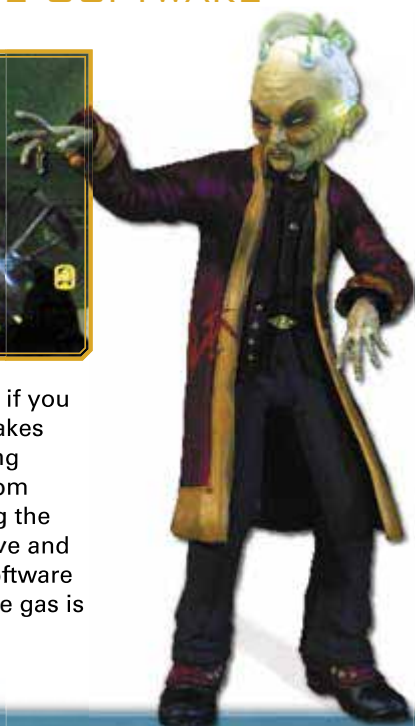


The fastest method of breathing cleaner air is to run straight past the gas valve and make a sharp right. A scientist in protective clothing is in mid experiment. Explain curtly to him (by sticking a gun in his face) that you want this noxious vapor removed. He quickly agrees to run to the valve and turn it off.

## SHUTTING OFF THE GAS PLAN #2: VALVE SOFTWARE

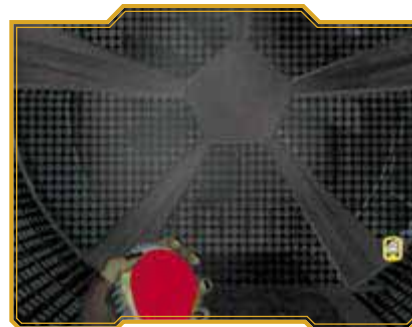


The second plan works only if you have the Locktopus, and it takes much longer than threatening a scientist. Head into the room first to stop scientists raising the alarm, then move to the valve and break out your Locktopus software routines on it. Eventually, the gas is shut off.



## SHUTTING OFF THE GAS PLAN #3: YOUR BIGGEST FANS

The third plan ignores the laboratory entirely, and instead focuses on the circular ventilation shaft; the two fans, to be precise. As you enter the shaft, turn left and plant a DemoKit on the fan itself. Back up, and stop the fan from blowing poison about.



## PRIMARY OBJECTIVE

NEUTRALIZE GAS DEFENSES COMPLETE!

## SWIPING THE SILVER KEY



Once the air is clean, check that none of the scientists are acting up, and then move to the laboratory desk with the laptop and equipment on it, including the Silver Key. Grab it at once, and leave this area.

## TIP

WHEN YOU'RE DEALING WITH A LABORATORY LIKE THIS, THE SCIENTISTS AREN'T SUPPOSED TO GIVE YOU ANY RESISTANCE WHATSOEVER. SO IF YOU GET ONE WHO'S GIVING YOU STATIC, THREATEN HIM, SHOOT HIM ONCE, OR TAKE THE BUTT OF YOUR GUN AND SMASH HIS NOSE IN. EVERYBODY JUMPS. HE RAISES HIS HANDS SCREAMING, BLOOD SQUIRTS OUT OF HIS NOSE, AND NOBODY SAYS ANYTHING TO YOU AFTER THAT. MAKE SURE ALL SCIENTISTS HAVE THEIR ARMS RAISED; THIS ENSURES THAT THEY DON'T GO FOR THE ALARM. DON'T KILL THE SCIENTIST OR THE MISSION ENDS!



Move up the spiral stairs inside the laboratory to the short corridor ending in a door on the right. Open the door, and step back inside the initial cavernous laboratory. There shouldn't be any enemies (unless you fled from some earlier or set off an alarm; each time you set off an alarm, expect a new set of elite guards to patrol the central hub). Move onto the gantry.



## TO COMPUTER PROCESSING



Once on the gantry, head left. Pass the door to the power generator you accessed previously, and turn right, along the remainder of the gantry to the door. The Silver Key allows instant access through here.



Step through the door and check the area for the haz-suited scientist. Give him an encouraging whack around the head so he doesn't run for the alarm on the far wall. Once he's subdued, look left, and enter the laboratory on the riser. Scrabble around the desk to locate the Gold Key. Grab it, and look for the steps heading up.

### DISABLING TRACKING: THE IDEAL WAY

These steps lead to a small cave-like chamber with a pulsing array of electronics. This is the facility's tracking system, and it's a sound plan to disable it, ideally by shooting four of the five "stalactite" pointers on the central ceiling protrusion. Guards cannot pinpoint your location now!



### DISABLING TRACKING: THE ALTERNATE WAY



The second method of shutting this down is a doozy! During your earlier battle in the basement, just before you reached the power generator, you could ignore the Silver Key and instead look for this small laser vent under the base of the stairs you came from (first

screen). This leads to a circular vent shaft (not the same as the poisoned one), which leads to a hidden entrance into the laboratory with the Gold Key in it. When you're through and into the lab, check out the computer terminal on the left wall. DataThief the terminal and switch the tracking off this way. Using the DataThief will save you an incredible amount of ammo. It takes 20 Magnum rounds to disable the four fusion cells, and countless rifle shots or pistol rounds.



### SECONDARY OBJECTIVE

DISABLE TRACKING SYSTEM COMPLETE!

### BACKTRACKING TO THE CAVERN LABORATORY: COMPETENTLY



If you've used extreme stealth, there shouldn't be anyone to greet you when you retrace your steps back to the initial cavernous laboratory. Simply run along the gantry balcony, following it left around to the side walkway where the barrels are stacked. Exit the room heading down

the steps, and face the door to the containment facility after a series of left turns.

### BACKTRACKING TO THE CAVERN LABORATORY: INCOMPETENTLY



Did you raise merry hell and leave guards scattered around the complex to signal reinforcements? Then you'll find this initial chamber very difficult to maneuver through if you use the gantry. Instead, employ a roll at this drop point to the right of the computer processing door, and rush across the base of the lab, using the underside of the middle gantry as cover until you reach the door opposite. Open it and dive through.

## KEEPING ALL YOUR FACULTIES IN THE FACILITY



Whatever your plan, there's no need to worry about stealth for the rest of the mission; use whatever weapon you wish. Head through the door, swing right immediately, and bring down the guard by the door before he realizes he's under attack and tries to sound the alarm on the left wall. Then open the door using the switch on the left. You're through to the containment facility!

### THE OTHER WAY

Although the preceding paths are preferred, you can actually (on Agent/Secret Agent) go in the following route instead: Start the mission. Dispatch all foes and use a DataThief to unlock the door to the Silver Key, then move into the computer processing room. Collect the Gold Key, then destroy the tracking system. Before you leave, check the room for a laser vent.



Use your DataThief to hack the vent open, and crawl inside to a new ventilation shaft. Turn right, run down the slope to the opposite end, and check the left side for another duct. This brings you into the guard room with the barrels, just before the power



generator. Begin a series of barrel-exploding takedowns. Clear the room of foes, complete the destruction of the generator, then backtrack to the cavernous laboratory.

### COOPERATIVE OPERATIVES



Escaping to the Containment Facility provides exactly the same opportunities in cooperative mode, but both players must reach the facility door together, as the door requires both of you to activate a switch each. Come on P1, hurry up!

### PRIMARY OBJECTIVE

ACCESS CONTAINMENT FACILITY  
COMPLETE!

### PRIMARY OBJECTIVE

LOCATE AND RESCUE JACK BEGINS!

This next zone requires a different plan of attack, as it is a gigantic open space in which enemies can spot you easily. With this in mind, wait at the entrance to this arena, and look at the central tower with the scaffolding around it. Four easily spotted guards are on the structure; blast them in the head with zoomed-in shots. Then back up as a ground enemy charges your location. Wait for shock damage to heal, then bring this punk down. Pick up his KSI-74 if desired.



### TIP

THE NUMEROUS BARRELS BOTH ON AND AROUND THE STRUCTURE ARE GREAT FOR BLOWING UP ENEMIES HIDING BEHIND OR NEAR THEM, USUALLY ON THE PLATFORMS ABOVE YOU.

### TIP

DID YOU PICK UP THE NIGHT VISION GOGGLES EARLIER? USING THEM IN THIS AREA ALLOWS YOU TO EASILY PICK OUT ENEMIES FROM OBJECTS, AS SHOWN IN THE SECOND PICTURE (ABOVE). ALSO, IF THE LIGHTS ARE OUT, THE GUARDS DON'T AUTOMATICALLY SEE YOU; THEY STUMBLE AROUND BLINDLY IN THE DARK UNTIL THEY BECOME AWARE OF YOU.





Rush the central structure. There's one more foe on it and another on the ground, usually on the right side, at the opposite wall. Bring him down from cover behind barrels (the nonexploding kind), or else use bursts of KSI-74 fire.

## TIP

KLAXONS BLARE AND A SECURITY COMMAND IS YELLED. IF YOU DISABLED THE TRACKING SYSTEM EARLIER, THE ENEMY CAN'T PINPOINT YOU. THIS MAKES COMBAT A WHOLE LOT EASIER!



Bound up the shallow ramp on the right side of the structure, and claim the Armor; you'll need it! Then make one of two possible choices in your ascent to Jack's cell.

## GOING UP: BY LADDER

This shorter, direct path is worth taking only if you've defeated all the enemies on the ground and on the structure. From the Armor, head left to the nearby ladder, and clamber up it to the next level. At the top, turn right, move to the next ladder, and climb up that.



Climb onto the platform, taking any dropped ammunition as you reach the corner, and turn right past the red barrels to another ladder. Once you reach the top of this, stop and train your weapon; there's usually a foe across from you, near a raised drawbridge. Blast him!



If you miss the enemy or he hides, simply climb the ladder to the left, and take him out from the better vantage point at the top of the structure. Now turn right and hop on the main bridge to the command module in the middle of the tower.



## TIP

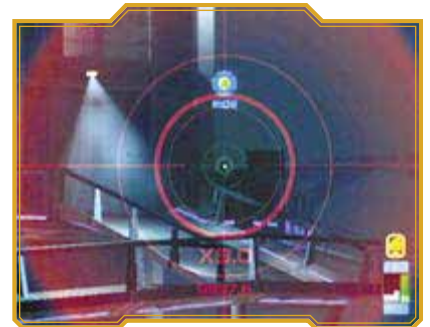
WHENEVER POSSIBLE, TAKE OUT ENEMIES BEFORE RESUMING YOUR CLIMB ON THE LADDER, ESPECIALLY THOSE NEAR THE M60 TURRETS. OTHERWISE, YOU MIGHT BE CUT TO PIECES AS YOU CLIMB THE LADDER.

## GOING UP: BY LIFT



If you raised the alarm, or want a quicker (but not necessarily easier) way to reach the top of the tower, turn left from the entrance to the containment facility and run up the slope. At the top is an elevator. Dash into the elevator, and press the button.

At the top, scan the middle of the tower for patrolling enemies (especially if the alarm has sounded). Quickly bring down the first you see, then step off the elevator platform.



Dash to the raised drawbridge. Press the switch to lower it.

## COOPERATIVE OPERATIVES

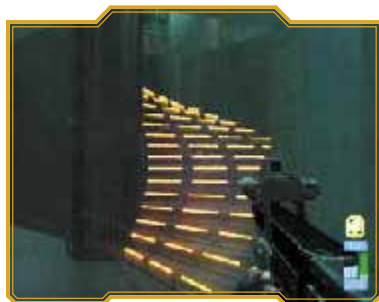


You should both take up positions—perhaps one in partial cover while the other charges around the floor.



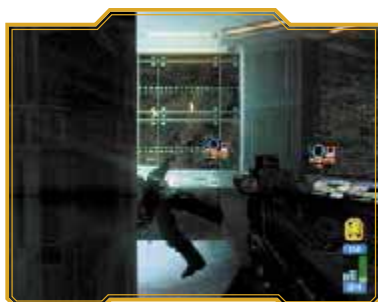
Finish off all the foes you can, as this helps you assault the top of the tower, and then both run to the elevator. P1 steps onto the lift platform while P2 activates it from the wall. P1 then activates the bridge controls, which lower the ladder. P2 now must climb up the ladders on the central tower while P1 provides covering fire at the top. The remainder of the mission has few additional advantages for cooperative play, aside from crossfire opportunities when assaulting the cellblock.

## JACK IN THE BOX



Whichever method you used to reach this tower, scan the entire area around you to check for enemy stragglers, as you don't need extra threats in the final cellblock area to come. When there's no more firing, move into the central tower, left around the inner gantry, and up the orange-lit steps to the right.

Once at the top of the steps, instantly silence the waiting guard on your left. Shoot him in the head, and then watch for foes shooting out the windows at this command control room. Free Jack from his confinement using one of the following methods:



## JACK OUT OF THE BOX PLAN #1: MANUAL CONTROLS



The first plan enables you to quickly reach over and activate the controls on the windowsill behind the guard you just popped. You'll have to activate the left-hand control panel repeatedly. Pay close attention to the PIP image until you find Jack's cell, then move to the right-hand control panel and activate it to remove the laser grid. This causes the bars in Jack's cell to disappear.

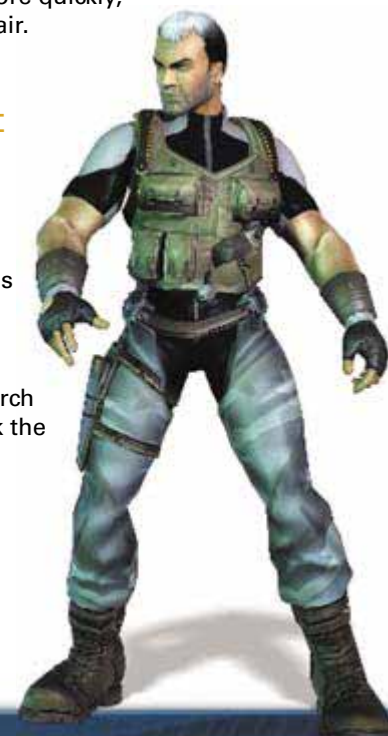
## JACK OUT OF THE BOX PLAN #2: LET'S BLOW THIS THING AND GO HOME

The second plan involves judicious use of your DemoKit. Instead of activating the cell door, you're shorting the entire system, releasing all the cell doors. Back off from the two blasts you'll need to complete. Alternately, if you brought along some grenades, simply lob those up into the room and accomplish things more quickly, easily, and with slightly more flair.



## JACK OUT OF THE BOX PLAN #3: REMOVING THE CELL BLOCKAGE

This longer and more dangerous plan isn't advisable. Ignore this control room entirely, and fight your way (using the tactics to come) to the cellblock. Then search cells 1, 5, or 8 for Jack, and hack the lock using your DataThief.





## CELLBLOCK BATTLE

Drop down to a crouching position to avoid the incoming fire. Crawl to the edge of the control room, and peer across to the cell area (not the drawbridge). Spot a couple of guards (ideally using Night Vision Goggles). Shoot the one on the mini-gun turret and another as he runs to work it after the first is defeated. Shots between the mini-gun's shields into the gunner's head work the best.



Once the two mini-gunners are downed, run across the bridge, training your weapon on any foes in the vicinity. Watch for the second mini-gun on the left as you complete the bridge and turn right, climb the steps, then stop at the door on the left.



Use cover, or simply stand at the entrance and blast charging enemies. If you're overwhelmed, back up. Shoot the torsos of the female guards, and beware of their Magnums; these are vicious. After two guards are downed, wait at the entrance and check for foes standing by the crates or at the top of the ramp on the far end of the block. Bring both of these individuals down.



At least eight enemies are guarding Jack, and all either run at you or stand behind cover and blast you as you enter the doorway. Hop on the turret nearest the cell door and open fire. The noise from the M60 attracts the guards in the cellblock; as they head up the ramp, mow them back down. Zoom with the left trigger to make things a little easier, as the Magnum force may still get a couple of shots in.

### TIP

STAND BY THE DOORWAY UNTIL YOU'VE TAKEN OUT THE FOE WITH THE M60; YOU HAVE GREATER MOBILITY AND A CHANCE TO RETREAT.



When the majority of the cell guards have been cleared, you can try other weapon tactics, such as ranged Magsec 4 shots, or cover and the Magnum, as shown here. Be very cautious as you advance so you aren't ambushed.

### TIP

PICK UP THAT M60! YOU WANT TO DEAL WITH REINFORCEMENTS AS QUICKLY AND VIOLENTLY AS POSSIBLE.



Once all threats have been nullified, carefully move into the cell chamber. Immediately scan the cells and look for the one you already opened (unless you're using the DataThief). The open cell holds an unconscious Jack Dark. Where Jack is placed is random, so try checking cells 1, 5, or 8. Remember that some cells are up the middle steps!

### PRIMARY OBJECTIVE

LOCATE AND RESCUE JACK COMPLETE!



Joanna Dark heads into the cell to see Jack unconscious and slumped on the ground. She shakes him awake, and listens as Jack relays a series of shocking pieces of information. This changes everything. Now father and daughter must team up and get the hell out of here!





# MISSION 06. RIVER EXTRACTION

## AREAS OF INTEREST



06.01



06.02



06.03



06.04



06.05



06.06



06.07



06.08



06.09

### LEGEND

06.01

CELLBLOCK

TURRET

06.02-06.03

SCAFFOLD CHAMBER AND FIRING RANGE

TURRET

1 COMMAND ROOM

2 EXIT TO FIRING RANGE

3 WEAKENED WALL TO/FROM BASE EXTERIOR

06.04

BASE EXTERIOR

4 GATE VALVE

5 GATE VALVE (BASE OF TOWER)

6 HOVERCRAFT

7 GATE (EXIT)

TURRET

8 HOVERCRAFT (ENEMIES)

06.05-06.06

ENEMY BASE #1 (TWO VIEWS)

9 SWITCH INSIDE TOWER

PT POWER TRANSFORMER

06.07

ENEMY STRONGHOLD

10 TUNNEL TO/FROM ENEMY BASE #2

11 ROUTE TO SNOW BANK AND MISSION EXIT

12 MISSION EXIT

06.08

ENEMY BASE #2

PT POWER TRANSFORMER

HOVERCRAFT

06.09

ENEMY BASE #3: THE LOCATION WHERE JACK AND MAI HEM FACE OFF



## EQUIPMENT LIST AND WEAPONS FOUND



"I'll be sure to talk you through the scars later, but right now I don't need your sympathy. I need a way out!"

—Jack Dark

## PLAN OF ATTACK: OBJECTIVES

**PRIMARY OBJECTIVE:** ESCAPE TO AIRBASE (ALL)

**PRIMARY OBJECTIVE:** SABOTAGE BRIDGE  
(PERFECT/DARK ONLY)

**PRIMARY OBJECTIVE:** POWER DOWN RADAR (ALL)

**SECONDARY OBJECTIVE:** INCAPACITATE HOVERCRAFT (ALL)

**SECONDARY OBJECTIVE:** STEAL ROCKET LAUNCHER  
(SECRET AND PERFECT/DARK ONLY)

## OVERVIEW

**LOCATION:** MAINLAND CHINA

**Chandra:** "I'm reestablishing contact with Jack's Nulsuit now, Jo...whoa! That is one ugly readout. What did those bastards do to him?"

**Jack:** "Nice to hear you too, Chandra. I'll be sure to talk you through the scars later, but right now I don't need your sympathy. I need a way out."

**Chandra:** "Okay, time to get creative. All the doors are sealed, so you gotta make your own exit. Wall's damaged in the shooting range. Blow it out."

**Chandra:** "Your exit will open onto the motor pool. Jack, you hotwire a hovercraft while Jo opens the main gate."

**Chandra:** "From there, it's a short pleasure cruise to the airbase and your flight outta there. Be sure to take in the sights—Rocket Launchers, enemy hovercraft, and..."

**Jack:** "I get the picture, the locals aren't friendly. I'll be sure to bring you back a souvenir. Can't be much fun stuck at the office while we're getting shot at. C'mon kid, let's go."

From Jack's cell, you must fight back to the containment tower, lower the bridge, and head through to the firing range where you must demolish a weakened wall and destroy enemies before venturing into a large outside base. Carefully maneuver around the base perimeter and take out every enemy without being overrun, and then secure a Rocket Launcher from a turret hardpoint on the opposite side of the base. (On a turret, the bottom part is the hardpoint, and the top part is the gun.) Near this turret is a gate tower, and after releasing the gate mechanism, you must fight back, blasting an open garage to destroy the hovercraft inside.

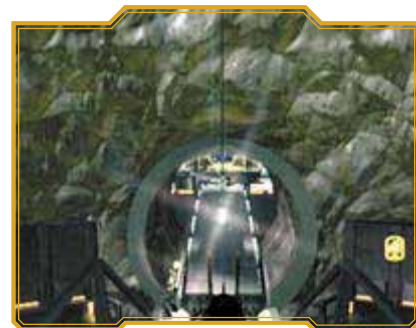
With Jack manning the gun, you flee the base, heading into a system of rivers and an enemy base. Optionally destroy four electrical towers in the first base to shut down a radar post, then pilot the hovercraft to the left of a castle-like enemy structure, and to a second base, where four more electrical posts need your demolition skills. Then head back to the castle structure, heading over the riverbank to the left of it, and escape to the airbase.

## BATTLE TACTICS

### PRIMARY OBJECTIVE

ESCAPE TO AIRBASE BEGINS!

You begin by Jack's cell, and despite his previous torture, he runs to the corridor and takes up position. While he's shooting at the incoming guards, climb the steps behind it, and grab the controls of a mini-gun turret. As Jack fires on foes, waste them with the limitless supply of bullets the turret provides.



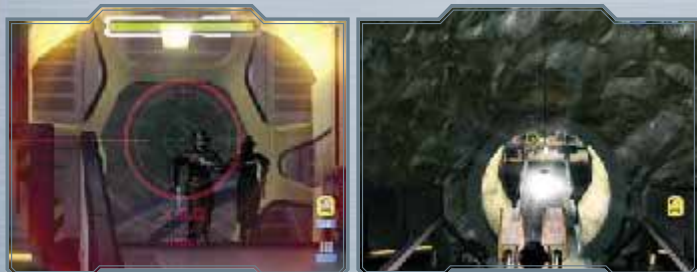
### TIP

USE THE MINI-GUN TURRET FOR TWO SIMPLE REASONS; YOU DON'T EXPEND AMMUNITION FROM YOUR REGULAR WEAPONS, AND YOU HAVE EXTRA SHIELDING.

## COOPERATIVE OPERATIVES



Player one (P1) is Joanna Dark. Player two (P2) is Jack Dark. P1 begins the mission standing to the right of Jack's cell. P2 begins the mission standing on the opposite side of the cells.



Either player can grab the mini-gun while the other fires down the corridor; in this case, P1 has opted to let P2 loose with the turret. Good radio contact ensures you know who is on turret command.



When no more enemies are in the cellblock corridor, move to the exit leading to the tower. Pick up dropped ammunition, then move through the doorway as bullets zing past you, and take the controls of the mini-gun directly ahead. Aim at the two guards on the tower gantry. Then swing your aim at a third guard to the right, on the opposite side of the bridge next to the tower itself. Once all the foes you can see are defeated, run to the bridge. Jack is manning the other turret, offering you covering fire.

## TIP

PATIENCE IS THE KEY HERE. THE MINI-GUN TURRETS OFFER A RELATIVELY SAFE OPPORTUNITY TO TAKE ENEMIES DOWN (AND THE ZOOM FUNCTION MAKES THEM MORE ACCURATE OVER LONG DISTANCES), BUT IT CAN TAKE A MINUTE OR TWO TO CLEAR THE AREA. ALSO, IF JACK HAS TAKEN THE FIRST MINI-GUN, MOVE TO THE SECOND, ON THE RIGHT SIDE OF THE BRIDGE.



Move to the near end of the bridge, but don't cross it yet; about three more enemies are maneuvering around the drawbridge on the opposite side. Use a scoped weapon to bring them down from range before you move onto the bridge.

A slightly better plan is to run to the second mini-gun instead of the first, as you can bring down more enemies. Aim at the foes on the tower's left side, on the right, and on the right side of the open drawbridge (as shown).



Race across the bridge to the tower gantry platform, and check left to ensure that you didn't miss any enemies. Walk around the gantry, and dive into the tower interior as Jack yells for you to sabotage the drawbridge, which has been raised and cannot currently be crossed. There are two plans here:

## PRIMARY OBJECTIVE

SABOTAGE BRIDGE BEGINS!

## BRIDGE SABOTAGE PLAN #1: BRIDGE CONTROL BLAST



The first—and easiest—method also expends the most ammunition. Instead of moving to the bridge and trying the switch, simply stand, in cover, at the tower section and aim at the bridge control switch on the left of the raised drawbridge. Blast it until it short circuits, lowering the bridge. Or do this with a scoped weapon from the second mini-gun turret before you cross the bridge.



## BRIDGE SABOTAGE PLAN #2: HACKING IN

The other, nonviolent, method saves bullets but not time and isn't really necessary. Enter the steps inside the tower, move to the control room, and hack in to either of the panels to lower the bridge.



### TIP

WHICHEVER PLAN YOU ATTEMPT, MAKE SURE YOU SHOOT THE CONTROLS OF THE OTHER DRAWBRIDGE TO LIFT IT AND STOP MORE ENEMIES COMING AFTER YOU.

### PRIMARY OBJECTIVE

SABOTAGE BRIDGE COMPLETE!

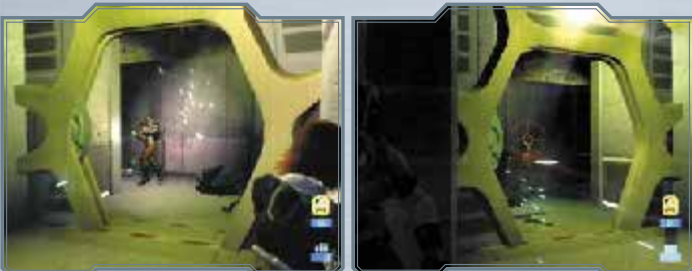
## INTO THE ARMORY



Once the bridge has been lowered, and no more enemies are in this area, rush across the bridge, but wait at the doorway. The armory is very well-guarded; use cover to one side of the door, and aim at all the enemies in this doorway. Jack rushes in, but don't worry; he can take care

of himself. Remain at the doorway, paying special attention to the foe with the M60, and any female guards with Magnums. This takes some time, but eventually you can defeat about eight enemies. This is an excellent place to use the ricochet secondary ability of the Magsec. Fragmentation grenades and flashbang grenades are also useful—toss one or two inside the open doorway, switch weapons, and charge in after the enemy is blinded or injured.

### COOPERATIVE OPERATIVES



Tackling the foes at the doorway to the armory is even more satisfying if P1 chooses a side for cover (in this case, the right side) while P2 stays on the other, and both players cut down foes in a hail of crossfire.

### COOPERATIVE OPERATIVES (CONT'D)



Once inside the armory, make sure one of you moves directly to the cracked wall (in this case, P2) while the other snipes the shooting range, bringing down live targets. As soon as the hole in the wall is blown out, prepare for a tactical assault on the base exterior.

Enter the door, and check the left and right paths for any stragglers. Then move down either path, as they both lead into the armory. Take an M60 from one of the eight weapon racks, if you wish. Then proceed out the other side of the armory into the firing range where Jack is waiting for you. Look for the cracked wall to the right.



You should have a DemoKit in your inventory, and now is the time to use it! Move to the crack in the wall, plant the DemoKit as soon as you reach this room, and then back up. Attack the enemies after the explosion, but don't head outside until the armory is secured. If you don't have a DemoKit, Jack places the charge and you must protect him from reinforcements while the timer ticks down.



Now turn your attention to the shooting range on your left. Bring foes down, either with sniped shots from range, or by rushing and blasting from close range, using the posts on the left as cover.



After the explosion, stay in the shooting range and take out any enemies that may be left inside. Jack will take care of the enemies outside that try to run inside after you. Don't let that fool you though, there are plenty of enemies left outside after Jack gets to the hovercraft.

## TIP

WAIT IN THE ARMORY UNTIL JACK TAKES CARE OF ALL THE ENEMIES OUTSIDE THAT ARE TRYING TO RUN INSIDE AFTER YOU. SINCE YOU CAN WASTE THEM ALL (GRENADES ARE GREAT!) AS THEY ARRIVE. NOW YOU ONLY HAVE THE GUARDS ON THE EXTERIOR BALCONIES TO DEAL WITH WHEN YOU VENTURE OUTSIDE.



You are now steps away from assaulting the Hovercraft courtyard itself. This is a very tricky prospect in Perfect/Dark difficulty modes, so follow the takedowns in the order presented to minimize the chances of being blindsided. Stand at the hole, and aim at the enemy inside the command tower, as shown. If you fail to get a quick kill and the enemy moves, head to the left side of the boxes on the snow to finish him.

## TIP

BRING TWO WEAPONS YOU CAN COUNT ON TO THIS ASSAULT: ONE WITH A POWERFUL SCOPE TO SNIPE WITH, AND ANOTHER, SUCH AS THE MAGNUM, THAT CAN DEFEAT ENEMIES WITH ONE OR TWO BLASTS. WE'RE GOING HARDCORE AND COMPLETING MOST OF THE LONG-RANGE TAKEDOWNS WITH A P9P TO PROVE IT'S POSSIBLE! ALSO, A MAGSEC HAS A GOOD SCOPE AND YOU CAN USE THE RICOCHET SECONDARY ABILITY TO HIT ENEMIES WHO ARE DUCKING FOR COVER IN THE BUNKERS.



While you're hiding behind this pile of boxes, move to the right, and seek cover. Aim at the enemy standing on top of an arched garage entrance. Bring him down, as he can step to a mini-gun turret and really annoy you. Keep blasting until he drops.

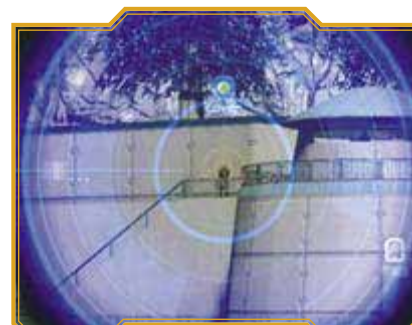
## CAUTION

ALTHOUGH JACK IS AN IMPATIENT MAN, IGNORE HIS CONSTANT ORDER BARKING. TAKE AS LONG AS YOU LIKE TO DEFEAT THE ENEMIES DOTTED AROUND THIS BASE. BUT DON'T RUN OUTSIDE INTO THE MIDDLE OF THE BASE ITSELF! YOU'LL BE CUT DOWN IN SECONDS.

Aim slightly left of the mini-gun turret on the garage archway and bring down a foe inside this tower. Use zoomed-in aiming for all your shots; the pictures show the zoomed-out place to fire.



Move forward a step, and check the tower to the left of the one you just shot at. There's a guard on the raised ground to the right of the tower (just to the left of the corner of the nearer wall in second picture), and one to the left (third picture). Then blast the guard inside the tower itself; spot him through the tower window. If you run low on ammo, run back into the firing range, armory, or as far back as the cell block, scavenging the trail of Magsec and KSI-74 ammo you've left along the trail.







After the previous guards have been dispatched, step to the right of the initial stacks of boxes and aim at the foe on the far side of the base next to a Rocket Launcher turret. As soon as you've blasted this guy, Jack shouts an order: you've got to get to that turret and swap the hardpoint (the base of the turret) out so you can use the Rocket Launcher to take out the power units. Check to see if a second guard has arrived to use the turret, and take him out from this cover (second picture).

#### SECONDARY OBJECTIVE

STEAL ROCKET LAUNCHER BEGINS!

#### SECONDARY OBJECTIVE

INCAPACITATE HOVERCRAFT BEGINS!



Only one guard, nearest the turret, comes to man this hardpoint, so take him out before blasting the rest. Sidestep right while crouching, using a low box as cover, and aim a scoped weapon to the left side of the gate tower, as shown above. There's a foe on the walkway to the left of the tower.

The area still isn't secure. Move toward the left wall, near the hole you entered from, and maneuver past the stacks of boxes while looking right, at the garage arch. Blast the foe on the balcony to the right of the garage.



#### TIP

YOU CAN STORM THE STEPS AND JOG AROUND THE UPPER-RIGHT SIDE OF THE BASE, BUT ON THE MOST DIFFICULT SETTINGS, THIS IS A DANGEROUS PLAN. KEEP LOW AND OUT OF SIGHT, AND FOLLOW THIS ROUTE! YOU CAN ALSO (IF EQUIPPED) USE THE LOCKTOPUS TO LOCK THE HANGAR DOOR BEFORE YOU VENTURE TO THE TOWER, PREVENTING THE ENEMIES FROM OPENING THE HANGAR, AND INCAPACITATING THE HOVERCRAFT WITHOUT WANTON DESTRUCTION.



Move to the right end of the garage on your left side, and take careful aim at an enemy next to a mini-gun turret on the garage directly behind the one that's closed. Sidestep extremely carefully, and bring this guard down at the turret.



You now have defeated enough enemies to allow you to reach the nearest mini-gun turret. Take the steps directly behind you, on the same wall as the hole you created, then dash to the top of the garage and grab the mini-gun. Bring it to bear on any incoming enemies on the ground first. Expect fire from the second garage, and a couple of foes coming down the steps obscured by the near garage on the left. Drop them all, then pepper the tower inside the garage with bullets (second picture).



Now take your time and strafe the entire base from this mini-gun position, just in case you missed any of the foes previously. When you have no more hostiles, move off the garage to the right and onto the upper platform. By

the boxes, check the area directly behind the gate tower for another foe to finish; use non-scoped fire if you're low on ammo.





Head down the steps on the platform's left side to the lower platform that's almost on ground level. Move directly to the low, flat pallet of boxes and look across at the garage opposite. Enemies wait to snipe you here. Use cover and aim at them, then continuously fire (ideally with a non-scoped weapon to save on scoped ammo). If you're having trouble hitting these foes from this distance, backtrack to the tower overlooking the garage, and use cover to finish them off from this upper vantage point. There are about four foes in the garage, and barrels to explode on the left side.

## TIP

DON'T FORGET TO BLAST THE HOVERCRAFT AS WELL, EITHER BEFORE OR AFTER YOU REACH THE ROCKET LAUNCHER; THIS HELPS YOU IN YOUR ESCAPE TO COME.



With these punks out of the picture, return to maneuvering around the base's right side. Take the steps down, then up the other side and past another tower. Then descend the steps and proceed along the low walkway leading up to the turret with the Rocket Launcher. Don't grab the weapon yet; check the gate bunker on the opposite side, and bring down the foe inside. Then return for the Rocket Launcher, prizing it from its hardpoint. Fire it at the garage diagonally across from you to destroy hovercraft.

Before or after you rendezvous with Jack, move into the garage you fired rockets into (just to the right of the one Jack is waiting for you in), and head to the back of the garage. Shoot the hovercraft until they explode, and keep this up until you have destroyed them all, completing the objective.



## NOTE

YOU CAN ALSO SET A DEMO CHARGE ON EACH OF THE HOVERCRAFTS, OR YOU CAN SEAL THE ENEMY HOVERCRAFTS INSIDE THE HANGAR BY USING THE LOCKTOPUS ON THE VALVE TO THE LEFT OF THE HANGAR DOOR.

## SECONDARY OBJECTIVE

### INCAPACITATE HOVERCRAFT COMPLETE!

The time has come to open those gates! Naturally, there's more than one way to achieve this:

## GATE OPENING #1: THE TOWER OF POWER



From the Rocket Launcher turret, scurry across the gate itself to the gate bunker containing the Armor. Claim it, then turn left and rush across to the gate tower itself. Once inside, turn the valve to open the gates, which pleases Jack to no end. This method is the easiest if you stay hidden and approach the gates from the perimeter balconies.

## GATE OPENING #2: EXTERIOR VALVE EXTRICATION

If you're using the Locktopus, and you've decided against using the safer exterior route to the gate tower, you can rush the base of the tower on the grass, and hack this valve at its base. Make sure you aren't under fire when you attempt this!



## COOPERATIVE OPERATIVES



The plan to secure this base is a little different if there are two of you. P1 brings down the foe in the tower ahead of you both, then moves quickly to the crates, dodging gunfire (first picture). Meanwhile, P2 stands at the left side of the hole and fires into the enemies in the ground coming your way.



## COOPERATIVE OPERATIVES (CONT'D)



Have P1 stay at the crates on the left side, and peer around the corner toward the middle of the base. Bring your weapon to bear on the foes moving around the open ground. P2 is still at the hole, bringing further punishment to the enemies on the ground and drawing their fire.



P1 should now move to the front stack of crates, on the far left side near the exterior wall, and peer around and to the right. Have P1 shoot any remaining guards in the open ground, then train your weapon up to the foes left, right, and inside the far tower. P2 meanwhile, makes a death-defying run up the right steps and up to the garage on the right, charging the foe at the mini-gun turret and bashing him with a pistol before he commandeers the turret.



With all the foes neutralized on the far tower, P1 should crouch and move to get a good aim at the foe on the nearest garage roof, at the mini-gun. While P2 causes a distraction, have P1 fire at the head of the gunner, as he can't aim at both of you! P2's distraction is to fire at the turret from the turret he just took over; this draws all the enemy gunfire away from P1.



## COOPERATIVE OPERATIVES (CONT'D)

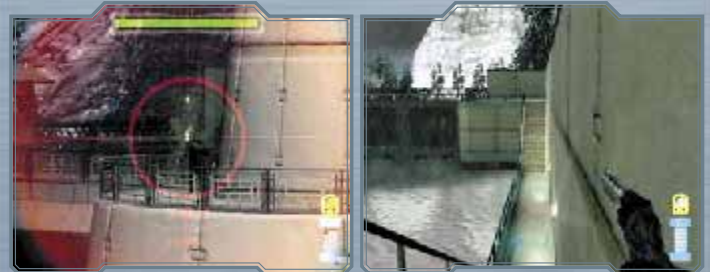
Now that the nearest garage roof has been cleared of foes, P1 moves forward and left, up the steps to the top of the first garage. Crouch at the top and blast the two guards waiting up here. P2's plan is to cover P1, shooting the guy at the turret on the second garage just left of the gate tower, and any troops on the ground.



P1's task is simply to move into the bunker tower of the first garage and snipe the two foes guarding the Rocket Launcher turret on the opposite side of the base. P2 follows suit, rapidly pelting them with mini-gun fire until the turret explodes.



P1's next task is to secure the second bunker tower on the next garage, so head down and up the steps, onto the second garage roof, then roll quickly into the tower itself. Train your weapon right, toward the foes on the platform near P2's location, and drop them. This helps P2, who is maneuvering along the area's right edge, blasting foes that P1 is attacking from the left.



P1 completes the takedowns in the second bunker tower by blasting the foe standing by the gate tower with zoomed bullets. P2, meanwhile, moves around the right edge of the base and down the steps, avoiding fire from the open garage, and heads for the Rocket Launcher turret, grabbing a launcher from it. Then P2 shoots directly into the garage with the parked hovercraft, destroying all the enemies inside.



## COOPERATIVE OPERATIVES (CONT'D)



P1 can now exit the bunker tower, and peer over the edge to quickly blast any stragglers on the ground, and any foes on the opposite balcony, before beginning to destroy the fuel canisters. Meanwhile, P2 should have the Rocket Launcher and be running across the snow-covered middle area, finishing off any enemies inside the garage on the right, then moving to the garage housing your hovercraft.



P1 needs to nullify a foe standing at a mini-gun turret just left of the gate tower, by the gate tower bunker, before heading across the snow and up the steps. P2's plan is to affix the Rocket Launcher to the hovercraft's gun emplacement, then take pot shots at the nearest garage on the left, just to be sure there are no more enemies.



P1 secures the area behind the gate tower and grabs the Rocket Launcher from the turret after heading through the tower bunker and taking the Armor. Shoot rockets from the turret at the garage before taking the launcher itself. P2 meanwhile, waits patiently, blasting the garage to soften up the hovercraft inside.

## COOPERATIVE OPERATIVES (CONT'D)



P1 now races across the open ground (all enemies should have been neutralized), and enters the garage that was aimed at during the Rocket Launcher grab. Incapacitate the hovercraft, and complete the objective. P2 stops firing rockets now, to avoid burning P1 to a crisp during the hovercraft destruction.



P1 now heads to the hovercraft hangar left of the garage full of burning vehicles, and meets up with a waiting P2. Choose one player to man the gun after placing the Rocket Launcher on it (P2), while the other drives (P1). Attack the remaining garage on the left before you both head out of the gate.

## TIME TO MAKE WAVES



Jack has a hovercraft waiting for you at the garage to the right of the hole you made earlier. Backtrack either across the middle or around the sides, and dash into the garage. Climb the hovercraft's turret, affix the Rocket Launcher to it, and drop to the ground. That's your secondary objective done! Now walk around to the cockpit and scramble aboard; you're driving and Jack's shooting! Reverse out of that garage!

### SECONDARY OBJECTIVE

STEAL ROCKET LAUNCHER COMPLETE!





Now just worry about driving yourself to freedom, while Jack takes care of blowing stuff up. Enemies are heading to hovercraft on the garages to your left as you head for the gate. Ignore them (they can't follow) and zip through the gates.

### PRIMARY OBJECTIVE

POWER DOWN RADAR BEGINS!

Once you're out of the gate, follow the channel around to the left, and once in open water, make a left. You need to power down two radar posts so that the air defenses don't shoot you down as you commandeer a dropship at the airbase. There are two different methods of completing this task. Whichever one you choose, move to the base on the bank of the river ahead, and let Jack loose!



### CAUTION

ALL ENEMIES WILL FIRE AT THE HOVERCRAFT AND IF THE HOVERCRAFT TAKES TOO MUCH DAMAGE, IT CAN EXPLODE AND CAUSE MISSION FAILURE. TARGET ALL INFANTRY AND HOVERCRAFT ENEMIES AND SECURE AN AREA BEFORE MOVING ON.

### NO RADAR LOVE: PLAN #1: HARANGUING BY HOVERCRAFT



The first (and easiest) method is to stay aboard the hovercraft and let Jack do all the work. Hover by the wooden pier on the left side of the base, circling to avoid incoming fire and allow Jack continuous opportunities to fire inside the base. He takes down the generators here—four electrical posts. Then he moves on to strafe the remains of the base and keeps this barrage up until the first radar post powers down. Good work, Pops!

As soon as the first radar post closes up, destroy a hovercraft and move to the left side of the base on the river, and follow it, making a left turn and going through a tunnel. Chandra radios in to let you know about the problems with enemy hovercraft. Before you tackle them, stop at the tunnel exit, and let Jack blast the foes on the bridge ahead.



Head under the bridge once the foes with the Rocket Launchers have been dispatched, and stay to the left as you reach a second base. Let Jack blow up a few infantry on the right bank, then turn left and destroy the first enemy hovercraft near the bridge.

### COOPERATIVE OPERATIVES



Make sure P1 (the driver) stops and moves from side to side after appearing from the tunnel, giving P2 enough time to blast the foes on the bridge. Be quick and precise with the Rocket Launcher here.

The way to the second radar post is to stay on the left side of the lake, away from the base with the bridge and snow-covered causeway. Hug the canyon's left side and look for a tunnel in the left wall. Don't drive over the snow-covered causeway on the right side, which is part of the castle base, until you are ready to leave.



Head through the tunnel and onto the left snowbank where a hovercraft is waiting to be destroyed. Then turn right, and let Jack show off his rocket-launching prowess. Strafe the entire base, but pay special attention to the middle and the posts. Once the second post closes, backtrack to the castle base and escape.



## COOPERATIVE OPERATIVES

### TIP

IF YOU ARE PLAYING THIS WITH A COMPANION, AND YOU WISH TO STAY IN THE HOVERCRAFT, HAVE THE GUNNER READ THE FOLLOWING SECTION TO DETERMINE WHERE THE FOUR ELECTRICAL POSTS ARE IN EACH AREA, SO HE OR SHE CAN AIM AT THEM FROM THE HOVERCRAFT.

## NO RADAR LOVE: PLAN #2: INFILTRATED BY INFANTRY

If you want to take care of the two radar posts via foot combat, which isn't advisable compared to the relative safety of remaining in the Hovercraft (and having Jack's excellent aim at your command), then have Jack take out all foot soldiers on the snow-covered causeway, and park up here. Your Hovercraft can be destroyed (killing Jo and Jack instantly), so you may want to preserve its integrity as long as possible, especially on higher difficulties.

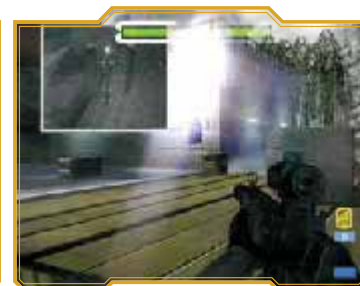


Run across the snowy riverbank to the ramp, and shoot out the electrical post on the left as you go. Run to the top of the ramp, and turn right.



Dash around this top storage area, using the crates as cover and defeating two guards up top. Then move to the balcony edge and peer down. Check the remaining electrical posts from here.

Stand at the top of the ramp, and aim at the electrical post at the pier's left end, then the next one on the right end, then swing right, and blow up the post in front of the large tower.



Head down the ramp that you just climbed and turn right, moving across the river's edge to the pier and charging any foes. You must face about six enemies; move from crate to crate so you aren't spotted and cut down early. You only need to venture as far as the start of the pier; the last electrical post is at the corner of the building you were standing on the roof of. Destroy this, and the first radar post closes up. Head back to your hovercraft.



Those with a DataThief could move toward the base of the large tower, enter via the pier, and make a sharp right. Head for the darkened corner where you can hack a switch and power down the radar without blowing the electrical posts. On Perfect Agent, using the DataThief is a

very good idea, as it takes down both towers at one time.





Once the first radar post has been closed, follow the path detailed on the previous page to the second base (left of the castle-style enemy encampment), and land up on the snow, blasting enemy hovercraft until the coast is clear. Now hop out.

Sprint across the snow, using a scoped weapon to bring down the foe at the top of the snow ramp, then pepper the first electrical post just left of the ramp. Bring down the foe just behind the post, on ground level.



You come under heavy attack as you reach this base, so dash right to the vents and clear the area of a single foe. Use the vents as cover. Peek out, blasting any foes on the ground.



The remaining three electrical posts are easy to pick off. Blast the first one next to the tower on the yard's right side. Then aim at the next post behind it at the front of the jetty, before turning your aim left, and blasting the final post that's obscured by vent smoke. Once you're done, run back to your hovercraft to rendezvous with Jack, or better yet, take the hovercraft parked on this yard for a quicker return journey!

## NOTE

YOU CAN ENTER THE TOWER ON THE RIGHT SIDE, USING THE ENTRANCE AT GROUND LEVEL, AND SHUT DOWN THE SECOND RADAR ARRAY WITH YOUR DATATHIEF. AGAIN, THIS IS LESS STRAIGHTFORWARD THEN SIMPLY BLOWING ELECTRICAL POSTS UP WITH WEAPONRY.

## COOPERATIVE OPERATIVES

### TIP

IF YOU'RE PLAYING THIS THROUGH WITH A COMPANION, EITHER PARK YOUR HOVERCRAFT SO THE SECOND PLAYER CAN PROVIDE COVERING FIRE, OR HAVE THE SECOND PLAYER SELECT TWO ELECTRICAL POSTS TO DESTROY WHILE YOU TAKE THE OTHERS.

## PRIMARY OBJECTIVE

POWER DOWN RADAR COMPLETE!

## ESCAPE TO THE AIR BASE



When you've had enough, or you've successfully destroyed both towers, make your escape. Move to the base with the bridge, and go left. Continue along and around to the snowbank, then ride up and over it. Jack continues to blast foes along the bank. Stay left after the ride over the ground, as there are mines to the right, and head through the tunnel to your left, guarded by a hovercraft. Destroy it and boost to freedom!

## PRIMARY OBJECTIVE

ESCAPE TO AIRBASE COMPLETE!



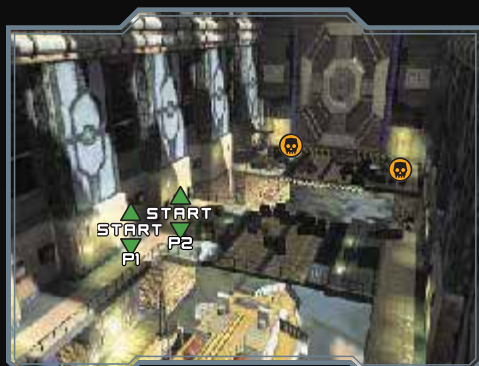
Jack and Joanna dash into cover under heavy enemy fire. Jack causes a distraction while Joanna rushes to a dropship and powers it up. Alas, Jack is waylaid during his battle, and faces Mai Hem. Joanna watches with horror before escaping this scene of brutality.





# MISSION 07. TRINITY INFILTRATION

## AREAS OF INTEREST



07.01



07.02



07.03



07.04



07.05



07.06



07.07



07.08



07.09

### LEGEND

07.01

FACILITY DOCKS

☠ BROTHERS LOCATION

07.02

FACILITY CONTROLS

① RELEASE SWITCH

07.03

FACILITY LANDING BAY

☠ SNIPER POSITION

② ZIPLINE

☠ ELEVATOR ENTRANCE

07.04

SUBMERSIBLE HANGAR (WIND THROUGH HERE DURING YOUR SEARCH FOR THE DOCTOR)

07.05

SATELLITE HANGAR (THE OTHER ROUTE TO LOCATE THE DOCTOR—WATCH FOR CAMERAS)

07.06

BIO-LAB (ONE OF THE DOCTOR'S POSSIBLE LOCATIONS. LOCATE THE NEARBY TERMINAL TO EVACUATE PERSONNEL)

07.07

R&R ROOM (ONE OF THE DOCTOR'S POSSIBLE LOCATIONS. LOCATE THE NEARBY TERMINAL TO EVACUATE PERSONNEL)

07.08

ARCHEOLOGY ROOM (ONE OF THE DOCTOR'S POSSIBLE LOCATIONS. LOCATE THE NEARBY TERMINAL TO EVACUATE PERSONNEL)

07.09

CARROLL'S LABORATORY AREA (THE LOCATION THE DOCTOR LEADS YOU TO)



## EQUIPMENT LIST AND WEAPONS FOUND



\*You can find the Hawk Boomerang in one of the crates at the beginning of the level. This is the only level where you can unlock this weapon.

"Can't stop thinking of this crazy line I heard in a Kung-fu flick: 'Before setting out on revenge, dig two graves.'"

—Chandra

## PLAN OF ATTACK: OBJECTIVES

- SECONDARY OBJECTIVE: PINPOINT DR. CAROLL  
(SECRET AND PERFECT/DARK ONLY)
- SECONDARY OBJECTIVE: MANIPULATE PERSONNEL  
(SECRET AND PERFECT/DARK ONLY)
- PRIMARY OBJECTIVE: ELIMINATE "THE BROTHERS" (ALL)
- PRIMARY OBJECTIVE: INFILTRATE FACILITY  
(PERFECT/DARK ONLY)
- PRIMARY OBJECTIVE: ESCORT DR. CAROLL TO LAB (ALL)

## OVERVIEW

LOCATION: PACIFIC OCEAN

**Chandra:** "I know you miss your father, Jo. But Jack wouldn't have wanted to throw your life away!"

**Chandra:** "Marching back through Zhang-Li's front door was gonna be nothing short of a suicide mission. Makes you feel any better, my plan's just as crazy."

**Chandra:** "How about this? Jack died protecting Zeigler's research. Whatever it is must be really important to Zhang-Li and Mai Hem. We're gonna work out why."

**Chandra:** "Zeigler mentioned this guy, Dr. Eustace Carroll. Turns out they were working together for...guess who? That's right. DataDyne. Bet he's worth a conversation."

**Chandra:** "Word of mouth has it, he's at this offshore research facility. Look familiar to you? Should be, you beat the simulation plenty."

**Chandra:** "Your mission's easy enough. Find Dr. Carroll and take him to his lab. Should be safe to talk there."

**Chandra:** "Oh, and watch out for scientists. They'll call guards if they see you. Use the intercom to evacuate them. Avoid shooting them. Dr. Carroll won't talk if he doesn't trust you."

**Chandra:** "You sure about this? Can't stop thinking of this crazy line I heard in a Kung-fu flick: 'Before setting out on revenge, dig two graves.'"

On all difficulties, you must first face two tough opponents: Clay and Virgil. Once they're defeated, a bridge and door move, allowing access to a control room overlooking the launch pad. Neutralize the enemies inside the control room, and the snipers positioned around the pad, then use your DataThief to hack the green controls and ride the zipline down to the main facility entrance.

After exiting the elevator, hack the blue terminal to determine the whereabouts of Dr. Carroll, then follow the blue arrows to his location. No matter where he is, you must destroy 10 cameras in the hangar to your left, then secure all the areas the doctor is going to have to run through. Meet Dr. Carroll, then follow him all the way to his personal laboratory, where the full story comes out.

## BATTLE TACTICS



Heading to the dataDyne floating research facility, Joanna docks her boat inside and creeps along a wall, only to receive word that a pair of businessmen with a penchant for butchery, known only as "The Brothers," are waiting to finish off the Dark family for good!



### PRIMARY OBJECTIVE

ELIMINATE "THE BROTHERS" BEGINS!

### TIP

ROCK OUT WITH YOUR HAWK OUT: RIGHT NEAR YOUR STARTING POINT, IN A CRATE NEAR THE EDGE OF THE PLATFORM, IS THE HAWK BOOMERANG. ONE OF THE MOST POTENT AND VERSATILE WEAPONS IN THE GAME IS YOURS FOR THE TAKING IF YOU'RE QUICK AND CAN GRAB IT BEFORE THE BROTHERS WHITTLE YOU DOWN TO KINDLING.

## THE BROTHERS: GONNA WORK IT OUT



Two toughened butchers in trench coats are by far the most dangerous foes you've faced, and even a moment's pause will result in your demise. Their weapons are extremely powerful, cutting through crates in seconds and leaving you exposed. Dash to the left wall alcove at once!

### TIP

GET THE X-RAY GOGGLES FROM ONE OF THE WEAPON LOCKERS THAT ARE BUILT INTO THE WALLS TO EITHER SIDE OF THE STARTING PLATFORM. THESE WILL HELP YOU TRACK THE BROTHERS' MOVEMENT AS THEY DODGE BEHIND CRATES. THERE ARE ALSO CMP-150s AND AMMO SCATTERED ABOUT THE DECK AND INSIDE CRATES, SHOULD YOU RUN LOW ON AMMO. THESE WEAPONS FEATURE A HOLOGRAM SECONDARY ABILITY.

### COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark, and starts facing The Brothers by the crates. Player 2 (P2) is Chandra, who starts near the motorboat, near the wall. Rendezvous upstairs immediately, or retreat down to this area to swap weapons before battle.



The fight with The Brothers is considerably easier and shorter with two players, as P1 can concentrate on the "thin" brother while P2 brings down the "not so thin" brother on the right.

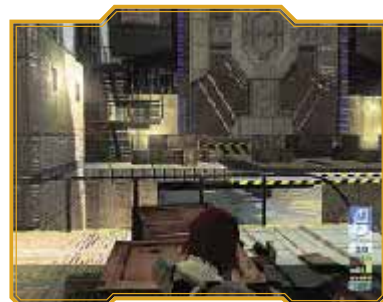
### CAUTION

THESE GUYS ARE TOUGH! THEY FIRE AT YOU WITH LAPTOPS BEFORE SWITCHING TO PISTOLS, AND AS YOU'LL DISCOVER, ONCE THEY SHOOT AT YOU AND CONNECT, THE FORCE OF THE BULLETS SLOWS YOU DOWN CONSIDERABLY, ALLOWING THEM TO FINISH THE JOB. DO NOT MOVE INTO THEIR LINE OF SIGHT! THEY TOSS LAPTOPS ACROSS TO YOUR PLATFORM, WHICH BECOME SENTRY GUNS THAT FLANK YOU, SO YOU'RE NOT ENTIRELY SAFE HIDING BEHIND THE CRATES.



Although it isn't spectacular, the only safe way to take down the first "not-so-thin" Brother is to bring out a scoped weapon and, from your alcove, train your weapon diagonally across the dock to the right side. When the Brother arrives, aim for the head.

It takes at least six to ten headshots to bring the not so thin Brother down. He moves to the right side of the crates (from your perspective), then moves back and peeks out from the left side. Keep a constant barrage of well-aimed, scoped bullets flying into his thick cranium until he drops. Then check he doesn't get back up; if he does, repeat this takedown!



As soon as the not-so-thin Brother has been neutralized, and isn't getting up, remain at your alcove, and slowly scan your sights left to locate the "thin" Brother. He's hiding to one side (either the left or right) of a stack of crates, ready to fire at you.



Shoot him first or you'll be viciously wounded. Use cover at the alcove if you need to, then pop out and shoot the final Brother in the head, knocking him off balance, and stopping him scurrying to the other end of the crates. Keep this up until you're informed of victory!



## TIP

GRENADERS, SUCH AS THOSE FROM THE SUPERDRAGON, ARE ALSO EXCELLENT TO TAKE THE BROTHERS OUT WITH, BUT FRAG GRENADERS ARE GOOD TOO. THE HAWK BOOMERANG IS ALSO AN EXCEPTIONAL KILLING TOOL. TRY THAT OUT ON THEM FOR EASIER TAKEDOWNS. DON'T FORGET TO LOOT THE WEAPON CASES ON EACH SIDE OF THE DECK FOR X-RAY GOGGLES AFTER THE FIGHT!

## PRIMARY OBJECTIVE

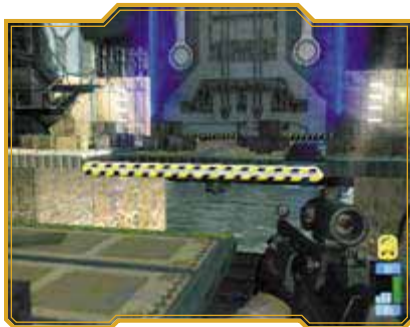
ELIMINATE "THE BROTHERS" COMPLETE!

## PRIMARY OBJECTIVE

INFILTRATE FACILITY BEGINS!

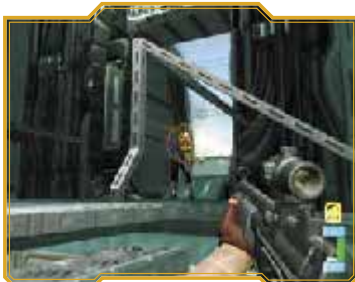
## NOTE

INFILTRATING THE FACILITY SHOULD BE ATTEMPTED ONLY IN PERFECT OR DARK MODE. THIS OBJECTIVE IS NOT AVAILABLE, OR NECESSARY, IN AGENT OR SECRET AGENT DIFFICULTIES, ALTHOUGH YOU CAN FOLLOW THE FIRST ROUTE PRESENTED BELOW IF YOU WISH. THE SECOND ROUTE DESCRIBED AVOIDS THE CONTROL PANEL ROUTINE AND TAKEDOWNS IN THE LAUNCH CONTROL ROOM.



Once the two fearsome foes have gurgled their last, step out into the open, and toward the bridge that Chandra has activated, along with the gigantic deck door that allows you access to the launch pad. Move across the bridge, but look left at the gantry steps.

## REACHING THE FACILITY FACILITY ENTRY #1: COMPLETE CONTROL



While the facility computer ("Father") drones on about locking elevator doors and a training exercise, watch out for two guards descending the steps. Either bring them down from crate cover on the deck, or (as shown) wait for them and shoot them through (or as they round) the steps. Use the underside of the steps as cover, then work your way up them, because

the second guard usually waits at the door at the top, and a takedown from the steps (second picture) is easier.

## COOPERATIVE OPERATIVES



Cooperative mode allows for a nasty crossfire opportunity, with P1 standing in the middle of the loading dock, firing at the foes as they descend the steps. P2 is on the steps, taking them down while they decide whom to fire on!

## SECONDARY OBJECTIVE

PINPOINT DR. CAROLL BEGINS!



Move to the top of the steps, and reload your weapon. Turn right, and spot another guard in an elevator room, but be warned! A second guard is also in this chamber, which is immediately obvious if you charge straight in. Instead, drop the first guard from range, aiming for the head, then move into the room and look right. Blast the second guard, then retreat before he lays into you. These guards are armored, so you can't just shoot one headshot unless you're using the Magnum.

## TIP

IF YOU DON'T WANT TO GO AROUND HACKING CONSOLES TO FIND DR. CAROLL, THERE IS ANOTHER WAY: AFTER YOU ELIMINATE THE BROTHERS, HIDE BEHIND A CRATE AND WAIT FOR THE DECK GUARDS TO EMERGE FROM THE DOORWAY AND COME DOWN THE GANTRY STAIRS ON PATROL. ONCE THEY REACH THE DECK THEY WILL HAVE A CONVERSATION IN WHICH ONE OF THEM WILL MENTION WHERE DR. CAROLL IS LOCATED. JUST KEEP YOUR EARS OPEN AND THE PINPOINT DR. CAROLL OBJECTIVE IS COMPLETE! ONCE YOU HAVE THE DOCTOR'S LOCATION, FEEL FREE TO THANK THE TALKATIVE GUARDS WITH A HAIL OF BULLETS FROM YOUR NEW CMP-150s.



Once the area is secure, you can hack into the blue terminal with your DataThief, next to the elevator. The whereabouts of Doctor Carol are now displayed, and the search can begin!

Move inside the elevator, and ride it up a floor. Step out, turn left, and begin to systematically drop the waiting foes in the launch pad control room beyond. Wait at the door and bring down the five or so foes that are either waiting here or moving up the steps once their brethren are defeated.



Crouch and step through into the upper balcony of this control room. Beware of tough enemies below your current location. Edge to the top of the steps on the left and quickly dispatch the foe you spot with headshots. As soon as the fight starts, and even if you haven't defeated this foe, back up to the

doorway again; a second foe can move up the right steps, and you don't want to be blindsided. Shoot him as he appears. Once he's been defeated, move back into the room, and head down either set of steps to check whether anyone is left alive. Rectify that situation forthwith!

Whoa! Hold it right there! Do *not* check the control panel out on the top deck of the launch room yet. You must take out the snipers outside first. Move down the steps and take the door on the left, heading to an outside balcony. There may be a sniper out on this balcony. Drop him!



## NOTE

TO ACCESS THE FACILITY'S INTERIOR, YOU MUST ACTIVATE THE CONTROL PANEL ON THE GREEN SCREEN MONITOR AT THE TOP BALCONY OF THE LAUNCH PAD CONTROL ROOM. THIS OPENS A DOOR ON THE LEFT SIDE OF THE LAUNCH PAD, BUT IT REMAINS OPEN FOR ONLY 60 SECONDS. IN ADDITION, SNIPERS ARE DOTTED AROUND THE LAUNCH PAD EXTERIOR (SEE BELOW). THE PLAN IS SIMPLE: DEFEAT THE SNIPERS, ACCESS THE CONSOLE, AND USE THE ZIPLINE OFF THE BALCONY TO REACH THE DOOR IN TIME.

With the order of your plan in mind, step through the door and turn right, onto the balcony. This is where the zipline is. It is also a possible place to find a sniper. Shoot him if he's there (sniper placement #1), then defeat the remaining snipers. They can stand in any of the following places:



## TIP

CONSULT THE MAP TO SEE WHERE THE SNIPERS ARE. YOU FIND THREE OR FOUR EACH TIME YOU ATTEMPT THIS MISSION. IT'S MUCH BETTER TO DEFEAT THEM FROM THIS BALCONY THAN FROM THE LAUNCH PAD BELOW.



Sniper placements #2, #3, or #4: Aside from the balcony you're on, check the left elevator cylindrical pods and the roof in the middle of them.



Sniper placements #5, #6, or #7: Now check the right elevator cylindrical pods and the roof in the middle of them.



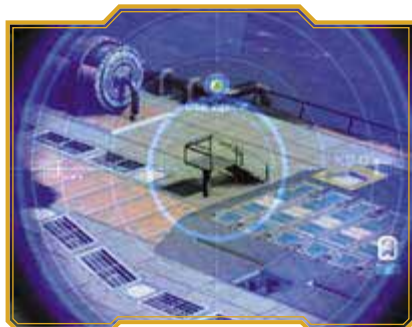


Sniper placement #8:  
Look at the low platform  
on the right side of the  
launch pad itself.



Sniper placement #9:  
Inspect the entrance to  
the right elevator bank  
on the left facility  
entrance pods.

Sniper placement #10:  
Finally, look at the low  
platform on the left side  
of the launch pad.

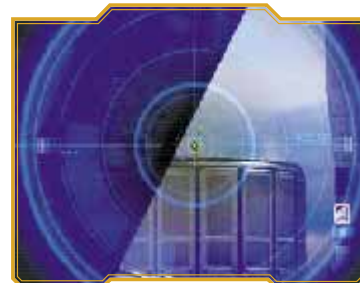


Have you nullified all the snipers? Excellent! Now head back into the launch control room and up the steps. At the top, turn and locate the green computer monitor. Produce your DataThief and hack into it, opening the doors to the left elevator bank. On Perfect/Dark difficulty, you have 60 seconds to reach them before they lock! Race down the steps onto the outside balcony, and use the zipline to speed down to launch pad level. Then run for the left doorway.

## TIP

DID YOU ARRIVE TOO LATE? THEN RETRACE YOUR STEPS, ACTIVATE THE DOOR CONTROLS AT THE GREEN MONITOR AGAIN, AND BE QUICKER THIS TIME!

## FACILITY ENTRY #2: LAUNCH PAD LARKS



Take this path only if you're playing through on Agent or Secret Agent Difficulty. Ignore the steps up to the control room, and instead dash through the giant loading bay door, into the launch pad itself. This isn't as straightforward as it looks, as the snipers are still present; hide by one of the gigantic supports, and train your scoped weapon on one of the sniping spawn points (detailed earlier). One of the most important areas to check is the platform high above and behind you (third picture).



## COOPERATIVE OPERATIVES



With two operatives to secure the launch pad, one of you (in this case, P1) can saunter out into the launch pad and defeat all the snipers, while the other moves into the control room, secures that, and opens the facility doors. P1 may complete her tasks earlier though, so be patient!

## ENTERING THE FACILITY



Whichever path you took, you end up on the deck of the launch pad, by the generators you battled through in the opposite direction during Mission 00. Move to the left doorway and enter it. Check the area, then enter the elevator. Ride it down and into the facility. At the next floor,

get out, turn right, and ambush a couple of guards, blasting them as the doors open. Then stand at the doorway, and shoot at a guard running in from the opposite end.

### PRIMARY OBJECTIVE

INFILTRATE FACILITY COMPLETE!

Before you enter the elevator, if you're carrying a Locktopus, use it on the locked ammunition case to the left of the elevator. Inside is a Psychosis Gun. To the right of this is another blue terminal, which only appears in Cooperative mode. If you have the DataThief, hack into it for a second message from "Father." Did you hear it? It is even more bizarre!



Stop for a moment, and survey the corridor you're in. First, swing around 180 degrees, and clear the corridor behind you,

leading to the other elevator. There may be a guard here to drop. Then check the blue computer terminal. Hack in using your DataThief. This is the one of the other ways to pinpoint the location of the doctor and complete this secondary objective. Then ready yourself for another possible attack. Bring down the foe. If your screen blurs horribly, you've been hit by a Psychosis Gun. It fades back to normal gradually, but try to make out the enemy shape so you can strike him before you're shot again. Watch the color of the reticle; when it turns red, shoot!

### TIP

ONCE YOU PINPOINT DR. CAROLL, THE SCIENTIST'S LOCATION ISN'T SHOWN ON A MAP, BUT HIS WHEREABOUTS ARE INDICATED BY A SERIES OF BLUE GROUND ARROWS LEADING TO HIM. THE REMAINDER OF THIS WALKTHROUGH ASSUMES YOU ARE FOLLOWING ONE OF THESE PATHS.

### NOTE

THE TWO TERMINALS DETAILED IN THIS WALKTHROUGH ARE THE EASIEST TO LOCATE WHEN TRYING TO FIND DR. CAROLL. HOWEVER, YOU CAN ALSO USE THE INTERCOMS IN THE HANGARS OR ONE OF THE TWO SIMILAR-LOOKING CONSOLES IN THE ABOVE-SURFACE AREA.

### SECONDARY OBJECTIVE

PINPOINT DR. CAROLL COMPLETE!

## FINDING DR. CAROLL: ARCHAEOLOGY ROOM AND R&R ROOM

### TIP

UNDERTAKE THE FOLLOWING ROUTE TO REACH THE DOCTOR IF HE'S WAITING IN EITHER THE ARCHAEOLOGY ROOM OR THE R&R ROOM. TO MAKE PROGRESS MUCH EASIER, BE SURE TO HACK THE TERMINAL WITH THE DATATHIEF SO YOU CAN FOLLOW THE BLUE ARROW TRAIL.

Take the path to the left of the computer terminal. It takes you to the large submersible hangar, which is peppered with security cameras. It's helpful to destroy these on your way to rendezvous with the doctor, rather than after you meet him, so stand at the doorway and aim at the first, on a strut facing you. There are two plans:





## CAUTION

IF YOU TAKE THE PATH TO THE RIGHT OF THE COMPUTER TERMINAL (AND RIGHT AS YOU EXIT THE ELEVATOR), IT BRINGS YOU INTO AN EQUALLY GIGANTIC SUBMERSIBLE HANGAR, BUT WITHOUT CAMERAS, AND FULL OF ENEMIES. IGNORE THIS AREA UNLESS THE DOCTOR IS IN THE BIO LAB.

### CAMERA OBSCURA PLAN #1: SHOOTOUT



Cameras #2 and #3 are above and left of #1, on the sides of the giant struts, visible from the door. Move forward and left a couple of steps.

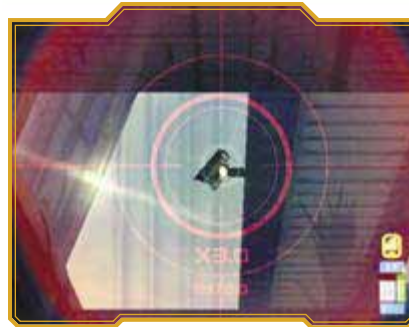


Camera #4 is directly above you, over a doorway on a wall at the end of a platform. Edge left until you spot it.

Camera #5 is on one of the interior struts on the ground floor. Stand by the ramp to the upper floor, but don't go up there; instead, aim at the camera.



Camera #6: Sidestep to the left so you're in front of the ramp to the upper floor, and peer along the main concourse. The next camera is on the second right-side support strut.



Camera #7: Crouch and slowly sidestep left, and edge forward slightly until you spot this camera attached to the left side of a ramp at the concourse's far end.

Camera #8: Edge forward toward the strut on the right where you destroyed camera #6, and peer up and right at the next camera on the balcony of the upper platform on the right.



Camera #9: Then step out from the cover of the low ceiling, and spin around 180 degrees, looking at the upper gantry that runs to a doorway. The camera is above the doorway.



Camera #10: Move forward and make a sharp right turn, moving around the underside of a ramp, and then treading up and onto it. Move up the ramp, make a right turn, head up the second part, but look up and right at the support strut. There's a camera on the left side.

## COOPERATIVE OPERATIVES



Two-player camera takedowns take half as long once you realize where each one is located, and you each choose a set of cameras to destroy.

### TIP

IN THE TWO-PLAYER MODE, MAKE SURE ONE OF YOU CARRIES THE DATATHIEF TO HACK THE COMPUTER TERMINAL AND GET YOU INSIDE THE BASE TO LOCATE THE DOCTOR, WHILE THE OTHER CARRIES THE LOCKTOPUS TO OPEN THE AMMO CASE WITH THE PSYCHOSIS GUN AND SHUT OFF THE CAMERAS.

## CAMERA OBSCURA PLAN #2: LOCKDOWN



The second plan requires no looking for cameras, and no creeping around the hangar. Enter the room, and move to the right side, where there's a switch. Produce the Locktopus, and fiddle with the switch until it clicks and lowers the ladder.

Now climb up the ladder that's just to the left of the switch, all the way to the gantry point. You've completed the hangar infiltration in seconds! Of course, you must now secure the area, starting with the gantry rooms left and right, and the cameras will still be here on your way out.



## CAMERA OBSCURA PLAN #3: REPROGRAM



If you've come prepared with an RCP-90, switch to its threat detector secondary fire function, and either fire at or reprogram each of the cameras to switch off. This viewpoint allows you to spot all the cameras more easily, too.

## CAMERA OBSCURA PLAN #4: RELIC ROOM ONLY

If you know the doctor is in the relic room, and not the R&R room, then your mission is extremely simple. Just move into the hangar, and shoot out each camera, or better yet, use the Locktopus to shut them all down. Then run to the far end of the hangar, and instead of heading up to the gantry platform, head down to the lower platform, and the door on the left wall. This leads to the spiral ramp. Skip to the section marked "To Relic Room."

## CARNAGE ON THE GANTRY PLATFORM (R&R AND BIO LAB ONLY)



With all the camera takedowns, you'd be forgiven for thinking this base is unguarded. Try stepping in front of one of the cameras, or moving to the far end of the hangar, and the peace is shattered; expect eight guards to contend with during a vicious firefight as you reach the final ramp up to the gantry platform at the top of this chamber. Fight them one by one, staying at the lower end of the ramp (and using it as cover), and mop up enemies as they come down to investigate, then snipe them using the ramp railing as cover. Once done, move to the top of the ramp, and turn right.

## COOPERATIVE OPERATIVES

What's the definition of hilarity? Having a co-op game where one player shoots guards with the Psychosis Gun and the other finishes them off!



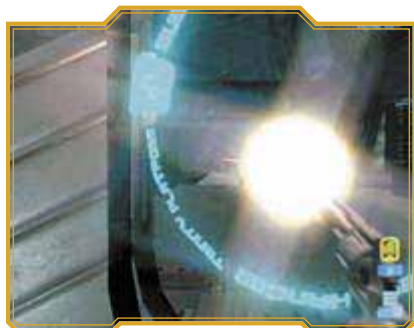
Maneuver along the gantry, into a room with two terminals, then out to a dip and some ramps, then continue onward toward a closed door. You're almost directly above the entrance to the hangar you arrived from. As you reach the door, it opens, and three armored guards appear. Bring it on! Around four additional guards arrive soon after, so retreat to the building and use the doorway as cover. Blast foes as they run at you, and pay special attention to the guards with the shields. Shoot them first if you can. Their shields provide full protection from melee attacks and limited protection from projectiles. Duck and aim for their legs so that they drop their guard, then finish them off with headshots.





Enter the laboratory area now, at the end of the gantry platform, and follow the floor arrows directly to the doctor's location. He's either inside the relic room, the R&R area (shown above), or the bio lab room. Once you meet up, you ask him about Zeigler, and the doctor takes off; he's going to find somewhere safer to talk to you. Follow him immediately, and don't lose that old man!

### ALTERNATE ROUTE: TO BIO LAB (ONLY)



The hardest route to take to find the doctor is if he's holed up inside the bio lab. Make sure you clear out all of the enemies in the initial hangar, and all along the gantry. But don't enter the laboratory above. Instead, backtrack all the way back past the destroyed camera, past

the elevator and computer terminal you hacked into, and to the door to the second gigantic hangar. Open the door, and begin blasting.



Forego stealth tactics in favor of blasting everything wearing a helmet or an orange jump suit. Tear through the enemies, using the generators as cover and blasting everyone in this chamber. Use cover, because it's much easier to complete this mission with health! There are enemies on the ramps, the upper platforms, and throughout the submersible hangar. Strafe the congregation directly ahead of you first, then mop up stragglers before ascending all the way to the upper ramp and the exit on the opposite side. You'll be bringing the doctor back here, so make sure it's devoid of foes. Take care to not hit (or kill) the doctor, as his death will end the mission. Stay close and jump ahead of him. Use the Combat Shield if you like. Do not use grenades or the Magsec's secondary ricochet.

Once on the hangar's top platform, head through into the bio laboratory corridor, and maneuver all the way to the end. Make a left into the lab itself, where the doctor is (as shown). When you encounter the good doctor, you question him about Zeigler, and the chap maneuvers away; he's locating a safer spot to chat to you. Keep him in your sights and don't lose that old man!



### SECONDARY OBJECTIVE

#### MANIPULATE PERSONNEL BEGINS!

This optional objective is available in all difficulty levels except Agent, and occurs at one of three locations, depending on where you located the Doctor. There are two methods of completing this task:

### PLAN #1: DATATHIEF

Approach one of three consoles. They are:

- Outside the Archaeology Relics area
- Outside the R&R area
- Outside the Bio Lab area

Activate the DataThief, hack the console, and if the area you are outside is the one containing Dr. Carroll, you will complete the objective. If not, you will fail.

### PLAN #2: WITHOUT DATATHIEF

Approach one of the three consoles listed above.

Activate the console, and listen to Father, responding based on his "mood":

- If Father seems "confused," select "bluff."
- If Father seems "friendly," select "charm."
- If Father seems "neutral," select "threaten."

Note that no one selection will always work. If you select the correct response, and if the area you are outside is the one containing Dr. Carroll, you will complete the objective. If you select the wrong response or the area you are outside is not the one containing Dr. Carroll, you will fail. Obviously, you should locate Carroll via the earlier console to ensure correct completion of this task.



## SECONDARY OBJECTIVE

MANIPULATE PERSONNEL COMPLETE!

## PRIMARY OBJECTIVE

ESCORT DR. CAROLL TO LAB BEGINS!



The reason for clearing the hangar of foes is now readily apparent as the doctor runs out of the laboratory area, across the gantry platform, and through the upper platform in the hangar and down the ramp at the end. (He additionally runs through the submersible hangar

if he began from the bio lab). This area is extremely difficult to maneuver through if enemies still lurk here, so make sure you dealt with them earlier.

## TO RELIC ROOM

### NOTE

IF THE DOCTOR IS NOT WITH YOU, BUT HE IS LOCATED IN THE RELIC ROOM, FOLLOW THE INSTRUCTIONS BELOW, BUT IGNORE THE INFORMATION PERTAINING TO THE DOCTOR'S WELL-BEING.



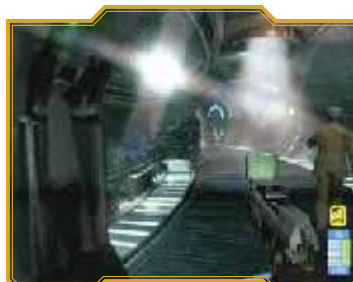
The doctor runs down the second ramp to a lower floor of the hangar, directly opposite the first entrance you came through, and moves to the end of the corridor. Sprint ahead of him at this point, and reach a spiral platform heading clockwise downhill. Sidestep

around, and blast the two well-armored enemies as they move up the ramp, and bring them down with headshots. The doctor cowers outside, or at the top of the ramp; do not accidentally

blast him! A second set of guards then appears, so destroy the shields of the armor-suited guards and shoot them in the head before they smash you at close range, and mop up any remaining hold outs. Note that they might be above you if they ran past you on the ramp.

### NOTE

IF YOU HAVEN'T LOCATED THE DOCTOR YET, BUT HE'S IN THE RELIC ROOM, MANEUVER THROUGH THESE TIGHT CORRIDORS UNTIL YOU REACH THE ROOM SHOWN ABOVE, WITH THE HOLOScreens SHOWING HIEROGLYPHICS. AS YOU LOCATE THE DOCTOR, YOU IMMEDIATELY BEGIN TO QUESTION HIM ABOUT ZEIGLER. THE DOCTOR PROMPTLY DASHES OFF TO A MORE SECURE AREA, AND IT'S YOUR JOB TO FOLLOW HIM WITHOUT GETTING LOST!



The guards on the spiral ramp don't shoot the doctor (only you can perform that mission-ending accident!), so follow the man closely as he winds through the various laboratories on this lower level. Keep up with him, and don't lose him, or it can take minutes to recover your bearings. Chaperone him until he heads up a long ramp and turns right. When he reaches this corridor (first picture), stand at the entrance to the left so you don't strike the doctor, and blast the armored foes. There are three to bring down.



After this, it is a simple case of following the doctor to a right turn, and another, into his laboratory where it is safe to talk, and revelations abound!

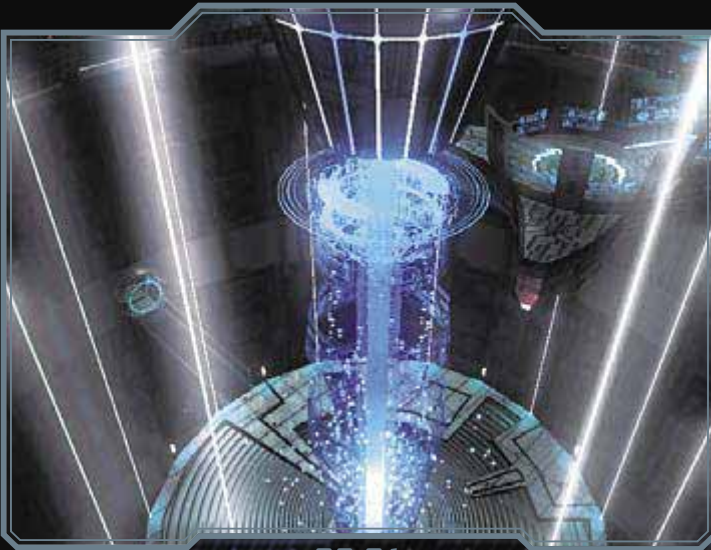
## PRIMARY OBJECTIVE

ESCORT DR. CAROLL TO LAB COMPLETE!



# MISSION 08. TRINITY ESCAPE

## AREAS OF INTEREST



08.01



08.02



08.03



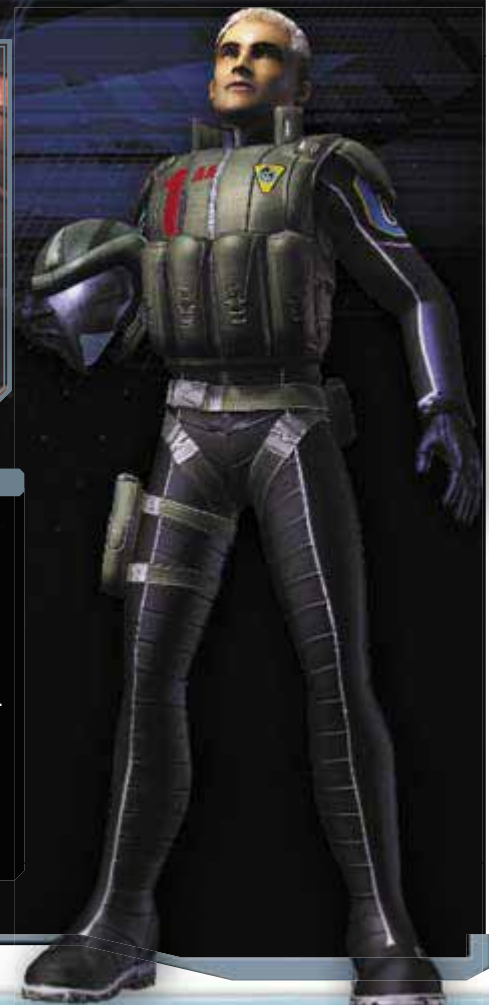
08.04



08.05

### LEGEND

- 08.01  
CENTRAL CORE (HACK IN AND  
BEGIN THE DOWNLOAD HERE)
- 08.02-08.04  
EXPLOSIVES CHAMBERS
- PLACE EXPLOSIVES AT THE  
POINTS INDICATED AFTER  
NEGOTIATING THE FACILITY'S  
MANY ADJOINING CHAMBERS.
- 08.05  
FACILITY LANDING BAY  
EVACUATE TO THE DROPSHIP
- FACILITY EXIT
- DROPSHIP



## EQUIPMENT LIST AND WEAPONS FOUND



"What say we trade names and numbers later? All you need to know for now is I'm the only friend you got here!"

—Jonathan

## PLAN OF ATTACK: OBJECTIVES

SECONDARY OBJECTIVE: CUT OFF PURSUIT (ALL)

SECONDARY OBJECTIVE: FLOOD HANGAR (SECRET AND PERFECT/DARK ONLY)

PRIMARY OBJECTIVE: DOWNLOAD ZEIGLER'S PROGRAM (ALL)

PRIMARY OBJECTIVE: SECURE LANDING PAD (PERFECT/DARK ONLY)

PRIMARY OBJECTIVE: ESCAPE TO EVAC POINT (ALL)

## OVERVIEW

LOCATION: PACIFIC OCEAN

**Jonathan:** "What say we trade names and numbers later? All you need to know for now is I'm the only friend you got here."

**Jonathan:** "We're gonna get you out, but we've gotta get Zeigler's program first. It's stored on dataDyne's network, we need to hack into the platform's DataCore and steal it."

**Jonathan:** "From there it's a straight run to our evac point. We've got a dropship waiting on the surface. Fighting's gonna be tough and close, dataDyne are gonna dog us every step."

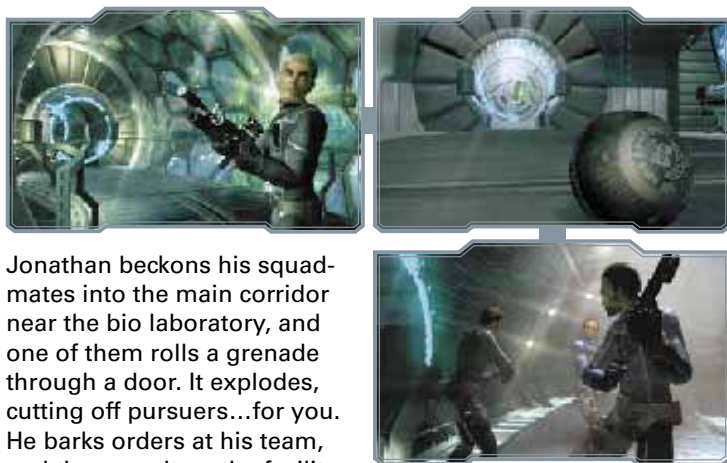
**Jonathan:** "I guess we'll have to improvise, do what we can to seal dataDyne in behind us. We lost a man on our way in. I know you can fight, Jo. I just hope you're up to this."

You begin with a team of three friends, including Jonathan, who is the only member who must survive the escape. Dashing through corridors constantly, you must first download Zeigler's program so Father shuts down, then dash through the ship to a first destructible door and optionally seal it. Immediately afterward is a valve that allows you to flood the first hangar, after which the battle continues throughout the facility, to a second destructible door, then a third, before you reach a second hangar where the enemy puts up more resistance. With your team intact, take a final elevator ride up to the ocean level and a hard-fought slog across the deck, taking down enemy hardpoints and Jetpacs with use of cover and aimed shots, before escape by dropship.

## BATTLE TACTICS

### PRIMARY OBJECTIVE

DOWNLOAD ZEIGLER'S PROGRAM BEGINS!



Jonathan beckons his squadmates into the main corridor near the bio laboratory, and one of them rolls a grenade through a door. It explodes, cutting off pursuers...for you. He barks orders at his team, and the assault on the facility and escape begins now!



The first plan is to locate a central computer where you can attempt to download Zeigler's program. Fortunately it is nearby. Step through the doorway ahead, and bring rapid-fire justice to the three guards, aiming at their heads.



## TIP

YOU CAN COMPLETE THIS MISSION WITH TWO TEAMMATES DOWN, AS LONG AS YOU DON'T DISPATCH THEM, AND THE REMAINING SQUAD MEMBER IS JONATHAN. ONE OF THE TEAM MEMBERS CARRIES AN FAC-16, WHICH IS AN INCREDIBLE WEAPON. GRAB IT IF HE SHOULD FALL, AND USE ZOOMED SHOTS PLUS GRENADES ON ALL THE ENEMIES; THIS IS THE FAVORED TAKEDOWN METHOD FOR THE REMAINING MISSIONS.

## CAUTION

BE AWARE OF WHERE YOUR TEAM IS AT ALL TIMES. DO NOT SHOOT AT THEM, AND BEWARE OF LOSING JONATHAN SPECIFICALLY; SHADOW HIM IF YOU CAN, AS THE MISSION ENDS IF HE IS DEFEATED.

### COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark. Player 2 (P2) is Jonathan. P1 begins this mission at the far end of the corridor. P2 starts a few feet forward of this position, with his two men.



The team beckons you to the door on the corridor's right side. The core room is through here! The room opens up into a gigantic neon cathedral with a central, pulsating core. Look familiar? This is the DataCore you sabotaged during virtual training in Mission 0. If you keep that in mind,

it may help you navigate the maze of corridors during this mission. It must be hacked, and there are different methods to achieve this goal.

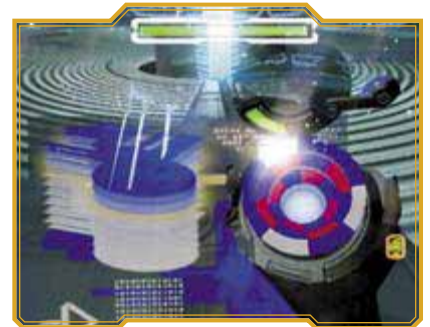
## DATACore DOWNFALL: PLAN #1: NOT MY PROBLEM



The first plan is to let the team do their job; if you don't move to the terminal at the end of the gantry plank, and if you don't have the DataThief, a teammate will. Don't watch him though; turn and guard the entrance you just came through while the others secure the rest of the chamber.

## DATACore DOWNFALL: PLAN #2: OKAY, SO IT IS MY PROBLEM

The second plan is to rush the room, and leave your friends to guard the doorway behind you and the chamber itself. If you're carrying the DataThief, access the blue terminal and power down Father.



### COOPERATIVE OPERATIVES



With two players, make sure you both understand what role each of you is playing. P2 always has the DataThief. Unless this is the player's first time through the level and P1 cannot change gadgets, P1 should equip a gadget other than the DataThief and let P2 download Ziegler's program.

## NOT FATHER'S DAY



Whatever method you used to download the program, once it is complete, turn and wait at the entrance to the core room, preventing further enemy incursions. The door opposite you turns from red (locked) to green (unlocked) when the download has finished.

### PRIMARY OBJECTIVE

DOWNLOAD ZEIGLER'S PROGRAM COMPLETE!

Make sure you're the first out of the room and back into the corridor you started at. Depending on the player's position, when guarding Jonathan as he hacks the core, an enemy could spawn on the right side of the corridor. Players should look both ways when leaving DataCore just to be safe.



### NOTE

COMPLETING THE TWO SECONDARY MISSIONS REDUCES THE NUMBER OF GUARDS LATER. THIS IS ESPECIALLY USEFUL ON PERFECT/DARK AGENT DIFFICULTIES.

### PRIMARY OBJECTIVE

ESCAPE TO EVAC POINT BEGINS!

While Father begins to malfunction, follow your friends into the laboratory tunnels and make a right, then a quick left, down a ramp. The team waits for you at two doors. Although both allow access to the main hangar to come, the route to the right offers the path of least resistance.



## LAB ROUTE #1: ONWARD



Guards in the relic room have a random spawn pattern and can be anywhere in the room. The best approach to this room is to try and pick off a couple guards with aimed shots or try to detonate an explosive weapon in the middle of the group if the player has one. Regardless of which method the player uses, as soon as the player engages the enemies in this room, the friendly AI will storm the room to assist the player who can then be left to whatever attack method they prefer.

When the area is secure, head out of the room and up the stairs, making a right turn at the end. Immediately swing left, and rush toward a blue terminal at the end of the corridor, at a T-junction. Now turn around and wait for your team to join you.

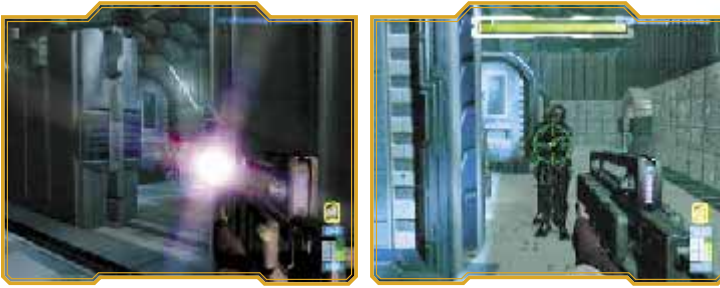


## LAB ROUTE #2: SIDEWAYS



When the player turns right to go into the computer room, typically there is a guard hiding behind the bank of computers right in front of the player who is just barely exposed. There are still the two on the player's left as well. Again, the guards in this room exhibit a somewhat random spawn and behavioral pattern. Guards may be in different locations or run out to engage the player instead of attempting to hide from them.





Move to the right side of the computer banks, checking the other wall for foes. There shouldn't be any until you reach the top of the ramp, turn left, and peer through the doorway on the right. Three enemies are here; shoot the one you can see. The other is hiding on the left side of the doorway. Ambush the ambusher! Then sidestep right, into the archives room. Don't shoot your teammates, who are waiting for you! Head through the door on the right wall, heading straight to the red haze and blue terminal.

## NOTE

WHICHEVER PATH THE PLAYER DECIDES TO TAKE, IT IS IMPORTANT TO NOTE THAT IF THE PLAYER BYPASSES ONE OF THESE AREAS, THE GUARDS IN THAT AREA WILL CHASE AND ATTEMPT TO OVERTAKE THE PLAYER WHEN THEY REACH THE FIRST DESTRUCTIBLE DOOR.

## COOPERATIVE OPERATIVES



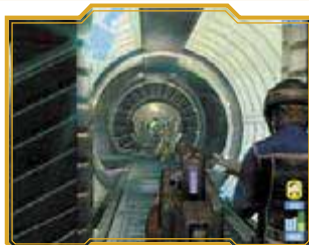
For the majority of your two-way expedition, stay close to each other, stopping at every junction and having one of you look one way, and the other check the other way. However, you can split up during the assault along the relic room area. In this example, P1 has gone right, into the computer room, while P2 battles through the relic room itself. P1 will be sealed into whatever room he enters, forcing P2 to take the other route. They then meet up on the other side. The sealed doors open when a player is killed. Sometimes the friendly AI will open the doors to assist the other player.

## HOT PURSUIT

### SECONDARY OBJECTIVE

CUT OFF PURSUIT BEGINS!

Once at the terminal, you have two options. You can seal the doors behind you to halt chasing enemies, or simply run on—an unwise move. No matter which method you use to halt the foes heading your way, stand at the doorway facing the way you came, and blast any foes coming through the door opposite. Choose one of the following plans to seal the door.



## SEALING YOUR FATE #1: TEAMMATE EXPLOSIVES

This option is only available if the teammate who is carrying the explosives is still alive. The first plan is to let your teammate do all the work while you defend him. He locates the weak point on the ground in front of the corridor you're waiting in and primes Explosives. When the player is guarding the AI as he blows the door, enemies may come from the hallway straight ahead or from the doors on the left and the right. Train your weapon on any foes that attempt to shoot your friend.



## SEALING YOUR FATE #2: YOUR EXPLOSIVES



If you're carrying Explosives, crouch over the door mechanism in the floor, and plant an explosive charge. Then step back from the detonation and ignore enemies, as your team should cover you.

## SEALING YOUR FATE #3: HUMAN ERROR

You can move to the dataDyne blue computer terminal, and watch for the "activate" message to appear. If you press it, Father reboots, coming back online, and summons around double the number of guards you usually encounter. Don't fiddle with that!



## NOTE

TO ACHIEVE THE OBJECTIVE, YOU ONLY HAVE TO SEAL THE THIRD DOOR. HOWEVER, SEALING THE PREVIOUS TWO DOORS PREVENTS REINFORCEMENTS FROM CONVERGING ON YOUR POSITION, MAKING THE ESCAPE THAT MUCH MORE DIFFICULT. IT IS DEFINITELY WORTH YOUR TIME TO SEAL ALL THREE DOORS.

## HOT PURSUIT (PART 2)



When the door is sealed, turn left and run to the unlocked (green lit) door, and open it. Step through into an elevator shaft, and wait outside the elevator itself for all of your team to enter it. Then maneuver inside, and press the switch on the left side.

### NOTE

YOU CAN GO RIGHT, UP THE OVAL RAMPWAY WHICH BYPASSES THE FLOOD HANGAR MISSION, BUT THIS LEADS TO A MORE DIFFICULT CHALLENGE AND ISN'T RECOMMENDED.



Now go up one floor, step out of the elevator, ideally in front of your team, and turn right. Open the unlocked door at once, and head through into a corridor. Keep moving until you reach a gap in the left wall. Whoa, there! Don't step out of cover—enemies are patrolling. Use cover while your team waits behind you. Then aim at the guard patrol and blast them rapidly. Stay behind cover so you aren't shot. If your teammate runs in, he'll retreat after a moment, so provide covering fire down the left side of the corridor, until no more enemies are spotted.

### SECONDARY OBJECTIVE

FLOOD HANGAR BEGINS!

Once the corridor is deemed safe, stop your progress, and turn 180 degrees behind you. The mechanical lock to flood the hangar (your newest objective) is right there! Start to hack in using the Locktopus. If you don't have this item, and the squad member who carries one as well is still alive, one of your teams will flood the hangar for you. If you're playing this on Agent difficulty, the hangar is already flooded.



### SECONDARY OBJECTIVE

FLOOD HANGAR COMPLETE!

## SLIGHTLY COOLER PURSUIT



Has the hangar you're about to wade through been flooded? If not, you'll face considerable resistance from enemies, which can be more than Jonathan and his team can stand in Perfect/Dark Agent modes. So with the hangar waterlogged, turn around from the valve, and turn right. Move along the corridor as it bends left slightly, and open the unlocked door to the satellite hangar. Roll forward, defeating any nearby foes, then use cover at the gantry balcony. Begin to shoot the enemies behind the doorway opposite you.

Once the six enemies at the beginning of the gantry platform have been dispatched, move along the upper gantry itself. If you look to the right, the hangar has been flooded. If you didn't achieve this goal, expect many more enemies to swamp you. Use quick, well-aimed shots, and hope for the best. Otherwise, move to the connecting corridor at the gantry's far end.



You should be making steady progress. Keep going straight, past an elevator bank, and stop when you reach a junction with a computer terminal. Ahead of you is a locked door, and in front of it is Armor. To the left is a corridor where you should seal a second destructible door, as shown. Watch for two enemies coming in.



### TIP

USE ANY OF THE TECHNIQUES DETAILED AT THE FIRST DOOR-SEALING LOCATION. EITHER SET THE EXPLOSIVES YOURSELF OR LET YOUR TEAMMATE DO IT WHILE YOU COVER HIM.



## COOPERATIVE OPERATIVES



If there's two of you at any of the destructible doors waiting to seal it (such as this second door), be sure you know what your friend is up to. Make sure you're guarding all exits, as in this example where P2 watches the door by the teammate and provides covering fire. In points with multiple doors, each guards a separate doorway.

When the second destructible door has been sealed and closes behind you, turn and run toward the doorway opposite, flanked by your three teammates. Make an immediate right turn, and use cover at this doorway. Look for danger coming from the right and left. There are nine foes in the R&R room to deal with.



Shrug off the Psychosis Gun visual problems, and dash into the chamber once you've dealt with all enemies (especially those behind the cover). Turn left. Move to the doorway at the end of the room, and stay on the right side. Poke your head through and take out two foes on the right side, waiting in the darkness. Then rush into the room and turn left, so your back is to the right wall and you can only be attacked from the front. Then finish the third victim off.



Collect any ammunition you wish, then stop at the exit door on the same wall as the entrance. Use aimed shots to tag a foe waiting in the room beyond (ensure that the target reticle is red before you fire), then move into the room and finish the other foe off.

## CAUTION

WATCH OUT! THE ENEMIES HERE LIKE SHOOTING YOU WITH THE PSYCHOSIS GUN TO BLUR YOUR VISION, THEN THEY RUN IN AND ATTACK YOU. BACK UP AND FIRE IF THIS OCCURS, MOVING TO COVER UNTIL THE BLURRING STOPS.



Your team should be waiting for you at the doorway exit on the left wall after clearing the other route. Don't fire at them! Step through and immediately turn left, heading down a ramp, then up the identical ramp on the other side, and through a door. This leads to an upper balcony above a core. Turn right.



Move around the core balcony, and take the first door on the right. There are two guards in this corridor. At the end of the corridor are doors on the right and left with two guards in both the left and right rooms. Wait at the door for your team to pile in, and while they blast the two foes on

the left side of the corridor, concentrate on the right side. Mop up any stragglers, then continue down the corridor. Stop and turn right as you pass through a doorway, and bring out the big guns to defeat two well-armored foes in the room beyond. Step forward into the bio lab, ignoring the other entrances, and weave around the hologram displays until you reach the unlocked door on the other side of the room (but on the same wall as the entrance doorway).

Step through the door and turn right. Move along to the end of the corridor, where another terminal and explosives point is available. This is the third and final pursuit point, and it must be demolished! As the door closes, you effectively block all pursuers. Well done!



## NOTE

USE ANY OF THE METHODS MENTIONED AT THE FIRST OF THE THREE PURSUIT POINTS, EXPLAINED EARLIER IN THIS CHAPTER.

## SECONDARY OBJECTIVE

CUT OFF PURSUIT COMPLETE!

## CAUTION

IF YOU DO NOT SEAL THIS DOOR, ENEMIES WILL APPEAR BEHIND YOU DURING YOUR ASSAULT ON THE SUBMERSIBLE HANGAR (BELOW), AND CUT YOUR TEAM DOWN IN CROSSFIRE. YOU HAVE BEEN WARNED!



Exit the final pursuit door area through the only available corridor, and jog along as it curves right slightly. At the end is a door. Open it and immediately storm the command room of the submersible hangar. As your team opens fire on the enemies ahead, turn right, and drop the foe so

he doesn't unduly damage your team. While your folks secure this room, move to the opening by the consoles, and use aimed or scoped fire to pick off the foes on the walkway to your left. Then move right slightly, and aim across the hangar at a guard.



Move down the ramp, and lead the charge for your team. At the base of the ramp, continue forward to the balcony left of a large support strut, and peer down and to the right. Bring out rapid-fire pain to foes (two) on the ramp. Carefully sidestep right to the downward ramp, and maneuver to the area you just shot at. At the ramp base, check for enemies, and mow down anyone else you see. Then sprint to the doorway opposite.



## COOPERATIVE OPERATIVES



With more than one human player on your team, you can neutralize this hangar in record time. Have one player (in this case, P1) head left, up the ramp to the left upper platform, and take down foes in this area, then provide covering fire to P2, who takes the more direct approach recommended for the single-player experience.



The doorway leads to an elevator shaft. Wait for all of your team (hopefully, all three) to arrive and enter the elevator. Then check your ammunition; go back into the hangar and scrounge for more bullets if you're low on ammo. Bring out your big guns, enter the elevator, and head up.

## LAUNCH TIME

### PRIMARY OBJECTIVE

SECURE LANDING PAD BEGINS!



Two Jetpacs and a lot of soldiers guard the launch pad. Jetpac 1 is near the first hardpoint; Jetpac 2 is near the second hardpoint. Jetpacs appear on all difficulties. Players must be careful of these, as they will get killed very quickly if they just run out into the open. Use cover and don't waste ammo. The first hardpoint is great for taking out enemies; make sure that the first Jetpac is destroyed before you make a dash for the hardpoint. In order to accomplish the Secure Landing Pad objective, both hardpoints and the majority of ground troops must be defeated.

## NOTE

ON AGENT AND SECRET AGENT DIFFICULTIES, A FEW FRIENDLY CI TROOPS GUARD THE DROPSHIP. DO NOT SHOOT THESE TROOPS OR YOU WILL FAIL THE LEVEL.

### PRIMARY OBJECTIVE

SECURE LANDING PAD COMPLETE!

## COOPERATIVE OPERATIVES



Shout instructions about which foes you're aiming at. In this example, P1 is tackling the infantry dotted around the landing pad while P2 waits and uses long-range takedowns. Have each player pick a machine-gun nest to destroy, too. Split up so the enemy can't attack you both at once.



There's little time for fooling about. Simply sprint for the dropship and head for the pink smoke signifying the ship itself. Pile in, and leave the facility for good!

### PRIMARY OBJECTIVE

ESCAPE TO EVAC POINT COMPLETE!





# MISSION 09. JUNGLE STORM

## AREAS OF INTEREST



09.01



09.02



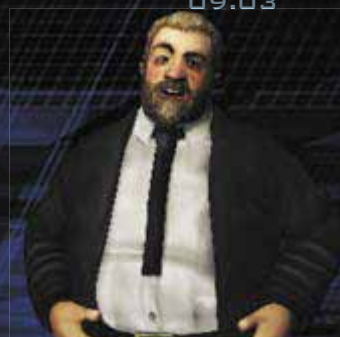
09.03



09.04



09.05



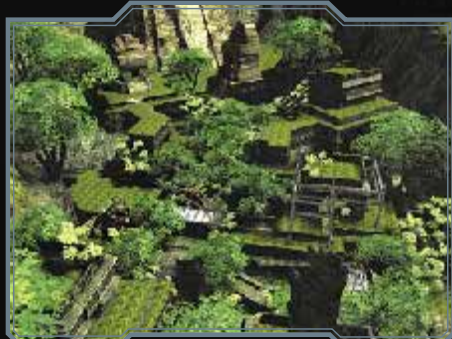
LEGEND



09.06



09.07



09.08



09.09

09.01

**CRASH LANDING AREA**

① DROPSHIP

② FAC-16 IN CRATE

③ ENEMIES ATTACK FROM THIS DIRECTION

09.02

**SOUTH AMERICAN JUNGLE VILLAGE**

④ ENTRANCE #1

⑤ ENTRANCE #2

⑥ EXIT

09.03

**JUNGLE PATH (USE THREAT DETECTION AND WATCH FOR HIDDEN FOES)**

09.04

**SWAMP (NEGOTIATE THE GROUND, THEN RESCUE THE PILOT)**

09.05

**DESTROYED DROPSHIP (THIS AREA IS TEEMING WITH ENEMIES)**

09.06

**BRIDGE (TAKE THE JETPACK AFTER DESTROYING ENEMY JETPACKS FIRST)**

09.07-09.08

**ANCIENT RUINS (TWO VIEWS)**

(CAUTIOUS AND PRECISE SNIPING IS NECESSARY HERE)

09.09

**THE PYRAMID (YOUR MISSION EXIT)**



## EQUIPMENT LIST AND WEAPONS FOUND



## PLAN OF ATTACK: OBJECTIVES

- PRIMARY OBJECTIVE: DEFEND DROPSHIP (ALL)
- PRIMARY OBJECTIVE: STEAL JETPAC (PERFECT/DARK ONLY)
- PRIMARY OBJECTIVE: BREACH DATADYNE DIG SITE (ALL)
- SECONDARY OBJECTIVE: DISABLE DEFENSE GRID (SECRET AND PERFECT/DARK ONLY)
- SECONDARY OBJECTIVE: RESCUE DROPSHIP PILOT (ALL)

## OVERVIEW

LOCATION: SOUTH AMERICA

**Carrington:** "This is a recon op, Jo, not a personal vendetta! I know you want your revenge on Mai Hem, but as long as you're aboard an institute dropship you'll obey my command, understood?"

**Carrington:** "Jonathan's team has made a safe landing. They've 'chuted in south of Mai Hem's position, and are ready to move on dataDyne's dig site."

**Carrington:** "Eagle one's going to take you ..."

**Trooper:** "Hold on, we got ground fire!! DAMMIT! Eagle Two's punched out! We lost our escort! Hope he hit eject. Aw, shit, we're leaking go juice! I gotta set this baby down!"

**Carrington:** "What in damnation is happening? Apparently dataDyne were expecting us. Defend our dropship, Joanna."

After locating a pilot who gives you a vital piece of kit (Threat Goggles), move to the merging of two paths near the dropship, and engage 24 guards appearing in waves in close combat. Assuming you're still alive afterward, locate the path to the left of the guards' merging area, and follow it to a SpiderBot mine cylinder, deactivate it, then continue to a primitive village. Assault the village using skill, stealth, and sharpshooting, and work through the buildings to the exit, which takes you to a swamp.

Maneuver through, shooting foes expertly using your threat vision, and once through the swamp, locate a pilot prisoner atop a natural bridge, and rescue him by defeating his four captors. Then assault a clearing with the remains of Jonathan's dropship, negotiate a small minefield, and use a Jetpac to maneuver across a broken bridge. This leads to a final showdown in a sprawling ruined temple grounds, where more than a dozen guards must be skillfully defeated. Only then can you reach dataDyne's dig site.

## BATTLE TACTICS

### PRIMARY OBJECTIVE

DEFEND DROPSHIP BEGINS!



Throughout the dense foliage of a jungle village under the control of dataDyne forces, enemies of the Carrington Institute learn the whereabouts of the dropship and open fire, striking the pilot and sending the craft into an emergency landing. Actually, it's more of a crash...

Step out of the dropship, and bring out your RCP90 (or another fast-firing weapon with scoped capabilities). Don't shoot the waiting pilot ahead. He gives you a pair of Threat Goggles once you've completed the "Defend Dropship" objective, so ideally switch to your RCP-90, use the secondary fire, and sidestep right a few feet, stop, and locate your first victim.



## COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark. Player 2 (P2) is the dropship pilot. P1 begins on the jungle floor just beyond the dropship exit door. P2 begins in the shallow water to the right of the dropship.

## TIP

THE FAC-16 WITH THE THREAT GOGGLES PLAYS A VITAL ROLE IN THIS SORTIE. NOT ONLY DOES IT PROVIDE ALL YOUR RAPID-FIRE AND ZOOMED-IN AIMING NEEDS, BUT THE SECONDARY FIRE IS A GRENADE LAUNCHER. COMBINED WITH THE THREAT GOGGLES, THIS SHOULD BE YOUR WEAPON OF CHOICE (THIS COMBO IS LIKE A SUPERCHARGED RCP-90).

## TIP

ALTHOUGH YOU CAN COMPLETE THIS ENTIRE MISSION WITHOUT USING ANY EQUIPMENT, THE DATATHIEF IS THE MOST USEFUL.



Once he's down, stand slightly left of the opening in the jungle pathway. Two trails lie ahead, and a whole platoon of enemies is about to pour out of both of them! You face around 24 foes, and the best way is to stop where you are. Aim at the first of them appearing from the right path.

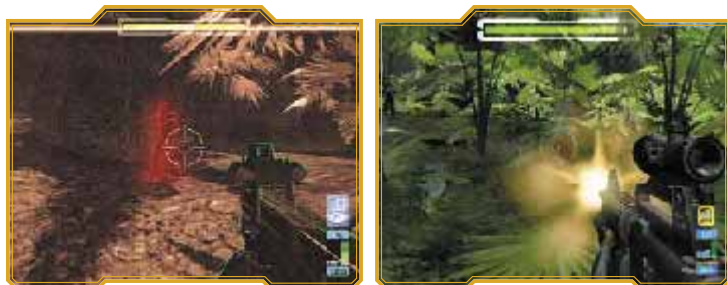


## 24 PLAY

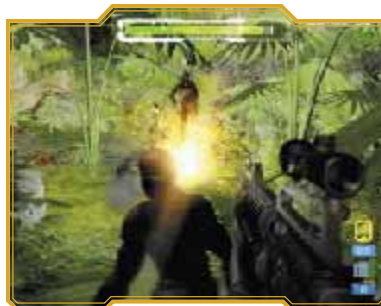
### NORMAL TAKEDOWN METHOD



Quickly sidestep left, and look for a large tree to the right of a crumbling wall. Peek through a hole between the bricks to check incoming enemies. For the moment, drop the guard you can see standing through the gap. You can return here to blast foes when the full contingency force of enemies arrives, if you wish (second picture).

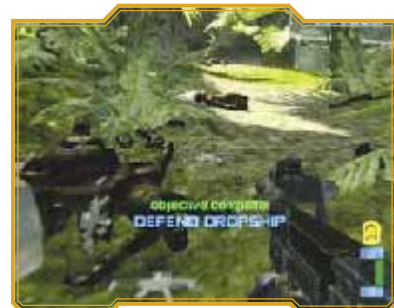


A few seconds after you've nullified the first guards, an entire wave of guards appears from both pathways. Stand to the left, out of sight, and shoot them as they appear. By far the best place to stand is left of where the pathways meet. Use your Threat Goggles to check where foes are as they fan out, and plant them in the head with rapid-fire shots.



This battle is relentless, and you may have to switch to another weapon. Make sure it's the FAC-16 and begin some additional blasts into the enemy horde. This weapon's grenade functionality is the best way to clear two or three foes at once.

By this time you may be low on ammunition, so inspect the corpses of the fallen, and reload your weapons fully while finishing off the remaining five or six foes from the 24 that arrived. Flick to threat vision to ensure that no more await. Once all are defeated, the objective complete message appears—a good way to know when the battle is over!





## ALTERNATE TAKEDOWN METHOD



Another method of destroying the two dozen enemies flooding this area is to move to the extreme right side of the jungle area, and drop the foes as they come streaming out. Don't get too close to the stone wall, though.

The wall is completely unsafe, so use this to your advantage and lob a grenade at the end of the wall, which collapses and takes out two or three foes at once.



## THE DIRTY DOZEN

Enemies will choose between shooting the player, the dropship, and the pilot, and it's up to you to balance who they go for by moving forward. You should use the dropship for cover, but not for long.

## ADDITIONAL GOODS



Stop! Before you venture farther into the jungle, on the off chance you've crash-landed here *without* a FAC-16, but *with* a Locktopus, finish the fight, then move to this position (first picture) so you can see the crashed dropship. From here, turn left, and move through the jungle about 20 feet until you reach this box (second picture). Unlock it with the Locktopus and pick up the FAC-16 inside.

## COOPERATIVE OPERATIVES



Cooperation between the teammates allows impressive destruction of incoming enemies. P1 makes sure the area's left side is secured, while P2 checks the right side. Stay inside the dropship to halve the number of incoming enemies.

## PRIMARY OBJECTIVE

DEFEND DROPSHIP COMPLETE!

## TO THE VILLAGE

When the coast is clear, move to the left side of the channel the enemies came from and head around the rock formation in the middle of this jungle area. You're looking for a rock like this one (to right) and a narrow pathway. This is the most strategic route to your next enemy encampment: a village.



## SECONDARY OBJECTIVE

DISABLE DEFENSE GRID BEGINS!



Quicken your pace along this jungle path by switching to an unarmed posture, but only after you attempt to either snipe an armored enemy with an RCP, use a silenced weapon or sneak up behind him and execute a melee attack. You cover distances faster this

way. Run along the jungle path until Carrington radios in. He's already told you he's being overrun and you're on your own; now he wants you to destroy the Defense Grid! Ignore any SpiderBots, and concentrate on taking out the cylindrical mast. There's more than one way, naturally:

## DEFENSE GRID TAKEDOWN #1: HACK ATTACK



The first and easiest method is to run up to the cylindrical sensor, even before Carrington begins to tell you about it, and produce your DataThief. Hack the sensor and once you've completed the task, the security system shuts down.



## DEFENSE GRID TAKEDOWN #2: BULLET BLAST



A more noisy and violent plan is to simply blast the cylinder with bullets until the thing explodes and the system short-circuits.

## DEFENSE GRID TAKEDOWN #3: RUN AWAY!

The third method isn't a sensor takedown but a complete absence of following orders. You can simply run past the SpiderBots, causing them to attack you. Shrug off this damage, and dash to the village entrance instead. You'll fail your objective, and the second two of the three SpiderBots cannot be destroyed. This isn't a sound plan.



## DEFENSE GRID TAKEDOWN #4: OVERDOING IT

The final method is the most spectacular. Simply prime a DemoKit charge (assuming you're carrying this piece of equipment) on the cylinder, and stand well back!



### NOTE

THERE ARE THREE SOUND SENSORS TO SEARCH FOR, TWO OF WHICH ARE IN THE JUNGLE AFTER THE DOWNED DROPSHIP. SO IF YOU MISS THE FIRST SOUND SENSOR YOU SHOULDN'T WORRY. HOWEVER, WHEN USING A WEAPON OR EXPLOSIVE GADGET YOU NEED TO DESTROY THE OTHER TWO SOUND SENSORS. DEACTIVATION WITH NON-EXPLOSIVE MEANS ALLOWS YOU TO POWER ALL THREE DOWN.

### SECONDARY OBJECTIVE

DISABLE DEFENSE GRID COMPLETE!

### NOTE

FROM THE AREA WHERE YOU FOUGHT THE 24 GUARDS, THERE IS A SECOND ROUTE TO THE VILLAGE, BUT IT'S NOT THE MOST PREFERRED. IF YOU MOVE TO THE RIGHT SIDE AND FOLLOW THE PATH AS IT WINDS AROUND, IT ENDS OVERLOOKING THE VILLAGE FROM A SECOND, LESS-IMPRESSIVE VANTAGE POINT.



## VILLAGE ASSAULT



When you've defeated the first sensor, sidestep right, and locate the narrow alley through the rocks. This leads to an open grass area and a village. Stop by the large stone head on the path's right side, and figure out which way you're going to assault the village.

## SETTLEMENT ATTACK ROUTE #1: VILLAGE PEEPHOLE

The first plan relies on your fists to bypass enemies, using buildings and windows as cover and to aim at enemies from, and methodical executions. Although it may seem strange, put your weapons away, and run left around the initial hut and immediately right, up the path for a few feet with the hut on your right. As soon as you spot the open doorway on your left, head inside and climb the steps. The picture shows you looking at the doorway from the steps.



Now that you've outrun the enemies and are in cover, bring out your favored fast-firing weapon. At the top of the steps, look at the wall opposite for a small window. Peer through (but don't drop down the steps) and shoot at the head of the guard on the roof outside.



Stay in the building and sidestep right. Don't worry about the guards' shouts you're hearing. Keep sidestepping until you reach a second window; this one is at shoulder height. You can spot a machine-gun nest from here, just outside. Shoot the glass out of the shielding on the nest so the enemy comes to investigate. Then bring down the foe.



That's two down...but you're going up. Immediately turn around and locate the narrow spiral steps heading up to the hut's top floor. Bring out your threat detector and spot a waiting enemy at the doorway. Shoot him in the head. Then sidestep left so you can see some of the remaining foes in the village (second picture). Note the foe behind the hut to the left, and four on the right.



Bring hot lead to the foe standing on the rooftop to your right. Ideally, use cover on the right side of the doorway when you're executing these thugs. Then aim at the trio of guards on the lower level. Shoot the guy on the left first (headshots, as always), then the one on the right, and finally the guy inside the hut.

## CAUTION

MAKE SURE THESE GUARDS ARE TAKEN OUT; SOMETIMES THEY DROP BEHIND COVER AFTER BEING WOUNDED. DO NOT CONTINUE UNTIL YOU ARE SURE THEY ARE NEUTRALIZED!



Stand at the right side of the doorway using cover, and aim exactly at this part of the palm tree. There's an enemy on the other side of it, and you can take him out without him even knowing you're there!

Now for the foe behind the hut on the left. Run into this hut, to the window next to the body of the first guard you took out in this area, and shoot the waiting guard...in the lower torso or groin. That's sure to slow him down! Then make sure he's incapacitated for good.



You have a moment to move out onto the balcony and pick up ammunition from the guards you've dispatched so far. Move down to the lower balcony where the trio of guards was slain, then make a right, and move around and right to another hut where you have one more guard to deal with. After he's down, inspect the hut he was guarding. Inside is a computer terminal, Magnum weapons, and Combat Shields. Play around with them if you wish, then leave heading up the left path. Enter the circular hut and dispatch the guard to the right of the ladder, if you haven't done so already.

## SETTLEMENT ATTACK ROUTE #2: HAMLET HARASSMENT



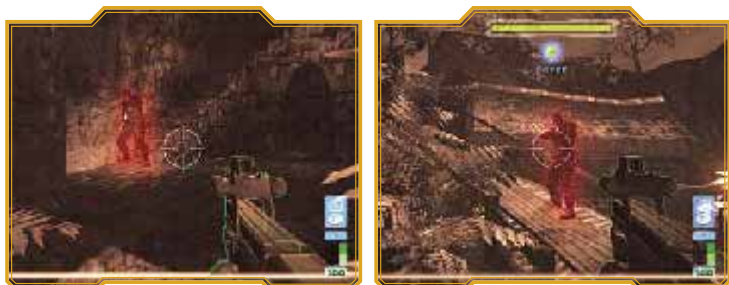
The second path isn't as cunning and you're not as well-concealed, but you do start in the same place: the left path rather than the right side. The right side offers little protection on higher difficulty levels; attempt it only during replays of this mission.



From the clearing, drop the machine-gunner atop the hut, then the guy on the rooftop above him, in the distance.



By now, you should have attracted enemy attention. Blast the walking guard on the upper balcony, just right of the machine-gun nest, and then watch for a foe on the ground level. Tackle him, then look right, at a foe guarding the right side of the village on ground level. Drop him. It's then a simple operation to aim at the second rooftop foe, and the two guards inside the hut on the village's highest balcony.



Enter the hut with the machine-gun nest on top of it, and immediately take out the guard inside. Then move to the steps on the left, and run up them to the second floor exit. Dash out along a short walkway and make a left at the junction. Step to the hut wall on your left, and bring punishment to the foes inside, who you can see through the doorway (this is the hut with Magnums and the Combat Shields).



Then move to the doorway on your left, and after optionally ransacking the room, stand to the right of it, on the pathway, and destroy the remaining guards on the hut above and right, and the stone circular hut above and left. Then head up the left-side path to the circular stone hut and check the enemy inside, to the right of the ladder. Ignore the balcony behind you, as the ladder is the place you must reach.

## COOPERATIVE OPERATIVES



With two operatives, the village assault is much easier. P1 moves to the left side entrance and begins to attempt the first route through the village. Unarmed, she should dash around the left side of the first building, up into the left-side hut entrance, up the stairs, and blast the foe on the roof through the tiny window. P2 starts at the same place, dropping the machine-gunner, then the patrolling guards on the walkway in the middle and on the right.



P1 should now move to the right window, coax the machine-gun nest enemy out and take him down, then run up the steps to the balcony hut exit and blast the foe in the adjacent room. Meanwhile, P2 should have completed his romp across the lower paths. P1 dashes across the upper balcony, downing the foe in the room with the ladder. P2's path starts with finishing all visible foes, moving inside the building with the machine-gunner above it, and dropping the foe inside. P2 then heads up to the exit, blasting enemies along the path, and to the hut on the right.



Once the guard in the circular room with the ladder has been nullified, have both P1 and P2 meet in this room, and begin to climb the ladder. Whoever is first (in this case, P2) takes care of the foe on the right. Then both assault the enemy in the room with the armor, moving around the armor room in different directions to confuse the foe, and escape to the swamp.



## RUMBLE IN THE JUNGLE

Move up the path and make a left, up the small, sloped wooden bridge to the balcony you shot at the enemies from, and turn right. Head into the circular hut, and climb up the ladder to the left. Keep going even if you hear gunshots; there's a waiting guard to your right. Spin right as you finish the climb and drop him!



### TIP

THE GUARD AT THE TOP OF THE LADDER IS A PROBLEM, AS ARE THE NUMBER OF CRATES SCATTERED AROUND THE ROOM PROVIDING COVER FOR YOUR FOE. BEFORE YOU CLIMB, SEARCH THE HUT WITH THE GRENADES, AND LOB ALL FIVE UP TO THE TOP OF THE LADDER TO CLEAR THE ROOM.



Head through the only available exit, across a small bridge connecting you to another hut, and sidestep inside facing left; a foe waits in the corner. Drop him, then take the Armor he was guarding.

Out of the final hut, follow the path down, make a left turn, bring your threat detector online, and move to the opening in the forest on your right. Stop here, and remain in cover. Locate two foes in the shallow muddy ground ahead, and bring them both down. They each have two different places where they spawn; remember that if you're playing this through again!



Venture out into the swamp and keep your eyes focused on the left side of the clearing, as there's a series of giant primitive statues with an enemy guarding the base of them. Shoot

him around the tree from distance, and listen as Carrington orders you to locate a lost pilot. Before you continue, check the crevasse you're about to walk through. Up ahead on a high vantage is another foe. Blast him before he realizes where you are. It takes eight shots to drop him.

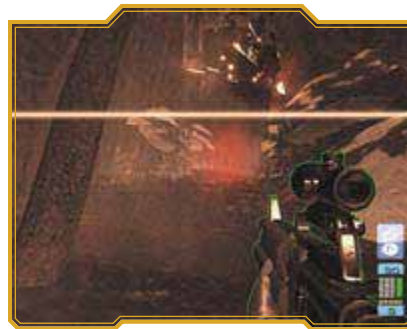
### COOPERATIVE OPERATIVES



Throughout the swamp-infested parts of this sortie, follow the route offered in the single-player mission, but create crossfire opportunities each time to ensure your enemies go down. Mix this up with P1 tackling foes to the left and P2 shooting enemies on the right.

### SECONDARY OBJECTIVE

#### RESCUE DROPSHIP PILOT BEGINS!



Enter through the gap between the statues, and let subtlety alone for a moment and shoot down the foe on the stone ahead of you, then the other to the right, through the trees, who is standing next to a rock. Rest so your shock damage recovers. Then check the waterfall for a

foe standing in this area. He's difficult to spot and will attack you from behind if you take the second route through the swamp.

### SWAMP SLAUGHTER PLAN #1: FROM THE SIDE



Instead of continuing, backtrack to the gap between the statues and head left, to a second pathway. There's a fallen stone head at the entrance to it, on the right. Pass that, but don't pass up the opportunity to blast bullets into a guard up ahead.



Bring him down hard with a single shot to the head; he's facing away from you, so this is one mean ambush! Then stay where you are and look directly ahead from the first enemy's location. Shoot the foe through the trees, then try to make out the foe next to the rock on the left. Shoot him, then the foe you can just glimpse through the foliage, before he blasts you. Then sidestep to the left, swing right, and shoot another foe who's attacking you between two trees.



## TIP

THESE ARE ALL EXPERT TAKEDOWNS THAT INVOLVE SHOOTING AT THE TINIEST CORNER OF AN EXPOSED PORTION OF A GUARD YOU CAN JUST MAKE OUT THROUGH THE FOLIAGE AND WITH YOUR THREAT DETECTOR. DON'T EXPECT OPEN SHOTS IN THIS WILDERNESS!



Entering the swamp proper, keep to the left exterior rock wall and work your way around until you reach this corner. Peer around to spot two enemies across from you. You know the plan. Fire! Then move forward, along the left wall, until you reach the slope to the ground they were standing on. Head up and spin 180 degrees around. You're on a bridge at the start of the swamp, having already dispatched all the guards here!



Follow the bridges over the swamp in a counterclockwise pattern. Around two-thirds of the way through, you spot

a stone head. You're almost across this swamp! Continue past the bodies of the foes you've slain, and across the final wooden bridge. The exit to the location where the pilot is being held is up ahead, near the jutting stone head (second picture).

## SWAMP SLAUGHTER PLAN #2: FULL-FRONTAL ASSAULT



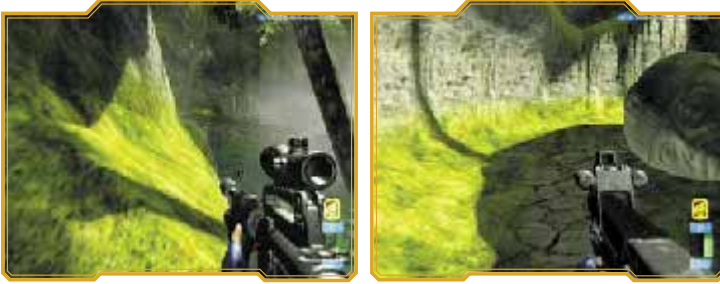
Instead of backtracking, pass the waterfall on your left, head down the gradual slope, but stop as you reach a large boulder on your right. Turn and check the orange shape through the ferns to the right. That's your first victim. Then stand atop the boulder and peer to the left. There's a second foe in the distance, on lower ground. Bring swift justice to this thug, too.

Head around the boulder, and drop into the swamp water on the right side of the area itself. Move forward, but look left, across the low wooden bridge, and drop a foe behind a clump of trees. Then sidestep to the right, and carefully peer through the trees until you spot a trace of a foe in the distance. Drop him, too.



Move around to the right again, until you reach the small earthen slope that allows you on the series of wooden bridges and earthen mounds. Across from you are two foes shooting through the buttress roots. Return fire, moving into the water around the left side of the tree. Work your way along the swamp's left side, finishing off the second foe as you reach the grassy bank.





Step onto the bank and turn right. Now maneuver along the wooden bridges inches over the fetid swamp water, or move along the grassy bank and across this sloping ground for an easy shortcut. Now head up the path past the stone head (second picture) where the pilot is being held. There are two methods to try:

## NOTE

IF YOU TOOK TOO LONG, OR MADE A LOT OF NOISE DURING YOUR SWAMP INFILTRATION, EXPECT FURTHER ENEMIES HEADING DOWN FROM A DROPSHIP LOCATION FARTHER INTO THE JUNGLE (WHERE YOU ARE HEADING NEXT).

## TIP

ALTHOUGH THIS IS A SECONDARY OBJECTIVE, IF THE PILOT DIES PRIOR TO OR DURING THE RESCUE, THE MISSION BECOMES IMPOSSIBLE AND YOU FAIL. SO DON'T LET THE PILOT GET SHOT!

## PILOT RESCUE

### PLAN #1: IT AIN'T EASY BEING GREEN



Continue around the winding path, passing the stone head on the right, and then curving left to a natural bridge point that overlooks the path to the wrecked dropship. Turn on your Threat Goggles immediately. The pilot is wandering with four guards, and one of them has an M60. Don't shoot the green guy! Instead, keep to the path's left side, and blast away at the four foes; concentrate your firepower on the M60 guy. Some may fall or drop down to the ground below.



Once you've nullified the foes on the natural bridge, quickly peer off the sides and check the ground below for the rest of the captors. The easiest way to rid yourself of them is a couple of well-placed grenades. Don't do this earlier, though; that pilot must be unharmed! If the final stragglers run under the natural bridge, simply roll off it down to their level (second picture) and finish the job with a couple of pistol whips.

### PLAN #2: IT'S EVEN HARDER ON THE GROUND



Another method to take care of the pilot rescue is to ignore the upper winding route to the right of the swamp (with the stone head), and stay on the left grassy bank, moving to the natural bridge and looking up. Check your threat detector for orange men, then bring them down

from this lower point. It isn't quite as easy, as you don't have height advantage.

### PLAN #3: IT'S SUPERIOR TO SNIPE



This works amazingly well, but only if you've been extremely proficient in taking out foes in the swamp, and the enemy hasn't spotted you yet. Rush the winding path with the stone head until you spot the patrol heading over the natural bridge. Produce a silenced weapon, and shoot the rear guard in the head. The silence allows you to creep up on the rest. Take the second-to-last guy out, then concentrate on the armored chap with the M60 (second picture) to ensure you aren't strafed by harmful gunfire.



## COOPERATIVE OPERATIVES



As you'd expect with two proficient operatives, delivering the pilot from evil is a simpler affair. In this example, P1 approaches the natural bridge from behind the enemies, charging and blasting them (the M60 guard in particular), while P2 attacks from the main pathway below. The result is a rescued pilot in about half the time.

## BATTLE AT THE WRECKED DROPSHIP



Whether you're on the low or high ground, you must rendezvous with the pilot to complete this objective. He now follows you for the rest of the mission, helping out, but usually staying out of harm's way. You don't need to worry about him from now on.

### SECONDARY OBJECTIVE

RESCUE DROPSHIP PILOT COMPLETE!

### PRIMARY OBJECTIVE

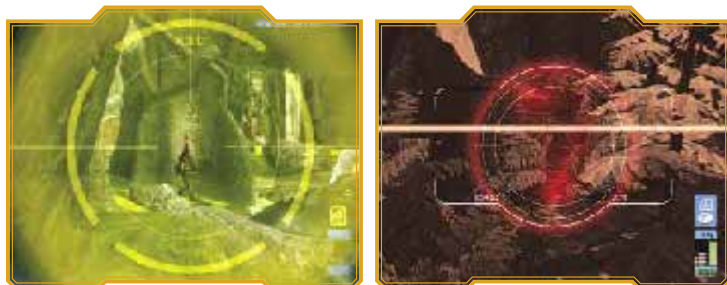
BREACH DATADYNE DIG SITE BEGINS!

Follow the natural bridge across and make a right turn. You're following a narrow ravine to a small tunnel entrance that leads to a large clearing with a downed dropship in it. This is the place to take care of the waiting guards. Bring out a silenced, scoped weapon.



## TIP

THE FOLLOWING TACTICS SHOW AN ATTACK FROM THE HIGHER PATH. YOU CAN ATTACK FROM THE LOWER PATH, BUT YOU'RE FAR MORE LIKELY TO BE HURT BADLY. THE STRATEGY ALSO ASSUMES THAT THE MAXIMUM NUMBER OF GUARDS ARE AVAILABLE, AND THAT SOME HAVEN'T RUN TO YOUR LOCATION BACK AT THE SWAMP.



Use your sniper scope and drop the foe walking from left to right just left of the smoldering dropship. Then tackle the foe patrolling on the opposite side, just right of the first foe. You may have been spotted by this time, so stand your ground and switch to threat detecting. Then stay at the tunnel and blast three foes as they run across your field of vision. Switch to scoped fire again and scan the opposite side of the area from left to right to check that you didn't miss anyone.



Step out of the tunnel exit, and turn right. Move along the rock wall boundary of this clearing, and look for two patrolling guards. They are at the main pathway entrance below you, making them easy targets from your elevated vantage point. Continue around the edge of the rock wall in a counterclockwise direction, passing the lower pathway, and onto the right side of the area, where another foe can be dispatched. He's patrolling just right of the crash site.

## COOPERATIVE OPERATIVES



Carnage at the crash site is a lot less fraught if you follow this two-player plan. While P1 moves around the upper pathway to the tunnel entrance,



## COOPERATIVE OPERATIVES (CONT'D)

she causes a disturbance so the enemies are attracted to the noise. Of course, P2 has taken the lower, main path, and heads up to strike the guards from the side (ideally from cover). The two rendezvous at the dropship remains.

The crash site should now be secure, allowing you to ascend to the top of the slope. Follow the indented path through the middle, then right, past two trees, for the quickest and safest way. SpiderBot mines are scattered about here, and you have two ways to deal with them.

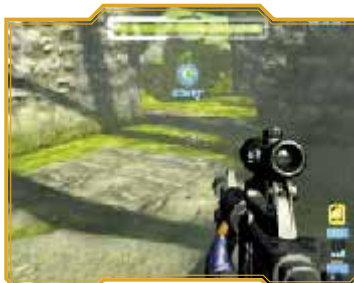


### SPIDERBOT MINE MANEUVERING #1: DETONATION



Although this risks a stern telling off from Carrington, blowing up the SpiderBot mines and creating a path through this minefield is by far the easiest and quickest way to complete this task. Start by shooting the first mine on the pathway. Ignore Carrington's comments.

You're creating a path through the ruined building, and out to the final part of the jungle. The only enemies you'll attract are around the next corner, and you can easily deal with them a moment. Move to the location of the first detonation, turn left, and blast the two mines right of the stone carving.



Step onto the stone where the mines were, and once through, make a left. Destroy the SpiderBot limpet on the left wall. Then turn right, move past the low stone table, and deal with another mine at the ruins exit.



Simply blast the mine across from your exit, slightly to the right, at the foot of the path you'll be exiting. Then blow up the mine to the left of that, slightly farther up the exit path. You're done!

### SPIDERBOT MINE MANEUVERING #2: DELIBERATION



If you wish to waste minutes of time, you can stay away from the blast area of each mine, moving incredibly slowly around the right side of the ruins, and then use your scoped weapon to blast the two cylindrical towers on either side of the exit pathway.

### SPIDERBOT MINE MANEUVERING #3: GADGETRY



You can try to use the DataThief, if you want to take even longer to reach each of the cylinders, or clamp a DemoKit to each tower (which defeats the purpose of remaining quiet and not blowing up the mines entirely!). Neither is better than blasting these mines.





## THE BRIDGE IS OUT



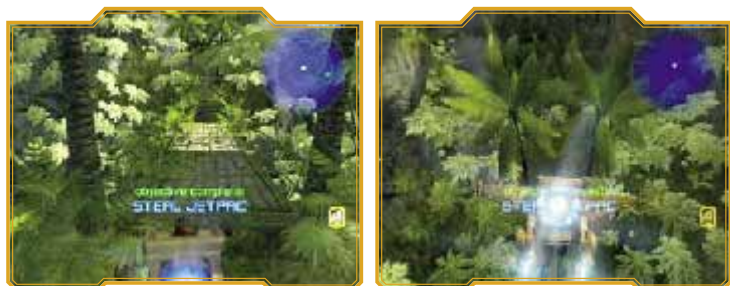
Move up the pathway until you reach the top of the rise, then stop. Put your Threat Goggles on, hide against the right side fallen piece of stone, and begin to tackle the four enemies patrolling this area. Since the stone is unsafe, back up almost immediately and bring out your FAC-16, lobbing grenades at the assembled squad until they fall. Stay by the fallen stones as you finish them.

### SECONDARY OBJECTIVE

STEAL JETPAC BEGINS!



Move to the path's right side, but don't move to the Jetpac yet. Turn right, and zoom in on foes across a large crevasse. Shoot them, and the enemy in the Jetpac itself. Tackle the ground guard first, then step around to the foot of the rickety bridge and shoot the Jetpac from the back of the floating guard before he lays into you. Use trees as cover.



With all the nearby guards defeated, you can now move to the waiting Jetpac, and clamber inside. Reorient the Jetpac to stand it up, then strap yourself in. This completes the objective. Fly the Jetpac across the bridge and the crevasse. You cannot cross the bridge because it has disintegrated in the middle and the gap is too wide and unsafe. Boost across, then land on the other side of the bridge. (The pilot following you also gets a Jetpac.)

### SECONDARY OBJECTIVE

STEAL JETPAC COMPLETE!

## CAUTION

ALTHOUGH YOU'LL BE TEMPTED TO KEEP FLYING IN THIS CONTRAPTION, IT IS CERTAINLY UNWISE. YOU HAVE MORE THAN A DOZEN MORE ENEMIES TO TACKLE BEFORE THIS MISSION IS OVER, AND YOU REQUIRE STEALTH TO ATTEMPT THIS ON HIGHER DIFFICULTY SETTINGS. USING A JETPAC SIMPLY MAKES YOU A LESS MANEUVERABLE, LARGER, AND MORE UNGAINLY TARGET. DITCH IT!



Extricate yourself from the Jetpac at the other side of the bridge and follow the pathway left, and around the right turn. Stop as you reach a left turn, and hide behind a clump of trees, just by a giant stone sitting statue. There are two guards here, and both must be tackled from range.

## TIP

USE THE THREAT DETECTOR FOR THE REMAINDER OF THIS MISSION, AS THESE ENEMIES ARE WELL HIDDEN! IF YOU DON'T HAVE THE GOGGLES, USE THE RCP90'S THREAT DETECTOR TO LOCATE FOES, THEN SWITCH TO THE FAC-16 TO DROP THEM.

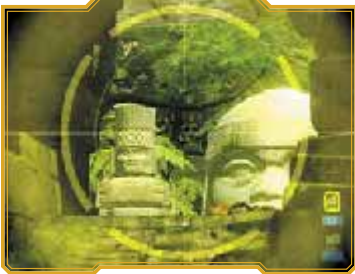
## NOTE

THIS ISN'T THE ONLY WAY TO COMPLETE THE FINAL PART OF THIS MISSION, BUT IT IS BY FAR THE SAFEST, MOST PROFICIENT, AND IMPRESSIVE! THIS IS THE REASON YOU SHOULD HAVE PICKED THE FAC-16 AND THE RCP90!

Stay behind the clump of trees. The noise the non-silenced weapon made has alerted two guards. They appear on the main steps to the ruins, and on a vantage point to the right of the steps (as you face them). Aim and dispatch both of them.







Head around the left side of the statue, against the left wall, and blast a guard in this area that's very close by. Then step out to the right, and stop at the main steps to a large section of overgrown ruins. Assuming the previous enemies have been dispatched, you won't be attacked, but that doesn't mean the area is secure. Sidestep left a couple of paces, and bring your scoped weapon out. You can just spot a waiting enemy to the left of a statue head (second picture). He's at extreme range. Drop him! Now sidestep to the base of the steps, and use your scope again. Can you see the enemy? He's the tiniest speck, partially obscured by trees. Drop him, too! This extreme sniping reaches its zenith as you back up a couple of paces, and train your scope on the foe in the distance in the upper area (fourth picture). Make sure he's down, too!

## TIP

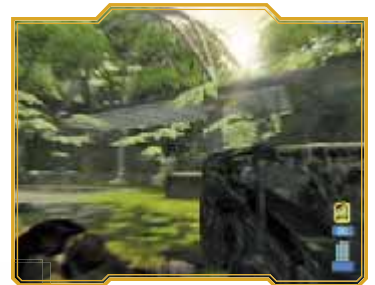
USE THREAT GOGGLES OR THE THREAT DETECTOR TO ENSURE EACH ENEMY YOU'RE DROPPING FROM EXTREME RANGE DIDN'T GET BACK UP AGAIN!



Okay sharpshooter, you can climb those steps now! Once you reach the top, look to the right of the support column, to another patrolling guard. Bring him down with noise, as this brings out a couple of foes behind him. Move to the right of the support, and engage them (as long as you took out the foes on the left side earlier).



Stand by the right side of the support. Check the guard at extreme range, just right of the standing statue, and drop him. Then look at the bridge that's now visible, directly above the stone waterfall in the courtyard you're in. You can just spot a waiting guard through the bridge supports. A well-placed sniper shot should take care of him, then his friend just to the left of him (sidestep right a pace to train your weapon on him without the shot being obscured by the bridge).



Take the right set of steps next to the low stone waterfall, and watch for a foe across from you on another set of steps as you emerge. If you've been proficient so far, he's the only real threat, so you can charge him, or else snipe his head from cover, such as the top of the steps. Then race across the courtyard, up the steps with the ornate sitting statue at the top, and turn right at the top to check the bridge.







You're not out of the woods yet! Don't move toward the bridge, as there are enemies to expertly take down first! Instead, move around the left side of the sitting statue, but train your weapon at the bridge—specifically the area underneath where a guard is waiting at the top of some steps. Shoot him quickly, then move your sights to the right a couple of feet to a second guard almost completely obscured by foliage. Then climb the steps.



Once at the top of the steps, you're home free, apart from the waiting foe on the left side, behind a clump of flora. Use threat detection to locate and take him down. Then look for the large square tunnel out of here, to the dig site itself.

## COOPERATIVE OPERATIVES



Following the takedown strategies for the single-player mission is the best method to complete this sortie, although you can cause a disturbance by having one of your team in a Jetpac, boosting around the main ruins and attracting gunfire while the other brings the foes down. Expect the Jetpac rider to need reviving, however!

## COOPERATIVE OPERATIVES (CONT'D)



A better plan is to have one of the players act a little more recklessly than the other, charging foes to attract gunfire (but on the ground for maneuverability and hiding options), while the other player shoots from cover, using the plans presented for the single player.

## PRIMARY OBJECTIVE

BREACH DATADYNE DIG SITE COMPLETE!



At last, Joanna reaches a giant temple to a long-forgotten god of the sun. Nimble maneuvering to what appears to be an outer entrance carved into the earth, Joanna radios Carrington about her discovery. This looks to be the main way inside this ancient structure....





# MISSION 10. TEMPLE SURVEILLANCE

## AREAS OF INTEREST



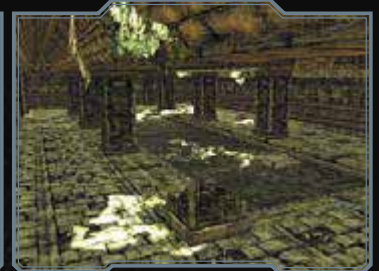
10.01



10.02



10.03



10.04



10.05



10.06



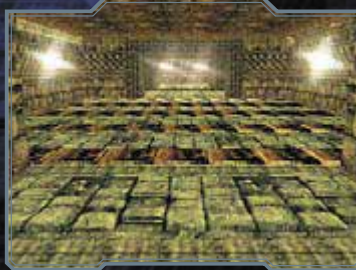
10.07



10.08



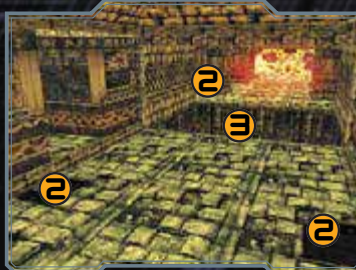
10.09



10.10



10.11



10.12



10.13

### LEGEND

10.01

TOP FLOOR

P1, P2 (IN ADJOINING CHAMBER)

① LASER WIRE (HACK HERE)

10.02

CRATE ROOM (DESTROY CRATES TO DROP DOWN HOLE)

10.03

FLOOR TRAPS CHAMBER (WALK SLOWLY TO AVOID THE WOODEN FLOOR DISINTEGRATING)

10.04

BROKEN PILLAR ROOM (EXPECT HEAVY RESISTANCE HERE)

10.05

DRAGON STATUE (DODGE THE GOUTS OF FLAME)

10.06

ROPE BRIDGE (BEWARE OF THE FOE AT THE FAR END)

10.07

ELEVATOR CONTROLS (HACK OR DESTROY THEM TO GAIN ADDITIONAL TIME)

10.08

CELL ROOM (AN INSTITUTE SPY IS BEING HELD THERE)

10.09

WATERLOGGED CHAMBER (EXPECT HEAVY RESISTANCE HERE)

10.10

TRAP ROOM (WALK CAREFULLY TO AVOID SPIKE TRAPS ON THE FLOOR)

10.11

GROTTO WATERFALL (THE PATH IS A CURVED ONE)

10.12

SUNKEN FLOOR CHAMBER (PRESS WEIGHT ON THE PRESSURE POINTS TO RAISE THE FLOOR)

②

PRESSURE POINT ON FLOOR, AND SMALL CRATE

③

SUNKEN FLOOR

10.13

CATACOMBS (HEAD DOWN HERE DURING PHANTOM BATTLE TO FLOOD THE AREA)



## EQUIPMENT LIST AND WEAPONS FOUND



"Strange, we're picking up a strong energy signature emanating from inside the temple. It's like nothing I've ever seen!"

—Daniel Carrington

## PLAN OF ATTACK: OBJECTIVES

**PRIMARY OBJECTIVE:** RESCUE INSTITUTE SPY (PERFECT/DARK ONLY)

**PRIMARY OBJECTIVE:** PLANT TRACKING DEVICE (ALL)

**PRIMARY OBJECTIVE:** DEFEAT PHANTOMS (ALL)

**SECONDARY OBJECTIVE:** SABOTAGE LIFTING GEAR (ALL)

**SECONDARY OBJECTIVE:** FLOOD FOUNDATIONS (SECRET AND PERFECT/DARK ONLY)

## OVERVIEW

LOCATION: SOUTH AMERICA

**Carrington:** "Strange, we're picking up a strong energy signature emanating from inside the temple. It's like nothing I've ever seen!"

**Carrington:** "I should have known dataDyne were here for more than a field trip. I guess Mai Hem's found what they're looking for."

**Carrington:** "Our satellite scans indicate heavy lifting gear down there. They're trying to bring this thing out! Whatever it is, get a tracking device on it, let's see where it leads us."

**Carrington:** "Infiltrate the temple. Watch for traps, it's sure to be full of them. Sabotage the lifting gear if you can. That should slow dataDyne's extraction down."

**Carrington:** "You have a BugSpy with you. When you've got down to the foundations, fly it remotely and plant the tracker before dataDyne can escape. Hurry Jo, you don't have much time."

From the entrance, work your way down three floors, navigating through the myriad of corridors and adjoining rooms, pausing only to destroy a lift mechanism to give you extra time. At the base of the temple is a cellblock where Grimshaw the spy must be rescued and chaperoned past enemy gunfire to a door only he is able to unlock (in Perfect/Dark mode only). A quick trip through the fernery ends in a room with a floor to raise. Release a BugSpy to locate a power source. This is interrupted by the arrival of Mai Hem and her crack troops: the feared Phantoms. Defeat them and flood the temple.

## BATTLE TACTICS



After you jump down from the hole in the ground, into the gloom of the starting chamber, bring out a rapid-fire weapon and figure out the best way to descend through this pyramid. There are three different methods to head down to the next level.

### COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark. Player 2 (P2) is the dropship pilot. P1 begins in a sunlit room on the right side. P2 is on the chamber's left side. When you begin, one player should take out the first guard, and the other player should run ahead.

## CAUTION

TIME IS OF THE ESSENCE HERE! ON PERFECT/DARK DIFFICULTY, YOU HAVE FIVE MINUTES TO ACTIVATE THE BUGSPY. ON AGENT/SECRET DIFFICULTY, YOU HAVE SIX MINUTES AND 40 SECONDS. SABOTAGING THE LIFTING GEAR ADDS ONE MINUTE TO THIS TIMER. BE QUICK, OR BE DEAD!



## PYRAMID DESCENT

### PLAN #1: THE SHORT WAY

Head through the doorway directly ahead of you and turn left. Almost immediately, a red laser screen stops you from continuing. If you have a DataThief (available only on the first playthrough in Agent difficulty), move to the shut-off switch to the right and deactivate the lasers. Step through and turn left.

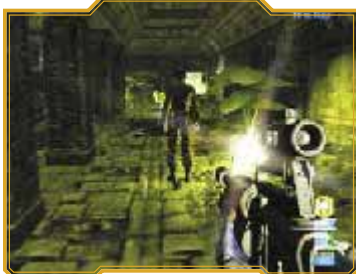


Race down a short and narrow set of steps to a stone-floored room with a couple of crates strewn about. Bring out a weapon, or the butt of a gun, and smash one of the crates. This uncovers a hole in the floor. Carefully circle around it, peering into the gloom until you spot an enemy guard. Shoot him with a silenced weapon, then drop down and look left or right to spot a second enemy. Drop him, too.

### TIP

THERE IS A CRATE AGAINST ONE OF THE WALLS. A PAIR OF X-RAY GOGGLES IS AVAILABLE ON THIS CRATE. THESE PROVE INVALUABLE IN THE COMBAT TO COME. GRAB THEM!

### PLAN #2: THE LONG WAY



Move into the initial balcony, but instead of heading left to the lasers, step to the right, around the corner, and look for a guard who is somewhere nearby. Dispatch him silently (a swift pistol whip) and plant bullets into him to ensure that he stays down. Then, with extreme caution, begin to tiptoe across the wooden plank ahead of you. If you move at speeds greater than a slow tiptoe you'll fall and damage yourself on the spikes below.

## CAUTION

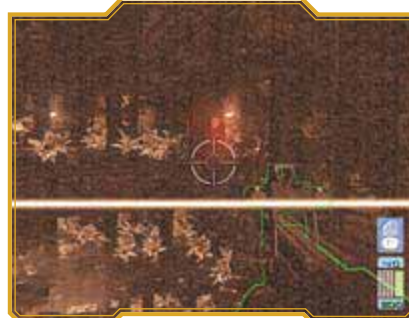
IF YOU FALL ON THE SPIKES, SIMPLY FOLLOW THE SMALL TUNNEL LEFT AND AROUND, AND BACK ONTO THE BALCONY BY THE EXIT ON THE RIGHT WALL.



Step across to the corner crates and around to the doorway in the right wall. Head down the small steps and use cover at the corner. Around this turn are two guards. Line up shots to the head and defeat both of them, then run to the end of this corridor and turn left.



You appear in a room with a broken ceiling. Ignore the shards of light, and instead concentrate on the waiting guards. Run left to the broken pillar, and use cover behind it. Snipe the guard on the left side at the far end, then step out and blast the foe in the middle of the left wall. Then run to the pillar on the right side and use that as better cover, and blast the two other foes milling around here. Charging also works well if you can aim at the head while running.



Head out of the room with the broken ceiling via the exit opposite the entrance, and go down the steps, turning left twice until you reach the balcony immediately below the one you began on. You can see a lift in the middle of this large chamber, but ignore that



and concentrate on bringing down the foe in front of you. Then dive left, behind the crate and barrel, and poke your head out to dispatch the guard on the left balcony. Then sidestep right and pop bullets into the foe on the opposite side, and optionally the one on the floor below you. Use the X-Ray Goggles if you can.

Stop where you are and inspect the wall behind you for an entrance. Head inside, and open the stone door on the right. This leads to a room with an L-shaped balcony. Charge in and pepper the foe ahead with bullets, then turn right and finish the foe on the right.



## TIP

THERE IS A CRATE AGAINST ONE OF THE WALLS. A PAIR OF X-RAY GOGGLES IS AVAILABLE ON THIS CRATE. THIS PROVES INVALUABLE IN THE COMBAT TO COME. GRAB THEM!

## COOPERATIVE OPERATIVES



With two operatives, the better of the two routes is obviously the short route. While P1 hacks the lasers, P2 stands guard then follows P1 down the stairs.



P1 should destroy the crate and drop down the hole with guns blazing, taking out the enemy to the left and right of her. P2, meanwhile, waits so as not to be caught in the crossfire, then follows P1 down.

## COOPERATIVE OPERATIVES



Once you're at the passageway with the rotting wooden floor sections, it is vital that only one operative stands on this at a time to avoid a nasty fall. Wait until P1 crosses, then P2 should tiptoe across. P2 clears the balcony area to the left of foes as P1 moves onward.

## ONWARD AND DOWNWARD



Be sure to take the X-Ray Goggles, then check the room for the stone door in the corner (which you came through if you took the long way round). Activate it, and step out into a corridor. Turn right, ignoring the doorway on the left, and instead move onto the wooden planks ahead of you. Slow down to a tiptoe. If you move over this weakened wood floor at speeds quicker than a crawl, the boards give way, and you land on some sharp rocks, damaging yourself. Keep the slow maneuvering up, then dash to a second wooden floor and tiptoe over that.

## CAUTION

IF YOU FALL INTO EITHER OF THE TWO PITS BELOW THE WEAKENED WOOD FLOOR, SHAKE OFF THE DAMAGE, AND FOLLOW A WINDING TUNNEL THAT ENDS AT THE ENTRANCE TO THE FIRE ROOM.







Turn left at the end of the corridor and pause for a moment. This is a room with four sets of fire traps. A stone head belches fire, with four along each wall (a total of eight heads) at intermittent intervals. There are two methods of circumventing these beasts:

### BELCHING GARGOYLE AVOIDANCE #1: FLEET OF FOOT

The first plan is the safest and quickest. Move to the first set of stone heads, then sidestep to the left (as shown) or right side. When the belch of fire occurs from the head you're farther away from, move past both heads as the fire starts to recede, as close to the non-breathing head as possible. Do this quickly, before either head belches again. Repeat this three more times.



### BELCHING GARGOYLE AVOIDANCE #2: ASBESTOS OF SKIN



is shock-based, and that heals. Try to avoid two of the four fire belches, though!

Pah! Who needs skin anyway? The second plan is to simply shrug off the fire, and just sprint through the fire trap entirely. Once you're wounded for the first time, keep running to absorb some of the damage of the next fire. You'll lose some Armor, but most of the damage

## LIFT AND SEPARATE



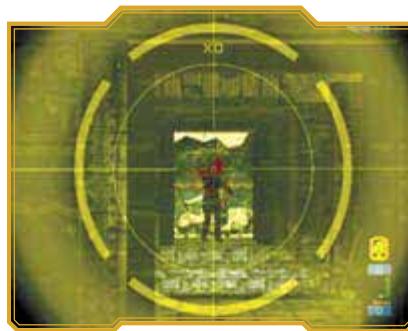
Once through the room of fire, make a sharp left into the lower level of the pyramid's central part. Take care not to disturb a patrolling guard; then sneak up and dispatch him. Face the barrels to your right, and watch for a second foe behind them. Shoot this guy at once, then backtrack to a pillar on the left side of the balcony you're on, and optionally use cover on a third guard who appears on the balcony diagonally left of your location.

### CAUTION

YOU MAY WISH TO EXPLODE THE RED BARRELS SO THE ENEMY DOESN'T STRIKE THEM, CAUSING HEAVY DAMAGE TO THE AREA WHERE YOU'RE STANDING.

### TIP

THE THREAT DETECTOR OR X-RAY GOGGLES ARE EXCELLENT FOR PICKING OUT THE TWO HARDER-TO-SPOT ENEMIES IN THIS BALCONY AREA.



When the three guards are defeated, look for the exit corridor in the right wall (head into the correct one, not back to the fire room!). Stop at the corner, produce a scoped weapon, and train it on the head of the foe on the far end of the long corridor. Drop him; it takes at least five shots!

Head down this corridor, optionally finishing this foe with a fast-firing weapon. Step across the wooden bridge (although rickety, this is sturdy enough to take your weight), and when you reach the end, make a left, left, right, then a series of left turns to appear back in the central balcony area.



## COOPERATIVE OPERATIVES



Naturally, as with any mission involving two operatives, the covering fire and crossfire opportunities are varied. Each pick foes to drop during your balcony excursions, and when you reach the long corridor, have P1 stand and snipe and P2 run down the right side firing; the guard won't know who to aim at!

### SECONDARY OBJECTIVE

**SABOTAGE LIFTING GEAR BEGINS!**

Carrington's unmistakable Scottish brogue chatters through your radio as you reach this balcony area (which is around from the balcony you just cleared). Use your X-Ray Goggles to check for foes, and once they're dispatched, move to the lifting gear to the right. Sabotage it using one of these techniques:



## LIFTING GEAR DEMOLITION PLAN #1: I'VE GOT YOUR HACK



The first method is simple, reasonably quick if you can solve the puzzle, and quiet. Kneel down in front of the lift controls to avoid being strafed by foes you haven't spotted, and hack in using the DataThief. Once it's hacked, back up while Carrington congratulates you.

## LIFTING GEAR DEMOLITION PLAN #2: ELEVATOR EXPLOSION

The second method is just as straightforward and quick. As before, kneel down to protect yourself from enemy fire if you need to, and plant a DemoKit on the lift mechanism. Back off while Carrington shouts a message of hope to you.



## LIFTING GEAR DEMOLITION PLAN #3: PINEAPPLE PUNTING



If you're itching to deliver grenade-based justice to this piece of machinery, bring out an appropriate weapon, such as the FAC-16, and punt these explosive devices into the lift mechanism from the cover of the room behind you. Around six grenades later, the sabotage is complete.

### SECONDARY OBJECTIVE

**SABOTAGE LIFTING GEAR COMPLETE!**

Once the sabotage is complete, back up into the small, low room behind the lift mechanism, and procure Armor. Then head back onto the balcony, turn left, and left again into the corridor you just came from. At the far end, make a left, and head down two flights of steps. Optionally use the X-Ray Goggles.



### PRIMARY OBJECTIVE

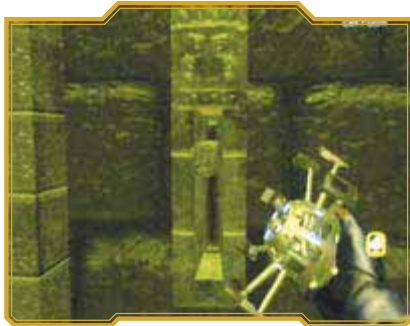
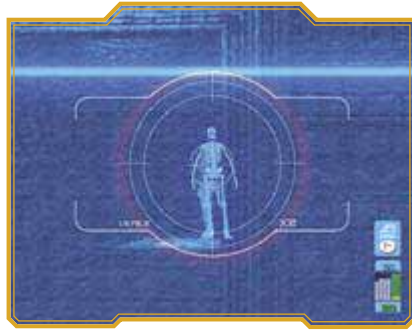
**RESCUE INSTITUTE SPY BEGINS!**



While Carrington natters on about an institute spy to rescue, you have a more urgent problem on this lower balcony; there are two enemies to trounce. Destroy the first, then run along the right balcony wall and dispatch the second on the opposite side of the chamber.

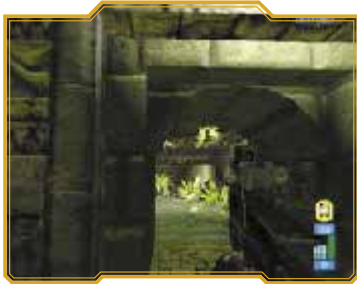


Return and move back along the narrow balcony, looking for a passageway downward near the spot where the first guard was slain. Head down into a stone cell block with four chambers, one of which houses the spy, Grimshaw. You can hear his nasal tone as you arrive, but he's randomly in one of the four cells. Use the X-Ray Goggles to determine which one, or open each one at a time. Now plan your escape route (either with or without Grimshaw, depending on difficulty level).



If you have the Locktopus, you can move to any of the cells and use the device to pull the lever. This allows access to all the cells.

## ESCAPE ROUTE #1: WATERLOGGED



Put up with the spy's constant droning, and face the arched exit you'll be chaperoning him through. Check the high balcony on the opposite side of the door, and bring down the enemy patrolling it. Then step inside, look up and left, and drop the foe on this ledge above. Then step into the middle of this waterlogged chamber, but not around the corner yet. Spin 360 degrees around, checking for Laptop sentry turrets that may have been deployed.



Use the X-Ray Goggles to scan around the left corner and you'll spot three foes, all of which must be tackled. Start by

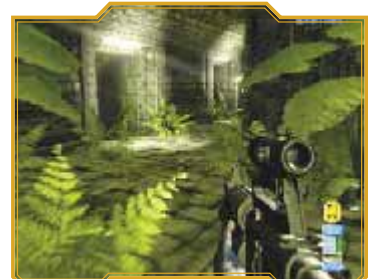
blasting the one nearest you, on the platform above. Then, as he runs around and down the steps ahead and left of you, drop him, and then blast the two other enemies dashing toward you too. A fourth foe may appear on the upper ledge; blast him too, and don't let the spy die! When the enemies are downed, race up the steps, make a left turn, and open the door. You appear on a balcony. Turn right, then take the doorway immediately to your right.

## ESCAPE ROUTE #2: PINS AND NEEDLES

Bring your new companion up the steps from the cell area (they are through a doorway along one of the walls), and up onto a balcony. Switch to your X-Ray Goggles and locate about four enemies around this area, and strike them down one by one before continuing left, to a doorway in the outer wall.



Step into the corridor, and move to the edge of a square of spikes. As soon as the nearest spike square recedes, stand on it, then run right, to a corridor full of these squares. Step on the sets of squares as they recede, and walk along this path. As you reach the end of the trap, you can roll to cover greater distance, if the spikes are catching up with you.



Turn right and face the deceptively difficult gray room with spikes on the floors. Simply move to the first square, wait for it to recede, and step over it, then wait for the next, and so on until you reach the narrower part of the path. Step right, and wait for the spikes to drop, then move forward, sidestep left to the wall, and forward to the exit area. Turn right, and head out and onto another balcony, and across to the nearest doorway on the left, into another room.



## PRIMARY OBJECTIVE

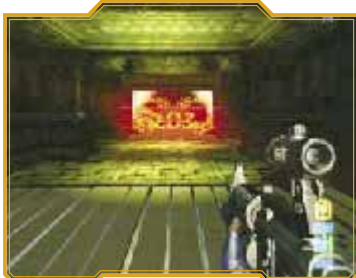
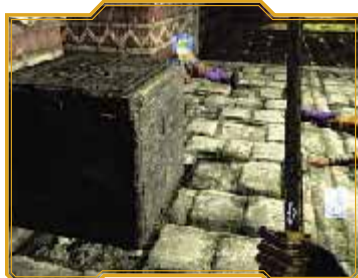
RESCUE INSTITUTE SPY COMPLETE!

## INTO THE SHRUBBERY

### TIP

MAKE SURE ALL ENEMIES BEHIND YOU ARE DEAD. OTHERWISE, THEY CAN SNEAK UP AND ATTACK YOU WHILE YOU'RE USING THE CAMSPY.

Once through the door, the spy makes his own way out, while you head to the end of the corridor as it opens up into a jungle interior. Head right, and bring out your threat detector, blasting two foes along the way. Roll back if you're caught in a Psychosis Gun blast. Continue to the stone doorway, listening for Carrington's report.



Weave through the corridor until you reach a room with a box-like rock to the right of you, and a lowered floor on the left. Attempt some elementary maneuvering now. Pistol whip the box-like rock forward, along the left wall, until it lands on a pressure-sensitive stone flooring. This raises the lowered floor, allowing you to cross to a trio of horizontal laser wires.

## COOPERATIVE OPERATIVES



The room with the lowered floor and rock has one important difference in co-op play; there's no rock! Team strategy is called for here. While P2 moves on to the raised stone to the side of the chamber, P1 steps onto the raised floor. Once on the other side, P1 stands on a second raised stone, allowing P2 to cross.

## PRIMARY OBJECTIVE

PLANT TRACKING DEVICE BEGINS!



Stop at the laser wire, and produce your BugSpy automatically. Once it floats through the lasers, you can control it. Move it around the left side of the lift shaft, and out from the balcony, around the right side of the shaft. You're looking for the power conduit, a blue pulsing device atop the lift. Carrington certainly lets you know when you've reached it!

## PRIMARY OBJECTIVE

PLANT TRACKING DEVICE COMPLETE!



Mai Hem stealthily swoops in to grab the BugSpy, raising it above her head in triumph, and peers into the camera itself. Summoning a squad of six Phantoms, she instructs them to do you harm. These new enemies could prove tricky. They are invisible, after all!

### TIP

THE TIME LIMIT IS OVER. YOU CAN TAKE AS LONG AS YOU LIKE TO COMPLETE THIS MISSION FROM THIS POINT ONWARD.

### TIP

THE HAWK BOOMERANG'S SECONDARY FIRE THROWS UP A SHIELD WHICH PROTECTS AGAINST EXPLOSIVE DAMAGE, SUCH AS PLASMA BOLTS. IF YOU REACH THIS FIGHT WITH THE HAWK, ODDS ARE YOU'LL WIN.



**PRIMARY OBJECTIVE**  
DEFEAT PHANTOMS BEGINS!

**SECONDARY OBJECTIVE**  
FLOOD FOUNDATIONS BEGINS!



While Mai Hem escapes with the power source, you're left to deal with a new type of enemy. Fighting a series of six cloaked foes means you must use cunning rather than brute force. Follow the advice to ensure victory. Begin by heading left along the outer corridor, then turn right through a pair of pillars, into the middle of the area, and look for these stairs. At the bottom of them, turn left. Ignore the explosions as Carrington wishes you to flood the catacombs, allowing you to easily spot these foes. Turn left at the base of the stairs and follow the corridor around to these ferns (second picture). There are two ways to flood these foundations:

### BEFORE THE FLOOD PLAN #1: WALL DELUGE



The easiest way (assuming you dashed straight here and aren't fighting Phantoms) is to move to the weakened wall directly opposite the entrance corridor, and plant a DemoKit on it. Moments later, the foundations are rocked with the detonation, and you're a little more damp than usual.

### BEFORE THE FLOOD PLAN #2: HEAD SHOTS

Or, you can turn left at the ferns and work your way along the corridor, checking the four alcoves, two on each side of the pathway. Each has a gargoyle head, and shooting the head apart starts a flow of water. Destroy all four heads and the foundations flood.



**SECONDARY OBJECTIVE**  
FLOOD FOUNDATIONS COMPLETE!

## PHANTOM OPERATION

Now for the Phantoms. Although you're told to attack from below, the claustrophobic nature of the catacombs and the lack of sideways maneuvering means you're an easier target. Once the flooding begins, retreat to the main floor above. Bring your threat detector or X-Ray Goggles and blast anything orange (or visible!).



Use auto-aim, as it targets each Phantom more easily, and the reticle moves with the foe, making even invisible Phantoms easier to spot. The foliage makes these entities difficult to see and the aura effect they create also plays havoc with your regular vision.

Stay above the catacombs and keep moving! Don't use the cover function—the Phantoms are far too fast for this to be advantageous. The RCP is a great weapon to employ against them. Try leading them up and down the stairs so you know they are coming around a corner, and tackle each foe one at a time until they fall.



**PRIMARY OBJECTIVE**  
DEFEAT PHANTOMS COMPLETE!



Mai Hem may have escaped, but her crack troops lie gasping their last breath in a rapidly flooding temple. Joanna steps to the elevator, deep in thought, and caresses the weapon she hopes will end the life of her hated nemesis. She disappears up through the top of the temple.





# MISSION 11. OUTPOST RESCUE

## AREAS OF INTEREST



11.01



11.02



11.03



11.04



11.05



11.06



11.07



11.08



11.09

### LEGEND

11.01

SETTLEMENT INFILTRATION POINT

1 HELIPAD

2 LASER-BARRED DOORWAY TO INTERROGATION ROOM

3 WEAKENED DOME

4 POWER GENERATOR

11.02

INTERROGATION ROOM

5 EXIT TO BALCONY OVERLOOKING FOUNTAIN COURTYARD

11.03

FOUNTAIN COURTYARD

6 EXIT SWITCHES TO STREET LEVEL AND BRIDGE

11.04

STREET LEVEL AND BRIDGE

8 INCOMING TROOPS

11.05

TOWN ROOFTOPS

7 SNIPING POINT

11.06-11.07

TOWN STREETS (TWO VIEWS)

11.08

TOWN ALLEY AND ARENA ENTRANCE

9 STAIRS UP TO BALCONY

10 ARENA ENTRANCE

11.09

ARENA (MAI HEM'S LAST STAND)

12 ENTRANCE TO SATELLITE RELAY ROOM AND DROPSHIP BATTLE

13 MAI HEM (HOVERCRAFT)



## EQUIPMENT LIST AND WEAPONS FOUND



## PLAN OF ATTACK: OBJECTIVES

- PRIMARY OBJECTIVE: RESCUE INSTITUTE SQUAD (ALL)
- PRIMARY OBJECTIVE: DISABLE AIR DEFENSES (ALL)
- PRIMARY OBJECTIVE: SECURE AIR DEFENSES (PERFECT/DARK ONLY)
- SECONDARY OBJECTIVE: AMBUSH CONVOY (SECRET AND PERFECT/DARK ONLY)
- SECONDARY OBJECTIVE: DESTROY DROPSHIPS (ALL)

## OVERVIEW

LOCATION: AFRICA

**Carrington:** "Joanna Dark, come in—over! C'mon girl, pick up! You're holding radio silence for fear it'll give you away. Hah! Now you'll have to listen to me for once."

**Carrington:** "Take a look at the in-flight entertainment. We've been monitoring the tracker you planted on the power source. We're sure you and Jonathan are on the same flight path."

**Carrington:** "We've spotted a dense cluster of dataDyne forces amassing on the African coast. Apparently, you and Jonathan are en route to ground zero for dataDyne's plans."

**Carrington:** "dataDyne's forces are dug in and well protected. I'm convinced Zhang-Li believes the Graal is on site. That's why he had Mai Hem bring the power source here."

**Carrington:** "I've scrambled institute forces. We're moving on your position, but I need confirmation that Jonathan and his team are alive. Please Jo, contact me when you've found them."

Street-by-street fighting is the order of the day, once you've shut off the power to the prisoners' room and defeated the guards on a courtyard and fountain area below your entry point. Once you've rendezvoused with the prisoners, proceed to a ground level door, entering the town streets and blasting a dropship before stopping at a bridge. Here, you must take out a convoy—every last enemy!

Then snipe from a rooftop to lessen the threats to come, before maneuvering through the streets. Check each corner for foes, and tackle them with stealth and vigor before you reach an upper arena where Mai Hem presents herself. After her demise, dash to destroy a final dropship, after which the area is yours!

## BATTLE TACTICS



Dropping from an aircraft onto the top of a sprawling temple platform, Joanna uses her AudioScope to pick out the dataDyne delivery of Jonathan and his team, cuffed and stuffed into a building under a large radar dish. The rescue attempt begins now!



### PRIMARY OBJECTIVE

RESCUE INSTITUTE SQUAD BEGINS!



Peer over the edge of the balcony you're on to see a courtyard below where the dropship landed. Four guards are down there, but don't fire on them yet. They won't attack until you fire at them, so resist the takedown temptation for the moment.

Instead, turn around and locate this doorway (second picture). Step through into the staircase beyond, and descend to the lower floor. You're looking for this laser blockage (third picture) that prevents access to the building where Jonathan's troops are being held. There's more than one way to deactivate this laser wire:

## COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark. Player 2 (P2) is a CI Squad Member. P1 begins atop the balcony, after landing from the dropship. P2 is in the prisoners' building, being guarded by foes.

## LASER WIRE SHUTDOWN PLAN #1: DATATHIEF



If you have the DataThief, aim it at the lock switch to the right of the laser wires, and hack into it. This shuts down the laser wire grid.

## TIP

YOU MUST SHUT DOWN THE LASER WIRES AT THE DOORWAY BELOW THE BALCONY YOU STARTED ON BEFORE YOU USE THE ZIPLINE. THIS HELPS IN THE ESCAPE.

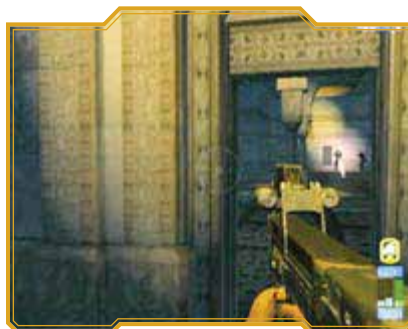


Once the laser wire grid is deactivated, don't head through the doorway, as you need to take down the courtyard landing pad

guards from your starting location. Move to the initial balcony, and with your threat detector activated, locate all four guards. Shoot the nearest one first, as you can tag him in the back, bringing him down quickly. Then scan right, and blast the foe running in from the doorway (which has laser wires across it) then tag the two bad guys on the far side of the landing pad.



When you've tackled the foes outside, step along the left side of the upper balcony, and train your weapon on the guard across and below, inside the prisoner's room. Prisoners come up green on your threat detector, so don't shoot the wrong man! Then stay on the left side of this balcony and wait for another guard to appear from the window edge on the right side. Blast him, then the foe appearing at the window to the left of him.



Move right to the zipline start, and ride it down. Once on the landing pad courtyard below, turn 180 degrees around, optionally take cover behind a crate or column, and bring down the four foes milling around the building on the same level as you (the ones on the left should have

been tagged prior to the zipline maneuver). Once you're not being fired upon, move to the doorway on the left side of the courtyard balcony, and produce the DataThief again. Hack the lock, and step through the doorway to the holding area. Turn right, and assault the prison guards.

## PLAN #2: DE-GENERATOR

The second plan allows you to shut down the entire power grid, which includes both doorways detailed above, allowing instant access to the prisoner's area. You must begin this mission with the Locktopus. Before attacking the foes in the





courtyard, move left, around the side of the balcony to the large power generator. Bring out your Locktopus, and use it to switch the power off. Proceed with all guard takedowns in the same manner as the first plan and enter via the same doorway.

### PLAN #3: DONE WITH THE DOME



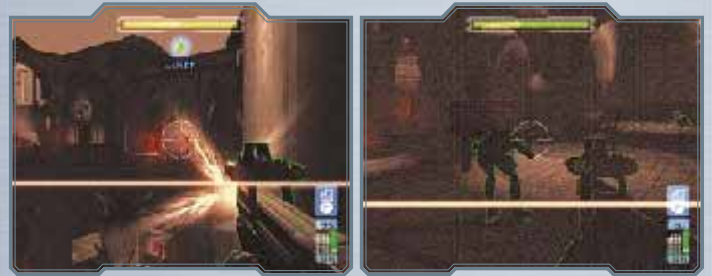
The third plan circumvents the entire courtyard area and ignores the laser wire, but only allows an exit via a pathway that isn't blocked by lasers. This is the least helpful of the plans. From your vantage point, optionally blast the four foes in the courtyard if you wish, then turn right and look for the large dome. Run to it, and produce a DemoKit to stick to the weakened patch of the dome. Step back as the dome explodes, and drop down through the hole and into the prisoner room.

### COOPERATIVE OPERATIVES



P1 begins by taking out the four guards below on the courtyard landing pad. Then she can step left, around the balcony, and provide covering fire for P2. P2, meanwhile, should rush the guard at the table, punch him out and steal his RCP, then turn left and waste the enemies by the window.

### COOPERATIVE OPERATIVES (CONT'D)



P2 secures the interrogation room, shooting all three guards, then moving to claim arms from the cabinet and heading along the left balcony to blast a final foe. Then both players can sit on a balcony (P1 is by her starting location, while P2 is at the interrogation room itself), and blast foes milling around the fountain area below. Catch them all in the crossfire for some choice takedowns.

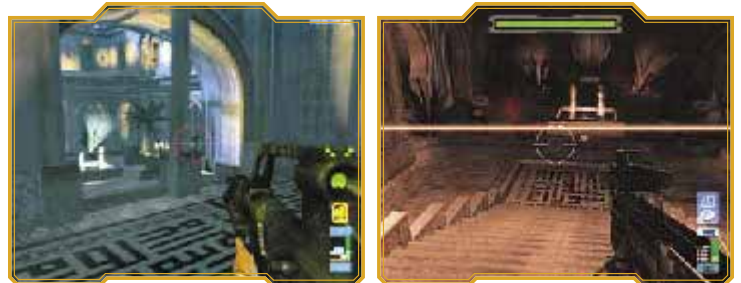


With the first wave of foes near the downstairs fountain taking heavy fire, P2 should stay and cover P1, who must use the zipline to reach the courtyard landing pad. From the low balcony wall, P1 can then mop up more foes in a similar crossfire massacre as before. Then meet up at the interrogation room.

## PRISON BREAK

### TIP

ALTHOUGH THREE PATHS ARE DETAILED, THE BEST METHOD TO RESCUE THE PRISONERS IS TO USE EITHER THE DATATHIEF OR LOCKTOPUS, THEN TAKE OUT ALL ENEMIES AS INSTRUCTED DURING THE FIRST PLAN. HOWEVER, DON'T RESCUE THE PRISONERS YET!



Instead of entering the interrogation room via the laser mesh doorway, move to the opposite side of the courtyard, through another doorway, down some stairs, and turn left. You reach a large open window to a courtyard below.

Take up an executioner's position at the window, and blast between four and six foes by the fountain, behind the boxes to the left of the fountain, and in the alcoves to the right of the fountain.

## TIP

COLLECTING AMMUNITION (IDEALLY FOR YOUR RCP90) IS VITAL, AS YOU'LL NEED ALL OF IT LATER. TAKE EXTRA TIME TO GRAB IT ALL. ALSO, NOTE THE TWO TYPES OF ENEMIES: THE ONES WITH MAGNUMS HAVE NO HEAD ARMOR, AND ONES WITH RCPs HAVE NO BODY ARMOR, SO AIM AT THEIR WEAKEST SPOT.



Once the entire guard threat downstairs has been nullified, move to the doorway on the right side of the window, and head through it, up along a balcony toward the interrogation room. Collect any ammunition from the dispatched guards you took down standing at the courtyard area earlier, then move through the doorway. The three prisoners meet up and give you instructions, plus the chance to grab rifle ammunition from three wall racks. Inspect the room for more ammunition. Tool up, and move out!

### PRIMARY OBJECTIVE

RESCUE INSTITUTE SQUAD COMPLETE!

### SECONDARY OBJECTIVE

DESTROY DROPSHIPS BEGINS!



The three prisoners here can think for themselves; you simply provide backup as needed. Head out of the interrogation room the way you came, and back to the large window overlooking the courtyard below. Additional foes may have appeared behind the fountain. While your friends take up position, bring

these stragglers down, then descend the steps, heading for the doorway opposite. Turn around, and wait for your team to join you. Descend only after the coast is clear.



Two of your teammates move to a large door just behind the entrance past the fountain and unlock it. The door slides out, and the first teammate runs into the streets ahead of you. Follow him through, but be ready for a large airborne target.

## COOPERATIVE OPERATIVES



With two agents under fire, moving past the fountain is a lot easier, as you should have taken out the foes from the upper balconies. Move to either side of the door, as it takes both agents to unlock it. Then step through into the streets.



Look up and right, then look out! You have but moments to rapidly fire at a dropship in the area; unload a clip or two into the craft until it explodes in a shower of metal parts. That's one craft taken out for your secondary objective.

### SECONDARY OBJECTIVE

AMBUSH CONVOY BEGINS!



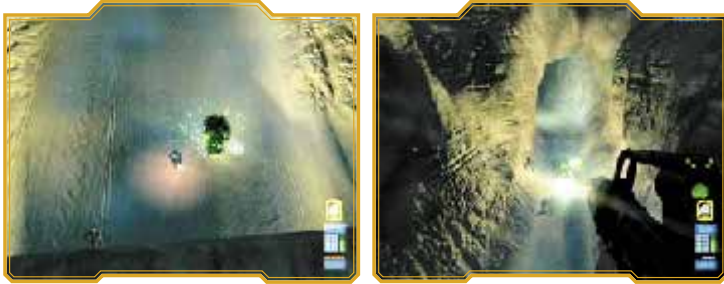
Move up the steps under the arch, and head toward the settlement shown in the first picture. You cross a bridge to get there, and over the side of the bridge is a convoy of enemy



soldiers, which should be tackled to complete the secondary objective. However, before you destroy the convoy, train your weapon on the turret directly ahead of you. There isn't a gunner there yet, but he arrives just before your teammate shouts "gunner's got us pinned!" Blast the turret gunner before he can even start to fire!



Turn your attention to the incoming foes from your vantage point on the bridge. Switch to threat detector vision instead of picking out your enemies through the mist. Sniped shots are the best, but RCP strafing is also a good plan when the enemies are at a distance. After two or three takedowns, turn and check the roof of the building, above the gun emplacement. To the left of the satellite dish appears another foe. Blast him!



Break out the SuperDragon, or another weapon with a secondary grenade function, and lob grenades down to the scurrying foes as they pass under the bridge. However, you must tackle most of the enemies before they reach this point, or you have to dash across and defeat them as they run for a large cave entrance. If any of them reach the cave, the objective is failed. Return to the other side of the bridge and finish off the stragglers to complete this task.

### COOPERATIVE OPERATIVES



With two agents helping each other out, the convoy is easier to dispatch. In this example, P1 covers P2 by shooting the turret gunner, the dropship, and the foe on the roof near the satellite dish, then joins P2 who has already begun tackling the convoy. Have both players shoot at the incoming foes, and then move one to the left side of the bridge in case any are missed.

### SECONDARY OBJECTIVE

AMBUSH CONVOY COMPLETE!



Step forward into the building, and move to the teammate waiting at the beginning of a wide corridor. Step past him, train your weapon along the right wall, and blast the waiting guard inside the right alcove as your team runs past. Don't hit your fellow soldiers!



This right alcove leads to a left turn and some steps. Clamber almost to the top, but stop short and use the steps as cover. With the threat detector, you can just make out a foe on the rooftop across from you. Drop him. Then check the rooftop to the right of the first enemy. There's a second foe here, and a third appearing to the left of the tower you can see. Then comes a dropship; be sure to blast it so it explodes!

### TIP

SECURING THE ROOFTOPS BEFORE CONTINUING IS THE ONLY REAL OPTION WHEN PLAYING THROUGH ON PERFECT/DARK DIFFICULTY.



Creep to the top of the steps, using the left wall of the staircase as cover (sidestep down the steps if you're taking heavy fire), and look left at the rooftop across and slightly higher than you. You must defeat five foes, ideally from this vantage point, and one close by on the same

roof as you. The dropship also returns, moving right to left, giving you a second chance to blast it. Once it's exploded, the objective is complete.

## SECONDARY OBJECTIVE

DESTROY DROPSHIPS COMPLETE!

## NOTE

THE DESTROY DROPSHIPS OBJECTIVE IS AWARDED ONLY AFTER TWO DROPSHIPS HAVE BEEN DEFEATED THROUGHOUT THIS MISSION. IF YOU FAIL TO DESTROY BOTH SHIPS, EXPECT 12 EXTRA ENEMIES TO DEFEAT DURING THE FINAL BATTLE (THIS STRATEGY ASSUMES YOU DIDN'T LET THIS HAPPEN!).



Step out of the staircase and onto the roof now, and scan the rooftops you just fired at in case you missed defeating any of the guards up there.

Turn left, move to the lip of the roof, and shoot the foe on the ground. Then sidestep left and tackle the foe on the left side by the doorway. Now bring your weapon to bear on two enemies through the doorway itself.

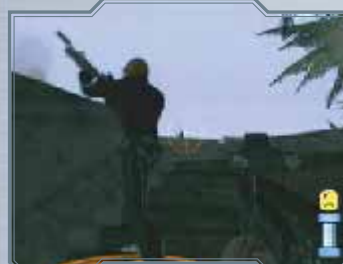
Finally, coax a foe out from his waiting position below the wall you're standing on top of, and shoot him by the steps on the courtyard below.



You're not on the highest part of this building yet, so turn around and enter the upper floor of this building for a second before climbing the steps toward the satellite dish. Halfway up the steps, turn around and use the lip of the roof as cover, and take down

three foes on a far rooftop. Blast them until they all fall, then step out to the right, swing your view left and locate two more foes under arches across on another rooftop. Pat yourself on the back; you've defeated the majority of the rooftop scum in this village! Take time to locate the Armor near the dish and the ammo from the defeated guard, and head back down the two flights of steps to ground level.

## COOPERATIVE OPERATIVES



The plan for taking down foes with two agents follows the same path, but only takes half the time if you both head to the top of the steps, and each specify which foes on the rooftops you are aiming at. Split the forces so P1 tackles foes on the right, and P2 those on the left.

## TIP



DURING THE ROOFTOP SNIPE, THERE'S A SPECTACULAR WAY TO SHOW OFF AND DEFEAT THE FOES BEHIND THE MAIN GATE AT THE TOP OF THE STEPS DOWN BELOW. SIMPLY STAND ON THE CORNER OF THE BALCONY ON THE UPPER ROOF, AND LOB A GRENADE, POINTING YOUR FAC-16 SKYWARD. WITH THE CORRECT TRAJECTORY, IT SAILS OVER THE WALL AND LANDS ON THE TROOPS BELOW! NICE ONE!



At the steps alcove, turn right, heading into a town square, and make a left through into a courtyard where you tackled foes; pick up their weapons either side of the steps. Then head up the stairs and prepare for a couple of guards in the market square beyond. Blast them!



Step into the market area, pick up the ammunition, and head left, around and up a cobblestone ramp. Pass through an arch and stop on the left side of the courtyard, looking diagonally up and right. Shoot the head of the foe on this balcony, and a second foe running out of the door soon afterward.



While your teammates provide covering fire automatically, turn and face the left wall, and sidestep right until you reach an arch to an alley, with lit steps on the left. Blast the foe at the far end of the alley. Creep down the alley as it opens up into a two-level courtyard,

and train your weapon on the foe to the right, at the top of the steps. Sidestep until you're facing a building on the right, and drop foes as they come out of it. There are three at the windows. Then take the steps up on the right side, and face right as you go, training your weapon on the archway entrance across where two more guards need to be defeated. Your team rushes this area to help you. Train your weapon along the wall of arches to the right arch entrance and drop one more guard.

Move across and run into the building where you saw the three enemies, up the steps and around the left corner. Your team should be shooting stragglers at the window while you move to that location, on the left side at the base of a staircase. Wait for your team here.



Head up the steps sideways, facing right, and peek out across the roof to a well-armed enemy. Stop there, and your team should move past you and tackle the foe on your behalf. Now you can choose one of two preferred routes to reach Mai Hem herself:

### BRANCHING PATHWAY #1: VIEW FROM THE BRIDGE



Move to the top of the steps and help your team secure this balcony area, which may have more than one foe on it if you didn't blast them from the satellite rooftop earlier. Once they are down, move onto the bridge and look down at the alley to your right.

Three foes are down there. Coax them out by shooting the easily spotted foe, and then the two guards that step out. Grenades are a great alternative here to flush the guys out. Now move to the other side of the bridge, and check the end of the alley (third picture); tackle a foe waiting on the left side of the street before you continue.



Move to the end of the bridge area, and head down the steps on the left wall, turning left halfway down the stairs. At the base of the steps, sidestep right to a doorway, pass through, and step into the alley you just fired on from the bridge. Look left for foes you may have missed,

then right, and blast a guard around the left corner. The paths now merge.

## BRANCHING PATHWAY #2: THE EXPLOSIVE SHORTCUT



The other option is to retreat back down the steps near the building entrance archway, turn right, and check the wall on the right for a large crack. With a DemoKit, you can destroy the entire wall, breaking through into a street with a large parked truck in your way.

Quickly look to the right of the truck. Between the front end and the street corner are two enemies armed to the teeth; knock them down with retaliatory fire, using the corner of the truck as cover if you wish. Do this quickly, as more enemies are incoming!



Step out from the cover of the truck to the right side, and train your weapon on the foe with the SuperDragon on the balcony opposite, across from the fountain. Bring him down immediately, check the alley to the right for foes, then spin around to the hole you came through.



Head around the left side of the truck to the large archway, and use cover on the left corner to line up shots against four foes that appear and attack you from this location. Your team should charge in and finish them if you're taking your time. Move through the archway and face left, checking a long street

with a burnt-out jeep nearby. As you should have decimated the rooftop threats earlier, this place is deceptively quiet, so edge along the left wall until you reach the last set of steps and doorway, and blast a foe waiting at the corner, then another as you turn the left corner. The paths now merge.

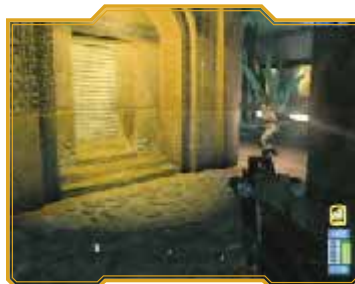


## COOPERATIVE OPERATIVES



Throughout the battle along the streets, two players are far better than one, as you can have one take point, charging forth, while the other (in this case, P1) provides covering fire. At each junction, look out in opposite directions and tackle two sets of foes at once, as the situation presents itself.

## EN ROUTE TO MAI HEM



Move around to the alcove next to the orange doorway on the right to shield yourself from another foe in the courtyard beyond. Once he's fired off a clip, step out and execute him. Then move into the orange doorway on your left, and look up and to the right. Don't step into the courtyard yet; use the threat detector and check the enemy through the palm tree fronds, and blast him through the leaves.





You can now step out into the courtyard, although you'd be better off staying at the left corner, peeking out while facing left, and checking the locations of three foes along another street. Two are under the arch, and one is on a balcony to the right.



Once you've blasted both the helmeted foes in the torso, move to the arch itself in the middle of the street, and tackle the foe on the balcony and another that walks into view. There's a set of steps at the right side of the street, at the far end. Don't head there yet; shoot the two guards patrolling the balcony. Then step to the stairs, but look up and right as you do so. A guard waits to take you down from a right side roof. Simply shoot the pillar of stone just left of him, and it collapses on the fool!



Matters get a little fraught now. Dash up the steps while spinning around to the left and checking the four foes on the balcony across from you. Sidestep across to the corner, firing at the nearest enemy, then launch a grenade to take down the three foes bunched together. Punt another grenade in to be sure. Then move to the alcove they were standing at and pick up their ammunition. Finally, move to the top of the archway, and scan the rest of the balcony area ahead. Challenge two final foes.



Only after the balcony has been completely cleared of enemies should you walk across the bridge (which is the top of the archway on the street below that you just came from). You're about to face down Mai Hem's

hovercraft in a battle to the death, so make sure you're full of ammunition before you head there!

### COOPERATIVE OPERATIVES



With two players, the end balcony area can be contained with P2 rushing the steps, and charging the foes, using rapid fire and grenades. P1 stays at the bottom of the stairs and creates crossfire to drop foes in half the time.

### MAI HEM'S LAST STAND



Stepping onto an arena rooftop with only the night sky to illuminate her, Joanna is ambushed by Mai Hem, who brings a machine-gun turret to bear on Miss Dark. She's here to finish the family once and for all. She must be stopped! Revenge is a dish best served with rapid-fire weaponry and grenades!



## PRIMARY OBJECTIVE

DISABLE AIR DEFENSES BEGINS!



As soon as the battle begins, retreat to one of the many pillars surrounding this arena. Roll out of the way of Mai Hem's machine gun fire to get there—it's as deadly as it is rapid! If you dive to the right, you reach a pillar quicker than heading left. Take cover to throw her aim off.

Come out of cover and begin to snipe the hovercraft. Choose either Mai Hem or the driver of the vehicle, and move back into cover when Mai Hem tries to fire, so you aren't struck by her shots. Although the driver stops the hovercraft, the main problem is Mai Hem.



Therefore, lob two grenades so they strike Mai Hem directly, and she should go down with a shriek. Keep plugging away at her exposed gun turret and she falls easily. Sidestep around the hovercraft and finish the driver if he's not already done for.

## PRIMARY OBJECTIVE

DISABLE AIR DEFENSES COMPLETE!

## PRIMARY OBJECTIVE

SECURE AIR DEFENSES BEGINS!

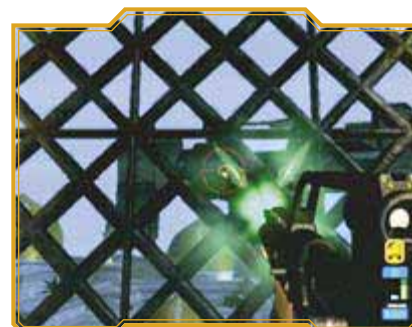


Jonathan arrives to hack into the air defenses. As soon as you've taken out Mai Hem, rush to the covered room with the grid window on the opposite side of the arena. A dropship is attempting to take off.



The reason for this quick entrance is that you can shoot rapid-fire rounds into the dropship before and during its take-off, weakening it more quickly than if it was already strafing your location. Dash to one side of the window, and take cover.

Now simply shoot at the exterior of the dropship until it is destroyed. The swift craft doesn't stay in one place for long, so stay in cover, and follow the craft with your reticle before shooting rounds into it. Ideally, target the engines on either side, although bulkhead shots damage it, too.



If you're out of ammunition, run back to Mai Hem's location and find a couple of SMGs on the ground with the ammo you need. Then sprint back and finish this dropship off. Once the threat is contained, Jonathan lets everyone know the defenses have been hacked, and reinforcements arrive!



## PRIMARY OBJECTIVE

SECURE AIR DEFENSES COMPLETE!



# MISSION 12. BRIDGE ASSAULT

## AREAS OF INTEREST



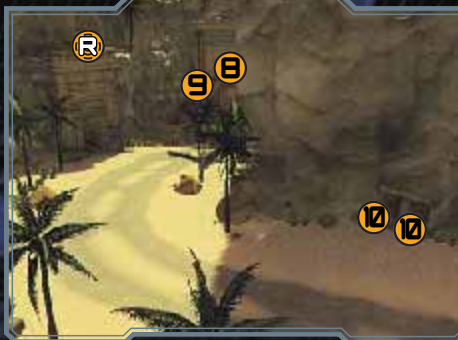
12.01



12.02



12.03



12.04



12.05



12.06



12.07



12.08

### LEGEND

#### 12.01

##### ENTRANCE GORGE

H DESTROYED HOVERCRAFT

1 SIDE TEMPLE ENTRANCE

#### 12.02

##### MAIN TEMPLE COURTYARD RUINS

2 SIDE CAVERN ENTRANCE (DEMOKIT)

E GROUND ENTRANCE TO MAIN TEMPLE

4 STAIRS ENTRANCE TO MAIN TEMPLE

5 SIDE CAVERN EXIT (NATURAL LEDGE)

6 UPPER ENTRANCE TO MAIN TEMPLE (FROM SIDE CAVERN)

7 UPPER ENTRANCE TO MAIN TEMPLE (FROM SIDE TEMPLE)

#### 12.03

##### SIDE TEMPLE ROUTE

E SIDE TEMPLE ROUTE EXIT

9 STEPS TO ROCKET LAUNCHER VANTAGE POINT

#### 12.04

##### REAR ROAD AND ROCKET LAUNCHER VANTAGE POINT

10 MAIN TEMPLE EXIT

R ROCKET LAUNCHER VANTAGE

#### 12.05

##### BRIDGE ENTRANCE

11 DOOR TO COMMAND BUNKER

#### 12.06

##### BRIDGE (CARRINGTON TROOP SIDE)

12 COMMAND BUNKER

E BRIDGE ENTRANCE

#### 12.07

##### BRIDGE

14 STEPS TO LADDER AND SCAFFOLD

15 STEPS DOWN TO UNDERNEATH

15 ENTRANCE TO BRIDGE (DATADYNE TROOP SIDE)

17 ENTRANCE TO BRIDGE (DATADYNE TROOP SIDE)

18 SPIDERBOT LOCATION

#### 12.08

##### BRIDGE (DATADYNE TROOP SIDE)

19 ENTRANCE TO FINAL BATTLE

M MORTAR

## EQUIPMENT LIST AND WEAPONS FOUND



"Whatever happens, Zhang-Li must not be allowed to activate the Graal! Understand?"

—Carrington

## PLAN OF ATTACK: OBJECTIVES

**PRIMARY OBJECTIVE:** ESCORT JONATHAN (ALL)

**PRIMARY OBJECTIVE:** CROSS BRIDGE  
(PERFECT/DARK ONLY)

**PRIMARY OBJECTIVE:** INFILTRATE COLISEUM (ALL)

**SECONDARY OBJECTIVE:** ASSIST INSTITUTE SQUAD (ALL)

**SECONDARY OBJECTIVE:** DISABLE MORTARS (SECRET AND PERFECT/DARK ONLY)

## OVERVIEW

**LOCATION:** AFRICA

**Carrington:** "Can you read me, Jo? Operation: Inferno's in full swing. Thanks to your efforts our troops are on the ground and raising hell!"

**Carrington:** "We've pushed dataDyne back to this coliseum. We're reading strange energies inside. Zhang-Li's located the Graal and he's trying to power it up. We've got to get in there."

**Carrington:** "I need you and Jonathan with us now! Meet up at the forward command post. We'll make our move across the bridge as soon as you join us."

**Carrington:** "Whatever happens, Zhang-Li must not be allowed to activate the Graal. Understand? Good luck, team!"

Prepare for the biggest confrontation with enemy troops yet seen! After downing two Jetpacs, you must head to extreme range, looking across to the main temple area and dropping all the snipers before engaging in close-quarters fighting to help out the institute's forces pinned down during this final assault. After the ground troops outside are saved, you and Jonathan must infiltrate the temple, blasting well-armored foes and ascending steps to secure the temple itself, then execute a Rocket Launcher guard on a high plinth before dashing to the bridge command room.

Here, Carrington orders you to take the bridge, which is easier said than done. After heading to the base of the bridge, you must head across and locate a set of SpiderBots in one of the three different locations before they blow the middle of the bridge apart. Once they are dispatched, battle to the opposite side, readying yourself for Phantom intrusions before fighting up to the enemy side of the bridge, and destroying two giant mortars. Only then can you locate a cavern entrance to the coliseum and a showdown with Zhang-Li himself.

## BATTLE TACTICS



Racing through a tunnel structure in two Hovercraft, Joanna controls the turret of the rear craft, while Jonathan mans the front one, until they barrel through a barricade. Two dataDyne Jetpac-wearing foes bring down the lead craft. Defend Jonathan at once!



Combat begins immediately after the Hovercraft altercation. Instead of disembarking, stay on board the vehicle and train your turret at the closer of the two incoming Jetpacs. Strafe the first one until it explodes, then move on to the second one. When both Jetpacs have fallen to



earth, exit the Hovercraft, load up your favored sniping weapon (in this case, a Magsec 4), and move along the right side of the gorge, looking left, until you reach this point (second picture).



## COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark. Player 2 (P2) is an institute soldier. P1 begins on the turret of the rear Hovercraft. P2 begins in the sealed tunnel.

## SECONDARY OBJECTIVE

ASSIST INSTITUTE SQUAD BEGINS!

You hear shouts from the institute squad pinned down behind the ruins ahead of you; they require your fire support to advance on the bridge control entrance. You have a choice of methods to help them out:

## RUINS ASSAULT

### ROUTE #1: ROAM ON THE RANGE



The first, and by far the best, plan is to stay at range. From the area just right of the flaming Hovercraft, use a scoped weapon (it doesn't need to be silenced as you're engaged in battle!), and take down the foe on the top of the right side of the ruins.

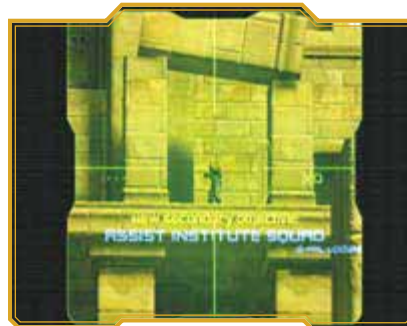
## TIP

THE PREFERRED WEAPONRY TO CARRY THROUGH THIS MISSION IS THE MAGSEC 4 (WITH ITS IMPRESSIVE SNIPING CAPABILITIES), THE MAGNUM, AND AN RCP, ALTHOUGH OTHER RAPID-FIRE ORDNANCE SUCH AS THE FAC-16 IS ALSO JUST AS GOOD.

## TIP



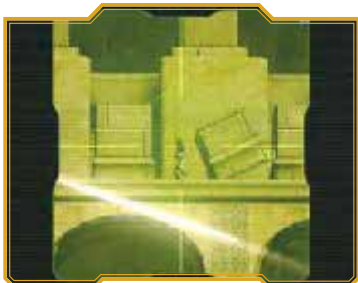
DON'T OVERLOOK THE INCREDIBLE POWER OF THE SHOCKWAVE DURING THIS MISSION. YOUR TEAMMATES CARRY THIS AMAZING PIECE OF KILLING EQUIPMENT—THE SQUAD'S DOWNED MARKSMAN WAS CARRYING ONE. FIND IT, ROLL, AND GRAB THE WEAPON, THEN RETREAT OUT OF ENEMY SHOT RANGE. NOW USE THE EXCEPTIONAL RANGE AND PENETRATING POWER OF THIS BEAST! YOU WON'T NECESSARILY COMPLETE THE "ASSIST INSTITUTE SQUAD" OBJECTIVE, BUT THAT'S A SMALL PRICE TO PAY FOR AWESOME FIREPOWER!



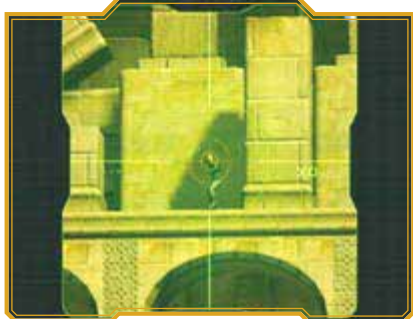
Make a couple of sidesteps to the right, facing the temple ruins, and zoom in to the left side of the main structure, around halfway up. Shoot a foe in the torso, here (second picture). Then move your aim right, to the enemy inside the arch of fallen columns.



A second later, sidestep right again, and shoot the sniper on the right side of the ruins, on the same level as the previous foes you dropped.



Step forward (but keep away from the start of the ruins as you're within enemy range) and move to this position (first picture). This gives you a good view of the lower balcony of the temple ruins, and a foe in the middle of this section. Shoot him in the torso (second picture). Then move your aim to the left slowly, until you spot this foe (third picture) in the shadows, above an archway. Drop him with a headshot.



Continue assaulting the snipers dotted around the temple. Sidestep to the right, so you can see the rocky ledge on the left of the temple. By the palm trees is a foe on the banked ledge. Shoot him with a single blast to the head.

## COOPERATIVE OPERATIVES

### TIP

HAVE ONE PLAYER SNIPE THE SNIPERS WHILE THE OTHER PLAYER DEFENDS AGAINST THE GROUND FORCES THAT TRY TO OVERRUN THE INSTITUTE POSITION.



With the main threats surrounding the temple neutralized, you can now move into closer combat. Run to the ruins entrance where institute forces are holed up, and shoot the enemy charging forward from the base of the temple steps directly ahead of you.



Step through the entrance to the ruins, but take an immediate left turn, moving past a friendly soldier, to a right turn. You're facing the left side of the ruins now, and can bring out a close-quarter fighting weapon such as the Magnum. Blast the foe running at you. Then run to the pillar ahead and near you, step out to the right, blast the enemy ahead of you (third picture), then sidestep back into pillar cover.



This deals with the crossfire threats presented by the thugs on the left. Now face right and run toward the middle of the ruins, blasting two enemies charging the institute team. There are three to tackle, and both you and your team can achieve this in a second.

A quick takedown is recommended, as foes are firing on your location from the base of the temple steps. Attempt one-hit dispatching with your Magnum from the low ruin wall, optionally using it as cover if you aren't as adept at taking down foes with quick shots.







Once you've removed the couple of guards at the base of the temple steps, sidestep right, across to the right side of the ruins, and engage in close combat with a straggler behind cover. Then check the left and right sides for one or two more foes to blast before the area is secure enough for the institute team to move forward.

### SECONDARY OBJECTIVE

ASSIST INSTITUTE SQUAD COMPLETE!

### PRIMARY OBJECTIVE

ESCORT JONATHAN BEGINS!



Jonathan is part of the institute team, and you must escort him to safety. This isn't as difficult as it sounds, as he can usually take care of himself in a fight, providing you're there to back him up. Begin the chaperoning by climbing the middle temple steps, moving left to the ramp

halfway up, then back up to the middle via the mound of earth. Enter the archway at the top.

### NOTE

THERE IS A SECOND WAY INTO THIS TEMPLE FROM THE BASE OF THE STEPS; IT IS DETAILED IN THE SECTION MARKED "THE UNNECESSARILY DANGEROUS ROUTE."

### CAUTION

MAKE SURE YOU'RE READY FOR FRAUGHT COMBAT; THREE FOES INSIDE THIS TEMPLE ENTRANCE WEAR FULL ARMOR!



Without delay, charge into this room, looking right, and blast the first guard standing on the dirt pile before he has chance to turn around. Back up immediately as two other guards begin to fire, and they can seriously hurt you. Shoot the second guard from the entrance, then head back in and blast the third guard on the left side, watching your health and attempting a clear shot. Use cover if you cannot accurately take them down with a single Magnum shot.

### NOTE

IF YOU WISH, YOU CAN RUN ALONG THE EXTERIOR BALCONY OF THE TEMPLE ONTO THE WALLS AND THE SIDE PATHWAYS TO SECURE AMMUNITION DROPPED BY FOES YOU SNIPE AT EARLIER.



Ignore the doorways to the left and right (they simply lead you back to the starting point via the optional routes presented later), and instead ascend the steps to the left. Halfway up, be sure you destroy another well-armed guard patrolling here.



Continue to the top of the stairs, and check the exit steps; there's usually a guard halfway up. Make sure you fire first, and blast him with two or three Magnum shots to ensure he goes down. This alerts two guards at the temple exit atop the stairs, so



switch to a gun with a zoomed sight and aim for the left guard using the stairs as cover (second picture). Then race up the steps and blast the final foe with quick firing (third picture). The temple is yours!

## ROUTE #2: THE UNNECESSARILY DANGEROUS ROUTE

### NOTE

THE TACTICS FOR THIS ROUTE ARE THE SAME UP UNTIL THE POINT YOU BEGIN TO ESCORT JONATHAN. THIS IS AN ALTERNATE METHOD OF ENTERING THE TEMPLE.

Instead of heading up the main temple steps and facing the three armored foes at the base of the interior stairs, you can head into the lower chambers and work your way up the inside of the temple to the stairs instead. The only reason to do this is if you wish to dispatch more enemies. Look for one of two entrances at ground level, either side of the temple steps.



With Jonathan in tow, rush into the room with the pillars and head around the left side, blasting the first foe on the left series of arched alcoves. Then charge the second guard, usually in the middle area of the chamber. When they've been cleared, move to the archway exit with the steps leading up.



The chamber at the top of the stairs houses three guards. With Jonathan offering fire support, storm the chamber, dealing with the two foes by the large broken pillar stump on the left, then turn and dispatch the foe in the opposite corner. Head up the steps through the archway on the far wall.

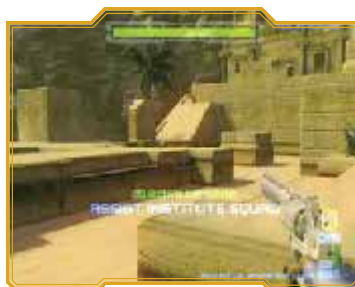
Head up two flights of stairs turning right, until you reach a small chamber. Left is an opening leading to the balcony outside, which is necessary only if you're collecting ammo. The other exit is an archway in the opposite wall, leading to the main temple interior stairs and the well-armored foes. Blast the foe on the dirt pile, then follow the remaining plan in Route #1.



## ROUTE #3: THE UNNECESSARILY LOUD ROUTE

### NOTE

THE TACTICS FOR THIS ROUTE ARE THE SAME UP UNTIL THE POINT YOU BEGIN TO ESCORT JONATHAN. THIS ALTERNATE METHOD OF ENTERING THE TEMPLE AVOIDS ALL THE ARMORED FOES ON THE INTERIOR STAIRS.



Once the troops are safe, and Jonathan is running to you, move to the temple's far left side, looking for a ramp. Move up it to this blocked temple entrance with debris strewn around. Using a DemoKit, place a charge on the debris, move back, and wait for the detonation. This creates a path through into a previously unexplored area of the temple.



Once through the entrance and up the steps, you appear in a gigantic natural cavern. Massive stalagmites rise from the earth. Move around the ledge in a clockwise route, but use the threat detector; Phantoms patrol this area. Three must be destroyed!





At the top of the cavern is an exit leading to a sandy ledge. This is the area you dispatched snipers from, to the left of the temple, at the beginning of this mission. Pass the palm trees, and you can cross the top of the temple, all the way to Route #4 and the Rocket Launcher foe. However, for the sake of speed, enter the temple via the doorway to the left (second picture).

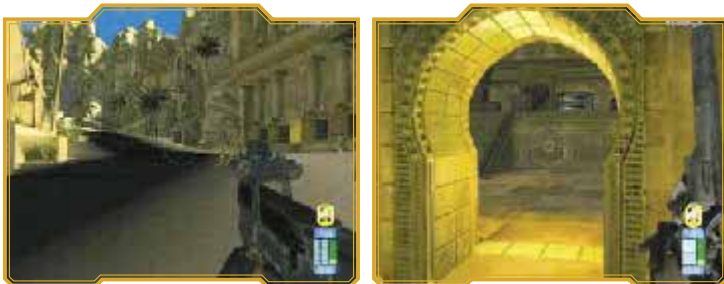


Once inside the top temple chamber, look for the arched exit on the interior wall, head down the steps, along the corridor, and turn left at the end. You appear at the top of the main interior stairs used in Routes #1 and #2. Turn left and quickly drop the guard on the stairs, then immediately swing back 180 degrees and blast the two guards at the exit. The temple is yours!

### ROUTE #4: RIGHT SIDE, WRONG PLAN

#### NOTE

THE TACTICS FOR THIS ROUTE ARE COMPLETELY DIFFERENT FROM THE PREVIOUS PLANS, AND THIS USUALLY RESULTS IN YOU FAILING TO SAVE THE INSTITUTE FORCES. BRING THE DATATHIEF OR LOCKTOPUS WITH YOU IF YOU'RE HEADING THIS WAY. SHOOT DOWN THE ENEMIES ON THE UPPER SNIPING POSITIONS OF THE MAIN TEMPLE, THEN ENSURE JONATHAN IS FOLLOWING YOU.



Once the Jetpacs have been dealt with at the start of this mission, ignore the yells for help from the institute forces, and instead head toward the pillared temple entrance on the right

side of the rock face. Move up through the middle archway, and as soon as you enter the temple chamber, look left and blast the patrolling guard here.



Swing right, and blast another guard before he can react to you, then look at the large crate on the ground. You could bring out your DataThief and hack into the box to unlock a Rocket Launcher, but it doesn't have enough ammunition to be useful; leave it.



Ascend the stairs on the left side of the temple interior, pass through an archway and climb up more steps. Make a right turn, and another, to reach a flight of steps with a foe to dispatch halfway up. Sprint to the top of the stairs and bring down a guard in the room with the crates beyond. Head toward the stack of crates in the middle, sidestepping to the right and heading for a doorway to the exterior. Bring down another guard hiding by this doorway.



The balcony area simply offers you a view of the institute troops you aren't helping, so take the doorway exit into a cavern with supply boxes scattered about. Blast the foe in front of you, then another to the right.

Exit the cavern via the natural ledge to the left, with an amazing view of the main temple on your left. There's no time to enjoy the view, so head up the pathway ledge to the cave entrance, and bring down the heavily armored (and armed) foe inside. Headshots, please!







Head left, down a set of natural steps to a heavily guarded room. Some great grenade placements should help you out here; bombard the flat chamber below with rapid fire and projectiles while staying up in cover. There are five foes to dispatch.

Your institute forces should, by now, be succumbing to the enemies below. You can help them to complete the optional secondary objective, or leave them to it. Step through the room with the five foes in it, up the stairs on the other side, and around to a foe on a natural ledge, and another as the ledge bends right. Blast them!



Enter another interior cavern, heading up. There's a foe on the steps to tackle, and then a steep set of natural stairs to climb all the way to the top. Ahead of you is the main temple entrance and the balcony. However, there's little point heading that way; it just leads to needless



combat. The entrance leads to the passage to the top of the main temple interior stairs at the end of Route #3.



Instead, turn right, and locate the two soldiers on the rocky outcrop just above your current height. This is a Rocket Launcher guard and his colleague, and this is one of two places to take him down from (the other is on the following page). Begin to blast him until he falls, but watch because he may get up again and fire a rocket that can defeat you instantly. Keep firing until both foes fall. Then take the steps down from this walled area, just right of the cavern exit.

Move down the steps and onto the sandy ground. Turn left and head toward the tarmac road, but look left and blast the two enemies at the exit of the main temple. Usually you shoot them from the opposite direction (in previous routes). Tackle them, and a third foe on the interior steps, before the routes join. The temple is yours!



## COOPERATIVE OPERATIVES



P2 starts in a grand position to ambush the snipers, and should take full advantage of this. Carefully work your way up the rocky rampway (as described in the "Unnecessarily Loud Route" section) and dispatch the phantom troopers. From here, you'll be in a position to flank the top snipers. Take them out and then find a position to help P1 dispatch the enemies in the ruins below.



This mayhem continues with P1 breaking out the grenades as the enemy forces appear to be a little larger than with a single player. Stay behind cover and drop grenades while P2 emerges onto the ledge above the main action and shoots all the snipers from closer range to the side of them; they won't know what hit them!



Once you're done with the exterior enemies, P1 takes the main steps and tackles the well-armed foes at the base of the interior steps, while P2 covers from the balcony above, and tackles the Rocket Launcher guard. Don't forget that Jonathan needs to be chaperoned; order one operative (in this case, P1) for this task while the other lays waste to the incoming enemies.



## NEUTRALIZING THE ROCKET MAN



Unless you took care of the Rocket Launcher guard earlier (which isn't as cunning as this method), the enemy has a trap for you and Jonathan as you emerge from the temple. Turn right immediately, and train your weapon on a trio of foes on top of this temple carving and rock formation. This guy has a Rocket Launcher that defeats Jonathan every time, so deal with this thug and the foe behind him. It takes some ammunition to accomplish this, and use the threat detector to be sure he went down.



With the Rocket Launcher guard defeated, both you and Jonathan can run to the bridge control room entrance on the right side of the tarmac tunnel. Wait at this doorway for Jonathan to catch up, and stay idle for a moment as he hacks into the door security. Once through, run up the steps and make

a left, head up a second set of steps, make a right, up a third set, and head left to another sealed door. Once again, Jonathan must reach this point for the doors to open, and the escort objective is complete as Jonathan reaches the command room.

### PRIMARY OBJECTIVE

ESCORT JONATHAN COMPLETE!

### PRIMARY OBJECTIVE

INFILTRATE COLISEUM BEGINS!



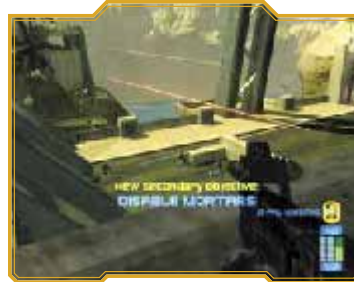
Jonathan runs into the command room that overlooks a large suspension bridge linking the institute side to the dataDyne troops and coliseum entrance. As the shelling stops, you have a couple options: you can acquire a sniper rifle from the next bunker and pick off the dataDyne

forces methodically, or you can rush straight down and use conventional weaponry to clear out any resistance. Sniping is a lot safer, but you won't be setting any speed records this way. Either way, once you shoot a soldier you'll wake up the whole lot and the Bridge Assault begins in earnest!

## BRIDGE ASSAULT

### SECONDARY OBJECTIVE

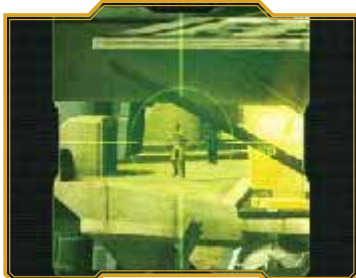
DISABLE MORTARS BEGINS!



Step out from the command viewing post and head down the steps to the left. Continue toward a balcony overlooking the bridge where the battle has started. Ignore the institute troops behind the defenses, and the dataDyne forces farther along the bridge, and concentrate on a long-range takedown of the remaining Jetpac scooting along the left side of the bridge. Destroy it before continuing.



Move onward and downward, descend some more steps, and move across the corridor with windows on the right, overlooking the bridge. Although you can stop to watch the battle, there's a better place for takedowns. Move out and down more steps, and into the concrete bunker doorway. There are weapons and armor in this room—stock up.



If you wish, you can spend some time on the balcony, interior corridor window, or anywhere along the right side of the pathway to the bridge level, and begin to blast foes coming in from the opposite side of the bridge. This isn't the best place to stand (that's the entrance below), but you can use cover and tackle foes with minimal chance of retaliation.



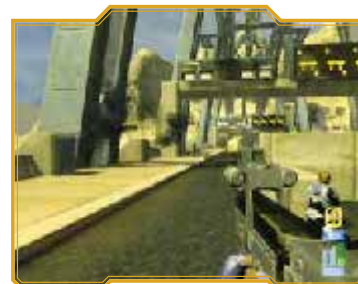
Also on the same lower floor is a locked weapons case, accessible via a Locktopus. It houses a Rocket Launcher. The limited ammunition makes this weapon problematic for the bridge assault, although it is useful for destroying mortars. If you can grab it, move it down the steps to the left, to the doorway by the bridge, then backtrack and recover the weapon you dropped.



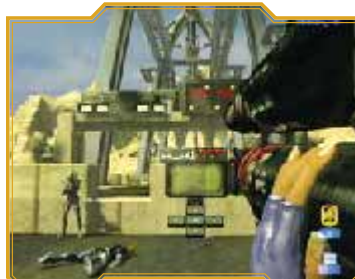
Move to the doorway itself. Did you successfully assist the institute squad at the beginning of this mission? If you did, you'll find two soldiers here, using cover at the doorway and helping you shoot enemies along the left side of the bridge. They aren't here if you failed.

## TIP

THIS AREA IS AN EXCELLENT PLACE TO STAY AND TAKE OUT EVERY ENEMY YOU CAN SEE. USE COVER IF ONE OF THE FRIENDLY TROOPS GETS HIT, OR THERE'S A SPACE. FOR BETTER TAKEDOWNS, SWAP PISTOLS FOR A RIFLE IF AND WHEN YOU ARE ABLE.



Stand at the doorway, and while your teammates provide covering fire, use scoped sights to target and defeat around four opponents on the left side of the bridge. Once the enemy fire has lessened somewhat, step out onto the bridge itself, sidestep right, to the concrete cover, and locate the fallen soldier in the middle. Resting on the opening is a Rocket Launcher (this is the other—or second—place to obtain this weapon). The only really useful plan is to use the rockets to strike the mortars across the bridge (see later).



If you pick up the Rocket Launcher, you can move to a higher vantage point and blast the two mortars, or you can use the launcher's secondary fire function and blast a controllable rocket (make sure you're behind cover!) and maneuver it into one of the two giant guns.

## COOPERATIVE OPERATIVES



Once Jonathan has been delivered safely, make sure you know the plan for storming the bridge. In this example P1 makes sure the foes are tagged from the relative safety of the command room, while P2 moves farther down and blasts foes from a slightly different vantage point—in this case, the parapet—where you can shoot through the metal steps at the foe who usually uses the turret.



## COOPERATIVE OPERATIVES



When the actual assault begins in earnest, a good plan is for P1 to take the left side of the bridge and the enemies there, edging up while P2 maneuvers to the right and deals with any SpiderBots (which are always on the structure's right side).

### PRIMARY OBJECTIVE

#### CROSS BRIDGE BEGINS!

You must now attempt to cross the bridge; a task further hampered on Perfect/Dark difficulty with the arrival of a clump of SpiderBots. You must destroy these in a single location before they explode (in around two minutes) to complete the task. Cross the bridge using one of these following plans:

### BRIDGE CROSSING PLAN #1: GROUND-LEVEL CHARGE

The first plan is quick, simple, gets you wounded, but does the job. From the concrete cover, dash along the right side of the bridge, blasting anything that moves. Sprint directly to the upturned truck, and as you reach this area, switch to threat detection to locate the SpiderBots at the crack in the bridge. Destroy all three.

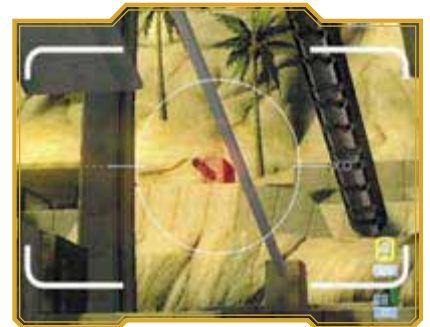


Then rush forward, across the crack in the bridge, which will keep the bridge intact for your reinforcements. The enemies fire at you, so roll to avoid this gunfire, and rush the giant bridge support on the right side. Dive right, into the balcony by the support, and stop.



When the shock damage has healed, peek out from the bridge support, using it as cover and blasting the enemies that are advancing on your location. Institute forces provide covering fire here, so aim and destroy preoccupied foes after you shoot those firing at you. A few foes drop on the bridge by you. When you're low on ammunition, roll and grab the gun they drop, ideally the SuperDragon, then roll back into cover.

Now dash to the next support along the right side of the bridge, using it as cover and checking the end of the bridge you've not reached yet. Use threat detection to locate one of the two mortars. You can blast it from here if you wish. There's another across to the left or right on the same horizontal plain. Now move to the far end of the bridge.



### BRIDGE CROSSING PLAN #2: UNDER, THEN UP THE PIPE



If you don't wish to attempt a dash straight across the bridge, you can maneuver along the underside of the structure instead. There are two ways to reach this area. The first is to move along the right side of the bridge to the crack in the ground. Peer over the edge and you'll spot a pipe with a hole in it. You need to enter this pipe, but only after the SpiderBots are dealt with.





Instead, move across to the left side of the bridge, prior to the cracked gap between the institute and dataDyne sides, and locate the large support here. Remove any foes from this area, and move to the left side of the balcony surrounding the bridge, level area of this support. Metal stairs head down and left, under the bridge to a couple of wrecked rooms. Move through them to the right side to reach the pipe.



Scuttling about this pipe are three SpiderBots, and you must destroy all of them at once, before they block your route under the bridge. Aim at each of them with zoomed-in rifle fire, and once they're all off the pipe, step onto it, and into the hole itself. Crouch as you enter, and crawl to the end of the pipe, crossing the bridge. Pull yourself out of the pipe, and locate the ladder in the underside of the bridge beyond, on the right side.



Pull yourself up onto the mesh floor under the main bridge area itself, and cross to the other side of the bridge. Keep moving to avoid being struck by enemies above you, but have your threat detector ready to check for Phantoms. Head up either staircase at the end.

## BRIDGE CROSSING PLAN #3: UPPER GANTRY TAKEDOWN

The third place where SpiderBots could be clustered is up on a gantry high above the bridge. To reach it, run to the right side of the bridge, up the stairs, and optionally take the machine-gun turret for a violent spin, cutting down foes (although this wastes time). At the top of the metal steps, use the Locktopus to bring down the ladder leading up to the gantry itself.

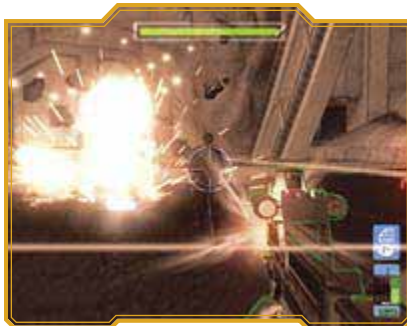


Once on top of the walkway, deal with the SpiderBots, taking care to make sure that, after a few seconds, their "corpses" are well out of the area. Cross the bridge here and use the zipline at the far end to access a shortcut into the dataDyne command post. Be warned, you'll take damage while riding down the zipline.



### PRIMARY OBJECTIVE

CROSS BRIDGE COMPLETE!



The fight only gets harder as you reach the other side of the bridge and dataDyne calls in the cavalry. Here you'll find endless waves of not only conventionally armed soldiers, but deadly Phantoms as well. Deal with them as needed, but get inside the base as quickly as possible.

## ROUTE #1: A GHOST OF A CHANCE



However you deal with the Phantoms at the other side of the bridge, the preferred route up to the dataDyne side is via an entrance on the right side of the bridge, past the last support and up the steps. Prepare for likely combat with a Phantom as you reach here.





Dash into the room up the short flight of steps, and make one of two plans: you can either run for the steps on the left, shrugging off the electrical damage you're likely to receive at the hands of the Phantoms, or stop at the staircase as shown, and use it (or the entrance steps) as cover to attack. Head up the steps to a landing, up another flight of stairs to an upper landing with an exit ahead and to the right (which leads to the main enemy balcony of Route #2). Ignore that and continue up the stairwell on your left (second picture).

## ROUTE #2: LEFT SIDE; THE EXPOSED ROUTE



Of course, you can take the left steps, which lead to a balcony that's less confusing to navigate through but involves more combat. Move all the way to the top of the steps, moving onto the main enemy balcony, and use threat detection to locate and destroy the Phantoms.

Although there's a rocky back entrance, it is longer and more confusing to take, so ignore it if you want the most efficient method of completing this final objective. Instead, fight along the balcony until the covered entrance on the left allows you into the main stairwell. Take the right steps heading up.



## LOCATING THE COLISEUM ENTRANCE



Ignore the other exits, as they simply lead to vantage points from where enemies shot at you when you were on the bridge. Keep

going up the central stairwell to the top floor, turn left and race up more stairs, make a 180-degree right turn (a 90-degree turn, and then another immediately following), go up more steps, and finally exit onto the mortar balcony. Begin to blast the first mortar (if you haven't shot at it from the bridge below). Use your preferred visual method (X-Ray or threat detection) to locate the Phantoms near here, and destroy them as well as the mortar.

## TIP

A QUICK WAY TO DEMOLISH BOTH MORTARS IS TO DESTROY THE FIRST ONE, THEN STAND ON THE PLATFORM IT WAS ON, LOOK ACROSS TO THE OTHER MORTAR, AND BLAST THE GUN INSTEAD OF CHARGING IN TO THAT AREA, WHERE MORE PHANTOMS ARE WAITING FOR YOU.



## COOPERATIVE OPERATIVES



The big difference between single and dual play is that each player is responsible for taking out a mortar; you cannot have one player blasting both. Whether you're attacking them from close range (like P1) or shooting them with rockets from afar, be sure to discuss which mortar you're striking before you execute this plan!

## SECONDARY OBJECTIVE

DISABLE MORTARS COMPLETE!

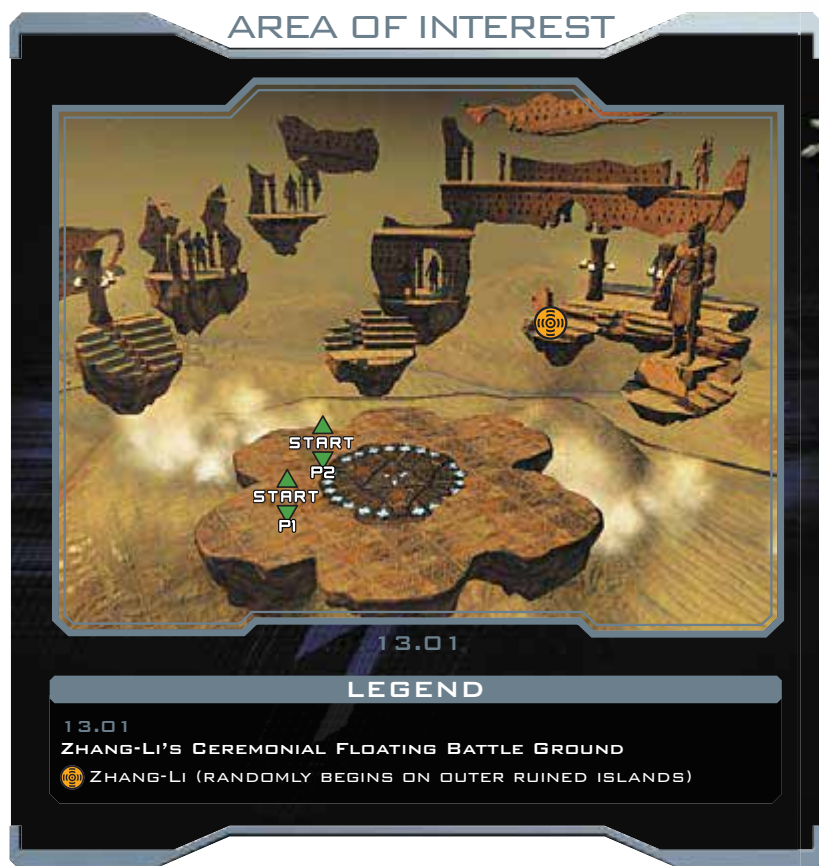
Time to leave! Battle from the right-side mortar back up into the top of the stairwell bunker, but instead of taking the stairs on the right end of the left wall, move through the doorway in the middle, toward the large rock face and tunnel. Sprint through into the coliseum for a final audience with Zhang-Li!



## PRIMARY OBJECTIVE

INFILTRATE COLISEUM COMPLETE!

# MISSION 13. ARENA SHOWDOWN



## EQUIPMENT LIST AND WEAPONS FOUND



"The energy readouts coming off the coliseum are off the scale! Zhang-Li's powered up the Graal!"

—Carrington

## PLAN OF ATTACK: OBJECTIVES

PRIMARY OBJECTIVE: DEFEAT ZHANG-LI (ALL)

## OVERVIEW

LOCATION: AFRICA

**Carrington:** "Joanna! Are you reading me?! The energy readouts coming off the coliseum are off the scale! Zhang-Li's powered up the Graal!"

**Carrington:** "You have to stop Zhang-Li. Don't listen to a word he says. Remember, ultimately he's the one responsible for your father's death."

**Carrington:** "The only life he values is his own. He cannot be trusted with the Graal's power."

**Carrington:** "You have to take Zhang-Li out while we hold off dataDyne's reinforcements."

**Carrington:** "God bless you, Joanna...and good luck!"

All you have left to do is conquer Zhang-Li. Learn his various maneuvers and attacks, and counter them with your own slaying techniques until you've defeated him.



# BATTLE TACTICS

## PRIMARY OBJECTIVE

DEFEAT ZHANG-LI BEGINS!



Retribution is sought. Traitors have been unmasked. Revenge is a dish best served with rapid-fire killing ordnance against a partially played freak with massive megalomania! The coliseum peels away to reveal Zhang-Li's own battle arena. Let battle commence!

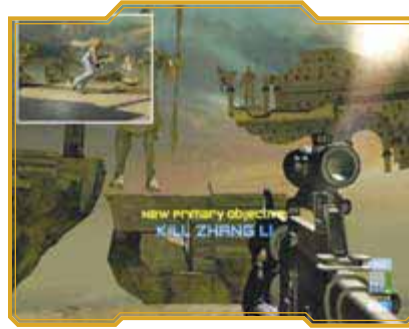
## COOPERATIVE OPERATIVES



Player 1 (P1) is Joanna Dark. Player 2 (P2) is a CSI soldier. Both players begin this confrontation standing in the middle of Zhang-Li's floating arena. Engage this monster! Each player fights a Zhang Li each!



Fighting Zhang-Li with two operatives is just as difficult, as there are two of them, one per player! He doesn't throw any pillars, favoring his shock attack instead, then mixing in close-quarters combat. He still heals, and doesn't drop his blade in close-combat with two players. Single-player strategy is favored here, as you're effectively on your own!



With a FAC-16 or some other well-rounded weapon that's devastating both at range and close by, and perhaps the Viblade that you picked up during the mansion infiltration back in Mission 04, begin the difficult task of defeating this demonic intrusion!

## ATTACK PATTERNS

The following information details Zhang-Li's attack patterns and describes how to avoid being hurt by them. During this time, fire at or attack Zhang-Li, whittling his health down until he falls. He repeats these patterns until one of you dies. Make sure it isn't you!

### PATTERN #1: SUPERHUMAN JUMPS



Zhang-Li performs superhuman jumps between the outer rocks. With enough skill, you should be able to damage him before and after his jumps. You need a fast-firing weapon; the rocket launcher probably proves too slow to hit him here. Zhang-Li has a three- to four-second energy trail with different colors along its length, allowing you to easily locate him. The picture-in-a-picture view also allows you to see what Zhang-Li is up to. Blast him!

### PATTERN #2: BLITZKRIEG!



Zhang-Li starts by firing lightning bolts at you. Roll and strafe away from the incoming arcs of lightning, waiting for this technique to pass, and continue pummeling the freak with all your ordnance.



### PATTERN #3: PILLAR PUSH



Zhang-Li stands behind one of the 12 pillars and hurls it toward you. If he is damaged at this point, he jumps to another platform. As the projectile flies toward you, either destroy it as it heads your way, or back off to a safer part of the arena. If you are hit by the whole pillar before it breaks up, you take more damage than if you are hit by one of the broken chunks. Although you can use the debris as cover, it's better to keep moving.



### PATTERN #4: HEALTH REPLENISH



Zhang-Li can summon soldiers and draw their life force to regenerate his health. When he has sucked them dry he throws them away. They land on the central platform, allowing you to replenish your ammo. Fight fatigue and Zhang-Li's constant regeneration by focusing on his downfall and replenishing your ammunition.

#### TIP

IF YOU DON'T NEED THE AMMO, DON'T LET HIM HEAL. YOU CAN INTERRUPT HIM FROM HEALING BY A WELL-PLACED SHOT INTO HIM.

### PATTERN #5: CLOSE-QUARTERS ATTACK



Once Zhang-Li has taken one-third damage, he jumps down onto the central platform and attacks you at close quarters with his Viblade. He runs straight at you using the Viblade's secondary function to deflect bullets so he cannot be harmed. When he gets close to you, he uses a double-handed swing

with the sword. If you successfully dodge (backpedaling or rolling is the best plan), Zhang-Li loses balance and drops his Viblade. He will retrieve his sword and jump away to a distant rock unless you beat him to it and steal his weapon. This gives you a brief opportunity to attack Zhang-Li with his own weapon before he jumps away to the distant rocks. Using Zhang-Li's sword against him is the most effective way to reduce his health and eventually defeat this tyrant. If he's struck, or even if you miss, Zhang-Li then summons his weapon from your hands and begins another attack. Although the close assault with the Viblade is the best way to win, watch your health.

#### TIP

CHOOSE A WEAPON WITH A SCOPE AND TRY TO GET IN AS MANY HEADSHOTS AS POSSIBLE, ESPECIALLY IN HIGHER DIFFICULTIES WHERE AMMO IS SCARCE.

### VICTORY!



Continue reacting to Zhang-Li's different attack patterns until he yields, in a most spectacular crescendo of carnage! Zhang-Li will jump straight up and out of sight when defeated.

#### PRIMARY OBJECTIVE

DEFEAT ZHANG-LI COMPLETE!



## DARK ONLINE

There's more to *Perfect Dark Zero* than undoing the sinister plotting of dataDyne CEO (and resident madman) Zhang-Li. If you have an Xbox Live gamertag and an active Xbox Live account, you can wade into an entire realm for fast-paced online gaming. *Perfect Dark Zero* offers eight online match types, from the every-player-for-himself Killcount to the predator-prey Infection round, stretched across six maps. These maps have three variants each, so the possibilities for seeking glory online are almost endless.

However, entering the online Combat Arena against up to 31 other players without a solid briefing is foolhardy. The competition is great and other players will pounce upon any sign of weakness in an effort to increase their online rankings. Do not allow your presence in the arena to advance other players—take the fight to them and win.

Study each map and its variants so you understand the treacherous terrain that awaits you. Learn the best places to set up an ambush. Discover the most efficient routes to bring an enemy flag back to your base and score the point that wins the game. These tactics help you attain swifter victories in DeathMatch mode and earn the most cash to buy impressive firepower in the lethal Dark Ops campaigns.

Much of your potential to win also comes from your talent at picking the best tools for the job. You can use several weapon sets in the Combat Arena, each with individual strengths and weaknesses. Some maps even host vehicles, increasing the need to know the weapons inside and out. What kind of agent brings a P9P to a Rocket Launcher fight? A dead one, that's who.

### NOTE

TO PLAY PERFECT DARK ZERO ONLINE, YOU MUST HAVE AN ACTIVE XBOX LIVE ACCOUNT. PLEASE REFERENCE THE XBOX 360™ MANUAL FOR DETAILED INSTRUCTIONS ON HOW TO SET UP YOUR XBOX LIVE ACCOUNT, AS WELL AS HOW TO NAVIGATE THE XBOX LIVE BLADE FOR CONNECTING TO THE XBOX LIVE SERVICE AND SELECTING YOUR PLAYER PROFILE. YOU CAN ALSO VISIT [WWW.XBOX.COM/CONNECT](http://WWW.XBOX.COM/CONNECT) FOR INFORMATION ON SETTING UP YOUR XBOX LIVE ACCOUNT.

### NOTE

COMBAT ARENA IS NOT LIMITED TO XBOX LIVE SUBSCRIBERS ONLY. IF YOU DO NOT HAVE AN ACTIVE XBOX LIVE ACCOUNT, YOU CAN PLAY ALL OF THESE MULTIPLAYER GAMES VIA SPLIT SCREEN (PLAYERS SHARE A SCREEN DIVIDED INTO PORTIONS) OR SYSTEM LINK, WHICH REQUIRES ONE XBOX 360™ AND TELEVISION PER PLAYER AS WELL AS A HOME NETWORK TO LINK THE CONSOLES. SYSTEM LINK PLAYERS DO NOT SHARE SCREENS, BUT TO PREVENT YOUR COMPETITION FROM PEEKING AT YOUR FAVORITE SNIPING POSITION, ANGLE YOUR TELEVISION SCREEN AWAY FROM OTHER PLAYERS.

## COMBAT ARENA

### COMBAT GAMES

There are two distinct types of online games in *Perfect Dark Zero*'s Combat Arena: DeathMatch and Dark Ops. Four individual game types comprise each mode, and each type requires different objectives for victory.

### DEATHMATCH

The virtual DeathMatch arena was created by dataDyne with the intention of introducing the sport of the future—and they succeeded. Millions of people log in to watch the best of the best compete in these contests with agility and accuracy. No blood is spilled in the real world, but shame knows no boundaries; those defeated in the digital arena must watch from the sidelines as the victors are celebrated much like the football and basketball (remember those archaic sports?) heroes of the past.

DeathMatch rounds allow the host to select specific weapon sets for use in the game. (Each set is composed of five different weapons, or six if Armor is removed from the set.) At the start of the game, players receive a standard weapon, but must collect more advanced hardware during the match. The best weapons are sure to be hotly contested, so watch your back when seeking them out.

All DeathMatch games can be played with up to 32 players total. If desired, game hosts can elect to fill in human vacancies with automated bots. These bots fight alongside Xbox Live players, or hosts can put these computer-controlled mercenaries on an opposing team for the ultimate man-versus-machine competition.

### BOTS

Bots have four levels of difficulty: agent (easy), secret agent (medium), perfect agent (hard), and dark agent (insane). The "smarter" the bots, the more accurate they are with their weapons and their team strategies. Easy bots are only a few steps up from cannon fodder, while hard bots pose tough challenges to even the most experienced players.

Bots can be distributed across teams at the will of the player hosting the match. One of the Advanced Options in game set-up is Bot Distribution, which determines how bots are introduced into a match. A static bot count (fixed bots) maintains a fixed number of bots in a match. Hosts can choose to have bots removed whenever a human player joins a game (remove bot), or have a bot added every time a human player joins a game (add bot). This serves to either keep team-based games even-handed, or provide a greater challenge for human players squaring off against bots.

## KILLCOUNT



Killcount is a traditional free-for-all match, played in the established style of deathmatch games. Players spawn into the map at any given point and begin the great hunt, seeking out weapons to punish opponents with. Killcount games are typically feverish and fast-paced. Depending on the participants' play style, sometimes defensive players with protracted hunting strategies do better than brasher players who use flashy techniques.

The game host can select which map to use in the contest, as well as the specific variant. The maximum number of players can also be established, as well as how many bots can fill out the game. Point limits can also be set, with the match ending when the winning player reaches a specific number of kills.

### NOTE

SPAWN POINTS ARE LOCATED RANDOMLY IN A KILLCOUNT MAP, AS GUNNED-DOWN PLAYERS REAPPEAR IN THE MATCH AT RANDOM POSITIONS TO KEEP THE GAME BOTH FAIR AND FRESH.

## TEAM KILLCOUNT



Team Killcount plays out much like regular Killcount, except players are divided into two teams (which can be augmented with bots). Teams typically spawn in specific locations, which often must be defended so that the opposing team cannot set up camp and pin the competition down. Controlling map sections is pivotal to success, as it is far easier to score kills for your team total if you limit the amount of real estate opponents can hide in.

The game host can select map and map variants, decide how many points are required for a team win, as well as set up a series of Advanced Options that dictate which team begins at which base (if you are playing on a map variant with bases), whether bots will participate (and, if they do, at what level of expertise), and what player models will be used.

### NOTE

TEAM KILLCOUNT GAMES PLAYED ON MAP VARIANTS WITH BASES INTRODUCE TEAM-SPECIFIC SPAWN POINTS. THESE BASES SERVE AS AUTOMATIC FOOTHOLDS ON A MAP, BUT THEY ARE NOT GUARANTEED SQUARE FOOTAGE. TEAMS MUST PREVENT THE COMPETITION FROM SURROUNDING AND INFILTRATING A BASE, SO THE TEAM SPAWN POINT ISN'T OVERRUN.

## CAPTURE THE FLAG



Capture the Flag (CTF) matches are strictly team-based affairs. The goal is to steal the opposing team's flag from their base of operations, escort it across a heavily contested map, and deposit it in your own flag bay. However, a point is scored only if your team's flag is safely in your base at the time you bring the enemy flag home.

CTF games require communication and coordination. Flag carriers must keep a team up to date on their position, because the moment the opposing flag is stolen, that entire team is put on alert. Flag carriers cannot shoot back at assailants (they are able to punch while carrying the flag) and they move slightly slower than if they were holding a weapon. To successfully get a flag home, an entire team must work to keep the flag-less team at bay.

The game host can select not only the map and map variant, but also whether teams are randomly assigned a particular base or a fixed base. Bots can be introduced and assigned to teams, match lengths and point requirements dictated, and player models selected.

### NOTE

THE CAPTURE THE FLAG MAPS DISPLAY WHERE EACH TEAM'S FLAG BAY IS LOCATED, AS WELL AS THE LOCATION OF TELEPORTERS THAT CAN BE USED TO SPAWN INTO THE MAP AFTER AN UNTIMELY DEMISE. FLAG CARRIERS CAN USE DOZENS OF ROUTES TO TAKE THE FLAG BACK TO THE BASE.



## TERRITORIAL GAINS



Territorial Gains games are all about possession and ownership. Each map is peppered with Gains, tall cylinders that become violently contested as opposing teams attempt to control them. To take a Gain, you must stand next to it and hack it by holding **A** for several seconds. While hacking a Gain, you are completely vulnerable to enemy attack. If you release **A** to use a weapon, you must completely start over when hacking the Gain. To best take a Gain, teammates must work together to provide cover for the player assigned to hack the Gain.

Players must hold a Gain in order to earn points. Should the other team manage to hack a Gain away, points will no longer be accrued. Once a Gain is hacked, it is far from owned. Opponents attempt to re-hack the Gains and make them team possessions, thus adding to their score. Once a Gain has been hacked, possessors must set up a defensive line to maintain ownership of the Gain.

The host of the match selects the map and map variant, as well as the requirements for victory: how long a match lasts or how many points must be accrued to win. Bots can augment player counts (although it is inadvisable to completely trust them to defend a Gain).

### NOTE

THE LOCATION OF THE GAINS TYPICALLY CHANGES WITH EVERY MAP VARIANT. THE SMALL VARIANT USUALLY HAS THE FEWEST NUMBER OF GAINS, WITH BASE VARIANTS OFFERING ADDITIONAL GAINS OR AT LEAST NEW POSITIONS FOR THE NUMBER OF GAINS IN PLAY. SOME GAINS ARE CLEVERLY TUCKED INTO EASILY DEFENDABLE POSITIONS, WHILE OTHERS ARE PLACED IN THE OPEN, MAKING THEM INCREASINGLY DIFFICULT TO HOLD FOR AN EXTENDED TIME. OWNERSHIP OF THESE GAINS WILL USUALLY EITHER FLIP-FLOP REPEATEDLY, OR NOT BE SOUGHT AT ALL BECAUSE THEY REQUIRE TOO MUCH MANPOWER TO DEFEND.

## DARK OPS

Dark Ops multiplayer matches are quite different from DeathMatch games. All of the games are round-based and do not have weapon sets selected prior to the start of the match, nor are weapons available on the field once the match has begun. Instead, Dark Ops players must “purchase” their weapons before a match from a purse that increases depending on their performance during the match.

Certain feats, such as scoring a kill in Eradication or “infecting” another player (in the Infection game type), add credits (noted as “cr” in game) to a player’s account. Certain accidents, such as shooting a teammate, withdraw credits. Credits earned are carried over from round to round, but

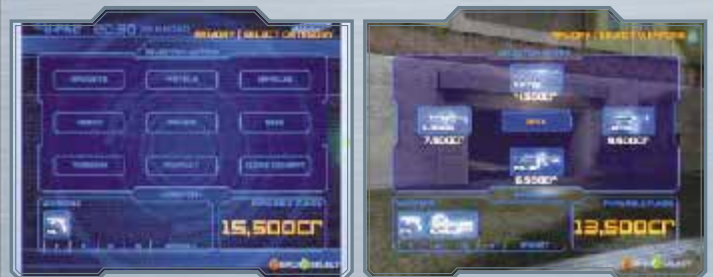
cannot be preserved at the conclusion of a game. The next time you play a Dark Ops match, every player begins with the same number of credits for weapon purchases. The maximum number of starting credits you can receive is 15,000; the maximum number of credits you can have/earn is 20,000.

Credits introduce a new wrinkle to the matches. Players must budget for success, as some weapons are quite expensive. If a player is unsuccessful at earning money or spends too much on weapons lost during a losing round, he can find himself with only enough credits to buy a low-level pistol—or at least armor in hopes of surviving long enough to get close enough to an enemy to steal his or her weapon.

Players who survive a round get to keep their weapon in the next round, and the weapon’s ammunition supply is completely refreshed. Survival and smart playing are good not only for your online ranking, but for your pocketbook as well.

## WEAPON PURCHASING

Every weapon and gadget has a fixed price that does not change, no matter which game type you play or how many times you purchase the weapon. As a general rule, the more powerful the weapon is, the more expensive it will be. There is also no limit to the number of the same type of weapons you can buy. If you want to wield dual CMP-150s, you are free to buy two of them. The only limit is your credit flow and space in your inventory. Also, remember that once you buy a weapon, you cannot sell it back to the armory. You can drop it if you want a different weapon, but the spent credits are lost forever.



The weapons in the armory are divided into six categories: pistols, SMG, close combat, assault, thrown, and heavy. There are also categories for vehicles and gadgets, as well as a button exclusively for purchasing armor. The Armory menu is radial, so use the left stick to scroll around the shop and then press **A** to open the menu. Press **A** to purchase a weapon. Press **B** to back out of a category and return to the top Armory menu.

### PISTOLS

Name	Price in (Cr)redits
PQP	1,000
Falcon	1,500
Magnum	2,500
Magsec 4	1,500
Psychosis Gun	2,000

### SMG

Name	Price in (Cr)redits
DW-P5	3,000
UGL Liberator	2,500
CMP-150	3,500
RCP-90	5,500

## WEAPON PURCHASING (CONT'D)

### ASSAULT

Name	Price in (Cr)edits
KSI-74	4,500
FAC-16	6,500
SuperDragon	7,500
Laptop Gun	9,500

### CLOSE COMBAT

Name	Price in (Cr)edits
Vibblade	5,000
DEF-12 Shotgun	5,000
Combat Shield	4,000

### THROWN

Name	Price in (Cr)edits
Flashbang	1,000
Frag Grenade	1,000
Multimine	4,000
Hawk	4,000

### HEAVY

Name	Price in (Cr)edits
Plasma	15,000
M60	10,000
Rocket Launcher	15,000
Jackal	10,000
Shockwave	12,500

### GADGETS

Name	Price in (Cr)edits
DemoKit	1,000
Revive Kit	1,000
CamSpy	1,000
Locktopus	1,000
DataThief	1,000

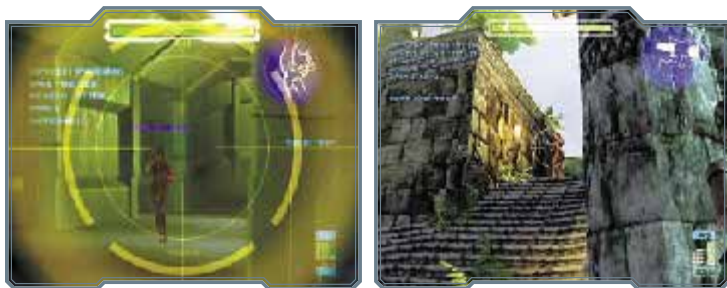
### ARMOR AND VEHICLES

Name	Price in (Cr)edits
Armor	1,000
Jetpac	10,000
Hovercraft	10,000

## CAUTION

EVEN IF YOU START A ROUND WITH ENOUGH CREDITS TO PURCHASE SOMETHING AS DEVASTATING AS A ROCKET LAUNCHER, REMEMBER THAT ONCE THE WEAPON RUNS DRY, YOU MUST WAIT UNTIL THE NEXT ROUND TO RECEIVE MORE AMMUNITION—PROVIDED YOU ACTUALLY SURVIVE THE ROUND VICTORIOUSLY. THERE ARE NO AMMUNITION DEPOSITS ANYWHERE ON ANY MAP IN DARK OPS MODE.

## ERADICATION



Eradiation is similar to Killcount, except that once you are eliminated, you're out for the remainder of the round. There are no spawn points or teleporters where you can rejoin the round. You are welcome to follow the rest of the round via spectator mode, in which you can see how your teammates fare until the round is over. (More than one hiding spot can be discovered in spectator mode.)

In Eradiation, every successful kill is worth 1,000 credits. The more players who are in the match, the more you can earn. However, just surviving until the end of the match does not guarantee an impressive pocketbook. You have to put yourself in harm's way—or be an incredibly sneaky sniper—to earn credits to buy weapons in the next round.

The game host decides how long each round lasts, how many rounds are in a game, and potentially puts a cap on the number of kills required for the win. The host can also assign starting base points, introduce vehicles on the maps capable of supporting them, and set whether or not players can join a game in progress. Hosts can also eliminate weapon categories, such as disallowing heavy or thrown weapons. Perhaps the most important pre-game option, though, is the number of starting credits. The host can give players as few as 1,000cr at the start of a game, all the way up to 15,000cr.

## NOTE

ERADIATION MAPS FEATURE NO PICK-UP WEAPONS OR AMMUNITION STOCKS. WITH FEW EXTRANEIOUS FEATURES, THE PLAYERS CAN FOCUS ON THE PRESSING ISSUE OF SPRAYING DEATH IN EVERY POSSIBLE DIRECTION. CREDITS—AND THE POTENTIAL TO BUY STEELY INSTRUMENTS OF DEATH—ARE AT STAKE!

## ONSLAUGHT



Onslaught matches divide players into two teams: attackers and defenders. Defenders must repel the attacking team from a set piece of real estate on the map by any means necessary. Defenders are allowed to purchase whatever weapons they desire from the armory before the start of the round, but there is typically no time for window-shopping. The attackers are frozen in place for only about 10 seconds at the start of the round. If players have not made up their minds by then, the attackers are loosed on the lollygaggers. A defender still browsing is not only of no use to the team, but is a sitting duck for the attackers.

Defenders can step outside of their designated defense positions, but they pay a severe penalty in health. The message "DESERTER! GET BACK TO BASE OR DIE!" appears on-screen and the health bar is slowly chiseled away until both feet are back inside the defense border. While stepping out is generally discouraged, it is not entirely a bad strategy. If you spot an attacker in a vulnerable position, it may be worth the hit in health to score an easy kill and rack up the 200cr reward for a slain attacker.

Attackers are unleashed on the defenders from a specific point on the map, usually a street or two away so defenders can see them coming—and teams with good communication can



devise an offensive strategy. While defenders are allowed free run of the armory at the beginning of the round, attackers are allowed only one of three weapons: Falcon, DEF-12 Shotgun, or CMP-150. If an attacker manages to eliminate a defender, he or she is awarded 1,000cr for the next round.

There is always more than one way into the defenders' hold. Not only do most defense positions have one standard entry way, there is always a "back door" that can be exploited with a DemoKit. (DemoKits are distributed randomly among attackers at the beginning of a round.) However, defenders almost always will protect the weak spot if they detect a pesky attacker making a move for it.

At the beginning of a game, the host is allowed to set up a few game parameters. There are three ways to win an Onslaught game:

- **Round-based:** Whichever team holds the defense point the longest wins.
- **Threshold Time:** Whichever team holds the defense point a required amount of time wins.
- **Longest at End:** The team that holds the defense point longest before time is up wins.

Depending on the winning requirement selected, the host can choose the length of the threshold time (up to 15 minutes), limit the number of rounds, and limit the length of the entire game. The host can also decide if any weapons are to be disallowed and how much starting money players have, as well as select which weapon the attackers can use. The ability for extra players to join the game in progress is also an option.

## NOTE

THERE ARE NO MAP VARIANTS IN AN ONSLAUGHT GAME. THE ACTION TYPICALLY TAKES PLACE IN THE BASE 1 SECTION OF A MAP, SAVE FOR THE DESERT MAP, WHERE THE DEFENSE POINT IS CONFINED TO A TWO-STORY ROOM. THE TIGHT QUARTERS IN THIS MAP MAKE FOR FAST, FURIOUS GAMES WITH HIGH TURNOVER.

## INFECTION



Infection games divide players into two teams—but one team has a serious pox on their house. The uninfected team begins the game looking like normal humans. The infected players appear as skeletons with all 206 bones in full view. There's no time for modesty, though, because the teams are not static. Whenever an infected player manages to eliminate an uninfected player, that player appears as a skeleton and joins the cause of hunting the healthy.

The uninfected players always outnumber the infected players at the start of a round. By the end of the round, it's typical to see a horde of skeletons hunting down a lone survivor—this is when the ability to hide becomes an absolute necessity. Mercifully (at least, for the uninfected), infected players have only pistols. Skeletons are not allowed to shop for new firepower like the uninfected. However, infected players can empty their hands and try to steal a weapon from the uninfected.

Infected players essentially have unlimited lives, as they randomly spawn back into the game mere seconds after they are gunned down.

Points are given out in Infection matches only if one "team" survives; they are not distributed per kill. If the infected players manage to transform every player into a skeleton, they are awarded points. If the uninfected players survive the round, then points are awarded to them. The player with the most points is then declared the winner.

Betrayal is often a huge factor in Infection matches. Online friends may fight alongside each other if they are both uninfected, but infection supersedes real-world pleasantries. Expect friends to turn on each other like savages as soon as ranks are broken by the infected and that first friend gets bony.

Infection games divide players into two camps—but one camp has a serious pox on their house. The uninfected players begin the game looking like normal humans. The infected players appear as skeletons with all 206 bones in full view. There's no time for modesty, though, because the conditions are not static. Whenever an infected player eliminates an uninfected player, the uninfected player appears as a skeleton and joins the cause of hunting the healthy.

## NOTE

DURING THE FINAL 60 SECONDS OF ANY DARK OPS GAME, ALL PLAYERS BECOME VISIBLE ON THE ON-SCREEN RADAR. IN INFECTION GAMES, THIS IS WHEN THINGS GET ESPECIALLY HAIRY FOR THE UNINFECTED, AS THEY CAN COUNT ON EVERY SINGLE SKELETON TO COME RUNNING TO THEIR POSITION IN HOPES OF SCORING A VALUABLE KILL.

## NOTE

INFECTION GAMES CAN BE PLAYED ON ALL THREE MAP VARIANTS. THERE ARE NO TELEPORTERS ON THE MAPS, AS THERE IS NO WAY FOR PLAYERS TO WARP INTO THE GAME—WHETHER INFECTED OR UNINFECTED, THEY ARE ALWAYS IN THE MATCH.

## SABOTAGE



The team-based Sabotage game splits the players into two groups: attackers and defenders. But rather than defend a single chunk of real estate, as in an Onslaught game, the defenders are charged with protecting a series of properties, called "Props." These Props include such things as communication antennas, crates, and barrels. Props are grouped in different areas of the map, giving defenders ample opportunity to set up defensive perimeters.

The attacking team has only one goal: eliminate the Props. Picking off defenders is good for the pocketbook, and makes it easier to get at the Props, but the match is won only if the Props are wholly destroyed.

Any offensive weapon can destroy a small Prop. Grenades, rockets, and DemoKits are the best tools for the job. However, if a player had the time and lack of resistance, he or she could chip away at barrels and whatnot with a pistol. A grenade is typically enough to ruin a few crates or barrels. However, the largest Prop—the massive communications antenna—can withstand a lot of abuse. It takes several grenade and rocket attacks (with direct hits) or three DemoKit charges to bring it down.

The round ends when the attackers manage to ruin all of the props, or the defending team holds out for the designated length of the round. The round will also end if all members of one team are killed (if all attackers are killed/attacking team are killed or all defenders/defending team are killed). Each prop is worth a certain number of points (based on how much damage is necessary to destroy it; the harder it is to destroy, the more points it's worth). The team with the most points at the end of the game/match wins.

### NOTE

SABOTAGE GAMES ARE PLAYED ONLY ON A SINGLE MAP VARIANT, JUST LIKE ONSLAUGHT MATCHES. THE POSITIONS OF THE FIVE PROPS ARE FIXED AND DO NOT CHANGE BETWEEN ROUNDS.

## THE HUD

Upon entering the online competition, you see the world through the eyes of your digital avatar. Thanks to the latest in DeathMatch technology, dataDyne can display all relevant information to the match directly over the avatar's point of view: from radar to help track your quarry to an accurate ammunition counter that prevents smart players from running dry in the

middle of a heated firefight. All information is updated in real-time, guaranteeing that participants have all the essentials with a quick glance about the screen.

A complete understanding of the head's-up display (HUD) is must-have knowledge for successful dataDyne DeathMatch competitors:



**1 Radar:** This scanner reveals the location of your enemies—when they make noise. The sound-based radar displays the location of all of your teammates (if you have any) as four different colors all of the time, but unless competitors fire a gun or use a vehicle, they remain off-radar. However, if an enemy makes enough noise to register on the radar, he or she appears as a bright red dot. Using a silencer keeps players off of the radar, but at the expense of damage the weapon can inflict. On a multi-tiered map, players located on a level above appear as up arrows and players located a level below appear as down arrows.

The radar also displays relevant map information, such as the location of teleporters, flags, and Props. Only the immediate area is displayed on the radar. To see a full view of the map, access the map from the Pause menu. Just remember, if you're staring at the map, you're an easy target.

**2 Location:** Every map is broken down into zones, and each zone has a unique name. This HUD listing details what zone the player is currently standing in—or running through in a desperate attempt to survive. Once players are familiar with a map, these zone locations prove useful "shortcuts" when talking to teammates via the Xbox Live Headset.

**3 Weapon:** When you switch weapons, the weapon brought into play appears here. Weapons are changed via **V**, and because it typically takes one or two seconds for a weapon to be successfully switched out (the length of time depends on the size of the weapon—for example, switching pistols is almost instant), the icons that appear here are useful for quickly shuffling through a weapon inventory. When you see the icon for the desired weapon, stop tapping **V** and the weapon soon fills the avatar's hands.

**4 Ammunition Counter:** The ammunition counter displays the remaining ammo for the selected weapon. The blue dots represent the ammo in the current clip while the orange dots below represent the number of secondary fire rounds in the grenade launchers of the FAC-16 and the SuperDragon.



- ⑤ **Health and Armor:** Much as in the single-player campaign, this meter represents the amount of health and armor that remain. The white border represents the integrity of body armor, while the green meter is health.
- ⑥ **Game Information:** This block of text details the type of game being played, as well as the amount of time left in a round or match. Depending on the game type, the name of the player with the highest score is sometimes displayed in this information. If the game is team-based, the total score of each team is also displayed here. Other game-specific information also appears, such as player status in an Infection match or whether or not a defender in an Onslaught game has stepped out of the boundary of the defense point.
- ⑦ **Voice:** Some games have two channels of voice. This alerts the player as to whether or not comments uttered are heard by all game participants, or just those on the same team.

## APPEARANCE IS EVERYTHING

When DeathMatch athletes log into their online contests, they take a new form more appropriate for the digital realm. Six different player models are available in the multiplayer game, all based on characters encountered in the single-player campaign—including Joanna Dark. No model has one advantage over the other; it's the carbon-based person behind the avatar that makes or breaks the experience. In the most capable of hands, Dr. Carroll looks just as nimble as Joanna Dark at her prime.

When players enter a free-for-all game, such as Killcount, they choose their own avatar from the provided six. In team-based games, the host selects which two player models are to be used from the pre-game setup menu. The two teams then assume the designated models and set up into the virtual battlefield.

With teams 16 players deep using the same model, and free-for-all games seeing same-model warriors, how do you tell friend from foe? The ingenious system set up by dataDyne color-codes the other fighters based on the individual player's point of view. All enemy characters wear red costumes while teammates are garbed in green (as the default setting) or blue (as a customizable setting). This coordinates with the on-screen radar, which also shows all players color-coded either red or green, depending on if they are enemies or teammates, respectively.

### DARK

Joanna Dark and her team (which includes Jack and Chandra) make an appearance in the multiplayer game via this group of virtual avatars. Players are randomly assigned an avatar from these three models.

### DATA DYNE

The dataDyne models include the comely MaiHem avatar, sporting blonde hair and "come hither" eyes. Don't fall for this siren's song, though, as that wink is only a preface to a vicious attack. The other two models in this group include two dataDyne soldiers. Players are randomly assigned an avatar from these three models.

### CARRINGTON

Jonathan Steinberg of the Carrington Institute has been recreated for a DeathMatch model in the virtual realm, along with a CI trooper and Joanna Dark in her CI uniform. The handsome rogue may look dashing, but stopping to admire those baby blues is perhaps the last mistake a player will ever make. Players are randomly assigned an avatar from these three models.

### KILLIAN

The villainous Killian and two of his underlings have been scanned and deposited into the virtual field. Killian's red eyes burn just as bright when taking down an online athlete as they do attacking Joanna in the real world. Players are randomly assigned an avatar from these three models.

### TRINITY

Trinity's Dr. Eustace Carroll may appear somewhat diminutive ingame, but appearances often lie. Carroll, and two additional agents from the Trinity Platform, are just as capable of lifting heavy weapons and making death-defying jumps as the other DeathMatch participation models. Players are randomly assigned an avatar from these three models.

### HOLOMATCH

The burly brutishness of the Henchmen, composed of three roughs from the nightclub scene, look formidable in DeathMatch competitions. The Henchmen may cut an imposing profile, but the bigger they are, the more there is to shoot. Players are randomly assigned an avatar from these three models.

## ACHIEVEMENTS

New to Xbox Live with the Xbox 360 are Achievements—recognitions earned by meeting specific in-game requirements.

Achievements are visible on your Xbox Live profile, so if you really want to prove yourself as one the best *Perfect Dark Zero* players to come out of the Carrington Institute, use these tables to determine how to score the game's Achievements. There is a grand total of 42 Achievements in *Perfect Dark Zero*.

### MULTIPLAYER MODE AWARDS

MULTIPLAYER ACHIEVEMENTS		
Game Type	Games Played Online	Credits
DeathMatch	10/100/1000	10/20/30
Dark Ops	10/100/1000	10/20/30
		Total Achievements: 12

DEATHMATCH ACHIEVEMENTS		
Game	Goals	Credits
Killcount	10/100/1000 kills	10/20/30
Team Killcount	10/100/1000 kills	10/20/30
Capture the Flag	10/100 Flag points	10/20
Territorial Gains	10/100 Gain points	10/20
		Total Achievements: 10

DARK OPS ACHIEVEMENTS		
Game	Goals	Credits
Eradication	10/100/1000 Rounds Survived	10/20/30
Sabotage	10K Cr/100K Cr Prop Damage	10/20
Onslaught	10/100 Minutes Survived	10/20
Infection	10/100/1000 Players Infected	10/20/30
		Total Achievements: 10

## EXPERT KILL AWARDS

ACHIEVEMENTS		
Kill Type	# of Kills	Credits
DemoKit Kills	10/100/1000	10/20/30
Headshot Kills	10/100/1000	10/20/30
Sniper Kills	10/100/1000	10/20/30
Melee Kills	10/100/1000	10/20/30
Total Achievements: 12		

## MAPS

There are six multiplayer maps in *Perfect Dark Zero*: Desert, Old Town, Subway, Temple, Tower, and Urban. Each map is based on a location from the single-player campaign and offers different advantages and disadvantages, depending on the kind of combat preferred by game participants. For example, Old Town definitely favors those who are skilled at close-quarters combat, while the Desert map gives long-range combat aficionados room to use the scope.

Every map has three variants. The first variant is called “small” and it typically represents the central area of the map. The remaining two variants open up bases. Every map has four bases—one through four—and the additional two variants each encompass two of those bases. Bases are sometimes extra rooms off of the main field, while in other maps, bases can open up new hallways, courtyards, and multistory buildings. No variant opens up the entire map with all four bases.

Any number of players can play on each variant. Even the largest variants can be used by a simple pair of players. However, action scenes might be few and far between thanks to the extended tracts of land the duo must cross just to find each other. And if one decides to camp out in a relatively unused corner, the match could get a little slow. This is where bots are often put into play, as the extra digital bodies populate the battlefield, providing more targets, and more reasons to duck.

### NOTE

EACH MAP—including all three variants—is completely dissected and laced with game-winning strategies in the next section.

## MAP FEATURES

While many points of interest on the multiplayer maps are game specific (such as the Gains in Territorial Gains matches), some features are almost universal in nature. Teleporters, weapon spawns, and DemoKit points appear on every map (depending on the selected game type). Vehicles, however, appear on only two of the six maps: Desert and Urban.

## SPAWN ROOM

Very few things are more frustrating than being “owned” the moment you spawn into the map. Before you can even pick up a decent weapon, an enemy sniper camped in a perfect position above the spawn point blasts you right off the map. Spawn rooms are the buffer between death and re-entering the map, and they give players a fighting chance to recover before mercilessly dumping them back into the action.



One weapon set is available in the spawn room. The player is given a section of the floor, with four spawn pads, one for each weapon. The team's spawns are not shared, and the whole team is not given the weapon when one player picks it up. The most powerful weapon is there when the game starts, and the weapons also respawn on a timer.

A single teleporter in the center of the spawn room warps the player to the map. Walking through the central teleport deposits you in your base (or designated spawn point on the small map variant). If a team manages to take possession of a teleporter on the actual map, a link to that teleporter appears inside the spawn room. Alternately, if you wait inside the spawn room for 15 seconds, you are automatically dropped into the map. So, make weapon choices quickly and get back in the game—your teammates are counting on it.

## TELEPORTERS

In Killcount, players randomly spawn into the map. In team-based games, players spawn into specific locations—such as assigned bases in base variants. However, because bases are typically located at the extremes of the map, death often leads to a vigorous jogging session to get back to the action.



Teleporters offer teams additional spawn points on the map, accessible via the spawn room that players drop into after getting cut down on the field.


Teleporters must be taken like the Gains in Territorial Gains matches. To possess a teleporter, a player must walk up to it and hold down **A** until the teleporters is “hacked” and taken control of. At this point, only members of that player's team can use the teleporter to spawn into the map. While trying to hack a teleporter, you are completely vulnerable to enemy fire. If you need to defend yourself against attack, you must release **A**. Once the attack is quelled, you must start all over with the hacking process.



Needless to say, teleporters are hot commodities in team games. Teleporters often change hands several times, depending on the length of a match. The upside to possessing teleporters is great. Not only does this allow one team the luxury of spawning back into the thick of it, but it also allows the ownership team to use the teleporter as a defensive position on the map. Time is gained by not having to run all the way from a base to an objective point, such as a Gain.

The only downside to owning a teleporter is that the enemy team has a pretty good idea of where to expect opponents to enter the map, and they'll concentrate their fire on that position.

## WEAPON SPAWNS

In Killcount, Team Killcount, Capture the Flag, and Territorial Gains matches, the maps are littered with weapon spawns that provide players with weapons of varying ferocity, depending on the weapon set selected by the game host at the beginning of play. Next to every weapon spawn is extra ammunition for weapons in that same class (pistol, SMG, assault, and heavy). To pick up the new weapon, simply step over the weapon spawn—if you have room in your inventory, you automatically acquire the weapon. However, if there is insufficient space, players must use  to switch out a carried weapon for the new weapon.



Picking up a weapon spawn affects the spawn room, too. When a weapon is picked up, if it was not already available in the spawn room, a message details that the new weapon has been added. The next time a player dies and enters the spawn room, the new weapon is available via the weapon spawns inside the spawn room.

## NOTE

ALL SIX MAP STRATEGY CHAPTERS INCLUDE A SPECIAL SCHEMATIC THAT SHOWS THE LOCATION OF EVERY WEAPON SPAWN ON THE MAP, AS WELL AS WHAT KIND OF WEAPON IS FOUND THERE. EACH WEAPON SET HAS FOUR SLOTS, AND WEAPON SPAWNS CORRESPOND TO ONE OF THE FOUR SLOTS. (THESE REMAIN PERMANENT, TOO. THE WEAPON SLOT ASSOCIATED WITH EACH WEAPON SPAWN NEVER CHANGES.) SO, THE WEAPON THAT APPEARS IN THE SLOT-THREE WEAPON SPAWN ON ONE GAME MIGHT BE SOMETHING COMPLETELY DIFFERENT IF THE HOST SELECTS A NEW WEAPON SET. FOR MORE ON WEAPON SETS, SEE THE "WEAPON SET" PORTION OF THIS SECTION.

## DEMOKIT POINTS



DemoKit points on a map open alternate routes to an enemy team's base. These back doors must be opened before they can be exploited, though. Only players equipped with DemoKits (from the gadget menagerie) can break through DemoKit points. These points are sometimes not easy to see, but look for cracks or a few missing bricks in a wall. Another telltale sign is when the option to blow a DemoKit point appears on-screen when standing next to a vulnerable surface.

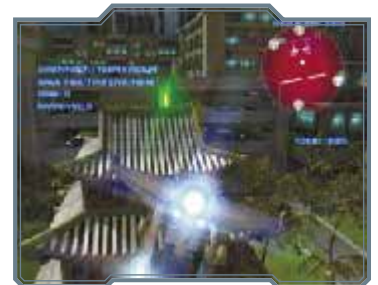
Sometimes two separate DemoKit points must be breached to reveal the new passage. Players can be sure that these points will be heavily guarded as soon as enemy activity is detected around the base. And it's not out of the question for confident teams to detonate the points themselves to have an extra (and possibly unexpected) route out of their own base. If one team is trying to come through the front door, the alternate route opens a flanking opportunity. Once broken, though, the point remains open—there is no way to seal it back shut.

## NOTE

ALL DEMOKIT POINTS ARE MARKED ON THE MAP VARIANTS WHERE THEY APPLY IN THE FOLLOWING SECTION.

## VEHICLES

Sometimes crossing the map on foot, even with hands emptied for brisker running, can take a serious amount of time. And when Killcount points are on the line, hoofing across several clicks to where the rest of the players are mixing it up can be downright painful. Fortunately, players have two ways to be more mobile—Jetpacs and Hovercrafts.





Only two of the maps support vehicles: Desert and Urban. To spawn one of these vehicles, approach a purple terminal and press **A** when the “activate” prompt appears on-screen. The vehicle then appears in front of the terminal, ready for use. If the vehicle is not attended to after a couple minutes, it vanishes

back into the digital ether. In addition, if a vehicle is abandoned elsewhere on the map and left unused for a couple of minutes, it too is subject to de-resolution.

The Jetpac is a single-occupant vehicle that takes the fight into an entirely different plane—or series of planes. Being able to go vertical at any point on the map drastically alters the map’s dynamics, as sniper points become easier to access. And because the Jetpac is armed with twin machine guns, it’s practically a floating weapons platform. The Jetpac provides a certain degree of armor plating, too, making the possessor an extremely difficult target to bring down. (A direct hit from a guided rocket usually does the trick, though.)



The strictly ground-based Hovercraft is a more all-purpose vehicle than the Jetpac. Once its air bags are inflated, the Hovercraft can cross great distances at incredibly high speeds. The Hovercraft requires one driver to steer. Another player can climb behind the M60 machine gun or Rocket Launcher mounted on top of the Hovercraft and volley shots at incoming enemies while the driver tears across the landscape at full speed. The Plasma Rifle can also be mounted on the hovercraft turret.



The Hovercraft also serves as a personnel transport. Several players can stand on the sides of the Hovercraft and hitch a ride across the map. This is particularly useful when the vehicle is digitally introduced at a base. Several players can then quickly zoom back into action with little delay. While standing on the Hovercraft, riders can fire their weapons at enemy players. The only caveat to this is that those riding the Hovercraft have zero protection, and if the Hovercraft is loaded with teammates, a stray rocket or pinpoint concentration of enemy fire can wreak tremendous havoc.

## TIP

BOTH VEHICLES HAVE UNLIMITED AMMUNITION. THIS MAKES A HOVERCRAFT EQUIPPED WITH A ROCKET LAUNCHER PARTICULARLY DEVASTATING, AS THE GUNNER CAN LIBERALLY PEPPER ENEMY BASES AND STRONGHOLDS WITH ROCKETS UNTIL HE OR SHE DISMOUNTS OR THE HOVERCRAFT IS DESTROYED—WHICHEVER COMES FIRST.

## JETPAC 101

Jetpacs add an exciting wrinkle to matches, as now opponents can shoot from virtually any point on the map—and above it. Before jumping in a Jetpac and flying into the thick of battle, though, players need to understand the advantages and distinct disadvantages of using the machine.



1. Players are not invincible in a Jetpac, but their increased mobility makes it easy to sweep in and out of hotspots before taking much damage. Like a hummingbird, Jetpac users in the air can dart into a location and pepper opponents on terra firma with the twin machine guns. As soon as they are discovered, which shouldn’t be too long because the Jetpac appears on radar, they can quickly fly away and buzz another enemy combatant.
2. Dogfighting in Jetpacs is not an uncommon sight, but both of the users engaged in the duel should know that they make themselves more vulnerable by doing so. For one thing, teammates on the ground may get confused by the twirling Jetpacs and target the wrong one. And if a Jetpac pilot slows down to deliver a blast from the twin machine guns, he or she becomes an easy target for snipers.
3. Jetpacs vanish after a period of non-use. Pilots who use a Jetpac to reach a sniping vantage accessible only by Jetpac can find themselves stranded after their means of mobility disappears. The only choice at this point is to stay put, hope for another ride, or take the long drop and respawn into the match.
4. Do not walk around the map in the Jetpac. The vehicle is excessively noisy and it is just as easy to hear coming in-game. The walking speed isn’t even that fast—players are likely better off on foot. The speed may be similar, but the Jetpac is too big to fit into small hallways and doors, limiting ground mobility.
5. The Jetpac is a considerable target. The Jetpac cuts a fatter profile than a regular player model, making it much easier to shoot. The Jetpac is an attractive target because of this, whether in the air or on the ground. While it does provide more armor than basic body armor, it can still be destroyed, and the resulting explosion takes the pilot down with it.



## HOVERCRAFT DRIVING SCHOOL

The Hovercraft is a sweet mercy on large maps, as it gives multiple players the opportunity to cover great distances in relatively little time. Its dual use as a battle wagon also makes it an appreciated addition to the match.



1. Don't argue over who gets to drive and who operates the mounted weapon. Time thus wasted is time that enemies can use to converge on the Hovercraft or set up defensive lines in expectation of its arrival.
2. Everybody on the Hovercraft must communicate. The driver, gunner, and passengers have to keep each other aware of trouble—such as incoming enemy players. However, everybody talking at once is not very effective, so designate point persons to watch for threats coming from the flanks and the rear.
3. To reach its insane speeds, some armor plating needs to be stripped from the Hovercraft design. The vehicle can take some damage, but excessive onslaughts from heavier weapons like grenades and rockets could be enough to kill everybody onboard. In a Team Kill-count match, the score boost from a large-scale slaughter could be hard to overcome.
4. The Hovercraft also appears on radar, just like the Jetpac—making it an attractive target. Expect resistance around every corner, as your enemy can see you coming from both a literal and figurative mile away.
5. When a Hovercraft reaches its agreed-upon destination, quickly disembark. The moment the gunner relinquishes the mounted weapon, the vehicle is extra vulnerable to attack. Teams cannot afford to lose players at a hotspot because of lollygaggers who don't quickly get off the floating gas tank.

## WEAPON SETS

There are a lot of weapons in *Perfect Dark Zero*, but not all of them enter into play during the online competitions. Only five weapons are used per match, and it is up to the game host to decide which set of weapons will be used in a game. (Although chatter over the Xbox Live Headset can sometimes be enough to persuade changes.)

Each weapon set includes one slot for a starting weapon, four slots for weapons found either in the spawn room or on the map, and armor. The weapons in slots one and two are most common on the map, and therefore not considered the “strongest” weapons in play. The weapon in slot four is considered the “power weapon” and is extremely rare. It is typically positioned in either a hard-to-reach area on the map, or in a central location where a player attempting to grab it will be assailed from all sides.

In addition to the 20 pre-determined weapon sets, there are five open sets for customization. The host can create weapon sets from all available weapons, and order them in any fashion he or she sees fit. The “power weapon” can be set in the first slot, making it the most common on the map. This completely changes the dynamics of the match and can be a fun way to mix things up.

## NOTE

THESE WEAPON SETS ONLY APPLY TO THE DEATHMATCH GAME MODE. DARK OPS USE THE SHOPPING SPREE METHOD OF ALLOWING PLAYERS TO BUY THEIR WEAPONS FROM A MENU OF ALL AVAILABLE WEAPONS.

## TOOLS VERSUS TALENT

In the world of online DeathMatch, you cannot judge a player by his or her weapons alone. While weapons make a certain amount of difference in deciding who is the victor and who is unceremoniously ejected from the dataDyne server, the user's talents have much to do with game outcomes. A player skilled with a P9P pistol can easily take down a player armed with the brutish Rocket Launcher, despite the Rocket Launcher's technically superior firepower.

Players are advised to become familiar with all weapons, as you never know what weapon set the game host will select for a match. However, you should master specific weapons from each class—pistol, SMG, assault, and heavy. Well-rounded players with a variety of weapons skills are far better equipped for victory than those who mistakenly believe pure brawn will seize the day.

## PROVIDED WEAPON SETS

Twenty weapon sets are provided for hosts to choose from before starting a game. Detailed strategies for each weapon set follow.

## NOTE

EACH INDIVIDUAL MAP STRATEGY SECTION INCLUDES A MINI-MAP DETAILING THE POSITION OF ALL WEAPON PICK-UPS ON THE MAP, LISTED BY SLOT.

Each weapon set created by dataDyne for the online competition was developed with several factors in mind: balance, power, and amusement factor. Some weapon sets, such as Tactical, compel players to devise clever strategies to make good use of the common slot-one weapon, the Psychosis Gun. Weapon sets such as Shotguns inspire more brute-force-oriented, high-body-count games.

The best way to get a leg up on opponents is to know the strengths and weaknesses of each weapon set before heading into battle. Be sure to understand the full potential of the slot-one weapon, as it appears the most on the map. Study the functionality of the slot-four “power weapon” to determine if it's worth the bodily risk to hunt it down and add it to the spawn room. Each listing details the specific strategies for all 20 designated weapon sets.

## STANDARD



The power weapon in this set is the FAC-16, which is perhaps the most versatile weapon in the entire armory. The impact-exploding grenades are ferocious and the silenced scope masks accomplished hunters on the radar, making this one of the few slot-four weapons worth risking life and limb to acquire. The CMP-150 is the other preferred weapon in this set; expect to see it dual-wielded for double the spray. Catch an enemy player in the hailstorm to jostle him or her around before ending his or her reign on the virtual battlefield.

The weaker weapons are the P9P and the KSI-74. In the hands of a capable killer, the KSI-74 can do significant damage, but those players are few and far between. The weapon's inaccuracy typically keeps players away, but there's fun to be had in unicorning an opponent with the one-shot bayonet attack.

## ALTERNATE



Stealthier players will gravitate to the DW-P5 and the FAC-16, as both have silenced fire. The big difference between the two, save for slight accuracy nuances, is ammunition count. The DW-P5 has 24 rounds per clip as opposed to the FAC-16's 30 rounds, and in the middle of a heated firefight, those six rounds can make a world of difference. The Magsec 4 is not that much more powerful than the starter Falcon, but its ricochet fire can score kills in tight corridor conditions. The UGL Liberator's land mine function is good for protecting doorways or thrown as a last-ditch survival effort.

## TACTICAL



The slot-two weapon, the Magnum, is just a straight-up fun weapon to use. Scoring a skull-shattering headshot from a click away is satisfying, almost as much as running around the map all cowboyed up with dual Magnums. The Psychosis Gun is a good remedy against the Magnum's effectiveness, as the blurred vision it causes makes those headshots hard to come by. The RCP-90 is just as good as the Magnum, as it also has excellent stopping power. The 40-round clip keeps players in firefights longer and at a definite advantage against weapons with smaller clips. Threat detection, the RCP-90's secondary function, works well in low-light situations and on large maps, where it aids in picking out enemies from the background. The Laptop Gun may be considered the "power weapon" in this set, but its clever sentry gun function just isn't worth the extra effort to obtain the weapon.

## CARRINGTON



The Carrington Institute's preferred weapon set is sure to inspire some feverish matches, thanks to the relatively common RCP-90 and FAC-16. Both are good long-range weapons—having two weapons that lethally close distances keeps players on their toes. The RCP-90's large clip makes it a little better in closer combat situations, as wielders do not need to reload as often. The FAC-16 is more of a jack-of-all-trades weapon, and the attached grenade launcher can really tilt a firefight in the user's favor. The best chance against a player skilled with the FAC-16 is the Plasma; its cloaking functionality enables users to sneak up on entrenched FAC-16 gunners and take them out before they even know what hit them.

## DATADYNE



The dataDyne weapon set is likely to be one of the most popular in online competitions as it is an extremely well balanced collection of death-dealers. The P9P is good enough to get players to a weapon spawn, and from there on out, every weapon has strong selling points. The Magnum is the most ferocious pistol in the category, and it's especially effective



when dual-wielded by a skilled player. The RCP-90 has an extended clip and is good for intense combat situations. The DEF-12 Shotgun is the great equalizer in close- to mid-range combat. In tight situations, it neutralizes an opponent. Even from several feet away, the spread of the shot is powerful enough to cleave a significant chunk off of an opponent's health meter. Finally, the SuperDragon has both a good scoped function and a grenade launcher, making it an all-purpose tool. However, SuperDragon users should never let their guard down, as any of the other weapons in this set (save for the P9P) can bring an end to a hot streak.

## ROCKETS ONLY



Rockets Only matches are a riot, both in terms of humor value and the sight of players running around trying to dodge explosions. A pyromaniac's dream match, Rockets Only matches typically result in short life spans and high scores. The guided rockets are an absolute blast on large maps such as Desert's larger variants, where rockets can be "driven" through caves and into hiding spots. There's just something about seeing an avatar's face through a rocket's mounted camera as he or she sees fate closing in.

## GRENADES



The availability of grenades, especially the Frag Grenade, makes this weapon set explosive, but invariably, players will gravitate to the RCP-90. If the weapon is too hot to retrieve, though, Frag Grenades can certainly be used to salt the earth around it. Frags are excellent for lobbing over walls into bases, especially if another player can goad the base protectors into shooting, thus making them appear on radar. Flashbangs are also incredibly useful for infiltrating enemy bases, as the bright burst of white light causes temporary blindness and confusion. After throwing the Flashbang, make sure you either look away or step around a corner to shield your own eyes. If a firefight gets too hairy, the Flashbang is an excellent means of escape, too. The Magsec 4 is an interesting addition to the mix, because its ricochet shots can bounce around walls and tag players creeping up with Frag in hand.

## HEAVY



The SuperDragon truly reigns supreme here. The M60 may technically be a stronger weapon, but its slot-four placement makes it a rarity on the map—and the unavailability somewhat mutes its desirability. The Magnum's slot-one position makes it a regular fixture on the map, so the danger of a headshot increases tenfold. Should a player manage to obtain the M60, the best weapon against it is the RCP-90. Even though the M60 has more rounds per clip, with its extra clips the RCP-90 has more rounds than the beefier M60. If you use the RCP-90 and are an effective dodger, you can coax a reckless opponent into spending an entire M60 clip. While the M60 reloads (which feels like forever in a firefight), the RCP-90 user can pop out and finish off the opponent.

## SNIPER



Of the two sniper-labeled weapon sets, this is the preferred one. The KSI-74 and CMP-150 are good medium-range weapons, useful for players trying to reach a sniping vantage point. Between the KSI-74 and CMP-150, though, the CMP-150 is the better weapon. Its greater accuracy makes it better in a firefight than the slightly more powerful KSI-74. The KSI-74 is better as crowd control, thanks to the lower accuracy. Firing the KSI-74 into a group causes great damage, and if an opponent manages to get close enough, a bayonet to the chest will certainly slow him or her down.

The lone sniper rifle, the Jackal is in slot four, making it a high-worth commodity on the map. Only a few players are likely to manage to both grab the weapon and reach a vantage point to use it properly—but if one or two players achieve it, all open spaces must then be walked with great caution. If this weapon set is in play, teams need to work together to get at least one sniper equipped and in position.

## SNIPER+





The Shockwave is the crown weapon in this set—and for good reason. With the ability to “see” and shoot through props and kill with a single headshot, the weapon has no equal in this set. However, this technology comes with a steep drawback: the weapon overheats if three shots are fired too close together. To make the best use of the Shockwave, station yourself in a good vantage point, deplete enemy health, and alert teammates which players are near death.

The UGL Liberator and Laptop Gun are both good defensive measures for Shockwave users. Use the UGL as a land mine to protect sniping vantage points, or position the Laptop Gun as a sentry weapon, aimed properly to catch oncoming players who have flushed out the sniper vantage.

## PISTOLS



The pistol weapon set strikes a good balance, giving players the tools to make good kills right away. The silenced, scoped P9P is excellent for needling the health of unsuspecting players—unless a headshot is a sure thing, then by all means, go for that. The Psychosis Gun does not cause much damage, but it is good for disorienting players who manage to lay their hands on the Magnum (or worse, dual Magnums). The Psychosis Gun’s secondary function, confusing players into thinking their teammates are really enemies, is good for diffusing tough situations.

The Magsec 4 is a tight addition to this set. The ricochet bullets are good for bouncing around corners and nailing oncoming players, but its zoom feature makes it quite effective as a sniping weapon once carried to a remote spot. Direct kills may be hard to score, but in a pistols-only match, snipers aren’t really expected, thus adding to the confusion.

## SMG



Just like the Pistols weapon set, the SMG set also has a good balance between the included weapons. The UGL is unquestionably the weakest SMG in the line-up, so it’s far better used as a land mine than a gun. Throw it off a ledge into a crowd or drop it in a well-used doorway to cause general havoc. The RCP-90 has the most ammunition of the weapons in this set, earning its position as “power weapon.” Expect to see a lot of direct match-ups between players wielding CMP-150s and DW-P5s. Both are good, solid SMGs with equal amounts of ammo per clip.

## ASSAULT RIFLES



The FAC-16 and SuperDragon are the best weapons in this set and should be pursued immediately upon game start. Both weapons are grenade launchers, which make them fairly even matches for each other, and both are definitely better than the KSI-74. Pick up the KSI-74 in favor of the Falcon or Laptop Gun (and the bayonet attack is always worth a chuckle), but abandon it as soon as SuperDragon or FAC-16 is within reach.

## SHOTGUNS



Shotgun matches are good for carnage rounds, especially in close-quarters maps such as Subway and OldTown. Catch another player rounding a corner or stepping through a doorway. Blasts to the head or torso sends your foe flopping to the floor in writhing agony. Shotgun matches tend to keep players bunched up, and that’s when the weapon’s most effective—but keep an eye out for smart campers who pick hiding spots behind doors, on the other side of pillars, or in the deep shadows. The price for not being observant is dear. The DEF-12 has been upgraded so its rounds now do solid damage at medium distance. In fact, sometimes a lucky headshot results from aiming at the upper body from across the room.

## MINES







Crafty players make sure to become accomplished mine users in the event a weapon set such as this is selected. Sometimes the best offense is indeed a good defense, such as rigging heavy-traffic areas with Multimines that explode when another player enters the required proximity. The remote charge variation of the Multimine is excellent for defending flag positions and Gains, so if this weapon set has been selected, always expect defensive positions such as this to be mined. The UGL Liberator is a decent mine, too, so empty the clip at an enemy player and throw it at his or her feet as a fiery coup de grace.

The slot-four weapon, the RCP-90, has a tertiary function that is ideal for this weapon set: it can reprogram mines. Of course, getting the RCP-90 from its weapon spawn will be a trick—because it's likely to be mined as well.

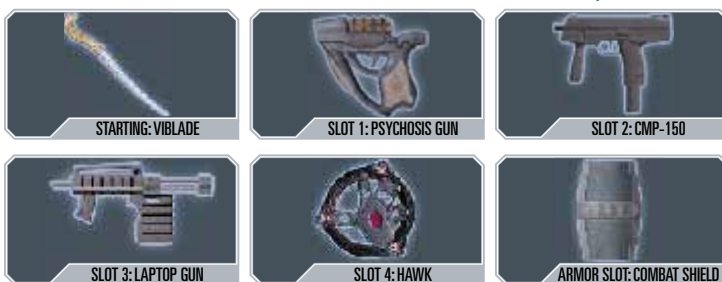
## CLOSE ASSAULT



The DEF-12 Shotgun and Magnum really add some spice to this weapon set, as now any tight corridor or small room becomes a deathtrap the instant it is occupied by more than one player. Both of these weapons are preferable to the UGL Liberator, which just doesn't compare in stopping power, thanks to a decreased rate of fire and low accuracy. Players are better off using the Falcon against the DEF-12 and the Magnum, as it has a good-sized clip and better accuracy.

The Viblade is a good melee weapon, as it can strike an enemy down with just a few hits—and even if a player cannot get in that critical third hit for the kill, the damage caused by a Viblade is permanent and cannot be regained. Also beneficial: the Viblade is absolutely silent, so the user doesn't show up on radar.

## ODDBALLS



This set lives up to its name right away, as players fumble with Viblades and Combat Shields while trying to find more lethal tools, such as the Hawk. Don't discount the Viblade though, as this excellent stealth melee weapon does permanent damage. The Psychosis Gun can turn matches on their heads by blurring vision and reversing a target's ability to determine friend from foe.

The real star of this set, though, is the Hawk. This cutting tool acts like a boomerang, killing on the way out and on the way back in. If you spy a Hawk being thrown, evacuate the room so you don't get caught in the return voyage. (The Hawk doesn't always travel in a straight line.) The Laptop Gun is more effective as a sentry weapon in this set, as the CMP-150 is an effective offensive weapon.

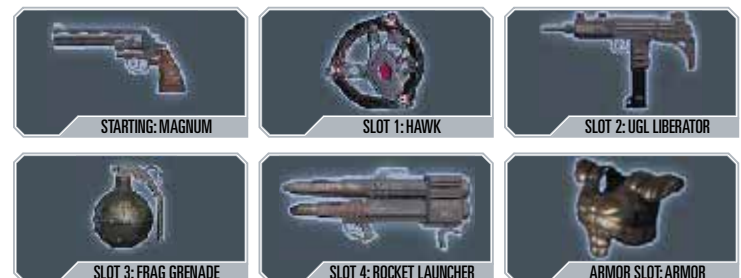
## HEAVY+



The sheer degree of firepower in this weapon set makes it a favorite for high-octane matches. The KSI-74 and the M60 are excellent for spraying entire streets or rooms with bullets—situations where accuracy takes somewhat of a backseat to pure force. However, expect to see players gravitate more toward the Magnum for its stopping power, accuracy, and easy mobility. Reloading the Magnum is also faster than the cumbersome M60, so a dual-wielding Magnum user can pop off shots while opponents desperately hurry to reload.

There is no sniper weapon in this set, which would render most of these weapons moot the moment a player found high ground. The Rocket Launcher certainly adds some serious boom-boom when somebody manages to get it, but a smart DeathMatch player will count the number of rockets detonating around the map. Most Rocket Launcher users aren't patient enough to wait for the best opportunities, and because it's the power weapon of the set, additional ammunition is not easy to come by.

## EXPLOSIVES



The DemoKit set hands players the deadly Magnum at the start of the game, which guarantees immediate action. The UGL is better used as a mine, although in desperate situations, players can use it as an offensive weapon. Frag Grenades add an element of uncertainty to the match, as hiding places and walls no longer feel entirely secure. At any moment, another player could lob a Frag Grenade into a room or bounce it around the corner.

The Hawk is an exciting addition to the set. Its primary function as a lethal, two-hit boomerang is potent enough, but its secondary use as a full 360-degree shield will see more use. The shield repels most projectiles, including rockets. However, if an opponent wields a Magnum or a UGL, even under the Hawk's shielding, you're not safe from harm.

## STEALTH



This is one of only two weapon sets that include the Plasma, the ultimate stealth weapon. With the Plasma's cloaking enabled, users can sneak around the map and attack without fear of showing on radar, or even on the screen itself. The Plasma is best used as a means of getting in close and startling opponents with a melee attack. The psychological effect is immeasurable.

The Psychosis Gun's starting position means it will likely be in wide use. During the first minutes of a game, expect things to get blurry from time to time. That makes the Vibblade an important pick-up, because even with blurred vision, you can get close enough to deliver a health-depleting blow.

Eventually, though, players will start picking up the CMP-150 (both single- and dual-wield) and using it as a primary weapon. Catching opponents in the spray of dual CMP-150s is enough to check them before they have a chance to retaliate effectively.

## CUSTOM WEAPON SETS

If none of the 20 provided weapon sets provide the kind of experience you desire, you can create your own custom configurations for online play. All sets have the same basic set-up: a starting weapon, four weapon slots, and an armor slot. The possibilities number into the thousands, so switch weapons in and out to craft a totally personalized arsenal.

There are many different reasons to customize weapon sets. Players may want a set that lends itself better to close-quarters combat if they prefer to see the whites of their opponent's eyes before dispensing damage. Those who prefer less-than-direct confrontation can compose long-range weapon sets that make the action much more surgical, but hardly less brutal.

And, of course, there's always the desire to create tension not necessarily by the situation, but by the tools available to a player to fight out of it. The provided Oddball weapon set is only a staging ground for hosts who want to generate both laughs and ridiculous carnage through customized weapon sets.

## NOTE

THERE IS NO SUCH THING AS AN "INCORRECT" WEAPON SET. HOWEVER, TRYING CREATIONS OUT IN MULTIPLAYER GAMES REVEALS IF THE NEW SET IS A MASTERPIECE OF MAYHEM, OR IF IT HOBBOLES PLAYERS WITH ITS WILDLY UNBALANCED NATURE.

## CLOSE-QUARTERS COMBAT

Taking the fight to a smaller area—one with narrow corridors or tight rooms? Consider these close-combat creations that keep friends close, and enemies even closer.



This set is all about close-range combat with big explosions and lots of chaos—especially in the beginning of the match. With Frag Grenades as the starting weapon, players will be frantically tossing them everywhere as they seek out other weapons. The Psychosis Gun in the first slot allows users to keep things close, because the blurred vision makes long-range attacks nearly impossible. (The lack of a truly effective long-range weapon also helps.)

The Psychosis Gun also undoes the best feature of the RCP-90: threat detection. Reversing teammate and enemy via the Psychosis Gun's secondary fire keeps RCP-90 users guessing. Teams within teams can develop, too, with Psychosis Gun users running alongside Magnum and DEF-12 wielders. Squads such as this can sweep entire areas effectively with a simple formula: Psychosis Gun to blur vision, then Magnum and DEF-12 to clean up during the confusion.



This weapon sets pulls together the shortest range of the SMG and assault rifle categories. The UGL has an accuracy problem and players will ditch the weapon early on, especially knowing that other players are likely to have picked up the DEF-12 or M60. The KSI-74 and M60 have excellent stopping power, but their inaccuracy forces users to get closer, making this a good weapon set for small battle arenas.

The Combat Shield is an interesting addition to the set because while it can be used at the same time as the Magnum or UGL, it must be put away when two-handed weapons come



out. A Magnum user with a Combat Shield actually stands a good chance against an opponent with a KSI-74 and no armor whatsoever. The KSI-74's bayonet attack is always good for a one-shot kill if correctly applied to the head—and in a close-range fight, the user can see (and enjoy) the end results.

## MEDIUM-RANGE COMBAT

Medium-range weapon sets work well when combat is stretched across courtyards or streets (width-wise, not length-wise). These sets contain weapons with increased accuracy, so players do not have to put themselves in melee range to score a critical hit.



Considering the weapons occupying slots two through four, the desire to ditch the Falcon could put several opponents in harm's way. (Greed for a powerful weapon has a tendency to make some players ignore personal safety—and it is up to other players to punish them for such temporary indiscretions.) The Psychosis Gun is technically the weakest weapon of this set, but its abilities to blur vision and reverse friend versus foe sensors really do a number on players using these medium-range weapons.

Dual-wield the Magnum for increased stopping power, even if filling both hands prevents the use of the Combat Shield. The CMP-150 is a one-handed weapon that allows use of the Combat Shield, but it too is better off paired with another CMP-150. The RCP-90 is an excellent pick-up for players able to smartly fight to its weapon spawn point. In team games, players should work together to obtain the RCP-90 and get it in the spawn room—and then prevent the other team from doing so.



The Magsec 4 in the starting slot automatically gives all players the ability to shoot around corners. This adds an element of uncertainty to a match, as even hiding behind a pillar doesn't guarantee safety. Many players will be tempted to hold onto the Magsec 4 and bypass the KSI-74, as it is a tough weapon to wield properly. The inaccuracy is enough to work opposite its forcefulness, making the KSI-74 the least desirable weapon in the match.

As soon as more players fill their hands with the M60, SuperDragon, or RCP-90, the match becomes much more dangerous. The SuperDragon's grenade launcher makes it a formidable weapon at a good distance, and a superlative way to counter-

balance the ferocious M60. The SuperDragon's scope also makes it the most effective sniping weapon—its accuracy is not as solid as a designated sniper rifle, but this set was designed for medium range, where sniper rifles have limited use.

## LONG-RANGE COMBAT

When the fight is stretched across significant acreage, you need long-range weapons to get the job done. These weapon sets are full of good, scoped weapons that allow users to line up better, smarter shots.

### NOTE

ALL LONG-RANGE WEAPON SETS SHOULD USE ARMOR AS OPPOSED TO COMBAT SHIELDS, AS THE BEST WEAPONS FOR DISTANCE FIGHTING REQUIRE TWO HANDS. THAT IS, UNLESS THE HOST IS FEELING ESPECIALLY DEVIOUS.



The Magsec 4 is definitely not the strongest weapon in this set, but at long range, it has some advantages. The ricochet bullets bounce off surfaces and around corners, yet the user appears on radar not necessarily in a straight vector from the bullet's stopping point. (Plus, the Magsec 4 has a zoom function.) Grab the P9P as soon as possible, as it has both a scope and a silencer, and with this duo of attachments, players can get stealthy almost from the moment they hit the map.

The CMP-150 is not the best long-distance weapon, but it's in this set because sometimes the fight gets too intimate for longer-range weapons to be appropriately effective. A CMP-150 at close range is the best tool when flanking an entrenched FAC-16 user. By the time the sniper figures out what's happening, the CMP-150 clip is practically empty—and inside the opponent.

The SuperDragon and FAC-16 each have a grenade launcher that volleys explosives across great distances. If used properly, these are effective at covering defense points or keeping encroachers from entering a base.



The P9P gives every player a silencer and a scope to begin with, which could keep the radar fairly lacking in color for some time—a situation likely to be extended by the slot-one weapon, the DW-P5. Much like the CMP-150 in the previous set, the RCP-90 is present for the closer encounters that sometimes happen in long-range matches. After all, there are only so many choice sniping vantages, and ownership disputes must be settled by force.

The Shockwave is something of a general-purpose weapon in this set. The ability to see through walls and nail an opponent who mistakenly believes his or her hiding spot is secure is priceless. However, the Shockwave is prone to overheating, so keep a P9P handy for defense while the Shockwave cools down.

The Plasma's cloaking function is perfect for this set, as not even the Shockwave can spot a Plasma user. This makes it an excellent infiltration weapon. Again, every Plasma user should keep a P9P, because cloaking inhales ammo rather quickly. Should the cloaking deactivate before infiltration occurs (or a hiding spot is reached), you'll need the P9P to survive.

## FUN WEAPON SETS

Not every weapon set has to "make sense." Hosts can create light-hearted matches by devising fun weapon sets that emphasize over-the-top combat techniques by limiting attack options. Test out garish weapon sets in matches and listen to the chatter over the Xbox Live Headset—laughter is often the best measure of success.



When everybody starts with Multimines, count on a game-wide scorched earth policy. Players have to keep one eye on the ground and the other on the horizon to determine threats both immediate and distant. Multimines can be used as grenades, thrown into groups of enemy players for explosive results, or dropped as remote charges at defensive points. Just the sheer number of explosions that all these Multimines cause is enough to bring a smile to any player's face. (The Psychosis Gun is a devious addition to this weapon list, as the blurred vision makes it impossible to see Multimines on the ground.)

The Laptop Gun is a weak gun, but a gun nonetheless, and it's sometimes useful for fighting out of a jam. It's better used as a sentry gun, thrown behind a fleeing player to escape a tight spot—or planted on the wall next to a defense point as protection. The M60 can really throw the match into chaos, as its high rate of fire can absolutely chew up anybody. And with a limited number in circulation, the match will fall in favor of the players daring enough to grab one.



By installing the Combat Shield in the starting weapon slot, every player has to melee attack until finding an actual projectile weapon. Once a few players scoop up Falcons, though, the dynamic starts to change. Now, players spawning into the game with only Combat Shields are at an immediate disadvantage—as Falcon-wielders can pick them off before they can grab a better means of self-defense.

The UGL Liberator is inaccurate enough to be preferred as a mine, and if thrown in an appropriately dark corridor or down into an unsuspecting group, the results are better than merely shooting. The KSI-74 is also inaccurate, and this weapon coupled with the UGL starts to make the match interesting, as precision kills are few and far between.

The Hawk changes everything, though, as it is a two-hit killer, and when in the hands of a skilled thrower, everybody is in deep trouble. The Hawk shield is a good defense against a dropped UGL mine.



This set initially plays out like a Shotguns Only game, as many players develop an affinity for the fierce weapon and stick with it. However, the Multimines are great defense against a rampaging shotgun user. With that massive barrel taking up a good amount of space on the screen, the user may not catch the Multimine thrown directly in front of him or her. Psychosis Guns are also useful against DEF-12s, because the blurred vision and friend/enemy swap work against the DEF-12 player locator function.

The Magnum is a good power weapon for this set, even if it's in the third slot. It can pick off DEF-12 users from a decent distance, and if dual-wielded, it can cause great havoc on large groups sticking close together. The Laptop Gun is not an afterthought, though. Install the Laptop as sentry gun in popular rooms to direct the flow of traffic—especially if teams of DEF-12 friendlies are in position to ambush the re-routed foe.







If everybody on the map starts with an M60, the body count will be high. As players rip through the M60's sizeable clips and cut each other down, point totals are likely to soar. The best thing to do at this point is seek out the Plasma and disappear until a balanced weapon can be found. The SuperDragon is a good counterpart to the M60, as it has greater accuracy from a distance—and the grenade launcher can keep an M60 user in check.

The Rocket Launcher increases the pyrotechnics in this heavy-duty weapon set. Guided rockets will sear the sky as users guide them down on unsuspecting M60 users or SuperDragon snipers. As crowd control, the Rocket Launcher is equaled only by the SuperDragon's grenade launcher.

## MAP-SPECIFIC WEAPON SET SUGGESTIONS

In addition to creating customized weapon sets for combat styles, many hosts may wish to assemble special weapon sets that take advantage of map sizes and features. These weapon sets are only springboards for the customization efforts of game hosts, but they give you an idea of what kinds of things to consider when creating a new set for a specific spot of real estate.

**NOTE**

FULL DESCRIPTIONS OF EACH MAP AND VARIANT ARE IN THE FOLLOWING SECTION. THESE WEAPON SET SUGGESTIONS ACTUALLY HAVE ZERO AFFECT ON GAME TYPE-SPECIFIC OBJECTIVES AND GOALS; THEY ONLY ALTER GAME-PLAY TACTICS.

### DESERT: SMALL VARIANT



The small variant of the Desert map invites a lot of close-quarters combat, so the Magsec 4 is an excellent starting weapon. The ricochet shots can really bounce around the tiny rooms and corridors inside the buildings that make up the town at the map's center. The Magnum is a much stronger pistol than the Magsec 4 and delivers more headshots, but its slower rate of fire means users need to consider whether they really want to bring it to a gunfight with a CMP-150 or RCP-90.

The RCP-90 is well-suited for urban combat, thanks to its high rate of fire and considerable clip. Dual CMP-150s are hard to deny and are especially useful in the main street where enemy

players can be caught passing in and out of buildings. The SuperDragon's grenade launcher is good for indirect combat, which happens from time to time on this small map. Players in fortified positions on rooftops can use it to rain down death on players in the street.

### DESERT: BASE VARIANTS



The silenced, scoped P9P is an effective starting weapon in a map with lots of extra space. Each base has a clear view of the canyon avenue leading into it, and the P9P gives recently spawned players a chance to defend the homeland. The CMP-150 is good for when the enemy manages to break a defensive line and gets in for closer combat situations at each base.

The FAC-16 is a good scope and silencer, too, making it a good weapon for players positioned at the mouths of the canyon between the bases. The grenade launcher is best for surprising enemy players and forcing them to keep their distance. The Jackal sniper rifle is employed by players on the ridges of the canyons and above the bases. Finally, the Rocket Launcher is a good counterbalance to the Jackal, as rockets are an effective means of rooting out dug-in snipers.

### SUBWAY: SMALL VARIANT



The small Subway variant offers medium-range combat across the main platform, so the Falcon is a good starting weapon. It is fairly accurate and has a lot of ammunition; users have a fighting chance to get better weapons. The Magsec 4, especially when dual-wielded, can do considerable damage when the bullets start bouncing around the subway cars and the pillars supporting the platform roof.

The other slotted weapons offer real power, such as the Magnum and SuperDragon. The SuperDragon's grenade launcher is good for volleying explosive rounds across the platform at the opposing team. But the RCP-90 should not be discounted. Its extended clip keeps wielders in the fight longer than Magnum users.

## SUBWAY: BASE VARIANTS



The base variants open up narrow passageways and winding corridors, which gives close-combat specialists more time to ply their trade. The Falcon remains a strong starting weapon, but the Magnum is a preferred upgrade for its stopping power. Catch an enemy in a hallway with the Magnum, and a headshot shouldn't be a distant event. The CMP-150 is also suited for these hallway encounters.

The Hawk is a nice piece of equipment in this set because of its shield. The two-hit kill Hawk throw is also pretty slick to break out in corridors. The SuperDragon is a reliable, but it could be switched out for the M60 if the host wants to see some real carnage in the passageways. Alternately, the DEF-12 Shotgun is also not a bad weapon to switch out for the Magnum, as it is a good utility weapon.

## URBAN: SMALL VARIANT



The streets aren't safe as soon as bolder players break out and get their hands on the M60 and FAC-16, as these two weapons greatly overpower the Falcon and P9P. Not that there shouldn't be an audience for the P9P; it's silenced, scoped function rewards sneakier players with the opportunity to peel off a few headshots on players distracted by brute force. The RCP-90's full scope is also good for attacking from a distance.

The M60 and FAC-16 are monsters on this map, especially in the middle courtyard. If an M60 player is loose, steer clear of the map's center. The trees are hardly a good defense. Seek cover in a building and fire out with whatever is available.

## URBAN: BASE VARIANTS



These variants unlock extra roads and some great sniping vantages, which are conveniently located above the bases. When the main streets open up, it's not impossible to see battles between players a quarter-mile from each other. There is increased fighting inside buildings, so the need for a good close-quarters weapon such as the DEF-12 Shotgun becomes apparent.

The M60 is back, as its heavy-fire routine is just too good to ignore—especially in tight situations. Corner an enemy in a room with the M60 and there is just no escape. The SuperDragon's scope is good for long-range attacks, and the grenade launcher is effective when pointed out of a window and lobbing grenades on players in the streets.

## TEMPLE: SMALL VARIANT



This map variant offers a lot of opportunities for close- and medium-range combat, so a reliable pistol such as the Falcon is a necessity. But the MagSec 4's scope opens up attack possibilities a little bit, especially when an enemy starts feeling secure on the other side of a courtyard while holding a FAC-16. The RCP-90 is good for high-fire situations, such as attacks in the central room of the Temple.

Many of the passages connecting Temple rooms are small, so the DEF-12 becomes a good weapon for lurkers. When an unsuspecting player walks past a good hiding spot, such as behind a pillar or a stone block, blasts from the DEF-12 in the back are strong enough to drop him or her. The MagSec 4's bounce fire is also vicious in small corridors. And the SuperDragon's grenade launcher is good for sweeping through outdoor courtyards.

## TEMPLE: BASE VARIANTS



The base variants just open up a few additional rooms and tight hallways, so there's no need to change the weapon set much. The big difference is the addition of the Frag Grenade, which is good for clearing hallways of unwanted presences. The newly opened hallway areas offer new architecture, but they do not suddenly expand into massive chambers that would require long-range weapons.



## TOWER: SMALL VARIANT



The small variant of Tower is essentially a giant loop and a central hub, connected by four “spokes.” The outside ring eventually becomes something of a track, as players run around and around, hunting each other. The P9P is a good starting weapon for this map because of its silencer and scope. From the connecting spokes, players can fire up at the ring and at the central hub.

The CMP-150, Magnum, and M60 are good weapons for encounters on the ring, as there are usually only two directions to run—and if an M60 user, for example, sets up shop on the ring, the number of escape routes dwindles to one. The FAC-16 is a strong weapon for this variant because of the sniper advantages on the bluffs overlooking both the ring and the hub.

## TOWER: BASE VARIANTS



The base variants open up small areas to the north, south, east, and west of the ring. These side areas offer both medium- and close-range combat situations, where the CMP-150 and RCP-90 are just as useful as they are on the ring. However, the SuperDragon is good for base defenders needing to prevent encroachers from making too much progress into team headquarters.

The Rocket Launcher is a good weapon for these maps, as the rockets have enough fuel to make it almost from one side of the map to the other. From the central hub, a rocket can easily reach inside any of the base areas and cause a great deal of destruction and confusion.

## OLD TOWN: SMALL VARIANT



The small Old Town variant is nothing but close-quarters combat rooms divided only occasionally by decent-sized

avenues. The Falcon and Magnum are great pistols for the initial stages of a match, but as soon as players get the DEF-12 Shotgun, all gloves are off in the interiors. With so many doors and pillars to hide behind, nowhere is truly safe.

When trying to gun down opponents ducking in and out of cover—which is plentiful in Old Town—the RCP-90’s extended clip is extremely useful. Users can hold the trigger down and put the squeeze on opponents as they try to maintain hiding spots. The SuperDragon is more appropriate for keeping the streets clear of enemy players, and the grenade launcher is wicked crowd control.

## OLD TOWN: BASE VARIANT



Much like Temple and Tower, the base variants in Old Town open up only few extra hallways and rooms, so the previous weapon set is still a good selection. However, to change things up a little, swap out some of the more tested weapons with the KSI-74 that add a degree of randomness to the match. Will the power of this weapon overcome its inaccuracy? After all, there are few opportunities for any kind of long-distance combat.

The M60 spices up the map due to its absolute strength—each round packs a huge punch, and if users can back an opponent into a corner or catch a foe running across an avenue, the M60 stops them. Just make sure it’s used at a reasonable range, because like the UGL and KSI-74, the M60 lacks pinpoint accuracy.

## DARK OPS PURCHASE PLANS

Dark Ops games do not employ weapon sets as DeathMatch games do; instead, players are granted a visit to an armory prior to the start of a match (or following a grisly virtual death) to buy weapons with earned credits. Some weapons are better suited for specific Dark Ops game types than others. For example, the SuperDragon, with its quick rate of fire and grenade launcher, is exemplary in Onslaught matches, where multiple targets are streaming toward a defense point.

## ERADICATION

No-holds-barred Eradication matches pit teams of players against each other in an ultimate survival match. Remember, these rounds are one-death-only, so when players are cut down, they must linger in spectator mode until the next round. The chances of surviving through the end of an Eradication round are considerably greater when players employ weapons with extreme stopping power.



Most Eradication matches do not allow the time and space to get clever with setting up attacks. Rounds are determined more by brute tactics, and these weapons are the best for maximizing body counts.

**Magnum:** A single Magnum round can penetrate armor and result in a one-shot kill headshot. Magnum clips may be small (only six bullets each), but if Magnums are dual-wielded, the bearer has double the opportunity to deliver lethal, round-ending shots to opponents.

**Psychosis Gun:** The Psychosis Gun is always a good team weapon. Pairs or trios of players can unite into a cohesive force with the Psychosis Gun wielder blinding players with blurred vision—inducing rounds while the other player(s) finish them off. Psychosis Guns are excellent counter-measures against players skilled at headshots.

**DW-P5:** The DW-P5 is more accurate when silenced. It takes more shots to kill a player when silenced as opposed to when it's unsilenced.

**CMP-150:** You need to spring for two CMP-150s to achieve maximum effectiveness, but this relatively inexpensive weapon makes doing so not too painful to the pocketbook. Catching players in dual spray can sometimes prevent them from reacting fast enough to return fire.

**RCP-90:** The threat detection function is a compelling enough reason to purchase this weapon, but the added full-zoom mode is a major bonus. The RCP-90 employs a large clip, so players need to reload less often. In the middle of a frantic firefight, this can be the difference between winning and losing.

**SuperDragon:** The rapid-fire grenade launcher cuts opponents down quickly, but without any sort of silencer, users better understand that they will be regular radar fixtures. The regular SuperDragon rounds, coupled with the full scope, can do solid damage from a distance, too.

**FAC-16:** The FAC-16 is probably the best Eradication weapon if you can afford it. It has a silencer and a scope, so users can pick players off from a safe distance with nobody the wiser. The grenade launcher is loud enough to register on the radar, so use it a finisher on opponents weakened by regular fire.

**DEF-12 Shotgun:** The shotgun's kills are unequaled in close-quarters situations, especially when you're caught by surprise with little time to line up a perfect shot. Its secondary function reveals the location of all players on the radar, which is useful for hunting down the last few campers in a match.

**Hawk:** Both out- and inbound, the Hawk slices through enemy players with a vengeance. Its shield is also useful if the user is caught or cornered, as explosive projectiles bounce off of it.

**Frag Grenade:** If the target is caught in the blast radius, the Frag Grenade can cause serious bodily injury. The only drawback is that, to be effective, players have to line up decent throws and hold the weapon long enough for the timer to drop to zero. If a Frag Grenade is thrown right away, opponents have a few seconds to flee the scene.

**Multimine:** The Multimine is definitely a defensive weapon in Eradication. Users rarely have the time to set up elaborate traps with Multimine (especially remote charges), but if you find yourself the object of a hot pursuit, you can throw the Multimine as a makeshift grenade—it explodes as soon as an enemy nears, which will be soon.

## ONSLAUGHT

Onslaught matches are decided by the team with the best tactics—either the defending team manages to work as a cohesive unit to repel attackers, or the attackers break through into the defensive point by numbers and force. Attackers are limited to only one of three designated weapons in an Onslaught match, but defenders are free to purchase weapons from the armory before the round begins. These are some of the best weapons to keep attackers at bay.

**Magnum:** One-shot kills with rounds that pass through armor? There is no equivalent to the Magnum in the pistol category, and the ability to dual-wield these death-dealers makes them an effective means of repelling attackers as they try to storm through the door.

**Psychosis Gun:** Confusing attackers with blurred vision is a good way to keep their shots from hitting the mark. Use this on any attacker who makes it into the defense point, and the rest of the team can finish him or her off with relative ease. The ability to reverse friend and foe isn't as useful, as most attackers understand that players inside the boundaries of the defense point are defenders, no matter what color they appear as.

**RCP-90:** Its rate of fire and clip size make the RCP-90 a great defending tool. If multiple attackers breach the entrance to the defense point, the RCP-90 has more than enough bullets to take two down before reloading.

**FAC-16:** This strong machine gun has enough firepower to keep attackers at the door—and maybe even push them a little bit back, too. If there are no defenders that could get caught in the damage splash, use the grenade launcher on the entry to the defense point and the attackers will be forced to rethink their strategy.

**SuperDragon:** Between the regular ammunition and the grenade launcher, the SuperDragon is more than capable of repelling attackers from the defense point. Its fierce firing capabilities are also good for defending the DemoKit points that could lead to a breach.

**Multimines:** These can be a little tricky to use, as defenders need to make sure their compatriots aren't injured in the explosion, but if a doorway can be littered with mines repeatedly, attackers have almost no means of breaching it.

**Hawk:** The Hawk can kill an attacker with two strikes—that stat alone is enough to warrant its purchase. Hawk users should line up with the entry point and keep flinging the Hawk out as attackers attempt a breach, while other defenders lay down suppression fire.

**DEF-12 Shotgun:** If an attacker does manage to infiltrate the defense point, the DEF-12 is perfect for stopping him or her. As long as the DEF-12 bearer is close to the target, precision aiming is unnecessary.



## INFECTION

Infection games are pure survival matches—by the end of the round, it's just a lone uninfected player fending off a horde of pistol-toting skeletons. Weapons with high ammunition counts are best for keeping skeletons away for the entirety of the round.

**Magnum:** The Magnum comes stocked with an excess of ammunition, and if a headshot is not scored, at least it only takes two shots to drop a skeleton. If dual-wielded, its stopping power is practically doubled, as is its rate of fire.

**Psychosis Gun:** The blurred vision effect isn't terribly useful during an Infection game.

**RCP-90:** The RCP-90 has an extended clip, but the rate of fire is fast enough that players could burn through it before noticing.

**KSI-74:** This weapon suffers from inaccuracy, but its per-shot stopping power is excellent for cutting down skeletons as they attempt to overwhelm a position.

**SuperDragon:** The regular fire is good enough for dropping infected players, but the grenade launcher can mop up entire groups of skeletons with a single shot. Conserve the grenades by going for killshots only—don't waste rounds just to keep players from approaching a specific position.

**FAC-16:** With the FAC-16's silencer on, infected players don't see the user on the radar. From a good sniping position, a FAC-16 can keep snapping skeleton bones for several minutes before worrying about retaliation.

**DEF-12 Shotgun:** The DEF-12 secondary function reveals the location of all infected players on the radar, which is useful only as long as the bearer doesn't stay still. (All of the infected players can temporarily see the DEF-12 player, too.) The close-range stopping power is excellent for tight situations. And at the end of a match when there are a lot of infected players, the tertiary function makes a user look like a friendly on radar.

**Viblade:** This is a purely melee weapon, which means the user never has to worry about running out of ammunition. A strong swipe from a Viblade can heavily damage a skeleton—a second smack (one-hit skeleton kill) will finish it off.

**Multimines:** When the map is overrun by infected players, Multimines are good for defending hiding spots.

**Hawk:** The Hawk can slice through infected players and kill (or is it re-kill?) them with a single hit. Users must be careful to not throw it in an architecturally complicated room, because until the Hawk returns, they cannot switch weapons.

## SABOTAGE

Sabotage games are fairly straightforward for defending teams—the goal is to eliminate the attacking team before they can ruin the series of Props strewn across the map. Weapons that result in quick kills should an attacker get too close to a Prop are the best choices. Attackers, however, have to consider weapons with dual purposes. Not only must they eliminate opponents, but ideal weapons have explosive capabilities for demolishing Props.

**Magnum:** The Magnum is a good weapon for each team, as its armor-piercing rounds can quickly end the life of an attacker within range of a Prop, and a team of attackers can use Magnums to push back defenders.

**CMP-150:** When not fighting over Props, attackers and defenders can mix it up with dual CMP-150s. The rate of fire is high enough to catch players in the spray and keep them jumping until they go down for the big (digital) dirt nap.

**RCP-90:** The zoom mode and threat detection features make this an effective tool for defenders wanting to pick off attackers before they get too close to the Props.

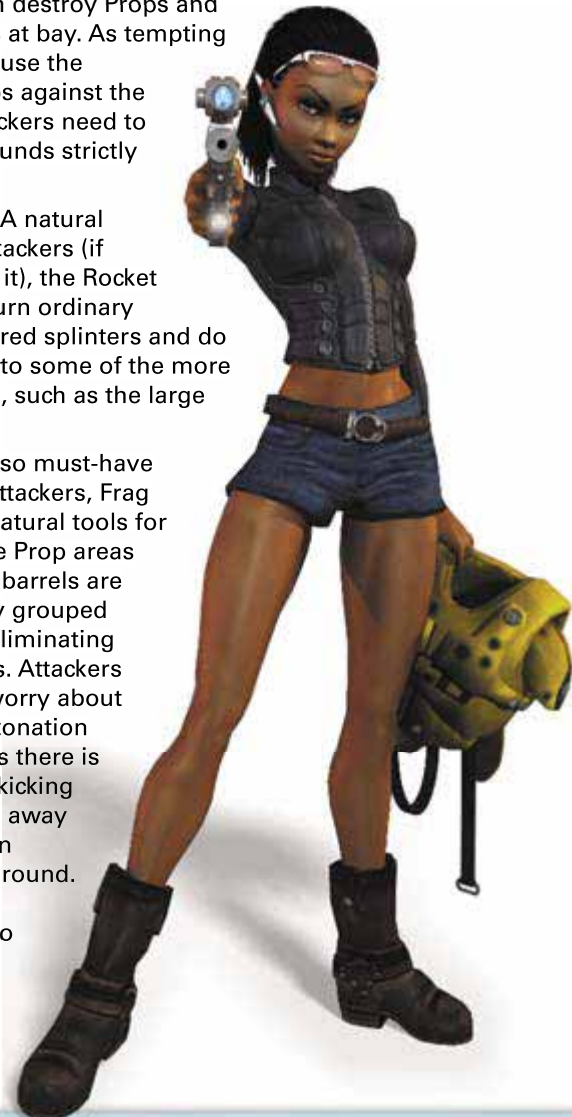
**DEF-12 Shotgun:** The shotgun's kills will be appreciated by defenders, as it is the best tool for cutting down attackers that manage to get within range of the Props.

**FAC-16:** Both teams will appreciate the scope and silencer, but attackers can make the best use of the attached grenade launcher. The explosive rounds pack more than enough punch to flatten the weaker Props, such as crates and barrels.

**SuperDragon:** Just like the FAC-16, this weapon's grenade launcher is an excellent solution for attackers who need a weapon to both destroy Props and keep defenders at bay. As tempting as it may be to use the explosive salvos against the defenders, attackers need to preserve the rounds strictly for the Props.

**Rocket Launcher:** A natural selection for attackers (if they can afford it), the Rocket Launcher can turn ordinary crates into charred splinters and do heavy damage to some of the more stubborn Props, such as the large antenna.

**Frag Grenades:** Also must-have selections for attackers, Frag Grenades are natural tools for lobbing into the Prop areas (the crates and barrels are so conveniently grouped together) and eliminating multiple targets. Attackers don't need to worry about running the detonation timer to zero, as there is no method for kicking a Frag Grenade away once it has been thrown to the ground. There is also a desperate run to avoid the blast radius.



# MULTIPLAYER. DESERT

## WEAPONS



### LEGEND

TEAM KILLCOUNT (TK), CTF (C),  
TERRITORIAL GAINS (T), ONSLAUGHT (O),  
ERADICATION (E), SABOTAGE (S)

- 1 WEAPON 1
- 2 WEAPON 2
- 3 WEAPON 3
- 4 WEAPON 4
- A ARMOR
- T TELEPORTER (TK, C, T)
- F FLAG BAY (C)
- X DEMOKIT POINT (C, O, E)
- G GAIN (T)
- O ATTACK SPAWN (O)
- D DEFENDER SPAWN (O)
- AREA TO BE DEFENDED (O)
- P PROP (S)

## DEATHMATCH

The Desert DeathMatch map contains no shortage of weapon spawns, especially in the Small and Base 1 + 2 variants. Each base has one slot-four weapon spawn, as opposed to the single slot-four spawn on the Base 3 + 4 variant. With that lone spawn sitting in the middle of the burning desert, the thirst for advanced weaponry has to outweigh the risks of getting caught out in the open.

## KILLCOUNT SMALL VARIANT

This map variant's restrictions on mobility keep the action intense—there are plenty of opportunities for guerilla tactics, especially inside the township. For such a small setting, there are numerous hiding spots, such as behind doors and pillars, but most of the action explodes in the main street that runs right through town.



## WHITE SANDS RUN RED

Beneath the blazing sun, DeathMatch players line up for a sandy showdown. At the signal, the once-barren desert erupts in organized chaos, with bodies dropping to the dunes faster than the digital buzzards can circle overhead. Such is the outcome of multiplayer matches in this arid arena, with great stretches of sun-baked sand separating ancient citadels, and networks of ridges that give stealthy players incredible vantage points for sniping surprises.

The township in the map's northwest quadrant is a veritable death trap, with a main street that hosts fierce quick-draw fights and a complex system of rooms and hallways that can be dominated by a shotgun-toting athlete with a mind for map-memorization. Leading out of town, the desert threatens to swallow players, if snipers on the ridges do not. The city carved into the sides of canyons opposite of the township is another system of tight corridors; getting lost in these tunnels is downright hazardous to one's health.

The miles and miles of desert that dominate the south of the map offer little cover to players unlucky enough to get caught in the open. Players should attempt to traverse the harsh dunes only with a vehicle, or at least in a hunting party, where the odds of getting sniped increase as the number of party participants decreases. This area of the map is perfect for Rocket Launcher matches, where trails of inevitable destruction sear the sky before crashing to the earth.

Whether players seek close-quarters combat or long-range mayhem, this map truly has something for everybody. There are a million ways to die in the desert, but only one way to win: survive.



The main street is an excellent location for pre-planned showdowns, but unless players have agreed to pistols at dawn, it's a terrible place to get caught—especially with insufficient firepower. Players on the street must remember that the multi-tiered rooftops on each side of the street present countless hiding spots for snipers.



Machine guns are the best weapons for survival on the street, as the rate of fire can “catch” and chew up an opponent. (However, the Magnum is an effective stopping tool.)



Take cover behind the pillars of the buildings along the main street while waiting for your quarry to saunter into view. Make sure your pillar isn't directly across from a doorway or vantage point, as the camera prevents a clear view of potential danger.



If you get caught in the middle of the street by an enemy with greater firepower, combat rolling is the best way to deftly avoid injury. You can even reload while combat rolling.

## TIP

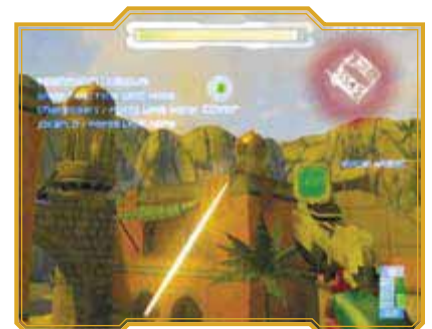
THE STREET LEVEL, BOTH INTERIOR AND EXTERIOR, IS ROUGHLY FLAT. LINING UP HEADSHOTS IS THEREFORE EASIER, AS PLAYERS DON'T HAVE TO REPEATEDLY ADJUST THEIR FIRING ANGLE.

The rooftops are a far safer place to be than the street level. The height is an immediate advantage over players still down on the street—they have to fire up, which is never as easy as aiming a shot at a target on a lower level.

Some players, knowing that there are so many rooms and corridors to duck into, attempt to hide in plain sight. Because it's such a risky proposition to run through the street, you sometimes see players do it and pull off some amazing kills. Rooftop dwellers can always catch these players. But the trick is to use cover at all times. Street-level players always glance up at the bridges that span each end of the street. To step out there is to practically give yourself up for a headshot. Stick to defensible positions on the roof.



While it may be easier to prey on players below, the layout of the rooftops can also make survival a most unsure thing. There are several “levels” on the rooftops, and the higher a player is, the more of the map he or she can see. Even ducked behind a short wall on a rooftop, you are not safe if another player is on a ledge or platform above you.



Crouch and use the dips in the walls on the rooftops to fire down on players at street level. Standing up exposes too much of your body, but crouching makes it incredibly difficult to get a decent view of the street.

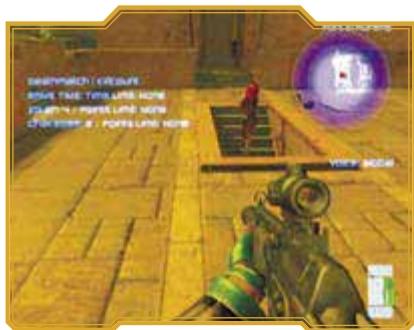
The awnings lining the street offer enough support to hold a player. Use the awnings as sniper points for targeting players on the ground. And, as an extra benefit, players on the rooftop may have difficulty spotting you below the lip of the half-walls surrounding the roofs.





The higher you are on the rooftop, the better off you are at getting the drop on players trying to scramble above street-level. From the highest points, you can catch players coming up staircases, even from across the street.

Also keep track of the entrances to the rooftop you are standing on. Turn your back for an instant, and another player can (and will) sneak up on you. It's better to use the element of surprise on them.



## TIP

THE SUN HANGS HIGH OVER THE SCENE, AND IF YOU STAND AT JUST THE RIGHT POSITION ON THE ROOFTOPS, PLAYERS ON THE STREET CANNOT SEE YOU DUE TO THE BLINDING GLARE.

## CAUTION

HIDE IN THE TOWNSHIP. THE REAL ESTATE SURROUNDING THE TOWN IS TOO BARREN AND DOESN'T GIVE YOU A DECENT VIEW INSIDE THE CITY. AND ROOFTOP SNIPERS WILL CUT YOU TO RIBBONS IF THEY SPOT YOU SLINKING ABOUT THE SAND.

## BASE 1 + 2 VARIANT

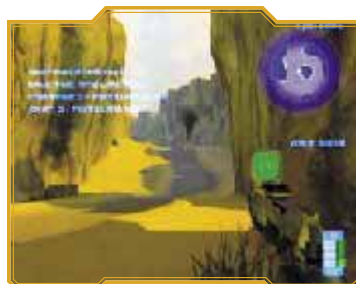
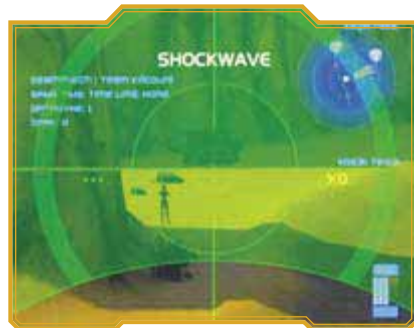


The Base 1 + 2 variant is wildly different from the Small variant. It opens up a ton of extra space, as well as some pretty amazing sniper points, making this a great map for long-distance

combat. The Djinn Valley, which stretches between the two bases, is an absolute deathtrap, due not only to the number of sniper points along the top of the canyon, but also because each base has a view of the canyon and anybody in it.



Right from Base 1, for example, players can see straight up to the mouth of the canyon as it opens up into the township. If a sniper is positioned safely at a distance, the area becomes a lethal choke point that few can pass through. If a sniper walks up to the mouth of the canyon and looks out, he or she has a complete view of the entire length of Djinn. With a good scope, even a player on the opposite side of the canyon isn't safe.



Sniper points near Base 2 allow a similar advantage. Not only from the ground (although, from Base 2 players must look up to see the mouth of the canyon), but a couple of nice vantage points surround this area, such as the perch above the Ancient Citadel.



The ridge along the top of the canyon offers an excellent vantage point over players running the gauntlet.





However, the popularity of the sniper points along the ridge can often lead not to sniper fights, but inter-player gunplay.

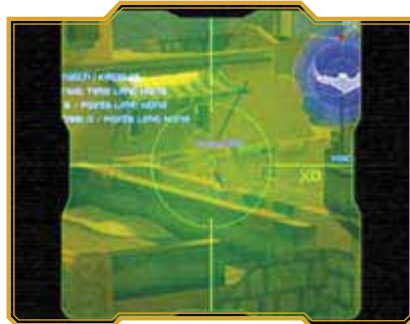


The Ancient Citadel sniper vantage has a clear view of the entire Djinn Canyon, and even provides the sniper with a fat stack of old tires to hide behind, and also the slot-four weapon spawn. However, players who survive a run up the ridge can stand over Base 2 and snipe the occupant of the tire-marked ledge.

This map variant also opens the ridges above the township, giving players a vantage point to look down on the rooftops. From this lofty point, a sniper with a good scope can pick off base defenders. Base 1 occupants, keep an eye on the ridge: If a sniper is installed up there, the amount of cover makes it hard to take him out.

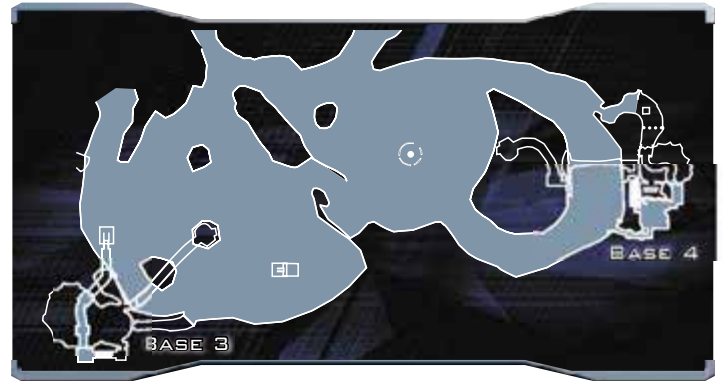


The interior of Base 2 is not as full of rooms as the township of Base 1, but it does have a few chambers dedicated to close-quarters combat. The ground floor, full of pillars and an open center area, is sometimes host to firefights.



The tunnels within the citadel spiral around and backtrack on each other. A player with an excellent close-quarters weapon, such as DEF-12 Shotgun, is best-suited for protecting the base from encroachers—or for hunting the defenders.

## BASE 3 + 4 VARIANT



The Desert 3 + 4 variant unlocks the entire southern half of the map, which is dominated by dunes. There are overturned vehicles and small camps players can seek refuge in, but the majority of the map is open space that needs to be avoided. Some rocky positions offer slight cover and allow players to snipe oncoming traffic—but with such empty space, oncoming traffic will be sparse.

Players on this variant must watch out for a few select sniping vantages dug into the canyon walls surrounding the desert. Threat detection is a good tool for sniffing out potential snipers—simply hide behind a truck or rock, and scan the horizon for the telltale red outline of a troublemaker.

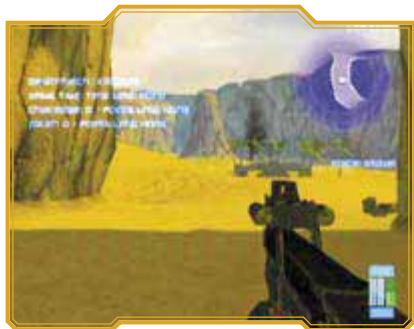


Use the small camps and wrecked vehicles as cover if you must cross the desert floor. The trucks offer thick cover from the sniper vantages, while the camps offer walls shallow and short enough to use when returning fire.

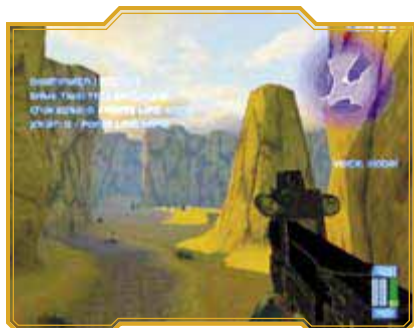
## SNIPERS

If you're trying to take care of a sniper, or even lock down a whole sniper nest, a great tactic is to fly a Jetpac into them and spray the lead thick over the snipers with their slow guns. If, on the other hand, you're trying to *avoid* these tactics because you're the sniper, make sure to have someone with explosives stand guard over you to pick off pesky pilots.

The extreme shadows cast by the rock pillars in the center of the desert offer some cover. Snipers and ground-based opponents scanning the horizon for targets may miss you as they sweep from left to right—your red uniform has a tendency to blend in with the browns and gold of the map palette.



From the base of the rocky outcropping on the map's west side—called Battle Gap—you have a clean, full view to the east. While you cannot see from one side to the other, a good portion of the center is visible, and you can even use the pillar dead ahead as cover from a sniper vantage in the canyon wall.



## TIP

IF YOU ARE GOING TO PLAY THIS SIZEABLE VARIANT IN KILLCOUNT, HAVE AS MANY PLAYERS AS POSSIBLE IN THE GAME—OR AT LEAST ADD SOME BOTS TO FILL OUT THE RANKS. WITH ONLY A HANDFUL OF PLAYERS, YOU'RE LIKELY TO SEE A LOW-SCORING MATCH.

## TEAM KILLCOUNT SMALL VARIANT

Team Killcount games on this variant result in a great deal of close-quarters combat. There are only so many places to hide, and once word gets out as to where the really good spots are, expect to see gunplay erupt over them. Just like the Killcount game, sometimes hiding in plain sight is a good strategy. While being less concerned on getting to a tight camping spot, you can concentrate more on scoring headshots.

Without designated bases, pick a corner of town and use it as a makeshift base of operations. A room with limited access points is always a good choice. If the other team is well-coordinated, you need to have a quick defensive strategy to fall back on.



Another advisable strategy is to use suppressive fire to cordon off sections of the city. Setting off avenues of bullets directs traffic—nobody wants to walk into an established deathtrap and contribute to the opposite team's score. So, if you can choke off one of the main street access points and the sidewalk down one side of the street, you can start boxing in the opposition.



The team that owns the upper floors has an enormous advantage—you can see out into the street as well as the surrounding flat areas of the city.

Teams must watch every access point to the rooftop they control—there are so many stairs and doorways for the enemy team to push through that communication is absolutely necessary. When players talk and act as a team, it is extremely difficult to break their ranks.



## BASE 1 + 2 VARIANT



Base defense is tantamount to success in a Team Killcount game on this particular variant. The close-quarters combat inside the bases is replaced with attempting to intercept enemy maneuvers on the ridges that encircle the bases, as well as guard against any frontal assaults. Smart teams will combine each tactic to confuse the enemy and pull their efforts in opposite directions, weakening their defenses.





Base 1, for example, has an excellent view of the mouth of the canyon, but this variant opens up the ridge just behind the township. Base defenders need to set up watches over each access point to the base to guarantee that the enemy does not breach the perimeter. Once intruders get inside the tight quarters of the base (either the township's rooms or the citadel's tunnels), it can be difficult to root them out.

Base 2 defenders should set up at least one sniper overlooking the base entrance. Use the tunnels and ridges to set up a good perimeter around the base and guard against enemy players.



The sniper vantages along the canyon ridges and Base 2 will be hotly contested. Between the vantages, players should expect at least one firefight.

This variant supports vehicles, such as the Hovercraft and Jetpac. Use the Jetpac to quickly descend on the enemy base—in the air, you can cover a great deal of ground in just a few seconds. Buzz the enemy base, and the entrance to it, to draw fire and allow ground troops to enter.

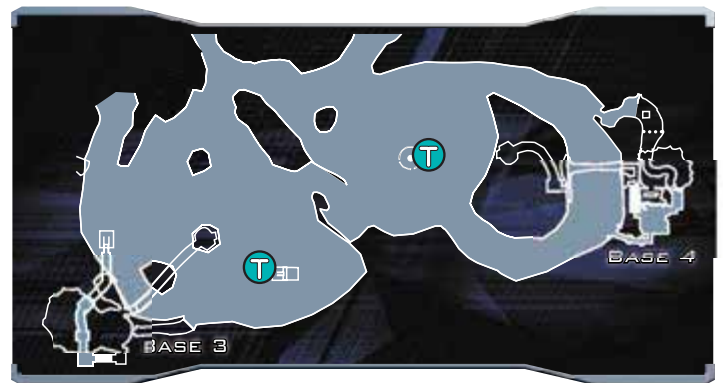


It is not uncommon to encounter an enemy player piloting a Jetpac through the canyon between the bases. Dogfighting is always fun, but by slowing down to engage the enemy, you make yourself an easy target for snipers.

## CAUTION

THE MOMENT YOU CRANK THE ENGINE OF THE JETPAC, YOU APPEAR ON THE RADAR. KEEP MOVING—MAKE YOURSELF A HARD TARGET.

## BASE 3 + 4 VARIANT



With so much open space between the two bases, players are advised never to travel alone. Spend as little time in the open desert as possible, as you are an easy kill for any well-positioned snipers around the canyon perimeter.

Always cover sniper points. Position teammates in hiding spots (such as around the bases of the rock pillars) so they can keep players from using these vantage points. However, count on the opposition doing the same. If you “capture” a sniper vantage, keep low and always remember that you are a priority target to the enemy.





In addition to covering sniper vantages, also cover the weapon spawns in the center of the desert floor. New hardware is always alluring, and you can sometimes catch an opponent making a break for it.

Be careful when using Jetpacs in the middle of the desert—you are by far the biggest target in the air. The only larger target is the Hovercraft.



The teleporter in the center of the desert is actually underground. The spawn point is tucked just below the surface, accessible via a set of stairs inside one of the small campsites. Holding the teleporter isn't difficult, but once the opposing team sees that you have it, it will be quite a trial to return to the surface without getting sniped.

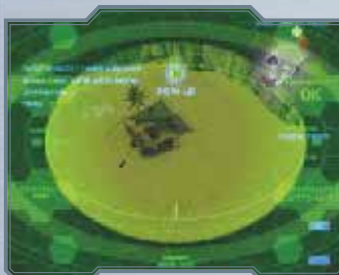
## ROCKET MAN

For an explosive match, it's hard to beat Desert Base 3 + 4 with the Rocket Launcher weapon set. There is just so much airspace to send rockets through, and if you set your sensitivity high enough (from the Pause menu), it's possible to steer a rocket all the way through a cave on into the basement of one of the small campsites.

Use rockets as crowd control and make players run in the direction you want them to. Dropping a rocket out of the sky next to a defensive position is a good way to rattle nerves and sometimes flush enemies out into the open.



## ROCKET MAN (CONT'D)



You can guide a rocket right down the stairs of the camp over the mid-desert teleporter. Aim high and get some good altitude—if you try to skim the desert floor, you cannot get the right angle to dip below the surface. Bring the rocket back down to earth, lining it up with the stairs, and it descends. Finally, swing it behind the outer wall of the camp and down the stairs to surprise anybody sitting inside.



Send a guided rocket into the tunnel that bores through the center of the rock pillar in the middle of the map. The rocket travels fast, and it's easy to accidentally brush against a wall, which results in early detonation. With the sensitivity turned up, skilled players can pilot the rocket all the way through the tunnel, leaving nobody safe inside.

## CAPTURE THE FLAG SMALL VARIANT

Small Capture the Flag matches are always bound to be low-scoring games, as the resistance between one team's flag base to another is thick. Unless one team is stacked with newcomers, getting the flag either around the city or through its narrow corridors takes serious teamwork, with at least two players providing flanking cover to the flag-bearer.







The main street that runs through town is too obvious to use. In fact, players are advised to not even run past the openings on either end, because after the flag has been stolen, that team will likely post players to watch the street.



Use the sides of the outer town wall that are not divided by the main street openings. The shade, trees, and stones offer ample cover for an approach on the enemy flag position.



Purple chevrons on the ground help you find your way back to the flag bay. The chevrons reveal the easiest route—not necessarily the safest. However, should you change course, the chevrons dynamically adjust for the next possible route.

You can drop the flag for 10 seconds before it automatically returns to its flag bay. If you're caught by an enemy player, release the flag and arm yourself. If the confrontation ends quickly, you can grab the flag and continue fighting your way home.

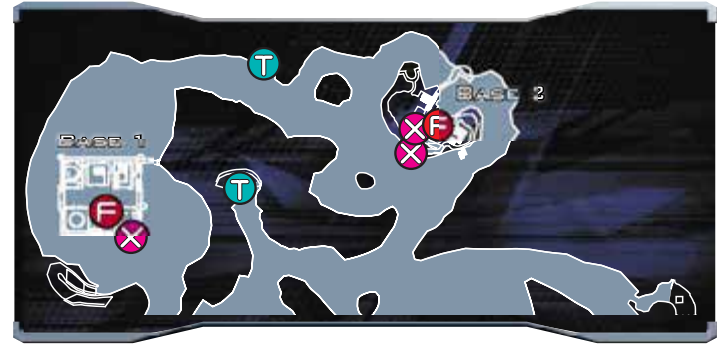


## TIP

THE ROOFTOPS PROVIDE AN EASY SHORTCUT TO YOUR FLAG BAY. LOOK FOR HOLES IN THE WALL JUST ABOVE THE BAY—THEY ARE FAR ENOUGH OFF THE GROUND THAT YOU DON'T TAKE ANY DAMAGE BY JUMPING THROUGH THEM. WHEN YOU LAND, IT'S ONLY A FEW MORE STEPS TO THE FLAG BAY.



## BASE 1 + 2 VARIANT



The Base 1 + 2 variant for CTF opens up the central canyon—which should never be used for carrying the enemy flag back to base. There are just too many sniper points and too much open space to make a successful flag run through the canyon.



The upper routes will see action, though. Jetpacs can strafe the ridges that line the canyon and enemy teams will likely position players along the routes to curtail their flag's escape.

The flags in Bases 1 and 2 are right out in the open. The Base 1 flag is on the main street, while the Base 2 flag is in the center of the bottom-floor citadel chamber.



Jetpacs are a good method to not necessarily reach the enemy flag bay, but to distract enemy players while a ground-based crew makes an attempt on the flag. The Jetpac always appears on radar, so the enemy team has at least one known target to concentrate on.

## CAUTION

IF THE UPPER RIDGES ARE TOO CONGESTED TO MAKE AN EFFECTIVE FLAG RUN, YOU CAN ALWAYS ATTEMPT THE CANYON FLOOR, BUT DON'T RUN IN A STRAIGHT LINE. ZIGZAG ALL OVER THE PLACE (THINK OF HOW A MOTH FLIES) AND HOPEFULLY YOU CAN AVOID GETTING SHOT IN THE BACK.

## TIP

THE FLAG-BEARER CAN STAND ON THE SIDE OF THE HOVERCRAFT AND USE IT AS A WAY TO GET BACK TO BASE WITH THE STOLEN BOUNTY.

## BASE 3 + 4 VARIANT



The Base 3 + 4 variant doesn't have the upper ridges or narrow corridors of the other variants for cover—in this wide open desert, only teamwork and covering sniper points will get the enemy flag back to your base without incident. There is really only one strategy for getting the flag back to your base: run, and preferably, never in a straight line.



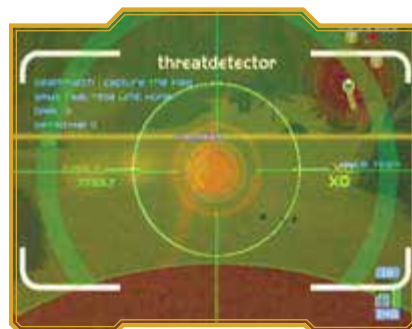
teammates need to lay down some serious cover fire, especially on those vantages, to keep you alive.

The Jetpac is a good way of reaching the enemy flag. Running to it is just too risky unless you travel in a large pack—"safety in numbers" is always a good rule for this variant when playing CTF. Touch down as close to the flag bay as possible, then dart over and grab the flag. Your

After swiping the flag, stick to the shadows. Hug the canyon walls and stay out of the sunlight. The green beacon from the flag makes you an obvious sight, but traveling near surfaces like this always gives you cover should you step out into the open and discover yourself the center of some unwanted attention.



Always cover your flag base. As tempting as it is to send out a major party to recover the enemy flag, at least one or two players need to linger behind and guard the flag.



If your flag is stolen, technology such as the threat detector is helpful for pinpointing the perpetrator in the vast dune sea. This is also good for picking out enemies hiding in camps or in the shadows, should you be assigned to protect your team's flag-carrier.

## TERRITORIAL GAINS SMALL VARIANT

The Territorial Gains game on the Small variant contains the action to the city limits—there are no Gains outside of the city walls. There is a Gain in the middle of the main street, as well as two on the rooftops. These Gains are directly across the street from each other.





The key to success on this variant is again to control the rooftops. Not only will you take command of both roof-based Gains, but you can position snipers to keep the enemy team from taking control of the Gain on the street below. However, with so many ways to access the roof, maintaining control of it will be as difficult as protecting the Gains.



The bridge spanning the rooftops offers a clean view of the main street, where a teammate can fire down on anybody who tries to get close to the Gain.



If you are covering the rooftops, it is entirely possible that the opposing team will get the Gain in the street. That's OK, there are still the two on the rooftops. Just pepper the Gain defenders with bullets and try to create an opportunity for teammates to take the Gain.



When attempting to take a Gain, try to put it between yourself and any possible defenders. The Gain is as wide as three player models and twice as tall, so it's a very formidable "barrier."

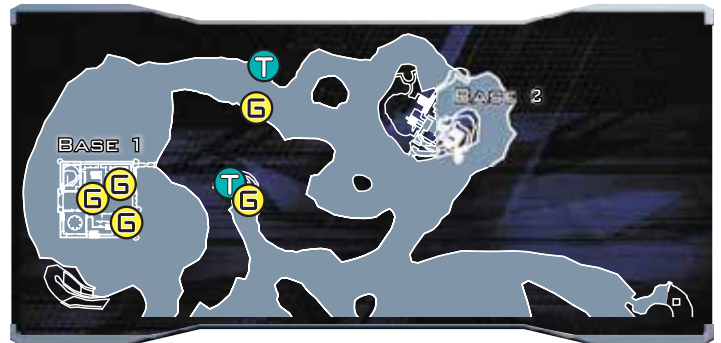


When players try to hack a Gain, they stand immobile. This is a perfect opportunity to line up a headshot.

## NOTE

YOU CANNOT JUST LEAVE ONE DEFENDER AT A GAIN IF THE MATCH IS WELL-POPULATED, ESPECIALLY THE ROOFTOP GAINS. SEVERAL ACCESS POINTS HAVE TO BE COVERED TO PREVENT AN ENEMY PLAYER FROM SNEAKING UP AND WRESTING CONTROL OF A GAIN.

## BASE 1 + 2 VARIANT

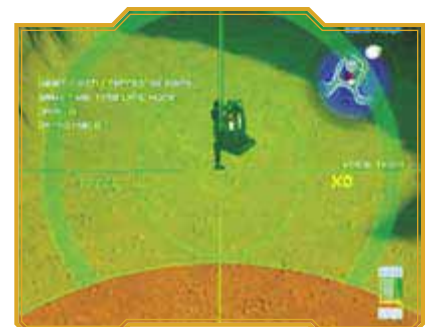


The Base 1 + 2 variant strips the Gains from the township and places only two of them in the map's center. One of the Gains is in the center of Djinn Canyon, right where either base can fire upon players attempting to take it. The other Gain is situated in Battle Hollow, which is a small canyon to the south of Djinn, accessible via the ridges above the main canyon.



It's just too easy to pick off somebody trying to take the Gain in Djinn Canyon. However, if you must try it, stick to the walls and try to run in an erratic pattern—make it difficult for a sniper to score a headshot.

There is a teleporter right next to the Gain in Battle Hollow. If a team can take and maintain the teleporter, they'll have an easier time holding on to the Gain.





If you take the Gain in Battle Hollow and need to maintain it (or, if you are about to hack it), use the massive structure as cover from snipers on the ridge above.

## BASE 3 + 4 VARIANT



The vast desert holds only two Gains, which are easy prey for snipers because both are in the open. It takes teamwork to defend a cohort hacking a Gain—vantages must be covered thoroughly, at least, until the Gain has been taken control of. Then, it's a matter of maintenance, which can be difficult if the enemy team controls most of the sniper points.

Victory is determined by holding Gains the longest, so you cannot allow a stalemate by sniping the enemy away from Gains, but not risking your own neck to take one for your team. Work as a unit, employ Jetpacs for distraction, and take and hold at least one Gain for the majority of the match to win.



From some of the farthest sniper points, it can be difficult to see an enemy player approach a Gain. Threat detection reveals the red outline of an opponent against the dim canyon walls.



Use Jetpacs to annoy enemy players when they try to take a Gain. The twin machine guns on the Jetpac are enough to make most players back off, and then you can drop in (with backup) and take the Gain for your team.

## DARK OPS

Dark Ops games in the Desert require players to consider the landscape before making weapon purchases. Playing in a Small variant? Make sure you select a weapon with incredible close-quarters stopping power so as not to be overcome in the narrow halls and cramped rooms. Has the host selected one of the larger variants? Then splurge for something with decent long-range capabilities, because so much of the action takes place between the two bases.

## ERADICATION

### BASE 1 + 2 VARIANT



Due to the size of the map variant, the host should set the round length to at least five minutes—otherwise, things are over before the score starts getting good and juicy. With so much real estate, but so few places to hide save for the bases, silence is an absolute must. Not showing up on radar extends your time in the match (thus, increasing your pocketbook), so select a weapon with a silencer and a scope.

Remaining close to the base is not going to earn you any credits, as few players are going to foolishly subject themselves to a snake pit. You must pass into the great length of the map to seek out targets. The ridge running along the top of the canyon sees a lot of action, so the more players in the match, the heavier traffic will be up there.

## TIP

IF YOU'RE LOW ON CREDITS, THE P9P IS A STEAL—IT HAS BOTH A SILENCER AND A SCOPE.





Stick close to the walls—avoid walking through the middle of open spaces where you can be easily seen. Against the walls and in the shade, your outline is a lot harder to spot.



Most of the action takes place between the two bases, in the gulch. Beware of open confrontation in the canyon's center, as a player you don't even see can take you out while you are engaged with another enemy.

You can survive Eradication matches a lot longer if you perfect the combat roll technique. It is much harder for an enemy to get a headshot while you are rolling, and it gives you a brief respite from the engagement. While rolling, plan your next course of action.



Use the explosive points to enter Base 2 and wreak havoc on any cowardly players lingering behind in hopes of survival. Breaking through these two walls deposits you inside the citadel.

## CAUTION

YOU CAN ILL-AFFORD TO BE CAUGHT RELOADING IN THE MIDDLE OF AN ERADICATION FIREFIGHT. BEFORE ENGAGING THE ENEMY, MANUALLY RELOAD YOUR WEAPON SO YOU HAVE A FRESH CLIP. IF YOU SEE THE BULLET COUNT DWINDLING, SEEK COVER AS SOON AS POSSIBLE AND RELOAD.

## TIP

THREAT DETECTION IS ESSENTIAL FOR PICKING OFF PLAYERS IN THE DISTANCE, ESPECIALLY IF THEY LINGER IN THE SHADOWS CAST BY THE BURNING SUN.

## BASE 3 + 4 VARIANT



This vast variant demands that participants don't even attempt a match without a scoped weapon—the distances between the team spawns are just too great. Few combatants actually tussle up close in the sand; most kills are scored from such a distance that it seems almost antiseptic.



With such a divide that is rarely crossed, a weapon such as the RCP-90, with its threat-detection functionality, is a necessity. Casting enemy outlines in bright red makes zeroing in for the kill so much easier, even if using the mode reduces accuracy just a hair.



Look at the difference between zooming in via a scope and applying threat detection. The outline of the opponent is barely visible against the horizon to the naked eye, but with the threat detector switched on the enemy is difficult to miss.

Threat detection doesn't consume ammunition, so leave it on and scour the sands for targets. Alternately, players could try the Plasma and use its cloaking functionality to slip behind enemy lines. Just don't run out of ammunition in the middle of the desert and blink back into view.



## DEMOKIT POINTS



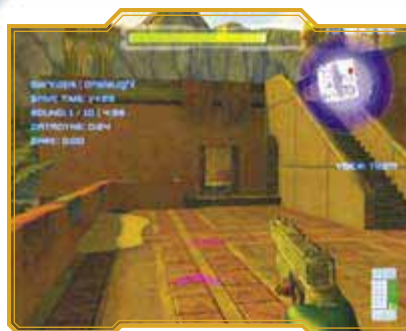
Blasting through the walls near the Sanctuary Caves grants entrance to Base 3, giving players new routes of attack for more than just Eradication matches, but also for Capture the Flag.



Lion Rock and Lion Temple Ruins lie deep beneath the sandy surface, but a few well-placed charges can blow open the archaeological site and allow access to Base 4.

## ONSLAUGHT

Onslaught is played out on only one map variant, which keeps the action pretty much contained to the township. The defensive point is limited to a two-story room, connected by a set of stairs.



Attackers: Use the chevrons on the ground to lead you directly to the defensive point. You cannot waste time looking around—time is of the essence, and it is going to take as many bodies as possible to push through the defenses.



Attackers: The explosive point leads right into the defensive point. If attacking, breach the point if at all possible. Just be ready for defenders to spot your activity and attempt to block you with superior firepower.



Attackers: Try to surprise defenders on the ground level by dropping off the side of the stairs and grabbing their weapons. You have to empty your hands first, and if you miss with that first grab, by the time you fill your hands with whatever weapon was assigned, you're likely going to be shot.

Defenders: Keep the attackers from even entering the defense point by laying mines at all of the access points.



Defenders: Should an attacker push through a door, use mines as offensive weapons by throwing them like grenades.



## INFECTION SMALL VARIANT

Infection games invariably turn into cat-and-mouse matches, except that the cat is a six-foot skeleton armed with a Falcon pistol. In the Small map variant, uninfected players have no shortage of spots to hide in—behind pillars, on the rooftops, and in small side passages.



Uninfected players have the advantage of being infinitely better armed than the infected, but there is always the risk of having a weapon snatched away. Keep the skeletons at a distance to prevent such embarrassing mishaps.



Uninfected players need to band together for survival. Taking over a section of the rooftops is a sound strategy, as you have a full view of the street below. All of the access points leading up to the rooftops must be covered, though. It's easy to pick off a skeleton as it steps into view.

When infected, scour the township for hiding survivors. If they are not on the rooftops, check the alleys and rooms on the ground level.



Because they are expected to hide in the township, some uninfected players may expand into the surrounding area just outside the city walls. Look for players hiding behind and under the trucks in the desert sand.

## BASE 1 + 2 VARIANT



Much as in other rounds, uninfected players need to stay out of open areas—such as the Djinn Valley that connects the two bases. Most of the uninfected players are better off hiding in the bases or at least the ridge above the canyon.

When confronting an infected player—shoot first. Then shoot again. It takes only one or two shots (unless you are point-blank with the DEF-12, then it's definitely only one) to drop a skeleton to the dirt. And because the skeletons are armed only with Falcon pistols, your chance of survival is high. However, if more than one skeleton converges on your position at once, you might be in a little trouble.



Watch out for infected players making a kamikaze run at you. If you don't shoot them before they get too close, they may swipe your weapon.

When infected, start looking in all of the basic hiding spots in the bases. For example, in Base 2, you can often find uninfected players ducking in the tunnel system, trying to make themselves the smallest target possible.



### TIP

ALWAYS SPRING FOR ARMOR. IT COSTS ONLY 1,000 CREDITS, AND IT ABSORBS THE IMPACT OF SEVERAL FALCON BULLETS BEFORE FALLING AWAY.



## BASE 3 + 4 VARIANT



There are not nearly as many hiding places in the Base 3 + 4 variant of Desert. Most of the gunplay is exchanged in the middle of the desert because the infected players have no access to sniper rifles.



Teamwork is the best way to survive an attack by the infected players—stick together in units to repel enemies. Defend a place in the map's center, such as a campsite. With no worry of snipers, players can set up defense perimeters without concern of repeated headshots from across the map.

## SABOTAGE



In Sabotage, the Props are primarily relegated to the Base 1 half of the Base 1 + 2 map variant. Attackers must plan a careful tour of destruction, striking a balance between destroying multiple targets at once (which pulls the defending squad in too many directions to remain cohesive), and not sending out attack parties that are too small (and thus easily cut down).



**Large Antenna:** The large antenna is on the township rooftops, and it takes multiple attacks to bring it down. Grenades and rockets do good damage, but the most effective means is to use three DemoKit charges. Just remember that while applying charges, you are a sitting duck.



**Barrels:** The barrels are an easier target, sitting out in the desert. However, they are surrounded on three sides by walls of sandbags.

**Crates:** The wooden crates are just outside of the township, tucked underneath a tarp. They are protected by two sandbag walls, one of which protects them from easy shots by a grenade launcher from the rooftops.



**Small Antenna:** The small antenna is nestled between a sandbag wall and a canyon wall along the Ridge Path to the east of the township. The small antenna is much easier to destroy than the large antenna.



**Metal Drums:** Battle Hollow hosts the metal drums, which are also protected by an impenetrable wall of sandbags. Attackers must watch out for snipers above the Hollow who can cut them down as they attempt to approach the Props.



# MULTIPLAYER. OLD TOWN

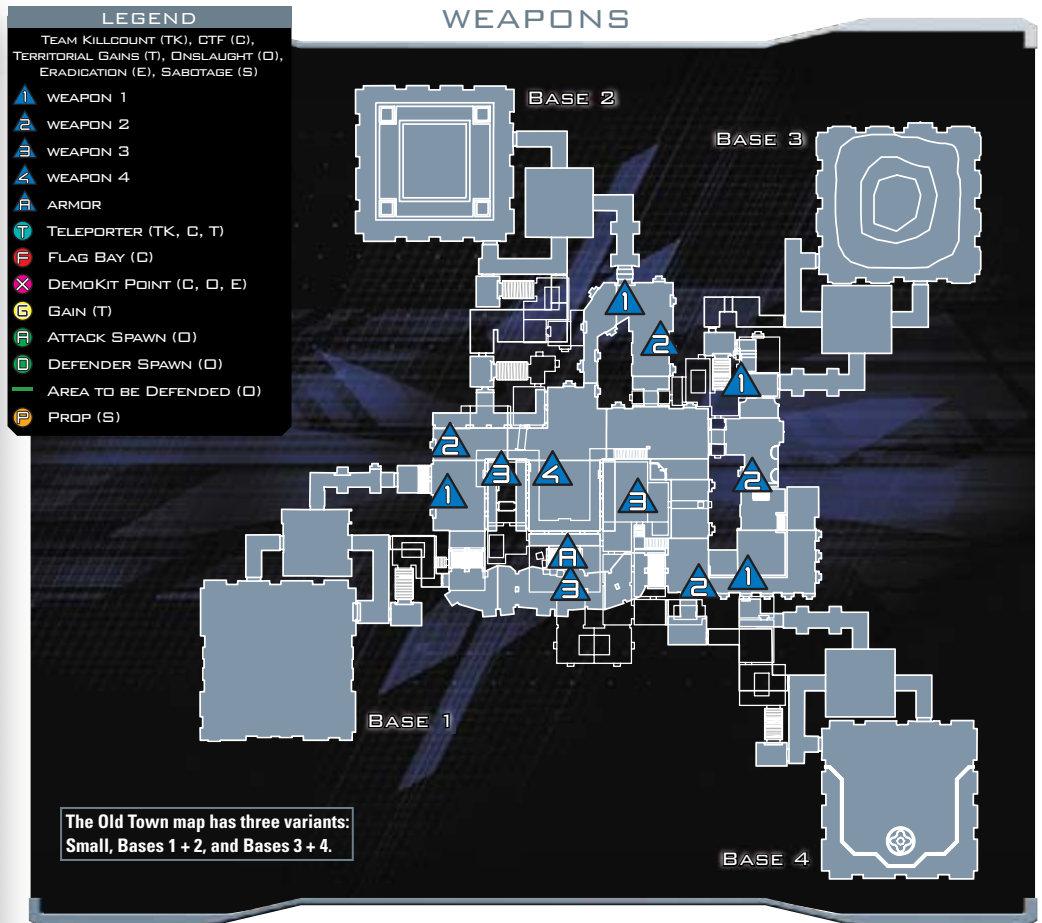
## MAYOR OF A DEAD CITY

Nestled deep in the African desert (or, at least a digital re-creation of it) is the Old Town, a sun-bleached sandstone township where the cobblestone streets collect the virtual blood of the dead. This abandoned town is seeing life again, but only from those who deal in the death. Soldiers have overrun this one-time paradise, evidenced by the unexploded bomb that smashed through the roof of one of the buildings. It practically begs somebody to knock on its steel hull, a dare to wake the demon within.

The Old Town is the smallest DeathMatch map in the series of virtual battlegrounds. The city is split into four quadrants by two main streets, with a central crossroads that attracts itchy trigger fingers. The gun shy best not show their faces in this part of town, as the fire fight in the streets is sure to be fast, furious, and frequent. And fun.

Almost all of the buildings in Old Town can be explored and exploited. Upstairs windows that once had a beautiful view of the town square become sniper perches raining down death, causing confusion that chokes the city like a sandstorm from the unforgiving desert. The underground passage to the west is another site of trouble, with cyber athletes slipping under the street, never to see the sun again. When death knocks on the door in this Old Town, nobody can refuse to answer.

LEGEND	
▲	WEAPON 1
▲	WEAPON 2
▲	WEAPON 3
▲	WEAPON 4
▲	ARMOR
⬇	TELEPORTER (TK, C, T)
⬆	FLAG BAY (C)
⊗	DEMOKIT POINT (C, D, E)
⬆	GAIN (T)
⬆	ATTACK SPAWN (D)
⬆	DEFENDER SPAWN (D)
⬆	AREA TO BE DEFENDED (D)
⬆	PROP (S)



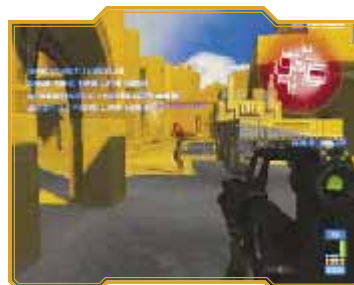
## NOTE

THERE ARE NO TELEPORTERS ON ANY VARIANT OR GAME TYPE OF THE OLD TOWN MAP.

## DEATHMATCH

### KILLCOUNT SMALL VARIANT

The Old Town map is already geared for close-quarters gunplay, but the Small variant really emphasizes the personal nature of killing. The crossroads are sure to be the scene for fever-pitch fire fights. It's centrally located and contains dozens of places to shoot from: the balcony overlooking the crossroads, the pillars supporting that balcony, from behind the parked truck, and as you enter the area from any other map corner.



The building interiors offer additional arenas for gunplay. If somebody is chasing you, open a door and then hide behind it and wait for your foe to walk by. Shooting somebody in the back may sound less than honorable, but it still registers as a kill—and at the end of the game, that's all that counts.



The crossroads in the town center is a flashpoint for fire fights. The open clearing, surrounded by balconies for snipers and pillars for close-quarters warriors, attracts Killcounters seeking high scores and headshots.

You can duck beneath the truck parked at the crossroads. Its massive tires make effective cover, and crouching behind one of them renders you invisible—provided your opponent is looking straight at the side of the truck. Therein lies the danger of hiding down here. If either the person hiding or the person standing outside moves a little bit to the side, the red flash of an enemy costume is instantly recognizable.



Getting caught beneath the truck is nasty because it's difficult to get out quickly enough to avoid damage. A DEF-12 Shotgun blast while you're squirming out from under the trailer sends you right back to a random spawn point.

Use the pillars surrounding the courtyard next to the truck as cover when engaging other players, or to hide from shooters on the balcony above.



## TIP

COMBAT ROLL THROUGH DOORS LEADING OUT TO POPULAR (OR POPULATED) AREAS. GUNS WILL BE RAISED TO HEAD- AND CHEST-LEVEL, WAITING FOR YOU TO BREACH A DOOR STANDING TALL, SO ROLL OUT TO AVOID A DEADLY HEADSHOT.

The balconies over the crossroads give you a slight advantage. You can pepper the courtyard below with bullets, but if somebody rushes the nearby stairs, you're stuck with nowhere to run except along the length of the balcony—and drop down into the gunfight below.



The balconies overlook the streets leading into the courtyard. With a good rifle, you can snipe somebody in the back of the head from a fairly safe distance.



Crouch behind the balcony walls. With so little of your body exposed, players can line up only a headshot.

You're far from invincible on the balconies above the street. In fact, with several stretches of the catwalks and balconies unprotected, you can be seen by a great number of players.



Several of the avenues do not offer alcoves or half-walls for cover. Getting caught out in the open is a good way to get shot, so plan routes that keep you off the main street, especially if you lack the firepower to win a gun battle.

## TIP

SHOOTING ONLY WHEN NECESSARY KEEPS YOU OFF THE RADAR—AND ENABLES YOU TO SNEAK UP BEHIND OTHER PLAYERS AND DROP THEM BEFORE THEY EVEN KNOW WHAT HAPPENED.

The Old Market Tunnel that dips beneath street level in the map's southwestern corner is a great place to duck into and hope somebody follows. Step behind the multiple pillars inside and wait until your prey is a several feet inside before lunging out and dropping your foe with two to the chest.





The dim light down in the tunnel is also suited for close-quarters combat, as players may not see you pressed up against one of the pillars until you just start to step out. And by that time, it's too late.



Weapon spawns are always popular destinations, so if you linger around coveted hardware, targets tend to come to you. And those targets are typically lacking in decent firepower—which is why they were visiting the weapon spawn.

Many of the buildings have interiors you can rummage through, looking for a good hiding place. With access points only as wide as a single body, you can really “own” a room by covering the doors. Install yourself in a corner and plug player after player.

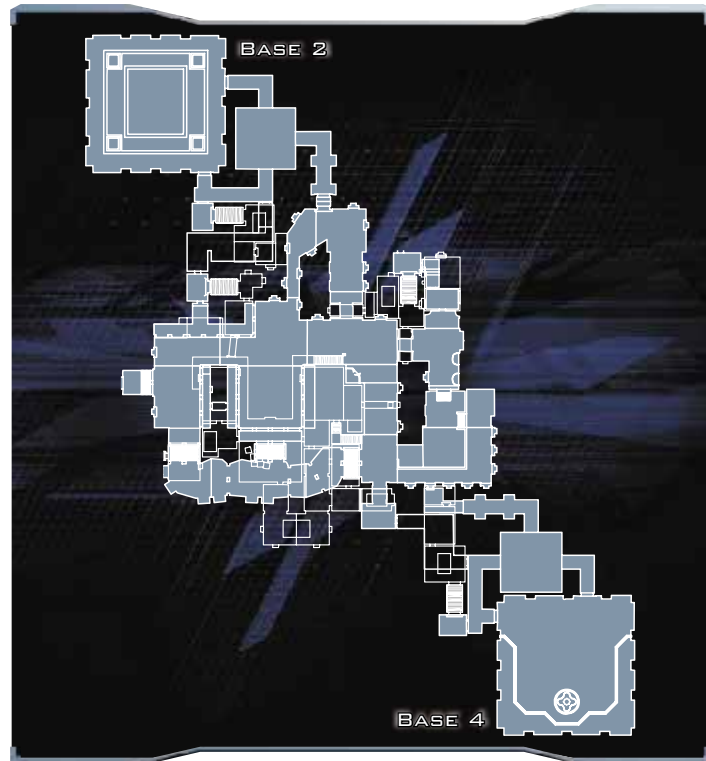


Be cautious in the interiors, though, and don't get involved in drawn out gunfights. With limited movement options (you can easily back yourself into a corner by accident), fire fights are doubly hazardous. If you find yourself overpowered—you brought a P9P to an M60 fight, for example—you better start looking for an escape, or hope against hope that you can score a headshot.

The Bomb Room earns its name for the unexploded bomb in the center. You could dance around this bomb for the entire game, playing cat-and-mouse with an opponent. Don't worry about shooting the bomb—it won't go off.



## BASE 2 + 4 VARIANT



The base variants just open the extra real estate of the bases—the remainder of the city you toured in the smaller variant is still intact. And the bases themselves aren't necessarily good places to conduct heated fire fights. However, the balconies opened up in this variant (and the next) are good vantage points.



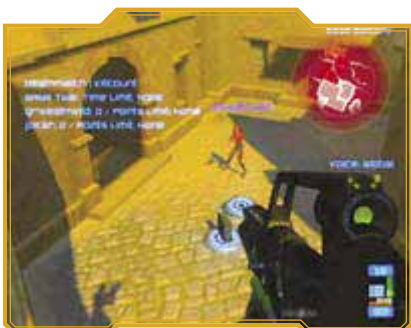
A decent amount of action takes place in the main street, as well as Palm Tree Alley, which lies between the two bases. The swaying trees do not provide adequate cover. You're better off seeking cover behind walls and corners in the area.



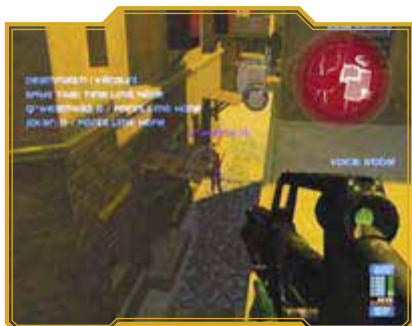
The balcony on Base 4 offers an excellent vantage over Palm Tree Alley. Players coming in and out the Old Market Tunnel often pass through this area, and under the unblinking eye of your scope.

## CAUTION

WHEN STANDING IN A SNIPING VANTAGE, MAKE SURE YOU AREN'T CASTING A SHADOW ON THE GROUND. CLEVER PLAYERS SCAN THE GROUND FOR HUMAN OUTLINES, PROMPTING THEM TO WATCH OUT FOR SNIPERS.

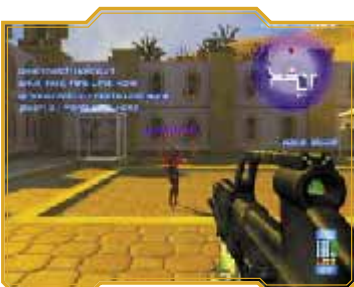
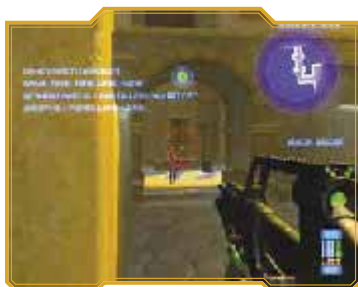


Base 2 is on the other side of the map and typically does not see as much traffic as Base 4, just due to the map's general layout. Action centers around the courtyard and the tunnel.



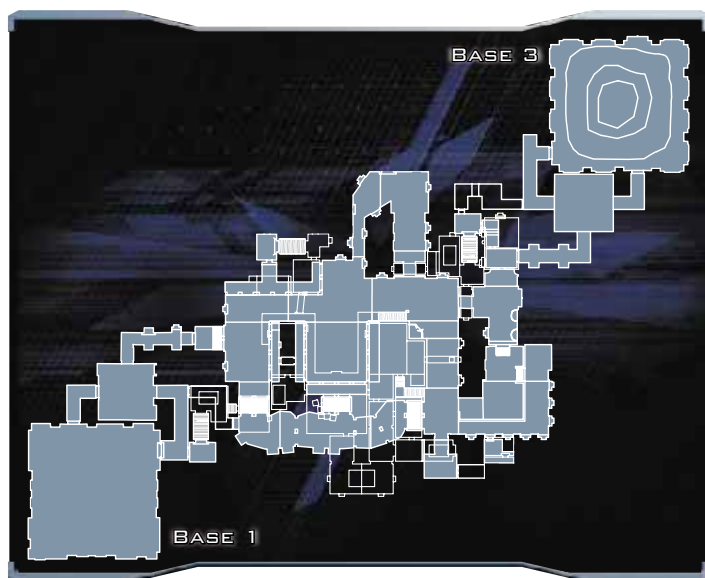
The balcony over Base 2 looks out into the courtyard, but the viewing angle is such a sliver that it's difficult to pull off any good sniping.

The base entrances (ground level) are lined with alcoves that players can use for camping, but in Killcount matches, much of the gunplay is going to occur more toward the center of the match. This doesn't mean base interiors will never see Killcount action, but it will be rare.



All four of the bases are open courtyards such as this one—Base 2. Some have gazebos and barrels that players can duck behind and hide, and with the sniper vantage only looking outward, it's a perfect arena for some planned close-quarters combat.

## BASE 1 + 3 VARIANT

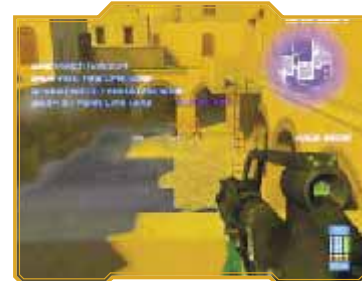


Again, this variant only opens up the bases—however, the switch in base location redirects traffic. Instead of fighting along the main north-south street, the shootouts are more likely to occur along the street with the parked truck.



Some of the fighting also moves down to the Old Market Tunnel, which burrows beneath street level. It is an excellent place to hide; it's dark and populated with pillars that are easy to hide behind. If players come running through the tunnel at full speed, they could miss your position completely.

The Base 1 balcony offers a good view of the Market Square, which is a decently traveled area in this variant.



When facing off against installed snipers over the bases, such as Base 1, don't stand your ground in the center of a square and exchange fire—you will lose. Instead, stand off to the side, out of their peripheral vision, and use a scoped weapon to nail them with a single shot.





The Base 3 balcony has a fairly limited field of vision, and it offers incoming players a few places to hunker down and return fire. Crouch behind the planters against the left wall and mount a counterattack on an installed sniper.

## TEAM KILLCOUNT SMALL VARIANT

Winning a Team Killcount match on the smallest OldTown variant requires communication and cooperation. Without a designated base of operations, a team must stake out a corner—someplace with limited and defensible access points. The Old Market Tunnel is the best place to take over.



With the tunnel's two main entrances, players can set up guards to blast opponents who attempt infiltration. The lower angle is not as much of a concern, as close-quarters weapons such as a Magnum or shotgun are strong enough to knock enemies off their feet.

If the other team, by sheer use of numbers, penetrates your defenses, shooters hiding behind the interior pillars should be in position to quell any insurrection.



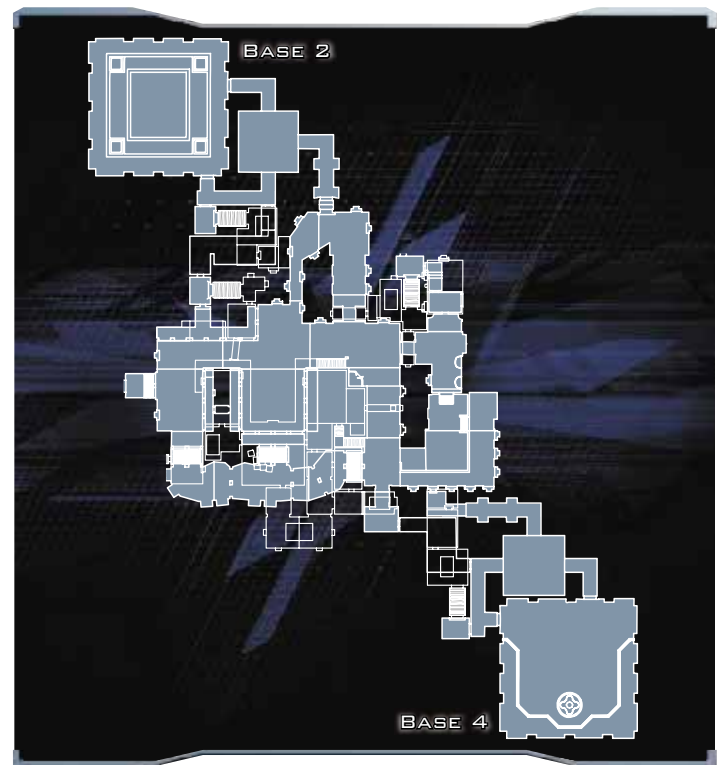
The crossroads are always going to see action, but instead of running out into the thick of it, stick to the periphery (such as an alley). Fire into the chaos instead of being a part of it.

Seek cover at places such as the Main Gate and pop off shots when only they will count. Just spraying the area with bullets has limited effectiveness—and it alerts everybody on the map as to where you are.

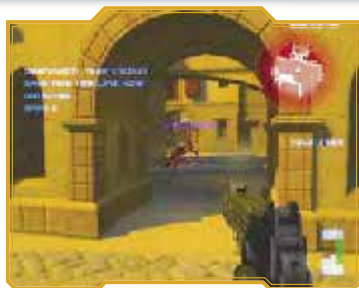


Lure players into Minaret Street, a narrow alley, then trap them by hiding around a corner and waiting. Or lead your quarry into a viper's nest.

## BASE 2 + 4 VARIANT

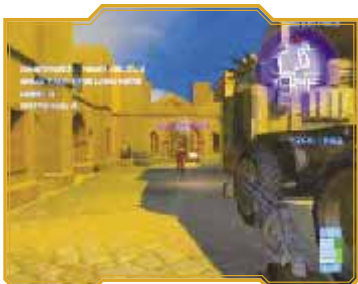
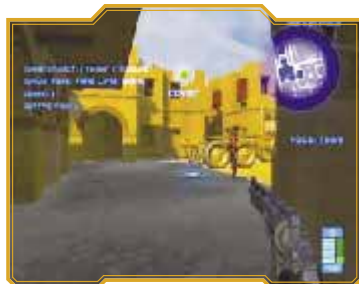


With bases opening up, teams have designated starting points—as well as rooms to get trapped in. In a relatively small map such as OldTown, there isn't much travel time between bases. The team with superior firepower (and numbers) can push the other team back into their base and keep them there.



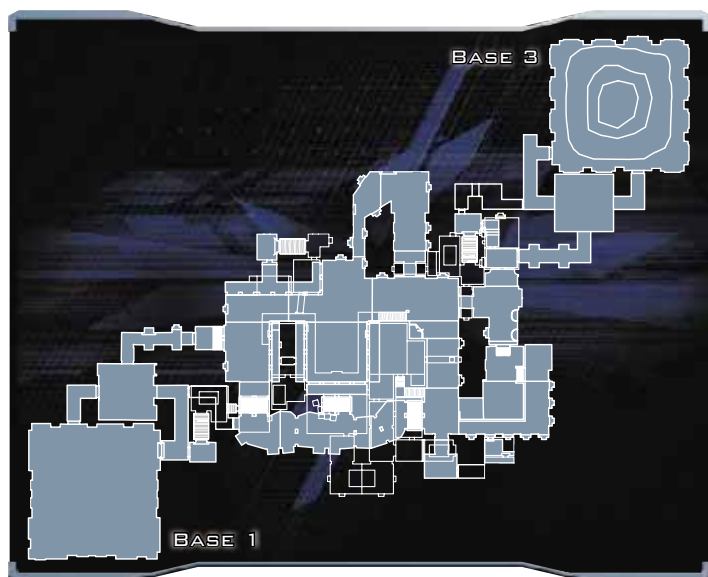
Starting from the map's center, players from Base 4, for example, can keep firing and firing, driving Base 2 players back into the Gate Corner. Seal off Minaret Street to the west, and suddenly Base 2 teammates have no way into the center. Players can push Base 2 inhabitants all the way back to their spawning point and keep them there.

Use the archer stations in the walls to spy incoming players without revealing your position.

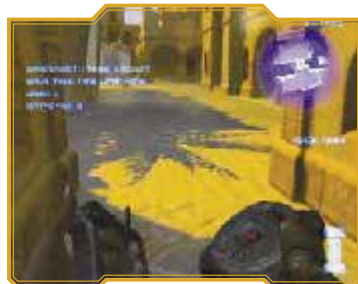


Even with bases now open, the central crossroads at Market Square is still the chief scene of struggle. From this point, players can start pushing teams back and forth across the map, driving them back to their base.

## BASE 1 + 3 VARIANT

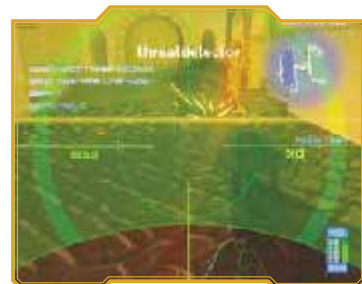


There is no true long-range combat on the OldTown map, but when Bases 1 and 3 are unlocked, some distinctly longer avenues see fire. The main street that runs along the Market Square could see some sniping attempts, but on-the-ground gunplay won't be long-lived. There are just too many places for other players to step into the center of the fire fight and score a much closer kill.



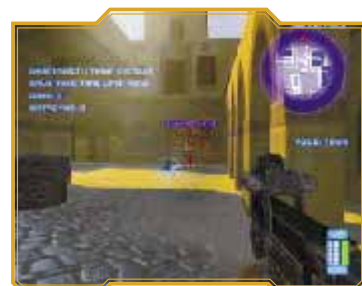
Mines are a good way to control traffic. Drop a few Multimines on your side (relative to your home base) of a gate or alley to catch opponents by surprise. Just make sure you put the word out to teammates before they misstep.

You can detonate mines with your own bullets. If an enemy's coming, arm a projectile weapon and shoot mines if it looks like your foe may avoid them. The explosion is enough to turn most players back, but if not, you have your gun ready.



## CAUTION

KEEP MULTIMINES IN YOUR HANDS ONLY WHILE SETTING TRAPS. CARRYING THEM WHILE JUST WALKING AROUND IS TOO DANGEROUS, AS AN ENEMY PLAYER MIGHT CREEP UP ON YOU. WHILE YOU DESPERATELY TRY TO SWITCH WEAPONS, YOU'RE LIKELY TO GET ONE TO THE HEAD.



OldTown's rust- and sand-colored walls can sometimes disguise enemy players, so use threat detection to pull them out of the background. Always pay attention to your reticle, as it turns red when it passes across enemies, even if you cannot physically see them.

## TIP

THE BALCONIES OVER BASES ARE GREAT DEFENSES AGAINST AN ENEMY TEAM TRYING TO PUSH YOU BACK INTO YOUR OWN BASE. STAY FAR ENOUGH BACK FROM THE LEDGE THAT YOUR BODY IS COVERED, BUT YOU STILL HAVE A GOOD VIEW OF THE BASE ENTRANCE.



## CAPTURE THE FLAG

### SMALL VARIANT

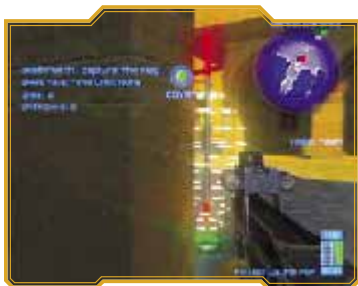
The small Capture the Flag game really tightens up the action, moving the flags as close as Market Square and Palm Tree Alley. The path between the two flag bays is short, but no less merciless. Players can set up defenses in many sniper vantages and hiding spots.



Each flag bay is surrounded by excellent defensive points, too. The Market Place flag, for example, has enough pillars for a dozen players to hide and wait for a brave (and foolhardy) opponent to make a move on the flag.



Look out for flag defenders in the shadows. Use your targeting reticle to spot players in low visibility areas—when it turns red, make 'em dead.



The Market Place flag is next to a pillar. If you can sneak up behind it, you can step out and steal the flag and step back unnoticed. All the other team will know is that their flag bay is empty.

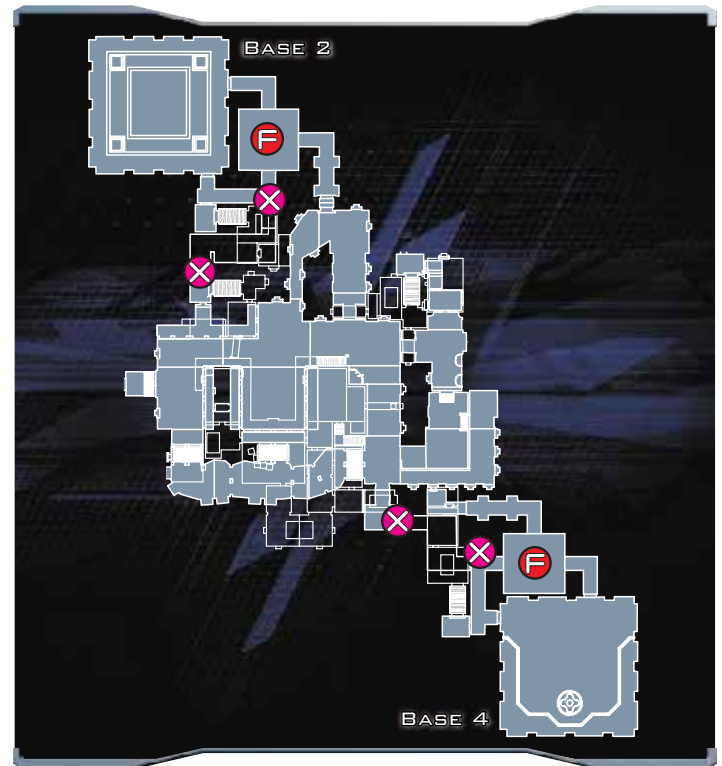


Taking the flag down the main streets is pointless—too many ways to die. Instead, take the flag through the upstairs rooms or through the Old Market Tunnel to reach your flag bay.



Step far enough back from your flag bay to lull opponents into a false sense of security. Their eyes are likely going to be fixated on the flag, and they may not spot you just off to the side, gun raised to head level.

### BASE 2 + 4 VARIANT



When Bases 2 and 4 are opened, the avenue of action switches to the main street through town. Flag carriers must find an alternate route than through the center of town, as snipers and cleverly hidden players can appear seemingly out of nowhere.

The onus is on teammates to clear paths for the flag carrier. If some of the interiors have been taken, players must sweep those rooms to open a route. They must also look out from their bases and eliminate any obstacles (such as enemies hiding in shadows) to prevent a direct assault on their territory.





There will undoubtedly be street-level skirmishes at the start of the match, as teams try to set up defenses for their flag runs.

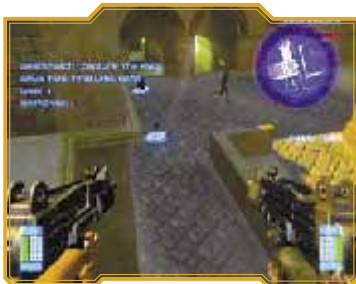
Set up first-line defenses near the entrances to your base to repel enemy players not familiar with the map's back routes.



Always have at least one flag defender in or very near the base. If word goes out that an enemy has breached defenses, the defender can step into place and await the incoming threat.



Use the sniper balconies over your base as a means of cutting down flag carriers who manage to slip out of your main base. If you can take down a flag carrier early, you can swipe the flag and send it back to the bay.



Watch out for the explosive points on your base. If you discover a breached wall, guard it. An enemy player is likely nearby.



If you manage to steal the flag, stay out of the street as much as possible. Stick to interiors. However, if the main street seems to be the only option, zigzag as you run to make headshots difficult.



## BASE 1 + 3 VARIANT



Capture the Flag on this variant turns into an exchange of blows, with players seeking out the best ways to avoid enemy detection. With bases so easy to defend, players can cut each other down at the entrances without much difficulty. It takes a concerted effort to overwhelm a flag bay, but a team cannot sacrifice base defense to grab the flag. Stretch your forces too thin, though, and neither offensive nor defensive measures will be effective.

### CAUTION

AVOID THE MARKET SQUARE ON THIS VARIANT AS IT IS TOO EASY FOR THE ENEMY TEAM TO MOBILIZE AND SET UP MID-TOWN DEFENSES UPON DISCOVERING THEIR MISSING FLAG.

If you are taking the flag from Base 1 to Base 3, use the Old Market Tunnel. However, the reverse is not true. When going from Base 3 to Base 1, the Old Market Tunnel adds extra mileage. Use the interiors on the upper floors to escort the flag.



Set up "checkpoints" along the flag routes. Communicate any enemy sightings to the entire team over the headset so your team can mount a cohesive defense.





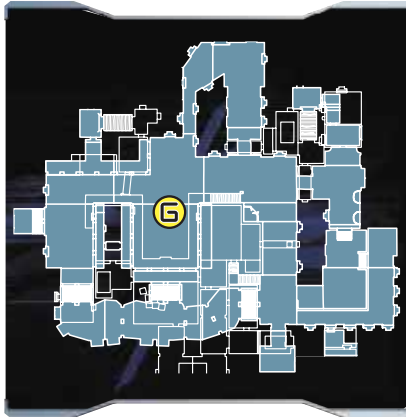


Leaving only one flag defender at a base is an iffy proposition, especially if more than one enemy player manages to breach your defenses. Consider leaving one player at the actual flag bay and position another on the sniper point above the base entrance.

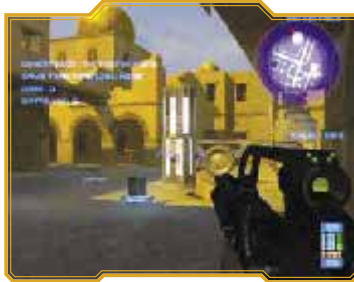
## TERRITORIAL GAINS

### SMALL VARIANT

There is only one Gain on this variant—and it's right in the middle of Market Place, at the crossroads of the entire map. Positioned between the truck and the small courtyard full of pillars, the Gain is difficult to take and hold. The team that manages to hack the Gain first needs to install defenders behind the pillars, plus a sniper on the balcony above to provide medium-range cover fire.



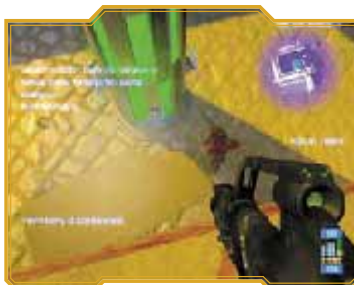
If the other team manages to get the Gain first, dismantle their defenses before making an attempt on the Gain. Send shooters up to the balcony to eliminate any snipers and then systematically sweep the hiding spots behind the pillars. It costs lives, but if you can winnow their numbers faster than they do yours, you can successfully take the Gain.



Simple defenders behind the pillars are typically enough to wipe out anybody who attempts to hack the Gain. Make sure you have defenders on all three sides of the courtyard, though, so the hacker cannot use the Gain itself as a barrier.



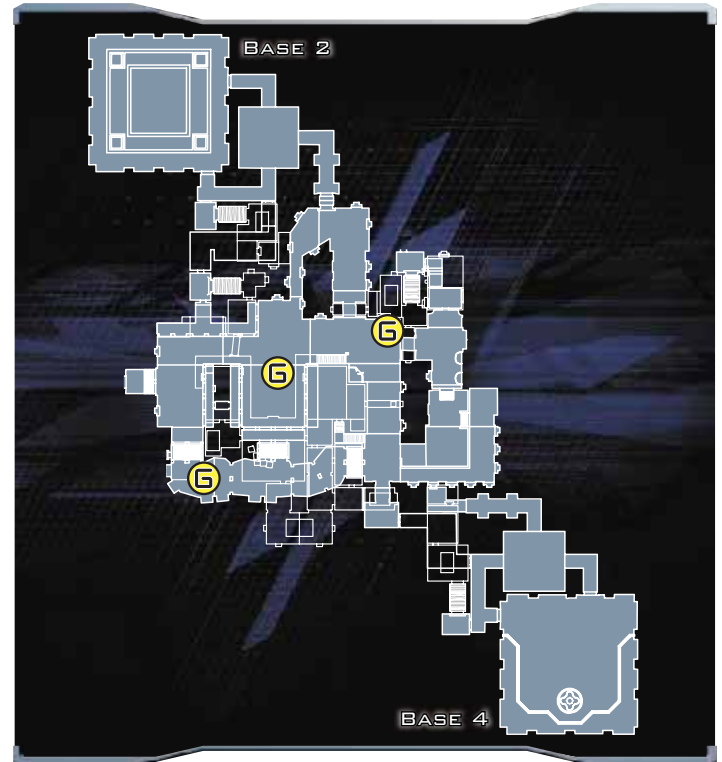
Install a sniper over the Gain to shoot any would-be hackers. If the teammates behind the pillars are compromised, a sniper is your last defense.



## TIP

MAKE SURE YOUR SNIPER STEPS OUT FAR ENOUGH TO SEE THE GROUND BETWEEN THE BALCONY AND THE GAIN. A HACKER CAN SLIP INTO A BLIND SPOT AND MAKE AN ATTEMPT ON THE GAIN.

## BASE 2 + 4 VARIANT

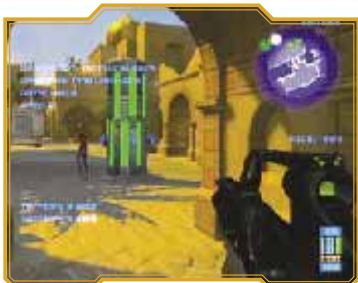


The base variants add two more Gains to the map, positioning them in Old Market Tunnel and the Main Gate. On this variant, the Gains are fairly evenly spaced from each other, giving neither team a serious advantage over the other. Teams just need to select which two Gains they want to hack and hold—and more often than not, they are the Gains in the tunnel and the town square.

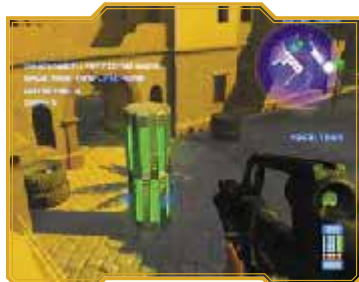
Because the Gain in the tunnel is so easy to defend, make it your team's top priority. As soon as the match begins, players need to rush the tunnel and set up guards at each entrance while a hacker takes the Gain. Once this area is secure, the team can strike out to grab the central Gain.



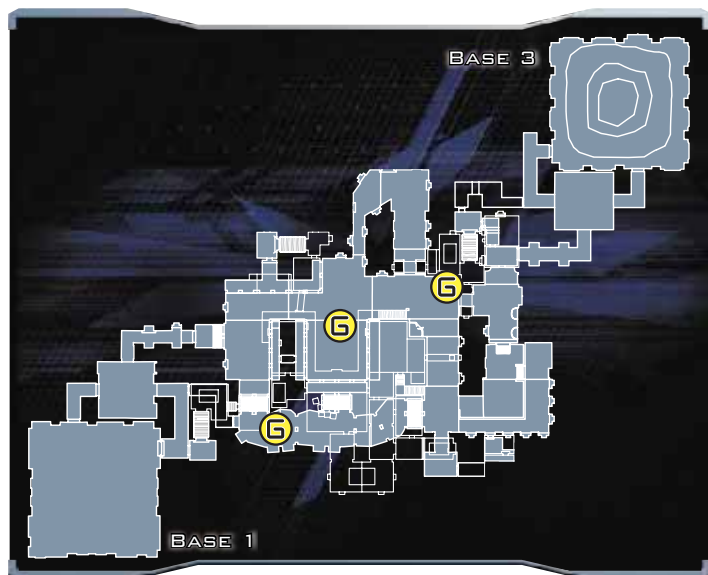
The Main Gate Gain just has too many access points. Players can come up two streets to assault a defender, or snipe from a variety of angles. Your team can hold the Main Gate Gain, but it takes a lot of manpower that would be better spent trying to control the other Gains.



You must install multiple snipers around the Main Gate Gain, because the Gain itself creates a massive blind spot that an enemy hacker can exploit.

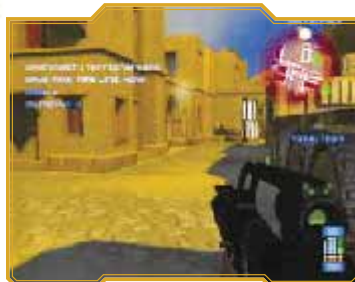


## BASE 1 + 3 VARIANT



The team that starts out in Base 1 has a great advantage in this variant. Right away, they are a stone's throw from the Gain in the Old Market Tunnel. Within 30 seconds of starting the game, they can hack this Gain and start defending it. The other team pretty much has to write off this Gain and hope the team that has it installs too many Gain defenders to effectively manage the rest of the map.

The Base 1 team also has a very clear shot at the Market Place Gain, too. The truck is between the Base 3 team and the Gain, giving Base 1 another advantage. Snipers and pillar defenders can be quickly installed around the Gain.



The team that controls the Market Place Gain can use the parked truck as cover while firing down at the team trying to hack the Main Gate Gain.



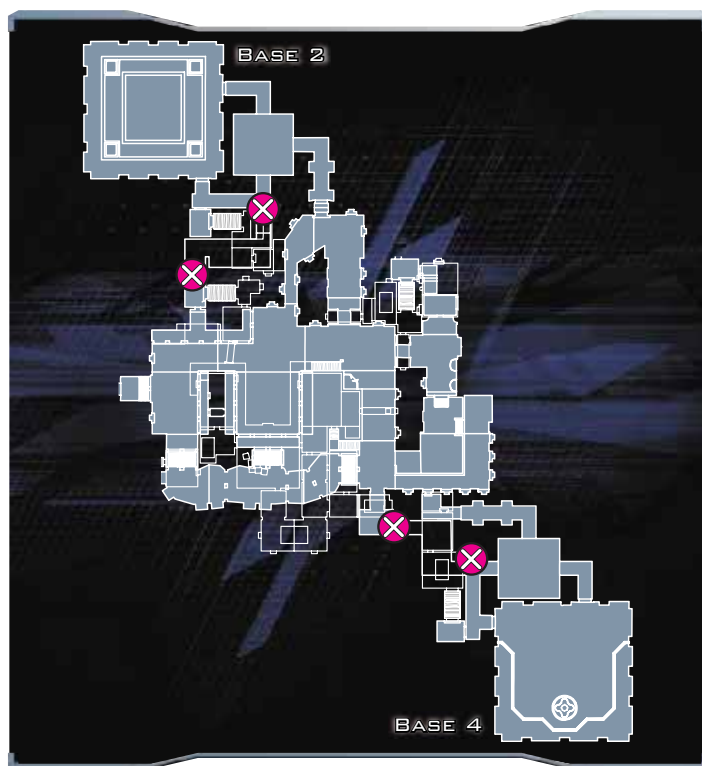
If you control the tunnel Gain and the central Gain, you can let the Main Gate Gain go and still swiftly win the match.

## DARK OPS

When shopping for hardware in OldTown, always remember that bigger isn't necessarily better. Sure, the FAC-16 has great range and a grenade launcher, but what good is a grenade launcher if you're backed into a small room? The splash damage from the grenade is likely to damage you if you aren't careful. And in heated fire fights, caution is a fleeting luxury. It's better to pony up for a solid close-quarters weapon for tight situations, plus a good submachine gun for street encounters.

## ERADICATION

### BASE 2 + 4 VARIANT





With only one life to live in an Eradication match, smart players stay away from the Market Place and the avenues leading into it. There are too many good hiding spots and sniper vantages to risk moseying down the main street with guns blazing. And, with shooters exchanging fire across the streets, it's easy to get caught in the crossfire. Players are better off staking out rooms in the interiors or diving below the surface into the Old Market Tunnel.



The upstairs rooms offer sniper vantages out the outside balconies. Use the doors and other furniture (or large bomb?) as cover when another player enters your immediate area.



The Bomb Room is a good room to hide in, as the central feature makes excellent cover for fire fights. And, the room has limited access, so you can really cover the doors.

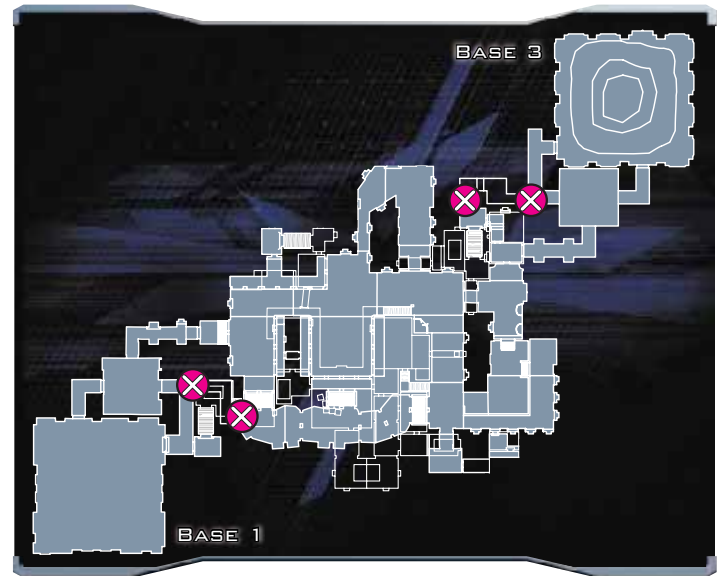


Keep your target reticle at head- or chest-level so when another player walks through the door, you can drop your foe with a quick shot.



If you spot a sniper on a balcony, run. Don't try to engage the sniper. While looking up, you cannot see other players coming at you from the sides.

## BASE 1 + 3 VARIANT



Opening up this base variant relegates the majority of the action to the Old Market Tunnel (as it is directly next to Base 1) and Palm Tree Alley. At least in these tighter quarters, you have places to hide—unlike out on the streets where you are sniper bait.



A scoped weapon (or, even better, scoped and silenced) helps you pick off players while remaining a safe distance from the hard action. Kneel down on a balcony, shimmy out from behind the half-wall, and pop off players as they dare to cross the streets.

Be careful when rounding the corner to enter Palm Tree Alley. All of the cover, such as the trees and the half-walls, is inside the alley. Sneak up to the corner and use cover to check things out. If there is a target, go for it.



Defending teammates is easy inside the Old Market Tunnel, where players can cover both entrances and wait behind pillars in case the enemy overwhelms the first line of defense.

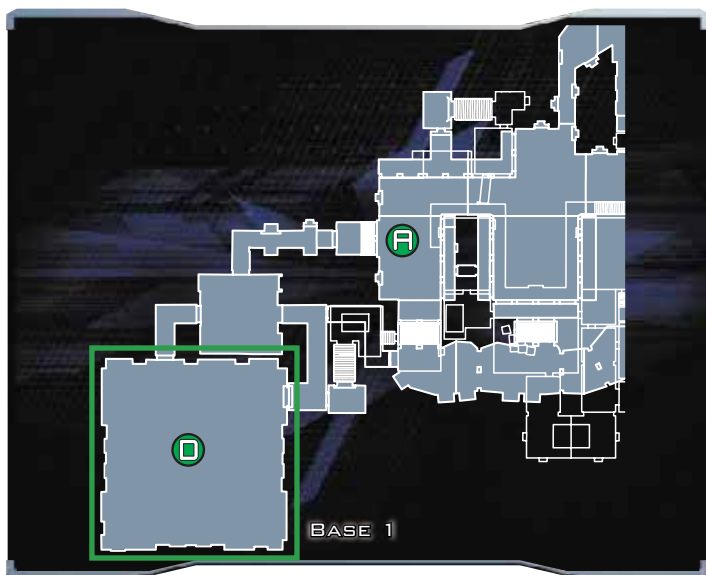
## CAUTION

REMEMBER, WHEN HIDING BEHIND AN OBJECT SUCH AS A PILLAR, PLAYERS ON THE STREET MAY HAVE A HARD TIME SPOTTING YOU, BUT A SNIPER CAN SEE YOU PLAIN AS DAY. BEFORE SETTling INTO A HIDING SPOT, MAKE SURE YOU HAVE ALL ANGLES COVERED.

## TIP

IF YOU ARE TRYING TO BREAK INTO BASE 1 FOR EITHER ERADICATION OR CAPTURE THE FLAG, BREACH THE EXPLOSIVE POINT INSIDE THE OLD MARKET TUNNEL. LOOK FOR THE MISSING BRICKS TO DISCERN ITS EXACT LOCATION.

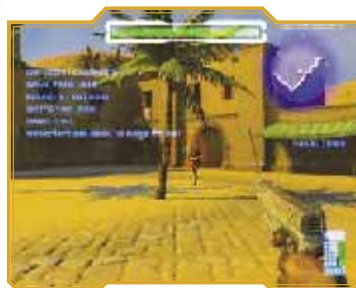
## ONSLAUGHT



Onslaught in OldTown is easy for defenders—and absolute murder for the attacking team. With two distinct routes into the defense point, defenders have no difficulty staffing those access points and repelling invaders either with shotgun blasts as they try to enter, or with a rifle shot from across the room.



The best way to overcome the defenders is with numbers. Be aggressive—mercilessly aggressive—and try to shove as many bodies through those access points as possible. Start thinning their ranks, and the defenders have to get choosy about which door they defend.



Defenders: If an attacker successfully runs the gauntlet and gets inside the base, spread out. Grouping up makes it easy for the attacker to score kills, especially if armed with the DEF-12.



Attackers: Gather up at the entrance to the defensive point and then storm in great numbers. You have to overwhelm the defenders to get a foothold.



Attackers: Breach the base walls with DemoKits. The more routes you can open, the harder it is for the defenders to keep people out.

## INFECTION

### SMALL VARIANT

If you start the match uninfected, get off the street as soon as possible. The longer you remain on the street, the more at risk you are of being overwhelmed by the growing army of skeletons. Either choose the high ground or slip into the Old Market Tunnel with some other uninfected players and set up a defensive perimeter. With quality teamwork, you can keep the skeletons at bay almost indefinitely.



Because the infected players are equipped only with pistols, they have a tough time blasting you off a balcony or through a second-story window. But don't be brazen about engaging them—even a skeleton can pop off a crack headshot from time to time. So, once you set up your defenses, stay within

its boundaries. Bravery only leads to extreme weight loss, as you shed your skin for the uniform of the infected.





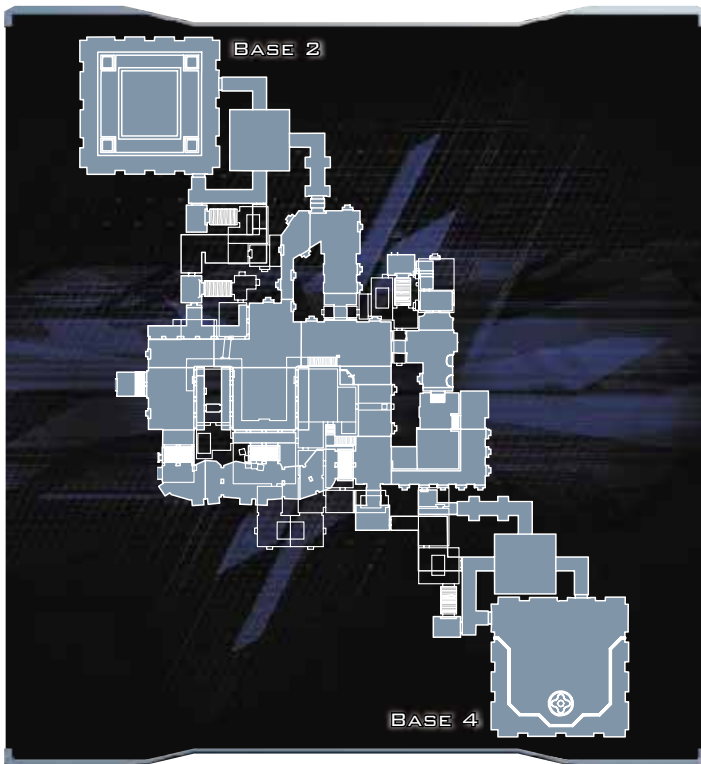
The Old Market Tunnel is always a good place to set up a survival camp, with players guarding the entrances against incoming skeletons. Using the pillars as protection, wait slightly below the stairs for skeletons to step into view.

Should one of the skeletons breach your defenses, deal with it immediately—but not to the exclusion of maintaining the entrance fortifications.



The balcony over Market Place certainly gives you a nice, wide view of the street, but too many skeletons can amass and bring you down.

## BASE 2 + 4 VARIANT



Like the Old Market Tunnel, the bases are good places to set up defenses against the infected threat. The entrances can be easily guarded—position snipers on the balcony overlooking the front door.

The problem, though, can be getting there. When spawning into the match, players are somewhat scattered, so it requires communication and teamwork to get all uninfected players to the decided-upon base.

Fortunately, the skeletons start the match in stasis, giving the uninfected a moment to start their flight before the infected break into motion. If you're nowhere near one of the good defensive points, use those precious seconds to at least seek some cover. Blast what skeletons you can until help comes, or until you can carve a path of your own.

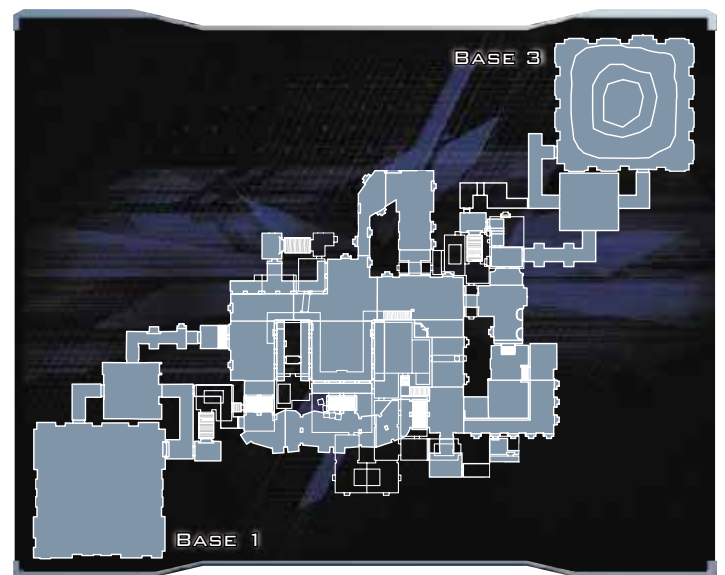


If you're trapped too far outside the uninfected defense point, find a defensible position. A narrow staircase isn't a bad option, as you can blast skeletons that try to ascend while keeping an eye on the upper level.

Enjoy the freedom of infection. As a skeleton, you have unlimited spawns, so take risks and chances to bring down the uninfected players. Head upstairs and start sweeping hiding places. Even if shot, you can still inflict a sense of uneasiness, making the uninfected think twice about where they are really safe.



## BASE 1 + 3 VARIANT



If you do elect to use a base as a defense against the infected, make sure to have clearly defined roles for the team. Place select shooters upon the sniper balcony above the base entrance. Door guards must defend the main entrances with smart weapons, such as shotguns. Interior defenses must cover the open space within in the event of a breach.



Place guards on each side of the main entry, ready to blast any bones that attempt to enter the base.

Base 3 offers some overturned trucks to use as cover within the base, should trouble actually make it that far into your defenses.

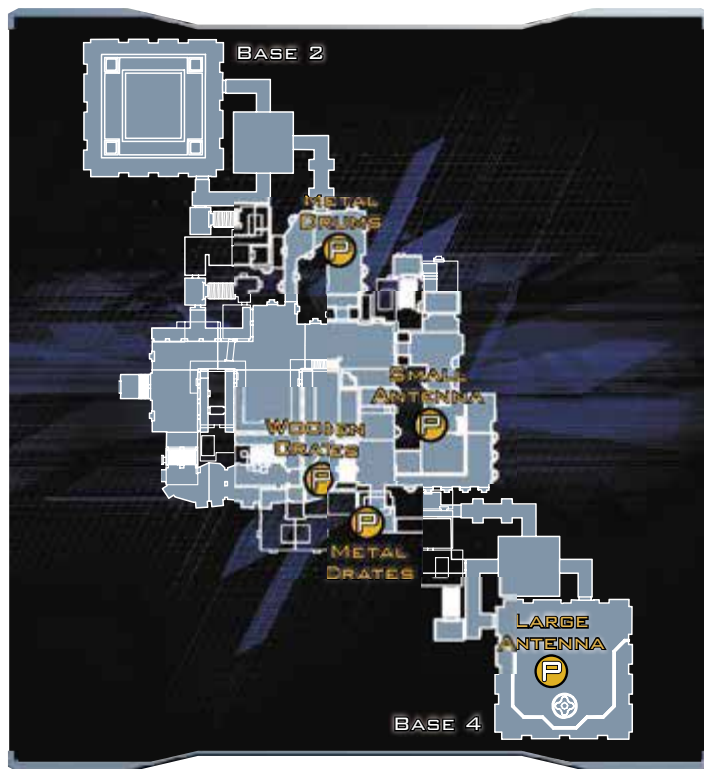


Guards inside the base (not those on the door) need to be ready in case a skeleton does manage to enter the sanctum sanctorum. Door guards cannot be pulled off their positions, lest another skeleton sneak through.

The infected have a way of being exactly where you don't want them. If infected, consider heading for one of the base balconies at the start of the match and waiting. As the uninfected attempt to set up their defenses, you can blast a sniper headed for the balcony—and now have two agents within the base perimeter.



## SABOTAGE



Metal Drums: Minaret Street has been walled off with sandbags, so when you enter to eliminate the drums, have attackers ready to clear an escape route. The defenders will descend as soon as you appear on the radar.

Small Antenna: The small antenna is positioned inside Palm Tree Alley in a fairly easy spot to blast as you run through en route to the wooden crates in the Old Market Tunnel.



Metal Crates: The metal crates are also in Palm Tree Alley, but they are tucked in a small side room opposite the small antenna. Work together so you don't get trapped by defenders.





**Wooden Crates:** Take a few passes through the tunnel to finish off the wooden crates—the easiest Props to ruin. You need to pass through here at least two or three times to get the small antenna and metal crates anyway, so don't feel the need to destroy all of the crates at once—unless you

have enough attackers with you to defend the tunnel entrances while engaging in demolitions.

**Large Antenna:** In the middle of Base 4, the large antenna is the most difficult Prop to destroy on the Old Town map. Defenders have no difficulty keeping attackers out of the base, so it takes great numbers to overwhelm the area and finish off the Prop.



## MULTIPLAYER. SUBWAY

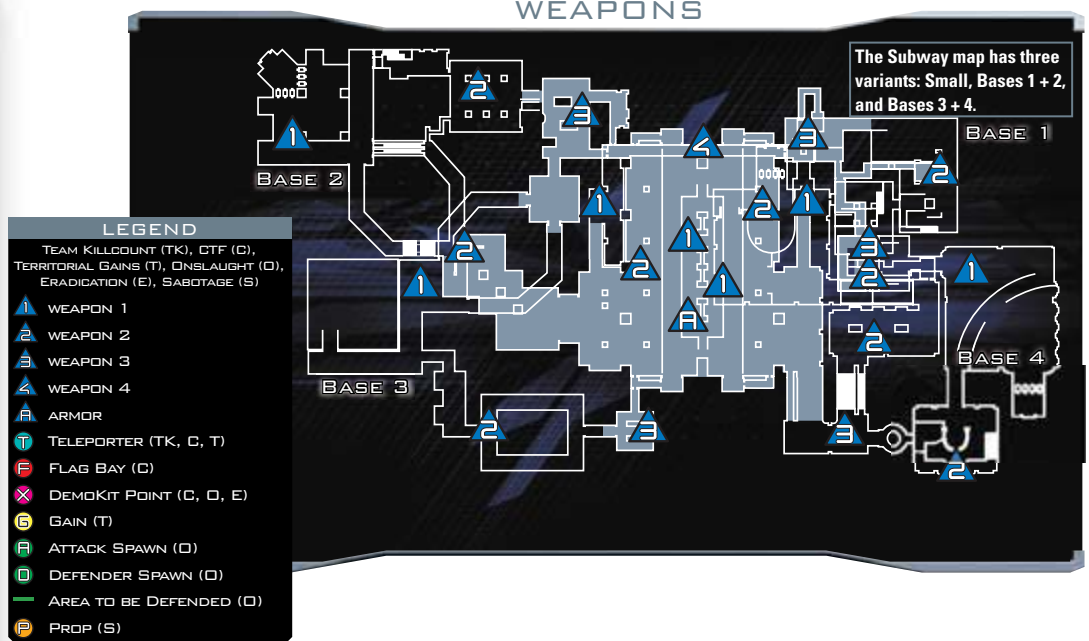
### RUNAROUND IN THE UNDERGROUND

The train's about to pull into the station—next stop: Mayhem. The underground subway station offers no escape for DeathMatch players, with winding corridors and sub-station rooms all leading back to a central platform where bullets create lethal cross-traffic and the toll for not ducking is a one-way ticket out of the digital championship.

The central area is definitely where action starts—players can stake out their own areas of the platform, using the parked subway cars as cover while volleying shots at opponents both on the other side of the platform and on the walkways above it. The trenches that house the subway tracks are safe to duck into for cover when the scene gets too hot. The pillars supporting the ceiling are wide enough to use for cover, but players must understand that survival on the central platform is far from guaranteed—there is no place to hide for very long.

Several doors and stairways lead off from the central area, branching out to the bases, which are located in the extreme corners of the map. The dark corridors are excellent hunting grounds for players programmed for close-quarters combat.

A good, dim corner and a shotgun is all that is needed to surprise, and bury, players running to their next destination. On this map with no blind corner safe to tread around, no dark hallway in which to take a breather, and no way to get from one side of the map to the other without crossing the chaotic central platform, Subway's scores reflect the unrelenting action waiting for competitors.

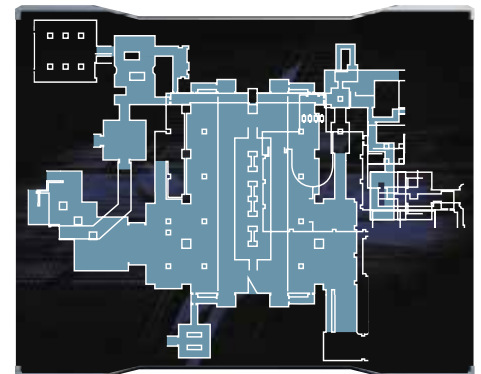


## DEATHMATCH

Subway DeathMatch rounds are laden with destruction, thanks to the map's bountiful weapon spawns. The bases contain only basic weapons (slots one and two), so players in search of better firepower must step out of safety to retrieve it. The only slot-four weapon is located on the balcony above the central platform—a very unsafe place to be pinned down at. The possibility of crossfire and grenades from the platform really makes players think twice about making a break for the powerful weapon.

### KILLCOUNT SMALL VARIANT

The small variant clips the bases out of the corners of the map, placing the emphasis on the central platform. Players must decide if they want to brave the platform in search of potential kills, or if they are better off playing more defensively—there are small corners surrounding the platform where you might be missed by players too busy with survival tactics. The south end of the platform in particular has some good corners to slip into, as well as access to the trenches that run the length of the platform.

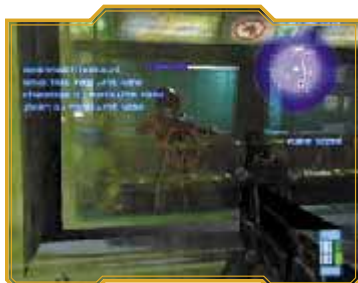


The balcony overlooking the central platform is great for firing down on players, but a terrible place to get trapped. With two access points on each side of the balcony, it's not impossible to get tangled in crossfire (and look like a base runner caught between first and second base). However, this is where you find the "power weapon," and depending on the weapon set, it just might be too much of a lure to resist.

Beware of getting too focused on the central platform. Even though the bases are closed, several side passages lead off from the main area (accessible via doors or stairwells) where players can set up lures and traps.



The subway cars in the map's center may look like a good place to hide—but they're not for several reasons. First, it's too easy to see players inside the cars. The cars are lined with windows that can be shot out and then shot through.



Second, ducking doesn't help. Not only are you still quite visible to the players outside of the cars, but you have limited range to look out. The range of fire is cut in half, due to the height of the seats.

Finally, should a fire fight erupt inside of the cars, exits are limited. With only a few doors, it's hard to flee in time should your opponent get the upper hand with a better weapon.



## TIP

USE THE CORNERS BETWEEN THE TRACKS AS COVER. THE SIDE OF THE MAP OPPOSITE OF THE CORNER CANNOT SEE YOUR POSITION, AND YOU HAVE A PRETTY WIDE ANGLE FOR SEEING THE PLATFORM ON YOUR SIDE.



The trenches that house the subway tracks are good temporary cover for just dropping out of a fire fight. However, getting out can be a little tricky. Pressing forward against the ledge gets you out, but while you're climbing, you cannot move left or right to dodge bullets.

Use the ramps at the end of the track to scramble out of the trench without being an easy target.

## TIP

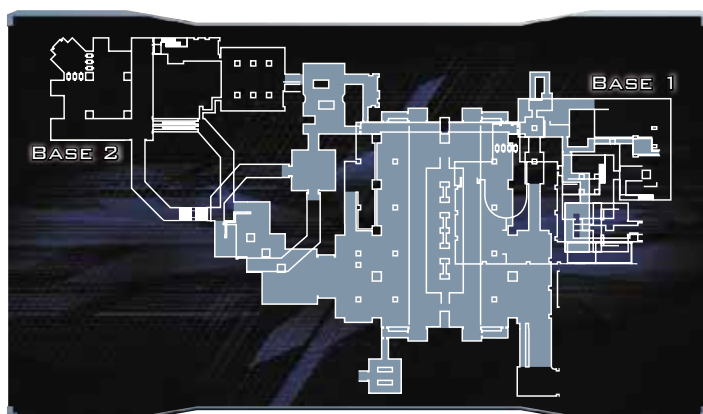
DROP TO THE LOWER LEVEL JUST BESIDE THE PARKED SUBWAY CARS TO SLIP OUT OF SIGHT FOR A MOMENT, THEN DRAW A BEAD ON PLAYERS ON THE MAIN PLATFORM.

The balcony over the central platform provides an excellent, full view of the proceedings. From up here, you can throw grenades and attempt to snipe players as they duke it out on the ground floor.



The balcony sees plenty of medium-range conflict, as players hide at each end and fire when another player makes a run across the map. Rifles and grenades are excellent for striking an enemy on the other side of the balcony.

## BASE 1 + 2 VARIANT





The Base 1 + 2 variant leaves the central platform intact, but it opens up the two northern corners. Heading up the massive stairs now leads to a series of corridors, opening up new hiding spots for stealthy players. Guerilla players can use the darkness to their advantage by making themselves visible, then disappearing into a corner, only to pop out when their prey runs by.

The back areas behind the bases are not well-traveled—they are an extra hike from the central platform, which still sees its fair share of action. However, with so much extra square footage now open for combat—and the balcony connecting it all—expect traffic on the platform to decrease.

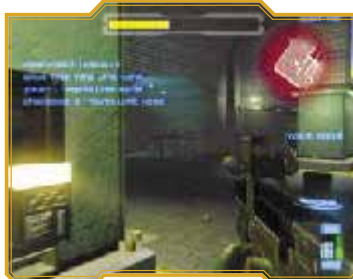


Try to stay just outside the center platform. The staircases leading down to it from the bases are particularly solid places to position yourself, as you have a definite vantage from which to target players on the ground level.

## TIP

USE THE TOP OF THE ESCALATOR HAS A HIDING SPOT TO NAIL PLAYERS COMING UP THE STAIRS. CROUCH DOWN AND AIM DIRECTLY FOR THE HEAD AND CHEST AREA.

Use the intervening pillars at the top of the stairs leading to Base 1 as cover. Players en route to Base 1 must walk through here (it's the easiest path), and you can step out and nail them as they run by.



The ramps at the Saigon Plaza Entry are good sniper spots—especially at the large hole in the wall. It grants you a good view of players coming through the area. But in case of an emergency, you can step through the hole and land on the ground below without taking too much damage. From the other vantage points on the ramp, you have to run either down the ramp or back up to avoid trouble.

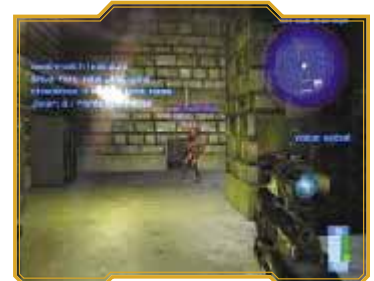
## TIP

WITH MORE OPEN SPACE IN THIS VARIANT, USE WEAPONS WITH SCOPES. YOU HAVE A BETTER CHANCE AT PICKING OFF CAMPERS AT THE TOP OF THE STAIRCASES. THE SUBWAY MAP IS DARK ENOUGH, AND WHILE THE SCOPE DOESN'T LIGHTEN ANYTHING, IT CAN HELP YOU DISCERN AN ENEMY OUTLINE.

## CAUTION

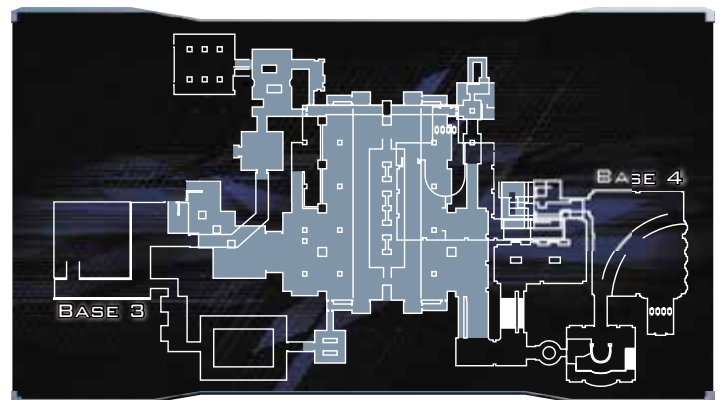
THE DARK ROUTES BEHIND BASE 1 MAY BE GOOD FOR HIDING, BUT THE RED LIGHTING MAKES IT DIFFICULT TO SEE ENEMIES—AFTER ALL, THEIR COSTUMES APPEAR RED TO YOU. THREAT DETECTION IS USEFUL BACK HERE.

The Service Storage facility near Base 2 is another good place to play cat-and-mouse. Use computer mainframes and pillars for cover while hunting opponents.



The front entrance to Base 2 is just too open to use as a primary approach. Players can hide behind the many pillars and corners and catch you as you attempt to breach the area.

## BASE 3 + 4 VARIANT



The Base 3 + 4 variant opens up additional areas for exploration and domination in the map's southern half. Bases 3 and 4 are linked directly off the main platform, so traffic in the central area should increase in this variant. The bases themselves are gigantic; the Base 4 layout alone offers a large area divided only by a curved wall. If the action is pushed back into the bases, the body count will be high as the number of hiding places dwindles to a small handful.

The routes in and out of Base 4 are much more complicated than those around Base 3. The denser collection of camping sites and dark corners will attract stealthier players, and it's a great place to break out close-quarters combat weapons. A DEF-12 Shotgun or a Magnum does catastrophic damage in these tight passageways where it's much easier to score either headshots or torso wounds.



The entrance to Base 3 offers a great showdown arena. The room is divided by a large collection of telecommunications cables, but the spaces between the cables are just wide enough to see—and engage—an opponent on the opposite walkway.

The Main Conduit chamber feeds into Base 3 proper, and offers several corners to hide behind while waiting for players to either come out of the base or try sneaking into it.

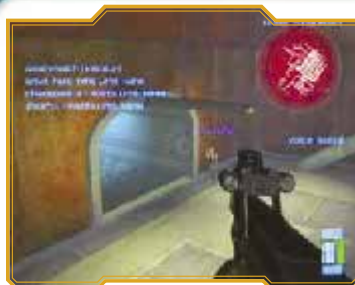


Base 4 is surrounded by complex systems of hallways and darkened paths with ample hiding spots. Squeeze into one of the corners in the South Service area, and then slip behind unsuspecting players as they attempt to exit the base.



## CAUTION

STUDY WEAPON SETS BEFORE STARTING A MATCH. IF THE WEAPON SET INCLUDES WEAPONS WITH FLASHLIGHTS OR THREAT DETECTION, HIDING IN CORNERS ISN'T AS VIABLE A STRATEGY.



The Lower Pump Room, which must be accessed to leave Base 4 to the north, has twin staircases that can be used to snipe players running back toward the main area.

## TIP

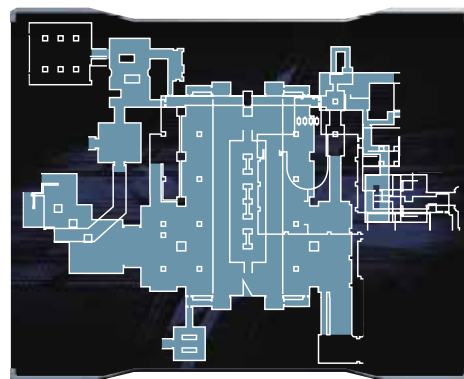
LOOK FOR HIDING PLACES BENEATH STAIRCASES, SUCH AS THE TWO IN THE LOWER PUMP ROOM. YOU CAN CATCH PLAYERS AS THEY STEP OFF THE STAIRS. THIS IS WHY, IF YOU'RE EVER TRAVELING DOWN STAIRS WITH A HOLLOW BENEATH THEM, YOU WALK DOWN BACKWARD.



The roundabout in the main entrance to Base 4 (called the Concourse Balcony) offers an exhilarating möbius strip of death. Players enter the loop and chase each other, firing and firing until one doubles back and attempts an interception.

## TEAM KILLCOUNT SMALL VARIANT

Team Killcount on the Small variant does not give teams the benefit of defendable bases to work out of—rather, players are dropped into the middle of the central platform area and must fend for themselves until they can implement a cohesive team strategy. The best strategy at the start of a match is to decide, as a team, on a corner of the map to use as a base of operations. Decide quickly, because you must always assume the other team is doing the exact same thing, and not all corners are created equal. For example, the corners at the southern end have more cover.



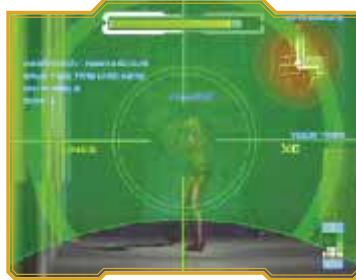
Once a team base has been selected, players must work together to set off avenues of fire. To succeed in this close variant, you must control the flow of traffic. Lay down fire to carve off pieces of the map for your own uses, tightening the noose on the other team until they have nowhere to go. If you can push them into one side of the map, you're that much closer to victory.





Teams spawn into map at opposite ends of the balcony overlooking the central platform, so expect several fire fights to erupt up there just as the match gets started.

Set up a sniper to keep the opposing team at bay until a sizeable number of teammates can get out of the spawning area and start setting up a base camp.



In addition to setting up a makeshift base, try to push the opposing team back to their spawn point—and don't let them out. Whenever possible, cover this vantage from the balcony down into the corridors that would lead to Base 2 in a larger variant, because enemy players will stream through the door.

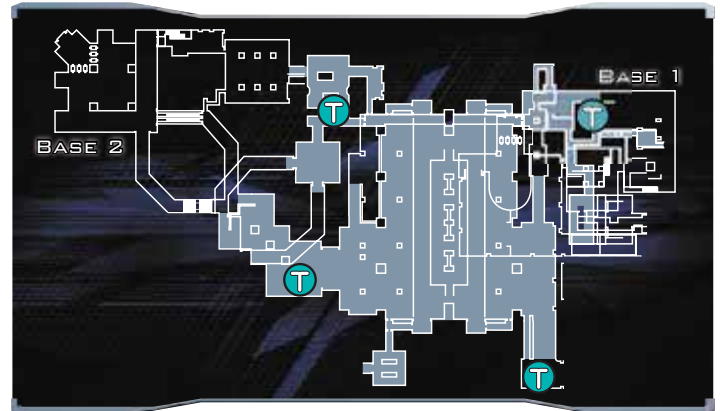


Covering doors keeps traffic in check, but also, because all models within a category (Dark, dataDyne, etc.) are the same height, you can line up headshots and wait for the door to open. This, of course, only works a couple times before word goes out over the headsets that a door is being protected.

## TIP

BECAUSE PLAYERS SPAWN INTO THE MAP AT THE ENDS OF THE BALCONY, TRY TO SET UP YOUR TEAM BASE ON THE MAP'S SOUTH SIDE. ENEMY PLAYERS ARE FORCED TO CROSS EXTRA OPEN TERRITORY TO REACH YOUR POSITION, AND A COUPLE WELL-POSITIONED SHOOTERS CAN CUT THEM DOWN BEFORE THEY GET TOO CLOSE.

## BASE 1 + 2 VARIANT



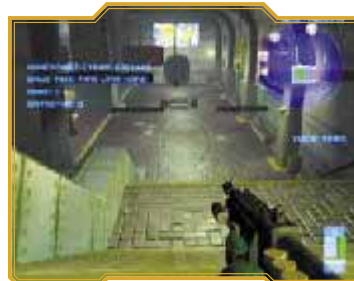
In this variant, players spawn much farther out from the central platform, which invariably leads to the creation of choke points. When the match begins, teammates should work to set up a defensive perimeter around their base far enough out to prevent the other team from cutting them off from the rest of the map. Beware of getting pushed into an area of the map with little cover, such as the immediate area around a base.



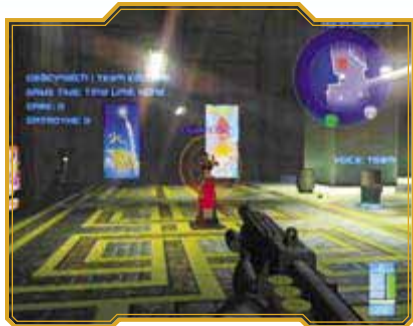
Teleporters are important in this variant; the team that owns the majority of the teleporters, especially the one near the entrance of Base 1, has a definite advantage. It's a long hike from the base to the central platform. If your team experiences heavy losses, by the time reinforcements

spawn again and start moving out, the enemy team can gain precious ground.

When your team takes a teleporter, do whatever you can to hold it. Leave a guard behind (but with a long leash, because just standing next to the teleporter makes for an easy target) to make sure you have a spawn point closer to the action than all the way back at the base.



Hold the main access route to your base. Back routes take longer to traverse and with time of the essence, many players will simply attempt a frontal approach. For example, make sure they never get up the stairs at Base 1.



Expect the other team to guard their captured teleporters, too. Try to overwhelm their guard with numbers and brute force, then set up a defensive perimeter while a teammate hacks the teleporter.

## CAUTION

LOOK OUT FOR ENEMY PLAYERS ATTEMPTING TO HACK YOUR TELEPORTER WHILE HIDING BEHIND IT. THE TELEPORTER IS JUST TALL ENOUGH TO CONCEAL A CROUCHING HACKER.

## TIP

SOMETIMES AN EMPTY TELEPORTER MAKES FOR EXCELLENT BAIT. AT THE NORTHERN ENTRANCE TO BASE 2, POSITION A PLAYER BEHIND ONE OF THE PILLARS AND WAIT FOR AN ENTERPRISING ENEMY PLAYER TO RUSH THE TELEPORTER AND ATTEMPT A HACK. WHILE HE OR SHE IS BUSY HACKING, STEP OUT AND BLAST.

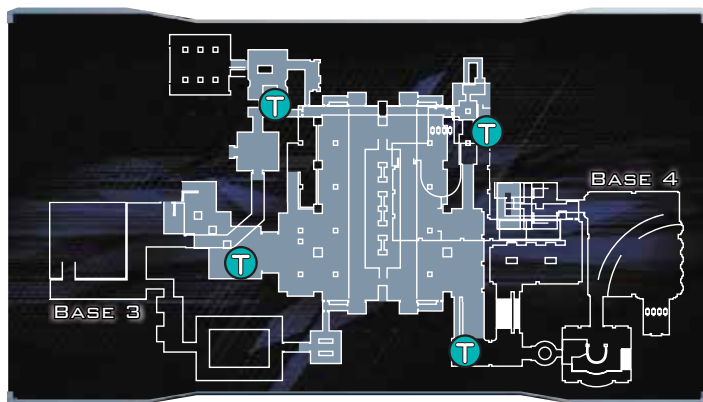
Doorways are dangerous in this variant. Because they are used so often, teams may start assigning players to hold specific doors. Have a fresh clip ready whenever opening a door, lest you get a nasty surprise on the other side.



teammates when you start rigging doors with booby traps.

Guerilla tactics work best in the corridors leading in and out of bases. If available, mine doorways with Multimines or UGL Liberators—when opponents step through the door, they get engulfed in the explosion so quickly they won't have time to back away. Just be sure to alert

## BASE 3 + 4 VARIANT



Players in Base 3 have an easier time due to the simpler nature of the access points leading in and out of their base. The team in Base 4 must control their closest teleporter (South Platform area), because their base is set farther back from the central platform. If they let the team at Base 3 push them too far back, regaining the ground becomes arduous.

Unlike the Base 1 + 2 variant, the action here moves back out to the south side of the central platform. The map's entire top half should remain fairly calm. Even from the vantage of the balcony, snipers have a hard time getting off clean shots on the players on the opposite side of the platform.



Teams must coordinate to keep their corner of the south side from being overrun. Position players at and around the base's access points to repel invaders.

Once the access points to your base are secure, expand your defenses to the main platform. Use the pillars in the platform's center as a makeshift boundary, and keep the opposing team out of your "side."







Use the pillars in the middle of the platform as cover while blasting enemy players. It is imperative to keep opponents from gaining any territory on your half of the map. Lost ground is twice as difficult to regain as it is to defend.

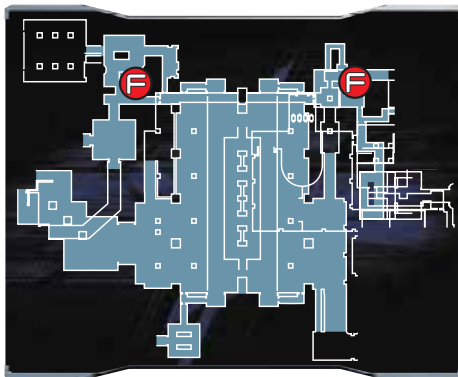
## TIP

IF AVAILABLE, USE WEAPONS WITH SCOPES OR THREAT DETECTION TO ZOOM IN ON ENEMY LOCATIONS IN THE CHAOS OF THE CENTRAL PLATFORM.



## CAPTURE THE FLAG SMALL VARIANT

This variant eventually devolves into a balcony fight because the two spawn points, and the locations of the flags, are on opposite ends. It is exceedingly difficult to take the flag across the balcony, so teams must explore alternate routes. Running the flag across the main platform takes a serious, organized effort with players covering not only the ground level, but also the balcony above.



The lower route between the two flag bays is a difficult run, too. You have to survive getting out of the flag location, and scrambling up the ledges makes you an easy target. You must have at least two teammates (depending on attendance) flanking you while running the flag.



Cover both your flag bay and the access points leading into it. In this limited variant, defense is just as important as offense.

Communicate with your teammates at all times. Because your stolen flag does not show up on the map, you must alert the team when you spot it.



## CAUTION

BECAUSE FLAG CARRIERS ARE RARELY ALONE, YOU CANNOT JUST DROP ONE AND KEEP MOVING. IF IN TROUBLE, THE CARRIER CAN DROP THE FLAG FOR ANOTHER TEAMMATE, AND THE TEAMMATE HAS 10 SECONDS TO PICK IT UP UNLESS YOU INTERCEPT IT.

When entering a flag bay, expect immediate resistance. The best strategy is to cause as much noise and action as possible to throw the whole room in disarray while you concentrate on getting the flag. Have your teammates start lobbing grenades and shooting up the place, just to keep the defenders busy.



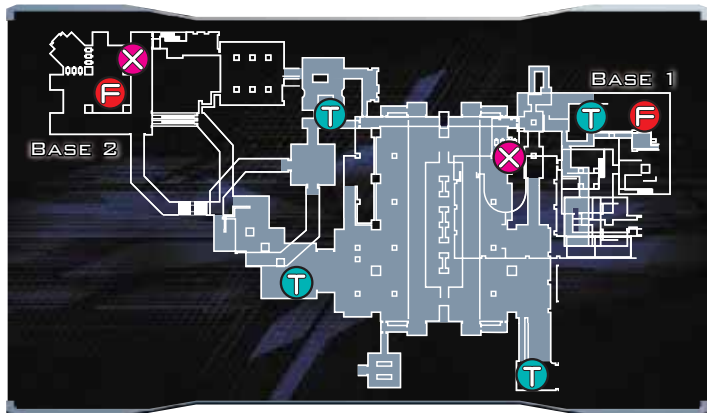
Getting out of a flag bay is often just as tricky as getting in. Once the "Flag Stolen" message appears onscreen, you can count on the entire enemy team coming down on you. While you follow the route back to your flag bay, your teammates must cover every door, every vantage, every angle, because you are not an effective attacker.



## CAUTION

CARRYING THE FLAG IS AN ENORMOUS BURDEN—YOUR SPEED DROPS SIGNIFICANTLY AS YOU ATTEMPT TO TAKE IT BACK TO YOUR BASE. CHOOSE A DIRECT ROUTE, AND STICK TO WALLS AND CORNERS FOR COVER.

## BASE 1 + 2 VARIANT



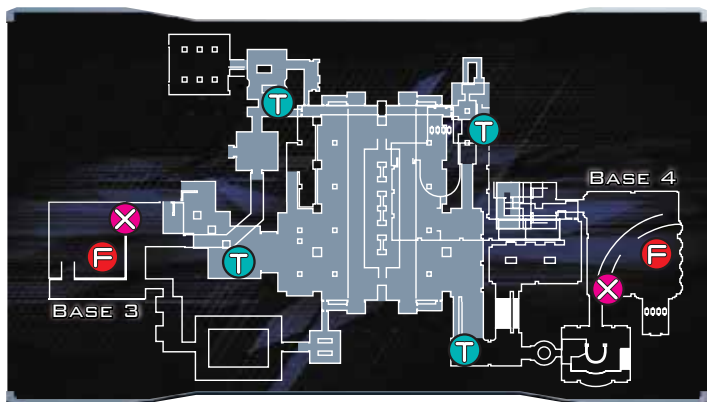
Much as in the Team Killcount game on this variant, choke points start to form where the bases lead into the map's main section: the central platform. To escape these choke points—and make it back through with the flag—teamwork is essential. With the tight corridors full of excellent places to intercept flag carriers, matches are likely to be low-scoring. (However, a 2-1 victory can be a lot more exciting than a 10-2 blowout.)

Consider allowing the other team to take one or two of the teleporters, and then don't contest it. This often tempts players to spawn outside of the base, thus weakening base defenses.



If breached, the explosive point on the wall surrounding Base 1 makes it much easier to escape a base fire fight once the flag has been stolen.

## BASE 3 + 4 VARIANT



You must know the routes in and out of the bases (especially Base 4) if you are going to be a flag carrier. It's easy to get turned around, and glancing at the map is not an option with three flag defenders bearing down on your recently discovered position.

Choke points start to form at the base access points from the central platform. With no alternate route that doesn't pass through the middle of the map, players can always expect where to spot a flag carrier once the flag has been stolen. Teams must run interference through their opponents' defenses to get the flag across the platform. Once inside the corridors leading into your base, you cannot stop running, but you should be able to breathe a little easier.



Taking a stolen flag back to your base requires not just teammates wielding big weapons, but deft footwork on your part. After grabbing the flag, quickly try to enter a back route not commonly used, rather than going straight for the front door.

While running, always veer left and right. Because your skull is always at the same level on flat ground, the enemy team has an easier time lining up lethal headshots. Keep moving around to throw them off their game.



The darker the corridor, the better. Remember, if you get caught, you can drop the flag for up to 10 seconds. In a small hallway, your fists are a powerful weapon—and they are fast, too. Rack up a quick combo and then pick up the flag again.

Use the chevrons on the ground—there is no shame in accepting a little help. They lead you right back to your base.



Close-quarters weapons that do one-shot kills, such as the Magnum or DEF-12 Shotgun, are excellent tools for base defenders.



## DEMOKIT POINTS



Break through the wall surrounding Base 3 to open a wide access point. Whether you are playing CTF or Eradication, this additional route makes base infiltration much easier.

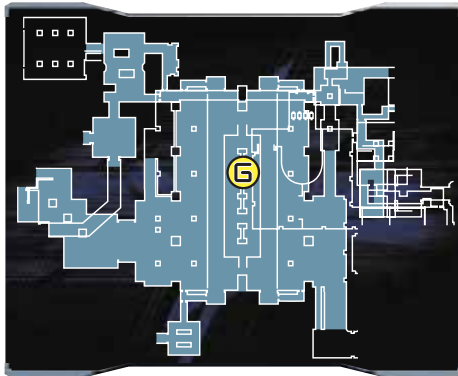


It can be hard to see, but look for the crack in the tiled wall surrounding Base 4. That's where you can plant charges and breach the base.

## TERRITORIAL GAINS

### SMALL VARIANT

With only one Gain located in the dead center of the main platform, matches on this variant quickly become free-for-alls. Teams can attempt to take the Gain and then create a defensive perimeter around it, but there are just too many angles and vantages for the other team to exploit. It eventually boils down to a question of which team has the better shooters.



The start of the match always results in a mad dash to the Gain. The team that gets there first can possess the Gain, but it will be immediately contested.



Always station a few guards at the Gain. The Gain is so big that an enemy player can stand on the other side of it and you won't see him or her. An onscreen message, however, alerts you of enemy intentions.



If the other team holds the Gain, attack from any angle possible. Work together as a group to penetrate their defenses and recapture the Gain.

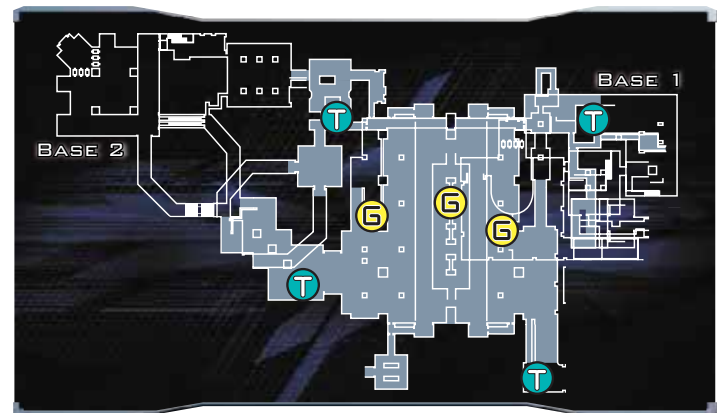


Use the pillars in the map's center as cover as you work your way up to the Gain. If teammates dart out on opposite sides of the pillars, you can sometimes confuse guards.



If you have the Gain, beware of shots volleyed from the balcony surrounding the main platform. A grenade launcher from up there can be devastating.

### BASE 1 + 2 VARIANT



The extended variants add many more Gains to the map, stretching them out across the subway station. The Gain in the center of the map remains, but it is not as pivotal to success as before. It shouldn't be left to the other team, but it's less essential. In both base variants (1 + 2 and 3 + 4), none of the Gains are physically moved into the actual bases, but they are placed near the access points.



If you manage to take the center Gain, tuck a guard into the trench near it. When the guard looks up, the angle for scoring headshots on a potential hacker is perfect. It's easy to line up the kill, and the lip of the trench protects most of the body.

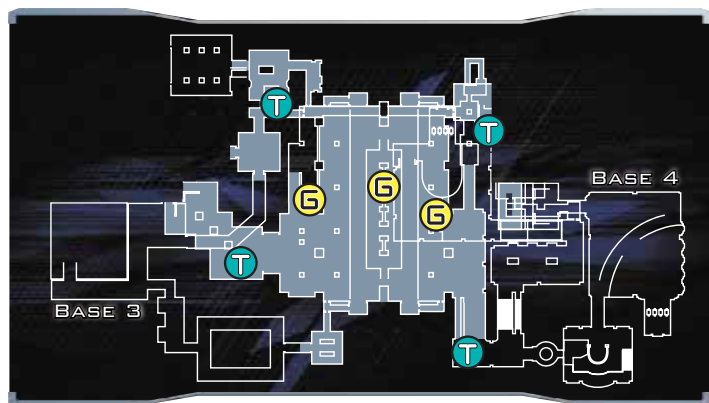
Try to control the access points to your base, especially those near the closest Gain. Only after securing your Gains and base should you start pushing toward the other team's base to try to capture a Gain.



## TIP

IF YOU ARE UNDER FIRE, STOP HACKING AND COMBAT ROLL AWAY FROM A GAIN. TRY TO ROLL BEHIND A PILLAR OR AN OBSTACLE TO BLOCK THE SHOOTER'S VIEW.

## BASE 3 + 4 VARIANT



This base variant doesn't add any Gains, nor move them around. However, because the routes to the central area have changed, you must slightly alter your strategies. As always, control the central platform to win, but secure the access points to your base before getting too ambitious. Spreading forces too thin too soon is a recipe for disaster, as a concerted effort from the other team can really push you back with minimal effort.

The Gain on the North Balcony ledge is much easier to defend than the Gain in the center. A guard can line the routes to the Gain with mines (if available) and can use it as a shield while firing at oncoming traffic. However, the guard up here should not



necessarily fire down at enemy players in the center. This can attract unwanted attention, especially if a player on the ground level has both a grenade launcher and wicked aim.

When playing for Gains, try to control the teleporter outside of your base so you can get right back into the thick and defend any taken territory. Players are far more concerned with the Gains and likely won't launch an assault on your base.



## TIP

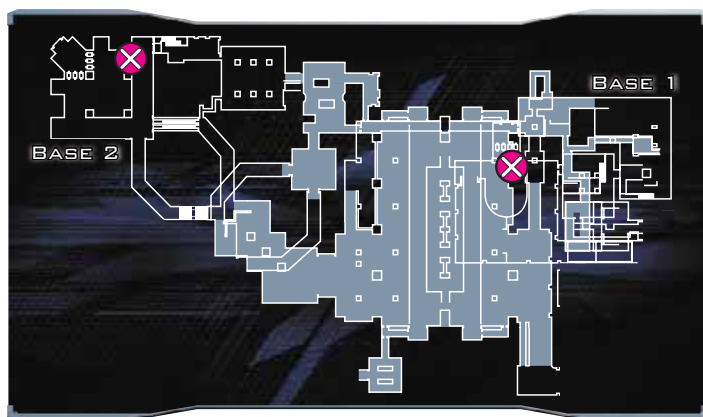
BEFORE EXITING THE SPAWN ROOM, CHOOSE WEAPONS THAT ARE SUITED NOT JUST FOR OFFENSE, BUT DEFENDING THE GAINS. THE UGL LIBERATOR, FOR EXAMPLE, ISN'T A TERRIBLY EFFECTIVE GUN, BUT IF PLANTED (AS A MINE) NEAR A GAIN CONTROLLED BY YOUR TEAM, THE WEAPON STARTS TO PROVE ITS WORTH.

## DARK OPS

Subway architecture lends itself to a different set of preferred weapons than other maps—there are very few long-range combat possibilities. Most showdowns will be much more intimate, especially in the back corridors that feed in and out of the bases. Instead of spending garish amounts on extreme range weapons, consider spending on a good close-range and medium-range weapon. The DEF-12 Shotgun and SuperDragon would make a lethal combo to a flush player. A little low on credits? Sub the Magnum for close-range kills and consider the CMP-150.

## ERADICATION

### BASE 1 + 2 VARIANT



With only one life to live in Eradication rounds, your only goal is to stay alive as long as humanly possible. And if you can take down a few enemy players while doing so, the credits start flowing. Survival in the Subway is tricky, though, especially with the central platform that connects the bases. Spending the entire match on the platform is nothing short of a death wish, so consider slinking off into the back routes in and out of the bases. Use the dark corners and pillars for cover, stepping out only to pop a player running by.





Use the alternate routes of reaching your base's access points. A choke point can develop at the main entrance to your base if your team starts losing, so explore every possible way to circumvent your enemy.

## NOTE

IF THE TEAM COUNTS IN AN ERADICATION MATCH START BECOMING LOPSIDED—AND NOT IN YOUR FAVOR—DON'T GIVE UP HOPE. RETREAT INTO A DARK CORRIDOR AND FIRE ONLY AT TARGETS YOU CAN KILL. DON'T RISK SHOWING UP ON THE RADAR FOR JUST A LEG SHOT.

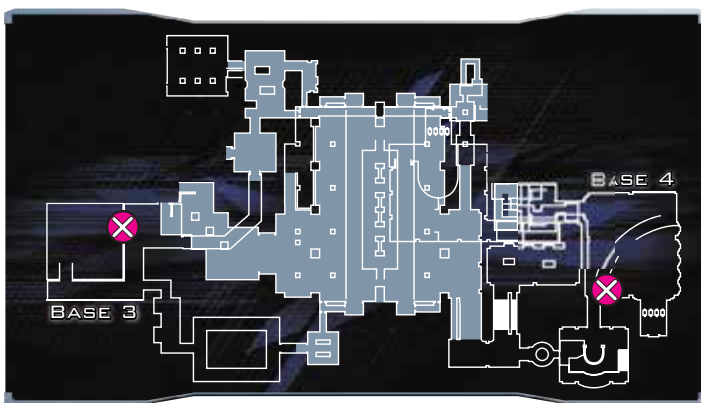
Always expect company on the opposite side of every door. With players sticking to the back routes, you can safely assume that every hiding spot is being used.



The DEF-12 Shotgun is a good close-up weapon, but an Eradication match, its ability to “sniff out” the other players on your radar is extremely useful. Of course, your position is also revealed, but if you use the technique back in a base, by the time you reach the fighting, you're off the scope again.



## BASE 3 + 4 VARIANT



The back routes of Base 4 are excellent for getting lost and staying lost—but camping is not going to help your team win the match. Expect the players in Base 3 to not fall for such an obvious trap and enter hostile territory. They will try to draw the fight out into the central platform, and because these maps are won by the team with the most survivors by the final bell, you may have to oblige.

Grenade launchers are expensive (the FAC-16 and SuperDragon are pricey weapons), but if you have to dare the central platform, they're useful for clearing a path.



Combat rolling on the ground makes it hard for the enemy to shoot you, but you are still on a flat plane. Finding that headshot is still possible. However, combat rolling down stairs makes you an extremely hard target to hit, save for maybe a glancing blow.



Close-range weapons are not as easy to use on the main platform, as you must risk injury by getting close enough to use them to full effectiveness.

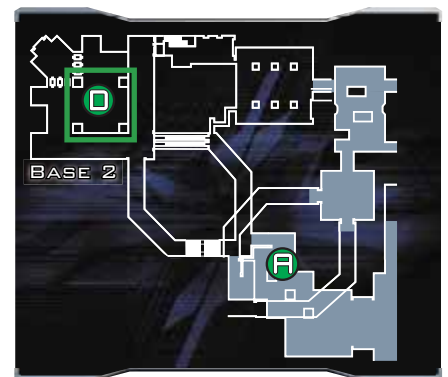


Look for action to concentrate on the south side of the map in this variant. Players attempt to duck into the trenches and use them for cover or escape detection.



## ONSLAUGHT

The defense point in Onslaught is inside Base 2, with the attackers pushed all the way back to the central platform. The time it takes for the attackers to scramble to the defense point gives the defending team ample time to set up their perimeter, mine the main passage into the base, and assume their defense positions. This is a difficult base to infiltrate, not only because of the singular flow into the area, but because there are pillars and turnstiles that must be negotiated to actually step inside.





**Attackers:** Defenders have a good view of your approach from within the base, so stand flush with the wall to make yourself hard to see.

**Attackers:** Look out for defenders standing just behind the pillars near the base entrance. A well-thrown grenade or Hawk is all it takes to cut you down before you infiltrate the defense point.



**Attackers:** The chevrons lead you right to the center of the defense point. Once you are inside, start shooting. If you manage to infiltrate, you will be the only object of attention.



**Attackers:** Remember, defenders can actually buy weapons at the beginning of the round and will most certainly be equipped with better gear. Empty your hands and steal whatever weapons possible. Strip a defender of their Multimines or Magnum, then fall back to use the weapons against them.



**Attackers:** If you can exploit the explosive point on the base, you have an amazing advantage. The defenders must then split their attentions on two entrances to the base, increasing your chances of overpowering them.



## TIP

WHEN YOU STEAL A WEAPON, YOU AUTOMATICALLY GET FULL. FOR EXAMPLE, WHEN YOU STEAL A DEFENDER'S MULTIMINES WHEN DOWN TO THE LAST ONE, YOU GET A FULL COUNT. HOWEVER, EVEN IF THE DEFENDER STEALS IT BACK, THEY WILL ONLY GET THE AMMO THEY HAD WHEN THEY LOST THE WEAPON.



**Defenders:** While it's not always recommended, you can step just outside of the defense point and try to ward off the first wave of attackers with weapons such as Frag Grenades and Hawks.

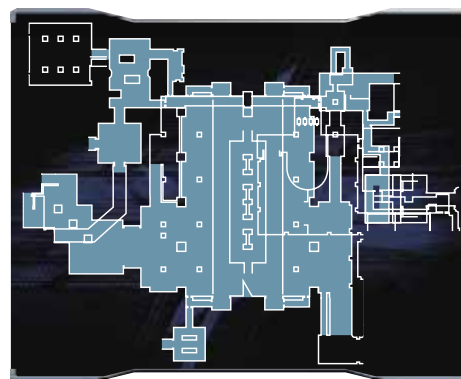
**Defenders:** Guard the explosive point. If the attackers breach the wall, you have a tough situation on your hands: The breach is closer than the regular base entrance (by the turnstiles), but you also can see them coming through the wide hole.



**Defenders:** There is nothing like the DEF-12 Shotgun for base defense. One shot to the head or chest drops an attacker.

## INFECTION SMALL VARIANT

Infection on this variant is crazy. With the central platform such a hot spot for action, expect to see the skeleton army multiply at a feverish pace. This is survival of the fittest—where the fittest are those with the best hiding spots.



Doorways are excellent places to hide, as you will see the door start to swing open before a skeleton passes through. And because all skeletons are the same height, you can score a quick headshot.





Shotguns are essential tools for survival. Skeletons do not wear Armor and can be dropped with a good hit from the DEF-12 Shotgun, even from a little outside its effective range.

The balcony is a dangerous place to camp if you aren't infected, as it's a major thoroughfare in this particular variant. However, there is one upside to hiding in an obvious place—people might not expect you to camp in such a basic spot and carelessly run by without a second glance.

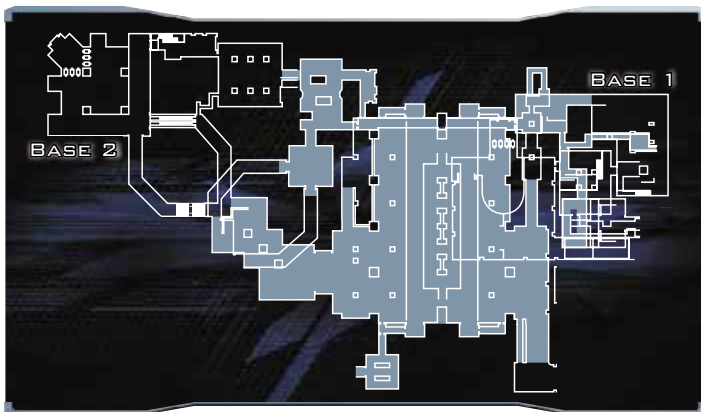


Infected players are more effective if they roam in packs. Surround an uninfected player if spotted, giving him or her no escape but to join the bony ranks.

## CAUTION

CHANGE HIDING PLACES OFTEN. THE UNINFECTED PLAYER YOU WERE HIDING BEHIND A PILLAR WITH WILL HAVE NO QUALMS ABOUT TURNING ON YOU ONCE INFECTED.

## BASE 1 + 2 VARIANT



If you are uninfected, under no circumstances should you enter the central area. There are just too many back routes and hiding spots available in the base variants to risk stepping into the open. Infected players are forced to enter these narrow passages to find you, and unless a major patrol of skeletons descends on your position, you should be able to fight off any incoming.



Skeletons can dual wield weapons just as well as the uninfected. After capping an uninfected player, swoop to the body and scoop whatever gear was dropped. With two pistols, this infected player effectively doubled his killing power.

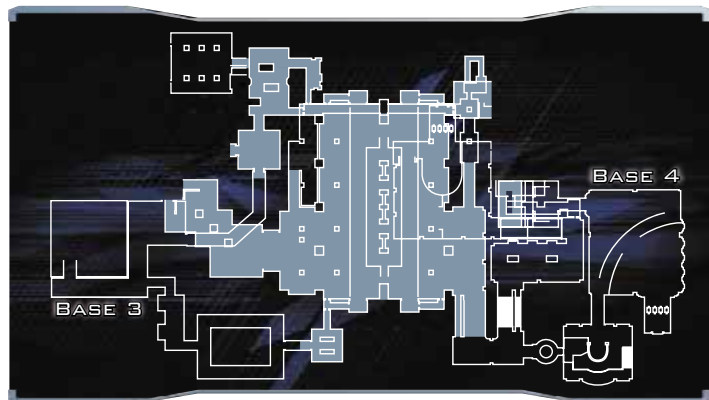


Once infected, run through the dark passages seeking out uninfected players trying to hide. Because you have unlimited respawns (as long as the round lasts), getting dropped is no big deal.



The cover techniques are useful for watching doorways in Infection matches, but just make sure you don't leave any angle exposed.

## BASE 3 + 4 VARIANT



The alternate routes behind the bases in this variant, especially Base 4, are excellent for hiding in—as long as you know where you are going. If you aren't familiar with the layout, you can easily get turned around and backed into a corner by a skeleton crew.



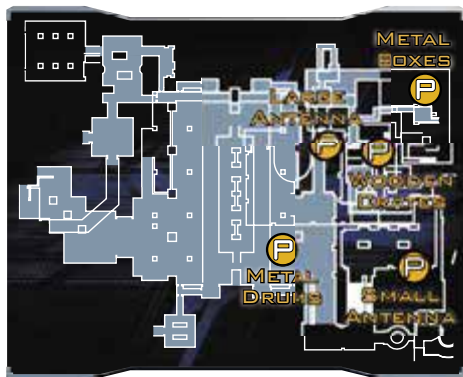
Narrow hallways are great for hiding in—should a skeleton step into view, give it a second or two to get a few steps into the passage. When you step out, it only has one way to run, backward.

There is a certain liberation to being infected—having nothing to lose makes you a dangerous player. Fall into a group and you can run the map, eventually cornering the uninfected meat bags into a controllable section of the map.



## SABOTAGE

The Subway Sabotage map positions all of the Props on the right side, near or around Base 1. With Props both outside in areas easy to navigate and narrow passageways behind the base, players must be armed with weapons capable of repelling defenders at both close- and medium-range.



**Large Antenna:** Taking down the large antenna requires both numbers and brute force, as it is located at the Saigon Plaza Entry. This area has a few access points and lots of room for defenders to use as a staging ground for stopping your eventual arrival.

**Wooden Crates:** The crates are located in the back route between Bases 1 and 4, just below a walkway. Drop a grenade into the middle of the crates, and then turn your attention to repelling the defenders.



**Metal Boxes:** The metal boxes are in a back room with a couple of access points. Get in, drop a grenade or two, and get out. You don't have to destroy all of the Props in a single visit, and if the defenders close in, you need to evacuate before they close off both entrances.

**Metal Drums:** The drums are tucked behind a wall of sandbags right on the main platform. These are easy to ruin, as there are so many angles the defenders can attack from.



**Small Antenna:** The small antenna is in the South Hall, accessed by heading toward Base 4 (which is closed off). It's against the room's far wall, with ample open space around it for defenders to stand their ground.



# MULTIPLAYER. TEMPLE

## WEAPONS



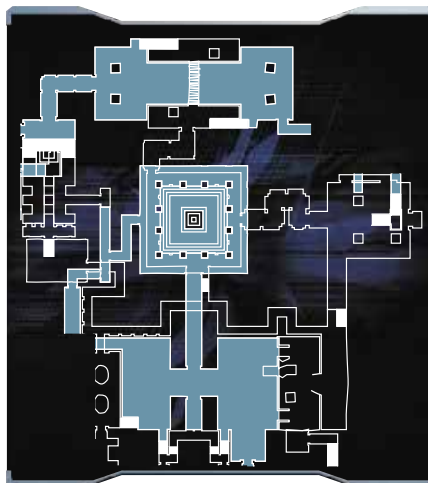
## DEATHMATCH

Cleverly, the slot-four weapon on this map is placed in the dead center of the Grand Hall where any and all players can grab it—or snipe a player who beats them to it. Consider the usefulness of the power weapon before putting your neck on the line for it. If it's a long-range rifle or something as incendiary as the Rocket Launcher, it might be advisable to let it go and seek out lesser weapons that actually play into the strengths of the map's layout.

## KILLCOUNT

### SMALL VARIANT

The primary scene for action in this variant is inevitably the Grand Hall—most players have to make at least one pass through it and are often mired in the incessant fire fight unfolding within. However, you might survive longer if you can draw players into any of the rooms beyond the Grand Hall,



## HUMAN SACRIFICE

The digital conjurers at dataDyne have resurrected an ancient city from its jungle tomb, pulling back the tendrils and overgrowth so the stone steps can feel the feet of a warrior again. Except this time, instead of wielding knives carved from the bones of sacrifices, the warriors bear high-tech hardware such as Rocket Launchers and razor-sharp Hawks.

The Temple is one of the more condensed maps with hallways running parallel to each other as they feed into different chambers, each with such evocative names as God of the Dead and Room of Prayer. The map is not necessarily suited for long-distance combat, but offers no shortage of close encounter opportunities for in-your-face fighters. Medium-range specialists, armed with such effective weaponry as dual CMP-150s, will have a good time carving up enemies in the old stone passageways.

The entire map is centered around the Grand Hall, a two-story room that is often traversed to get from one side of the map to the other. Avoid it by taking the long way around (a mixture of tiny corridors and dangerous jaunts through open-air areas such as the Ball Court); if the radar shows a thick concentration of red dots in the Grand Hall, bust out your hiking boots and get ready to hoof it.

The base variants of the map unlock chambers opposite of each other diagonally. Because the axis of action is rotated like this, players have to carefully select their routes. If a trip through the Grand Hall looks too dodgy, seek out other methods of flanking the enemy's home base.

The glyphs and pictographs on these antediluvian walls depict blood-curdling scenes of violence and sacrifice. Undoubtedly, the tombs behind the Temple are full of the bleached bones of the fallen—and players can be sure the architects left enough room for a few more.

such as the Room of the Sun or the Room of the Moon. Both of these outdoor areas offer room to move, as well as great hiding spots for delivering nasty surprises.

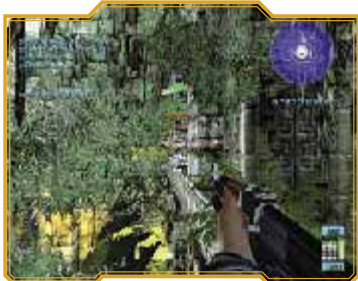


The Ball Court that stretches across the northern end of the map is blown wide open, though. It's a fun bit of land for more direct confrontations, especially if you can lure a player into the bottom court and then scramble up the nearby stairs to deliver a death blow from above.



The Grand Hall is surrounded by thick, stone pillars that provide exquisite cover for daring fire fights. You don't even need to use the cover technique, just stand behind the pillar, step out, and shoot. When you're spotted, quickly juke back behind the pillar.

Lean out a little when on the second level of the Grand Hall (it's called the Grand Gallery). The pillars cover you from the left and right, and you can sometimes spot the head or hands of another player concentrating on the ground floor.



Gunfire is often exchanged in the corridors surrounding the Grand Hall—on both levels. Just use the pillars for cover, check to see if the coast is clear, and then line up your headshot. Or make a quick getaway while the other player reloads.



## CAUTION

AVOID USING THE LADDER THAT LEADS UP TO THE SECOND LEVEL OF THE GRAND HALL. YOU'RE JUST TOO OBVIOUS OF A TARGET, AND YOU ARE UNABLE TO RETURN FIRE.



You can step out from the Grand Gallery and look down on players running through a waterlogged passage that leads to the Room of the Moon.

The Room of the Moon is marked by giant trees with roots that stand as tall as a person. The roots can be used as cover, as well as the crumbling stone blocks that have cascaded to the ground.



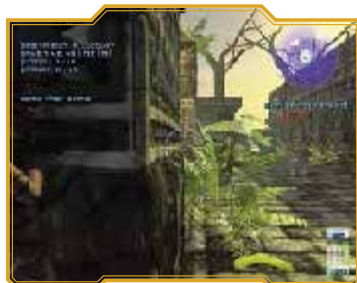
Duck down behind the roots on the second tier of the Room of the Moon and shoot at players as they enter.

Wedge yourself between the stone wall and the tree trunk on the north wall of the Room of the Moon. This is a good hiding place that lets you cover a wide angle of the room.



The God of the Dead is governed by a foreboding statue of the deity the chamber is named for. In this variant, the passages at the bottom of the staircase before him are closed off, but it can still be used as a hiding spot. Just be sure you check for enemies before ascending the steps.

Tuck yourself next to the statue and you can pick off players as they enter the area. By the time they realize where you are hiding, you may be able to drop a few players with nicely triangulated headshots.



Use the large stone pillars in the God of the Dead room as cover when trying to work your way to the Room of the Dead or back to the Room of the Moon.

High noon showdowns sometimes erupt between players on opposite ends of the Ball Court.







Use the stairs along the north or south wall of the Ball Court to access the ledge above the playing field. From up here, you can mow down players as they try to seek nonexistent cover.

## TIP

THE LATE AFTERNOON SUN IS ON ITS WAY DOWN OVER THE BALL COURT. IF YOU STAND BETWEEN THE SUN AND THE PLAYING FIELD, PLAYERS ON THE GROUND LEVEL WILL HAVE GREAT DIFFICULTY TRYING TO DRAW A BEAD ON YOUR POSITION.

## BASE 2 + 4 VARIANT



The base variants on Temple open and close specific rooms. This variant unlocks the Room of Prayer and Room of Kings. The latter is an especially popular area, as it is overrun with flora that offers incredible cover to close-quarters combatants. A DEF-12 Shotgun and a sneaky player can do outrageous damage crouched down among the ferns and palm fronds.



Avoid the Room of Prayer at all costs. The chamber is a dead end with only one entrance/exit. Getting caught in the Room of Prayer by an enemy with a better weapon leaves you without a prayer.



The Room of Kings is a majestic chamber full of plant life. Fortunately, red enemy uniforms stand out against the sea of green.

Dive into the thick of the brush and crouch down. With patience and a silencer, a crack shot player can drop a few opponents before being discovered.



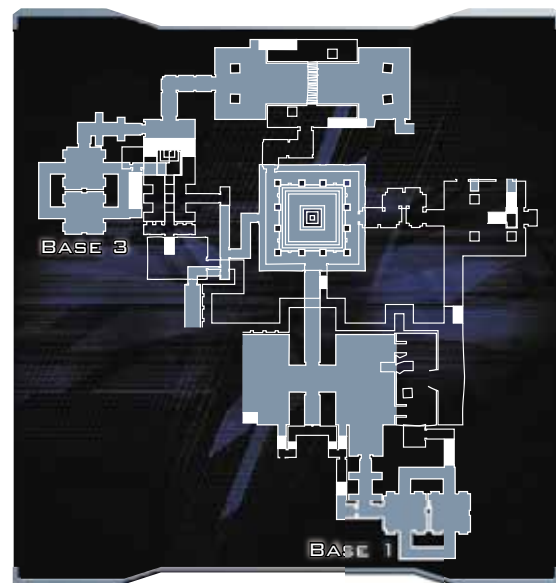
Walk up on the central platform in the Room of the Kings to get a better view of enemies in the plants below. The only trade-off is, of course, that now they can see you a lot easier, too.



Use the statues on the central Room of Kings platform as cover when picking off players either coming into the room or trying to emerge from the garden.



## BASE 1 + 3 VARIANT



Unlocking this base variant pushes back the borders of the maps a little farther. Chambers such as the Room of the Dead open up, granting players even more devious hiding places. The Room of the Dead, near the entrance of Base 4, is beneath God of the Dead—accessed by removing the stone blocks at the bottom of the stairs at the feet of the God of the Dead.

With several inches of water on the floor of the Room of the Dead, players are bound to get their feet wet, ducking around the horizontal series of pillars that support the God of the Dead above. Find out if blood is indeed thicker than water when you drop enemy players into the drink.



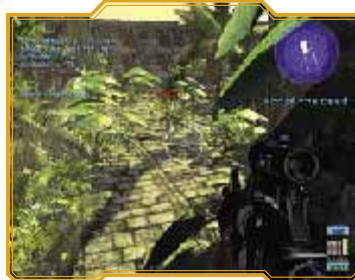
Use the pillars supporting the God of the Dead as cover when assaulting other players as they enter the room. The eastern exit of the Ball Court feeds right into the God of the Dead down here, making it a popular route.



If you can successfully cover the staircase beneath the statue, you can control traffic in the area. Players come from two directions—either from already inside the Room of the Dead or from the Grand Hall—so if possible, lay Multiminies down or try to position yourself far enough back to see people approaching from each way.



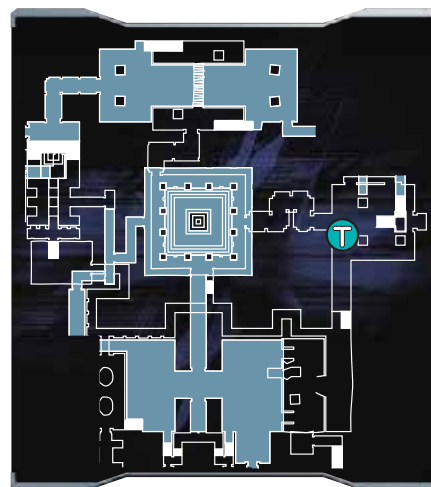
Snipers can fire down from God of the Dead into the Room of the Dead. The sun is hanging elsewhere over the map, so looking up for gunners won't blind you.



Opening up the Room of the Dead attracts more traffic from the Room of the Moon. Seek cover at the corner looking down into the Room of the Moon to snipe players as they approach.

## TEAM KILLCOUNT SMALL VARIANT

Choosing the best chambers to “control” is the key to winning a Team Killcount match on this smaller variant. The Grand Hall and the Ball Court are far too difficult to hold, especially the high-traffic Grand Hall. Concentrate your team efforts on the God of the Dead or the Room of the Sun.

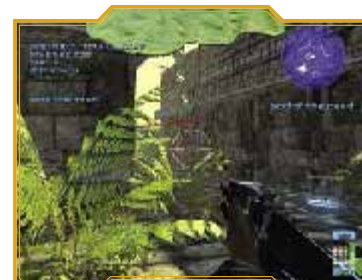


Use the architecture of the God of the Dead (pillars, statue) to keep encroachers at bay as your team sets up defenses at all of the access points.



If trying to control the God of the Dead area, position a shooter at the mouth of the passageway that connects the room to the Grand Hall.

Another player must cover the access route between the God of the Dead and the Room of the Moon. This is a well-traveled route and you cannot afford to let the other team overrun it, lest you lose control of God of the Dead.

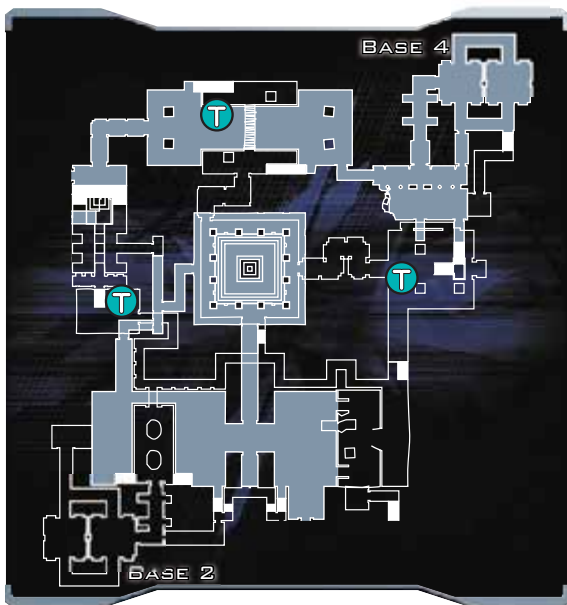






To control the Room of the Sun, you have to control the high ground over the room. Position a shooter above the entrance that leads into the Grand Hall and another over the entrance to the Ball Court. You must cut off access from these two rooms to hold the Room of the Sun successfully.

## BASE 2 + 4 VARIANT



When the base variants are used in Team Killcount, three teleporters are scattered across the map. All of the teleporters are good to control, as they put you closer to the action in the event of an early demise. However, the best of the three to control is the teleporter in the God of the Dead, as it is more "central" to the map.



Taking the God of the Dead teleporter after it has been claimed by the enemy team is hard enough, but if they can install shooters at all of the choke points leading into the room, it becomes exceedingly difficult.

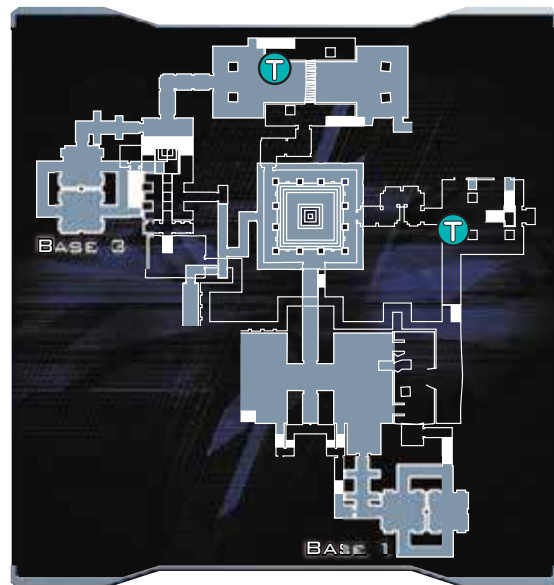


One player can run interference, distracting the teleporter guards while a quiet player sneaks into the flora in the room's corner. Having an agent within the enemy ranks makes it easier to spring a full assault and wrest control of the teleporter.

## NOTE

THE TELEPORTER INSIDE THE ROOM OF PRAYER IS THE LEAST DESIRABLE OF THE THREE. SPAWNING INSIDE A DEAD-END ROOM THAT CAN BE EASILY CHOKED OFF BY THE ENEMY TEAM ISN'T THE BEST IDEA.

## BASE 1 + 3 VARIANT



The change of traffic in this variant actually makes the Ball Court teleporter good to hold, as it places Base 1 team members closer to Base 3. If you're on the Base 3 team, keeping the opposing team in check is paramount, so don't let that teleporter fall into enemy hands.

In addition to holding the Ball Court teleporter, control the Room of the Sun. It is a heavy traffic chamber, but the limited entrances make it easier to maintain ownership of than the God of the Dead.



## CAUTION

DON'T USE THE LADDER THAT LEADS UP TO THE SECOND LEVEL OF THE BALL COURT, NEXT TO THE TELEPORTER. IF YOU'RE SPOTTED COMING UP THE LADDER, YOU'RE A SITTING DUCK.



Position teammates on top of the central platform in the Room of the Sun and watch over the access points. Bounce Frag Grenades off the walls in the room to catch infiltrators by surprise.

There are narrow passages beneath the central platform in the Room of the Sun. Don't let enemy players slip into them and gather numbers.



## TIP

WHEN RETREATING THROUGH THE WINDING CORRIDORS INSIDE THE TEMPLE, THE SECONDARY FUNCTION OF THE MAGSED 4 (RICOCET BULLETS) MAY ACTUALLY SCORE YOU A KILL—AND A CHANCE TO ESCAPE.

## FLASHBANGS

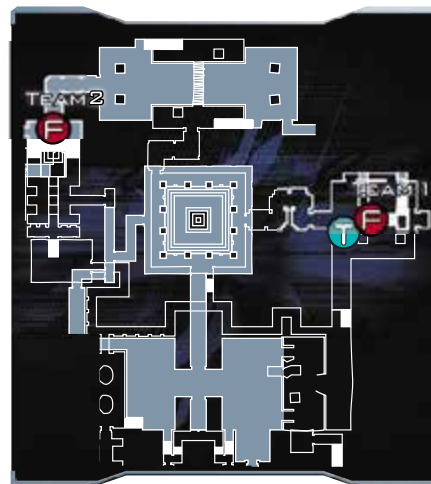


Flashbangs are woefully underappreciated as a means of defense. Whether you are guarding your base or a teleporter, a well-deployed Flashbang can really mess up your attackers' battle plan. If the Flashbang explodes directly in front of them, their entire HUD goes white. During these few seconds of confusion, teammates can swarm in for the kill.

## CAPTURE THE FLAG

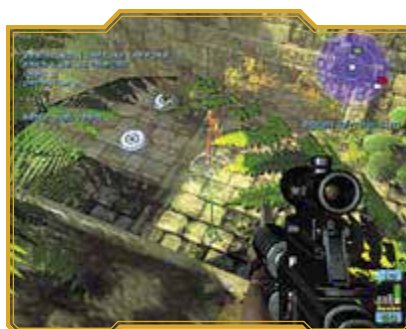
### SMALL VARIANT

Without bases open to house the flag bays, the flags are pushed out into the main section of the map: Room of the Sun and God of the Dead. With no easy access points to defend (as with a base), players must find cruder means of fortifying their defenses, such as laying mines or setting up human chains to repel thieving opponents.



Dropping mines at the main entrances of God of the Dead—the passages leading to Grand Hall and Room of the Moon—should keep enemies from barging in. However, if they're eagle-eyed, your opponents can shoot the mines before rushing the chamber.

Snipers are the second-best defense. Set up shooters behind the God of the Dead statue and the stone pillars surrounding the room to repel intruders. If you're on the team trying to infiltrate the area, assume that players are just waiting for you behind any available cover point: pillars, flora, staircase, and statue.



The team guarding the Room of the Sun flag can also set up mines and snipers. There are two main entrances to the room—via the Grand Hall and the Ball Court.

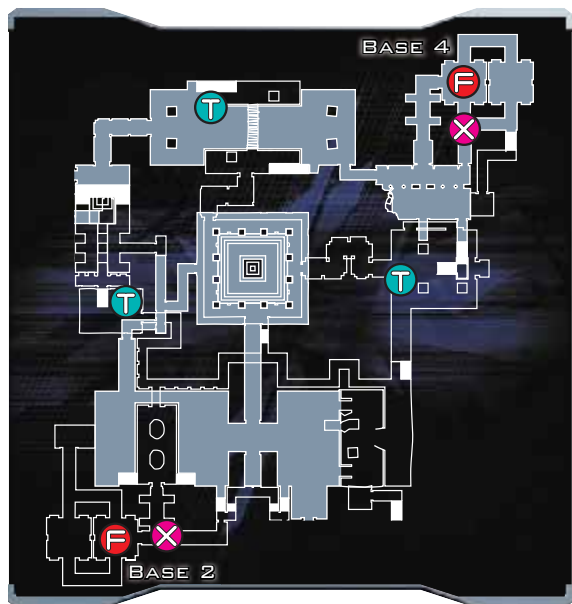


If you have every access point covered, go ahead and position shooters against the walls. While the camera won't permit a good view of the rest of the room, snipers will have those angles covered. Your covered shooter can now line up a headshot and wait.



If you manage to take the flag (from either flag bay), you must avoid running through the Grand Hall, even if it is the shortest route. The trees and stones in the Room of the Moon offer good amounts of cover.

## BASE 2 + 4 VARIANT

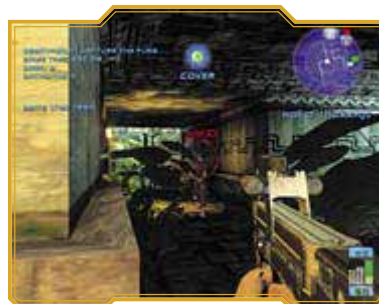


The flag bays are now moved all the way back into the bases, set off from the map's main chambers. For example, to access Base 2, players must crawl through the dense jungle in the Room of Kings—and that really gives flag defenders a major advantage.



The red uniform of enemy infiltrators shows up fairly well against the lush green plants, but if an opponent pushes deep

enough into the fronds, he or she can effectively disappear. Threat detection is good way to pick enemies out of the brush and snipe them before they get too close.

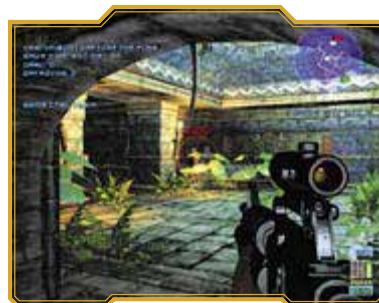
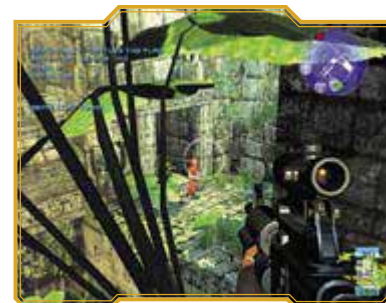


Make sure shooters are at the ready in each of the base entrances. At Base 2, one player can look out over the central platform in the Room of Kings while another checks the passage that opens up into the jungle.



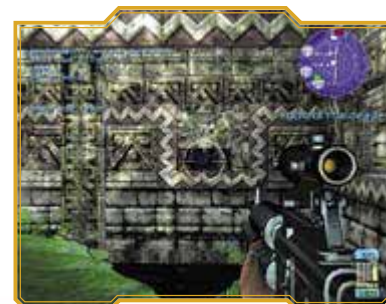
The team in Base 4 must cover the Room of the Dead to prevent players from coming into their base. They can expect players to come from the Grand Hall and try to engage in the pillars beneath God of the Dead.

There may be snipers on the stone walkway above the Room of the Dead, so infiltrate the God of the Dead and snipe them off the ledge before trying to make a move on the flag.



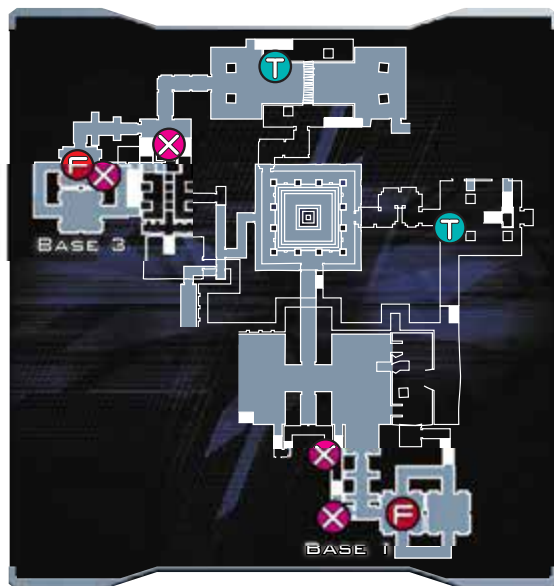
If you do manage to break into either base, expect players to be stationed right on top of the flag bay to prevent you from stealing it.

To break into Base 4 via DemoKits, look for this empty stone in the ornate walls. Plant your charges and stand back. Not only could the detonation damage splash back on you, but you can be certain that base defenders will come running.





## BASE 1 + 3 VARIANT



Switching to this variant designates the Room of the Sun and the Room of the Moon as the primary hot spots. Flag-seekers must use the natural environments of those rooms to their advantage to sneak into the adjoining base and steal the flag—and then hoof it all the way back to the home base.



If you are trying to crash the Room of the Moon, for example, use the tree roots as cover. Snipers in the base have a good view of the room, so quickly run from stone to root, never in a straight line. Zigzag to make yourself a hard target.

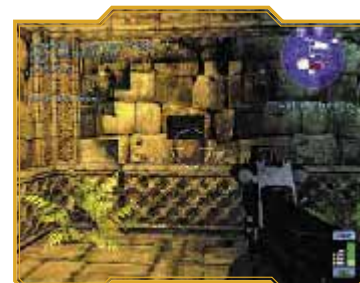


If you are guarding the Room of the Sun to keep players out of Base 3, you must cover the stairway at the north end of the room. Players who come out of the Ball Court can make an immediate right and shoot straight into your base.

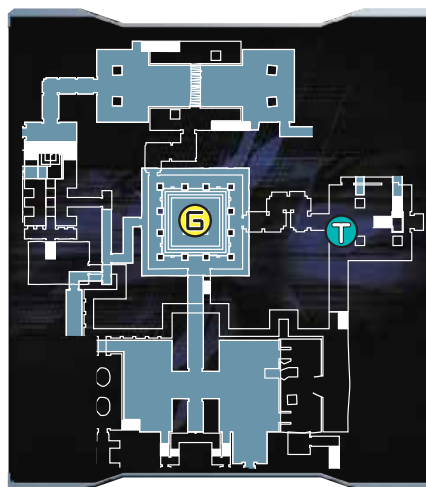


Trouble can come from any angle. If the enemy team overwhelms any shooters you have positioned on the top level of the Room of the Sun, make sure there are ground-level base defenders ready to repel intruders.

The inner explosive point can be identified by the outline of newer stone against ancient stone. Also, the missing stone is a telltale sign of explosive points on this map.



## TERRITORIAL GAINS SMALL VARIANT



Territorial Gains on this map variant turns the Grand Hall into a slaughterhouse. Two Gains are placed in the main chamber, including one in the dead center of the room, surrounded by hundreds of sniper points and pillars for hiding spots. With all the furious gunfire, the central Gain will likely either remain neutral, or controlled by one team. Once taken, it will be hard to stand still and hack the Gain without getting shot up. The second Gain is also on the bottom floor of the Grand Hall, but tucked into the corner, and is much easier to defend.

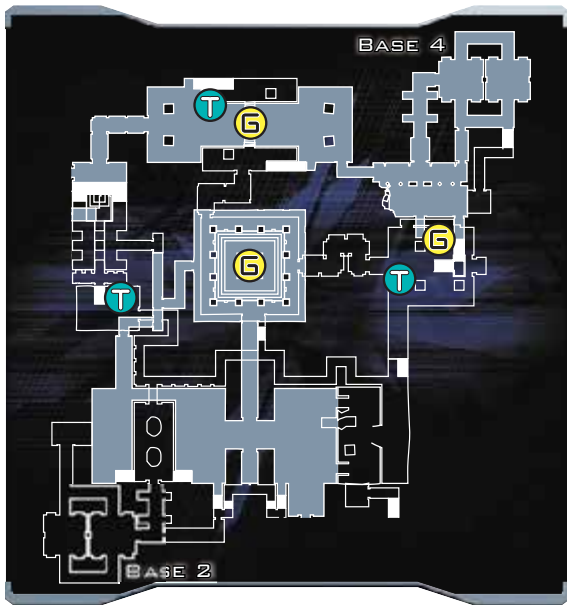


Defenders can hide behind the thick Gain and hide from any ground-level shooters.





## BASE 2 + 4 VARIANT

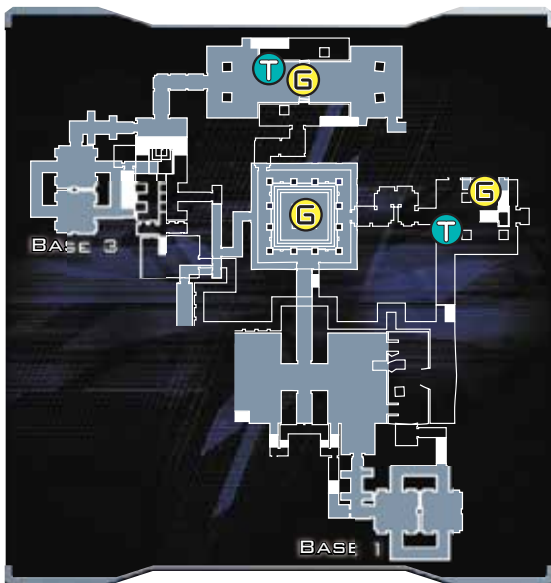


The base variants add two new Gains to the map. One is in the middle of the Ball Court while the other is in God of the Dead. Players coming out of Base 2 are at a real disadvantage here, because they are so far away from the two new Gains. They have a better chance of holding the Grand Hall Gain.



The God of the Dead Gain will be quickly taken by the team in Base 4. Players from Base 2 have to empty their hands and run as fast as they can to capture the Gain before the other team can take it and fortify the area.

## BASE 1 + 3 VARIANT



In this variant, Base 1 players have a pretty clear shot at capturing the God of the Dead Gain and holding it for the majority of the match. The Ball Court Gain will typically fall to the team from Base 3, as they are the closest.



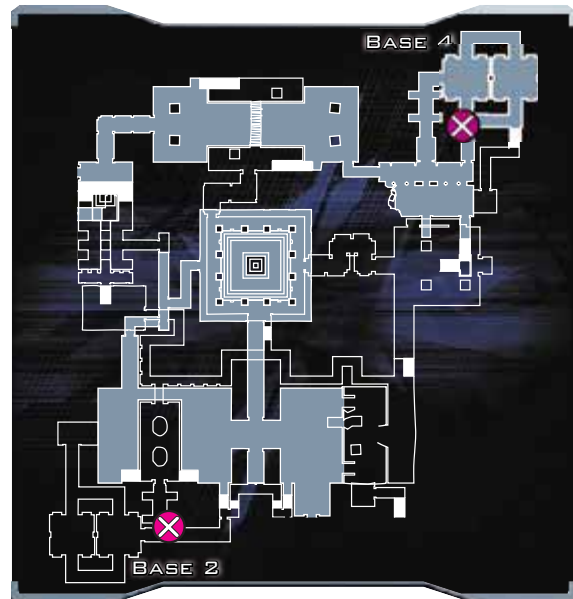
Snipers on the ridges above the stadium floor can easily protect the Gain in the Ball Court.

## DARK OPS

With no long sniping spots, close- and medium-range weapons are the best deals for this map. A DEF-12 Shotgun and a good hiding spot in one of the alcoves in the hallways leading into Base 1, Base 2, or Base 4 are a lethal combination. If players start using the jungle brush in the Room of Kings as cover, the RCP90's threat detection function makes the gun worth the credits.

## ERADICATION

### BASE 2 + 4 VARIANT



The narrow hallways that connect the Temple chambers are perfect for close-quarters combat. Weapons that bounce off walls, such as Frag Grenades, Hawks, and Magsec 4 bullets, are good for catching enemy players as they walk around corners. The Room of the Dead will see a lot of action, as well as the Room of Kings. Consider buying an RCP90 so you can flush out players hiding among the fronds.



The DEF-12 almost becomes standard-issue hardware on this map, as it is good for sweeping through corridors and other narrow areas.

If you cannot see enemies hiding in the jungle in the Room of Kings, the Hawk is good at seeking them out for you.



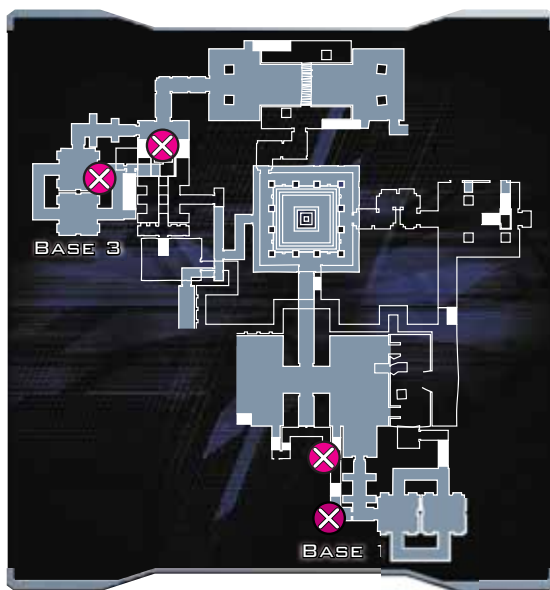
The Hawk is also lethally effective in hallways such as the Grand Passage. It zips down to the end, cuts through anybody in the hall (even teammates) and then returns.



## TIP

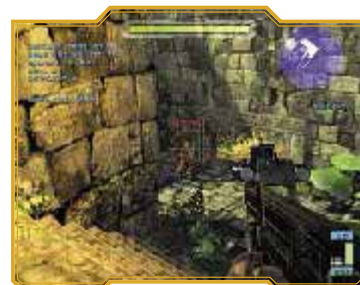
AS LONG AS YOU DON'T SHOOT, YOU ARE INVISIBLE IN THE PLANTS. DON'T REVEAL YOUR POSITION UNTIL YOU HAVE A SHOT LINED UP.

## BASE 1 + 3 VARIANT



This variant opens up the Room of the Sun, which is a superlative area for close-quarters combat. The DEF-12 or dual Magnums are absolutely devastating among the stone blocks, but so are the high rate-of-fire weapons, such as the CMP-150 and

RCP90. The RCP90's larger clip can outlast a lot of other weapons, making it a trusty weapon in a protracted gunfight.

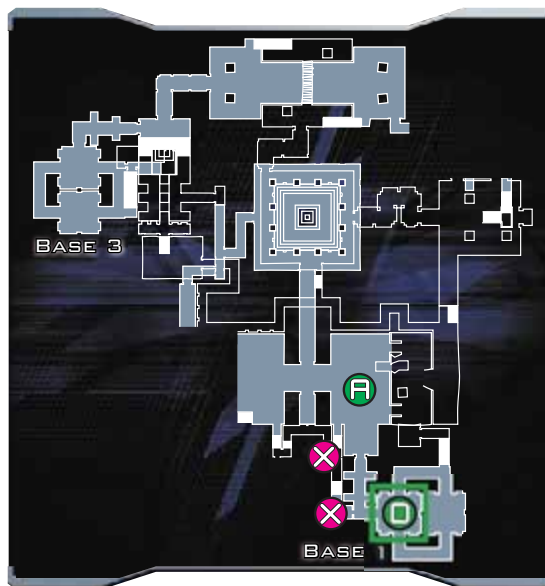


The staircase in the Room of the Sun will be the scene of many gun battles. The wall that cleaves the stairs in half makes excellent cover for cat-and-mouse gunfights.



The small passages beneath the platform in the middle of Room of the Sun will also host some gunfights. The RCP90 is good for catching players as they step out of the stone passages, or use threat detection to see enemies hiding in the shadows.

## ONSLAUGHT



The defense point in Temple Onslaught is actually quite easy to defend. There is only one main route into the room, and defenders can easily line up beside the door and just wait for attackers to try to burst through.

## TIP

THERE IS A SECONDARY ROUTE INTO THE DEFENSE POINT. FROM THE ROOM OF THE MOON, JUMP UP ON THE BIG TREE'S LARGE ROOT THAT RUNS ALONG THE WALL. FOLLOW THE ROOT, JUMP UP TO THE LEDGE TO THE SOUTHWEST, AND ENTER THE DEFENSE POINT VIA THE BALCONY.



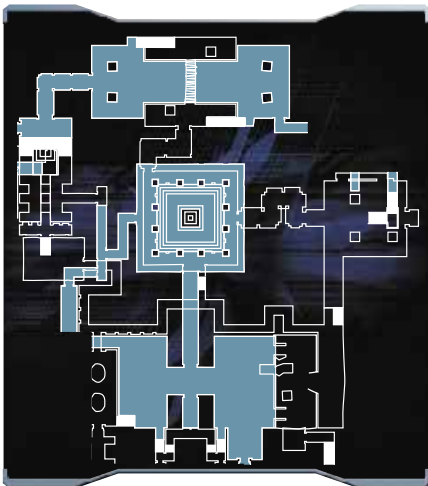


Attackers can try to overwhelm the defenders with pure numbers, pushing as many bodies through the door as possible in hopes that one or two manage to stay alive long enough to eliminate a few defenders and weaken their ranks.

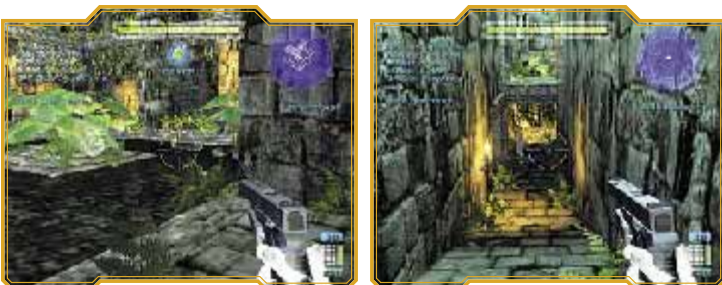


If you are inside the defense point, watch out for attackers trying to breach the two explosive points. The interior point is marked by a missing stone and, if this is broken through, attackers gain a direct route right inside the defense point.

## INFECTION SMALL VARIANT



Infection rounds in the Temple result in no-holds-barred matches, with the ever-growing legion of skeletons scouring the landscape for every clever hiding spot. As the ranks of the infected grow, the number of safe places dwindles to zero in this variant, as some of the best chambers to hide—Room of Kings, for example—are sealed off.



The uninfected must heed this advice: Stay out of the Grand Hall. This central chamber is the crossroads of most action and despite all of the pillars to hide behind, if the infected

crowd the hall, you will be overwhelmed. It is far better to stick to the outlying chambers, such as the God of the Dead and Room of the Moon.



The God of the Dead statue is an excellent hiding spot; if you wedge your body between the wall and the dead god's stone visage, you can be easily missed by an over-eager skeleton. The only drawback is that if you're spotted, you have few places to run.

The stairs in the God of the Dead won't see serious traffic. In this variant, there is no way out if discovered—so many players may assume nobody will stand down there. This is one of those instances of hiding in plain sight, and it can pay off. However, if you are found and do have to shoot, you must immediately relocate, or a whole army of skeletons will come crashing down the stairs to get you.



Crouch down among the plants in the Room of the Moon and stay as still as possible. Movement doesn't put you on the radar, but a moving swatch of red is a lot more noticeable than if you are motionless.



Hide around the stone blocks and walls of the Room of the Moon. Skeletons looking under the roots and in the brush are easy to shoot, and from places like this, you have escape routes once you appear on the radar.



## TIP

UNLESS YOU ARE ALREADY INFECTED, STAY OFF THE LADDER IN THE GRAND HALL. THE SKELETONS HAVE NOTHING TO LOSE, SO IF THEY GET SHOT OFF THE LADDER—NO BIG DEAL. HOWEVER, YOUR SHOT PUTS YOU ON THE RADAR IN THE GRAND HALL, AND THAT'S A BAD PLACE TO BE.

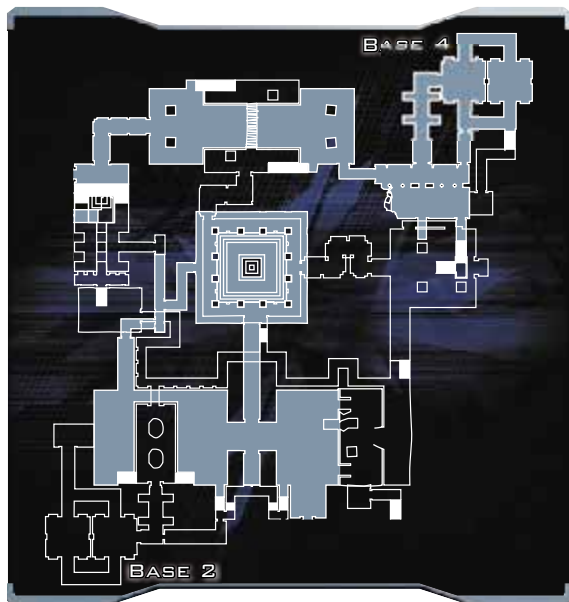


The ground in the Ball Court isn't a good hiding spot. There are only the two stones at the far end of the room, and the passage to the Room of the Sun is blocked off. If you're trapped down at the end, don't even bother trying to climb the nearby ladder—you're cooked.

## TIP

COMBAT ROLLING IS ALWAYS A SOUND STRATEGY, EVEN FOR THE INFECTED. IF YOU HAVE AN UNINFECTED PLAYER CORNERED, TRY TO REMAIN "ALIVE" AS LONG AS POSSIBLE TO FINISH THEM OFF. THERE'S NOTHING WORSE THAN ENSNARING AN UNINFECTED PLAYER IN THEIR OWN FOOLISHNESS, ONLY TO LOSE YOUR QUARRY.

### BASE 2 + 4 VARIANT



When the Room of Kings opens up, uninfected players have a fantastic new area to hide in. The Room of Kings is overgrown with foliage—all you have to do is step off the middle platform and duck down. The only catch is that this move might be expected, so don't be entirely surprised to crouch down in the deep green and see a skeleton on bended knee next to you.

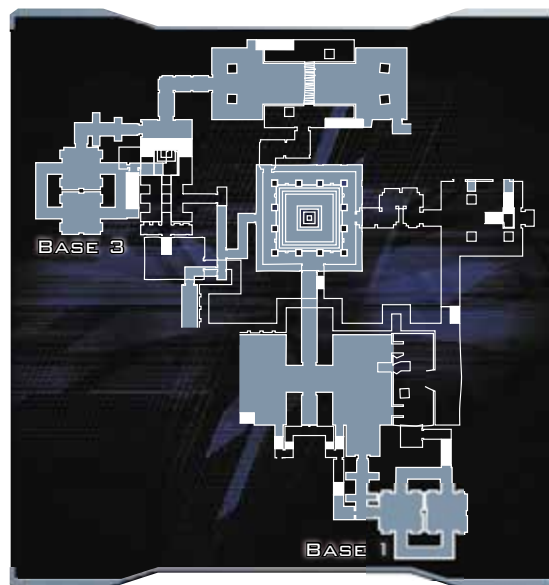


Just as with any hiding spot, it's only good as long as you remain off the radar. Do not take pot shots at any target. Wait to make a shot that counts, and then relocate as soon as possible.

The Room of Prayer is also open in this variant. The useless chamber suddenly becomes a smart refuge for the uninfected, as it is an easy room to defend. Just guard the main passage leading into the chamber, and a small party of uninfected players can keep the skeletons at bay for a long time.



### BASE 1 + 3 VARIANT



With the Room of the Dead unlocked, players can dive beneath the God of the Dead and hide out among the pillars. Skeletons will likely fill the room, coming in from the Grand Hall and God of the Dead, so use the stonework as cover. Blast bones on sight to survive.





Beware of skeletons diving off the ledges from God of the Dead. The fall is short enough that the infected players take no damage and can even open fire while in the air.

The pillars in the Room of the Dead are tempting to use with the covering technique, but flattening out against them really constricts your vision. You are better off just stepping out from behind the pillars to take a look, pop off a shot, and then step back to hide.

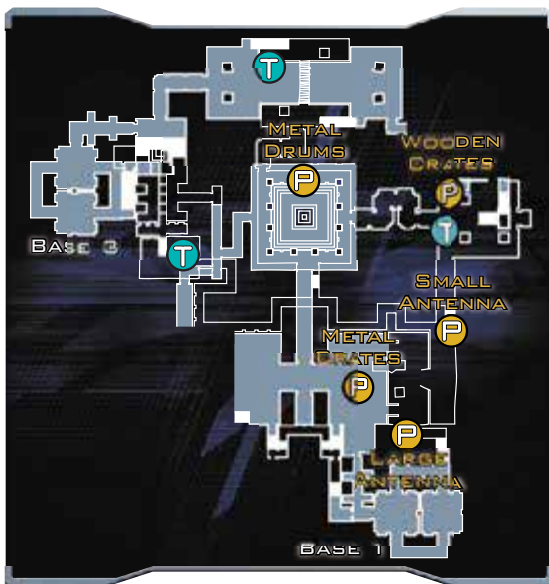


## TIP

YOU CANNOT GO WRONG WITH HIGH GROUND. ATOP THE BALL COURT, YOU CAN FIRE DOWN ON THE SKELETONS AS THEY RUN FOR THE LADDER AND STAIRS. TYPICALLY, YOU CAN BLAST ONE POINT BLANK AS THEY CLAMBER TO YOUR POSITION, BUT IF YOU'RE GETTING OVERWHELMED, STEP OFF THE LEDGE TO ESCAPE.



## SABOTAGE



**Metal Drums:** The Grand Hall hosts the metal drums, a collection of barrels protected in part by a giant wall of sandbags. The central location makes them difficult to ruin without getting caught, so it takes either a group of attackers to do the job quickly, or perhaps two or three passes.



**Wooden Crates:** The crates are in God of the Dead, right out in the open. These are extremely easy to blow apart with DemoKits or shotguns.

**Small Antenna:** The small antenna pokes toward the sky against the back wall of the Room of the Moon. With two other Props in this chamber, resistance is likely to be extensive.



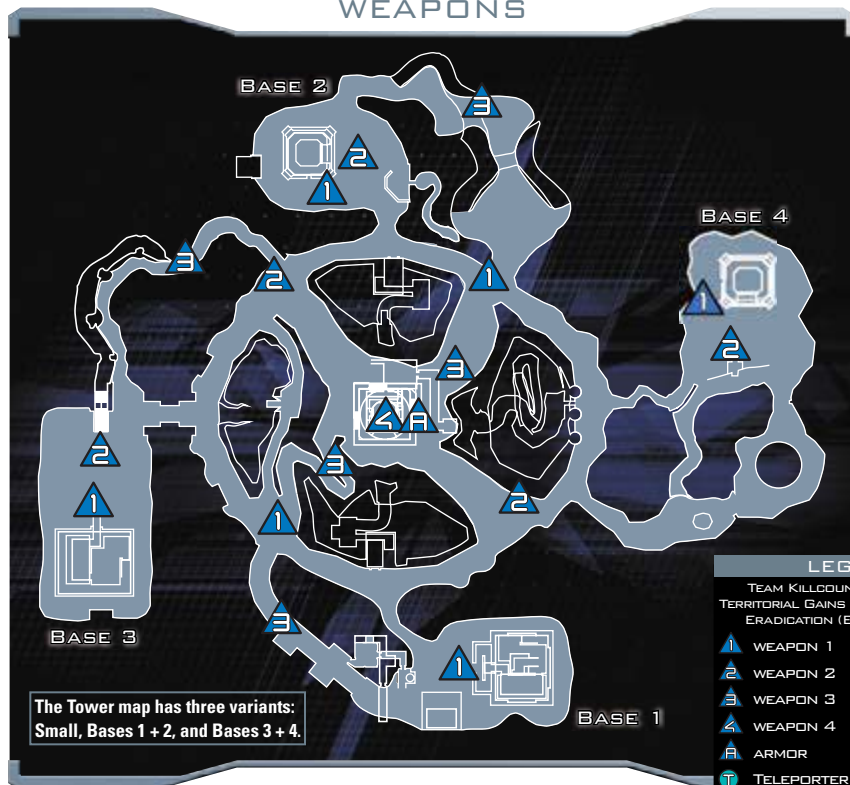
**Metal Crates:** The metal crates are next to one of the grand trees in the Room of the Moon. Use the plants and roots as cover while blasting the Props.



**Large Antenna:** The large antenna looms over the Room of the Moon, on a ledge that is not easy to access. It takes several explosions to bring down this Prop, so consider sending one player to initiate the destruction while distracting defenders with other nearby Props.

# MULTIPLAYER. TOWER

## WEAPONS



The Tower map has three variants:  
Small, Bases 1 + 2, and Bases 3 + 4.

### LEGEND

TEAM KILLCOUNT (TK), CTF (C),  
TERRITORIAL GAINS (T), ONSLAUGHT (O),  
ERADICATION (E), SABOTAGE (S)

- 1 WEAPON 1
- 2 WEAPON 2
- 3 WEAPON 3
- 4 WEAPON 4
- A ARMOR
- T TELEPORTER (TK, C, T)
- F FLAG BAY (C)
- X DEMOKIT POINT (C, O, E)
- G GAIN (T)
- A ATTACK SPAWN (O)
- D DEFENDER SPAWN (O)
- A AREA TO BE DEFENDED (O)
- P PROP (S)

## VIEW TO A KILL

High into mountains, a wintry wonderland is about to be transformed into a demolition derby of pure human destruction. The idyllic, icy tower—once a lodge for peaceful folk who have long since evacuated for safer ground—now stands tall over an arena of carnage, offering a stunning view of DeathMatch action in the snow below.

The Tower is set up like a bicycle wheel, with an outer ring connected to a central hub by four paths. These paths snake through snowbanks, offering a shortcut between the relative safety of the Tower and the vicious runaround on the outskirts. The bluffs overlooking both the Tower walls and the outer ring offer superlative sniper vantages for players fortunate enough to climb them without getting shot in the back for their troubles.

Beyond the ring are four bases, each positioned in one of nature's purest directions: north, south, east, and west. An abandoned meeting hall sees new life as a soldier's outpost. A frozen grotto is repurposed into a rocket launch site. A manmade fortress is dug into the ice. A sub-zero chamber is now the perfect place to drop an opponent, as the harsh cold will preserve a body forever—provided that body wasn't constructed of 1s and 0s.

Thanks to the wheel-and-spoke arrangement of the Tower, action will be fast and fluid. Survival is never assured. The only thing a warrior can count on out here in the icy wild is that death, when it comes (and it always comes), will be swift and without mercy—just the way the DeathMatch audiences like it.

## DEATHMATCH

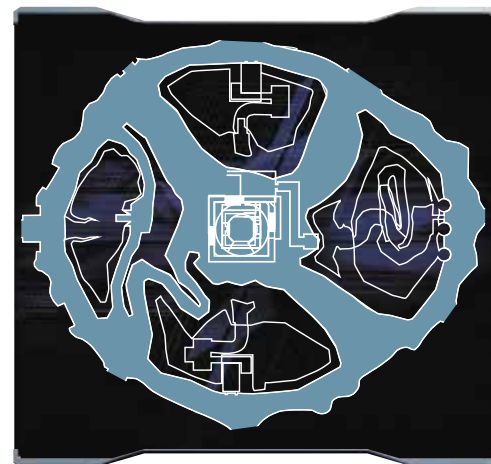
The Tower isn't exactly a small map, but the usable amount of real estate within its borders is fairly limited.

Weapon spawns are not as common as many players will hope. To upgrade your firepower takes the occasional risk, because grabbing enhanced gear on the outer ring puts you squarely in the path of chaos and carnage. The slot-four weapon is centrally located, as expected, in the tower itself. It's an attractive proposition, as once a player gets inside the tower to grab the weapon, he or she is invisible to those on the outside. But if you're spotted going in, you can be sure players will make every effort to ensure that you don't leave. At least, not on your feet.

## KILLCOUNT

### SMALL VARIANT

The small Tower map only closes off the bases outside the ring, the entire center is completely open—although a good deal of action migrates out to the ring, where players chase each other down and exchange bullets in the bitter climate. The ring is not unlike a racetrack, and traffic sometimes goes entirely the same way. This can sometimes causes players to never really "see" anybody, so if you find yourself running as fast as possible, but never gaining on your prey, consider doing a 180 and meeting them head-on elsewhere in the ring.







The spokes leading in to central tower are littered with obstacles, but travel in the ring is largely unimpeded. There is some cover out there, though. Trees and bushes provide decent shelter, although hiding behind something to avoid detection from one direction leaves you completely exposed to enemies coming the other way.



Snipers can (and should) scramble to the top of the bluffs overlooking the ring, crouch down, and watch their quarry before taking a shot. Lead your target and then squeeze the trigger just as the reticle turns red.



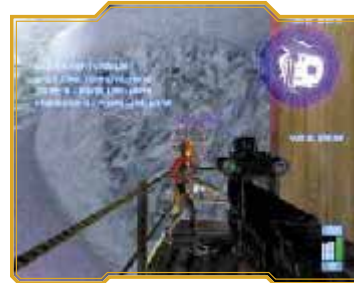
The spoke near the Northeast Ridge is decorated with colossal statues, unevenly spaced as they form a line facing the center tower. Dart between the statues and head either down to the tower or up to the ring. It adds a couple seconds to your travel time, but if there is a pesky sniper on one of the bluffs overlooking the statues, it raises your chances of survival.



The spoke by the Southeast Ridge is marked with a small collection of angled walls. Not only do these provide good cover, but they also hide a weapon spawn. If you need hardware, this is a good spot to aim for, as it combines weapons with the convenience of cover. The only problem is that an enemy can hide between the walls and wait for somebody needing a weapon upgrade without being easily detected.



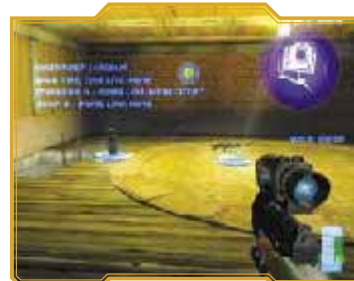
The central tower is several stories high, but due to its placement in the bottom of the ringed valley, its penthouse view only looks across to some of the bluffs. From these bluffs, snipers can train their scopes on players running up the catwalks on the tower's exterior. With nowhere to run, except left or right when the shooting starts, these players are extremely vulnerable.



The catwalks on the tower's exterior leave you vulnerable to more than just snipers. Players hiding inside the tower can watch for you to run by the doorways leading inside, or if they catch you rounding a corner, they might get the first (and last) shot off.

A door leads into the bottom floor of the tower on the valley floor. It's right next to the first flight of stairs that leads up to the exterior catwalk network. Slipping inside for a spell looks like a good idea, but the room's circular shape gives players plenty of room to stand off to the side and pop you as you walk in.

To start climbing the tower from the inside, you have to use a series of ladders. If you are caught climbing a ladder, you're done for. You cannot draw your weapon to defend yourself, and with your back turned to the front door, you'll never know you're being targeted until your lifeless body falls away from the rungs.



The reward for surviving the ladders, though, is ample. The slot-four weapon is on the tower's third floor.





Ziplines connect the top of the tower to the outlying bluffs. These are fast and convenient to use, but they leave you completely exposed. If you're shot off the zipline, the fall will finish you off.



A small underground shelter beneath the tower is accessible by a set of stairs or a small well. If caught up in a fire fight, dive down either of these openings and take the fight down below the surface.



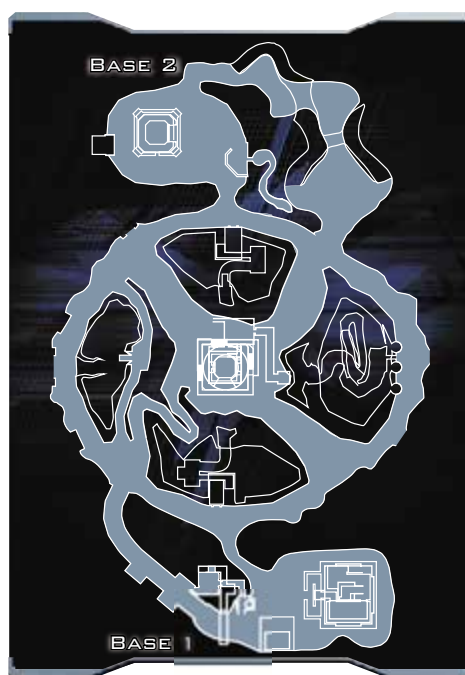
The shelter interior is perfect for close-quarters combat. So, if you have a Magnum or a DEF-12 Shotgun and are being pursued by somebody with a SuperDragon, lead them into the shelter and then turn the tables.



Beware of players who don't actually follow you into the shelter. There are only three ways out, and your foe could conceivably camp outside one of them and just wait until you surface.



## BASE 1 + 2 VARIANT



The base variants unlock two of the four bases that lie just beyond the outer ring. Each base features unique architecture—for example, Base 1 is a military installation complete with a tunnel, guard post, main bunker, and a zipline for easy escape.

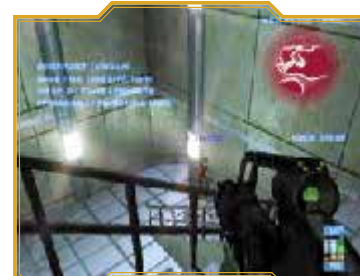


The bunker has a very simple interior, and the only reason for teams to go inside (other than to hide) is to access the roof. This is an excellent sniper vantage, as it allows you to look out over both entrances to the base area. The zipline on the roof of the bunker takes you to the roof of the small metal structure to the left (if looking out from the bunker roof).



The main tunnel leading into Base 1 has a branching path. Instead of running all the way up the tunnel—and risk making yourself an easy target—step into a small alcove on the left side and access a stairwell.

The stairwell takes you to an alternate entrance to the main base area. However, this tall, narrow chamber (full of stairs) typically serves as a hiding spot for another player, so keep your gun at the ready.







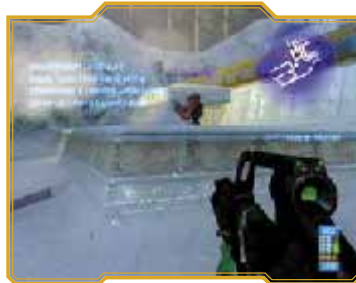
If you take the branching path from the main access tunnel, you step out here, next to a silo and some trees. Both the trees and the silo make excellent cover, so if you survive any action on the staircases, use these obstacles as a staging ground for moving farther into the base.

If you follow the staircase (off of the tunnel) all the way to the top, it opens out on to a catwalk that overlooks both the base and the entrance. With no protection on either side of the catwalk, you are easy pickings, but the view is great for an accomplished sniper who can get the shot and get out.



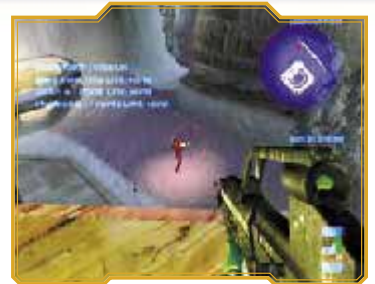
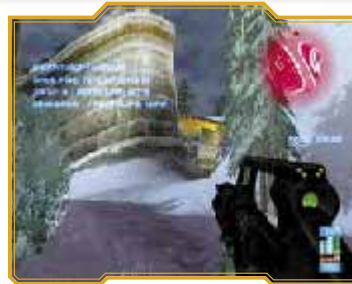
The guard post overlooking the main tunnel looks like a great sniper vantage, but it really limits your movement. If a crack shot gets you in his or her sights, you can only crouch or back out.

The front entrance to the bunker is surrounded by a half-wall that you can crouch down behind and use as cover.



Base 1's interior is very open. The main room features only the staircase leading up to the roof and a front door. A gunfight in here will be over almost as soon as it starts, as there is no cover to seek out.

Base 2 is a tall, man-made fortress just off the ring that stands a few stories off the ground. The imposing structure has a few interior rooms and a staircase that leads up to the rooftop. The rooftop offers superior sniper points, with ledges that extend far enough out to shoot players even directly below.



The fortress is flanked by a peaceful ice path full of trees and statues—this is the alternate entrance to the base area. The trees and statues provide good cover for players sneaking into the base area, en route to the fortress and its sniper vantages.

Scoped weapons serve you well on the ice path, as a few stretches of land are suited for long-range combat.

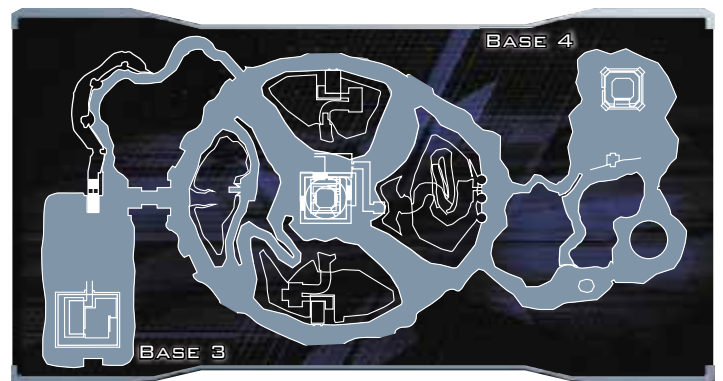


Snipers can stake out an upper passage in the ice path. However, there is no cover up there, save for the curves and bends of the ice path.

The interior of the fortress is uncomplicated; it's just a few open rooms that occasionally host fire fights between competing snipers on their way up to the lookout balcony.



## BASE 3 + 4 VARIANT





The opening of Base 3 reveals a high-tech rocket launch site hidden in the middle of this archaic mountain valley. The main structure in this base is a launch facility that's a few stories tall and overlooks half-buried rocket engines. These engines, now dormant, provide excellent cover from snipers who manage to ascend to the balcony of the launch facility.



Next to the launch facility is the actual rocket itself, neatly housed in its launch silo. Steam pours over the rim of the silo, clouding the immediate area. For close-combat specialists, melting into the mist and waiting for a hapless passerby is nothing short of digital nirvana.

The Launch Control interior is not entirely unlike other base interiors. Composed of a few rooms and a stairwell that leads all the way up to the roof, the facility sees little action save for snipers who happen to meet on the stairs—and then shoot each other.



The sniper balcony over the Launch Control facility offers a fine look down at the area below. However, the vantage does not let you see too far into the actual launch site, which eventually leads out to a narrow path. This is the alternate route into the base.

The massive girders needed to support the rocket launch are thick enough to use as cover from close-quarters combat attacks.

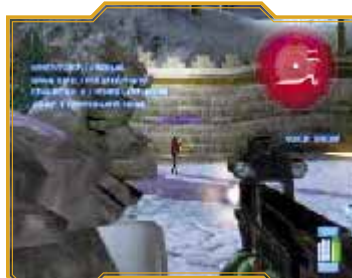


Base 4 is a trickier beast than Base 3. The base is composed of a massive lodge, which looks out over a field of lion statues, and then a stone gate that leads to the area's alternate entrance. The twin rows of statues will see plenty of action, with players exchanging shots between combat rolls.



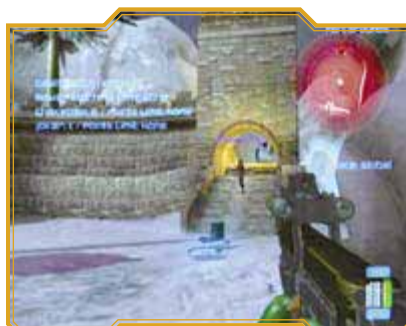
The interior of the lodge is quite sparse, but it does feature an open ceiling. The balcony overlooking the area doesn't offer great sniper vantages like the other bases, but at least the open ceiling allows for a quick, easy escape route if the balcony starts to get crowded.

The twin sets of double doors that lead into the base's main entrance create two blind corners for players to navigate. Stand off to the side of the doors and wait for players to walk through the inner set of doors, and then blast them as they try to figure out where to go next.



The majestic lion statues provide ample cover for players engaged in fierce duels. There is no real need to use the cover technique to hide, just sidestep between the statues and exchange gunfire with your adversary.

Combat rolling is essential among the statues. If things start getting explosive, a quick roll can save your life while you reload your weapon.



The huge gate opposite of the lodge leads out to the alternate entrance to the base. There is no place for people to hide inside the gate or on the steps, so players using the statues as cover can launch basic attacks on them.



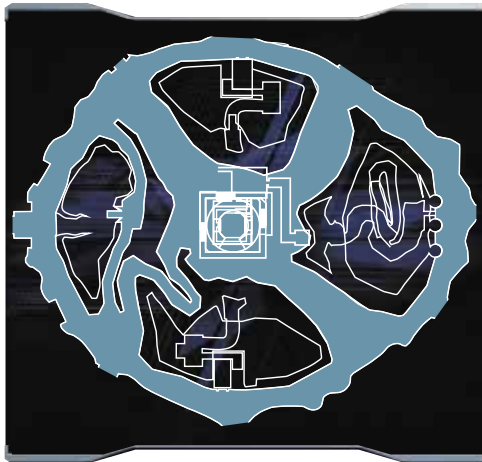


Step through the gate to access the back entrance—a narrow, icy ravine where you can play a little cat-and-mouse.

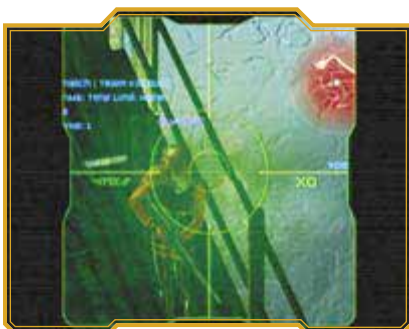
## TEAM KILLCOUNT

### SMALL VARIANT

Without a designated “home base,” teams have to go mobile. Patrol the outer ring, sweeping out enemy players wherever you may find them. Weapons that can attack around corners, such as the Magsec 4 or grenades, can be useful for clearing a path through the ring.

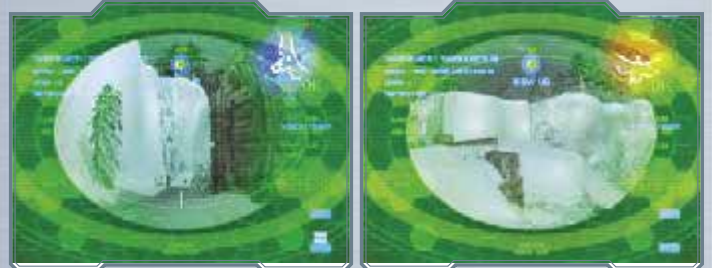


If the enemy has organized a raiding party and is circling the ring successfully, counteract their strategy by taking control of the bluffs overlooking both the ring and the tower. Fire down on the party in the ring, and then slide down the other side of the bluff to escape unharmed. Of course, a silenced weapon will keep you off-radar and let you remain at your vantage.



If there are snipers on the bluffs, stay off of the central tower's catwalks. You are just too enticing a target—and too easy to neutralize from a distance.

## RECON ROCKETS

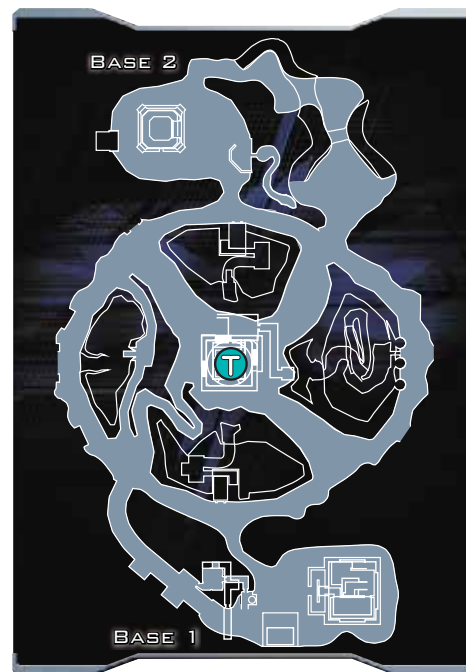


The guided rockets from Rocket Launchers deliver death from above—but you can also use them to relay visual intel back to a team. Fly guided rockets over the center of the ramp or through the outer ring to locate enemy players. If you can drop the rocket right into their midst, you may score a few casualties. However, that causes survivors to scatter. Consider redirecting the rocket elsewhere on the map, and then telling your teammates where the enemies are hiding.

## NOTE

THERE ARE NO TELEPORTERS IN THE MAP'S SMALL VARIANT.

## BASE 1 + 2 VARIANT



The need to patrol the ring evaporates when bases are introduced to Team Killcount matches. Now, teams can set up fortified defenses in their preferred base and wait until the enemy team launches an attack. Of course, if the other team attempts a similar strategy, the score could be a little lower than expected. There's something to be said about making the first move—once the ball gets

rolling, the ring and spokes will be filled with players carefully crawling to the other base in hopes of scoring some points for their team total.





Base 1 is full of great defenses, such as the catwalk over the tunnel and the walls surrounding the entrance to the actual base proper. Consider taking the alternate route, through the narrow ravine, to bypass the obvious direct assault.



If you lose track of an enemy player in your base, investigate the explosive point on the ground floor of the bunker. An enterprising player equipped with DemoKits may try to breach your defenses.

The foreboding fortress of Base 2 is best infiltrated via the ice path. It takes a little longer to run through it, but the trees and statues make for excellent cover.

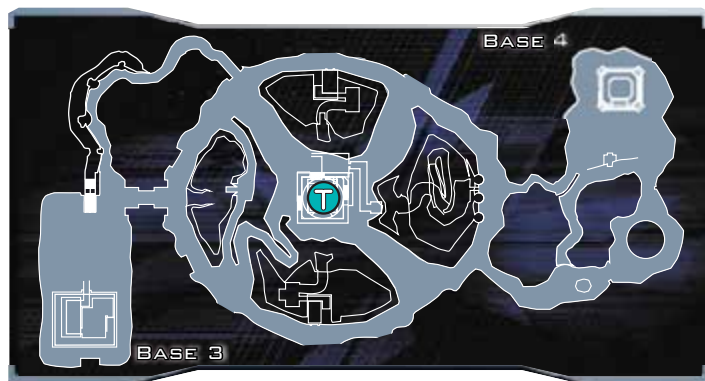


The statues at the fortress base are also excellent cover for gunfights. Players juke in and out from behind the statues, exchanging gunfire—and that's when the sniper zeroes in on the enemy player below.

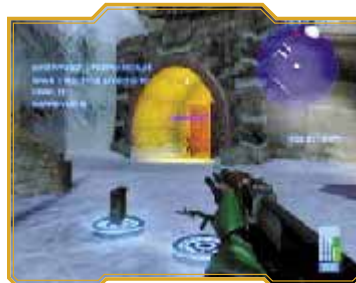
Use the statues as cover when trying to pick off the sniper above. If it's just you against the sniper, you will likely lose. However, with another player running interference, you might get off a lucky shot.



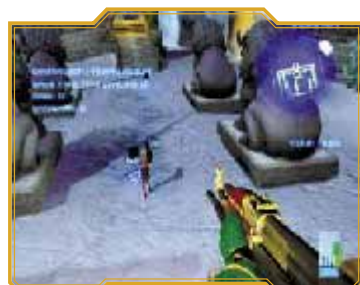
## BASE 3 + 4 VARIANT



Defending a base against an organized team effort requires excellent communication. Players must be ready to defend both the main entrance and the alternate entrance at the same time, as well as hold players back for interior defenses should the front lines be breached.



Never leave the front door unattended. Although it seems too obvious of an assault point for enemies to use, they may be counting on you making that assumption. If they can fit enough bodies through a front door, they have a chance of overwhelming initial base defenses.



In Base 3, snipers must be ready to cover the field of statues. Should an enemy player with superior firepower start to eliminate teammates down among the statues, a sniper must finish the job.



Should the interior be breached via explosive point or brute force, at least a sniper needs to stay on the roof to repel reinforcements. An interior guard is then called into action to expunge the intruder.



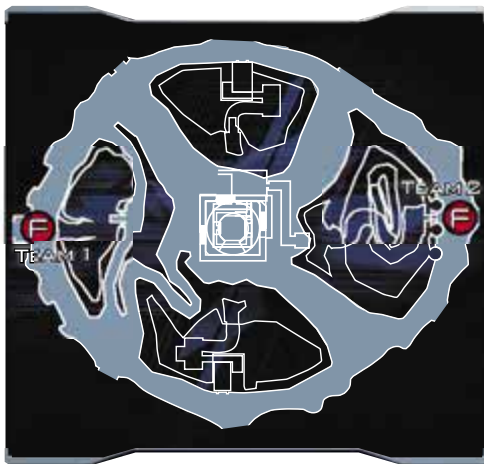
The same strategies hold true for Base 4, too. Players need to have all routes covered, such as waiting by the alternate entrance for a player attempting to sneak through. Should the enemy overcome a guard in the ravine, this shooter is poised to nail the enemy in the back as he steps into the main area.



## CAPTURE THE FLAG

### SMALL VARIANT

The ring serves as a racetrack in this small Capture the Flag map. With the flag bays posted on opposite sides of the ring, players have to juggle roving around the outer route to catch up with flag carriers, with ducking into the spokes to escort a stolen flag across the map.



Always post at least one sniper over your flag bay. Each flag bay has a bluff above it that can be easily accessed. This precaution alone will stop more than half of the attempts on your team flag. Make sure the sniper can also see the spoke that runs down to the hub next to your bay. If not, get another sniper up there.



Always expect ground defenders next to a flag bay in addition to snipers above. Use trees and bushes to conceal your approach, but don't expect to sneak away with the flag unnoticed. You must attack in numbers to successfully swipe the flag and get even 10 feet away from the bay.

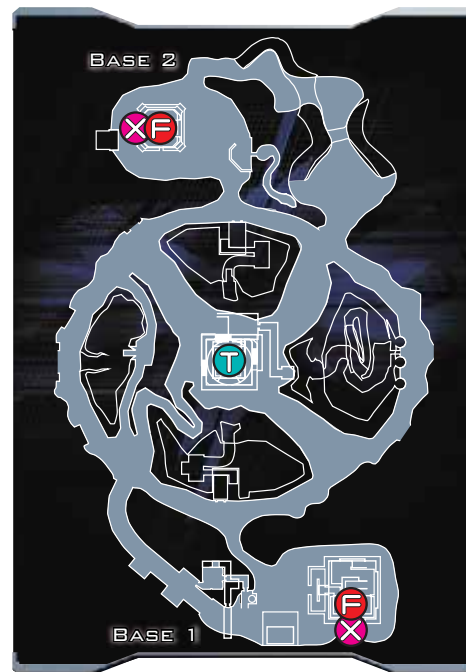


Try to avoid running the flag back to your flag bay via the ring. With a few players covering your back, head down the spoke toward the central tower and try to cross the map that way.

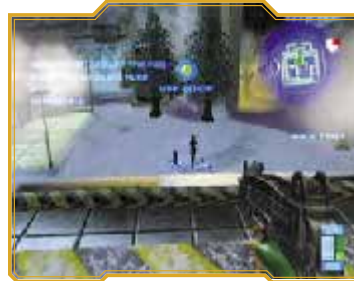
## TIP

IF YOU NEED YOU PLAY CATCH-UP ON THE RING (CHASE DOWN A FLAG CARRIER, FOR EXAMPLE), EMPTY YOUR HANDS. YOU RUN CONSIDERABLY FASTER WHEN NOT HOLDING A WEAPON.

## BASE 1 + 2 VARIANT



With the flags moved back into bases, mounting successful defensive campaigns becomes absolutely essential to success. All entrances must be effectively sealed off by snipers or door guards, and any route a flag carrier would use to leave the base with the prize must also be locked down.



Snipers are the most basic defense in Capture the Flag matches. At the start of a round, first install snipers in every appropriate vantage, such as the roof of the base and any high ground near the entrance of the base.



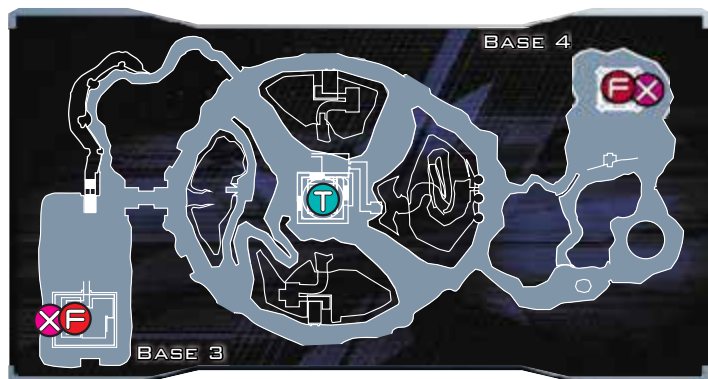


Consider placing a “sleeper” somewhere near the center of the map. This player stays off radar by not shooting. When the flag carrier tries to run by the center tower (to smartly stay off the ring), the sleeper steps out and takes down the flag carrier.

Recon and diversion are always good tactics. Send a player up to the front entrance of a base to attract fire. When the base guards concentrate their attentions on the front door, a team can sneak into the base via the alternate entrance.



## BASE 3 + 4 VARIANT



Once the flag is stolen from these bases, expect a mass of defenders to descend on your flag carrier. If that’s you, you need to know exactly where the alternate routes out of a base are. Communicate with each other to keep the flag carrier safe from snipers and surprise guards.

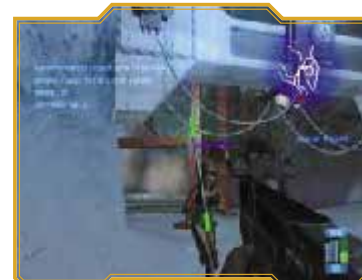


Keep at least one flag bay defender inside the base, just in case entrance guards and snipers fail in their duties. A close-quarters weapon, such as the DEF-12 Shotgun, is effective at stopping a would-be flag carrier.



Heading through the front entrance with the flag is not advised. Not only are you slowed down by the flag, but you can expect a guard to be ready somewhere nearby. Take the alternate route out of the base. It’s a little longer, but the curving path offers cover that you can use while your cohorts ward off enemy players.

Be sure to position shooters along the alternate route once the flag has been stolen, because it is likely that the flag carrier will attempt to use this exit.



## TERRITORIAL GAINS SMALL VARIANT

There are two Gains in this variant, one at the top and one at the bottom of the tower. The top floor is assailable from almost any direction. The Gain will be hard fought and hard won—but the team that manages to take it first will likely be the team that holds it for the rest of the match. The top of the tower is easy to defend, as long as the controlling team properly manages defenses both inside and outside the tower.



At least one guard—likely the player that first hacked the Gain—needs to remain at the top of the tower, just inside the room so he or she cannot be sniped. However, with a good close-quarters weapon, this teammate can drop anybody who manages to make it to the top.







Use the Gain as a barrier while trying to hack it. Stand on the opposite side of the Gain from the front door so snipers cannot zero in on you.

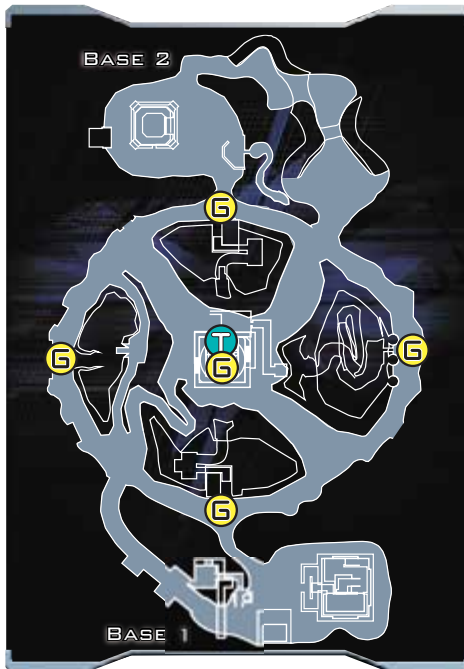


The other Gain is tucked inside the ground floor of the central tower, making ownership much easier to contest. Opponents can make attempts on the Gain via the tower's front door, or from the floors directly above. To keep the Gain, you must cover all access points against intruders. If your team can spare the manpower, two or more Gain guards are optimal.

## TIP

IF A GRENADE LAUNCHER IS AVAILABLE, AN ATTACKER CAN STAND ON THE BLUFF OPPOSITE OF THE DOOR AND LOB GRENADES INTO THE GAIN CHAMBER. THE SUCCESSIVE BLASTS ARE ENOUGH TO KILL THE GAIN GUARD.

## BASE 1 + 2 VARIANT



The base variants introduce four more Gains to the map for a grand total of five. The extra Gains are stationed on the ring, placed directly in front of the base entrances—including the two that are blocked off in this variant. To succeed in this match, you need to hold three of the five Gains. Holding the one in front of your base is the easiest, but branching out can be a little tougher.



When out taking Gains, travel in parties of two or more. You need to have one player free to guard the player attempting to hack the Gain. Once the Gain has been taken, the party should generally stay put. One should remain on the ground while the other scrambles up to a sniper bluff over the Gain.

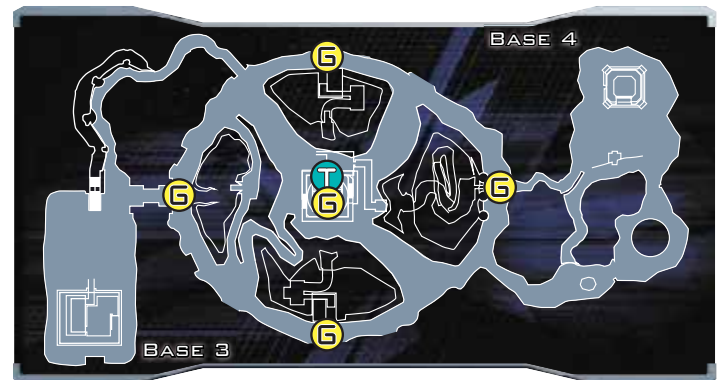
You don't necessarily need to concede the Gain in front of your enemy's base. In fact, send a player to engage the enemy at their primary Gain. This distracts them while another party runs around the ring to take other Gains.



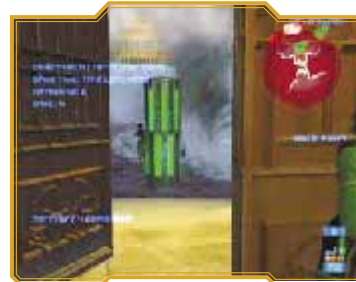
If one of your Gains is being hacked, empty your hands so you can quickly run to it. As soon as the Gain is in sight, re-brandish your weapon.



## BASE 3 + 4 VARIANT



The Gains remain in the same places in this variant—only the bases change. Again, it's a sound strategy to take and hold the Gain in front of your base and then one of the more "neutral" ones nearby (that is, one not in front of the enemy base).



Take the Gain outside of your base first. Usually you only need one player to do this at the beginning of the match, as the other team is busy hacking the Gain closest to them. However, as soon as the Gain is yours, set up defenses.

Don't neglect the Gain in the center tower. With more attention focused on the Gains in the rings, it's easier for a quick player to ascend to the top of the tower and claim the Gain for the team.



You can try to push the enemy team farther back toward their base and hold the third Gain in the ring (the other one in front of a locked base), but greed can stretch your forces too thin.

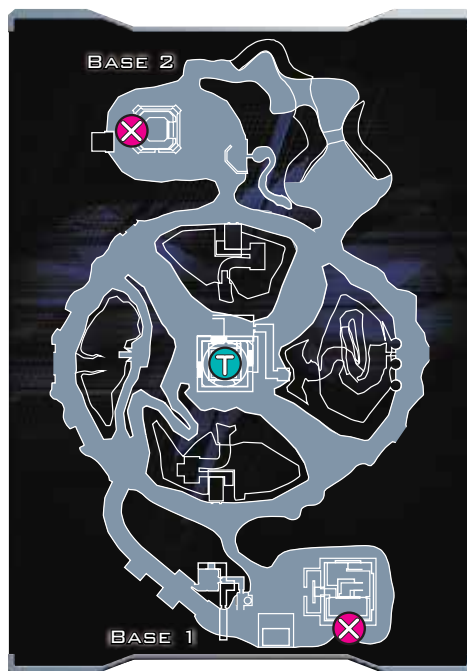


## DARK OPS

Before spending your credits at the pre-game armory, consider what kind of action is about to unfold. For a Sabotage game, a FAC-16 or SuperDragon is a wise purchase. If playing an Infection game, something with a silencer is essential so you stay off the radar. If you are going to linger inside a base in Eradication, you may want to spend a little extra for both a close-quarters weapon such as the DEF-12 Shotgun and a good SMG in the event the action stretches out. If you want to spend your time on the sniper bluffs, something scoped is the best buy. Unlike DeathMatch games, where your tactics are sometimes dictated by the selected weapon set, you have a greater control over your destiny in Dark Ops.

## ERADICATION

### BASE 1 + 2 VARIANT

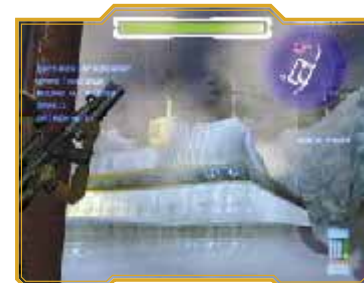


With only one chance per round, you may lean toward using the plentiful sniper advantages of this map variant. Not only can you take advantage of the sniper vantages on the bluffs surrounding the rings, but you can also enjoy the hiding places around the bases. No matter what kind of warrior you are, a scoped weapon is always useful in the Tower map because of the wide-open spaces between map features.



Invariably, one player takes the sniper vantage on top of the Base 1 bunker. Use available cover while advancing on the bunker to take down the sniper. It usually takes two players to do this, though: one to distract, one to advance. The roles reverse until both players are inside the base and can assault the sniper.

Base 1 is a great playground in Eradication games because of the ample places to hide for stealthier players. The interior of the staircase off of the entrance tunnel to the base is a good place to hide, as you can hide behind walls or beneath stairs and wait for prey to walk into your trap.



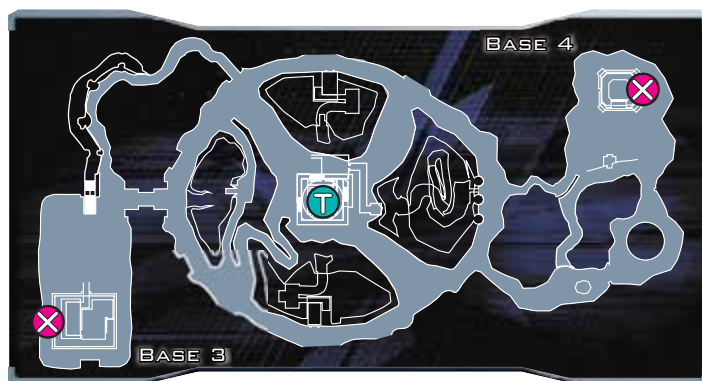
The scope comes in extremely useful for the many lengthy avenues. And not just from the top of the central tower or one of the sniper vantages on a base balcony. For example, the main entrance to Base 1 is a straight tube. A sniper in the guardhouse at the mouth of the tunnel can mow down every enemy who enters.



## TIP

REMEMBER THAT MANY OBSTACLES CAN BE SHOT "THROUGH." STAIRS AND SHRUBS, FOR EXAMPLE, HAVE WIDE ENOUGH SPACES FOR BULLETS TO PASS THROUGH.

### BASE 3 + 4 VARIANT



The great hunt of Eradication continues in this map variant, with the action moving to the newly opened bases. The strategies of survival remain the same—only the landscape has changed. Finding a good sniping position on the bluffs or within a base is still a good way to see the end of the match, especially if you have a silencer to go with the scope.





The lion statues remain an excellent place to hide. The traffic between the lodge and the gate is thick enough that you can score some points while being slightly cautious. And in the event you are discovered, you have the six statues to use as cover while exchanging fire.

A scoped weapon is good for shaking the securities of enemy players. While this enemy seeks out a target at the bottom of the stairs, a sniper from across the base can line up the perfect shot.



While a lot of the action will be relegated to the bases, some players may wish to strike out into the wild. When heading toward the center of the arena, use only the spokes with obstacles, such as the statues and angled walls. The cover helps you get the drop on players at the



bottom of the valley and protects you against anybody trying to sneak up from behind.

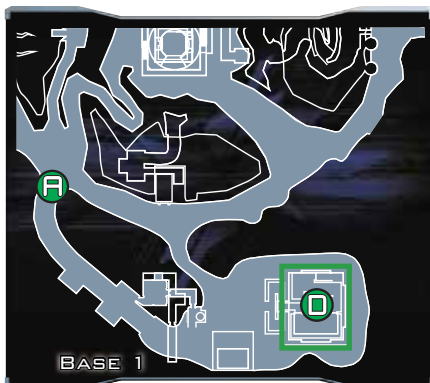
Threat detection is an excellent tool for bringing down snipers who are difficult to see against the dark backdrops.



## TIP

LOOK FOR THE CRACKS AND INDENTATIONS IN THE BASE STRUCTURE WALLS FOR SIGNS OF THE EXPLOSIVE POINTS.

## ONSLAUGHT



In Onslaught, attackers bear down on the bunker inside Base 1. Taking the base away from the defenders is a formidable task, as a solid sniper vantage on top of the base has a view over both entrances.



Defenders should definitely pepper the earth with Multimines just in case an attacker manages to slip underneath the sniper. However, alert the entire team that the base now has a land mine doormat, just in case somebody steps outside to aggressively repel attackers.

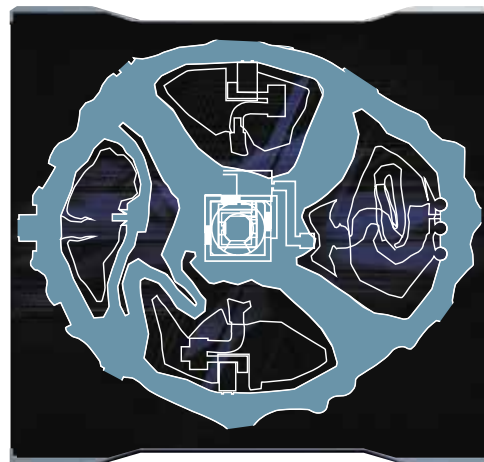


Defenders: A single sniper on top of the base is not enough. Also position shooters on the sides of the bunker roof to nail players attempting to flank the defenses. Enemies may try to use the trees or the steel structure as cover while moving in on the base.

Attackers: If you go for the explosive point, expect immediate company. Smart defenders will communicate to each other when they lose sight of an attacker, and the next move is always to check the explosive point.



## INFECTION SMALL VARIANT



Whereas the central tower is typically to be avoided, the uninfected need to embrace the structure for survival. The tower has very limited access points that are easy to cover, so if a group of uninfected players manages to reach the tower, they can set up a pretty airtight defensive perimeter.



Skeletons can use ziplines, too. Make sure a shooter on the top floor covers the incoming zipline. Only a single blast knocks a skeleton off the zipline.

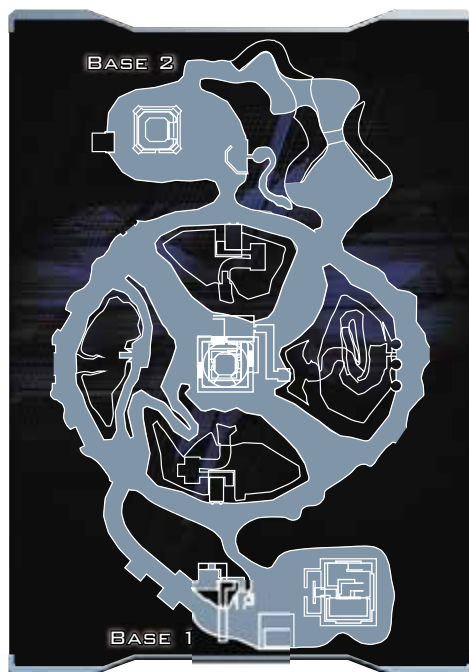


Multimines are excellent for defense. Set them up at every door leading to the outside of the tower once all of the uninfected players have reached the interior. Skeletons trying to use the catwalks and doors will be blown off.



The shelter at the base of the tower is also a good place for the uninfected to gather. Covering the entrances is easy. At first sight of a skeleton, unload with something brutal such as the shotgun.

## BASE 1 + 2 VARIANT



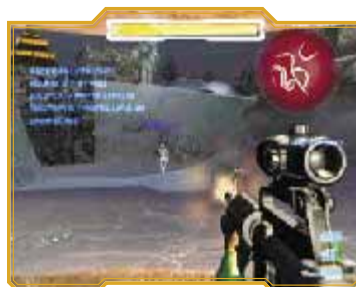
The uninfected have a solid advantage when bases are opened up. Defendable sniper vantages and hiding spots make it difficult for the ranks of the infected to grow. If the uninfected can stick together and operate a base, they can repel the skeletons indefinitely. Of course, should one of those skeletons get off a lucky shot and infect a player within the base...

There is no better place to hide on this variant than the roof of the steel structure in Base 1. If you take the zipline down to it from the bunker roof and crouch on the slope of the roof next to the valley wall, almost nobody will find you.



## TIP

THE STAIRCASE NEXT TO THE MAIN TUNNEL LEADING INTO BASE 1 IS ALSO A SUPERLATIVE PLACE TO HIDE. WITH ONLY TWO ENTRANCES INTO THE TALL ROOM, TWO UNINFECTED PLAYERS CAN HOLD OUT FOR A LONG TIME.

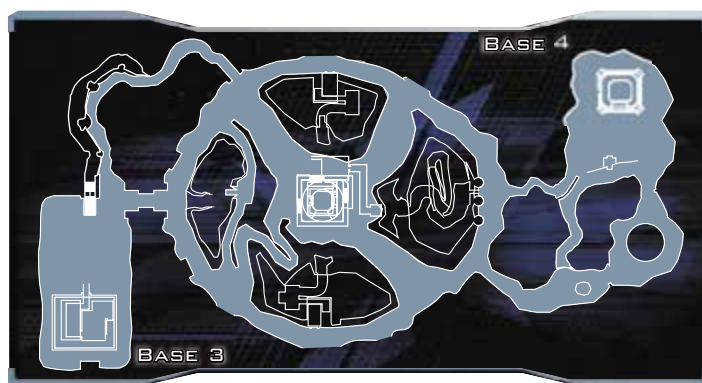


Base 2 is also easy to defend, thanks to the bunker right at the main entrance.



Investing in a close-quarters weapon such as the shotgun or a Magnum helps in situations where the skeletons breach defenses and manage to get close to the base.

## BASE 3 + 4 VARIANT



It is much easier to fall back into Base 3 and defend it from the infected horde than Base 4. The lion statues really slow the skeletons down as they try to infiltrate the base. And if you position players at both the gate and the lodge, you can catch the infected players in a crossfire when they step through the main entrance to the base.



When holding up your weapon, your hands are stuck out in front of your body—and they are valid targets. Stand far enough back from a door or an opening so somebody can't chip away your health from the side.



The lion statues at Base 3 are a good place to hold off the marching skeletons, but even this far out, you put yourself at risk. If five skeletons manage to break through the door, they can surround you.



Seek cover at the gate and wait patiently for skeletons to walk up the steps. When they are within range, swing around the corner and blast them.

## TIP

INFECTED PLAYERS CAN ALSO RUN FASTER IF THEY HOLSTER THEIR PISTOL. IF YOU RESPAWN ELSEWHERE ON THE MAP, THIS IS A GOOD WAY TO GET RIGHT BACK TO THE ACTION.

## SABOTAGE



**Metal Drums:** The drums are stashed within a sandbag bunker on top of the North Bluff. There are two ways you can ruin these Props: Either fight to the top of the bluff and use direct force, or stand at the bottom of the bluff on the outer ring and lob grenades into the Prop area.



**Wooden Crates:** The easy-to-destroy wooden crates are tucked behind a sandbag wall at the base of the central tower. With one or two players guarding an attacker, they can be demolished in a single pass.

**Wooden Crates:** Four larger wooden crates are on the tower's top floor. Fighting to the top floor is a challenge, but once inside, you can steer clear of the doorway and destroy the crates. Even better, you are now next to the zipline that leads to the West Bluff, which is where the metal crates are located.



**Metal Crates:** The metal crates are pushed into the corner created by two intersecting sandbag walls. Step next to the sandbags to use them as cover while destroying the crates.

**Large Antenna:** The large antenna is inside Base 1, between the front door of the bunker and the steel structure. It takes a few charges to bring the antenna crashing down, but if your team can install snipers on top of Base 1 and the catwalk near the tunnel that leads into the area, you should be able to buy enough time to do so.



# MULTIPLAYER. URBAN

## CITY OF THE DEAD

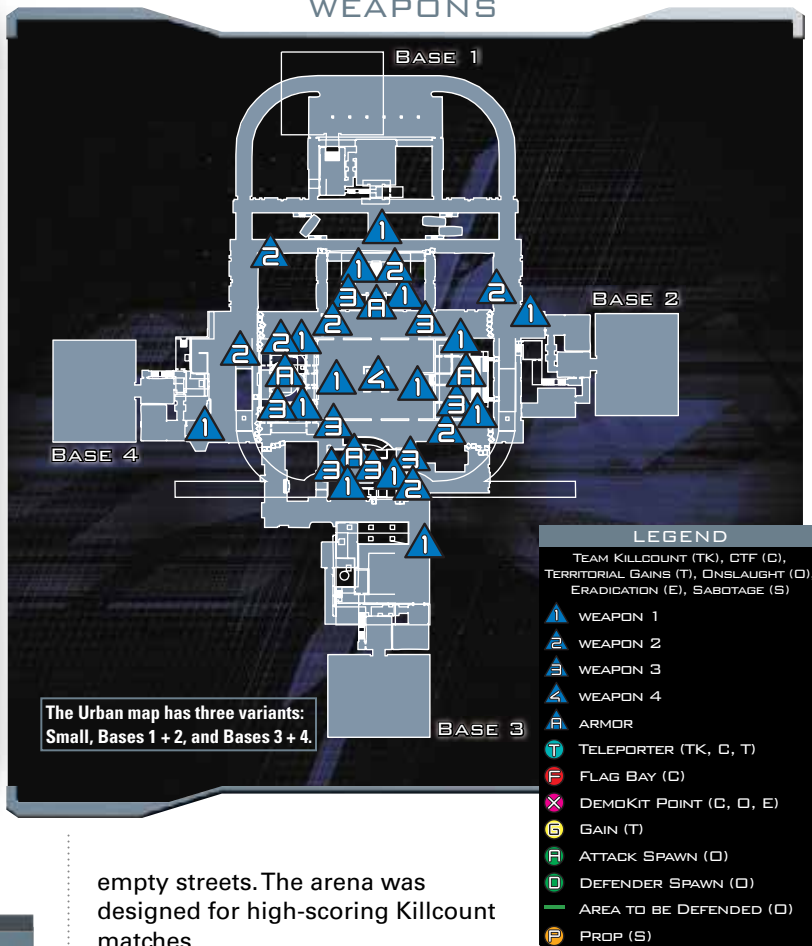
Downtown has never been deadlier. This civic center, created by the finest virtual reality architects, now hosts feverish online showdowns between the world's greatest cyber athletes. With no shortage of sniper vantages from which eagle-eyed players can look out across the city, and a central courtyard where a parade of bullets and grenades makes an hourly appearance, the streets of this map are sure to run red with the blood of the fallen.

The bases are pushed back in every direction from the central courtyard, which is a regular fixture on all map variants. Marked with a tall pagoda (which doubles as a spectacular vantage point for a truly enterprising sniper), the courtyard is full of trees that provide good cover for players on a mad dash for shelter in the neighboring buildings: the Hotel, the Mall, the Car Park, and the Casino. Each building is like an individual playground, full of multiple stories of mayhem.

The map's northern end offers some excellent stretches of ramp and road for gunslingers to engage each other. Players often coalesce at a river to the north for some intense fire fights, especially when the base variant behind it is unlocked.

Urban is the only other map (besides Desert) that hands over the keys to the vehicle. Participants in this digital bloodsport can trade their weapons for the twin machine guns of the Jetpac. Expect to see the perennial night sky lit up by the blue exhaust of Jetpacs.

## WEAPONS



## DEATHMATCH

### NOTE

HOVERCRAFTS AND JETPACS ARE AVAILABLE ON LARGER VARIANTS OF DESERT FOR ALL GAMETYPES. ALL GAMETYPES ALSO SUPPORT JETPACS ON THE URBAN MAP.

No matter which variant is used, hardware in the Urban environment is plentiful—save for the slot-four weapon. Only one of the most powerful weapon in each set is available on this map, and it's located in the worst possible place: the central pagoda. It's easy for all to see, making it a very risky proposition for players determined to have the best in bang-bang.

## KILLCOUNT

### SMALL VARIANT

The Small variant of the Urban map revolves around a central structure: a pagoda. The tall pagoda houses the elusive slot-four weapon, making it an obvious object of interest. Unfortunately, the pagoda is surrounded by a large courtyard full of trees. And around the gardens are four wide,



empty streets. The arena was designed for high-scoring Killcount matches.



The tree trunks in the courtyard are too narrow to use as effective cover. They may stop an occasional bullet, but three inches of bark won't stop heavier gear (such as a grenade launcher).

The pagoda only has two entrances: north and south. If somebody spots you stepping inside, they can camp until you come out one of only two possible directions.







If you manage to acquire the power weapon (in this instance, it's the M60), start using it right away. Every player in the courtyard will descend on you like a pack of jackals, hoping to blast the weapon right out of your hands and use it for themselves.

There are four main structures just off the central courtyard: Casino, Hotel, Mall, and Car Park. Each multistory structure offers extensive vantage points for snipers. The higher you are in the building, the more of the central courtyard you can see. Of course, some players are fast enough to put a tree between a sniper and themselves if the first shot misses.

## HOTEL



The Hotel is to the west of the central pagoda and is a primarily brown edifice. The front of the Hotel is lined with brick pillars that serve as cover when engaging players in the central courtyard. The pillars are wide, so if you stand directly behind one, you cannot be seen unless your opponent steps far enough to the side to peer behind it, but then your foe is right in your line of fire.



Inside the Hotel, use the stairs to access the upper levels. The Hotel is lined with windows, offering snipers ample vantage points for launching assaults on players in the courtyard below. And, if your scope is powerful enough, you can even peer into the other structures and pick off players inside.

## CASINO



There are no card sharks at the eastern Casino tonight—the only gamblers in sight are other DeathMatch players, and their wager in the winner-takes-all competition is their life. The front of the Casino is red with an ornate entryway.

## CASINO (CONT'D)

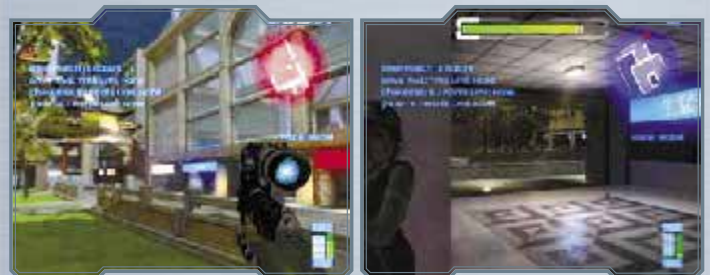


The Casino's interior is fairly open, with walkways lining the upper floors. A player on the top floor can see everybody on the ground level, and vice versa. The decorative railings around each floor offer zero protection—an accomplished player can shoot through the narrow wooden pegs and tag an opponent just beyond.



Due to the red motif in the casino, enemy players (also decked in their finest vermillion) can be difficult to spot. Threat detection is a good way to differentiate players from the wallpaper.

## MALL



The Mall facade is dominated by giant windows that look out over the entire courtyard from the area's northern end. The front entrance is concrete, with thick walls that can be used for defense against incoming attackers. Players can hide behind the pillars and wait for opponents to come running through, but taking this angle leaves them open for attack by players who discover the Mall's back entrance.



The Mall interior has only two stories. The ground floor sees most of the action, as any player on the second floor can easily fire down on players attempting to use the stairs in the center of the Mall.



## MALL (CONT'D)

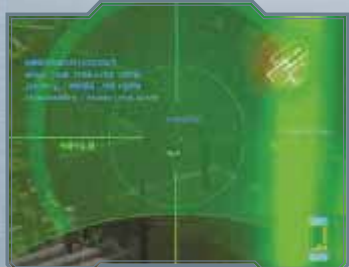


Snipers can set up shop in the Mall, but the outer ledge offers absolutely no cover against attack from players stationed in the courtyard.

## CAR PARK



The dimly lit Car Park to the south of the courtyard offers three stories of medium-range mayhem—with a few close encounter opportunities if you can lure another player into a shootout among the support pillars. The best way to enter the Car Park is via the ground level; walking up the ramp that leads directly into the second floor is just too risky. Halfway up, you are an easy target for anybody above you. The side ramps are also dangerous routes, as players by the Hotel and the Casino can spot you.

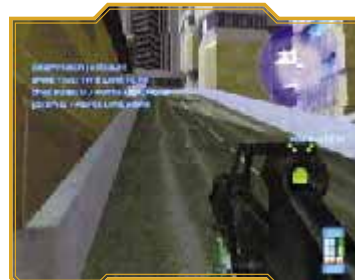


The upper levels offer good sniping points over the central courtyard. A strong scope or threat detection is handy for spotting targets through the trees and signage surrounding the Car Park. The top level is very open with little cover for fire fights.

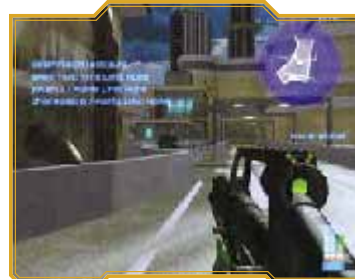
## BASE 2 + 4 VARIANT



The unlocking of Bases 2 and 4 also opens up a plethora of back alleys and additional real estate beyond the four central structures. The largest new area is south of the Car Park; starting from behind the Hotel, an overpass glides above the city skyline before descending back down next to the Casino.



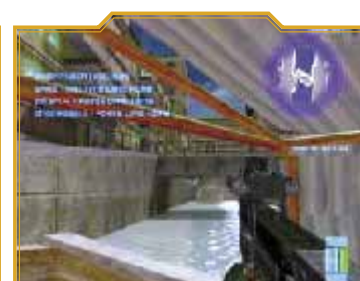
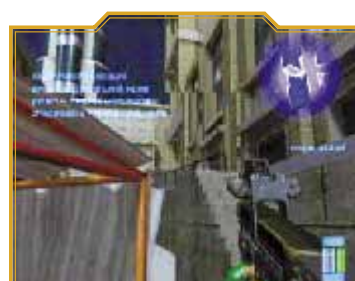
Ascending either side of the ramp can be precarious, as there are no spare concrete bunkers or piles of refuse to block oncoming bullets. If players are already at the top of the overpass, you will have difficulty joining them. (For best results, don't shoot while on the ramp—stay off the radar as long as possible. You might be able to sneak up undetected.) However, targets on street level may be too tempting, especially because the cement railings along the ramp cover half of your body.



The top of the overpass is a long stretch of road, but it's not entirely open. There are half-walls to hide behind, as well as curved sections of concrete railings that you can duck behind.



The length of the overpass apex warrants the occasional use of a scoped weapon to fire on enemy players. Players can stand at one corner and look out not just across the flat surface, but also down one of the ramps.

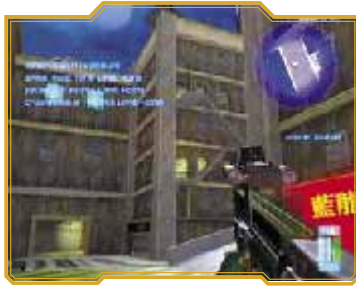


The canal behind the Mall is also a hotspot, with parallel streets running along the waterway. There are boats moored to small



docks accessible via stairs, but using them to cross the canal mid-stream is a dangerous proposition. While the metal sheets on top of the boats may repel bullets, it's easy to get trapped inside. In addition, players on the bridges to the left and right of the boats can easily duck down and fire into the vessel.

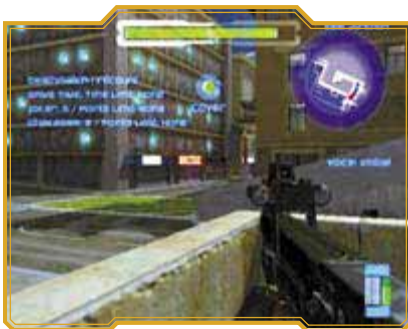
Base 2 towers above the map. The multistory base is dressed up with a fire escape that shooters can use to pelt the streets with bullets. The fire escape offers a great vantage over the immediate entrance to the base, but it does not have a very good view into the central courtyard.



The ornate gates block the view of the entire street. You can nail oncoming players as they pass beneath the gate, but by the time you spot them, they are also within range to return fire.



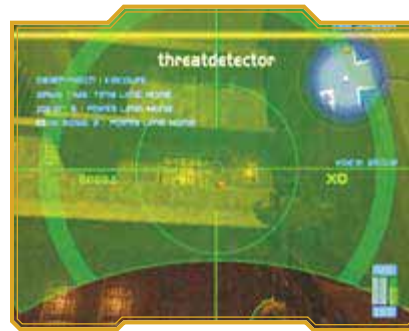
Threat detection is useful for spotting snipers on the fire escape before getting too close and making yourself a prime target.



Base 4 is also a multi-tiered building with a decent view down the main street, but it is also partially blocked by the ornate gates. However, unlike the fire escape, which offers only minor protection from return fire, the sniping vantages on Base 4 enjoy the protection of solid walls.



The building offers vantage points from varying heights, and the higher you go, the more you can see. Both the overpass ramp and the main street are easily visible from Base 4's vantages.

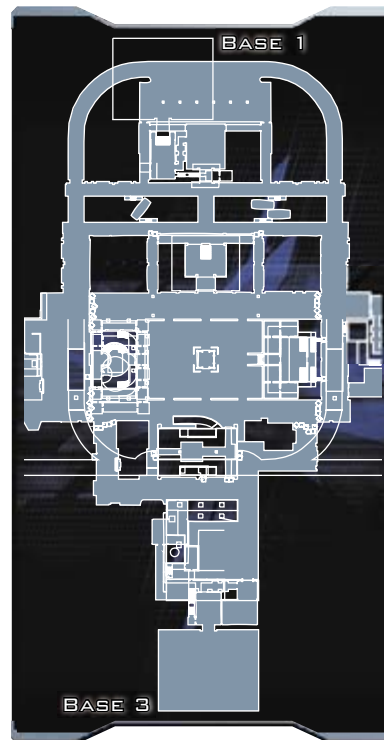


A sniper can duck behind the balcony walls and avoid detection, unless you have effective countermeasures.

Use the pillars and concrete walls next to the Base 4 entrance as cover when trying to launch an attack on a sniper on the balconies.



## BASE 1 + 3 VARIANT



This variant only opens up the entrances to Bases 1 and 3, which adds little new architecture to the overall map, but does switch the axis of action from east-west to north-south.





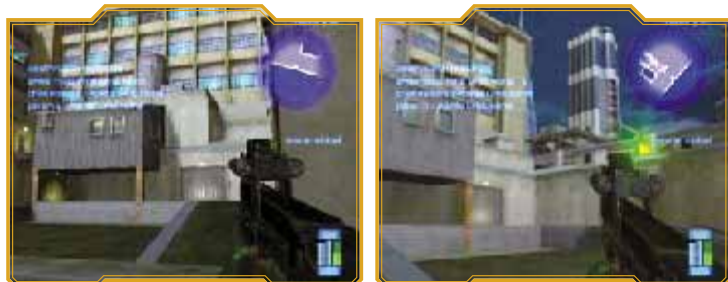


Base 1, at the top of the map, hovers over the canal. Its multiple balconies offer solid vantages over the area. Players on the ground are pretty much relegated to using scoped weapons from the avenue closest to the Mall to even get off a decent shot. The entrance to the base is below the balconies, and it can be tricky to infiltrate unless you come from the courtyard access points and remain flush with the building wall. If you're fast, you can stay out of sight of the snipers.



The sniper balconies of Base 1 really grant no respite to players attempting to cross the canals.

The interior courtyard of Base 1 is just an empty square with a couple access points. If a sniper detects a player entering the base, he or she can fall back to a balcony overlooking the interior.



Base 4, on the map's western end, is at the end of the appropriately named Factory Street. The base offers many vantage points, from windows to rooftops, to fire down on players in the street, so breaching the base to get at the sniper from the inside is almost impossible.

It's better to goad the sniper into shooting at you so he or she pops up on the radar, then step out and zoom in for your own shot. However, be careful of the proper entrance to the base, to the left (if you are facing the factory exterior). While you're occupied with a sniper, some rogue player inside the base could step out and shoot you.



The approach to Base 4 is long enough to slowly plan your path. Using the cover of walls and pillar, sneak up to the base block by block; watching out for possible players already in the base. When the coast looks clear, enter the base to use its excellent sniper points.

The windows lining the factory's front wall are good for sniping. Step behind the wall between the windows, then slip out to the side to take your shot.



Stepping out on the rooftop may look risky, but if you crouch down and stay far enough back from the edge, most of your body will be protected from players on the ground.

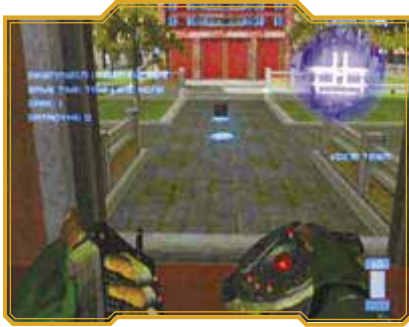
## TEAM KILLCOUNT SMALL VARIANT

With no set base to defend, teams are encouraged to choose one of the four structures and fortify it as a makeshift base. The Casino and Hotel are good choices. The Casino has multiple stories from which guards can peer all the way down to the ground floor. The Hotel is fronted by a series of





pillars that are useful for hiding behind, and the upper floors offer several excellent vantage points over the central courtyard.



If available, use Multiminies or the UGL Liberator to make the front door of your team's temporary base a death trap.

The Casino has the wide-open center of the room where snipers can monitor the front door, and no covered landings. With no ledges to hide beneath, an enemy player on the second tier cannot surprise you if you are positioned on the third tier.



Beware of players spawning inside the building you've chosen. While much attention should be placed on the front door and the sniper vantages looking outside, you cannot afford to miss an enemy player materializing within your ranks.

Try to keep the enemy team out in the open. If you can keep the barbarians at the gate, snipers on the upper floors can thin their ranks.



## NOTE

NO VEHICLES ARE AVAILABLE IN THIS MAP VARIANT.

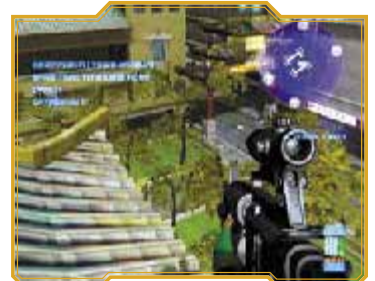
## BASE 2 + 4 VARIANT



Jetpacs are available in the larger variants of the map—and they really change the way a match unfolds. Giving players the ability to go vertical wherever they choose doesn't exactly nullify the use of snipers, but it certainly evens out the odds. Each base has vehicle spawn points where anybody can download a shiny new Jetpac into the arena. It's not unusual to see several Jetpacs zipping through the skies above the city, engaging in mid-air dogfights.



After activating a Jetpac, you must walk it out of the base. Once outside of the holding bay, you can hit the boosters and rise into the air. Zooming from one side of the map to the other takes only seconds now, but remember that the Jetpac's rumble always makes you visible on the map.



Snipers can use the Jetpac to access the roof of the pagoda. There is more than enough room to land the Jetpac and walk around on the top level (but be careful not to accidentally step off). From the roof, snipers can look down into the courtyard and all four structures surrounding it.

If the other team has taken over the Hotel or Mall, you can use the Jetpac to hover over the skylight and fill the place with lead. The surprise should shake things up, and then a ground force can enter and sweep things up.



The Jetpac may make you mobile, but it also makes you a very attractive target. The increased profile (both literally and figuratively) attracts a lot of attention.



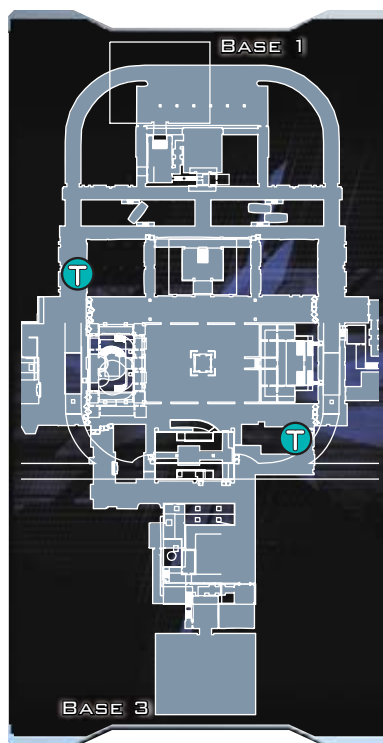
## TIP

USE A SCOPED WEAPON TO DRAW A BEAD ON AN ENEMY PLAYER BUZZING YOUR BASE WITH A JETPAC. WHILE IT TAKES EXTRA AMMUNITION TO BRING THE BEAST DOWN, AT LEAST THE EXTRA MASS MAKES THE JETPAC EASIER TO HIT.

Teleporters are not as important in this variant. The only one worth risking life and limb for is inside the Mall. It's near the center of the map and cuts travel time in half if you are sniped and jacked by a Jetpac.



## BASE 1 + 3 VARIANT



Moving to this base variant drastically changes the axis of action. Now, players must fight for control over the central structures between the bases: Car Park and Mall. The Car Park is of particular interest, as it offers a vantage point overlooking Base 3, which itself is a sniper's paradise. The team in Base 1 wants the Car Park to keep Base 3 in check, while Base 3 denizens want to capture the Car Park and use it as a first line of defense.

Try to take and hold the teleporter on the Car Park's third floor. If you hail from Base 1, this gives an incredible advantage when trying to conquer Base 3. The vantage overlooking Base 3 is just one story up.



The roof of the Car Park looks down on much of the factory structure outside Base 3. While snipers cannot see the window bay, they can pick off enemies stationed on the rooftops.

Base 3 team members want to hold the Car Park as a means of looking down into the central courtyard. From this vantage, scouts can spot Base 1 players en route to their home base.



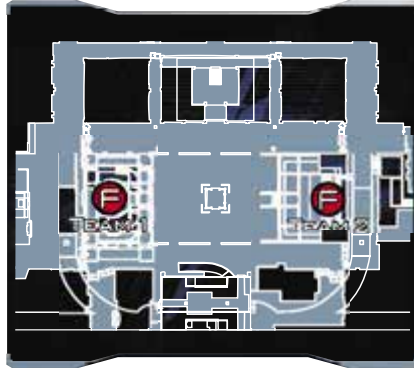




As integral as the Car Park is to success on this variant, the rear entry to Base 1 (via the illuminated tunnels) should not be ignored. It's a long hike to the tunnels, so the players in Base 1 might not expect a stealthy enemy player to attempt it.

## CAPTURE THE FLAG SMALL VARIANT

Capture the Flag matches on this variant are fast-paced, but the degree of scoring has to do entirely with a team's ability to control the central courtyard. With the flags stationed inside the Hotel and Casino, players must use sniper vantages and ground troops to not only block incoming enemies, but also clear the courtyard so their teammates have a chance to cross the map.

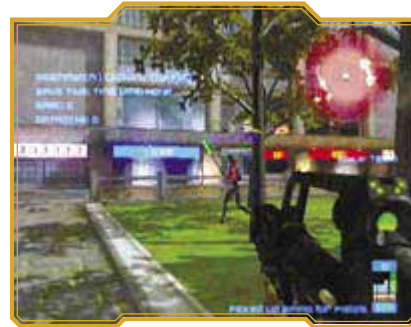


The pagoda sits directly between the two flag bays, but the solid walls face outward on this axis. Players must run around the pagoda to get to the other side of the map. Unfortunately, this exposes players to extra fire from the opposing team guarding their flag bay.

The courtyard is small enough that you can use a scope to see all the way into the opposing flag bay.

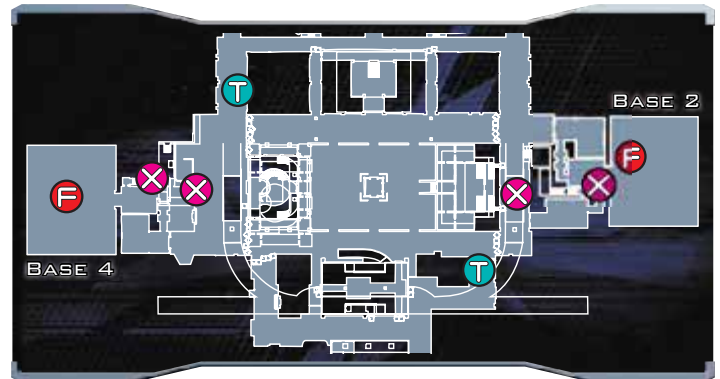


Position snipers on the upper floors of your designated structure so they can nail enemy flag carriers either headed toward your base—or away from it with stolen goods.



The central courtyard offers practically zero cover for flag carriers.

## BASE 2 + 4 VARIANT



This variant opens up an abundance of additional sniping points, but flag carriers are still primarily bound to terra firma. However, there is no shortage of pillars, concrete walls, and other objects to use as cover while running the flag back to your base.

Expect snipers to be anywhere and everywhere on this variant. All four structures are open, as well as both bases. Getting the flag from one end of the map to the other requires a serious running of the gauntlet.





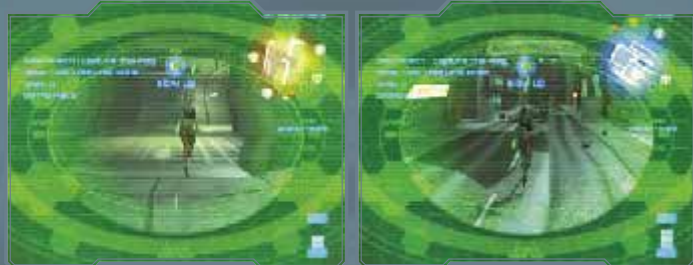
Never run in a straight line when you have the flag—it only makes a sniper's job much easier.

The back route behind the Mall is open in this variant, which offers a good route for flag carriers to sneak the enemy flag back to base.



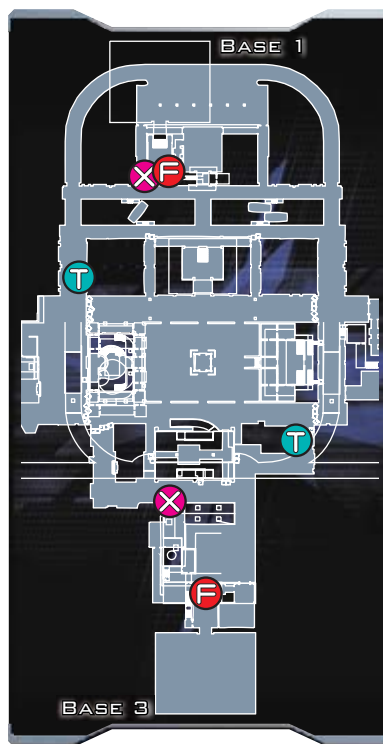
The overpass that runs behind the Car Park runs from one base entrance directly into the other. This would be a great route for flag carriers, except with a dearth of hiding spots, they are just too open to interceptors. Flag carriers must have backup to consider using this route to bring an enemy flag home.

## NOTE



THIS IS A FUN VARIANT TO USE ROCKET LAUNCHERS ON, BECAUSE IT IS ENTIRELY POSSIBLE TO LAUNCH A ROCKET FROM ONE BASE AND FLY IT ACROSS THE MAP INTO THE OTHER. A ROCKET SNIPER INSTALLED ON THE ENEMY TEAM'S "SIDE" OF THE MAP CAN KEEP THE HOME BASE UNDER LOCK AND KEY WITH GUIDED MISSILES.

## BASE 1 + 3 VARIANT



The variant readjusts the flow of traffic back to the north-south axis, and snipers now have new places to hide. Base 3 in particular offers a variety of sniper vantages for flag defenders, as the factory setting is full of ledges and windows. Players must stay out of the central courtyard as much as possible, using the back alleys to their fullest potential.



Jetpacs add an extra wrinkle to Capture the Flag matches on the Urban map. Flag carriers already had to deal with snipers, but now these mobile sniping platforms can appear and hover just about anywhere—forcing flag carriers to reconsider their routes for escorting the flag back to their home base.

The Base 3 team needs to set up snipers along the face of the factory to prevent flag carriers from entering or exiting. There is another route out of the base, though.







While guarding the main entrance, make sure the flag carrier doesn't slip out behind you. The alternate route from the flag bay goes up and inside the base, depositing the carrier on the rooftop.



Snipers on the Base 1 balcony have a complete view of Canal Street. The alternate route exits Base 1 to the rear (through the illuminated tunnels), but even that passage leads flag carriers past the balcony.



Jetpacs make great annoyances to keep an enemy team distracted from their stolen flag. Zip around a base or in the general vicinity of a flag carrier to force snipers and other enemies to look up, rather than on the ground.

## TERRITORIAL GAINS

### SMALL VARIANT

The single Gain in this variant is right inside the pagoda in the courtyard's center. Teams must work together at first just to take the Gain, and then to hold it. Staying in the courtyard and trying to defend the perimeter of the pagoda isn't going to work for very long. To keep the Gain, you must set up snipers in the structures around the central courtyard to ward off enemy players.



You cannot just gung-ho it right for the Gain alone. You must have teammates guarding your back and defending the pagoda while you hack the Gain, but you must also start setting up snipers before the other team can dig in.

A player can remain inside the pagoda and use both the Gain and the walls flanking the entrances as cover. Should an enemy actually make it across the courtyard, this player provides the last defense.

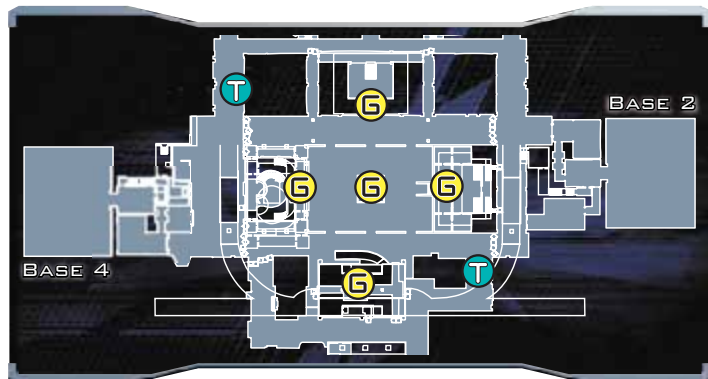


Owning all four structures would be ideal, but it's not necessarily feasible. Concentrate on controlling the Mall and the Car Park, as they overlook the north and south entrances to the pagoda.



If you do manage to make it inside the pagoda, try to put the Gain between yourself and a sniper. Then, before taking the Gain, have your teammates rush the other building that overlooks the pagoda and distract any snipers in there.

## BASE 2 + 4 VARIANT

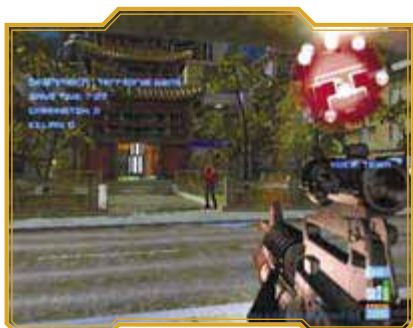


When opening up the base variants (both of them), four additional Gains are added to the map and placed square in the entryways of the structures just off the main courtyard: Casino, Car Park, Hotel, and Mall. The hardest one to reach is the Car Park Gain, making it less attractive at the beginning of the match—but that's exactly the reason to exploit it.



All of the Gains are visible from the streets, making them difficult to hold—especially when your team holds more than one and you must stretch your forces to protect them.

There is still a Gain in the central pagoda and it can be captured and held in much the same way as before. Control the Car Park and Mall and not only can you watch over the pagoda, but you can also hold the Gains within.



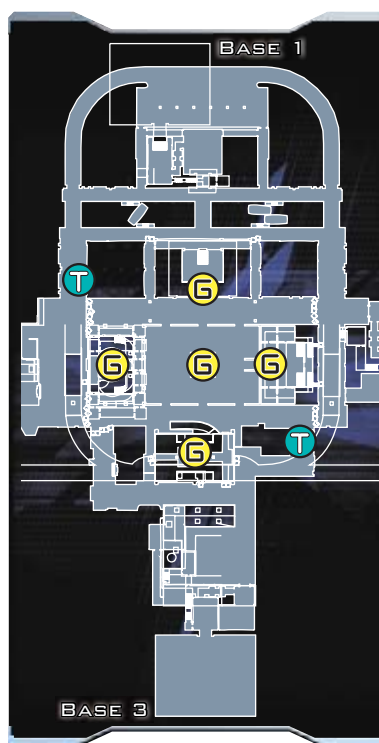
Jetpacs are good as a diversionary tool in this game. Strafe over a building held by the opposing team to draw fire away from teammates attempting to infiltrate from the ground.



Using a Jetpac to swoop down on a Gain is another good diversion. The Jetpac always shows up on radar and Gain guards swarm to it. While they fool around with the Jetpac, an off-radar player can sneak up and try to grab the Gain.



## BASE 1 + 3 VARIANT

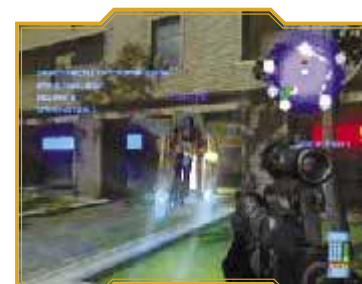


This map variant doesn't add any new Gains, nor change the placement from the 2 + 4 variant. However, with the opening of Bases 1 and 3, the avenues of destruction change. The Gains in the Casino and Hotel are harder to reach, as they are not directly in front of your base. The Mall and Car Park Gains are extra important, not just because they overlook the Gain in the pagoda, but because they offer good vantages for holding enemy players back from the Casino and Hotel. Take those Gains out of play, hold the central Gain and the one closest to your base for long enough, and you can win the match.



At the beginning of the match, use Jetpacs to buzz enemy bases and keep the other team busy while you take pivotal Gains.

Jetpacs are also effective for running interference while teammates attempt to take a Gain. The Jetpac is wide enough to block almost the entire Gain.







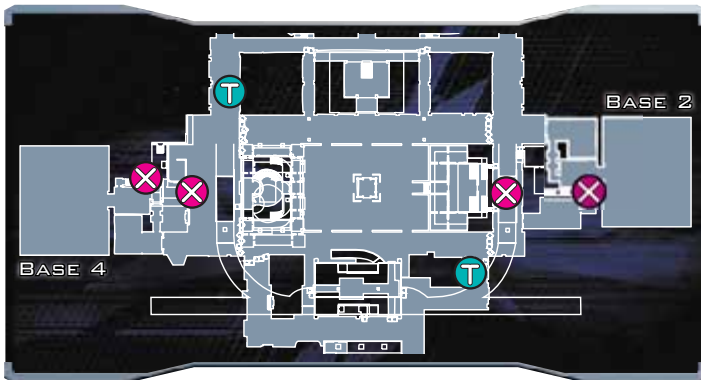
The central courtyard should rarely be used, if at all. The scene is just too explosive—with Jetpacs flying overhead, snipers in all of the buildings, and rogue players with death wishes, it is best to stay away.

## DARK OPS

Depending on the which map variant is chosen, players must alternate between filling their hands with medium-range weapons such as dual CMP-150s or an effective sniping weapon, such as a FAC-16. Base 2 + 4 unlocks two long avenues that allow base dwellers with a powerful scope to see all the way into the other team's base. Close-quarters weapons aren't necessarily a bad investment, but unless you encounter another player while passing through the buildings surrounding the town square, their limited range may be a hindrance.

## ERADICATION

### BASE 2 + 4 VARIANT



Expect to see the mean streets of this variant slicked with the blood of the slow-footed. The horizontal axis, created by opening the eastern and western bases, opens up lines of fire that stretch across the entire map.



Just stepping out of your home base can be a trying task. Players that splurge for weapons with extended scopes can see all the way down to the main entrance of your base and pull the trigger without getting their hands dirty. Avoid the streets if at all possible and use back routes, such as the overpass and the alleys, to cross into enemy territory and start racking up kills.

## TIP

IF YOU ABSOLUTELY MUST SET FOOT ON THE MAIN STREET, COMBAT ROLL ACROSS IT. YOU'RE A SMALL TARGET FOR SNIPERS TO DRAW A BEAD ON.

## DEMOKIT POINTS

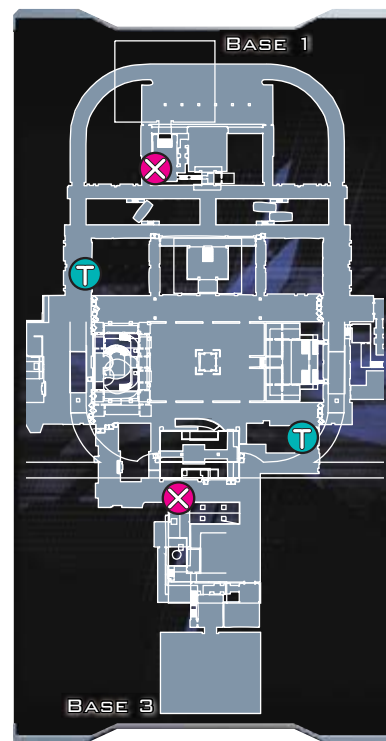


Two explosive points lead to the core of Base 2. Find the outer breach in the Red Light District, just outside of the base. Farther into the newly opened passage, you must blast through a brick wall.



On the street just outside Base 4, players can break through the wall with DemoKits. Look for the telltale fissure in the wall to discern the weak spot.

### BASE 1 + 3 VARIANT



Snipers still have a tremendous advantage on this map, thanks to the multi-tiered bases (especially Base 3), but the dark alleys unlocked on this variant are excellent staging grounds for shotgun-wielding warriors. Without direct routes from one base to the other, travel takes a little longer on this map, but at least there's no shortage of places to hide.



Use the dark alleys as cover when crossing the map. A close-range weapon such as the DEF-12 Shotgun or a good SMG can catch unsuspecting players by surprise.

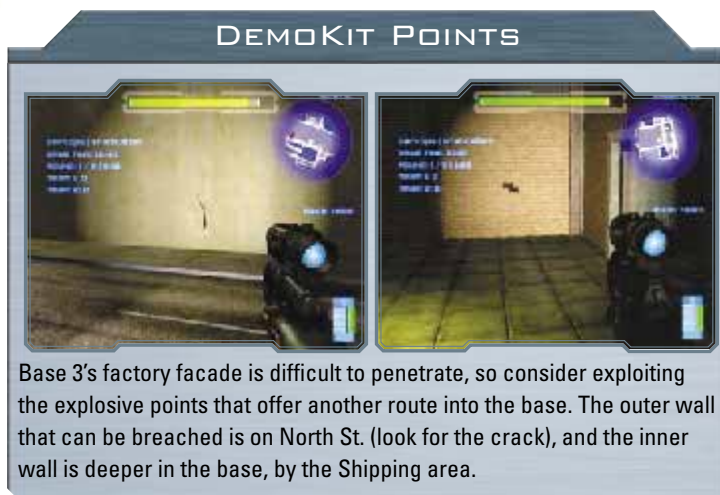
If you are positioned at the top of Base 3 (the factory) and the other team starts to overwhelm the area, use the combat roll to slip off the roof.



The canal boats offer more cover when approaching Base 1, but if you are spotted slipping under the metal canopy, snipers will keep you pinned down.

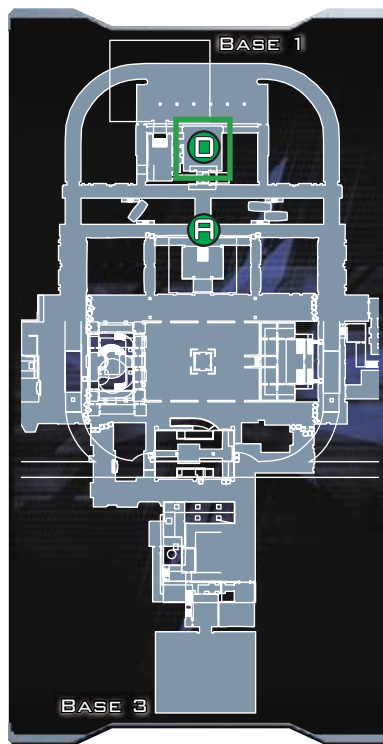


The illuminated tunnel that stretches around the back of Base 1 is a long way from Base 3, but if you can slip inside, you can catch enemy players not expecting such a brash approach. Base 1 dwellers can shoot out the lights back in the tunnel to cast the area in darkness, making showdowns a little tougher to survive.



Base 3's factory facade is difficult to penetrate, so consider exploiting the explosive points that offer another route into the base. The outer wall that can be breached is on North St. (look for the crack), and the inner wall is deeper in the base, by the Shipping area.

## ONSLAUGHT



The defense point on this map is inside Base 1, which is dominated by a large spawn point. Defenders inside the base can stand back and cover all of the access points with rifles and there is practically no way the attackers can break through.

If the attackers have shotguns, they lack the range required to get inside. However, the host can even things out a little bit by granting attackers CMP-150s or Falcons, so at least they have the benefit of a ranged weapon.







Defenders: Snipers on the balcony over Canal St. can rain down death and destruction on attackers as they attempt to cross the waterway.

Defenders: You can step outside of the defense point to tag attackers as they attempt to stream out of their spawn point, but the base's natural defenses are too good to risk such needless bravery.



Defenders: The Hawk is a vicious weapon for defense. As attackers stream through the hallway leading into the base area, you can cut them to pieces.

Attackers: The front door is just about your only option for infiltrating the defense point. Take it with numbers and try to overwhelm the defenders. The more defenders you kill, the easier this becomes.



Attackers: Breach the defense point by assigning one player to set the DemoKits while others defend him against any base-dwellers who get wise to your plan.

## INFECTION SMALL VARIANT

Infection matches on this variant force the uninfected to flee into one of the four structures surrounding the central courtyard, never to set foot outside. The Hotel, with its window bays and brick pillars out front, is easy to defend against pistol-packing bone daddies.



Use the pillars of the Hotel as cover while making your way inside. The Falcon has decent range, but if you quickly dart from pillar to pillar, the infected will have a hard time shooting you.

## CAUTION

THE SKELETONS HAVE THE FULL RUN OF THE COURTYARD. THERE'S NO REASON TO STEP OUT INTO IT ONCE YOU HAVE FOUND A SAFE HIDING PLACE INSIDE ONE OF THE FOUR STRUCTURES.

From the Hotel pillars, players can look out into the courtyard and snipe skeletons as they search for prey.





Be careful not to let skeletons get too close to you. If one manages to swipe your weapon, such as this very powerful (and very expensive) SuperDragon, you have no choice but to run. And panicked running can lead to the kind of carelessness that gets you infected.

## BASE 2 + 4 VARIANT



This variant places particular importance on the bases and the structures along the horizontal axis. As tempting as it would be just to hang back in one of the bases and hide, you cannot allow the infected to overrun the buildings closest to the bases: Casino and Hotel. These structures offer excellent sniper vantages that cannot be abandoned, so again, take up position inside and lay waste to the skeletons as they attempt to enter.



The Casino's narrow entrance is good for defending uninfected players. With no windows looking inside on the bottom level, players can set up a defensive force and hold off skeletons for a long time.

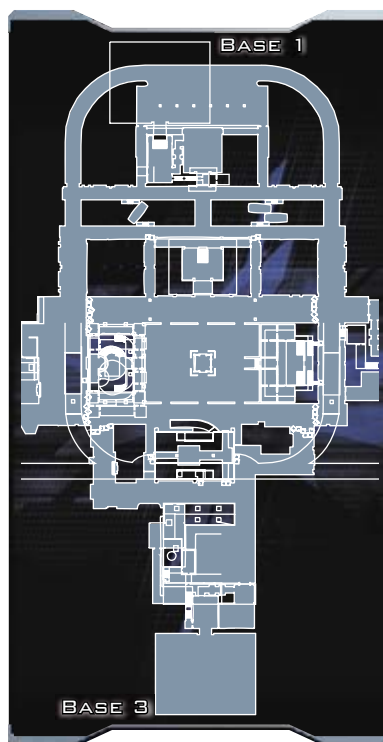
A shotgun and a doorway are a lethal combination in Infection games. This skeleton will randomly respawn elsewhere—uninfected players can keep knocking it back on its tailbone.



The sniper vantages of the Hotel and Casino cannot be beat in this variant. Both structures offer excellent views of the courtyard, and unlike normal player models, bone white skeletons stand out from the flora.



## BASE 1 + 3 VARIANT



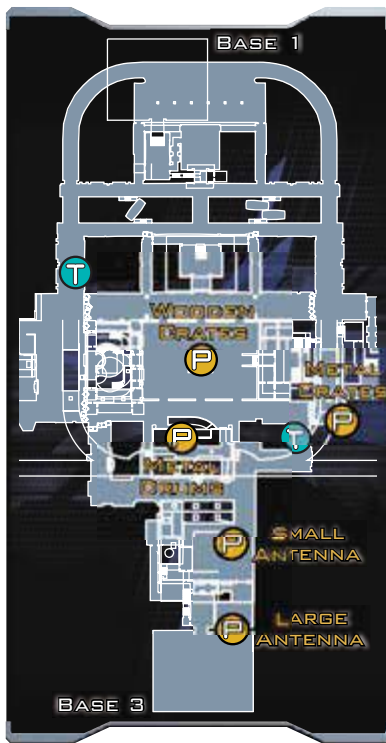
Unlike the previous variant, uninfected players can abandon the center of the map and fall back to the bases. Both bases offer superb defensive vantages from the onslaught of infected players, such as the towering factory outside of Base 3. A player positioned on the rooftop can nail skeletons that try to volley fire back up or make a desperate run to the base interior.



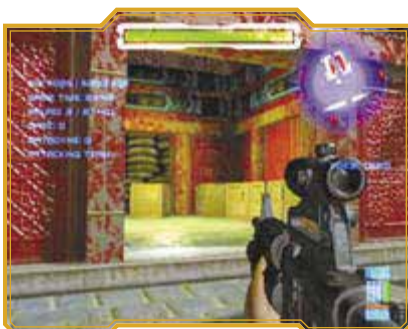
Base 1, which overlooks the canal, also offers sniper vantages on its balcony. Snipers can cut off infected players coming from both the east and west, as well as any skeletons that dare to attempt infiltration via the illuminated tunnel behind the base.



## SABOTAGE



**Metal Drums:** The drums are on top of the Car Park, making them particularly difficult Props to access, especially if the defending team has assigned some good rooftop snipers to guard the area.



**Wooden Crates:** The wooden crates are stashed inside the pagoda in the middle of the map. Sandbags block the northern entrance, so attackers must circle to the south and lob grenades or other explosive ordnance inside.

**Metal Crates:** Tucked under the overpass ramp near Base 2, the metal crates are flanked by a sandbag wall that directs traffic. Attackers must work together to ward off defenders while an enterprising player plants charges or drops grenades.



**Small Antenna:** Surrounded on three sides by sandbags, the small antenna is in the clearing outside of Base 3. Snipers in the factory can guard the antenna with severe effectiveness, so attackers must either attempt to sweep the factory or run good interference.

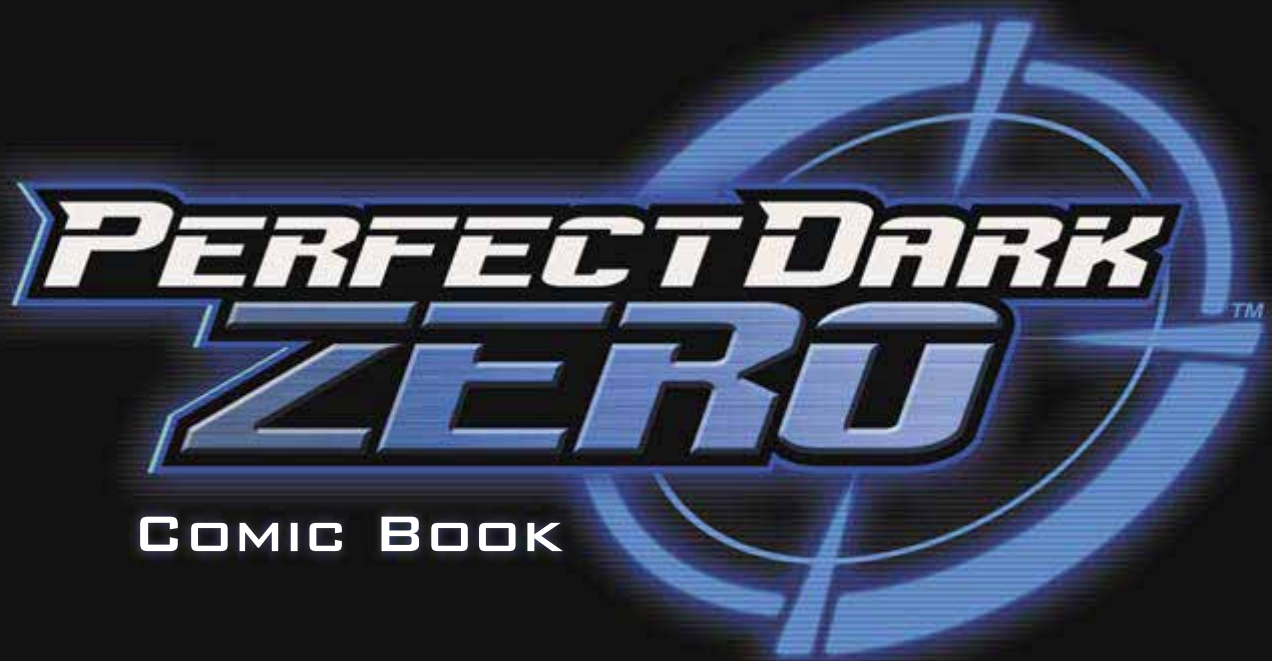


**Large Antenna:** The large antenna is a little farther back into Base 3 than the small antenna. The room is a wide, empty space offering neither attackers nor defenders any decent cover.

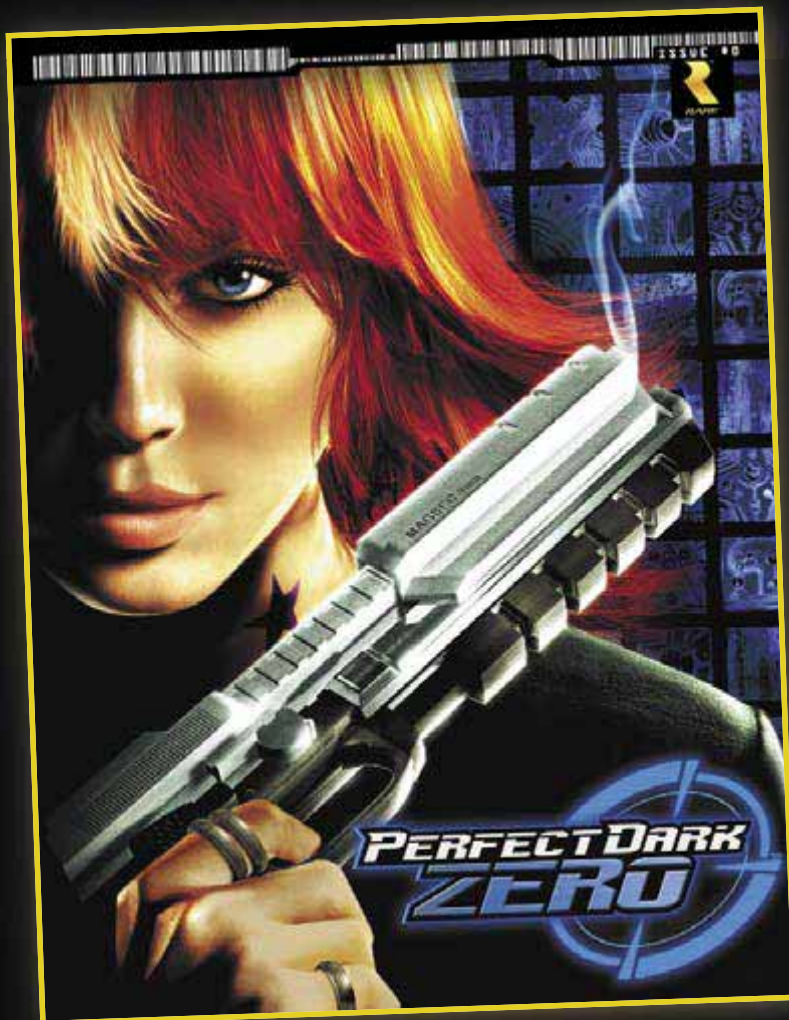








COMIC BOOK



THE YEAR IS 2020. GIANT CORPORATIONS, CALLED "HYPERCORPORATIONS," POSSESS INFLUENCE AND POWER FAR BEYOND WHAT THE PUBLIC SUSPECTS. BENEATH THE PLACID SURFACE OF EVERYDAY LIFE, THESE HYPERCORPS FIGHT A SHADY, SECRET WAR, DECIDING THE FATE OF NATIONS ON BATTLEFIELDS BOTH VIRTUAL AND REAL.

JOANNA DARK—NEWLY RECRUITED INTO THE ENIGMATIC CARRINGTON INSTITUTE—IS A FOOT SOLDIER IN THIS WAR. DEVOTED TO BRINGING DOWN DATADYNE, THE MOST POWERFUL OF THE HYPERCORPS, JOANNA IS THRUST INTO A WEB OF DECEIT, COMBAT, AND BETRAYAL AS SHE HUNTS FOR A TRAITOR WITHIN THE INSTITUTE'S RANKS.

*PERFECT DARK: JANUS'S TEARS* PICKS UP WHERE ISSUE #0—A ONE-SHOT COMIC PRODUCED SPECIFICALLY FOR THE 2005 E3 TRADE SHOW—LEAVES OFF. AFTER A DATADYNE ASSAULT ON A CARRINGTON INSTITUTE FACILITY, JOANNA MUST STRUGGLE TO SEPARATE TRUTH FROM LIES, FACE DOWN THE DEMONS OF HER PAST, AND COME FACE-TO-FACE WITH THE ENEMIES THAT MAY VERY WELL DECIDE HER FUTURE.

THE ACTION UNFOLDS IN ISSUES #1-#6, COMING TO BOOKSTORES AND COMIC SHOPS NEAR YOU.



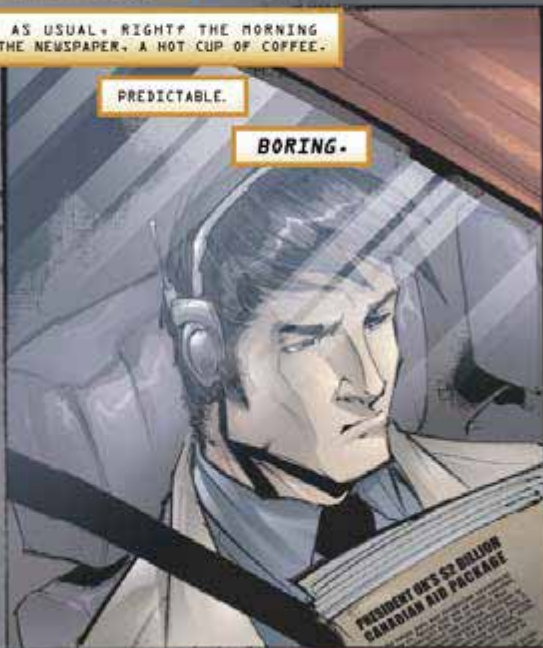


TAKE A GOOD LOOK AT THE WORLD  
AROUND YOU. WHAT DO YOU SEE?

BUSINESS AS USUAL. RIGHT? THE MORNING  
COMMUTE. THE NEWSPAPER. A HOT CUP OF COFFEE.

PREDICTABLE.

BORING.

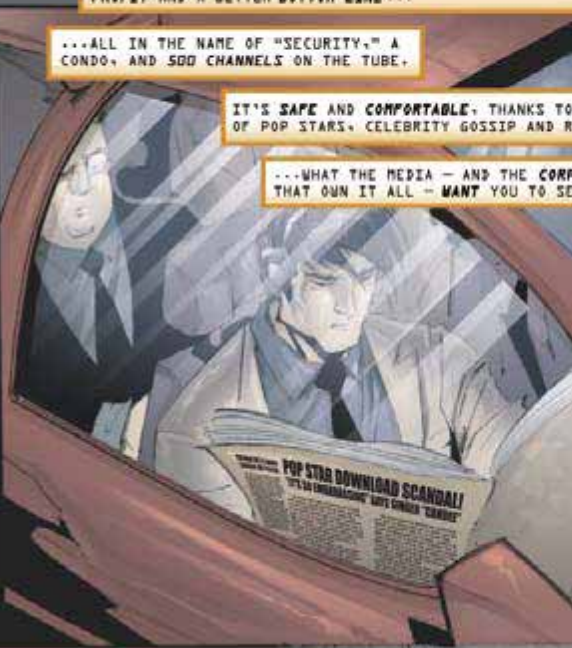


THE WHITE-COLLAR WORKER BEES SCRAMBLE THROUGH THE DAY,  
BREAKING THEIR BACKS FOR NOTHING MORE THAN A FATTER  
PROFIT AND A BETTER BOTTOM LINE...

...ALL IN THE NAME OF "SECURITY," A  
CONDO, AND 500 CHANNELS ON THE TUBE.

IT'S SAFE AND COMFORTABLE, THANKS TO THE BARRAGE  
OF POP STARS, CELEBRITY GOSSIP AND REALITY TV...

...WHAT THE MEDIA — AND THE CORPORATIONS  
THAT OWN IT ALL — WANT YOU TO SEE.



WITH ALL THE WHITE NOISE FROM THE MEDIA, THE SPIN MACHINES,  
AND THE P.R. JUGGERNAUTS, IT CAN BE TOUGH TO NOTICE...



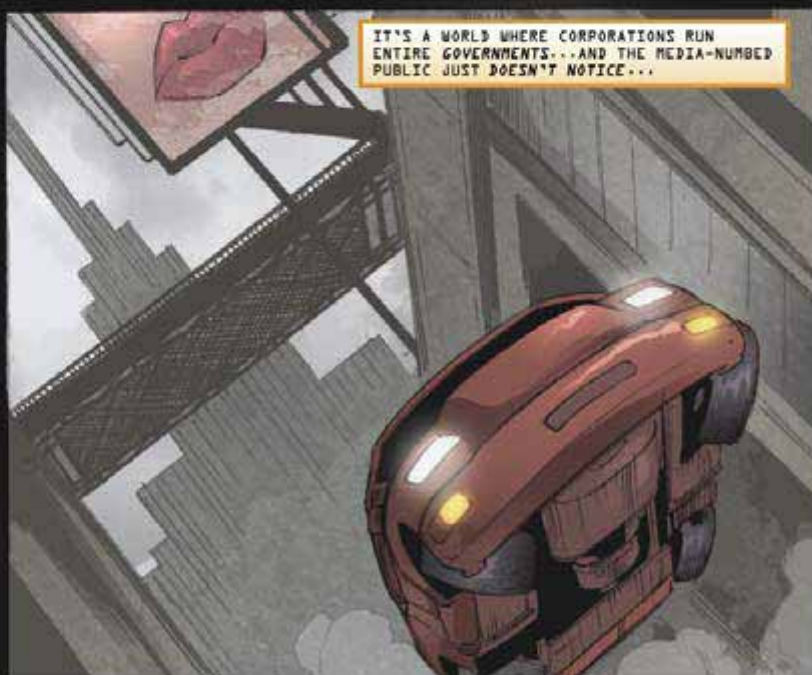
...THAT IT REALLY IS  
A WHOLE NEW WORLD...



...AND "SAFE" IS THE  
LAST THING IT IS.



>> LOS ANGELES, CALIFORNIA, USA.  
>> 0830 LOCAL TIME. 



IT'S A WORLD WHERE CORPORATIONS RUN  
ENTIRE GOVERNMENTS...AND THE MEDIA-NUMBERED  
PUBLIC JUST DOESN'T NOTICE...



...WHERE INFORMATION EQUALS CONTROL,  
AND CONTROL EQUALS POWER...







WELCOME TO THE WAR.

...AT THIS POINT, MR. ABBOT, THE DATADYNE STRIKE TEAM MADE THEIR ENTRY INTO OUR LOS ANGELES FACILITY?

THAT IS CORRECT, MR. DIRECTOR. THEY USED A SHAPED CHARGE TO PUNCH THROUGH THE REINFORCED ENTRY DOORS...

...A DAMNED POWERFUL ONE.

AND THE STRIKE TEAM--

--WAS DEFINITELY A HEAVY ASSAULT TEAM, SIR. AERIAL INSERTION, EXPLOSIVES, AUTOMATIC WEAPONS--

--BODY ARMOR.

BLAM! BLAM! BLAM!



AND THEIR OBJECTIVE?  
WHAT WERE THE  
BASTARDS AFTER?

GOOD LORD. THEY WERE GOING  
AFTER OUR OPERATIVES' FILES.

THAT'S CONSISTENT WITH  
OUR ANALYSIS, SIR.

IT APPEARS THEY WANTED  
ACCESS TO SUBLEVEL NINE--THE  
COMPUTER CORE, MR. DIRECTOR.



IF DATADYNE OBTAINS  
OUR FILES, OUR AGENTS  
AROUND THE WORLD COULD  
BE EXPOSED--AND KILLED.

ANNN...UNDER THE CIRCUMSTANCES,  
IT SEEMED...PRUDENT TO WAIT FOR  
OUR PASADENA BACKUP TEAM, SIR.

YOU TOOK ACTION TO ENSURE  
THAT WOULDN'T HAPPEN, YES?

...

I'M NOT FIELD-RATED,  
SIR, I'M A COMPUTER  
PROGRAMMER.

AH, YES. POOR MISS KINEALLY.  
THE FUNERAL IS TOMORROW?

...I BELIEVE SO, SIR.



UNDERSTOOD, MR. ABBOT.  
PLEASE CONTINUE.



WITH BACKUP EN ROUTE,  
I ATTEMPTED TO STALL  
THE ASSAULT TEAM...

HAWK THREE TO HAWK NEST:  
ACCESS CARD OBTAINED.  
ONE TARGET CAPTURED.

ACKNOWLEDGED. ELIMINATE  
CAPTIVE, HAWK THREE, THEN PROCEED  
TO PRIMARY OBJECTIVE.

ROGER, NEST.  
THREE OUT.

BY...FEIGNING PANIC, I HOPED TO  
DISTRACT THE STRIKE LONG ENOUGH  
FOR REINFORCEMENTS TO ARRIVE AND  
SECURE THE FACILITY.

SORRY, BUDDY. YOU SHOULD  
BE MORE CAREFUL WHO YOU  
WORK FOR.

DON'T WORRY,  
IT'LL BE QUICK.

PLEASE... I HAVE A  
WIFE--

...AND I'VE GOT AN EX-WIFE.  
TRUST ME, BUDDY...

...PLEASE...

AT THIS POINT, OPERATIVE  
TRAINER JOANNA DARK  
ENGAGED THE HOSTILES?

YES, SIR...

CLICK

SHE'LL GET OVER IT.

... YOU COULD SAY THAT.



I TAKE IT YOU DISAGREE WITH MISS DARK'S ACTIONS, MR. ABBOT?

SHE SEEMED... RECKLESS, SIR.

URK!



RECKLESS? PERHAPS, BUT THEN, AS YOU SAY, YOU'RE NOT A FIELD AGENT, ARE YOU?



AND AFTER THIS MORNING...

...I HAVE NO DESIRE TO BE A FIELD AGENT.

FREEZE! DON'T MOVE!

EASY,  
MATE... TAKE IT  
EASY.

MY GUN'S EMPTY--  
JUST RELAX...



WE'VE GOT ABOUT 60  
SECONDS BEFORE THEIR  
BACKUP ARRIVES. ARE  
YOU INJURED?

NO. YES.  
MY NOSE--





--GOT YOU. I'VE GOT YOU, YOU LITTLE B--

WHILE I UNDERSTAND THAT INSTITUTE AGENTS MUST OFTEN TAKE RISKS, SIR--

--I HAVE CERTAIN...RESERVATIONS ABOUT MISS DARK'S METHODS.



ARE YOU INJURED?

...NO.

GOOD. IF YOU'RE NOT HURT, YOU CAN SHOOT.

--MY NOSE YOU BROKE IT--

--WHICH MEANS YOU CAN STILL PULL A TRIGGER

LET'S GET READY FOR THEIR BACKUP TEAM.

WE HAD A MINOR...DIFFERENCE OF OPINION...

THIS IS INSANE. I'VE NEVER EVEN FIRED A GUN!

--I FELT IT WAS WISER TO FOLLOW PROCEDURE AND SECURE THE LOBBY.

AND MISS DARK?

SHE FAVORED A MORE...DIRECT APPROACH.



--I ELECTED TO HOLD THE LOBBY UNTIL RELIEF TROOPS ARRIVED, WHILE MISS DARK RECOVERED A SHAPED CHARGE FROM THE BODIES--

STAY PUT. ANYONE ELSE COMES THROUGH THAT DOOR, SHOOT THEM.

NO WAY. WE SHOULD GET OUT OF HERE!

KEEP THIS UP AND THEY'LL GIVE YOU A MEDAL.

FINE YOU GO OUT AND PLAY HERO--

AND I'LL END UP PLAYING DEAD IN HERE.

THEY AREN'T GOING TO COME IN HERE..

...I PROMISE YOU THAT.



SHE'S BELOW US! SHE'S BELOW US!

DAMN IT! BANK RIGHT! BANK RIGHT!







THEN--THEN--  
GOOD LUCK, I  
GUESS.



I'M NOT THE ONE WHO'S  
GOING TO NEED IT--



--BUT  
THANKS.  
SORRY ABOUT  
YOUR NOSE.



CONTACT! ONE HOSTILE  
EXITING TARGET BUILDING!



















THE INSTITUTE'S BACKUP SECURITY TEAM  
ARRIVED APPROXIMATELY 90 SECONDS LATER.







SOLIVE FEED-LAS ANGELES TO LONDON  
-REACTIVATION CYBER ALPHA

THANK YOU, MR. ABBOT. GET SOME REST. WE'LL CONTINUE YOUR DEBRIEFING TOMORROW AT 0800.

YES SIR. THANK YOU.

WELL, AGENT STEINBERG? YOU'RE MY TOP FIELD MAN. WHAT DO YOU THINK OF OUR NEWEST TRAINEE? MR. ABBOT SEEMS TO FEEL MISS DARK IS SOMETHING OF A LOOSE CANNON.

I'D HAVE TO AGREE, SIR. SHE TAKES A LOT OF RISKS--

--SIX CONFIRMED ENEMY TROOPS NEUTRALIZED, PLUS THEIR AIR SUPPORT.

SEEMS LIKE NECESSARY RISKS, WOULDN'T YOU SAY?

HER RESULTS ARE IMPRESSIVE, BUT I'M NOT SURE I'D WANT HER WITH ME ON A MISSION, SIR. SHE'S GOOD, BUT SHE'S ALSO UNPREDICTABLE--

--SHE DOESN'T FOLLOW PROCEDURES. PLUS, SHE'S QUICK ON THE TRIGGER. TOO QUICK.

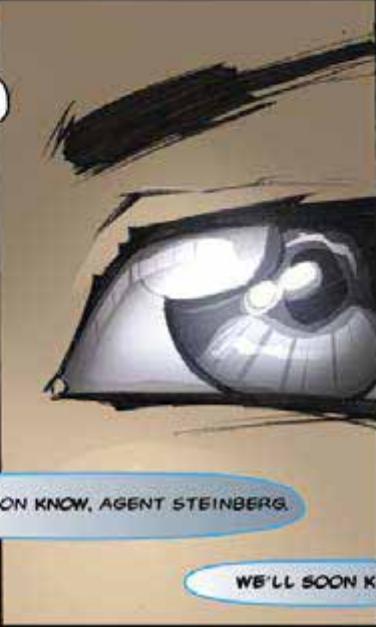
FRANKLY, IT SEEMS TOO SOON TO PUT HER IN THE FIELD. AND THIS IS NOT HER FIRST...CLASH WITH DATADYNE...



NO, IT ISN'T. AND SHE'S DONE QUITE WELL FOR HERSELF. SHE WENT UP AGAINST SOME OF DATADYNE'S WORST--BEFORE WE EVEN RECRUITED HER.



I'LL ADMIT SHE'S DONE WELL WHEN PURSUING HER OWN INTERESTS. WILL SHE DO AS WELL FOR US?



WE'LL SOON KNOW, AGENT STEINBERG.

WE'LL SOON KNOW...