



Introduction

Our proud American military considers themselves "The Army of One", but EA Montreal has come up with an entirely different concept -- an Army of Two. Based on the doctrine that two guns are better than one, Army of Two is a third-person shooter with serious attitude. Playing as one of two characters, Rios and Salem, you're expected to clear notorious hotspots full of strife the world over, but not solely in the name of your country. Instead, the Army of Two are, in essence, contract killers. Money is the bottom line for these hardened veterans of warfare.

But the term "contract killer" makes it sound like Rios and Salem are running around rampantly murdering people needlessly. The former might be true, but it's for the *good* of their country that these deeds are done, even if there's a high price affixed to everything they do. Regardless of which character you choose to play as (or if you and a friend play together), one thing is sure: you'll be whisked away to all of the hottest vacation spots the world over -- Somalia, Afghanistan, Iraq, and even Communist China. What could be better? (Or safer?)

Here at IGN Guides, consider us the third man in your Army of Two (does that even make sense?) We've got you covered in every way imaginable, so delve into our guide, gamer. There's killing for profit to be done.

In this Army of Two strategy guide, you'll find:

- **BASICS** // Our rundown on tandem killing.
- **WALKTHROUGH** // Each mission covered -- all money earned.
- **WEAPONS & UPGRADES** // A complete list of weapons and their upgrades.
- **BRIEFCASES** // There are fourteen hidden briefcases, and we found 'em.

Guide by: Colin Moriarty

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Basics

Fundamentals

Ten Tips

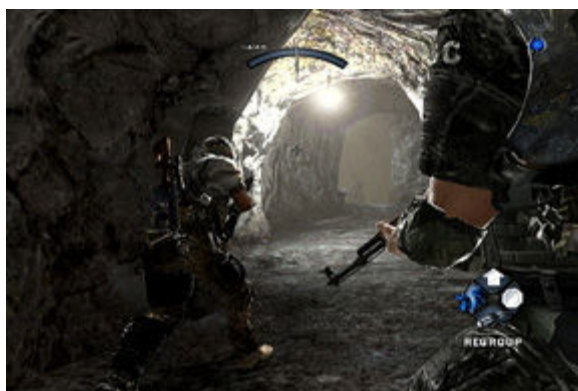
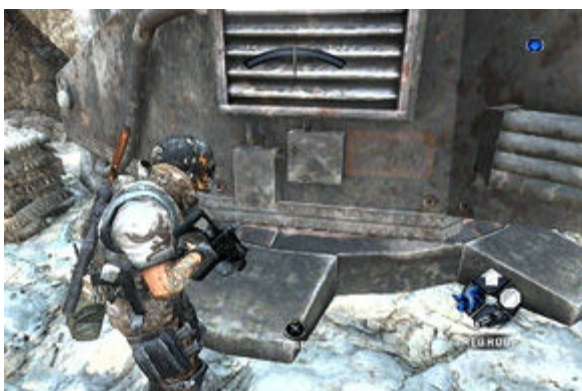
The Rundown

Army of Two takes a somewhat unique stance on the rather saturated shooter genre. First of all, it's in third person -- not first -- which isn't itself unique, but still pretty rare in a world full of first-person shooters. Secondly, it's a squad-based game, but not in the traditional sense that, say, Rainbow Six 3 or Conflict: Desert Storm were. Instead of controlling a team, you're actually only controlling another person. What's more, you can switch between the two characters before starting the game.



The two characters, Salem and Rios, are US-trained, incredibly skilled private military contractors who are called in when the going truly gets tough. Everything they do is for their country *and* for the money, so the game revolves around making money in what could be the world's most dangerous profession.

Army of Two takes you through time, from the early 90's and into the future, through six primary campaigns, as well as a training mode that gives you all of the information you need. The campaigns get progressively longer and more challenging, but getting through the game is easy enough if you understand the fundamentals. We've outlined some of those fundamentals below, as well as in the subsequent basics page which will give you ten tips to playing Army of Two (linked above).



The game at its very core plays basically enough that all shooter-loving gamers will acclimate themselves rather easily. Below is simply a brief discussion of a few of the finer points of the game that are important to note. They stretch and skew somewhat the premise of the more traditional shooters, so when taking them into account, you should have a better vision of what to expect when playing the game.

Aggro

Army of Two, as we mentioned above, puts a unique spin on the shooter genre. Since this isn't a "man versus the world" shooter, nor is it a true, traditional "squad-based" shooter, it falls somewhere in between. As a result, you'll be utilizing something the game calls "aggro" to get through some difficult spots.



Aggro is, essentially, the attention an enemy or group of enemies is paying attention to one person in your squad of two men. The more one draws attention to himself by running out in the open, firing on enemies, and generally making a scene, the more aggro that person has. This wouldn't sound like it was a good idea, except for the fact that your partner, who therefore *doesn't* have any aggro, will be able to run around virtually unseen while the other character takes all of the heat. You can even reach a point of invisibility if your partner's aggro is maximized.

When either character is gaining aggro, a meter on the top of the screen will indicate how much aggro one character has as opposed to the other. The character with more aggro will also begin turning red himself, giving you a second indicator as to which character is currently taking the brunt of the enemy flak. Remember -- don't overlook aggro. It's absolutely *integral* to getting through the game.



Money-Making & Intel Briefcases

The purchasing of new weapons and upgrades for existing weapons (as well as armor and face masks) is another fundamental in the game. By gathering as much money you can in each mission, you'll be able to purchase anything you want... as long as you have the money to do so.

Money is made in three ways. There are primary objectives to fulfill on each mission, and these missions can't be skipped, so you're guaranteed to get the money for all of these objectives. Most missions will also have at least one (and sometimes more) secondary objectives. These particular objectives will have a window in which they can be executed, mostly brief, but will pay well if you manage to execute it properly. (Don't worry -- all secondary objectives are covered in our walkthrough).



The third way money is made is possibly the most obscure, but the money that can potentially be made is worth the effort. With the exception of the Somalian campaign, there are three hidden briefcases full of vital intelligence strewn throughout each location. By finding these, you'll be able to make extra cash. Each mission has varying worths for the briefcases, and while there are three, money can be made finding only one or two. The maximum amount of money is gained by finding all three, however. And yes -- our walkthrough covers all of that, as well. We even have a section of the guide dedicated to it!

This section of our guide covers ten tips we think will be helpful in getting you through Army of Two in one piece. So, jump on in!

1.) Aggro Is Your Friend - If you didn't already realize, using aggro is the best way to get through the game. In fact, there are parts of the game that are downright impossible without doing so, including some of the tougher boss fights in the game. Don't underestimate aggro's usefulness when in regular combat, though. Using aggro to draw fire and attention with one character while the other character does anything he wants to do with immunity is beyond useful. It's integral.

2.) Money! - Money is key in the game. And while there are ways to exploit the game to make massive amounts of money (such as the China campaign cheat found over at [IGN Cheats](#)), you'll want to make it any way you can. Make sure to do all of the secondary objectives provided for you, and of course...

3.) Find Those Briefcases! - If briefcases conjure up thoughts of Howie Mandel, we're sorry about that, but briefcases in *this* game most certainly mean business. With the exception of the Somalian campaign, there are three briefcases on each objective stage. Make sure to find them all. If you're having trouble finding some or all of them, just consult our walkthrough, or better yet, our specialized section dedicated solely to those briefcases!

4.) Which Weapon's Best!? - The weapons in the game have plenty of statistics that vary depending on which firearm you're using. What's more, they can be easily upgraded (using the aforementioned cashflow). But don't rely only on statistics that show how strong the weapon is. Instead, use what's most comfortable for you. Perhaps you want a weapon that doesn't draw a lot of aggro your way. Perhaps clip size is most important. Whatever it is, be sure that you examine each weapon based on its various merits, and not only its power.

5.) Reload Often - As with so many shooters, Army of Two allows you to unrealistically change clips at will without losing bullets. In other words, if you have a clip of 30 with only two bullets used (so, you'll have 28 bullets left), you can reload your gun to put in the extra two bullets without having to use a whole new clip of 30. So, reload often. More often than not, a gun full of ammo is an advantage.

6.) Salem or Rios? - Honestly, it really doesn't matter. We played through the game as Salem, but playing through the game as Rios (so that your partner is Salem) shouldn't have any bearing on the game, where it goes, or what happens. Simply use which character you feel best caters to you.

7.) Order Your Partner Around - Army of Two is, in many ways, a miniature squad-based shooter. You can order your partner around to do almost anything, from firing in a stationary position to pushing forward, and everything in between. Using these orders is almost, if not as integral as aggro, so make sure you become skilled with these orders as quickly as you can. That way, you can use them and send your partner around at will without so much as a second thought.

8.) Masks Are For Show - The metallic masks the characters in the game wear are protective for them. But as far as the game's statistics are concerned, they're merely for decoration. Definitely go ahead and buy which masks you want, especially if you're playing on 360 and want the special achievement that goes along with it. But don't waste money on these items until you're stocked with weapons and armor that will suit your character best. Those are much more important.

9.) Conservation Is Key - Ammunition is plentiful almost everywhere in the game, but you'll find yourself in certain spots where you might not have the most ammunition, or where you might have to rely on your secondary weapon to get through successfully. Its spots like these that necessitate that you don't waste ammunition. Shoot your automatic weapons in bursts, and try to aim for the heads of your enemies. This will conserve ammo every time.

10.) Flank Bosses - This is important, especially if you don't want to use the walkthrough and are having trouble with boss enemies (or even powerful sub-bosses). Bosses are only weak when attacked from the back (or from the side, towards the back). Because of this, you'll absolutely, positively have to flank boss enemies to take them down. Grenades work well, too, but use aggro and some skillful maneuvering to truly lay into bosses throughout the campaigns. Otherwise, you'll be wasting ammunition without doing any damage. And what good is that?

Walkthrough

<<	Somalia	Afghanistan	Iraq	>>	
Mission One: Mogadishu, Somalia					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

After playing through the game's rather intricate (and fairly annoying) training seminar, you'll be brought to your first actual mission. Mogadishu is the capital city of Somalia, a locale completely torn apart by strife brought about by the fall of the government in the early 1990s. Even today, in 2008, the fractured city remains one of the most dangerous and unpredictable places on planet Earth. But in Army of Two, you're inserted into the situation when it's still extremely volatile, mere years after the governmental collapse. This is no ordinary place, and any claims of legitimate government are quickly drowned out by gang and clan factions who *actually* control the city. Sounds safe, right?

Objective: Meet up with PMC contact Clyde. (\$4,000)
"Rendezvous with Phillip Clyde. He works for a Private Military Contractor firm called "SSC." The DOD's hired him to take out Somali Warlord Abdullahi Mo'Alim. Your job is to provide support and help him in any way you can."

Objective: Eliminate Somali warlord Mo'Alim. (\$4,500)
"Clyde's not around, so you have to take out Mo'Alim on your own. Be careful, Mo'Alim and his men have killed many Army Rangers more skilled than you."

When you gain control of your character, simply move forward to the ladder and climb it. There's nothing of interest around your starting point, so you can cut to the chase and head straight for the ladder. From there, jump into the hole in the floor ahead of you and seek out an area where you can climb back up. This is when you'll be offered a boost up from your partner, so take the boost. Aim at the head of one of the two soldiers with their backs turned to you when you're peeking up, and take him out. Then, take out the other soldier. Continue to wait for a third soldier to show himself from the left. Kill him, then climb up yourself. Give your partner a hand so he can join you, grab any dropped ammunition, and walk outside.



Once outside, look to your right -- there's plenty of vehicles in disrepair and other obstacles that will act as cover. This is important since you'll need to make your way down the sandy street ahead, with plenty of militia members out to get you. Luckily, none of them pack much of a punch, and with so much to hide behind, you should have very little trouble getting through here. Start by eliminating what you can from the first series of jersey barriers and vehicles, thinning out the enemy resistance. Remember the general rule of thumb in Army of Two, starting now -- press forward as much as you can in order to push the enemy ranks back.



<<	Somalia	Afghanistan	Iraq	>>
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Mission One: Mogadishu, Somalia (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

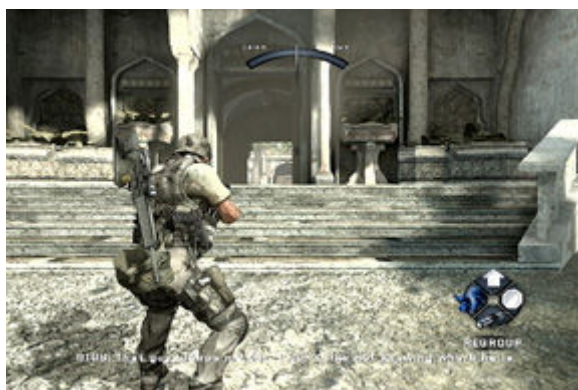
Things start to get a little hairy once you reach the middle area of the street. Broken down cars and the like provide moderate cover, but many are missing doors and other components that leave blaring open spots. So choose your cover wisely (and remember to slide into cover to cut down on exposure time). Also keep an eye on your flanks, since the same maneuvers you'll be using on your enemies will be turned around on you if you aren't careful. When you finally reach the end of this heated area, comb the street for any ammo left behind by fallen enemies, and then go right towards the vehicle barricade, where a cutscene will occur.



After the cutscene, you'll have to go down another dangerous street, albeit a much shorter one. This street leads to the Continental Hotel, where our Somali warlord target is staying under heavy armed guard. Begin your trek down this street by running towards the car ahead with a glowing green door. You can rip this door off of the hinges on the car and use it as a heavy shield, walking around blocking enemy fire as your partner returns the favor. This is, hands down, the best way to get through the area alive.



You can also choose to ditch the shield at any time and use more conventional methods, but we highly recommend you use the shield. These shields won't always be available, especially in tight spots, but getting used to how they handle and how they're used will benefit you greatly later on. Regardless of the tactics you use, make sure all enemies are eliminated on the street leading up to the hotel, which will be on your left. Ditch the shield if you've kept it as you move into the hotel area, where another cutscene will ensue.



<<	Somalia	Afghanistan	Iraq	>>
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Mission One: Mogadishu, Somalia (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

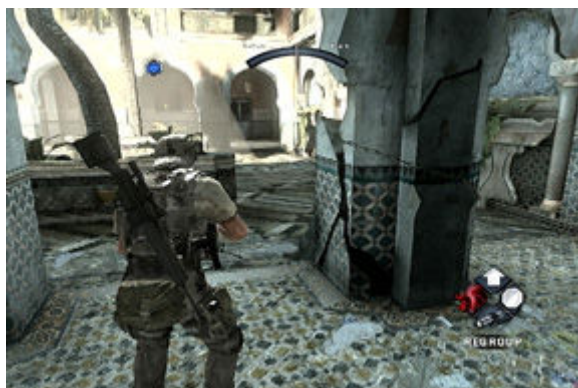
After the aforementioned cutscene, you'll be in "back-to-back" mode, where a plethora of hostile characters will begin shooting at you from all sides. This is the first time you'll experience this mode in the flesh since training, and it may take some getting used to, but generally, you'll want to focus on the exact opposite side your friend is at any given time to eliminate the enemies as quickly and efficiently as you can manage. Either way, this isn't a very difficult scenario, and once all enemies are killed, you can break from this mode and run towards cover anywhere in the hotel courtyard you choose.



You'll need to find cover, because enemies will begin pouring in from the hotel entrance (which is sealed off, so you can't use it yourself). Cover is all relative in this area, since something that covers you from one direction won't cover you in any other direction. Keep this in mind and either keep moving, or hold down a spot where you can keep your ground as the enemies pour in. Either technique you use, it's up to you.



Ultimately, the fighting in the courtyard will die down, and come to a halt when the last of Mo'Alim's guards is eliminated. But that leaves you in quite the conundrum, because Mo'Alim is running around on the catwalk overlooking the courtyard, and with no way to get into the hotel, you seem to be cut-off. Your partner will notice that there's a chain wrapped around one of the support beams in one of the corners of the catwalk, however, and when you approach it, you can follow the on-screen prompt to do away with it. The crumbling debris will act as your conduit to climb into the area above.



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Mission One: Mogadishu, Somalia (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

Mo'Alim, like most "boss" enemies in the game, will not take much (or any) damage from frontal attacks. The reasoning behind this is simple -- hitting him in the side or back forces you to use the game's mechanics apart from its generic shooter style to rope him in the "proper" way. The catwalk isn't fully 360 degrees, however, complicating the issue. Regardless, he'll generally run from you, so eliminate his guards first, one by one, as you press forward towards him (be especially careful with the enemies guarding adjacent platforms, since they'll have clear shots at you in the open). Then, corner Mo'Alim and do him in to fulfill another objective.



Objective: Reach the Extraction point. (\$3,000)

"You need to reach the extraction point so that your commanding officer, Lt. Col. Richard Dalton, can get you and Phillip Clyde out of there. You've completed your mission, but it won't do you any good if you can't get out alive."

Objective: Use Gun Turrets to secure Extraction point. (\$3,500)

"The area is crawling with enemies and Dalton can't land his helicopter. You'll need to use the turret guns to hold the enemies back long enough for him to bring the chopper in for extraction."

<<	Somalia	Afghanistan	Iraq	>>
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Mission One: Mogadishu, Somalia (Continued)					
Part One	Part Two	Part Three	Part Four	Part Two	Part Six

Run down the corridor after the cutscene, and you'll come to a wide open area chock full of people who want to kill you at all costs. The first thing you should do before making your presence known is to go into co-op snipe mode and take out the large fuel tank at the far end of the street. This will take out the most dangerous aspect of the enemy resistance here - the gun turrets -- and allow you to concentrate on the militia infantry on the ground all by its lonesome, without heavy supporting firepower.



There's very little we can tell you here that you don't already know -- the cover is patchy at best, but numerous enough in supply that you shouldn't be open to enemy fire at any one time. Be careful of being flanked as you endlessly push forward, but don't overextend yourself, as this is a bad area to be surrounded by enemies, especially when back-to-back mode simply isn't an option. You'll also want to seek out oil barrels that, when hit with a barrage of bullets, will eliminate any enemy or group of enemies nearby. When you've eradicated the area of enemies, don't bother combing the area for ammo (unless you absolutely must) since this introductory mission is coming to an end, anyway. Instead, run towards the far end of the street where the large fuel tank was located at the outset of this push.



<<	Somalia	Afghanistan	Iraq	>>
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Mission One: Mogadishu, Somalia (Continued)

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
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You'll need to climb up to the balcony (after the cutscene instructs you to do so) by accessing it from the right side. Armed guards will be up there, so it's the best idea to let your friend go up first. He can pull you up after he's done killing the remaining enemies. The gun turrets we earlier cleared will now be ours to use as we'd like. Don't worry -- once you've reached this part of the mission, you're basically home free.



The gun turrets (regardless of which you choose) pack an incredibly heavy punch. The enemies below will be mincemeat once a few of these bullets hit their mark. Try to aim at the enemies closest to your position, since they are no doubt easiest to hit, but both enemies near and far should be targeted. You don't have to kill *all* of the enemies, just a certain number of them, which will allow the game to carry over into the next mission. Remember that as long as you take out the enemies closest to you with regularity, the resistance below won't be able to so much as get a shot off at you.



<<	Somalia	Afghanistan	Iraq	>>
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Mission Two: Khandud, Afghanistan					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
Part Seven	Part Eight	Part Nine	Part Ten	Part Eleven	Part Twelve

Afghanistan is a country that's withstood perpetual warfare for some time. A failed Soviet invasion during the latter days of the USSR's existence allowed an unarmed people to suddenly stumble across the weaponry they lacked. What resulted many years later was the creation of hotbed for Islamic extremism, bred by the terrorist network Al Qaeda and the illegitimate Afghani government, the Taliban. In the post-9/11 world, Afghanistan became *the* focus of the war against terror, and that's where you, the Army of Two, step in. Old Soviet missile silos have been seized by agents of Al Qaeda, and it's up to you to destroy the M-11 missiles left behind from a previous war before they're used against terror targets. And as you'll learn, a hostage named Brian Hicks must also be freed.

Objective: Destroy the M-11 missile in Cave Complex. (\$3,000)

"2001. You're working for private military contractor SSC, helping out the Department of Defense in Khandud, Afghanistan. Your job is to destroy all M-11 missiles in the facility. The first missile is on a launcher outdoors."

Objective: Destroy the M-11 missile in bunker. (\$4,000)

"The M-11 is a ballistic missile with a long range and a big payload. It's absolutely imperative that none of these missiles launch. There are two in the launching bunker, and one is read to launch. You must destroy this missile at all costs."

Objective: Find SSC Hostage Brian Hicks. (\$3,000)

"Brian Hicks is an SSC contractor who was sent in to do the same job as you, but failed and ended up in enemy hands. He's now being held hostage by Al Habiib's men. Your job is to find him and bring him with you to the extraction point."

Secondary Objective: Take down the helicopter. (\$3,500)

"The helicopter in the landing zone is carrying Nuri Yassan, a wanted terrorist. Take down the chopper and receive a nice reward."

<<	Somalia	Afghanistan	Iraq	>>
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Mission Two: Khandud, Afghanistan (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
Part Seven	Part Eight	Part Nine	Part Ten	Part Eleven	Part Twelve

This mission will begin from the air, since you and your partner will be parachuting into some pretty hostile territory from high above. Immediately, you're given a slew of objectives, but it's the lone secondary objective you receive that's of immediate interest as the mission begins (especially because it's worth more than two of the three initial primary objectives outright). There's a helicopter taking off below. Quickly use your sniper rifle and take out the tail rotor with two well-aimed shots. This will cause the tail to light on fire, and the helicopter will crash and burn thereafter. You just made a really quick \$3,500. Nothing wrong with that!



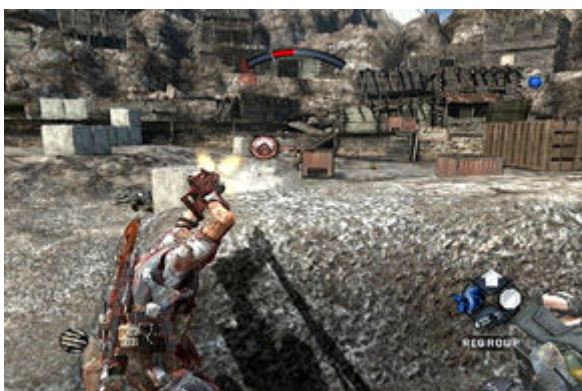
However, you're still floating in the air via parachute, and are a sitting duck for the terrorists below. Reengage your sniper rifle and zoom in on various enemies. There will be enemies toting machineguns and enemies firing RPGs -- the former are the real problem, because the RPGs are wildly inaccurate. You'll want to snipe both types of enemies, but the machineguns will likely tear you down before you land if you don't start nullifying what you can. When you land, you'll have to deal with any residuals in addition to a whole new wave of enemies, so definitely attempt to clear what you can from the get-go.



When you land, you and your partner will immediately go into back-to-back mode. This is where the aforementioned residuals will be dealt with (those you didn't kill from the air) as well as a whole slew of new enemies coming from two locales -- up the ramp to the left, and through the cavern on the right. Many of these enemies are strapped with explosives (the game calls them "martyrs"), and they're ready to blow themselves up and take you with them. You can tell who these enemies are because they run at you without guns. Shoot them from afar and prioritize killing them over all others. The beauty of the situation? Killing them near their comrades will kill all in their vicinity. Give it a try!



When you've managed to get out of back-to-back mode, flee backwards and take refuge, preferably behind the large, long stone on the left side near the cliff's edge. This will guard you from almost all enemy attacks (except for those coming down the ramp ahead, which will force you to readjust accordingly from time to time). It's from the safety of this position that you can begin taking out any remaining enemies. It's also a great place for you and your partner to reside while fighting, since it's one of the best "safe points" in this area, meaning if you or your partner are killed, you can easily rejuvenate them and bring that person back into the fight without having to do the prerequisite dragging first.



<<	Somalia	Afghanistan	Iraq	>>
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Mission Two: Khandud, Afghanistan (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
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When the enemy resistance dies down, send your partner forward. This will draw any hiding enemies to fire on him, giving away their locations. At that point, you can use your partner's increased aggro to run around and take out the residuals as he draws fire away from you. Then, comb the area for any dropped ammo (you'll probably need it by now) and proceed to head through the cavern on the far side of this mountain village.



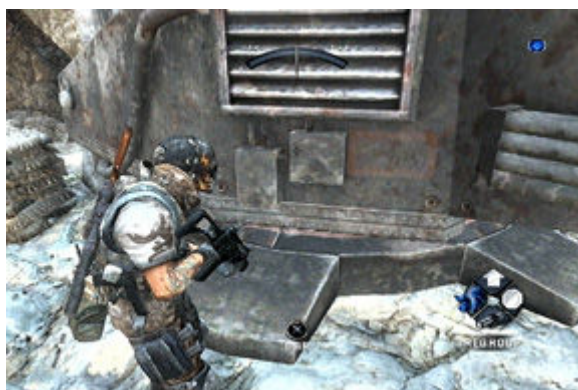
After heading through most of this cavern, a cutscene will show you the first of the M-11 missiles you are to destroy. Then, as you go forward from there, you'll be assailed by enemy combatants from two sides. Thankfully, the sandbag barrier ahead, conveniently shaped like an L, will provide both characters ample cover from both hostile locations. This will be the point from which you spring your attack.



The enemies down and away from you must be eliminated first, but be sure to keep your head down as much as possible to avoid machinegun fire from your side (this can easily be taken care of by having your alternate character fire some suppressing shots). There's plenty for the enemy to hide behind as you head down towards them, but if you press forward and they retreat as a result, their hiding places can be turned against them. As your partner will voice repeatedly, the only way to take out the machine-gunner near the missile silo is to flank him. Going down this route is the only way to do that.



Thankfully, suicide bombers are of a low number here, so you'll primarily be dealing with firearm-armed enemies. Try to catch them in retreat for quick kills, cleaning up any residuals as you press around the center silo in order to take out the machine-gunner from behind. Once he's felled, you'll then be able to approach the missile silo safely. Look for a glowing, slightly-transparent orange box on the silo. Examine it when you're nearby, and explosives will be set. Then, run away from the missile and down the path to get away from the explosion safely. That's one M-11 missile down.

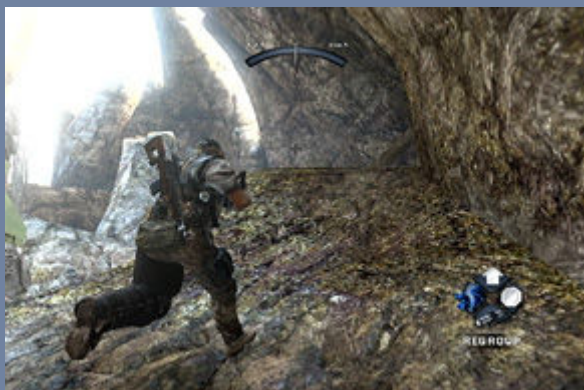


Briefcase #1

In case you're interested in collecting all of the intel briefcases in the game, each of which worth a healthy \$3,500, then you'll want to start here, with the very first briefcase you'll encounter in the game. It's hardly hidden (compared to some others in the game), but we'll direct you towards it anyway. For starters, head to the missile silo and look for a path leading up along a rockface behind it.



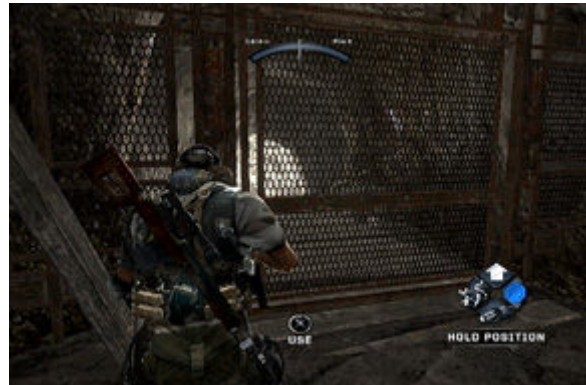
From there, it's simple. Run up the pathway and to its conclusion at a broken wooden bridge. The silver briefcase will be sitting there, waiting for you to grab it. So do so!



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Mission Two: Khandud, Afghanistan (Continued)					
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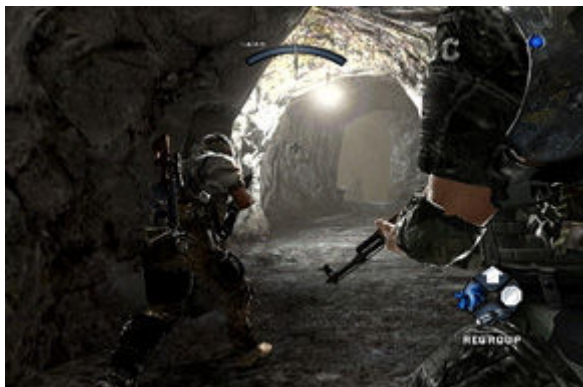
With the briefcase gathered and the initial missile destroyed, it's time to proceed on with our mission. Head through another nearby cavern, this one darker and danker than the one that preceded it. As you go through far enough, you'll come across a rusty old gate that appears to be unmovable. However, when you and your teammate approach it at the same time, an on-screen prompt will appear that will allow you both to rip the gate from its hinges.



After the gate is ripped from its hinges, you can proceed onward to better-lit corridor. As you approach a wall that will clearly require a teammate's boost to climb, approach it slowly and with caution. Enemies are atop the wall and will fire down from their advantageous position above you. Clip them when they make themselves seen, and be patient, making sure all have shown themselves before physically climbing the wall and dragging yourself up to their position. Be sure to help your teammate up to the area before moving onward.



Head through the rest of the well-lit cavern until you reach another open area ahead. There should be some square-shaped concrete blocks lying around the exit from the cavern, and these blocks will act as your initial cover. Begin laying into any enemies you see ahead (you can snipe them if you want, but we recommend using a machinegun, since enemies will begin rushing you before long). It's important that you thin out the enemy ranks here before proceeding, or you'll be in for a more difficult fight than you may have expected.



When you're feeling confident about the enemy numbers in the area, you can begin pressing forward with your teammate. This will force most enemies to retreat, but some will attempt to flank you (because they're damn courageous), so if you realize you're being fired upon from the side or from behind, be sure to locate the source of the firing as soon as humanly possible, seeking cover from that fire as well as incessant fire from ahead until you sort things out.



In fact, the truck in the area has a car door on it that can be grabbed rather easily and used as a shield. This shield is especially useful if you're trying to cross the plane of the heavy, stationary machinegun ahead of you. It's also good if you're inundated with enemy resistance and are having a hard time keeping yourself safe. Otherwise, it'll slow you down, so ditch it if you want. Either way, the pressing matter at hand is to kill as many enemies in the area as you can before flanking the machine-gunner in between the two cargo crates.



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Mission Two: Khandud, Afghanistan (Continued)					
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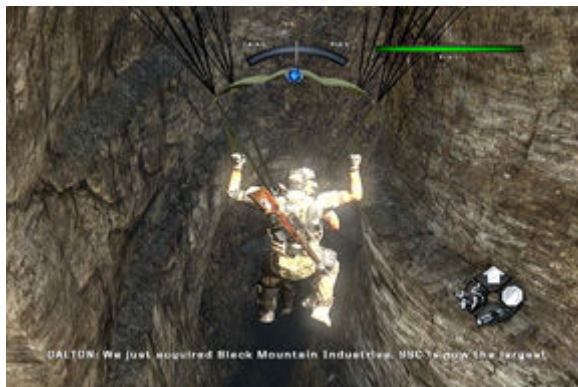
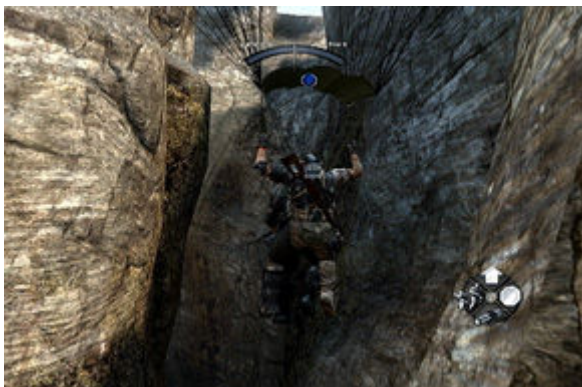
You have to divert the machine-gunner's attention away from the person who is going to rush him and do him in. To do this, shove your partner up on top of one of the cargo crates near the machinegun, preferably on the right side (as there's ample cover for him there). Then, order him to fire on the machinegun emplacement. This will draw the attention of the machine-gunner towards him, allowing you to run at him and kill him from behind (just don't fire on him until you have a clear shot).



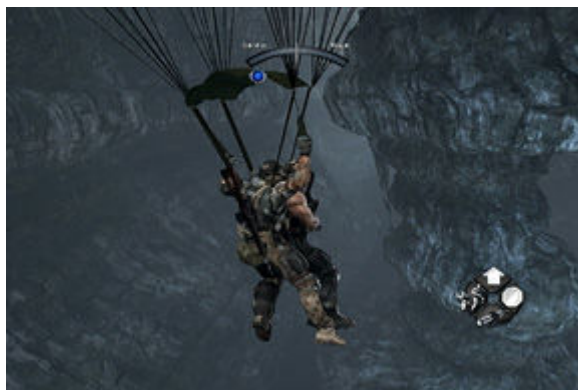
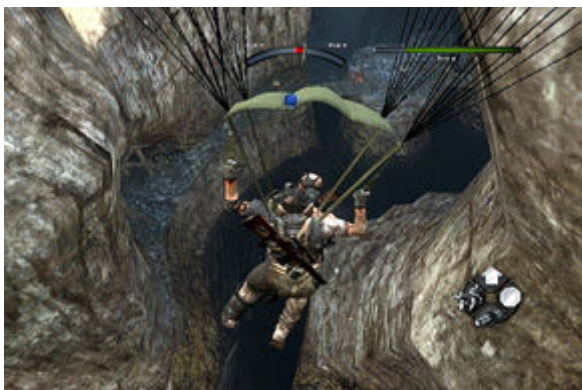
To the right of this area, the rest of the enemies will come out of various houses, caverns, tents and the like. You'll begin running into a slight influx of suicide bombers as well, so be ready to kill them from afar, being positively sure they don't get anywhere near you or your teammate. Otherwise, you know what to do here. Keep yourself covered, keep your eyes peeled for any remaining enemies you haven't yet subdued, and collect any dropped ammunition, as you'll continue to need as much of it as you can as we proceed through the mission.



Run up the ramp behind the small settlement. This linear pathway will bring you to a cliff, where a parachute is waiting for you. The game will load the parachute segment, and before long, you'll be airborne, base jumping to your next destination. You should be able to control the jump with your controller (if you're playing on PS3, we highly recommend turning off SIXAXIS controls). Just try to stay in between the various rockfaces so you don't take damage.



As you head through this unrealistically long base jumping session, you'll eventually run into enemies. You have two options as you go through these areas -- you either go as fast as you can to avoid damage as much as humanly possible, or you slow down and let your partner do as much shooting as he can (which reminds us -- there's no way to control the gunner here, so you *will* be controlling the parachute's path). If you come towards any forks in your path, and you will, just choose one or the other. You'll come to the same area regardless of which path you choose, and enemies line both paths. The choice is yours.



After getting through a considerable amount of ground-based enemies, and after you cross a rather lengthy, dark cavern, you'll come to the area in which you are too land. Here, you'll want to jam on the brakes regardless of if you sped through the previous areas or not. Doing this will allow your partner to kill multiple enemies from above, making your life a lot easier once you land. When you do land, get ready to go into back-to-back mode.



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Mission Two: Khandud, Afghanistan (Continued)					
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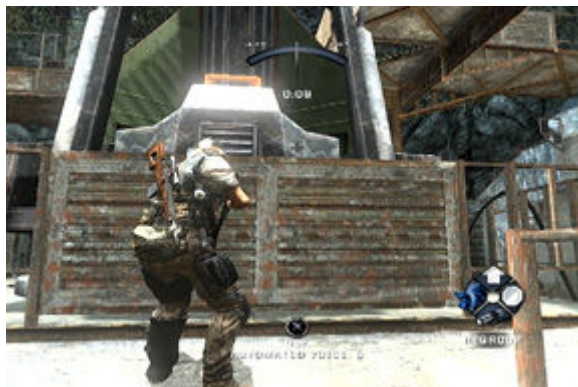
In back-to-back mode, you should be able to rather effortlessly take out any remaining enemies you couldn't get from the air. More enemies that weren't previously there will also make themselves seen at this point, so be prepared to deal with them as well. When they've been felled, back-to-back mode will come to an end, but enemies will still be in range. Run towards the nearest cover and get ready to fight the rest of them.



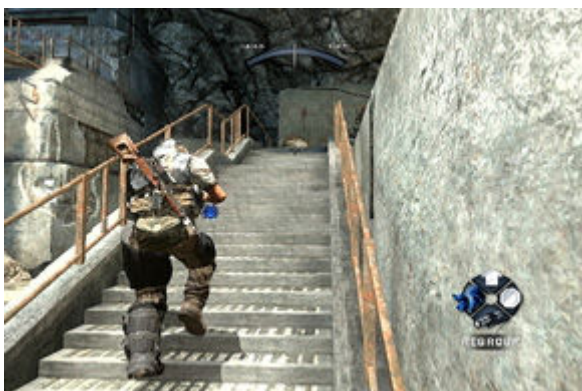
Thankfully, any remaining enemies outside of back-to-back mode will be of a minute amount, so you won't have too much to deal with. When they're cleared, head forward through the large hangar door and proceed forward. The game will load a couple of times and will offer you a chance to buy and upgrade weapons if you want (so take advantage of that if you so desire). Then, go forward until the door on the other side of the hangar opens. You'll see your second missile standing there, but enemies will rush your position before you're able to do much about it.



Regardless of the situation on the ground, you'll absolutely have to rush the missile as soon as possible, because the terrorists are already well into their launch sequence as the hangar door opens exposing the missile's position. Let enemies come towards you and take them out in short order, but prioritize disarming the missile before the countdown concludes. Even if there are enemies in the area still firing on you, have your partner take the heat as you rush the missile and disarm it in the same way you disarmed the first missile.



With the missile disarmed, which is the only event of imminence in the area, you can then concentrate on taking out the rest of the enemies near and around the silo. You should also be absolutely sure to comb the area for any dropped ammunition from slain enemies before proceeding leftward into the dark cavern ahead, where more enemy residuals will no doubt be lying in wait. Kill them as you proceed.



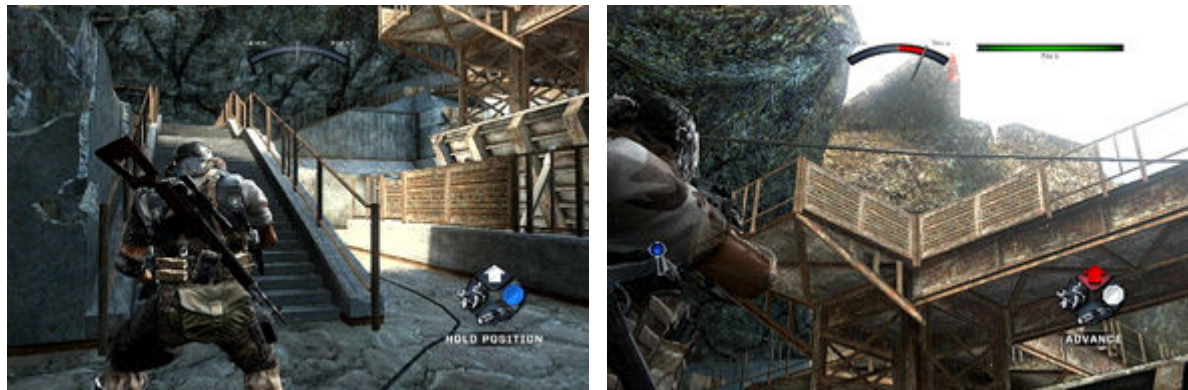
This darkened corridor will swing rightward into a brighter area, which is located back outside. You'll need to use your cover here as you proceed forward, killing enemy after enemy. As long as you push forward here, the enemies will generally retreat, but be extremely careful, because some of these enemies are equipped with high-powered shotguns that will blow your head off if you aren't careful. Try to take them out from afar, but don't hesitate to rush them either. Better yet, have your partner do so while you take shots from afar. Better safe than sorry!



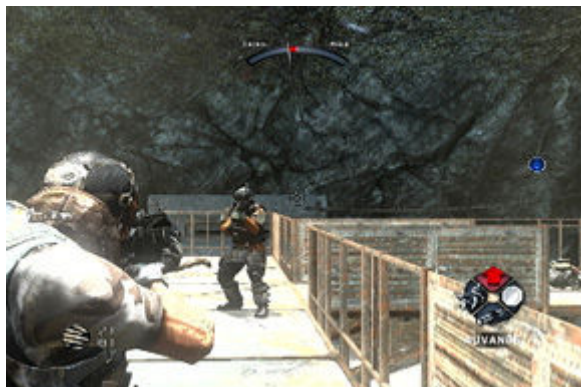
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Mission Two: Khandud, Afghanistan (Continued)					
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Press rightward through the small canyon into another area, which is in fact the back end of the missile silo we just destroyed, completely inaccessible from the front. More enemies will be lining these catwalks and corridors -- you can actually take one or two out from afar by way of your sniper rifle, if you're feeling up to it. Otherwise, try to focus on taking out as many enemies as you can on the catwalks before you begin climbing towards them yourself.



The reason you want to do this is because there will be a heavily-armored soldier that can only be killed with flanking maneuvers. So killing all extraneous enemies in the area will simply make your life a hell of a lot easier when you have to kill him. He'll appear via cutscene as you begin your climb, and the square-shaped catwalk is where you'll be doing your attacking. Unlike when you fought the leader in Somalia, however, this catwalk *is* interconnected, so flanking him should be no problem.



The best flanking technique to use here is elementary in practice. Try to get the character you're *not* playing as to take the heat. He'll hide on his own, return fire to the enemy, and generally keep his attention. Then, you can walk around the catwalk and, holding your fire until you're behind him, can move in for the kill. Easy peasy!



Briefcase #2

Now, before you make your escape, there's another briefcase in your vicinity that you should grab for another quick \$3,500. Simply head eastward from where you just killed the heavily-armed soldier. Seek out a secluded staircase heading upward.



From here, it's a no-brainer. Simply run up the stairs and grab the briefcase sitting there! That's another \$3,500 in the bank.



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Mission Two: Khandud, Afghanistan (Continued)					
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Now, if you head back to the catwalk where you fought the heavily-armed soldier, you'll see a large door along the building there. There are two switches, one on each side of the door. Naturally, you should approach one and activate it, which will allow your partner to do the same on his side. Go through the door, and do the same thing on the next door. Finally, you'll reach an elevator. A cutscene will take place at this point, so watch it before you and your partner are deposited on the level below.



As you find yourself in this new area, your teammate will immediately let you know that there's noxious gas everywhere. You have to move relatively quickly here, because you can't stand the gas for very long. You'll notice almost immediately that there's a fork in the road. You can go right, or you can go left. Going right is an option, but it's a stupid one because of the huge stationary machinegun there that will tear you to shreds. So, walk leftward, and *don't* shoot at the guys on the right. Letting them know you're around will only make your job harder when you're being flanked.



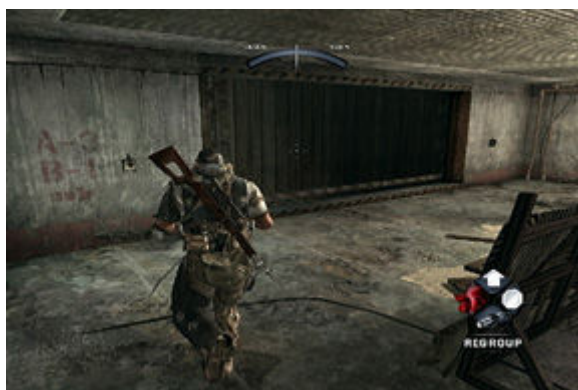
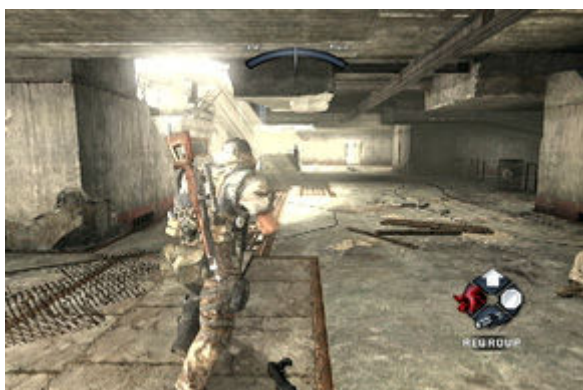
Heading leftward will bring you to a bridge-like area in the corridor that you'll need to cross. There's plenty of cover here, including a huge wall -- you just want to be absolutely sure you're covered from the fire to your left, as well, since they'll eventually be alerted to your presence. Then, focus on the enemies ahead of you, methodically taking out one after another, and endlessly pressing forward, finding new cover to duck behind. Remember, pressing forward will make most of the enemies retreat, and it's a great way to get to a position with good cover that you'll feel most comfortable with.



After crossing the metal bridge, you'll soon get to turn down another corridor with even more enemies waiting to take you out. You'll also want to be extremely mindful of proximity mines plastered on various walls in the area (you can hear them beeping, so simply shoot them to make them explode when you see them). Nonetheless, employ the same techniques you did earlier. Send your partner aggressively forward with guns blazing as you take out any residuals, and continue to press forward yourself, seeking good cover and keeping the guns blazing. As an aside, this is the first area in the game where we ran out of primary weapon ammunition temporarily, so as a warning, keep grabbing ammo from downed enemies and don't fire your gun needlessly.



Finally, you'll get to the last corridor of this square-shaped area, which is well-lit and full of any enemies you haven't yet killed (primarily enemies that have fallen back). Luckily, the stationary machinegun we were avoiding earlier shouldn't be manned (if it is, have your partner accumulate aggro as you move in for the kill). With all of the enemies downed, you may be confused as to where to go next. Well, if you're facing the stationary machinegun on the well-lit corridor, simply turn around. The far wall is actually a huge door, and you and your partner can open it together to proceed.



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As soon as you work your way through the door, you'll again find yourself immediately under fire. The cover down this corridor is all centered, so you'll have to choose one side or the other to fire down. However, with debris covering much of the right side, the left side of the corridor is your most viable option. Pick off who you can from afar as you push forward, making sure you aren't flanked from the side. The boxes down the center of the corridor should provide more than enough cover for you.



The pesky enemies are located near the old Soviet mural at the back end of the corridor. A couple of enemies will no doubt be located behind the cover there, so patiently pick them off from afar. If you're especially brave, you or your partner can also use fierce tactics that will bring maximum aggro to one character while the other goes for headshots from the side of the crates. Either way, clear the remaining enemies in the area before continuing onward.



As you head down the nearby stairs into another new area, you'll come across a bona fide riot shield (as opposed to a makeshift riot shield that's actually the door of some twenty year old truck). Grab it as you proceed, since you'll need it shortly. As you go down the next flight of stairs, you'll realize why you needed cover so desperately. Rove around with the riot shield in front of you as your partner takes out as many enemies as you can. Strangely, the riot shield has a "health" meter (but the car doors didn't?) so it can't only be used for a finite amount of time. Be sure to eliminate who you can before you have to ditch the shield.



After ditching the shield, clear whatever enemies are in your vicinity before focusing down on the area adjacent to you. The more enemies you clear down there before going down the stairs, the easier the upcoming area will be. You can break out a sniper rifle here if you want, but it's not really necessary. Just concentrate some heavy fire on the foes down below, waiting until they appear from out behind their cover to deliver the killing blow. Then, go down the stairs towards their location.

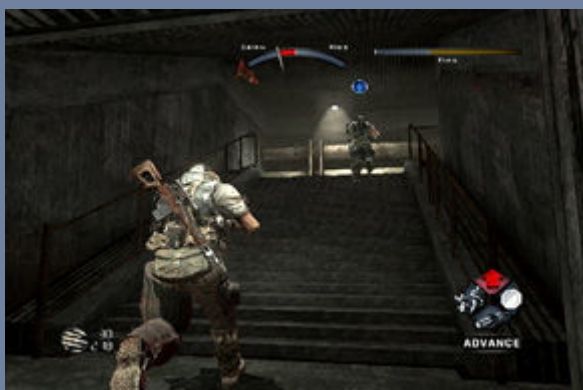


You'll come across some shelves full of various supplies at the bottom of one staircase. If you were thorough in killing the enemies from above, then the only remaining holdout should be an enemy hiding amongst these shelves. Take him out effortlessly by sending your partner forward aggressively. Then, go down the hallway across the room with the shelves, where more enemies will undoubtedly need subduing.



Briefcase #3

You'll have to rescue the captured soldier named Brian Hicks at this point. It's the only reason you were in Afghanistan in the first place (well, rescuing him *and* destroying some Soviet-era missiles and warheads), so knowing when you're in his vicinity shouldn't be too difficult to ascertain.



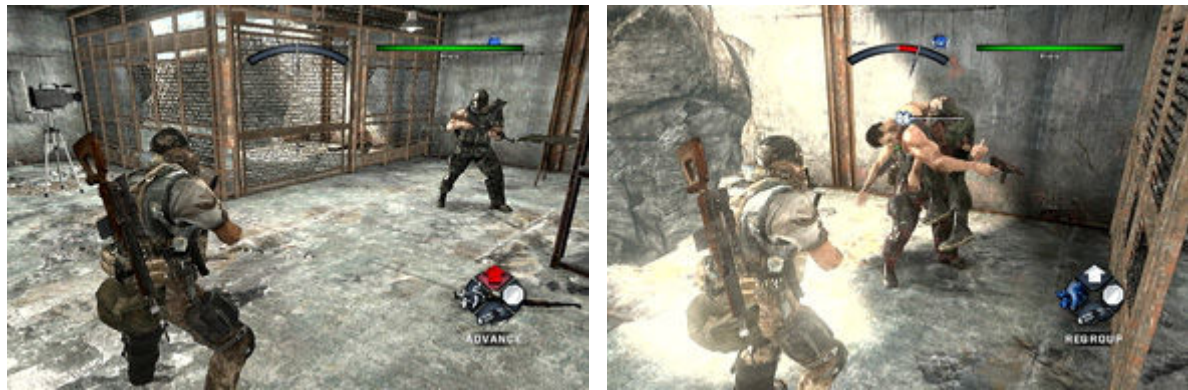
After climbing a flight of stairs, you'll have to do battle with a last pocket of enemy resistance adjacent to the jail cell. When you clear the enemies, you may be tempted to head left down some stairs and towards the cell itself. But before you do that, head down the corridor where the enemies were located next to the cell. You'll come to a dead end, but that dead end holds the briefcase you seek.



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Mission Two: Khandud, Afghanistan (Continued)					
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Seeking out the briefcase discussed above will, in essence, give you the instructions needed to eliminate the last of the enemies down this dead end corridor. It's the adjacent jail cell, well lit in nature (because of the rather gaping hole in the wall) that is of primary interest, because you'll need to rescue Brian Hicks there (fulfilling the third of your initial primary objectives). Go up to the cell's door with your partner to rip it off, and then have your partner put the immobilized, injured Brian Hicks over his shoulder. Now, it's time to get the hell out of here.



Objective: Escort Hicks to a safe area. (\$2,500)
 "You've found Brian Hicks. Carefully escort him to a safe area, where he can wait for you to complete the mission. When you've finished you other objectives, you'll come back and get him out of here."

With Hicks in your possession, you need to backtrack to a previous location. It's not too far off, however. This is an area where you'll really need to use your partner controls. go forward on your own, leaving your partner and Hicks behind. Clear the given area, then call him to you, and repeat the process. Oh, and a word to the wise. Kill the reinforcements in the area below from the corridor above. You *don't* want to go down there alone without thinning out their ranks considerably, so you should most definitely start your backtracking trek by doing just that.



Begin climbing down towards the supply area we cleared earlier before running into Hicks. Any enemies you didn't kill from above (or those who cleverly hid) will be remaining, so keep your partner and Hicks behind as you run down the stairs and clear everyone else out. You'll notice at this point that you won't really be able to backtrack much further. Your previous route has been cut off. But a new route up another set of stairs will lead you in another direction. This is where you can leave Hicks in safety (someone else will come get him later, don't worry). New objectives await.



Objective: Eliminate Al Habib. (\$5,000)

"Mohammed Al Habiib is an Al Qaeda terrorist mastermind on the FBI's top ten most wanted list. Take him out, and you'll receive a significant award."

Objective: Destroy Al Habib's Chemical Warheads. (\$5,000)

"Al Habib was planning to launch chemical weapons in the payloads of the M-11 missiles. He has large quantities of chemical weapons in the refrigeration room in the lab. Your job is to destroy these weapons, so they can never be used again."

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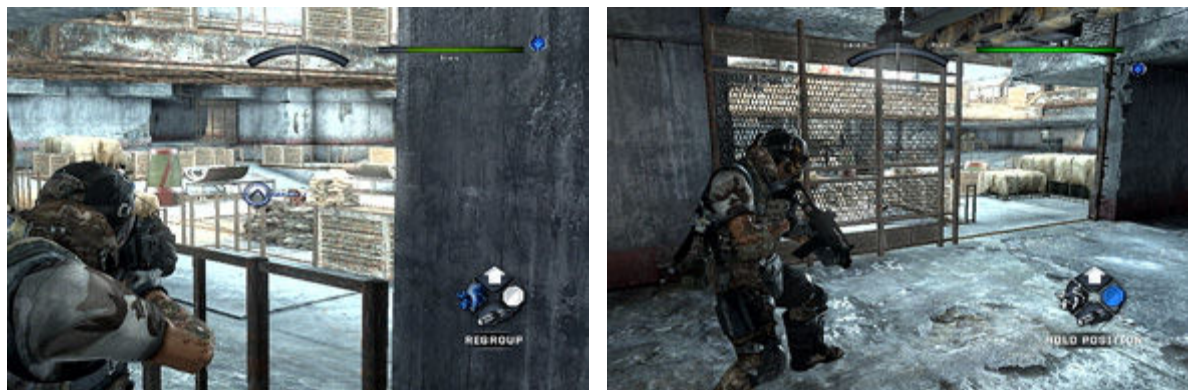
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After dropping Hicks off, use the nearby elevator to access the area below. As soon as the elevator opens, you may be expecting some serious resistance, but things are eerily quiet, and will be for a little while. You'll get the option to access mid-mission shopping here, so doing that is up to you. When you're done shopping (or if you opt not to at all), head forward along this linear area, across a metal bridge, and towards an opening with bright light flooding through it. It'll stick out like a sore thumb in such a dark locale.



Secondary Objective: Discover the Taliban's source of funding. (\$3,500)
 "The DOD wants any information you can find on where these Taliban and Al Qaeda fighters are getting their funding. Look for a computer terminal where you can find this information and then upload it to Dalton. There's a nice reward for this info."

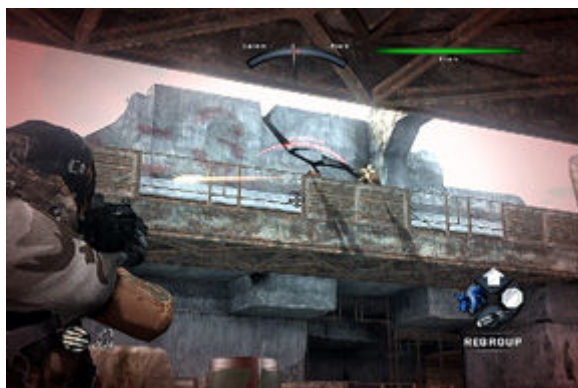
When you step outside, you'll immediately get a second (and last, for this mission) secondary objective. But for now, don't focus on that objective, or any objective. Instead, focus on mere survival. This area is, in essence, a giant square. With stationary machineguns placed all over the facade, you'll have to be extremely tactical about tackling this area. It's best to start by gunning towards the enemies in the outdoor, open middle area of the square, so that you can begin flanking the machine-gunners thereafter.



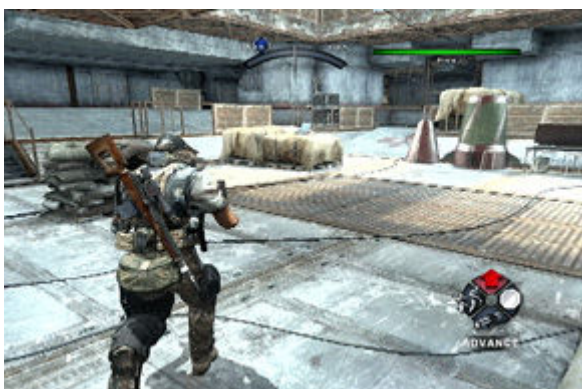
When you've managed to thin out the enemies throughout the inner outdoor region of the square, you can push inward. This will let you flank stray enemies in the corridors surrounding you, but more importantly, it will give you access to the enemies mounting the stationary machineguns on both ends of the compound. Make sure to hold your fire until you have a clear shot, so as to not alert them to your presence prematurely. Additionally, you'll want to separate your team, sending your partner down the outer corridors to draw fire as you go in for the kill. Taking these gunners out is vital, but remember that their friends can mount the gun if they're killed, so just keep that in mind as you progress.



So, with the enemy lines thinned and the stationary guns eliminated as a threat, it's time to clean up the scraps. Run around the compound, killing any holdouts amongst the enemy ranks. It's important that you keep your eyes and ears alert to make sure all enemies are killed before proceeding, because you'll end up getting flanked later if they aren't. What's more, you should train your gun on the catwalks above in order to kill what enemies you can up there before you head up there yourself.



While killing any stray enemies, you should also take the time to fulfill the last optional objective of the mission, which is to find a computer nearby to get information off of it. This computer, a laptop, is located in the inner outdoor region of the giant square you've been fighting in. The laptop should be on top of a crate, and as long as it hasn't been damaged by gunfire, you'll be able to examine it and get the information off of it you need for a little bit of easy money.



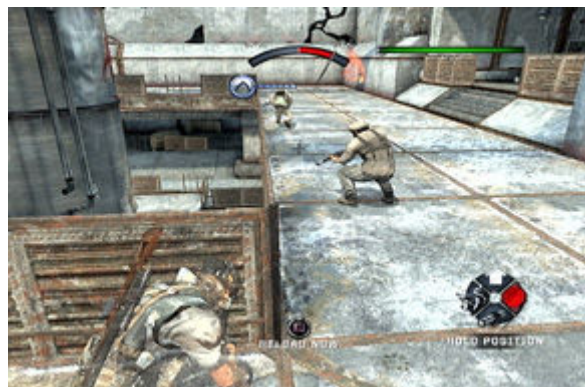
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Mission Two: Khandud, Afghanistan (Continued)					
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When the coast is clear, seek out the staircase leading up to the catwalks above (the stairs are located on the outer), and prepare to fight the leader of this whole operation, Al Habib. You should have thinned his ranks considerably from below, which will help, but Al Habib himself packs an extremely powerful punch and is accompanied not only by several regular soldiers, but a heavily-armed soldier as well. This isn't an easy battle, to say the least, but you'll get through with our instruction.



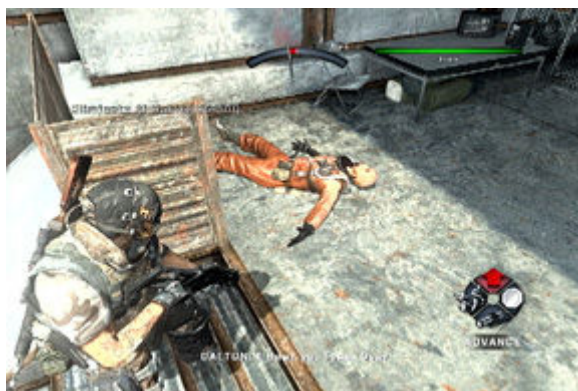
There's three "tiers" of enemies here -- the regular soldiers, the lone heavily-armored soldier, and Al Habib himself. You'll want to take them on in that order. The regular soldiers should be easy enough to eliminate. There's very little cover on the catwalks (which works both ways, unfortunately) so you're going to need to use aggressive tactics in order to take these guys out. The best way to do this is to have your partner stay stationary while shooting endlessly so you can work your way around to flank each one of them. Just keep an eye on the weaponry of the heavily-armored soldier, and especially of Al Habib himself. The latter can eliminate you in one hit, easily.



Now there should only be two enemies left standing -- the heavily-armed soldier, and Al Habib. It won't take much to get Al Habib to hide at the north end of the catwalks, so you'll be just fine dealing with the heavily-armed soldier. Utilize the same technique we did on the lesser soldiers. Stand on the opposite side of the catwalks that the slow-moving soldier is located. Then, leave your partner stationary while firing to take all of the aggro. In return, you can run around and easily flank the enemy, eliminating him before going for the boss himself.



Al Habib by this point will no doubt be hiding far, far away from you, in the raised alcove to the north end of the catwalks. Approach him with great care, however, because his shotgun-like weapon packs a ridiculous punch. Approach him from separate sides if you can, having your partner draw his fire while you hit him from the opening in his alcove. If he trains his gun on you, run away, or better yet, draw him out so that your partner can finish the deal while he's focused on you.



When Al Habib is down, it's time to take care of the very last thing we need to do here -- destroy the terrorists' store of chemical weapons. Al Habib, coincidentally, was hiding near the entrance to the small refrigerated storeroom that holds them, so simply go to the little alcove and approach the digital lock on the wall. When you examine it, the team will contact one of their techie sources, who will crack the lock for you automatically. With the door open, you can then go into the room, set your explosives, and run out of there as quickly as you can. Once the explosives are set, the mission will end in success.



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Mission Three: American Military Base, Iraq					
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As we're sure you already know, the recent American conflict in Iraq wasn't the first US invasion of the country. That honor goes to the largely successful and effective Operation: Desert Storm of the first Bush administration. However, the more recent undeclared war in Iraq is a far more serious affair, and the occupation has lasted five years (as this is being written in March, 2008). The situation on the ground in 2003 when the invasion began was ridiculously volatile compared to the conditions today, however, and that's when your infiltration takes place. An American military base has been evacuated and subsequently seized by the enemy. It's up to the Army of Two to reclaim it.

Your mission will begin innocuously enough, but rest assured it won't remain quiet for long. Work your way along the series of wooden bridges ahead of you and begin to slowly and carefully climb the hill to the entrance of the base proper. Here, your initial primary objective will flash on-screen, and you'll begin hearing enemy voices. As you peek your head over the hill, you'll see the first wave of Iraqi insurgents ready to take you on, and the battle will begin thereafter.



Objective: Locate Lt. Col. Samuel Eisenhower in the U.S. base. (\$5,000)

"2003. Early days of the Iraq War. Lt. Col. Eisenhower has information vital to the Coalition. But he's been captured and is being held hostage in an American base which has fallen to the enemies. Locate and free Eisenhower."

There's a barrier for you and your teammate to hide behind as soon as you make it up to the base's entrance. Now, begin assessing the situation, looking all threats (they are numerous here, after all). There will be a slew of enemy soldiers ahead of you, as well as shooting at you from the side through the chain link fence (though you should be safe from them from this initial position). Also, there's a pesky stationary machinegun on the roof of the building ahead of you and slightly to the left. The latter is the most annoying and deadly feature of breaching the base, and should be your initial target.



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Mission Three: American Military Base, Iraq (Continued)					
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But to be able to get a good shot in on the machinegun target, you'll need to do two things first. First and foremost, thin out the enemy lines, especially ahead of you. Their numbers will constantly be refreshed by support troops, but there are only a finite number of enemies to reinforce, meaning the more you do here, the better off you'll ultimately be later. The second thing you need to do is separate yourself from your partner, and have him stay in the same place while firing plenty. This will draw enemy attention to him, and not you.



Once you've done that, break out your sniper rifle and aim at the stationary machinegun on the roof we mentioned earlier. The machinegun is almost completely shielded, but the gunner needs to see what he's doing, right? Well, use that feature of the machinegun to your advantage. There will be a small hole in the machinegun's shield, and you can aim carefully enough that your bullet will careen through the hole and into the gunner's head, for a one-shot kill. You'll know you're aiming properly when the gunner's health meter shows up. Once he's downed, this area becomes a lot more manageable.



If there are any remaining enemies near the initial area, you can flank them using the same maneuvers you used to kill the sniper. Have your partner take the heat by firing from a stationary, safe location while you go around the right side of the compound, behind the tents. Shoot any exposed Iraqi and hunker down behind some cover as the path turns leftward (below where the stationary machinegun is). Then, call your partner to you and begin laying it on the new wave of enemies you encounter.



This area is a lot simpler to clear than the initial area, and yes, the same way you cleared the earlier area can again be used here. Try to focus on one enemy at a time so you don't have a plethora of half-wounded or near-dead enemies firing on you. It's better that you take one out, then the next, then the next, and so on, rather than injuring everyone you encounter without actually killing them. Remember -- it doesn't matter how injured the enemies are. They'll still fight until they're dead.



When you've cleared the area, run around the vast swath of the base you just managed to recapture. All will be quiet, so you can gather up all of the dropped ammunition dead enemies have left behind to supplement what you already have. Otherwise, there's nothing worth exploring right now, so make your way to the back end of the building with the stationary machinegun atop it. You'll need to get onto the roof, which can be done by either climbing the staircase inside the building, or by scaling the ladder on the back of the building. Either way, Lt. Col. Eisenhower is being kept in a jail cell adjacent to the stationary machinegun, so go ahead and rescue him.

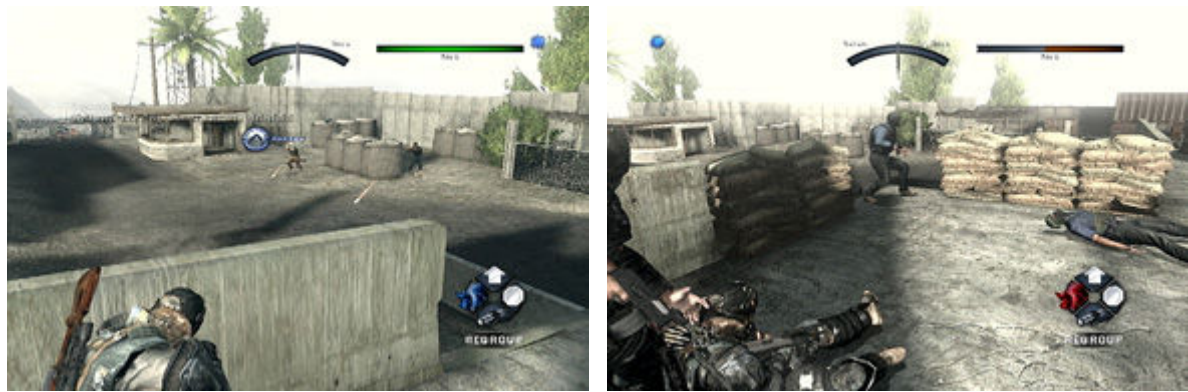


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Mission Three: American Military Base, Iraq (Continued)					
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Objective: Defend Lt. Col. Eisenhower. (\$6,000)
 "Eisenhower is an old friend. He served with you in the Army Rangers back in Somalia. He's been injured - and one more shot could do him in, so you have to protect him at all costs. Your mission, and your friend's life depends on it."

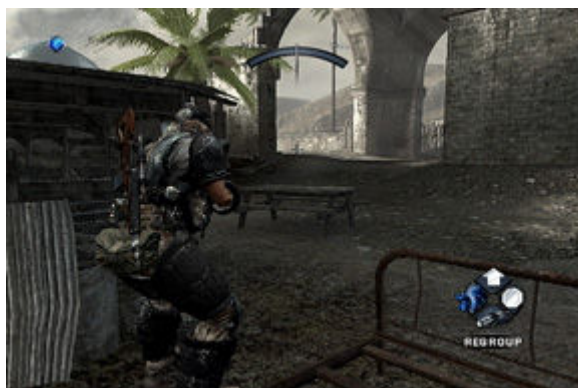
If you thought things were far too quiet, then you've got finely-honed instincts. After freeing Eisenhower from his cell, your position will be assaulted by a couple dozen Iraqis, and they're out for blood. The pesky part of this particular situation you find yourself in is that you only have the high ground initially. The attacking enemies can easily get up onto the roof via the ladder or staircase that you yourself used to access the roof. What does this mean? Well, simply, it means you're going to have to be fairly aggressive here.



Stay near the machinegun and peek your head up so you can kill as many enemies on the ground as possible. Then, instruct your partner to stay stationary and fire aggressively while you remain crouched with your gun trained on the staircase and ladder (with your back in the corner near the machinegun). This way, your partner can take care of enemies on the ground while you take care of enemies who will, without a doubt, climb the stairs and ladders in great numbers. This part is much more manageable if you stay put and use this technique. Otherwise, you'll be forced to give up the high ground, and if Eisenhower is shot during the fray, you'll fail the mission and have to start over again.



When the enemy numbers have dissipated, the game will let you know you've successfully protected Eisenhower from the counterattack. However, the subsequent cutscene shows a sad sight, and Eisenhower is dead shortly after he takes off from the base (don't worry though -- you still get paid). When you regain control (after an offer to shop, which you may or may not want to take advantage of), run out of the tunnel you're in and back outside. Then, run forward through the enemy-less area, heading northward and eastward.



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Mission Three: American Military Base, Iraq (Continued)

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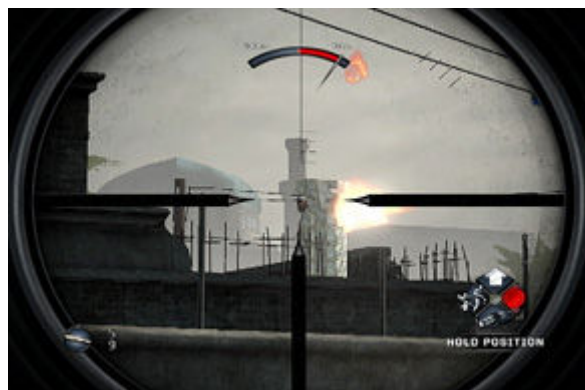
Objective: Locate and eliminate Ali Youssef's lieutenant. (\$11,000)

"Ali Youssef claimed responsibility for blowing up Eisenhower's chopper. While his whereabouts are still unknown, you must find and kill one of his lieutenants whose helicopter was recently seen in this village."

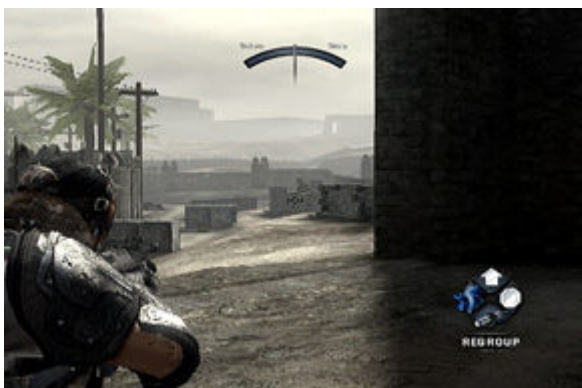
As you run forward to a sandy road, you'll meet staunch enemy resistance. Thankfully, there's plenty of cover to utilize however, and if you kill and move forward ceaselessly, you'll push the enemies into retreat, giving you ample opportunity to clip them as they flee. Be sure to grab the ammo the enemies drop here, and also be careful for proximity mines, which your partner will alert you too. Chances are the enemies will set off their own mines in their retreat, but if they don't, keep an ear out for the beeping and shoot the mine from afar to negate its effect.



Move forward down the road, and it will turn leftward. Ahead and above, you'll see another stationary machinegun, and just like you did earlier, you'll need to use some team tactics to negate its effects so you can move forward. Make sure to do this *as soon* as you see the gunner. Don't move forward without first taking him out, or you'll be assailed by a bunch of his friends. We recommend sending your partner to the far side of the corridor as it swings left, and have him fire to collect aggro. The gunner will be forced to turn, leaving his side exposed. A couple of well-placed sniper shots later, the foe will be no more.



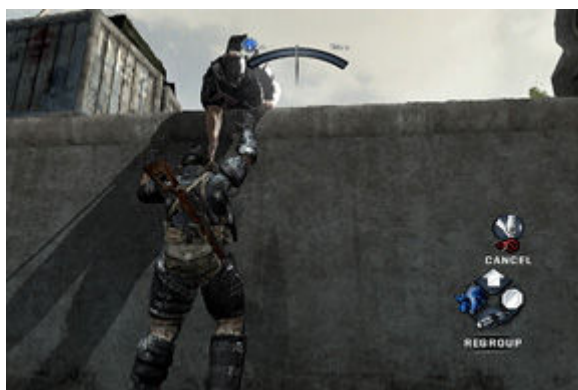
With the machine-gunner down, you can proceed down the linear pathway ahead of you. Again, there are plenty of boxes to use as cover, but try to dilute the enemy population as much as possible from afar before you go nearer to their position. It'll make your life much easier if you do. Remember our key technique as well, which we can't recommend enough. Kill enemies one at a time, concentrating on one until he's dead. Don't damage each enemy on the screen, because they'll fight as ferociously as if they had full health. It does you no good to damage an enemy if you're not going to lay the killer blow thereafter.



As you proceed down the path, two distinct features of the battlefield will make themselves known. First and foremost, you'll encounter ditches on your left as you proceed forward. These ditches, most likely the foundations and former basements of buildings that once stood there, will harbor enemies, but if they are in the holes and you're not, the high ground gives you an inherent advantage that you should make certain to use. On the left side, you'll see a building that you can enter or exit via two doorways, one on either side of the house. Be sure to clear the enemies within the building before proceeding, because they'll flank you if you don't.



With all of the enemies in the area cleared, you might be confused as to how to proceed. After all, you'll no doubt hear the commotion of war around you, with gunfire and voices, but how do you get to them? Well, if you let your partner take the initiative and run forward, he'll bring you to a wall at the north end of the road we just traversed, where you can be boosted over the wall. As you are boosted over, however, be sure to train your gun on the enemy waiting for you to do just that. Eliminate him before pulling your partner up to your position.



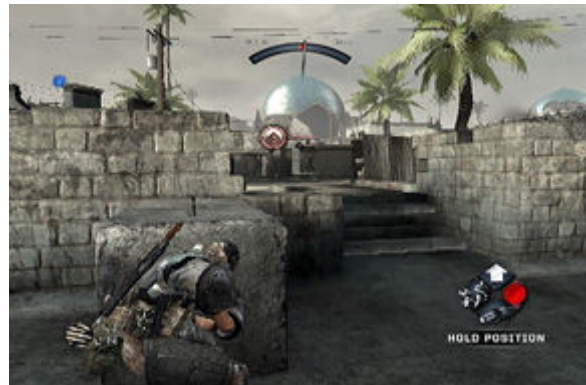
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Mission Three: American Military Base, Iraq (Continued)					
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Now, it's very important that you don't quickly drop back down to the ground on the other side of the wall, at least not immediately. Instead, use the great cover you have on top of the wall behind the crates to take out as many enemies as you can below. Yes, there's a fortified machinegun position ahead that you can't easily penetrate from where you are, but in the meantime, take out any lesser-equipped enemies. This will make the upcoming task all the more easy.



Leave your partner on the roof, having him fire at the stationary machinegun's position. Meanwhile, you can drop down to the area on the other side of the wall. With the aggro focused entirely on your partner, you can easily get into the dugout parts of the terrain on the left side moving forward, where you will be able to shoot the gunner from the side, negating his powerful weapon in the process. Be sure to keep your head up for any enemies you didn't kill from the roof, however, and as soon as the machine-gunner is eliminated, you should call your partner to you in order to help you out.



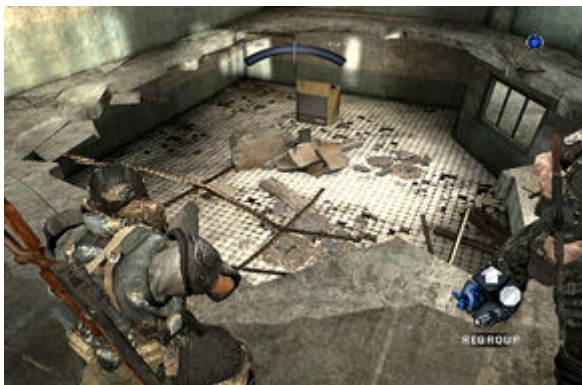
With the previous area cleared, head left at the stationary machinegun as you continue along this linear path. It won't be long until you again run into a group of enemies. Again, however, you'll also have plenty of cover from which to hide behind and launch attacks. Be sure to press forward through this area as you wipe the floor with the enemies you encounter, and grab any ammo they drop so you don't suffer from a critical shortage later on.



Continue around the building as the pathway swings rightward, and then run down until the path ends. This is a dead end, but there's a ladder along the back of one of the building you'll encounter. Climb up this ladder and run along the rooftop of the building. Explore as you may on the roof, you won't see any enemies surrounding the building from the ground below (though you'll certainly hear them). Instead, you'll need to run into the building near the vacated machinegun you cleared from the ground earlier.



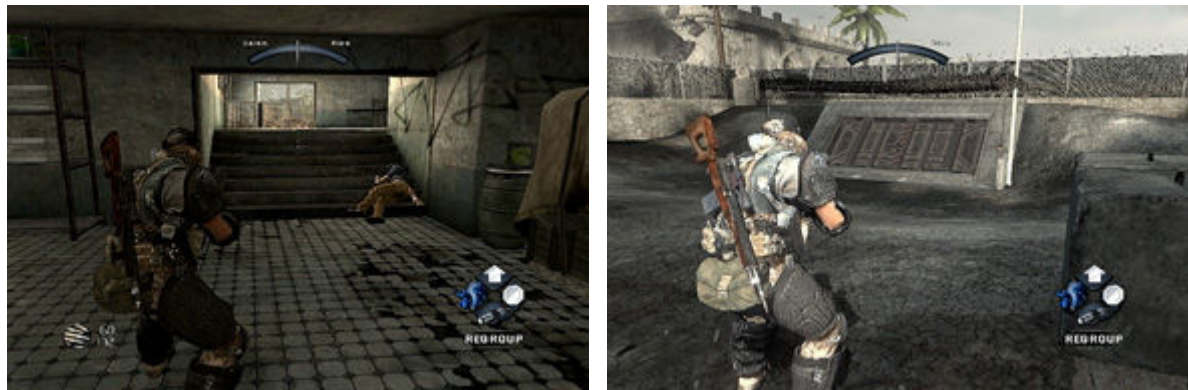
Entering the building will quickly show you that there's nowhere to go but down, through the gaping hole in the floor. Once you drop down, however, have your gun drawn, because enemies are waiting for you. Quickly take cover where you can and take out the enemies as they rush you. Then, practice some patience, letting more enemies in the vicinity flood through the door ahead. They'll run through the door and have no where to go but forward, towards you. It'll be like shooting fish in a barrel. Plus, it'll thin the enemy ranks in the areas ahead.



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Mission Three: American Military Base, Iraq (Continued)					
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If you're confused as to why there are multiple doors out of this house, let us explain. The door to your right (while the hole in the floor/ceiling is directly overhead) is actually a door that was previously closed and has since opened, needlessly granting you access to an area you've already cleared. So, ignore that door. Instead, go through the door at the far end of the building, which will lead to a gigantic metal door. Obviously, this is a bunker, and getting into it is easier than you think. Simply hit the switch next to the door, and bam! You're in.



Head down the stairs with your gun drawn, killing the first lone enemy you encounter. There might be more enemies on this initial pathway, but chances are things will be pretty tame for the time being. As you head forward, however, heed your partner's advice and take the riot shield that's sitting on the ground. The part coming up is pretty hairy, and having the shield will help immensely, especially considering the complete lack of cover in the upcoming area.



As you proceed forward with riot shield in hand, you'll quickly realize why it is that the shield is so integral to this part. Enemies will be coming out everywhere, and they have a complete monopoly on the scant cover located in the rather small room. Rove around with shield in hand and let your partner do all the dirty work. However, you should keep a careful eye on your shield's "health" -- you'll probably have to ditch it at some point during the battle to help your partner clean up the residuals before you move on.



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Mission Three: American Military Base, Iraq (Continued)					
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Briefcase #1

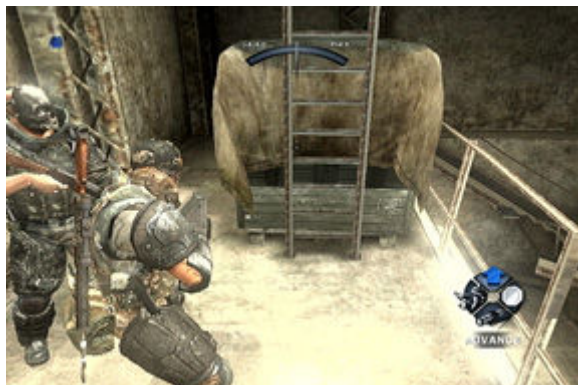
The first briefcase of the Iraq campaign is in your vicinity. Actually, it's right out in the open and isn't too hard to find at all. Start by clearing the aforementioned room. At the north end of the room, take the short staircase leading up to an adjacent corridor on your left.



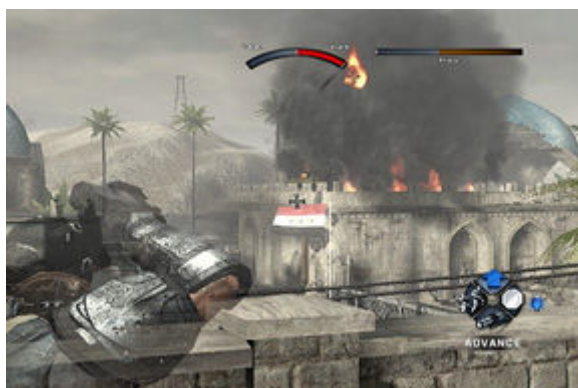
From here, getting the briefcase is as easy as can be. Simply run down the corridor (in the direction you entered the previous room via). The briefcase, subtly placed but not hidden at all, will be on your left as the linear pathway comes to an end. Don't miss it!



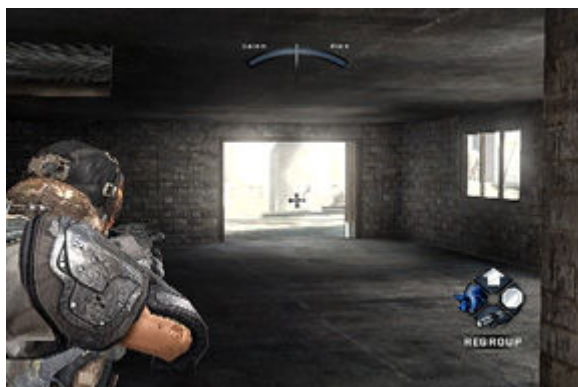
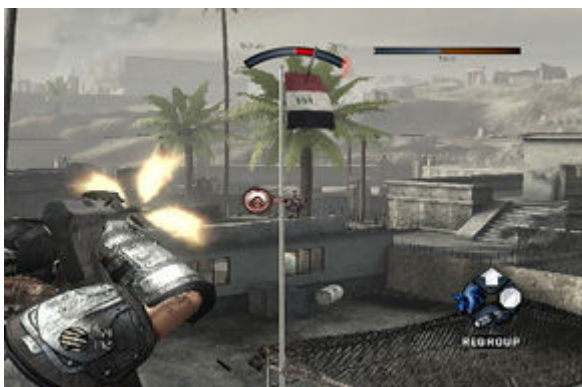
From the location of the first briefcase, simply turn around. You'll see a long ladder leading up to the floor above. Naturally, you'll want to climb it. In the next room, your partner will likely alert you that a step jump is needed, so approach the locale where this is possible. It doesn't matter here who goes first and who goes second. Then, after both partners are up, climb another ladder and watch the short cutscene that follows.



One of your major objectives, as you learned earlier on your mission, is to "locate and eliminate" one of Ali Youssef's lieutenants. Well, as the cutscene alerted you to, he's making his escape on a helicopter on the roof to the north. Once you regain control, crouch behind the low wall on the roof. Then, instruct your partner to use suppressing fire as you equip the sniper rifle. Quickly aim your sniper rifle not at the helicopter, but at the large fuel tank to the left of it. Get off five or six quick rounds from your sniper rifle into the tank, and it'll explode, taking the helicopter with it. The most lucrative objective of the game so far is thereafter a fading memory.



There's not much left to do in this area, but you can still run around and do some exploration not associated with the primary mission. There may be a stray enemy or two floating around the area, so keep your ears and eyes open as you run around, eliminating them as threats. If there's any stray ammunition in your vicinity, you should definitely go ahead and grab that as well.



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Mission Three: American Military Base, Iraq (Continued)					
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To proceed, head outside and seek out a tunnel heading back underground. This subterranean area is open immediately, so you won't have to do anything to get immediate access to it. The door in the middle of the underground tunnel will have to be opened, however (simply examine it to do so automatically). On the other end of the door, run down the tunnel towards daylight, and with guns wielded, prepare yourself to fight yet again.



Run forward, as there are no enemies here. Run over the bridge you encounter, and again, worry not, because there are no hostile forces in your vicinity. But as you turn the corner, your partner will recommend that a good, old-fashioned co-op snipe is in order to take out the two guards ahead. You can of course do just that, but we did a regular one-person snipe, taking out the guards with the explosive barrels they're conveniently standing next to. If you do this, be quick about exploding those barrels, because if one runs off, you'll only get one, and not both. We were fast enough. Are you?



Secondary Objective: Destroy Bunker in Iraq Base. (\$10,000)

"Coalition forces have been looking for a bunker where Ali Youssef keeps his weapons. There's a nice reward waiting for you if you help destroy this bunker."

The enemies in the area will now be alerted to your presence no matter how you decided to kill the two initial enemies. Because any meaningful cover is down the road at the guard checkpoint, your best bet is to post your partner in a stagnant position where he can fire, drawing attention away from you as you run towards the checkpoint. This way, you shouldn't be fired upon until you find adequate cover, and what's more, you can take out any stray enemies you encounter en route.



The secondary objective you got just a moment ago can now be taken care of. You'll encounter a stationary machinegun facing away from the guard station, and this can be used to keep the numerous enemies ahead of it at bay. Do this while sending your partner forward aggressively. As long as the enemies are kept at bay, he'll take it upon himself to set a homing device on the weapons bunker the secondary objective asked us to locate and destroy. Keep the enemies from assailing your partner as he does this (it'll take about a minute in-game time), and a fighter jet will automatically come and destroy the target. Talk about easy money! Just be absolutely sure you keep the enemies at bay, especially those coming down the hilly pathway on the left side of the stationary machinegun's initial range.



Don't abandon the stationary machinegun, however. Instead, call your partner back towards you and then begin running forward from the gun. This will draw out any remaining enemies ahead. With their positions revealed, run back to the stationary machinegun and begin picking them off. As for your partner, send him forward aggressively to deal with any enemies you can't hit with the machinegun. This technique should work like a charm, but be sure to halt your partner's progress as soon as the remaining enemies in the area are nullified.



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Mission Three: American Military Base, Iraq (Continued)					
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Rush forward from the stationary machinegun to meet up with your halted partner. There's no doubt that you've missed some enemies from your previous position, even when you sent your partner forward, so be sure to clean up any foes. Find immediate cover to do this from, because they're packing heavier and more accurate heat than ever before, and can be a real nuisance if you aren't too careful.



With so many areas to hide behind, and with such a divergence of crisscrossing cover everywhere, it's going to be hard to find a position to duck behind that will cover you from all angles. However, you'll have to do your best here as you rush down towards the large building as the large, sandy pathway swings leftward. There are sandbags, jersey barriers, and plenty of vehicles to hide behind, so do the best you can. Utilize aggro here, too. You won't always find a reason to use it in the game, but now is one of those times. If your partner has aggro, run out and begin cleaning up enemies that simply can't see you.



A second wave of enemies will pour out from around the building you're heading towards, which will likely force a retreat. But don't pull a full-on retreat, but rather fall back just a bit and begin to return fire. These enemies are more aggressive and wily than their friends, so you'll have to be a little more skilled and patient here than you were earlier. Regardless, they shouldn't put up a tremendous fight. What's more, when the fighting *finally* dies down in the area, you'll be able to backtrack and safely grab a briefcase.



Briefcase #2

The second briefcase on the Iraq level isn't well hidden, just like the first. However, it's easy to miss simply because a majority of the action in the region will draw you away from it and in the other direction. Therefore, this is an easy one for non-explorers to miss out on. If you're facing the large building you sacked in the region, turn around and go in the other direction. A series of tents in your sights will let you know you're heading in the right direction.



Once you've reach the tents, you'll want to focus on the one on your left. Simply walk around this tent on the left side of it, and you'll see a suitcase subtly sitting next to it. Walk up to it, grab it, and boom! You're \$5,000 richer.



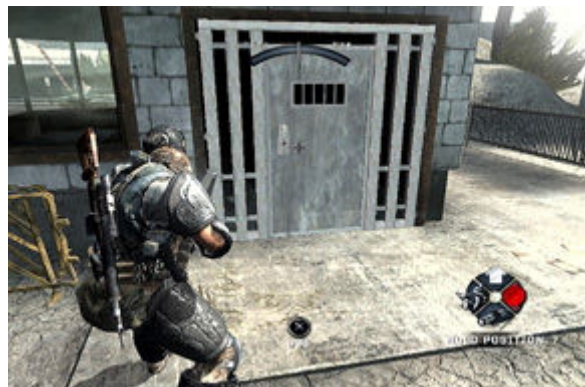
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Mission Three: American Military Base, Iraq (Continued)					
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Rush toward the large building after grabbing the briefcase. There should be no more enemies you have to deal with. Swing right down the pathway next to the building and you'll be led into yet another area. The good news is that most of this area should already be vacated, because most of the enemies here were no doubt drawn to the previous area after all of the commotion. Any remaining enemies should be taken care of, but don't expect a massive amount of them. One or two, maybe three. Oh, and if you're getting shot from an unknown location, be sure to check the top of the guard towers. Pesky soldiers stay up there long after their friends are long gone.



With the area cleared, take a look at the screenshots below. You'll want to seek out a small, gray-colored concrete building. While the area around it is extremely extensive, exploring it is futile, because there's simply nothing to find (not even a briefcase, believe it or not). Instead, you'll want to approach this building and find the silver door on the left side of it. With your partner, you can rip the door off of the hinges, but you won't be able to continue immediately.



Instead, you and your partner will be assaulted by a large contingent of enemies, forcing you into back-to-back mode. You've done this plenty of times before, so you should know what to expect. Ammunition is unlimited in this mode, so just keep turning and firing, preferably focusing on enemies that your partner isn't facing (though sometimes it's unavoidable to be facing the same way). This is a brief back-to-back exercise compared to most, however, and before long, you'll find yourself out of the mode and back to normal.



Any remaining enemies, especially those pouring out of the tunnel ahead, should be eliminated. If you need to seek cover, do so, but back-to-back mode should have certainly taken care of most of the threat already. When the coast is clear, run towards the huge tunnel enemies were pouring out of after the door was ripped off of its hinges. Then, follow the tunnel as it leads to a door which you and your partner can open simultaneously.



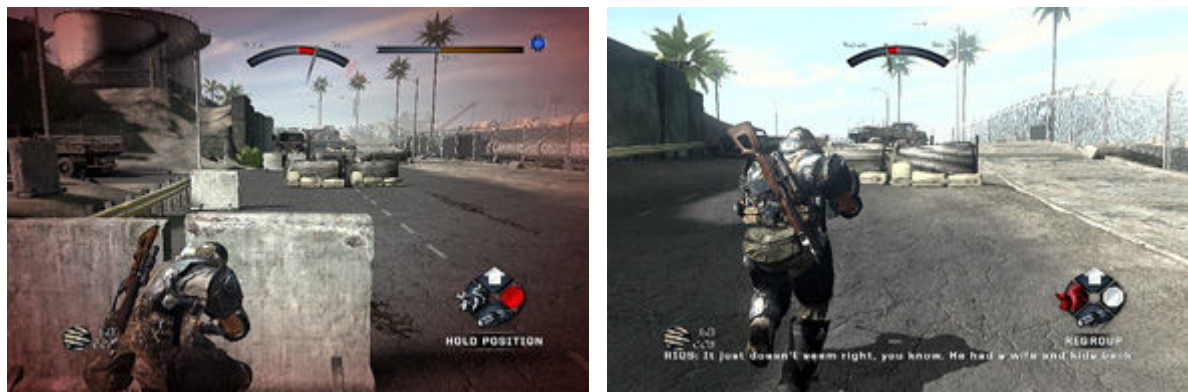
Once on the other side of the door, simply walk forward and outside. No matter how stealthy you try to be here, chances are the enemies ahead are going to spot you. Stay on the inside of the tunnel, peeking out to take shots at some of the initial enemies. When you've thinned them out a bit, you can then head out. Only do so when you think you can make the ten second run to the nearest cover, however, which are some jersey barriers located near where the first enemies you encountered here were.



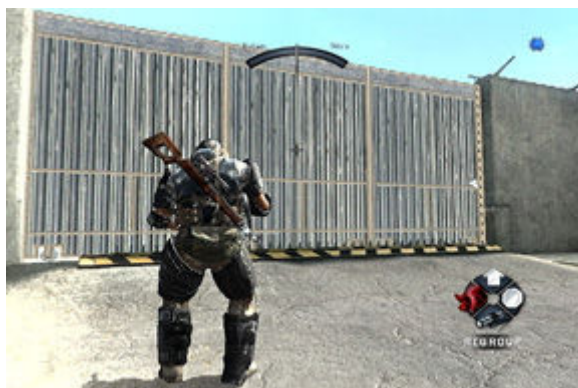
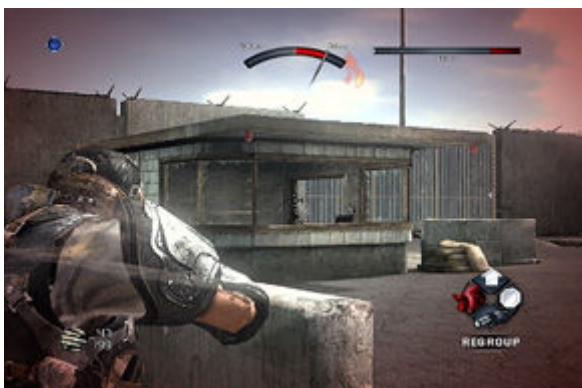
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Mission Three: American Military Base, Iraq (Continued)					
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Once you reach the barriers, the true battle will begin. There's plenty of cover here, but the enemies use it fairly well, making them exceedingly hard to hit. What's more, you'll be hard-pressed to advance here unless you manage to kill the enemies from afar (which is unlikely). Therefore, the situation necessitates a degree of aggression here, so when it's safe, you and your partner need to start pushing forward with regularity. Kill the enemies, push forward. Kill the enemies, push forward. Repeat this process as much as you can going forward to get consistent results.



The road will eventually turn, leading to the end of the road. Any holdouts will retreat to this location, but you'll also have to deal with a group of enemies that were here in the first place. The battle here is made even bloodier and more annoying by the stationary machinegun at the top of the road. Make taking that gunner out a priority (use aggro tactics to do so). The slant in the road gives the gunner a subtle high ground, but it's nothing you can't overcome. When you finally do defeat the remaining enemies here, gather any dropped ammunition, and then approach the large metal door on the left side of the dead end. Head on through with your partner.



This is the last part of the mission, and it poses a considerable challenge if you aren't prepared for it. You're fine on the right side, since there's nothing there, but enemies will come at you from the left and, primarily, from ahead. Your best bet is to run forward to the first main piece of cover, as seen below. Then, take out who you can. Have your teammate fire continuously as you break out your sniper rifle and take out well-positioned enemies on the rafters ahead. This will thin the enemy lines and take out the enemies who are best-placed to give you a hard time.



From there, you're gonna have to feel things out on your own for a time. This area is rather vast and volatile, so it's really all about preference as far as which way you should go first. We recommend taking out what enemies you can in the middle of the area before bearing leftward. Go on auto-pilot, so to speak, and seek cover as you take out enemies where you can. Be extremely careful, however, because the hangars that separate the area in two have open doors on both sides. Being flanked by enemies here is probable, but remember that you can turn the table on your foes using the same techniques. You'll also want to keep a sharp eye out for a heavy-armored soldier. You've encountered these guys before, so remember to flank them from behind in order to damage and subdue them.

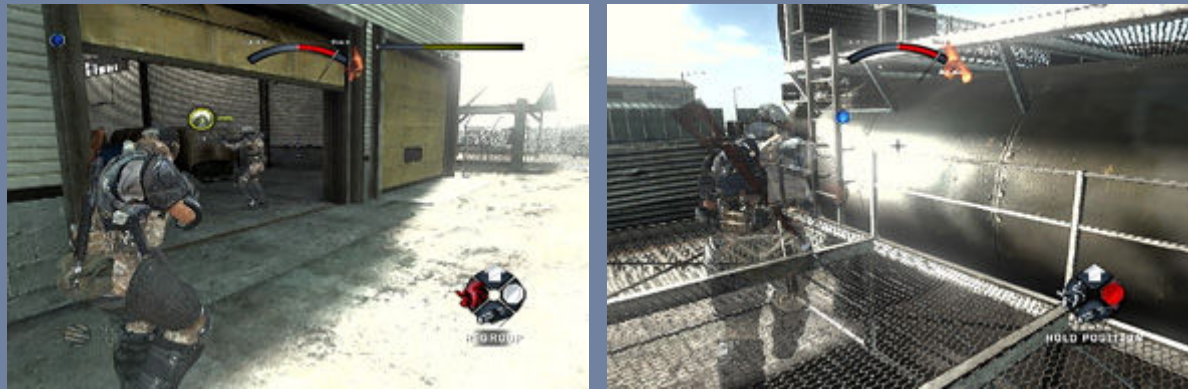


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Briefcase #3

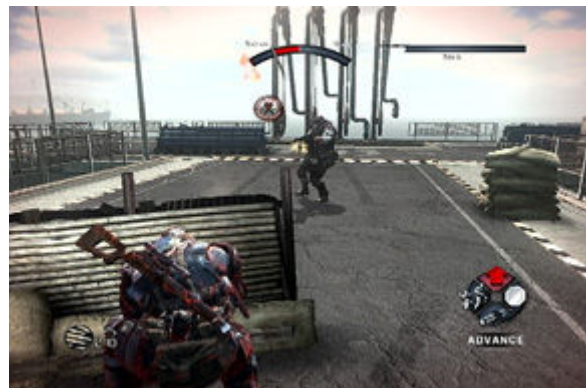
The third and final briefcase in Iraq is located in the final area, and can be accessed both before and after Ali Youssef makes himself seen. Finding it is rather easy, but we recommend you run around the area and take out as many enemies as possible before seeking out the briefcase. It'll make your life a whole lot easier.



If you take a look at the screens we've provided, you'll see the kind of structure that the briefcase is on. There are numerous fuel tanks with metal grating platforms around them in the area, but this one is located parallel to the area where Ali Youssef will attempt his last stand. Simply climb the metal grating via the staircases given. The briefcase you seek is located on top of the platforms, and is easily visible once you're on top.



Finishing the fight here is a matter of heading to the helipad/dock area. As you approach, the fanatical Ali Youssef will appear with his gigantic chain machinegun. This weapon will tear you and your partner to pieces, so take cover and take it slow here. Youssef will be accompanied by remaining soldier holdouts, as well as a final heavy-armor-toting soldier. Take them out in order of strength. The key to killing Youssef is to corner him at the end of the dock. It may seem impossible to flank him like this, but if you use grenades, you can whittle his health down considerably. Then, keep your partner stationary, firing away at him to draw his attention. You can work your way behind him, even in close quarters, and lay the killing blow to end the mission.



<<	Aircraft Carrier	China	USA	>>
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Mission Four: The Aircraft Carrier USS Constellation					
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Objective: Speak to the Aircraft Carrier's captain. (\$10,000)

"SSC HQ has just discovered that the Captain of the aircraft carrier, Navy Capt. Paul Harris, is still alive on the bridge. Your new orders are to find Captain Harris and discover what he knows about the Abu Sayyaf terrorists and their plans."

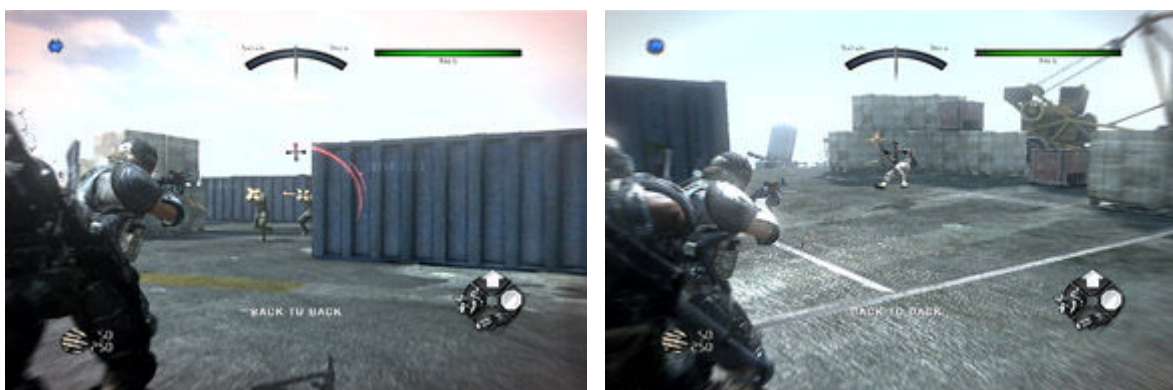
The USS Constellation has been seized by terrorist forces, who have decided that the best thing they can possibly acquire is the power and might of a US aircraft carrier. Since this mission technically occurs in the future, there's no historical context to explain here. You'll be parachuting onto the rogue carrier from above, and like times before, you'll be able to snipe enemies below as your partner steers the parachute's course.



Taking out enemies from above isn't necessary beyond the fact that it makes surviving the initial fall much easier. Thinning out the enemy ranks from above won't really help once you've landed, but having less bullets whizzing at you from below during your descent will be quite advantageous, indeed. Use your sniper rifle, zoom in and steady your aim, and snipe away.



Once you land, you can probably predict what's going to happen next -- back-to-back mode. If you need reminding, ammunition is unlimited in this particular mode, so just hold down the trigger and take out all of the enemies surrounding you. Your partner, of course, will automatically do the same. When things die down to a certain degree, the third man on this mission, Phillip Clyde, will be introduced. After he talks some crap to you and your partner, he'll take off again, leaving the army of two in tact.

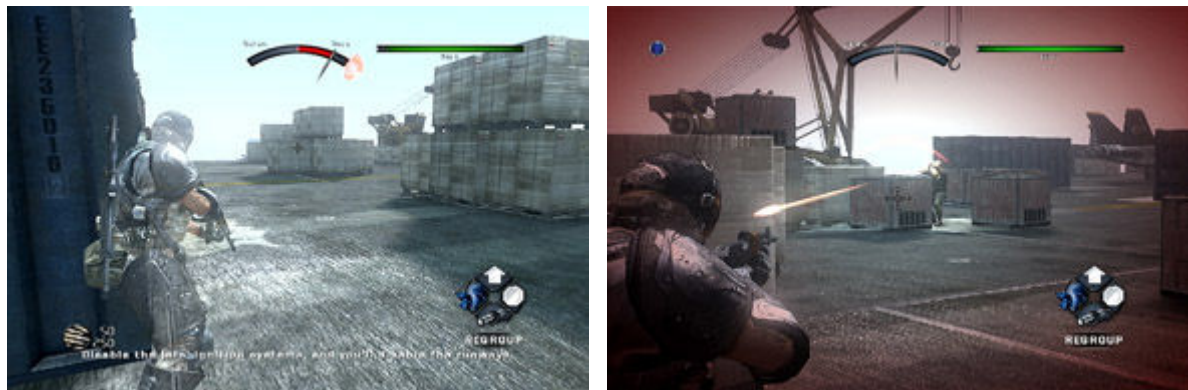


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Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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Objective: Disable the Fighter Jets on the Carrier runways. (\$6,000)
 "The terrorists are using the jets on the aircraft carrier's deck. We can't allow any more of those jets to get in the air. Disable the ignition systems of the four jets parked on the carrier's runways, thereby crippling the runways."

When Clyde takes off, you'll be left to your own devices. You'll be at the back end of the ship with enemies rushing your position from the other end. Thankfully, there's plenty of cover to utilize here. Crates, boxes, and more can be hidden behind, but unfortunately, you'll need to press forward to begin fulfilling the second objective you've been given. Somehow, the terrorists who took over the aircraft carrier can fly high-tech American jets (a little unrealistic, we realize), and those jets must be disabled before they put anymore in the air.



First thing's first, though. No matter how much the chick back at headquarters yells at you to start disabling the jets, she doesn't know the situation on the ground. The enemy soldiers must be thinned out, if not completely eliminated, before you run around disabling the jets. Frankly, this is a necessity. The best way to do this, at least in the beginning, is to keep your partner stationary while firing. You can then work your way around to the sides of various crates and boxes to kill exposed enemy soldiers as they concentrate their fire on your friend. Be careful, though! You may leave yourself exposed, too.



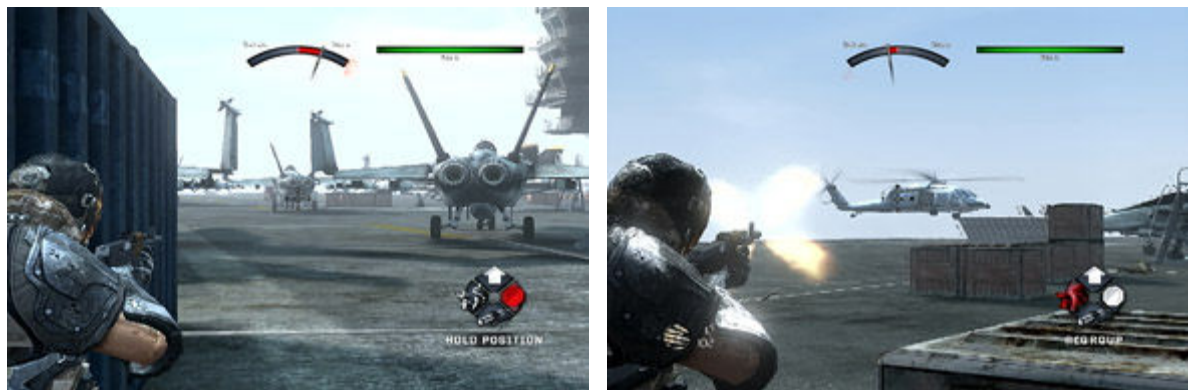
You'll push forward far enough, eventually, where you'll begin to come in contact with some of the jets on the massive floating runway. Keep in mind that there are only four jets that need disabling (the rest are simply there for show, we suppose), so ignore the rest. You'll be looking for glowing orange boxes on the front wheels of each parked plane. But more on that later. In the meantime, you have a plethora of enemies to worry about, so do that first.



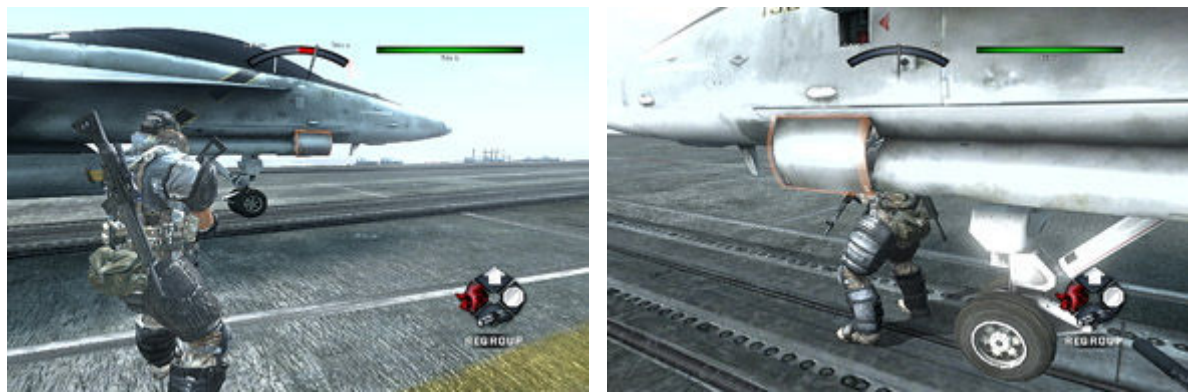
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Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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There are a finite amount of enemies in your locale, but they'll be replenished two times by helicopters that come from above to drop off more foes. Your first instinct (as was ours) might be to shoot at the helicopters rear propeller to take it down, but the helicopter can't be attacked. Instead, try training your firearm on the opening in the middle of the helicopter's side, where enemies will rappel from. You can take many of them out before they even hit the ground, making your life a lot easier. Otherwise, take out any residuals as you run around the ship's massive deck, and remember -- take adequate cover so you're protected from more than just one side.



Once the enemy threat has died down to a point where you feel comfortable being exposed for a few seconds, begin combing the airplanes, looking for the aforementioned glowing orange boxes on the front wheel housing of four particular jets. Examine each of these boxes to disable the plane. When all four are disabled, you're free to continue on with the next leg of our journey, but remember -- even after the jets are disabled, you'll still have to deal with any and all residual enemies you left in the area as you proceed.



Briefcase #1

Since we're in the vicinity of the stage's first briefcase, now is the best time to grab it before proceeding. The first briefcase on the aircraft carrier, worth \$7,000 (!), is located on the deck of the ship. You are inserted into the mission at the back end of the ship. With your back facing the back end of the ship, you'll want to head to your right (there's an impenetrable "building" there that serves as a great landmark). Once over there, you're extremely close to the location of the briefcase.



There are several steel grating platforms next along side the ship. The briefcase, as you can see in the screens below, is located rather conspicuously on one of these platforms. Simply descend the stairs on each platform to find the one with the briefcase on it, and claim your \$7,000. Boy, was that easy.



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Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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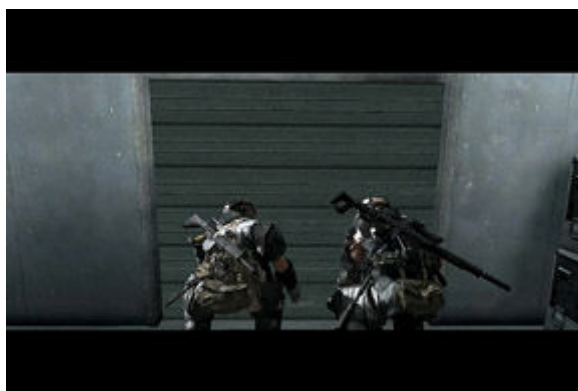
With the briefcase collected, it's time to backtrack back towards your insertion point at the back end of the deck. Doing so may alert enemies inserted (or simply missed prior) to your presence, so you may have to fight your way through the back end of the deck. Either way, facing the back end of the ship, you'll want to head to your right. There are a series of metal gratings, much like the one we just found the briefcase on, that leads to a locked hatch door below. You and your partner can couple your strength to rip the door from its hinges. From there, you can enter the ship, but be prepared for more fighting!



The first room you find yourself in is calm enough, but you'll no doubt hear the rustling of a group of nearby enemies. The door that leads back outside has adjacent to it a riot shield. This shield is somewhat integral to your survival here, and simply makes things a hell of a lot easier. So take cover against the door (giving your position away) and grab the shield. Then, press forward with your partner's guns blazing behind you. This is not only a sure way to save your own ammunition, but it's also a great way to get your enemies to give up some ammunition of their own while spending none of your own (your partner, on the other hand, is a different story entirely).



As you press towards the enemy position, you'll feel the brunt of their power. But with the shield, it's nothing you can't handle. Try to direct your shield not necessarily in the direction that you want your partner to fire in (since he'll fire anywhere he wants, regardless). Instead, keep your shield directed towards where the enemies are firing from. This will give ample protection to both you and your partner. When the enemies are slain, grab the ammo they dropped (you're probably really hurting for primary ammunition by this point), and then ditch the shield. You and your partner can lift open the nearby door thereafter to gain access to another part of the vast ship.

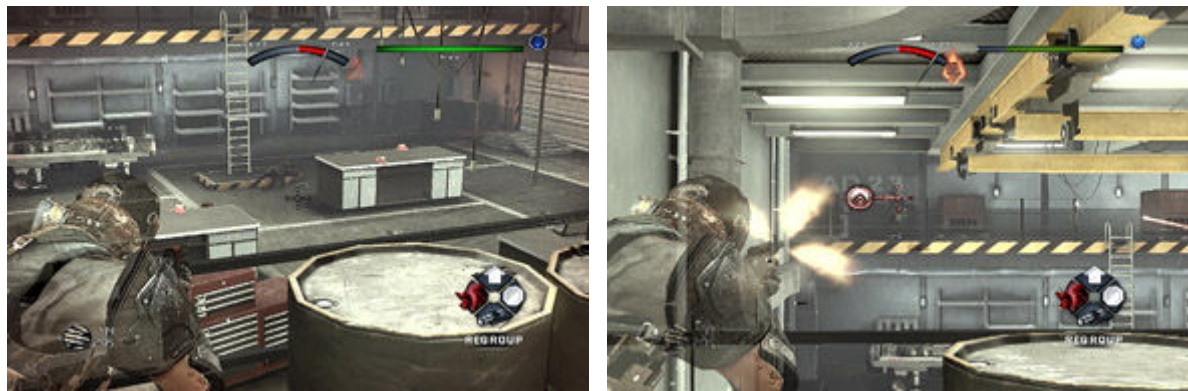


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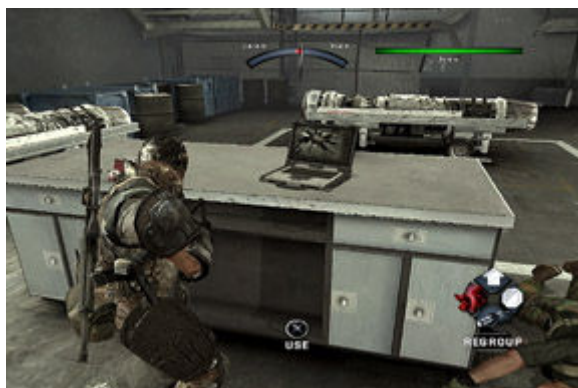
Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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Objective: Find Phillip Clyde's USB drive. (\$10,000)
 "Why is SSC contractor Phillip Clyde meeting with the terrorists? What is he up to? Rios suspects he's involved in the recent ambushes of U.S. troops. Only one way to find out - grab the USB drive from his laptop!"

As soon as you breach this room, you'll see an unexpected sight. Phillip Clyde, who's supposed to be on your side, is working with the enemy. Perhaps Rios' constant talking of conspiracies is more accurate than we once had thought. After the cutscene, Clyde will take off running, and you'll be left to deal with his friends. You hold the high ground here, and while there seems to be little cover, you and your partner can duck behind the two metal barrels near your insertion point to block yourself from bullets. *Don't* give up the high ground until you at least take out the enemies on the catwalks around the room. You should also try to thin out what you can below before going down there yourself.



The reason you don't want to give up the high point is simple. There are no stairs leading up and down, so once you're down, *you're down*, and there's no way of getting back up there. So remember -- take out the enemies up high first, and what you can down below, and *then* join jump down to take out any residual forces. After cleaning up the rest of the enemies down here (there's more than ample cover for you to use if you're taking fire), approach the laptop Clyde and his friend were playing with. It's here that you can grab the USB drive that will, perhaps, have some evidence as to Clyde's turncoating.



Collect any ammunition laying around from dead soldiers you just did in, and then go to the ladder leading up to the far catwalk. Scale the ladder and go forward into the next room, jumping down to the area below. Again, you can't backtrack once you do this (yet again), so make sure you didn't miss anything behind you. Then, use a step-jump to your right to reach the area above, but be weary of two enemies waiting there for you. Peek up and take them both out with ease, and then pull your partner up. Examine the northernmost door those soldiers were guarding to reach the next area. You won't go through the door, but some Army of Two ingenuity will allow you to continue. You'll see.



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Secondary Objective: Find Phillip Clyde's second laptop. (\$5,000)
 "Clyde fled in a rush and forgot his second laptop. Retrieve the USB drive from this and obtain more clues as to why Clyde was doing with the terrorists and what his role might be in the unfolding conspiracy."

Once in the next area, you can opt to do some mid-mission shopping, or you can simply continue (we did the latter). You'll get a secondary objective at this point, to find a second laptop Clyde left lying around. Don't worry about this objective now, but keep it in the back of your mind, as you'll be able to grab it shortly. Head forward into the adjacent jet hangar when you're ready, and get ready for a fierce battle. Thankfully, there's more than enough cover to use, so this battle shouldn't be too difficult for you. It may take some patience, however.



Now, we've mentioned that there's plenty of cover, but you're going to need to use it wisely to get through this area. That's because the initial wave of enemies you encounter is only one of three waves of foes you'll have to deal with from the get-go. As you proceed forward and begin clearing out more and more enemies, the two aircraft lifts flanking the hangar will each bring up a fresh group of enemies for you to deal with (though, thankfully, not in tandem). The good news? The enemies are temporarily stagnant when they're coming up, so you can easily pick off a great deal of enemies before they can even more. If you're *really* cunning, a well-placed grenade will kill the whole group simultaneously.



Remember how we told you to keep Phillip Clyde's second laptop in the back of your mind? Well, there was a reason for that. Once you've managed to nullify the enemies in the area so that it's just you and your partner, seek out a red crate tucked neatly in the opposite corner from where you infiltrated the hangar. A laptop is sitting on top of it. Examine it to fulfill the secondary mission, which will net you some more loot. Oh, and if there are any remaining enemies, be sure to take them out before proceeding.

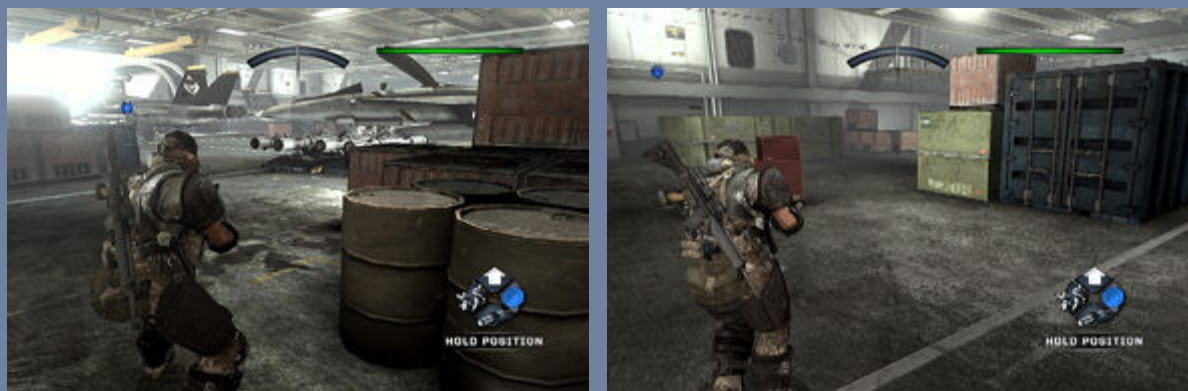


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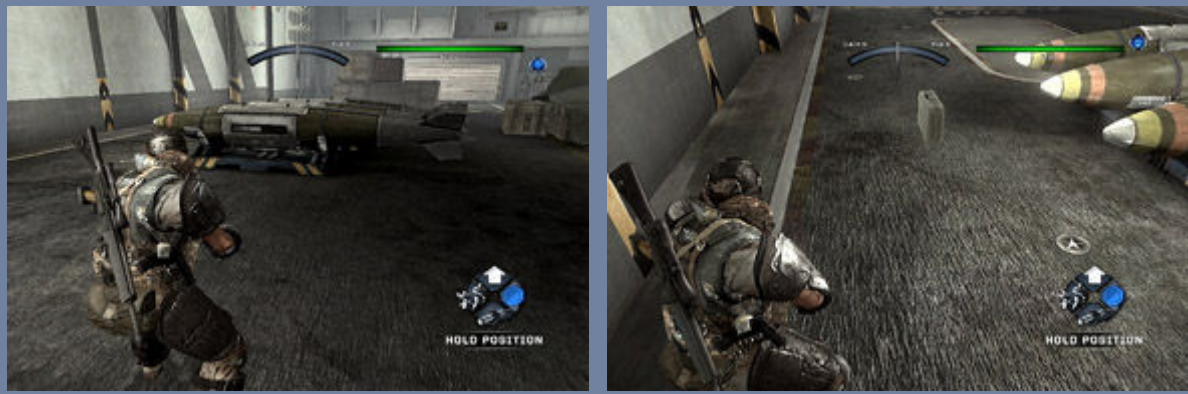
Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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Briefcase #2

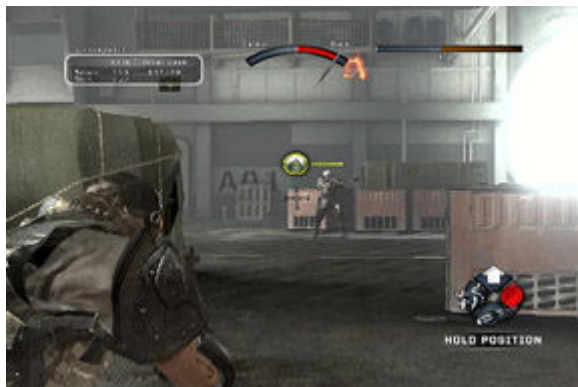
When you're in the vicinity of all of the fighter jets in the hangar, you're also in the vicinity of the stage's second intel briefcase. If you remember where Clyde's second laptop is located in the hangar, then you're in good shape, because it's nearby. There's a lot of stuff in the hangar apart from the jets there -- crates, boxes, and other goods, as well as missiles and good old-fashioned payload bombs.



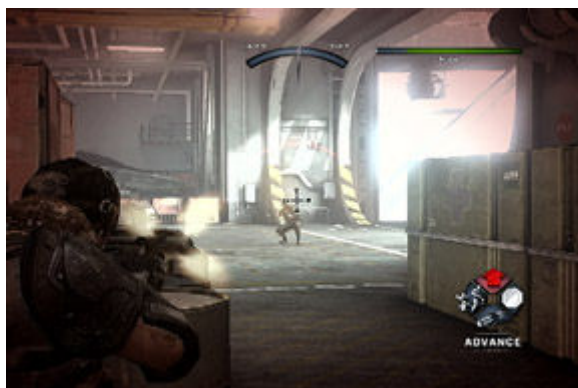
Along the far wall in the hangar (from where you were originally inserted into the hangar), you'll see rows of missiles, and some bombs behind them. Well, if you navigate around the missiles and bombs so that you're in between the bombs and the far hangar wall, the briefcase will be sitting there, clear as day. Grab it to become \$7,000 richer.



If you're confused on how to proceed, you could use your GPS. However, the GPS will simply direct you to a closed door. Breaching it should be obvious if you use your noggin, however -- there is a jet facing the door in the middle of the hangar. Examine it to have your teammate sit in the cockpit and fire a missile at the door, blowing it open. This will solve your problem on how to proceed, but before you proceed, you'll need to deal with a whole new group of enemies storming the hangar, including a heavily-armed enemy.



Regular soldiers will appear from the two flanking elevators once more, adding to the annoyance you'll have to deal with in regard to the heavily-armed soldier. You should *try* to take those foes out first, but keep in mind that in a situation such as this, that might not be possible. As usual, proper use of aggro and flanking is the only realistic way of defeating heavily-armed soldiers, since they must be shot from behind where they are vulnerable. You've dealt with them many times in the game already, however, so you should be well-prepared. Just take cover and make sure you get clear shots at your enemy to whittle down their numbers, one-by-one.



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You can take a breather -- at least temporarily -- because there are no more enemies to speak of for the time being. Once you've eliminated the enemies that just appeared, you'll be free to go through the door you blew open with the missile. Head through another door from there, and run down the corridor to the dimly-lit command center. Here, you'll be able to complete the mission's very first objective, since you'll find and be able to talk to the injured (but resilient) Captain Harris. He'll fill you in on the grave situation that lay before you, and then order you to take care of business from here. And now, we'll do just that.



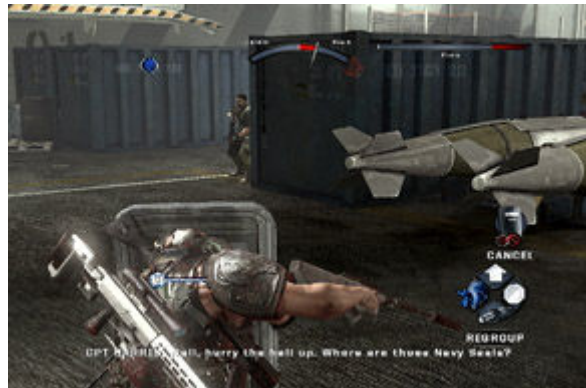
Objective: Sink the Aircraft Carrier. (\$15,000)

"The carrier is loaded with nuclear weapons, and will kill millions when it arrives in Manila Bay. The only way to save these lives is to bring the ship to the bottom without changing course. Use explosives in Hangar C to blow a hole in the hull."

After Captain Harris finishes talking with you, you can leave the command deck via a nearby well-lit corridor. This will lead you to an elevator that, when examined, will bring you down to an area below. This is the "Hangar B" that the captain was talking about, adjacent to the more important "Hangar C" we will thereafter breach. You'll get an offer to do some mid-mission shopping if you desire, but otherwise, run into the hangar. It's time to get going.



Now, something weird happens here. You'll see a riot shield and you'll be compelled to pick it up as you enter the room. This is the right instinct, of course, but something strange happens when you pick it up and enter the room. A short cutscene will occur showing a dead Navy SEAL (one that Rios and Salem happened to know), and if you had the shield in-hand before the cutscene, it will appear on the floor before you after it. Because of this, run into the room to catalyze the cutscene first, and then backtrack to grab the shield. That way, you're not left prone to enemy attacks. You can thereafter walk around with the shield in-hand while your partner thins the enemy lines.



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Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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The shield is a great defensive mechanism, but the hangar is vast and the enemies are numerous, so it's going to prove to be ultimately impractical. Use it while you can, but don't rely on it too much, and ditch it as soon as you start getting into trouble. This is a melee in the truest sense, because there are a lot of enemies that appear spontaneously, and you'll be using plenty of cover at all ends of the hangar to survive. Keep your partner aggressively roving with you (so that if either of you take a fall, you can easily heal or be healed) and collect ammunition as you go, since it's an evermore valuable commodity.



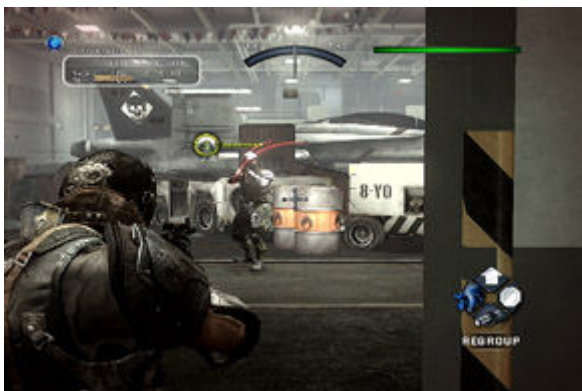
Once you've cleared the hangar of all threats, it's time to breach the next hangar. But it's not as easy as just thinking it. The massive hangar door is sealed shut, though you'll likely notice an in-game conversation between the two characters in which a hydraulic lift is discussed. This lift, seen on the raised platform in the screen above, will need to be step-jumped onto (as seen below). Once you do that, pull your partner up, and the hydraulic system will be destroyed. From there, it's just a matter of jumping back down and examining the massive door adjacent to your position. But when you do, be prepared for immediate attack.



Secondary Objective: Kill well-armored terrorist. (\$8,000)

"A well armed terrorist is stopping you from completing your mission - take him down to keep moving."

You'll take care of the secondary objective above before you even get a chance to read it. A heavily-armed, RPG-toting soldier will be standing in the center of the door. Even though you're going to be shot at heavily as the doors open, *hold your ground*. The soldier will be in front of a lot of barrels of explosives, and if you shoot them as your first order of business, that enemy will be eliminated. You'll be \$8,000 richer, and will be able to concentrate on the plethora of lesser enemies that flood the area right off the bat.



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Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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The enemies you'll be dealing with are aggressive, so chances are you'll actually be fighting a majority of them in the first hangar, and not the hangar you just breached (though if you didn't kill the "well-armed terrorist" earlier, he'll stay behind in the newly-breached hangar). Let the enemies flood through the door as you take cover. The best idea here is to keep your partner stationary, firing from a fixed location. You can then rove around with immunity, picking off any residuals or holdouts that your partner wasn't able to take out. Make sure to grab any dropped ammunition you see to replenish your supply, as well.



Briefcase #3

Once you've cleared out the heavily-armed terrorist and all of his friends from the third hangar, you can find the stage's third and final briefcase, worth a healthy \$7,000. The hangar is vast, but the area you're looking for sticks out like a sore thumb. Head to the far right area of the hangar and check out the makeshift basketball court there.



The US Navy doesn't mess around, so there are no take-outs here. They have a full court with *two* hoops, and it's the hoop nearest the far wall that is of interest. Head to the backside of the hoop, where you'll find this silver-colored briefcase resting against the base of the hoop's stand.



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Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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With your briefcase in hand, it's time to sink the carrier (and then make your great escape). If you take a look at your GPS, it will direct you to two large bombs sitting at the far end of the third hangar. By examining these bombs, you and your partner will automatically push them to an elevator mechanism that will then be lowered by the angered Captain Harris. After scolding you for your "contractor" mentality, you'll be given control again.



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Mission Four: The Aircraft Carrier USS Constellation (Continued)					
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Objective: Reach the deck stern emergency boat. (\$0)
 "The Carrier's going down. The only way you'll solve the mystery of why Phillip Clyde was leaking troop positions to U.S. enemies is if you get off this ship alive - so hurry! Head for the escape raft at the rear of the ship!"

Now that the bombs are lowered and armed, it's time to get the hell out of here before time runs out! If you're facing the location of the bombs you just armed, look forward and to your left. There's an area where you and your partner can step-jump there way up to a catwalk above. This linear catwalk will lead to a door that you and your partner can rip off of the hinges rather easily. Thereafter, it's simply a matter of hearing Captain Harris' sad story (he's going down with the ship) before heading up to the deck.



The status of the deck is absolutely wild. The bombs have detonated and the carrier is quickly going down. Terrorist holdouts will be on the deck firing at you, but they can be easily taken out, or better yet, ignored completely. The debris flying across the ship's deck will be enough of a concern for you, so dodge the best you can. You only have two minutes before the ship can't be abandoned, so you have to act quickly. Your ultimate goal is at the far end of the ship on the right side, where a rescue craft can be found. Once you arrive there, the mission will come to a rather explosive end.



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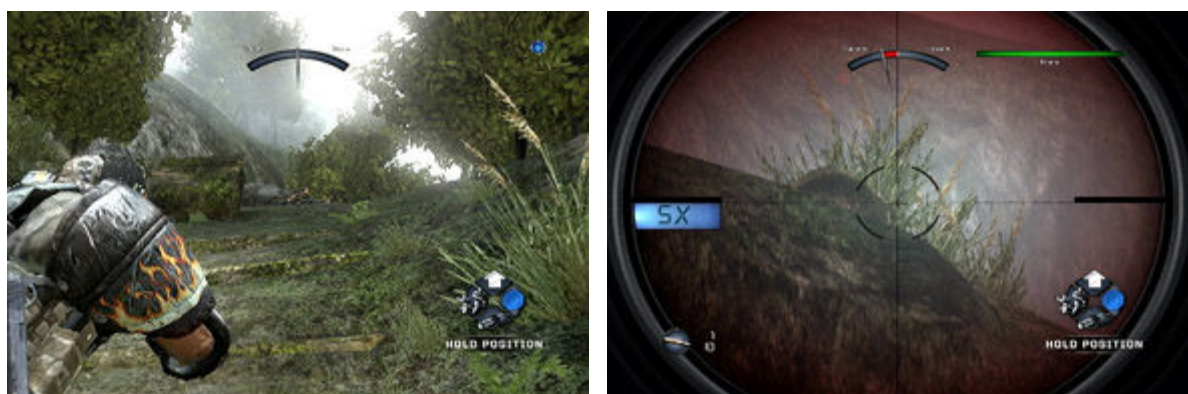
Mission Five: Rural China					
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This mission starts out innocuously enough. You'll be in the beautiful natural surroundings of China, with birds chirping and water flowing. But it won't remain peaceful for too long, so enjoy it while you can. There are a series of stairs leading up further into the wilderness. You should follow this linear path (you'll get an offer to do some mid-mission shopping if you're interested in doing so), climbing stairs and so on. When you begin to hear the rustling and shouting of nearby hostile forces, you know you're on the right trail.



Objective: Destroy the convoy as it crosses the bridge. (\$30,000)
 "The Abu Sayyaf terrorist mastermind behind the capture of the USS Constellation aircraft carrier will be crossing this bridge over the Lijang River. You need to both shoot at the same time to destroy the bridge just as they pass over."

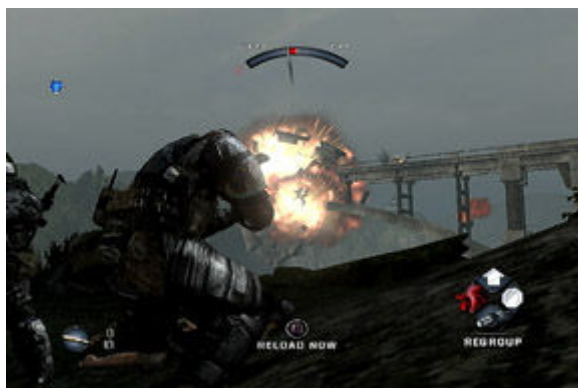
As you climb, you'll get your first objective. We'll be able to execute this lucrative objective shortly, but before we can do that, we must consider the enemy forces that are blocking our way going forward. You'll come to a point in the path as you climb up where you'll begin taking fire. If you retreat back down the path from the fire, you'll be fired on from another part of the path that overlooks the canyon. You should try to train your sniper rifle on this area and take out at least one or two enemies from this vantage point. It will insure that not only will you not find yourself under fire if you retreat, but that you thin out the enemy forces ahead as well.



As you press forward, there's plenty of cover by way of rocks and fallen trees for you and your partner to take refuge behind. Try to concentrate on one enemy at a time moving forward, relentlessly pushing them back further and further as you go. You'll eventually come to an atrium-like area where the enemies will put up their final stand. Relieve them of their duty on this Earth, and collect any ammunition they drop.



As you move further ahead, a cutscene will show Abu Sayyaf's convoy going over a bridge. This is when you can make your strike on him, taking him and his friends out for good. However, you have to act quickly here. Quickly run forward to the edge of the cliff and take out your sniper rifle. Then, aim at the metallic piping underneath the middle part of the bridge. Shoot, shoot, shoot at it relentlessly. It will eventually catch fire and then explode, taking out the bridge and everyone on it. You're \$30,000 richer now, but you've really pissed everyone else off.



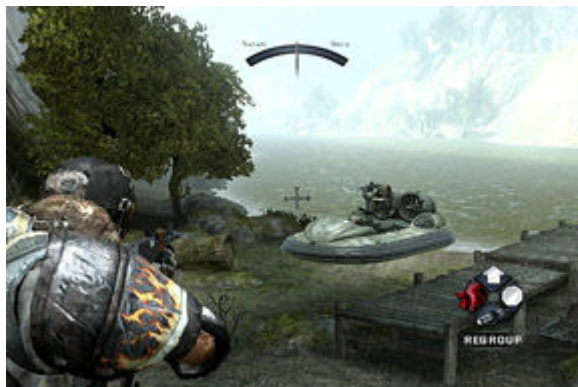
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Mission Five: Rural China (Continued)					
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You'll need to backtrack down the way you came. However, don't expect a clear pathway, because Chinese reinforcements will be coming up to intercept you. You should be able to make it to the series of staircases leading back down the mountain before you run into any enemies, but as you begin engaging them, shoot who you can and start to retreat back up the stairs. Doing so will force the Chinese soldiers in the area to chase after you. Since this will give you the high ground every time, the soldiers chasing you will be nothing but fodder for your rifle.



When the coast is clear (or, at the very least, when most of the enemies have been nullified), you can begin running back down the multiple staircases that lead off of the heightened area and back down towards the water's edge. You'll not only find a craft by which you can navigate the river with here, but you'll also find out that you and your partner are marked men with bounties over your heads. The situation is getting serious, but there's no time to worry about that right now. Jump into the watercraft to begin this next part of our mission.



Make sure to carefully read the on-screen prompt regarding how to control the hovercraft before going on your way. It's important you're able to control it, because not surprisingly, you'll find yourself under siege as you go up the river. You'll want to begin by going away from the rubble created by the fallen bridge (naturally), which will allow two enemy hovercrafts to pursue you. Take them both out quickly (you'll be driving while your partner guns). Believe it or not, going slowly to take them out makes destroying them easier, so give it a try. Just don't stagnate in one area for too long. And, of course, keep an eye on your health.



As you continue up the river, you'll be challenged by many a Chinese soldier. Some of them are equipped with machineguns, while others are equipped with deadly rocket launchers that can do serious damage to your craft. Whether or not you want to book it through these areas or take your time and snipe enemies as you go is up to you. It's most important either way that you watch your craft's "health" bar. You'll also encounter more enemy crafts to fight. Eventually, however, you will reach a dam that will be blocking your path. So head to the nearby dock and dock your craft, and then get out of it. You'll find yourself back on foot and ready to do battle.



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Secondary Objective: Take down the Chinook Helicopter. (\$10,000)
 "Luckily, Alice is making sure this mission is not a complete waste for you. She's found a way to help you make some cash. Take down the first Chinese troop helicopter and you'll be compensated by the North Korean government."

Secondary Objective: Kill the first heavily armored soldier. (\$15,000)
 "Luckily for you, Alice just found out that the North Korean government will reward you for the first heavily armored soldier you're able to take down."

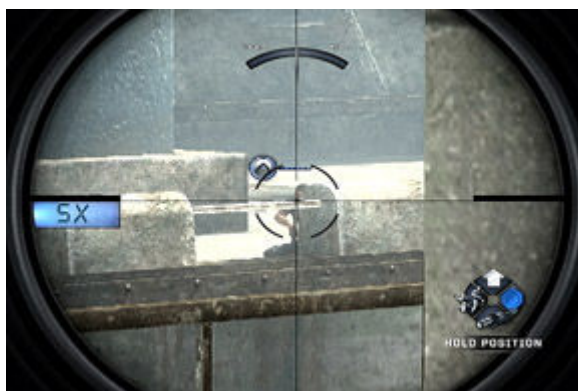
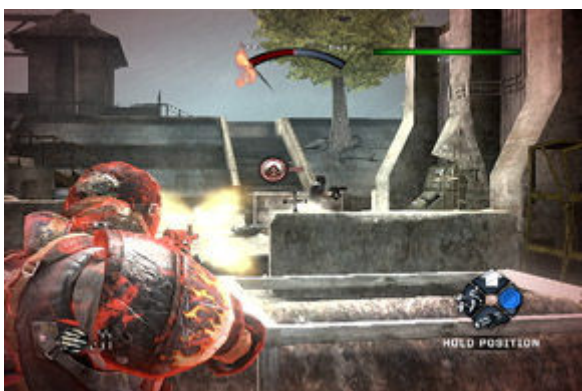
The upcoming section is about as hairy as they come in Army of Two. Because of this, we won't give you *precise* instructions on how to get through this area. Instead, we'll give you a few paragraphs of generalities and tips, because you'll likely find your own way of getting through this area alive that may have differed from ours. It's so hectic and full of enemies, that you may indeed be in a different position then we were getting through. It's all about survival! So, run up the staircase ahead of you (for starters) after getting off of the craft. Accept or decline the offer for some mid-mission shopping, and as you run up the stairs, get ready to battle.



You're going to be pressed the second your face is shown to the enemy. There are enemies ahead of you *and* across the dam on the other side. This compound is basically shaped like a giant "H" that's connected via a bridge in the middle. You'll start out in the lower right of the "H" and should do your best to take out as many enemies as you can from this location, since it's the most protected in the entire area. The enemies ahead of you should be a priority, of course, but also turn your attention to some of the enemies on the platforms at the top of the "H", with their deadly sniper rifles.



Speaking of sniper rifles, you can definitely use your own to take out enemies that are far away or are adept hiders. The downside to this is that to aim with your sniper rifle, you're going to need to expose yourself, which is a deadly maneuver if you have all of the aggro. As a result, you'll want to send your partner aggressively forward to take all of the heat. When he has all of the attention, you can then break out your sniper rifle and do your worst. And yes, there's a heavily-armored enemy in the area (as the lucrative secondary objective suggests), but because he must cross the bridge in the middle of the area, he's surprisingly easy to kill. Just don't let him get all the way across, or he's going to be more of a nuisance (at that point, grenades work well).



When the right side of the "H" is cleared, and once the heavily-armored soldier is down, you can run across the horizontal section of the area (the bridge) and take out any enemies remaining. If you're under fire from an unknown sniper, which are likely to be the final enemy holdouts, consider sending your partner aggressively forward to draw the fire from him (or them). Once that happens, their positions should be seen, so you'll be able to easily take care of residuals in the area until there are simply no more enemies left. Phew!



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Briefcase #1

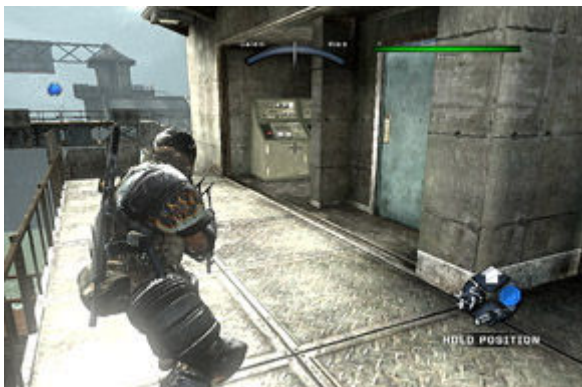
With the enemies in the area all slain, things should be quiet. This will give you an opportunity to get the mission's first briefcase. The first briefcase in China, worth a staggering \$10,000, is located in a rather conspicuous place. You just have to know where to look. When you reach the dam in the area, you'll notice that the compound above it is shaped like an "H" (those who have read the walkthrough above already know this). If the lower right side of the "H" is from the staircase leading up, then the briefcase is located on the lower left side, across the bridge.



Once across the bridge, seek out a little guard station with a short staircase leading up to a square-shaped walkway surrounding the station. On the back end of the building, clear as day, you will find this silver-colored briefcase, chock full of valuable information ripe for the selling.



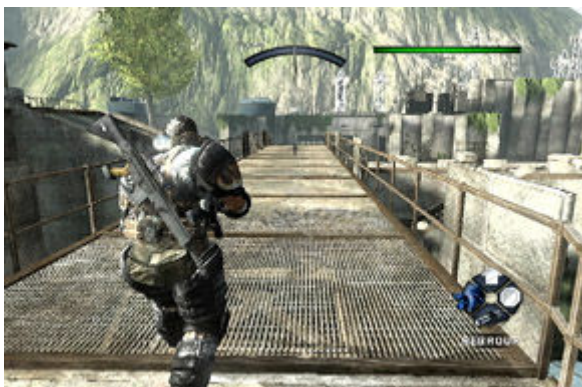
With the above briefcase in hand, it's now time to mess with the dam's mechanisms so we can continue on our way. Head back across the bridge in the center of the area, and go back towards the beginning of the area (where you originally came from). Remember where we just grabbed the briefcase from? Well you're looking for an identical setup, but on the opposite side of the dam. There, you can find a mechanism that will control the gates below. Approach it and examine it to press the button, and watch the gates swing open. Then, descend the staircase back towards the watercraft.



Once you're back inside the watercraft, drive forward through the now-open gates and park the craft on a similar docking area to where it was previously docked before the gates were unhinged. Then, walk off of the craft and climb the rather length ladder leading back up to the dam control area where we previously fought. If you were wondering where your partner was this entire time, he'll automatically stay atop the dam, "covering" you. Don't worry, though. You won't run into any enemies here. Yet.



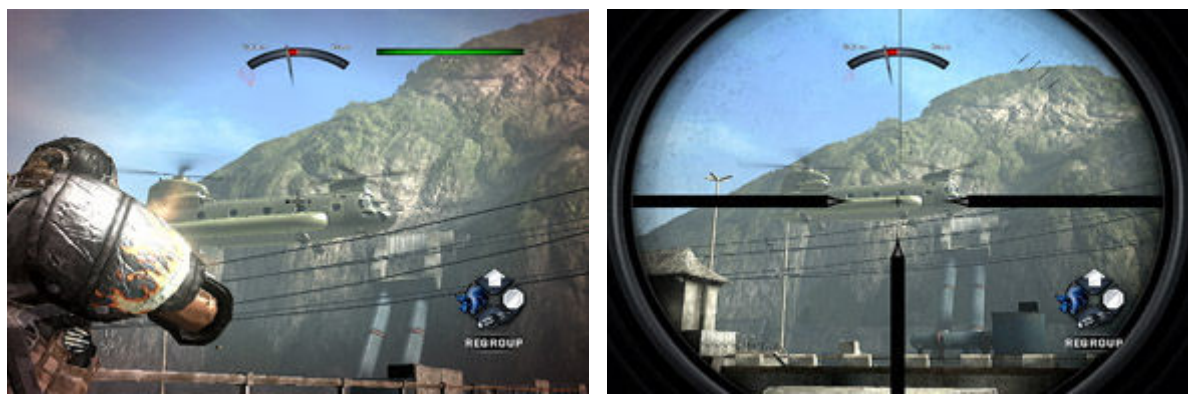
Once reunited with your partner, you'll be instructed to raise the water level now that the watercraft is parked in the appropriate place. However, you'll be on the left side of the "H" shape, and will need to get back to the right side. Do this by crossing the bridge in the middle of the area. On the other side of the bridge, the control panel used to raise and lower water levels will be against a concrete wall. Examine it and the water level will be raised. But it's at this point that new waves of enemies will show up.



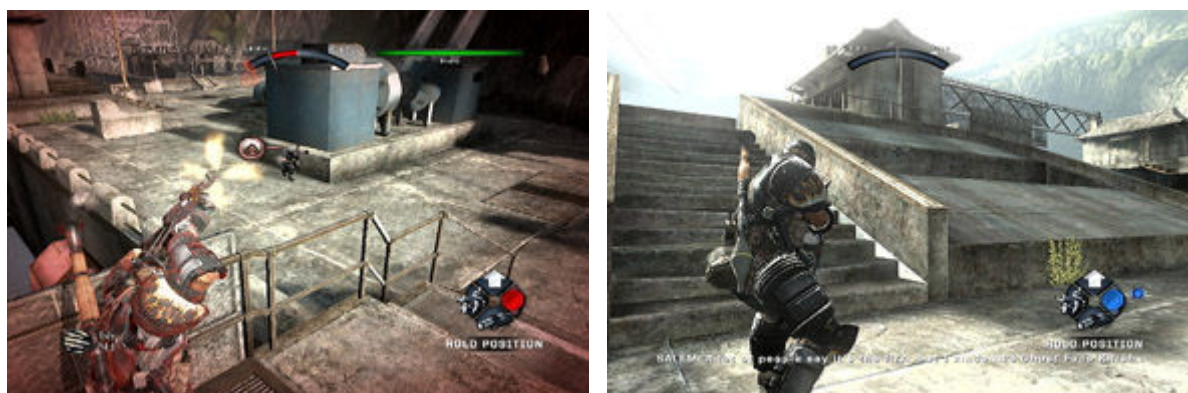
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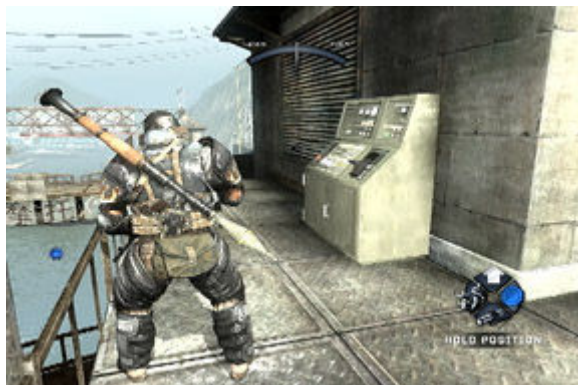
A Chinese helicopter will appear on-scene. This is the one that you can destroy via your secondary objective, but doing so is extremely difficult for more than one reason. First of all, if you don't have an RPG or Stinger as your "special" weapon, then your chances of destroying the helicopter are nil. If you do have a high-explosive special weapon, however, then aim your missiles or rockets at the helicopter and take it down. Otherwise, save your ammo. You should be rich by now, anyway!



As far as the enemies that the helicopter drops off, well... you know you'll have to deal with them as well. There aren't too many of them, however, and thankfully, they're all concentrated on the far end of the H-shaped area, so you can really concentrate your attention (and your fire) on them from the bridge in the middle of the two areas. If you keep your partner stationary on the bridge firing down on their position, you should be able to rather easily flank their position, where they will be fodder for your firearm.



With the majority of the enemies defeated (or better yet, all of them), you can head to the third and final control panel in the area, which will open the far-end gates on the dam so that we can proceed with our dangerous mission (which is, at this point, a mission of survival). You really ought to kill all enemies in the area before hitting the control panel (which is located on the top right side of the "H" shape), however, because more enemies will appear as soon as the gate is open.



This new batch of enemies will appear on the opposite side of the control panel, so you have plenty of room to work with. Your best bet, as was the case before, is to send yourself forward with your partner staying behind firing suppressing shots to distract your foes. Then, you can work with your machinegun (or grenades) to take out any remaining foes. It's not that these enemies *have* to be killed, but you should take them out anyway, especially because they could be carrying valuable ammunition that you're probably starving for at this point. After they're slain and the area is cleared once more, take the staircase on the other side of the bridge (near the starting point in this area) to reach your watercraft.



Once in the watercraft, you can enjoy a leisurely ride down the river that's, believe it or not, devoid of any enemy contact. You will, however, uncover more of the story as you and your connection back in the safety of the States discuss things. Simply go up the linear river (jumping over some debris to continue) and head down until you see a long, wooden dock on your left. You can park your watercraft here, getting out of it thereafter so we can continue on our way.



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Run down the wooden pathway from the docks. It will lead to a gap in the pathway, however, so you'll need to jump down and then use a step-jump to get back up to the second fragment of the walkway. Whether you or your partner goes up first, you need to kill a few enemies on the other side of the bridge before continuing, so don't just jump up there willy-nilly without looking at the situation first. When they're killed, grab any ammunition they might have dropped as you continue onward.



The village up ahead is quaint enough, but don't be fooled. There's dangerous men with dangerous weapons in the area, and the first two enemies you'll see are located right ahead of you after crossing a small bridge. With their backs turned towards you, you have several options on how to proceed, including a co-op snipe. If you opt to kill just one (thereby alerting the other to your presence), kill the one on the right with the RPG. He's much more dangerous. Then, crouch in a nearby safe position as you let a few stray enemies come your way, which you can then kill at your leisure.



As you breach this small village, you'll notice immediately that your enemies have the advantage due to their awesome positioning behind various wooden and metal barriers surrounding the various houses and other structures. This means that to survive here, you'll have to be extremely aggressive. Both you and your partner should run forward with guns blazing, taking out enemy after enemy as you head forward, clearing the houses on the left side of the area. Make sure to grab any ammunition any enemies drop and, of course, take a breather if you or your partner are taking heavy damage. Now is *not* the time to have an injured partner or, worse yet, an injured *you*.



Secondary Objective: Retrieve the satellite data from the laptop. (\$15,000)

"Even though you're embroiled in the conspiracy of the century, Alice has still found a way for you to make some cash. She'll pay you for any satellite data you can find on laptops in the area."

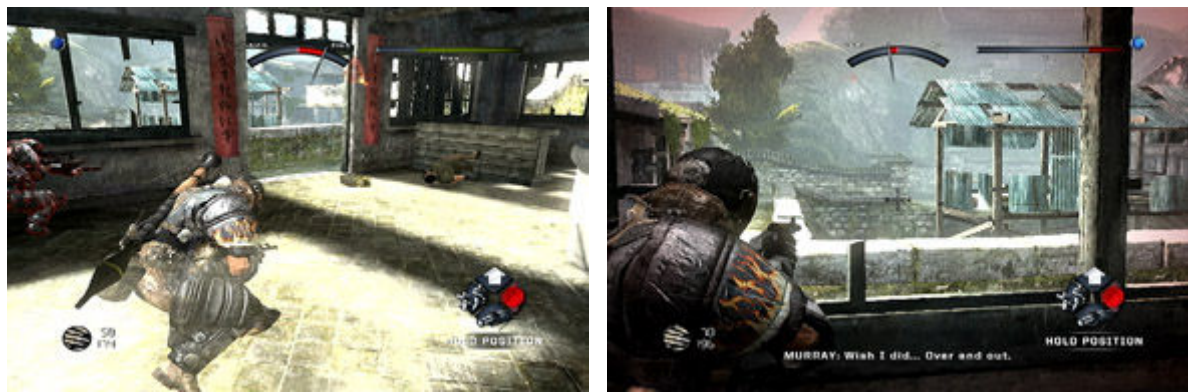
When you've killed enough enemies and worked your way far enough into the enemy village, two things will occur. First, your Stateside partner will let you know that she has a new secondary objective for you (as seen above). Secondly, you'll be informed that hostile helicopters full of Chinese soldiers are en route. And before you know it, they arrive with the promised reinforcements. Shoot what soldiers you can from the helicopter so they don't even have a chance to land at all. This will thin the enemy forces, which is a necessity here, because you're going to be pressed. Otherwise, you'll want to take refuge in the house in the middle of the area, which will protect you from enemy bullets and the like (though a brave one will rush into your house every so often, so be ready for that).



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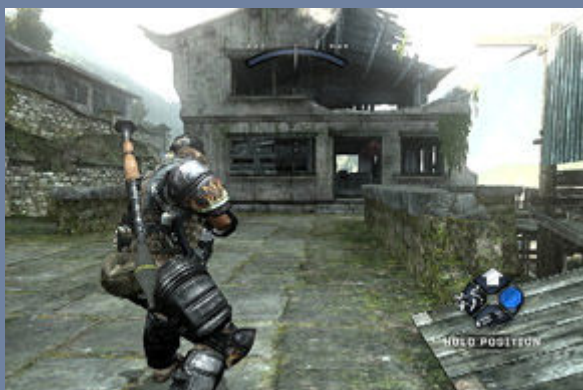
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Hold your ground in that house and let the enemy forces come to you. Most of them tend to stay stationary, but as we mentioned before, some are more aggressive than others. It's hard to tell you *exactly* what should be done here, because it's such a maelstrom of enemy forces that each experience is likely to be original in its own right. However, remain aware that you will be flanked by two helicopter drops.

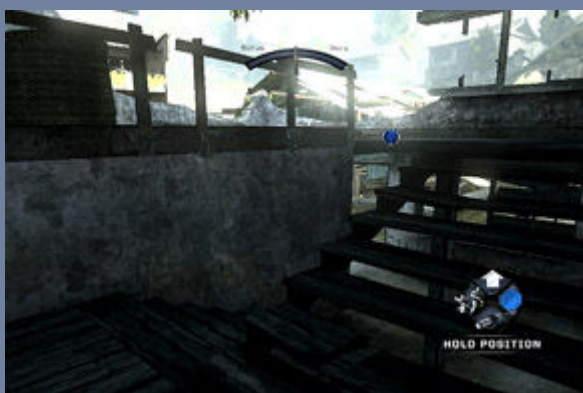


Briefcase #2

When the coast is clear in the quaint Chinese village, you can do some free-roaming exploration without being in danger of incessant enemy fire. It's at this point that you should go ahead and try to seek out the second \$10,000 briefcase on the China level. You'll want to go to the far side of the village (away from the infiltration point), where you'll see a house with a bombed-out second floor (look at the screenshot below). Enter this house.



Once inside the house, your quest will be simple. Look for a wooden staircase leading precariously up to the second floor. Then, go to the far end of the second floor, where this briefcase chock full of valuable intelligence will be stowed away against the far corner near some windows. Suddenly, you'll find yourself \$10,000 richer.



After clearing the locale of the numerous enemies, combing the area for any dropped ammunition (which is quite important to have), and grabbing the aforementioned second briefcase, it's time to move on out of this village. If you had scattered enemies left alive in the village, they'll actually give you a good indication as to where to go next (as will your GPS), since they will defend a huge aquamarine-colored steel door. You can find this door in the northeast corner of the village, although directions seem to be somewhat relative in this game. Either way, the door is as clear as day in the far end of the village, so approach it with both characters to open it, allowing you to move forward.



You'll be greeted with some good news as soon as you're through the door. On a crate in the middle of this storage area, you'll see a laptop clear as day. Approach the laptop and examine it, and you'll fulfill the secondary objective, grabbing satellite information from the hard drive. This will make you \$15,000 richer. Then, you can use the other huge, aquamarine-colored steel door to go back outside. Not only will you get your final objective of the mission at this point, but you will also find yourself under immediate attack. Run forward to the blown-out vehicle to take cover and begin returning fire.



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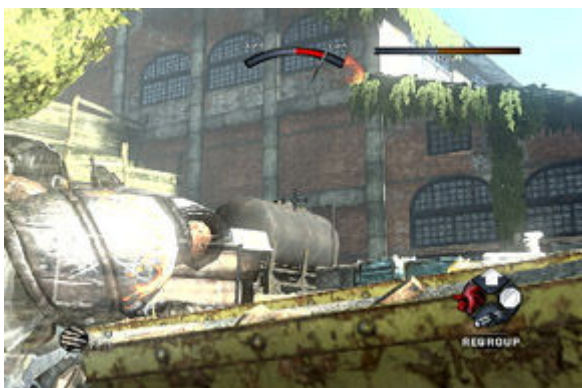
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Objective: Use the cargo train for extraction. (\$0)
 "You've been framed for murdering a U.S. Senator. To clear your name you'll have to take on SSC itself once you're out of here. A cargo train will pass under the last building in the mineral processing facility. Drop down onto the train to escape."

You'll be forced in this area to work your way up a mild hill, but this hill gives your enemies a distinct advantage, since they hold the high ground. That means that the cover you use *must* be adequate enough that bullets won't be able to graze over cover and into your flesh. A great place to rest your initial charge is behind the yellow dumpster full of debris, as seen in the screenshots below. To get there, you'll have to kill and push forward through the first few enemies, but it should be no challenge. Once you arrive at the yellow dumpsters, however, the heat will pick up considerably.



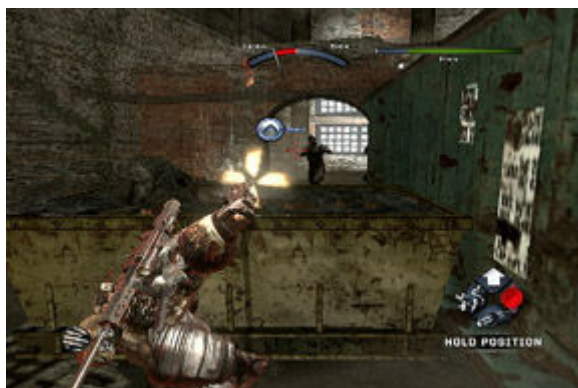
You'll undoubtedly notice that the most pesky annoyance in this area is none other than the stationary machinegun at the top of the slight hill. This machinegun will rain fire down on you and your partner, but if you use aggro here, you'll be able to overcome this challenge. If you're able to nullify the gunner, however, you'll be home free (until another enemy decides to man it). The best idea is to use your sniper rifle (while your partner has all of the aggro, and is therefore taking all of the fire) and shoot through the small hole the gunner looks through. This takes careful precision, but it's not as hard as it sounds. Just remember -- as we mentioned before, others will take his place. But the gap in heavy fire will allow you to get closer and closer to their position.



As you near the top of the slight hill, any holdouts will begin firing on you in an attempt to keep you out of the warehouse ahead. However, cover is plentiful, so you shouldn't worry about having a good place to rest and fire from. Aggressive tactics work surprisingly well here -- try running up to the opposite side of the same cover an enemy is using. Then, put your gun over the cover and fire away to eliminate the threat. Just be extremely careful as you approach the warehouse entrance, because if a stray enemy gets on the stationary machinegun as you helplessly approach it, you'll be mincemeat in short order.



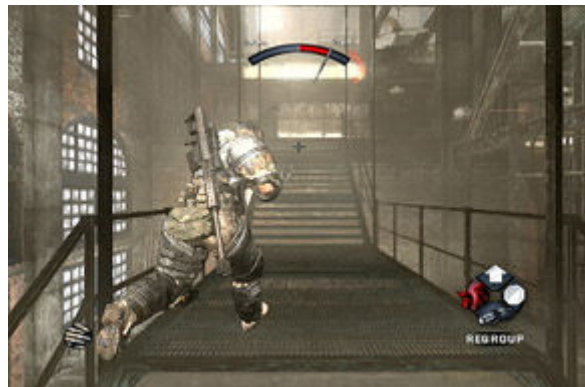
The warehouse will seem eerily quiet as you enter, but it won't remain so for long. We should mention that there is an alternate route into the warehouse if you choose to explore it. Instead of going through the front entrance, go around the right side of the building and breach it from another doorway there. However, we recommend against it. As long as you don't fire your guns or make too much of a fuss, you'll be able to get well into the warehouse and situated before the enemies even know you're there. Once they do, you should be well-placed enough that you can begin to eliminate the enemies methodically by pushing forward incessantly. Any remaining holdouts will end up in the bathroom at the back end of the warehouse, where you can clean them up easily.



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If you hear any beeping while you're going through the stage, don't worry just yet. Yes, that is indeed the familiar sound of a proximity mine (several of them, actually), but they're above you. We'll let you know when they should be worried about. In the meantime, when the enemies are cleared on the first floor, go to the right side of the building and climb the stairs to find enemies along gratings, stairs and on the second floor of the structure. Your biggest concern here should be the stationary machinegun (strange place for it, we know). Use your sniper rifle tactics to eliminate the enemy through the eye hole of the armor, or simply rush their position and hope for the best. Just leave your partner in aggressive-halted mode to draw enemy fire.



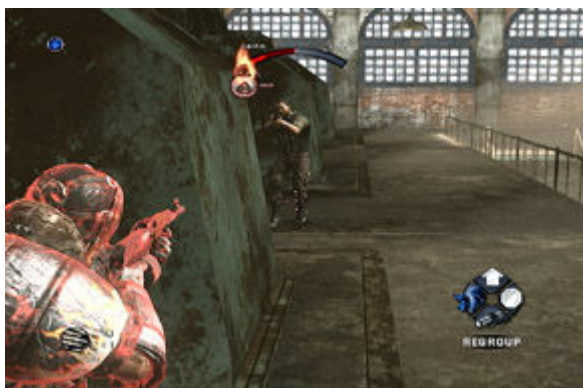
When you've finally managed to reach the second level, you have some options. The first thing you should do is call your partner towards you so he can help you out. Hopefully, you and your partner managed to thin out (or clear out completely) the enemy threat on the second floor. If not, that's okay, because there's plenty of cover for you to work with as you yourself are on the second floor pushing towards them. When they are eliminated, you will come to a quintessential Army of Two step-jump opportunity in the form of a severed staircase. Pull yourself up first and quickly draw your weapon to take out a couple of enemies who will run down the stairs to greet you. Then, when the coast is clear, pull your partner up before proceeding.



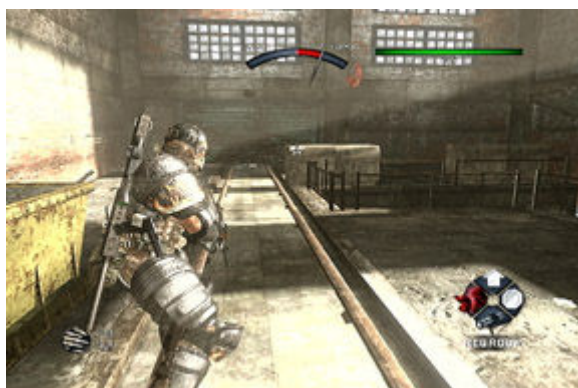
This part of the warehouse is perhaps the craziest of them all. The proximity mines you've been hearing since you've entered the warehouse are on this level, and there are multiple ones, so you need to be extremely careful as you walk around. Enemies, sadly, don't seem to trigger these mines, but you will. There's also a heavily-armored foe that will necessitate flanking in order to kill (since he must be shot in the back or side). Make him your absolute first target, since he's the most dangerous, but don't neglect clipping some of his friends when you're given the opportunity as well.



Now, there's a section of the warehouse above you, and that's where you'll be able to make your escape. Sadly, if you're improperly positioned, enemies from up there will be able to fire down on you. Because of this, you'll want to try to hug the right wall as you go forward, taking out enemies and shooting proximity mines before you get to them to prematurely detonate them. A surprisingly great maneuver here is to keep your partner at the beginning of this corridor firing down on your foes. You can then go through the machinery that separates that corridor and kill unsuspecting enemies fixated on your friend.



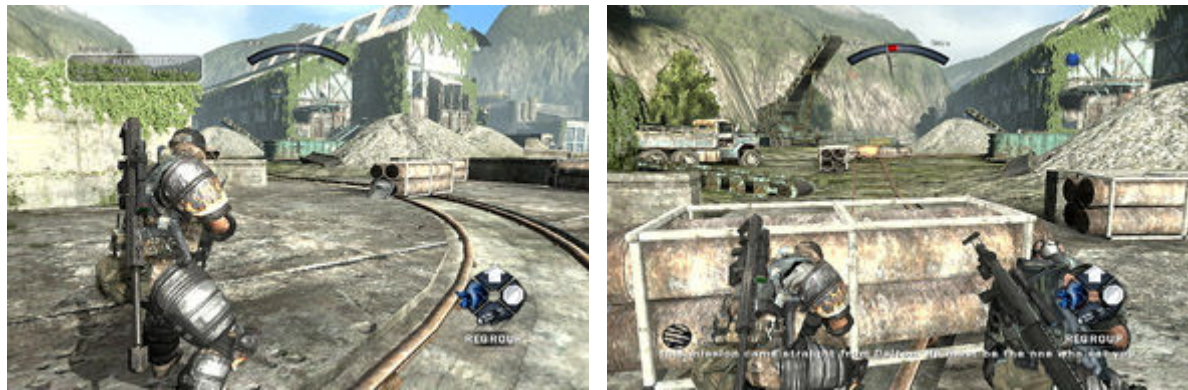
As you climb up to the area above, the topmost area of the warehouse, lay fire on the enemies ahead. This is the last of the foes, as long as you killed all enemies in the previous areas. If you didn't, you might suffer from a flanking maneuver from scattered remnants of the enemy forces, so be careful. If you did kill each and every last enemy, however, and managed to kill some up here from below, then this will be nothing but an elementary exercise. Push forward, eliminating the last of the foes, and then go through yet another aquamarine-colored door with your partner's help. You'll find yourself back outside.



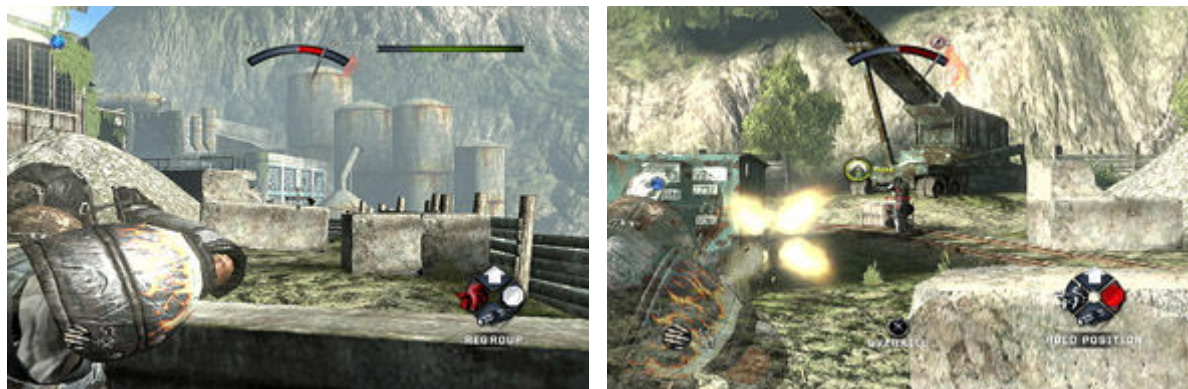
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Once you're outside, you'll be forced to go forward and around a bend, where you should have no doubt that hostile enemies are waiting for you. This is a difficult place, however, because you can be flanked (and *will* be flanked) by enemies on your right. So not only will you have to deal with enemies coming at you from ahead, firing on your position, but stray enemies will come around the huge piles of rocks on your right and fire on you from there as well.



Thankfully, we have a great solution to this problem. This solution is especially useful because there's a lone heavily-armored enemy in the area that must be shot in the back or side. The jersey barriers covering you should be ample for your partner to take care of foes ahead. Keep him there firing and drawing attention. You should focus your attention on the right, clipping the first few enemies that round the rock pile and come at you. Then, vault over the barrier, go around the piles of dirt (killing more unsuspecting enemies you encounter) and find the heavily-armored foe, who is no doubt concentrating on your partner. Take him out quickly and then call your partner to you.



From here, it's a cakewalk (for the time being). Enemies will be so confused by your dynamic pincer that they'll have no idea what's going on. In fact, enemies seemed to have been running away, gunning at our partner, that we killed at least a half-dozen of them as they ran right towards us. It was like shooting fish in a barrel. That's why we can't stress enough how good an idea it is to do exactly what we just outlined above here. It will net you an easy victory, but in the words of Faith No More, it will only be a small victory.



Briefcase #3

With the enemies in the area eliminated, all should be temporarily quiet. This will give you a great opportunity to find the third and final briefcase on this stage, worth a healthy \$10,000. Take a look at the building on the far right of this area. This is where you were fighting to get to. But along side the building, you'll see a green dumpster. If this seems like a good place to hide a briefcase, well then, you're absolutely right.



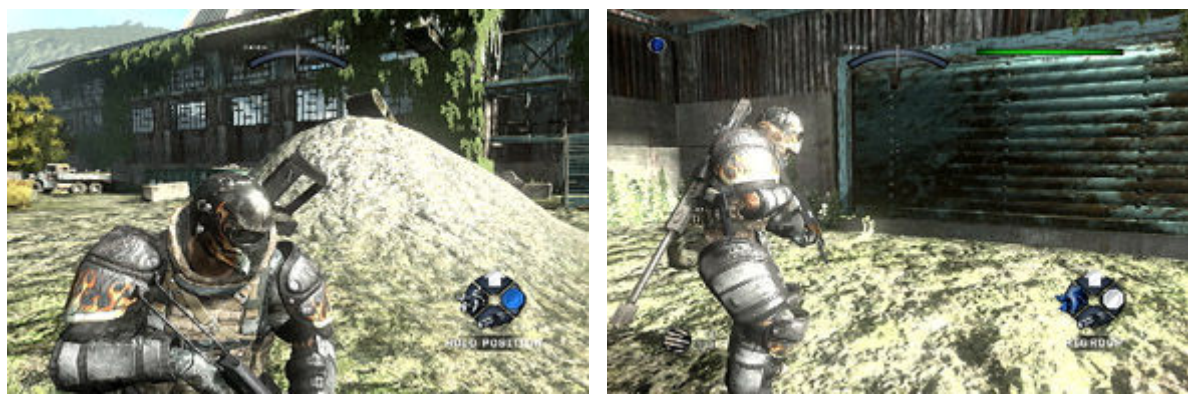
Approach the green dumpster. If you go along it and then to the back end of it, you'll find the briefcase in question sitting against the far side of the dumpster along the wall of the nearly-destroyed building it's adjacent to. And that is, indeed, a beautiful thing.



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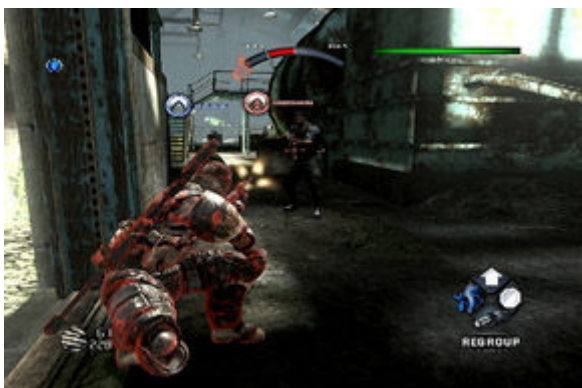
With the briefcase in hand, make sure to run around and slay any remaining enemies. It's also a very good idea to comb the vast area and pick up any and all ammunition dropped by foes. You're going to need it. Once you're done, approach the staircase on the side of the building, but don't go up it. Instead, approach the aquamarine-colored door near the stairs and attempt to lift it up with you and your partner.



Your efforts will be temporarily successful. The door lifts and it appears you've breached yet another enemy stronghold in your mission to get out of Dodge. But an explosion will send you and your partner careening backwards, and as you get up, you'll be surrounded by enemies. Now is the time for back-to-back mode. Remember that ammunition is unlimited in this mode, so hold down fire and circle around, killing any and all foes you see (your partner will automatically do the same, as you know by this point). Then, when you get out of the mode, clean up any remaining enemies before heading inside of the building.



This is where the enemy will make its last stand in China. This is an extremely crazy fight, however, and you're going to be pressed from the very beginning. Don't try to sneak into the building. The enemies are going to see you regardless of what you do, so just rush in and head leftward to the first cover you can find. It's at this point that fire should be returned to enemies. Take out who and what you can, but believe it or not, taking out enemies isn't a priority right now. Getting to a position where you can do that more effectively is the priority.



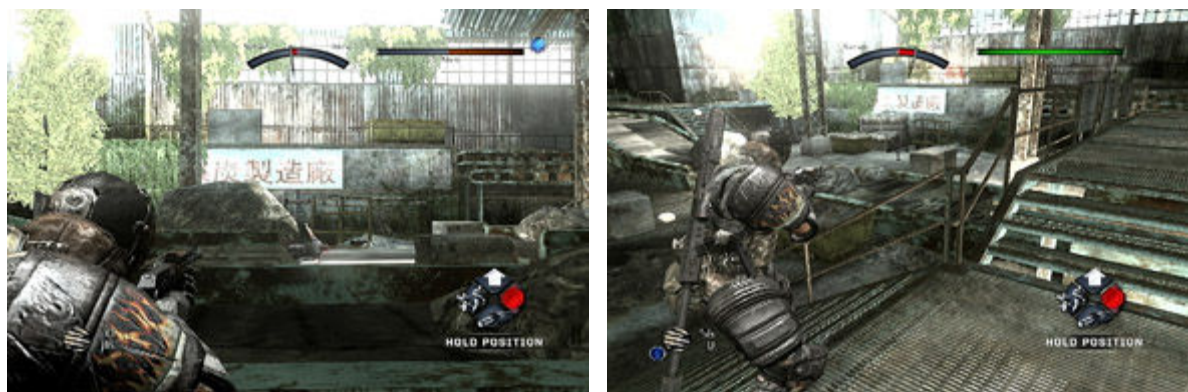
That position can be a few various locales in the warehouse, but the place we recommend going to is on the left side of the building. What you will find there is a conveyor belt. However, this conveyor belt is pretty low to the ground, and while it provides some cover, it's not adequate. The rocks and stones on the conveyor belt *will* provide the needed cover, however, so duck behind one of those, and have your partner do the same. From here, you can launch your offensive.



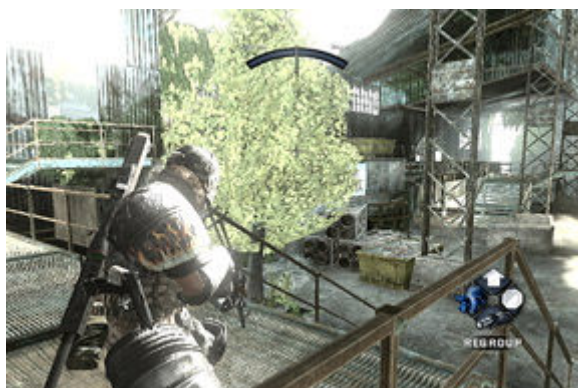
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Mission Five: Rural China (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
Part Seven	Part Eight	Part Nine	Part Ten	Part Eleven	Part Twelve

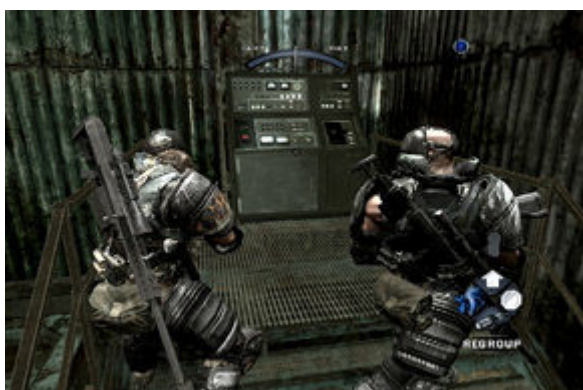
This is going to take some patience, because your enemies will have plenty of cover for themselves, and will scantly make themselves seen (except for to shoot at you, of course). So take it slow, aim at one enemy at a time, kill that enemy, and move on. Watch your right flank, since it's possible enemies will come from there and get you, but since they need to go along the vast system of catwalks to get there, chances are you will have seen them and killed them before they arrive. Grenades and sniper rifles work especially well here, but in both cases, you'll need your partner to have the full brunt of the aggro to aim properly.



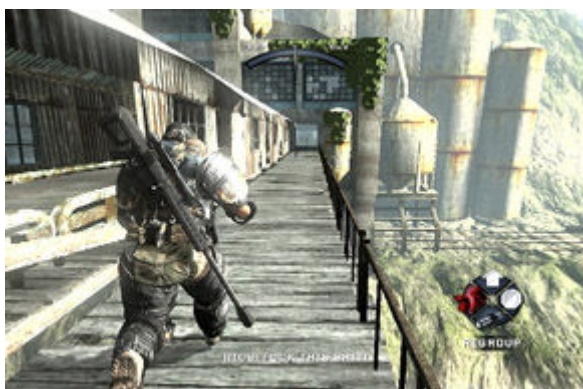
When the enemy numbers start to dwindle, you can come out of your hiding spot and go to town on any of the remainders. Keep an eye (and ear) out for gunshots which will give away the position of any surviving foes. Run around and collect any dropped ammunition from dead enemies and be sure no one is left alive (except for you and your partner, that is).



Once the vast room is cleared and ammunition is collected (though, granted, you won't find much use for incredible amounts of ammunition at this point), seek out a control panel on the left side, up some stairs. Once you examine this control panel, some rocks will be transported and fall onto a conveyor belt. The result of this isn't immediately known, but rest assured it must be done. When you do this, a few more enemies will make themselves known on the far side of the warehouse. You should be able to make short work of them, however, so let them come to you and do them in thereafter.



With the second small wave of enemies killed, you can head out of the warehouse via a northern door. Resist the urge to run down this outdoor corridor, however. There aren't enemies, but there *is* a game-ending proximity mine just waiting to detonate in your face. Keep an ear out for the beeping and shoot it from afar when you see it. Then, walk past it and into the building on the other side of the corridor. Two enemies, the last two of the mission, will confront you. Kill them both, go down the stairs, and to the large control stick. Examine it, and after an extensive cutscene, you'll find yourself, of all places, back in the States.



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Mission Six: Miami, USA					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
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Objective: Find and eliminate Ernest Stockwell. (\$0)
 "The evidence suggests SSC CEO Ernest Stockwell is the mastermind of the still-unfolding conspiracy. He's been working with Clyde, revealing troop positions to U.S. enemies so SSC looks better by comparison and gets more jobs. Find and kill him."

Objective: Find and rescue Murray, get her to the extraction point alive. (\$35,000)
 "Alice Murray, your friend and contract handler for fifteen years is being held hostage. You need to find her in the luggage room and save her. But be careful. It's obvious they're using her as bait to get to you."

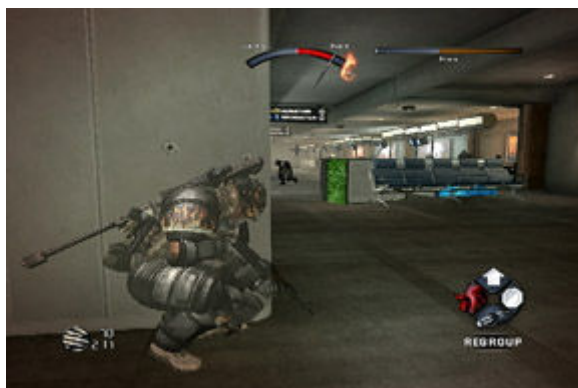
You'll find yourself in Miami, Florida during a category five hurricane described in-game as "worse than Katrina". Set in the near future, this mission has no historical context. Instead, it's the last mission in the game, a mission of redemption, of proving you aren't who everyone thinks you are. You'll begin the mission in a watercraft identical to the one you used in China (if you watch the cinema leading up to the stage, you'll see how you ended up in it in the first place). Simply drive your craft forward along the linear, flooded corridor, and drive it right up the stairs, parking it vertically along the pathway. This will allow your partner to fire on some enemies down the pathway.



You can stay in the craft as long as you want your partner firing at foes. Doing so will make you impervious to enemy fire (for a time, anyway) and will allow your partner to fire at enemies, thinning their ranks. But eventually, you'll be forced to abandon this mantra and go forward on foot. There's no cover when you get out of the craft, so rush forward to the first merchant stand on your left and use it as cover, killing whoever you can as you go. Have your partner enter aggressive mode (staying with you) and have him take some of the aggro as you concentrate on foes on your right, who will be using a locker-filled crevasse for cover of their own.



The idea here is to press forward incessantly. Clear the enemy ranks, press forward, clear more enemies, press forward again, and so on and so forth. The middle of this corridor is completely devoid of cover, as is most of the right side, meaning you'll need to use cover on the left side to push forward. As the corridor thins, however, cover will be available in the form of seats and other obstructions, so use them to the best of your ability, consolidating any remaining enemies into one area, where they can all be eliminated en masse.



Ahead you will spot two staircases on your left leading up to the floor above. Before you go up those stairs though, it's extremely important you clear out the enemies on the floor you're on first. You should also comb the area for any dropped ammunition, since chances are you'll need to replenish your stock. You'll hear some commotion from above, so no doubt you'll be fighting once you're up there. Regrettably, however, you won't be able to take any good shots at the foes waiting for you up there, so once the first floor is cleared, it's time to run up to the second.



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Mission Six: Miami, USA (Continued)					
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Any enemies you didn't manage to kill will run up to the second floor as you draw near to the staircases that lead up. We recommend taking the staircase on your right (if you're facing them) in order to meet the threat, but take it slow initially, peeking your head above the stairs to take out any enemies waiting for you. Then, run forward to the small merchant set-up that the enemies are using for cover and clear it to make it your own. This set-up works extremely well for you, since it will cover you on three sides.



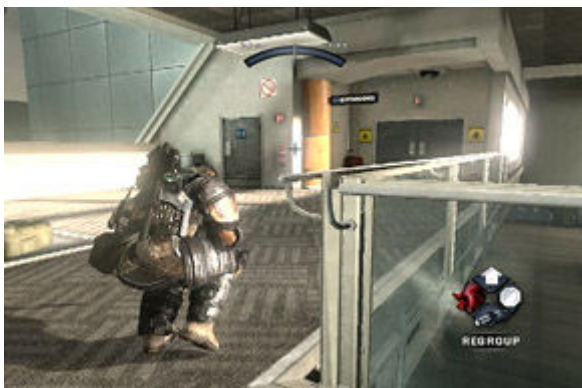
Any enemies who retreated up here will supplement the numbers of the bad guys who were already stationed there. You'll need to be patient, keeping your partner with you, aggressively firing as you pick off the residuals. These enemies have a strange habit of throwing a lot of grenades, so if one is chucked your way, get out of dodge quickly before it detonates. Otherwise, keep an eye on the lockers to your left, where any remaining holdouts will be located.



In the picture above on the right, you'll see a flanking maneuver being expertly executed on some foes who are firing down the corridor towards our stationary partner. Taking all of the aggro and endlessly shooting, your partner will be able to draw fire from these foes on the far side of the second floor as you work your way towards them, where they can be shot from the side. Then, explore the rest of the square-shaped floor to make sure that no enemies remain before seeking out the silver staircase that leads up to the third floor.



After fierce fighting on the first and second floors, you may be surprised to learn that there is no one to fight on the smaller third floor. So, run up there with your guard down, because you won't have to kill any remaining soldiers. Instead, seek out a door that leads to an adjoining corridor (you and your partner must open this door at the same time), and then run down the corridor beyond the door, which is also free of any enemy presence. It's at this point that you'll get both a primary and secondary objective added to what you already have to do.



Objective: Find and eliminate Phillip Clyde. (\$20,000)

"Your friend and longtime weapons dealer Cha Min Soo will pay you well for killing Clyde - though by now you'll probably want to kill him even if you weren't getting paid. Don't mess this up, though, or Cha Min Soo will come after you."

Secondary Objective: Kill Smiley's Bodguards #1-4. (\$20,000)

"Your friend and weapons dealer Cha Min Soo will pay you for each of Clyde's personal guards that you manage to kill."

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Mission Six: Miami, USA (Continued)					
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You've been in some pretty hairy situations so far in the game, but nothing yet has been as hairy as the intense firefight that's about to ensue as you walk into the next huge room of the airport. There's something to be thankful about, though, and that is that you have the high ground here. As long as you don't give it up too early or stray too far from it, you're going to be fine. But let us stress above all else here patience. Take things slow. Let enemies reveal themselves and come to you, and *don't* let your partner go down the stairs to the floor where the enemies are located. It's very important that you keep him with you.



There are two heavily-armored enemies in the area that need to be taken out, as well as scores of regular enemies running around like madmen. They'll hide behind the lockers to your right (to the right of the stairs leading down) in an attempt to flank you. If any enemies get there, it's important you stop shooting on enemies elsewhere and prioritize taking them out first. Then, redirect your attention elsewhere. While you'll have to go down to engage the enemy eventually, *don't* do so until you adequately thin out the enemy lines. That means killing *at least* a dozen enemies, if not more, before going down the stairs. Once you do, immediately take cover so that your back is against a wall (to avoid being flanked) and begin firing on more targets.



Depending on how well you did thinning out the enemy population before descending the stairs, you may or may not have to deal with an influx of enemies storming your position. Though there's going to be enemies left over regardless of how thorough you were from above (since some simply won't make themselves seen until you go down the stairs), the number of enemies left over is going to depend entirely on thoroughness. The best idea is to try to get to the windows on the far side of the screen as soon as you can. This will catalyze an event in which a half dozen or so enemies will jump in through the window. If you have a full barrel and a well-aimed gun, you can shoot them as they land, so that they are never so much as an issue.



Once you're done eliminating those foes, find cover once more. Remember (though you've probably figured this out on your own by now), good cover is *beyond* integral here. It's absolutely mandatory. You'll be getting shot at from so many positions that it's a near impossibility to survive if you and your partner aren't well-covered at all times. Oh, and as for those two well-armored soldiers? Well, chucking grenades at them from above would have done them in rather easily, but if you have to deal with one (or both), leave your partner stationary, firing at them to draw their attention. Then, simply flank them and deliver the killing blow.



If the windows the enemies rappelled through are to your right, then you'll need to go forward through this area to the baggage claim terminal. The circular baggage claim machines make great places for enemies to hide out in, but you can expel them from their positions by throwing grenades and storming them after the grenades are thrown. This will preferably kill the enemies there, but at the very least, it will force them to retreat further, giving you a great place to take cover as you finish the rest of them off.



Depending on how long you took to kill the enemies in the prior place, you may or may not have given a good amount of them the time necessary to escape to this point. That's important to note, because this part of the stage may be empty, or it may be chock full of enemies (or, of course, somewhere in between). Either way, the foes here must be methodically eliminated for you to continue. You'll also want to keep a keen eye out on the catwalks and offices above you, where any remaining holdouts may be waiting. It's unfortunate, but to make them budge, you'll have to climb the stairs and storm them manually. There's simply no drawing them out of their nook, and can you blame them? You've already killed a hundred of their friends!





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Mission Six: Miami, USA (Continued)					
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Briefcase #1

There are only two briefcases in Miami, the final mission of the game. The first is located nearby, after you clear the baggage claim area. During this area, you need to climb a staircase (as seen in the screenshot below) and head towards an office with dark orange-colored floors. If there are enemies remaining in the area, you should kill them as you see them, but preferably, you won't attempt to get this briefcase until you've already made sure the numerous enemies in the area are killed.

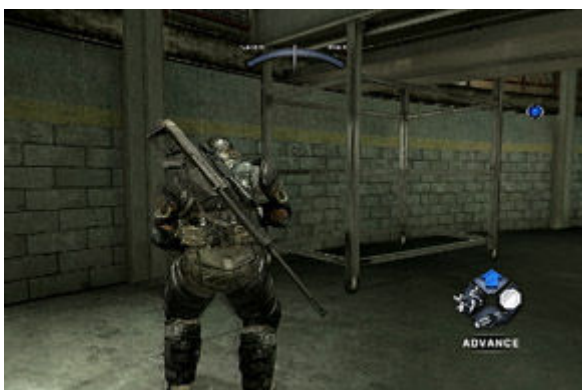
Once you've reached the office, finding the briefcase is easy. The office has a pathway going around the right of it outside the office, so you can either take that pathway into the other office entrance, where the briefcase will be to your left as you enter the door, or go through the door of the office closest to the staircase, where the briefcase will be located in the far right corner near the other door.

If you're up in the office where the first briefcase was found (worth a staggering \$15,000 by-the-by), then you're really close to a control panel that we must seek out in order to move the baggage conveyor belt to it's appropriate place. This is how we'll continue. Seek out the control panel by running through the aforementioned office. The control panel, once activated, will begin to move the conveyor belt, but it will get stuck on a door above. Drop back down (by going down the stairs) and run back up to the second floor via another staircase deeper in the room (use your GPS if you're lost). Approach the door that's snagged on the conveyor belt and examine it to move it.



Once the door is moved, you can jump back down to the ground floor and push (with your partner) the conveyor belt so that it lines up with the doorway leading to Alice's holding cell. Doing so will alert the remaining vestiges of enemy resistance to your presence, but this should be nothing you can't handle. Begin running up the conveyor belt to greet them.



The room where Alice is being kept is small, and since part of it is cordoned off in order to make a cell for her, you'll have even less room to maneuver. Thankfully, the guards don't turn their venom on her, so as long as you can draw their fire, you can easily eliminate them. Then, open up Alice's cell and approach her for a brief cutscene. It's time to make your escape with her in hand, but don't carry her yourself. Remember when we had to take care of an injured prisoner earlier in the game? Well, you'll have to do that now. But, as was the case before, you'll want your partner to carry the prisoner so you're free to fight.



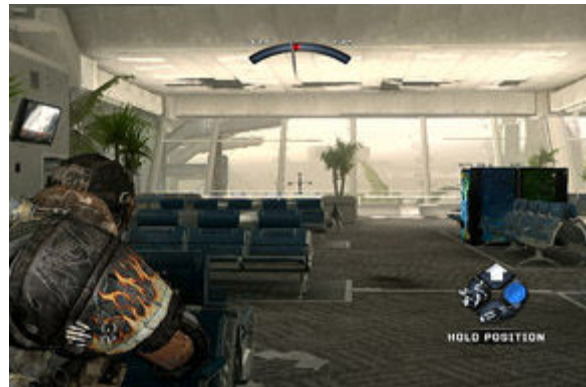
You'll need to protect Alice and your partner, who are both prone to enemy attacks right now. As a result, order them to hang back as you go forward from the jail cell and back down the conveyor belt. You'll meet three or four enemies in the area when you do, but since you hold the high ground and have plenty of cover to work with, they shouldn't be an issue at all. Just remember to hide when need be and expose yourself only when you have a good shot to take.



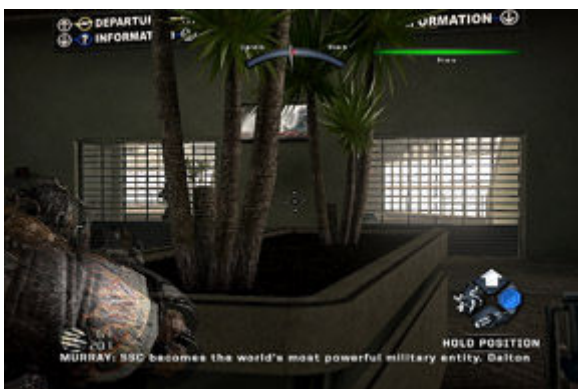
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Mission Six: Miami, USA (Continued)					
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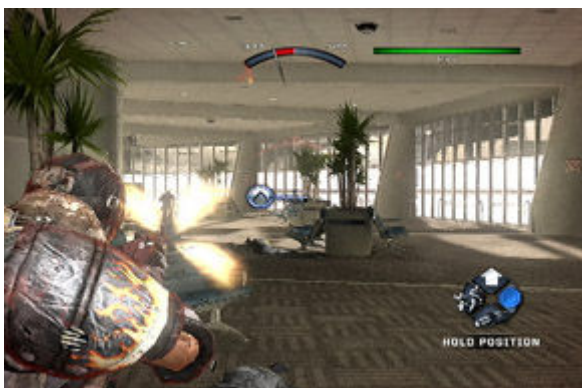
With the enemies at the bottom of the conveyor belt nullified, you're free to proceed around the rest of the baggage claim area. The gates you breached the area via are now sealed shut, but you can go around the side of the baggage claim, up a short set of stairs, and through a door that leads back into the previous, familiar terminal. Thankfully, there aren't nearly the number of enemies here that there were before, but you'll still need to deal with a small wave of enemies that will rappel through the windows in order to engage you. Approach them slowly and eliminate them methodically to make sure they aren't an issue. Then, begin to call your partner and Alice forward from their position, now that it's safe.



Safety is relative, however, because as you approach the gates adjacent to the baggage claim, Rios will make a call to your hacker friend who will open the gates for you. You can actually shoot some enemies through the gate before it's even open, which will make your life much easier when the gates are open and the enemies can rush your position (or vice-versa). This pathway goes around to your left, and the best cover is on the left side of the winding corridor and in the middle, so stay in one of those two positions heading forward.



For the most part, enemies will run towards you here, so if you want to make a racket with your gun and have the enemies come to you, that's fine. Stay crouched with your gun aimed at the corner. When the enemies round it, quickly lay into them. If you find yourself under fire from multiple targets, take out who you can before seeking cover, and make absolutely sure for the time being that you keep your partner and Alice back in the terminal. You'll need them to act as a distraction shortly, but before that time comes, you should make sure that all of the lesser enemies are cleared from this corridor.



We say lesser enemies because there's a lone heavily-armored soldier here. In fact, he's one of the four bodyguards worth \$5,000 to kill. Don't worry, though -- he fights just like any other pesky heavily-armored soldier. You might be at a loss as to what to do, since you always have to use aggro to eliminate these enemies. With your partner carrying Alice, it's dangerous to call him forward, but you'll have no choice to do so (unless you want to use grenades). When your partner appears, he'll fire on the heavily-armored guard, forcing him to turn around. It's at this point that you can lay the killing blow and make a quick five grand. As for escaping this area -- just approach the gate at the far end of the corridor. Examine it and it will open automatically in a cutscene. Alice will be able to escape, but your fight is far from over.



Objective: Eliminate Richard Dalton before he kills Ernest Stockwell. (\$0)

"Turns out your hunch was wrong. Stockwell had nothing to do with the conspiracy. It was all the work of your old friend Richard Dalton. Stockwell found out and now Dalton's trying to kill him. You must kill Dalton before he gets to Stockwell."

Objective: Ride the monorail to the SSC Tower. (\$0)

"The only way to clear your name is to kill Dalton before he kills Stockwell. And the only way to do that is to get to the top floors of the SSC Tower. But it looks like the only way to get there is to take the well-guarded monorail."

As you regain control, you'll see a watercraft in front of you, which is useful since the hurricane is still raging outside, and much of Miami is beyond flooded. You'll need to drive forward on the wet pavement until you reach the water, where you'll be able to control the watercraft a lot better. Almost as soon as you reach the water, you'll be met by a duo of enemy watercrafts gunning at you. Stay still and let your partner do the gunning necessary to send these crafts exploding before continuing.



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Mission Six: Miami, USA (Continued)					
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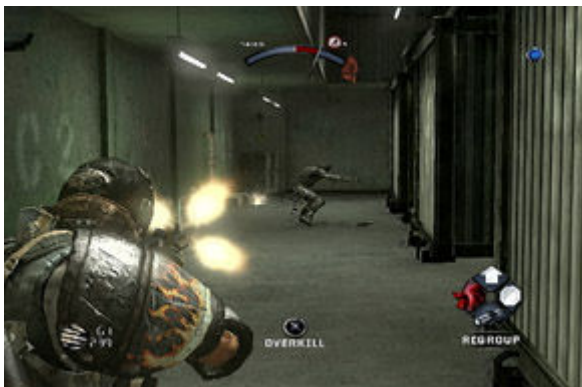
This area can be a bit hectic, so to get to where you need to go, we highly recommend you use your GPS, which will give you the proper direction you need (though if you do explore the entirety of the flooded area, you'll realize there is only one place you can go right now). More enemies will greet you on watercrafts, but again they shouldn't be worried about, as your gunner will make short work of them. Eventually, if you follow your GPS directions, you'll come to a building where you can drive up some stairs and park your watercraft. Then, get out and get ready to fight.



As soon as you breach the nearby building, you'll be assaulted by numerous enemies, but not in great enough numbers that you will be daunted. It's best to stay outside surrounding the doorway and let the enemies come to you for easy kills. Any enemies that don't take the bait will need to be rushed, however. Thankfully, there's plenty of cover to work with, and the layout of the room suggests that flanking and using aggro will be of a great advantage to you.



It's important that you comb the initial room of this power station before you continue onward, because you absolutely positively have to do some stuff that involves you *not* being fired upon for a while. So, be sure to not only investigate if any enemies are remaining in the initial part of the room, but in the control room beyond that as well. Enemies *will* be waiting there for you, as well as across the way (though you'll soon see why you can't cross to engage them closely soon enough).



Are your enemies nullified? Excellent, then we can proceed. Do you see that electrical wire separating the pathway between your side and the far side? Well, you can actually cross this (even if the game tells you that you can't) without doing anything. Just walk over it. You will be zapped, but your partner can come resuscitate you, and oddly, this will temporarily negate the affect of the electricity.



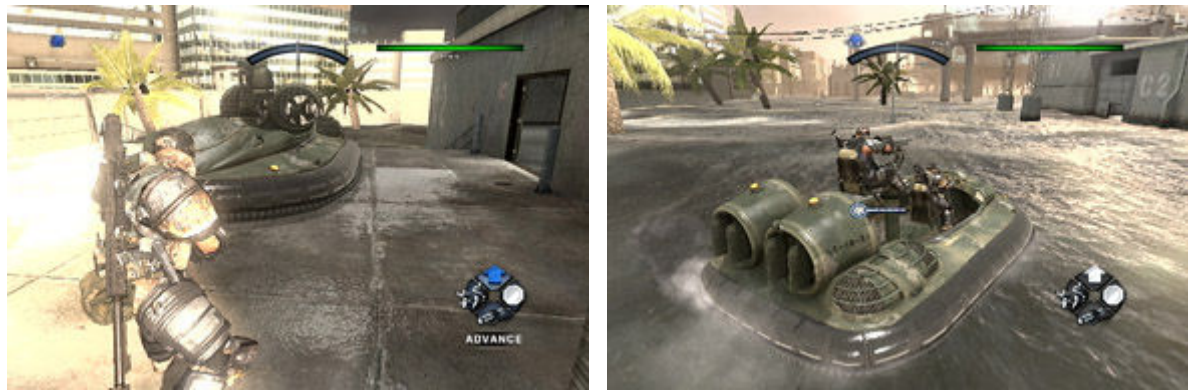
Now this part was a little confusing, but it appears that only Rios can cross the wire to open the door on the far side via the control panel there. This means that if you're playing as Salem (which we were), you'll need to send forward Rios first while you stay behind. Then, he'll open the gate and restore power so that the monorail can be used, at which point you can head back outside and back to the watercraft parked there.



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Mission Six: Miami, USA (Continued)					
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Once again, things will be a little confusing because it's somewhat unclear as to where you're supposed to go. There are a couple of things to be thankful about, however. First of all, the skies are still overcast but the rain has stopped and the weather appears to be rapidly clearing. This will make navigation much easier. Secondly, your GPS still works as well as ever, and will direct you to the monorail station you need to reach.



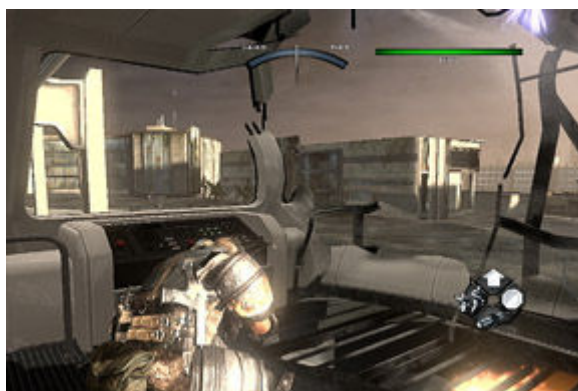
As was the case before, you will again have to deal with a few enemy watercrafts, but they shouldn't give you too hard of a time, especially if you take things slow and give your gunner plenty of time to eliminate them as a threat. Remember to follow your GPS closely so you don't get lost, and once you arrive, dock your watercraft. This time, though, you'll want to say goodbye, because you'll never have to use it again in the game.



The monorail station, oddly enough, has no enemies anywhere within it. This frees you up from concern for the time being, so enter the station and run up the nearby staircase to the higher level. This is where the monorail is located. You can enter the monorail, but it won't automatically go. Instead, examine one of the two control panels on either side of the monorail car and your partner will automatically go to the other one. With both of you manning the panels at the same time, you will be able to get going.



This next part might scare you, but there's no need to be scared. En route, you'll go through several stations full of enemies, as well as past three guards equipped with RPGs that they aim extremely well. The result will be the destruction of the monorail, but as long as no more than two of the three rockets strike it, the monorail won't fail and you'll reach your destination (the SSC Tower) with little difficulty. Just be weary of enemies shooting at you when you enter the stations (take ample cover) and dodge any of their well-placed grenades. As for the rocket-toting foes -- equip the sniper rifle and give them hell. Remember that as long as one is killed, the monorail will make it to the station. Just make sure to survive the ride!



Objective: Clear your name by uploading data incriminating Dalton. (\$0)

"The backup copies Stockwell made are spread out on four servers in the archive room. Download the data from each server before Dalton destroys them all."

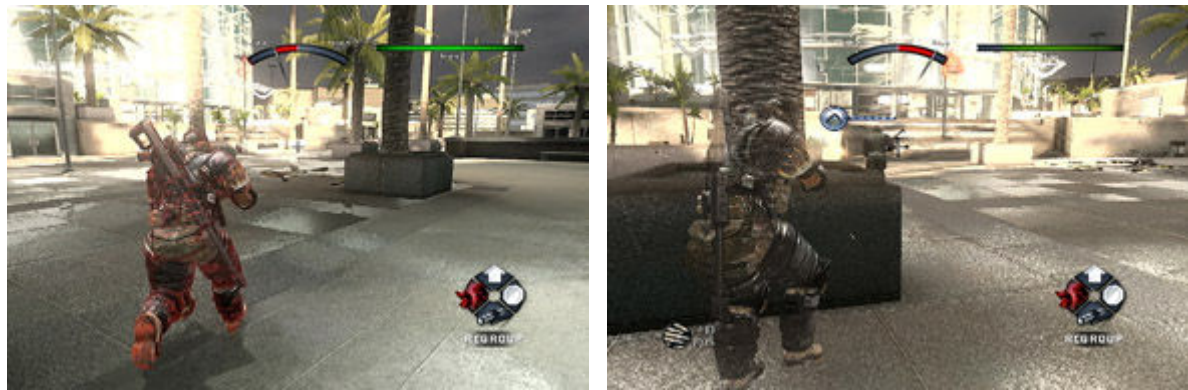
This part can be *mind-bogglingly annoying*, so just stay with us here and you'll get through in one piece. Here, we'll be able to reach SSC Headquarters, but if you thought getting in would be easy, well, you're wrong. From the monorail platform you land on, you can go out either door at the end of the long corridor, though we recommend heading to the right. Here, you can co-op snipe the two guards waiting there, which will alert everyone else to your presence. Immediately run outside thereafter and seek cover, preferably with your back against the sides of the area to avoid being flanked.



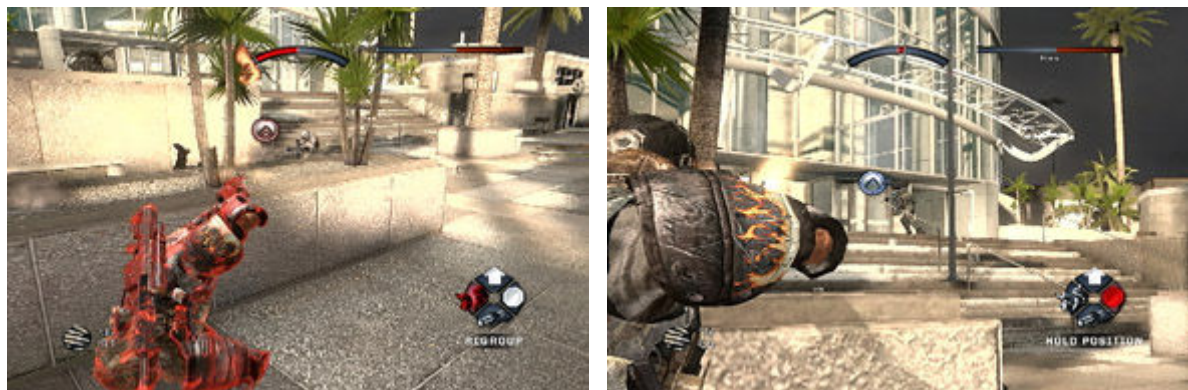
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Mission Six: Miami, USA (Continued)					
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Once outside and behind your cover, keep your partner stationary and firing as you run around clearing up any enemies stupid enough to stay in your way. This part can be pesky because cover, while plentiful, is small in size and will only cover you from one angle. You have to press forward here, killing who you can (prioritizing RPG-toting foes, of course) and trying to consolidate their numbers into a single area where grenades and wild gun fire will do many of them in.



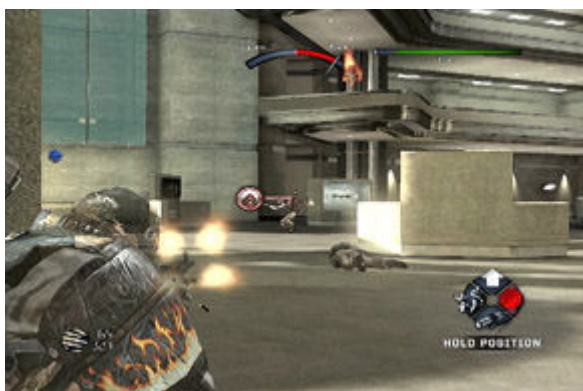
When the foes have had enough, they'll begin to retreat into the lobby of the SSC building. Continue to take out who you can, since their numbers will simply be more numerous inside if they all manage to escape. Even taking out one or two will be helpful. With the outside clear, take a deep breath and don't lose your patience. It's time for the firefight of your life.



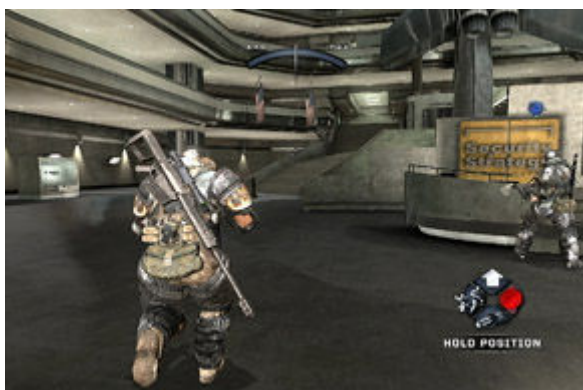
The SSC's lobby is vast, indeed, and there's plenty of cover to be found. Run inside and immediately take a position behind one of the slightly-curved concrete pillars. Then, leave your partner there in aggressive firing mode while you begin to run around, taking enemies out. *Do not* over-exert yourself here. If you die while away from cover, you might as well restart from the last checkpoint, because there's little chance your partner will be able to get to you. There's a good two dozen enemies to take care of here, but the idea is to not only push forward, but to push forward smartly as you kill enemies. Don't over-extend yourself, or you'll end up being flanked.



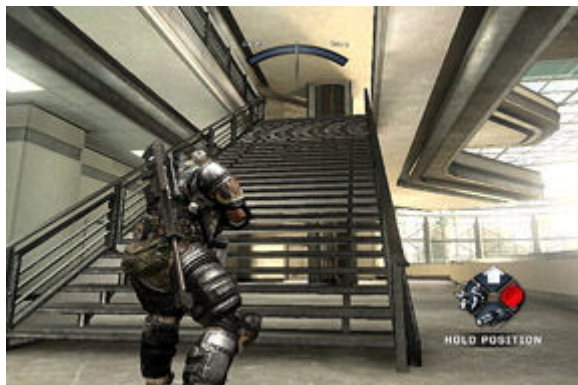
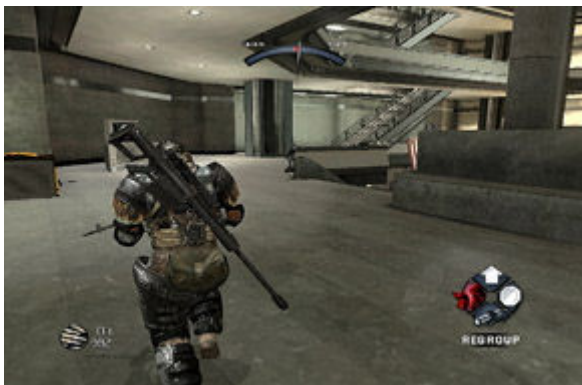
Another heavily-armed enemy will show up here, necessitating a flanking maneuver to kill. Once he shows up, prioritize killing him, because he's a lethal death machine compared to his friends. You should also try to get the RPG-shooting guy on the top right stairs as soon as you can, since he creates quite the scene as well. Ultimately, though, this part is all about feel. It's hard to give you precise directions, because the fight is so unpredictable. Just take it slow and take it easy here. Push forward, kill, push forward some more, and *always* watch your sides. If you start to take fire from behind, take the perpetrators out first and then continue your forward push.



If you're sure that all enemies are cleared out of the area, then it's safe to work your way to the second floor. Before doing that, however, be absolutely sure you comb the first floor for ammunition, which there should be plenty of lying around. You can find sniper rifle ammunition and grenades in ammo bags every so often as well, so be sure to look even if your primary weapon is all filled up. Then, head up the stairs at the top of the and examine the executive elevator there. *Make sure* you do this, because you won't be able to proceed forward in a little while if you hadn't yet examined the executive elevator to find out that it's not working.



The executive elevator isn't located on the second floor, however, but en route to it. As a result of this, when you *do* get to the second floor, get ready to fight a few remaining enemies that may have made their escape during the earlier epic battle. Again, comb their bodies for ammunition (if you were even forced to fight at all) before heading to yet another staircase leading up, this time to the third floor.



Now, it's time to clear the enemies out of the area and attend to more pressing business. While it's likely you'd be able to survive this part of the stage without the riot shield on the ground as you come up to the third floor, you should grab it anyway. You'll initially be without cover, so having this (with your partner behind you gunning) will allow you to thin the enemy ranks effectively in lieu of seeking out rare cover.



<<	Aircraft Carrier	China	USA	>>
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Mission Six: Miami, USA (Continued)					
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At some point (preferably when you get to the center of the semi-circular corridor), you should ditch the shield and rearm your primary weapon. Help your partner clear the remaining foes here using what cover you can to eliminate the possibility of death (on your part, that is). As you move forward grabbing ammo and killing enemies, you'll run into the third of the four heavily-armed soldiers you'll encounter. Use your usual tactics to flank it and take it out, making a quick \$5,000. Now, it's time to get the elevator working again.



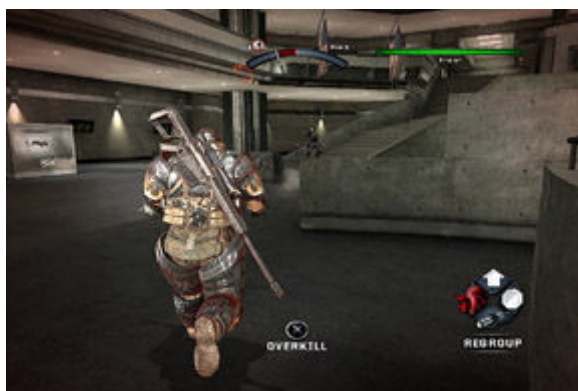
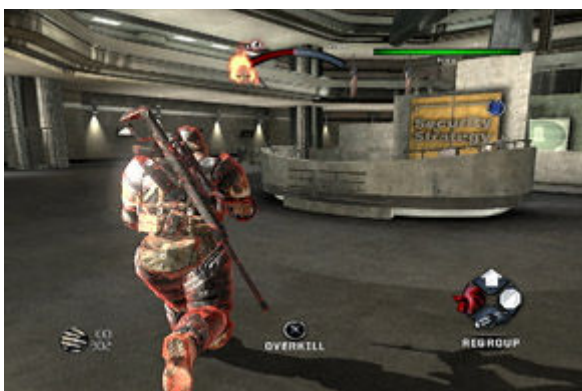
There's a corridor off of the main semi-circular corridor overlooking the lobby. This should be your primary target, because down this corridor and in one of the doors, you can turn the power to the elevator back on. The corridor is located on the left side of the semi-circle (if your back is to the lobby) and once in the corridor, swing right, and then approach the double door. You and your partner can open it together, which will grant you access to the room. Kill the lone guard quickly and approach the giant mainframe on your left. Examine it to turn the power back on, and then head back to the semi-circular pathway.



Not only will more enemies show up on the floor you're on, but they'll also show up down in the lobby itself. You'll want to focus on the enemies that are in your midst first (as in, the ones on the floor you're on). Then, since you have such a height advantage here compared to the foes way down in the lobby, you can turn your attention to them, since they're pretty much helpless with you firing away at them from such a heightened position. You'll also want to make absolutely sure that the RPG-toting foes on the far side of the third floor are slain, as well, since they can be a rather pesky nuisance if you let them go as you set your sights on other enemies.



Once the coast is clear, you can work your way (with your partner) back down to the second floor. Any enemies that managed to get up the staircase from the lobby to the second floor will be waiting here for you, but hopefully that number will be minimal (or better yet, non-existent) if you were firing from above with regularity. With the second floor re-cleared, you should then head down to the lobby, cleaning up any residuals you left behind. Make sure to comb the floor of the lobby when things have died down, as well, so you can grab any dropped ammunition and grenades. You'll need both shortly.



Send your partner off to clear out any well-hidden enemies you may have missed on the lobby floor (and elsewhere) as you approach the security desk near the split staircase. There's a computer on this desk which, when examined, will take the code given to you by your hacker friend. This, along with the elevator's electricity being turned back on, will send it shooting up to the fourth floor. This is a floor we've yet to breach, however, so you'll need to approach the floor with caution. Naturally, there's enemies waiting for you there. That's also the location of the stage's second briefcase, the game's final one.



When you reach the top of the stairs from the third floor leading to the fourth, immediately be prepared for a final enemy attack in this section of the building (we'll soon be using the elevator to go elsewhere). Use whatever cover you can, including the sides of the pathway, fallen vending machines, plaques and other concrete obstacles to hide from enemy attack. You should be more than prepared for what's necessary here at this point in the game, so simply push forward until the enemies have no where to run, and lay the killing blow.





<<	Aircraft Carrier	China	USA	>>
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Mission Six: Miami, USA (Continued)					
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Briefcase #2

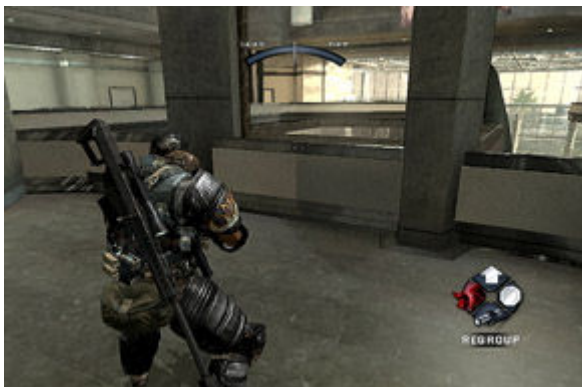
Before heading up on top of the elevator, you'll want to do some minor exploration here for the stage's second briefcase. Unlike the other stages in the game that have briefcases, this stage only has two of them (unlike the normal three), so don't fret -- you *haven't* missed anything (and neither have we!) The reason there's only two of them is nebulous, but something tells us it's because they're worth so much money here compared to elsewhere in the game. Needless to say, when you're on the fourth floor and it's cleared of enemies, you're in the right place.

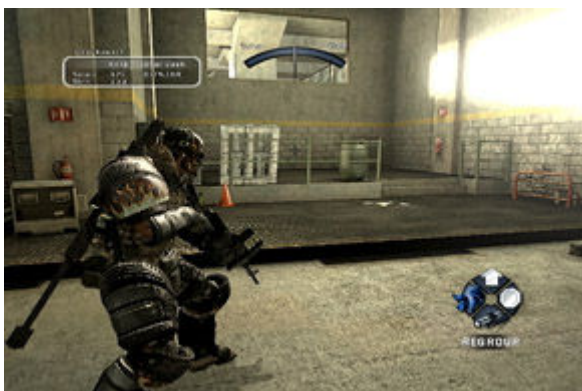
Once the enemies are all killed up there, head to the right part of the semi-circular pathway (if you're facing the lobby stretching outward in front of you). If you continue along this corridor until it comes to a dead end, the briefcase will be sitting there clear as day, waiting for you to pick it up. And just like that, you're a little bit richer. But savor it, because this is the last briefcase in the game.

Once the briefcase is acquired, run around collecting any ammunition from fallen foes if you're in need of a refill. Then, approach the elevator, which is stuck in limbo between the third and fourth floors. However, the position it's in will allow you and your partner to jump on top of it. This isn't done by examining the elevator, however, so you'll have to manually vault yourself on top of it. Once you and your partner have done just that, your hacker friend is contacted once again and you'll be brought up to the SSC building's roof.



Things are quiet. Almost too quiet. Regardless, once you're up on the roof, go forward until you reach a wall where a step jumping maneuver is blatantly needed. Unlike other times in the game when we used this technique, however, once you or your partner are lifted up a cutscene takes over in which you're thrust into action (we told you things were too quiet). This will put you and your partner into back-to-back mode, the final time the game forces us to do so.



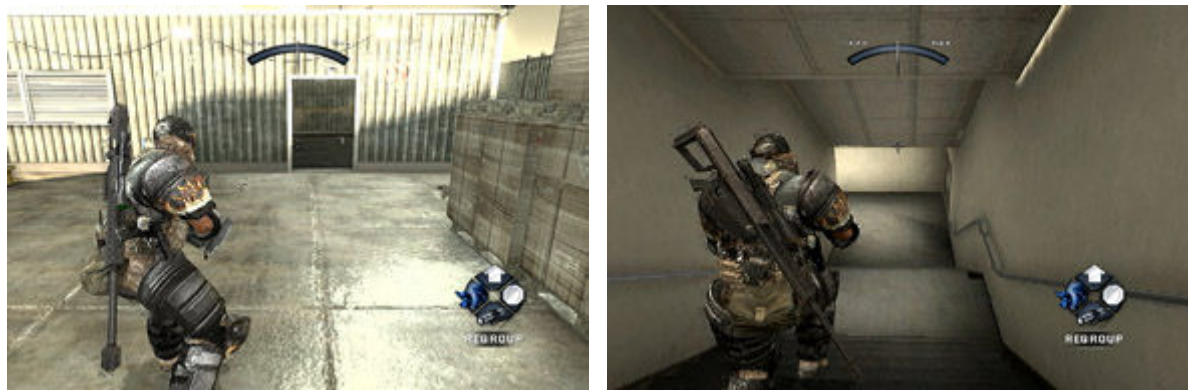
This version of back-to-back mode isn't necessarily much different from previous times we've used it, but the enemies here are much stronger than they've ever been elsewhere in the game. That coupled with the extended period of time you'll be kept in this mode means that you have to be vigilant in taking out all enemy threats in as timely a way as you can do so. There will be no residuals to clean up outside of back-to-back mode, however, so once the game lets you go back to normal mode, grab whatever ammunition you can. The final fight is coming up, and you need everything you can possibly grab and muster to survive.



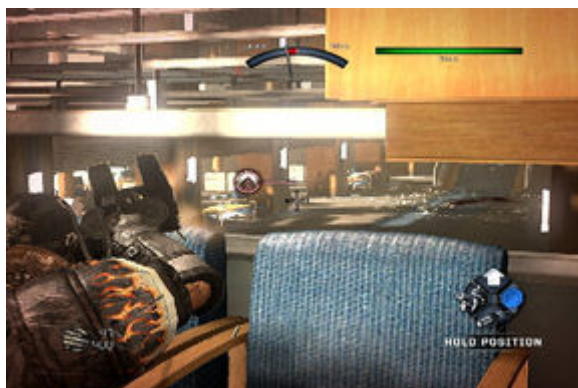
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Mission Six: Miami, USA (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
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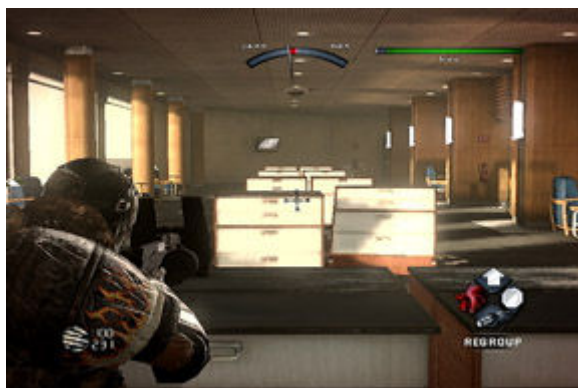
The final fight is almost here. You'll need to find a doorway leading back into the building that's on the far side of the rooftop (your GPS will guide you there, so use it one last time). There are no enemies as you reenter the building. You'll head down a few flights of stairs, however, and as you enter the office building, the final fight ensues with a single missed shot from a sniper rifle. Take a deep breath -- it's time to end this once and for all.



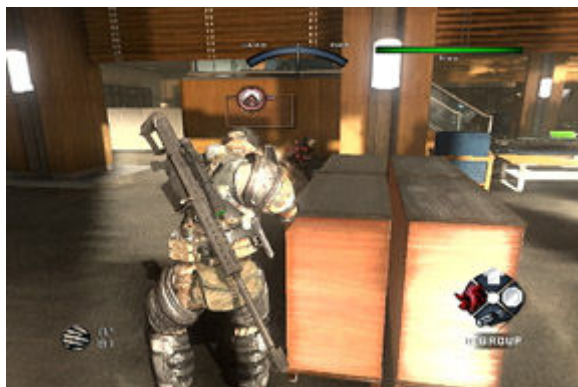
You'll immediately notice the multi-tiered nature of the library/office area you'll be fighting the last battle in. Enemies will be able to fire at you from above and below, and you'll start in a rather awkward position somewhere in between. The only place to take refuge initially is behind the blue chairs ahead of you, so have you and your partner both do that. Then, clear out what enemies you can below. Don't expose yourself to enemy fire for too long, however. The enemies here are well-equipped, have lots of health, and are extremely aggressive. If there was ever a time when you needed to be slow and meticulous, this area provides that time.



When you feel you've cleared enough enemies in the area below, quickly send your partner forward and follow him as you go down the stairs to greet any foes you've left behind. Immediately bear to the left and hide behind some white filing cabinets. It's from here that you can begin taking shots at any remaining enemies. Unfortunately, their numbers will be substantial (there's simply no reliable way to kill them all from the previous area, after all) and you'll again need to take it slow.



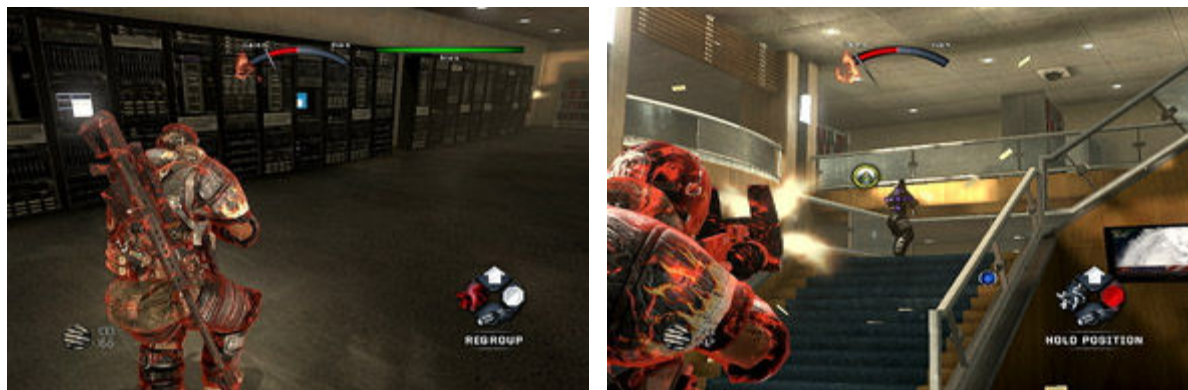
Making matters worse, there's a heavily-armed enemy waiting for you on the stairs leading upward, and what's more, he's packing an RPG. However, you can't really do anything to him yet. You have to first run around this floor and kill any enemies remaining, grabbing any ammunition they drop. Be sure to circle the entire room (staying out of the heavily-armed enemy's sights, if you can help it) and make sure *all* enemies are cleared. Then, we can take care of our next two assignments.



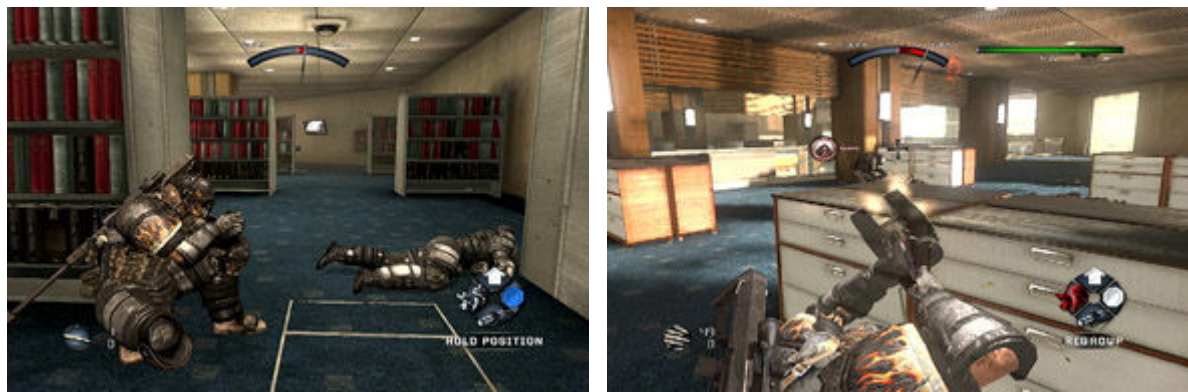
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Mission Six: Miami, USA (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
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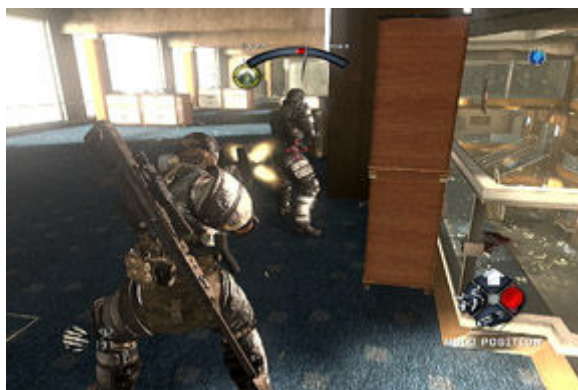
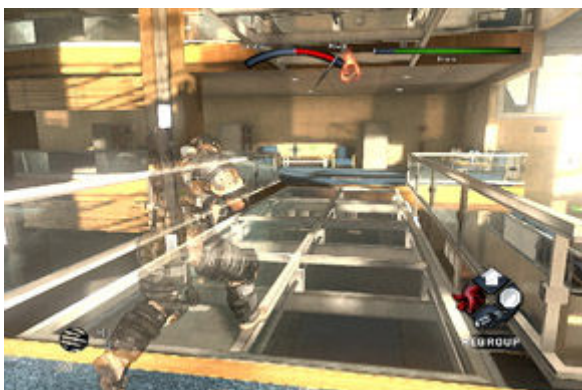
First on your list, believe it or not, won't be to kill the heavily-armed soldier. He's stagnant on the staircase and as long as you stay on the periphery of the room, he won't be able to fire at you. Now *is* the time, however, to begin uploading data via four computer terminals on two sides of the room. Blue monitors in the massive mainframes will give you a signal as to what to examine. Examine all four computer terminals to upload vital data, and then turn your attention to the heavily-armed foe. He's easier to kill than you'd think. Keep your partner behind the stairs firing at him. Then, simply go to the stairs and walk up, firing into his back. This will take care of him rather easily.



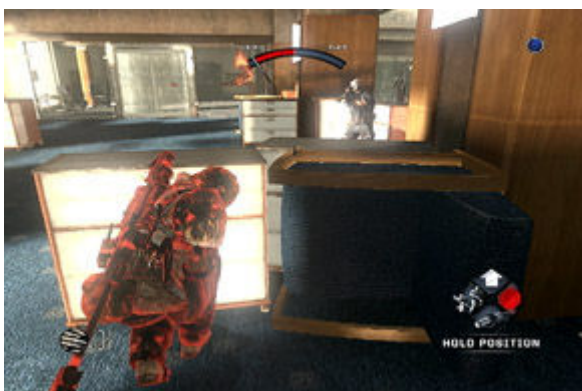
Proceed now to the second floor. Almost immediately upon getting up to this floor, you'll find yourself in close combat with another heavily-armed foe. This one is much more difficult than the first one to kill, but he's still manageable. Try to clear the lesser enemies in the area first, and then turn your attention on the big, bad foe. Send your partner forward so he draws fire from the heavily-armed foe. With his back turned, you can then lay into him for a quick kill. There are numerous pincers you can employ here, believe it or not, but this one seemed to be most effective for us.



With the second heavily-armed foe slain, it's time to work your way through more foes and to another staircase next to a stationary machinegun (interesting place for it). We won't instruct you continuously on how to take care of these foes, because you should be more than ready to take care of them in ways you've done numerous times already. It's when you get to the topmost floor, however, that things start to get hectic. The first foe you need to take care of here is the final heavily-armed foe in the area. Because of his weird position across the footbridge, try chucking a grenade or two at him to knock him down, and then quickly approach him to lay the killing blow.



Killing Clyde, which is the final objective in the game, is easier than you think, especially because he appears to gravitate towards a certain corner of the corridor that makes him susceptible to your friend's fire across the way. Keep your partner camped on the other side of the bridge (in the area *before* we killed the final heavily-armed guard). With him firing continuously on Clyde's position, make yourself seen and fire on Clyde yourself from the side. He'll turn to fire back, leaving himself completely open to your partner's fire. This is an anti-climactic end to the game, to be sure, but it's a reasonable and worthwhile technique to employ, nonetheless.



Hereafter, watch the ending sequence. It appears we'll be getting a sequel. So until then, congratulations on beating the game! IGN Guides out!

Weapons & Upgrades

Weapons	Upgrades
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This section of the guide covers the game's vast arsenal of weapons, as well as all of the upgrades available to the weapons. Armor and masks can also be found here.

Please keep in mind that our numbers are approximate and not necessarily 100% accurate. We've rounded things considerably (so 1, 1.5, 2, 2.5, and so on), but the numbers we have are good representations of the strengths and weaknesses of each weapon.

Primary Weapons

Name of Weapon	Damage	Accuracy	Ammo	Aggro
AK-47 (\$900)	5.5	3.5	2.5	3.0
AUG (\$17,500)	5.0	7.0	2.5	2.5
DAO-X (\$75,000)	8.0	0.5	1.5	4.0
FELIN-2C (\$16,000)	5.5	5.5	2.5	3.0
FSPS-12 (\$15,500)	5.0	1.5	1.0	3.0
HK-36 (Default)	4.0	6.0	2.5	2.0
M134 (\$175,000)	8.0	1.0	11.0	5.5
M249 SAW (\$20,000)	5.0	3.0	5.5	3.0
M3 Super 90 (\$8,000)	3.0	1.5	0.5	2.0
MGL MK-X (\$225,000)	11.0	4.0	0.5	8.0
PKM (\$24,500)	6.5	2.5	9.0	4.0
S-System (\$10,000)	4.0	5.5	2.5	2.0

Secondary Weapons

Name of Weapon	Damage	Accuracy	Ammo	Aggro
.44 Model 29 (\$25,000)	5.0	4.0	0.5	4.5
DEagle (\$15,500)	3.5	5.0	0.5	2.5
G18C (\$14,000)	4.0	5.5	2.5	2.0
M92 Elite II (Default)	2.0	7.0	1.0	1.5
MP-11A1 (\$4,000)	4.0	5.0	3.5	2.0
MP5k (\$4,000)	4.0	5.0	3.5	2.0
MP7 (\$17,500)	5.0	7.5	4.5	2.5
P90 (\$12,500)	4.5	6.5	5.5	2.0
Skorpion (\$7,500)	4.0	6.0	3.5	2.0
SOCOM MK.23 (\$6,000)	2.5	6.5	1.0	1.0

Special Weapons

Name of Weapon	Damage	Accuracy	Ammo	Aggro
DSR-1 (\$17,500)	5.5	7.5	1.0	3.0
FIM92 Stinger (\$42,500)	11.0	5.0	0.0	8.5
M107 Light 50 (\$75,000)	9.5	7.0	1.0	4.5
M14 (Default)	3.5	5.5	0.5	2.5
MSG-90 (\$12,500)	5.0	6.0	0.5	3.0
RPG-7 V1 (\$9,500)	11.0	4.5	0.0	8.5
SVD (\$20,000)	6.0	7.0	0.5	3.5

Masks & Armor

All masks in the game are worth \$10,000 a piece. They are, in alphabetical order: Custom Ink, Desert Shield, Islander, Outlander, Pale Rider, Ranger, Red Devil, Sideshow, SSC Operative, The Clyde, The Hake, and Urban War. Light, Medium and Heavy body armor are unlocked automatically as you progress through the game and don't need to be purchased.

Upgrading your weapons is easy, but it takes money. At times, it takes a lot of money. Because there are so many weapons available in the game, and because each weapon can be upgraded in some way, you may be tempted to buy weapons without upgrading the ones you already own. We highly recommend against doing this, and we recommend against it for one simple reason.

Beating the game once through with the AK-47 isn't difficult. If you keep maxing out its stats when you can, getting new upgrades and the like, the AK-47 will get you through the game easily. Once you beat the game, all of the weapons that you once had to purchase will be available in your arsenal without having to pay for them. See what we mean? Save your money for upgrades!

Once all of the weapons are acquired after playing through the game once, upgrading the weapons of your choice becomes much more affordable, especially if you choose to exploit the game for more and more easy cash (see [IGN Cheats](#) for more on that).

Upgrading has varying uses. Upgrading a weapon's Stock, for instance, will usually increase its accuracy, while upgrading a weapon's Cartridge has the obvious effect of increasing your ammunition holding capabilities. Some gear, like Shields, will raise aggro, while Suppressors will diminish both aggro *and* damage dealt. Therefore, upgrading weapons is like a fine art, and we highly recommend you take the time to examine each weapon's upgrade in the game (at least the weapons you're using) to see which upgrades work best for you. Keep in mind that upgrades are only available after previous upgrades are purchased, so going straight-out to the highest upgrades for any given weapon won't be immediately doable.

Briefcases

Afghanistan	Iraq	The Aircraft Carrier	China	USA
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This section of the guide, while still incomplete, will eventually have the fourteen locations of intel briefcases in the game. These in-depth descriptions will be accompanied by two paragraphs of text and four screens per briefcase.

There are a couple of things to keep in mind. First and foremost, you'll see that only five missions are covered, even though there are technically seven missions in the game. This is because the brief training mission has no briefcases, nor does the Mogadishu, Somalia mission that follows. Secondly, keep in mind that briefcases appear once and only once per save. If you leave a briefcase alone and don't acquire it, you can do so later on during a subsequent playthrough, but once you acquire a briefcase, it'll never reappear on your save file.

Afghanistan	Iraq	The Aircraft Carrier	China	USA
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Briefcase #1

The first briefcase in Afghanistan (and the first briefcase you'll encounter in the entire game, at that) is near the first M-11 missile you encounter. You'll want to begin your approach to the briefcase by first clearing out all of the enemies in the vicinity of the gigantic Soviet-era missile, including the pesky machine-gunner that has you pinned down for most of the fight.



After the enemies are all cleared, head to the location of the stationary machinegun (the missile silo should be directly adjacent to you). Seek out a rocky ramp-like path that leads along the rockface. You'll come to a battered wooden bridge at the top of the ramp, where the briefcase full of valuable intelligence is resting.



Briefcase #2

Now, before you make your escape, there's another briefcase in your vicinity that you should grab for another quick \$3,500. Simply head eastward from where you just killed the heavily-armed soldier. Seek out a secluded staircase heading upward.

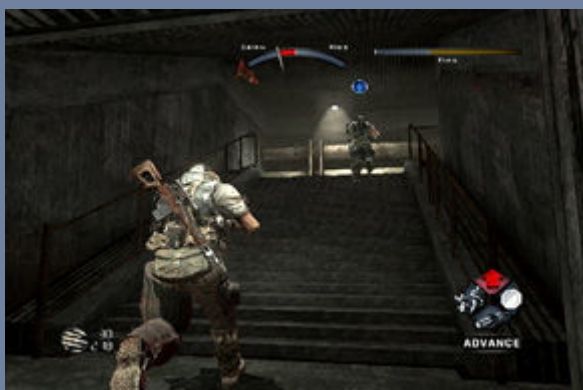


From here, it's a no-brainer. Simply run up the stairs and grab the briefcase sitting there! That's another \$3,500 in the bank.



Briefcase #3

Towards the end of your mission, you'll have to rescue a captured soldier named Brian Hicks. It's the only reason you were in Afghanistan in the first place (well, rescuing him *and* destroying some Soviet-era missiles and warheads), so knowing when you're in his vicinity shouldn't be too difficult to ascertain.



After climbing a flight of stairs, you'll have to do battle with a last pocket of enemy resistance adjacent to the jail cell. When you clear the enemies, you may be tempted to head left down some stairs and towards the cell itself. But before you do that, head down the corridor where the enemies were located next to the cell. You'll come to a dead end, but that dead end holds the briefcase you seek.



Briefcase #1

The first briefcase of the Iraq campaign isn't difficult to find. Actually, it's right out in the open and is hard to miss. After accessing a bunker (via a large metal door), you'll come across a riot shield that will help you get through subsequent rooms. Start by clearing the room you encounter with major resistance. Then, at the north end of the room, take the short staircase leading up to an adjacent corridor on your left.



From here, getting the briefcase is as easy as can be. Simply run down the corridor (in the direction you entered the previous room via). The briefcase, subtly placed but not hidden at all, will be on your left as the linear pathway comes to an end. Don't miss it!



Briefcase #2

The second briefcase on the Iraq level isn't well hidden, just like the first. However, it's easy to miss simply because a majority of the action in the region will draw you away from it and in the other direction. Therefore, this is an easy one for non-explorers to miss out on. If you're facing the large building you sacked in the region (located right after the airstrike is called in, following your crossing of a bridge and the eliminating of a guard station), turn around and go in the other direction. A series of tents in your sights will let you know you're heading in the right direction.



Once you've reach the tents, you'll want to focus on the one on your left. Simply walk around this tent on the left side of it, and you'll see a suitcase subtly sitting next to it. Walk up to it, grab it, and boom! You're \$5,000 richer.

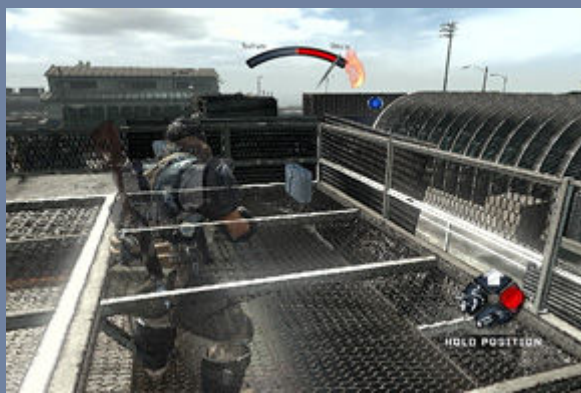


Briefcase #3

The third and final briefcase in Iraq is located in the final area, and can be accessed both before and after Ali Youssef makes himself seen. Finding it is rather easy, but we recommend you run around the area and take out as many enemies as possible before seeking out the briefcase. It'll make your life a whole lot easier.



If you take a look at the screens we've provided, you'll see the kind of structure that the briefcase is on. There are numerous fuel tanks with metal grating platforms around them in the area, but this one is located parallel to the area where Ali Youssef will attempt his last stand. Simply climb the metal grating via the staircases given. The briefcase you seek is located on top of the platforms, and is easily visible once you're on top.



Briefcase #1

The first briefcase on the aircraft carrier, worth \$7,000 (!), is located on the deck of the ship. You are inserted into the mission at the back end of the ship. With your back facing the back end of the ship, you'll want to head to your right (there's an impenetrable "building" there that serves as a great landmark). Once over there, you're extremely close to the location of the briefcase.



There are several steel grating platforms next along side the ship. The briefcase, as you can see in the screens below, is located rather conspicuously on one of these platforms. Simply descend the stairs on each platform to find the one with the briefcase on it, and claim your \$7,000. Boy, was that easy.



Briefcase #2

When you're in the vicinity of all of the fighter jets in the hangar, you're also in the vicinity of the stage's second intel briefcase. If you remember where Clyde's second laptop is located in the hangar, then you're in good shape, because it's nearby. There's a lot of stuff in the hangar apart from the jets there -- crates, boxes, and other goods, as well as missiles and good old-fashioned payload bombs.



Along the far wall in the hangar (from where you were originally inserted into the hangar), you'll see rows of missiles, and some bombs behind them. Well, if you navigate around the missiles and bombs so that you're in between the bombs and the far hangar wall, the briefcase will be sitting there, clear as day. Grab it to become \$7,000 richer.



Briefcase #3

Once you've cleared out the heavily-armed terrorist and all of his friends from the third hangar, you can find the stage's third and final briefcase, worth a healthy \$7,000. The hangar is vast, but the area you're looking for sticks out like a sore thumb. Head to the far right area of the hangar and check out the makeshift basketball court there.



The US Navy doesn't mess around, so there are no take-outs here. They have a full court with *two* hoops, and it's the hoop nearest the far wall that is of interest. Head to the backside of the hoop, where you'll find this silver-colored briefcase resting against the base of the hoop's stand.

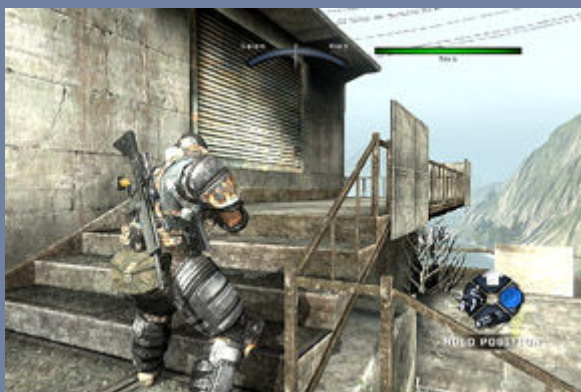


Briefcase #1

The first briefcase in China, worth a staggering \$10,000, is located in a rather conspicuous place. You just have to know where to look. When you reach the dam in the area, you'll notice that the compound above it is shaped like an "H". If the lower right side of the "H" is from the staircase leading up, then the briefcase is located on the lower left side, across the bridge.

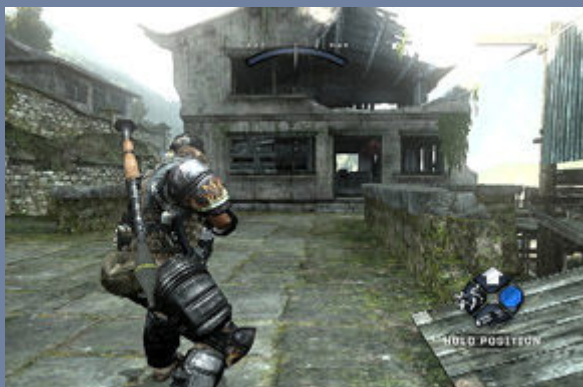


Once across the bridge, seek out a little guard station with a short staircase leading up to a square-shaped walkway surrounding the station. On the back end of the building, clear as day, you will find this silver-colored briefcase, chock full of valuable information ripe for the selling.

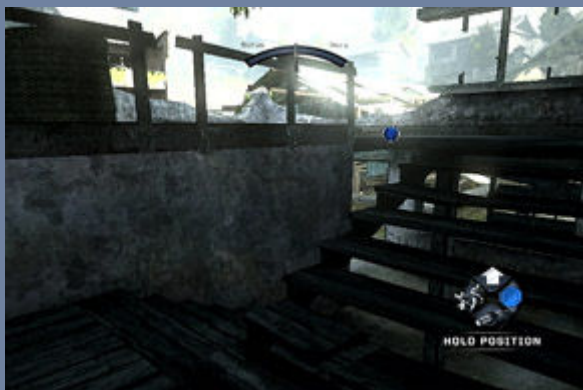


Briefcase #2

After escaping from the dam area, you'll go down a river, dock the watercraft, and stumble across a well-guarded village. When the coast is clear in the quaint Chinese village (which will take a great deal of fighting), you can do some free-roaming exploration. It's at this point that you should go ahead and try to seek out the second \$10,000 briefcase on the China level. You'll want to go to the far side of the village (away from the infiltration point), where you'll see a house with a bombed-out second floor (look at the screenshot below). Enter this house.

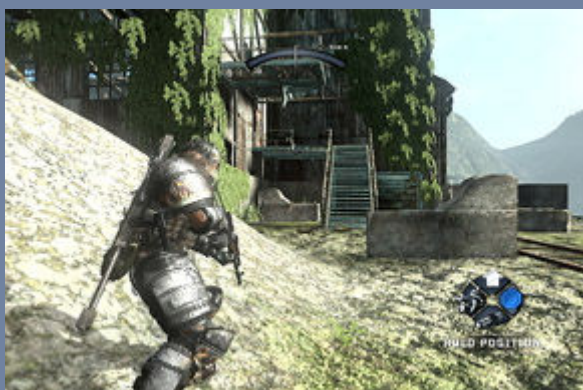


Once inside the house, your quest will be simple. Look for a wooden staircase leading precariously up to the second floor. Then, go to the far end of the second floor, where this briefcase chock full of valuable intelligence will be stowed away against the far corner near some windows. Suddenly, you'll find yourself \$10,000 richer.



Briefcase #3

Take a look at the building on the far right of the building where you go into back-to-back mode for the only time on the China mission. This is where you were fighting to get to. But along side of the building, you'll see a green dumpster. If this seems like a good place to hide a briefcase, well then, you're absolutely right.

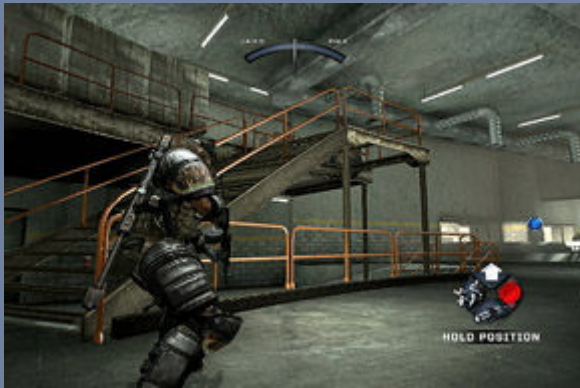


Approach the green dumpster. If you go along it and then to the back end of it, you'll find the briefcase in question sitting against the far side of the dumpster along the wall of the nearly-destroyed building it's adjacent to. And that is, indeed, a beautiful thing.



Briefcase #1

There are only two briefcases in Miami, the final mission of the game. The first can be found after you clear the baggage claim area. During this area, you need to climb a staircase (as seen in the screenshot below) and head towards an office with dark orange-colored floors. If there are enemies remaining in the area, you should kill them as you see them, but preferably, you won't attempt to get this briefcase until you've already made sure the numerous enemies in the area are killed.



Once you've reached the office, finding the briefcase is easy. The office has a pathway going around the right of it outside the office, so you can either take that pathway into the other office entrance, where the briefcase will be to your left as you enter the door, or go through the door of the office closest to the staircase, where the briefcase will be located in the far right corner near the other door.



Briefcase #2

In SSC Headquarters, you'll want to do some minor exploration here for the stage's second briefcase. Unlike the other stages in the game that have briefcases, this stage only has two of them (unlike the normal three), so don't fret -- you *haven't* missed anything (and neither have we!) The reason there's only two of them is nebulous, but something tells us it's because they're worth so much money here compared to elsewhere in the game. Needless to say, when you're on the fourth floor and it's cleared of enemies, you're in the right place.



Once the enemies are all killed up there, head to the right part of the semi-circular pathway (if you're facing the lobby stretching outward in front of you). If you continue along this corridor until it comes to a dead end, the briefcase will be sitting there clear as day, waiting for you to pick it up. And just like that, you're a little bit richer. But savor it, because this is the last briefcase in the game.

