

Introduction



Kane & Lynch: Dead Men is a fast paced shooter that focuses on plot just as much as popping heads. Its cinematic presentation draws heavily Hollywood's classic heist movies, James Cameron's action blockbusters and, of course, the goofy buddy film genre. The action heroes in this game aren't going to be running for governor anytime soon, though. Two death row inmates, a hardened soldier of fortune and a sarcastic psychopath are forced to work together to pull off robberies, breakouts and even fight in an all-out revolution.

Kane may be a veteran mercenary with decades of experience, but with Lynch for a sidekick, things don't always go according to plan. As it turns out, you can't always rely on a psychopath without his medication. But don't worry—this time, we've got your back.

In this Kane & Lynch: Dead Men strategy guide, you'll find:

- **BASICS** // So, you want to be a commando? Stop here for some tips on how to get into the business.
- **WEAPONS DOSSIER** // All the guns and explosives fit for a mercenary and crazy guy.
- **WALKTHROUGH** // How to do beat the game, one chapter at a time.

Guide by: Samuel Claiborn

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Kane & Lynch Basics

General Basics

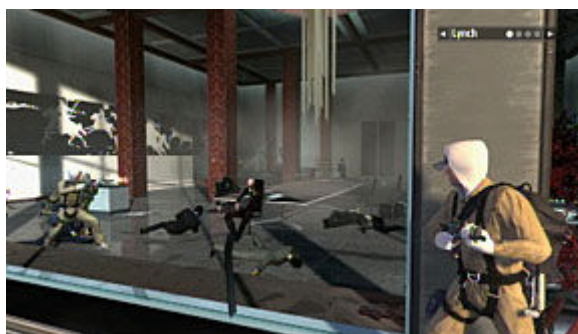
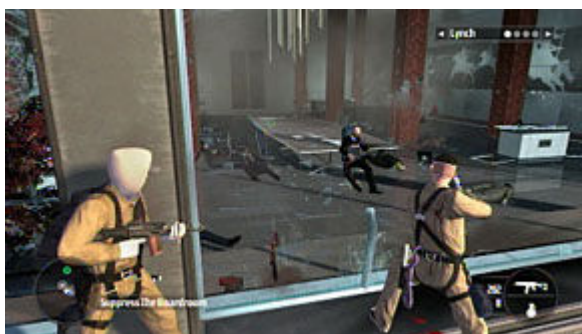
Commands

The Cover System

In Kane & Lynch, pretty much any solid object will protect you from enemy fire. If you are near a bullet-blocking object, you have the option of snapping into cover mode. You don't have to press anything, just approach a tall object and you'll automatically snap against it—although it may take a bit of finesse. For shorter objects, you'll have to crouch first before the system engages.



You are not totally protected while in cover, but you are much safer than you would be out in the open. Also, you can easily peek out of your cover to shoot by pressing the AIM button. If any enemy approaches you while you're covering, just pull the trigger and you'll blind fire around the object you are taking cover behind. It's not precise, but it will take down nearby foes.



Switching between cover positions is essential for reaching the angles you need to flush the enemy out.

Ammo

Ammo is plentiful in Kane & Lynch as long as you stick by your team. Even grenades for your grenade launcher and sniper rounds can be picked up from a nearby team member. When your ammo runs low, you'll automatically call out to your comrades for more, and one will respond. An icon will appear over the teammate with your ammo.



Pick up the ammo from him quickly, or the opportunity will fade. If you repeatedly run low, your teammates will no longer come through for you and you'll have to switch weapons or find more ammo on the ground.

Trading Weapons

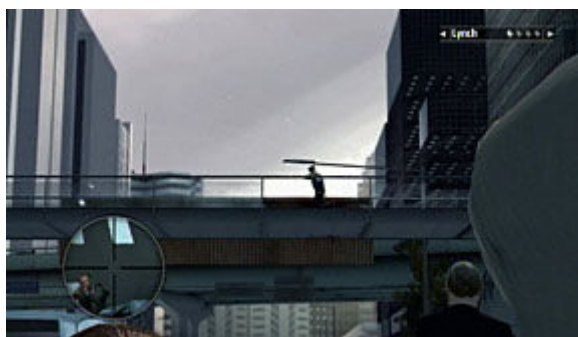
Although in almost every mission you start with an automatic weapon and a pistol, your teammates may be carrying shotguns, grenade launchers or sniper rifles that may be of use.



Lynch almost always starts a level with a shotgun and a magnum. Since many firefights take place across large levels, Lynch's shotgun won't be very useful to him. Take the opportunity to hand him an assault rifle or machine gun and he'll be much more useful—especially if there's a sniper breathing down your neck. Thapa always carries a grenade launcher, and Carlos carries a sniper rifle.

Snipers

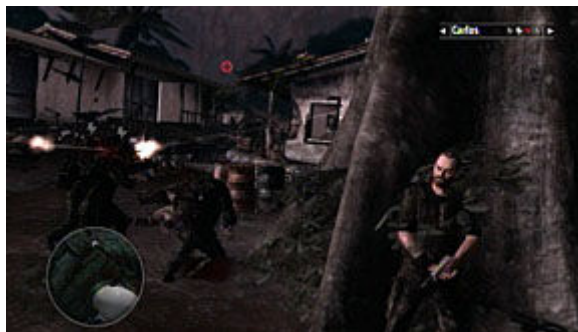
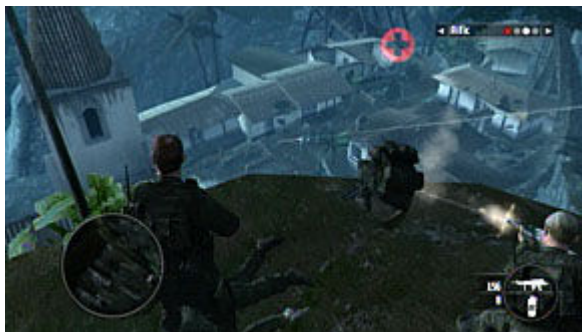
When a sniper has you in his crosshairs, a special graphic will appear in the corner of your HUD revealing his point of view. Although you can avoid the sniper's shot by moving out of the way once he's found your head, it's best to just stay in cover and let your team handle the sniper.



Snipers seem to focus on you, not your NPC pals, so use the ATTACK command with the sniper in view to direct one or all of your team to shoot at him.

Saving Lives

If just one of your teammates perishes, you'll be forced to restart at the most recent checkpoint. When they go down, a graphic appears in your HUD showing your downed man, and a red cross icon will indicate their location. You have a limited amount of time to revive them, but it's always best to not risk your own neck. Chances are you'll be able to finish the fight without your comrade. Just remember to revive him as soon as the threat level is at a minimum.

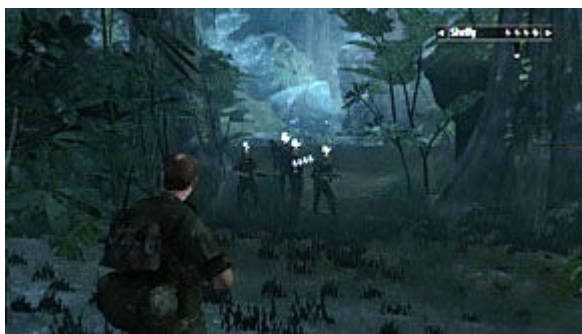


General Basics

Commands

ATTACK THIS LOCATION OR TARGET

When you use the ATTACK command your men will shoot the targets nearest to your aiming reticle. What makes this command especially useful is that it reveals the location of hidden troops inadvertently via its graphic in your HUD. A lightning bolt appears above any enemies in the scope of your view each time you use the command—so use this in dark locations, or even to get an idea of where enemies are located far ahead in the level.



Another essential use for the ATTACK command is to take out snipers. If you can get the sniper into your view, then you can command your men to shoot him out while you take five.

MOVE TO THIS LOCATION

The MOVE command is generally used for flanking and the tactical strategy often referred to as "call and cover." This strategy involves directing two men to MOVE up to a cover location in front of you. Their position provides cover for you and a partner's subsequent advancement to a further position.



We found the MOVE command most useful for getting our squadron to do the exact opposite—stay put. Point your reticle at an area you want your NPCs to set up camp and they will, keeping their somewhat questionable AI from cramping your style. This is especially useful in stealth missions. You can also direct your men to use stationary weapons (like turrets) with the MOVE command.

RETURN TO ME

Your teammates have a mind of their own, albeit a simple one. Often they will enthusiastically enter into a crossfire and you'll need to use the RETURN command to call them back to safety.



At the end of some levels, everyone must be accounted for before triggering the objective marker and ending the level. If your squad mates aren't nearby, use this command to summon them.

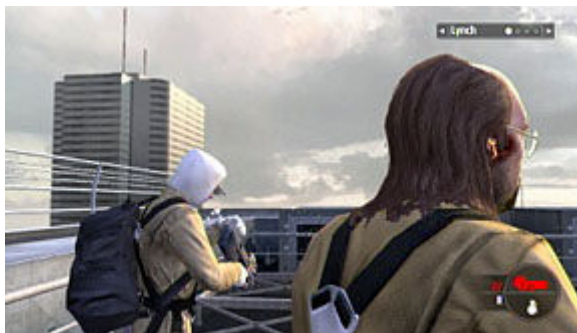
Kane & Lynch Weapons Dossier

Submachine Guns

Submachine guns shoot quickly but are weaker than assault rifles. They pull up less (have less recoil) than assault rifles, so you can keep your finger on the trigger for longer. They tend to be inaccurate at great distances.

HK MP5, FN P90

Magazine size: 30 rounds



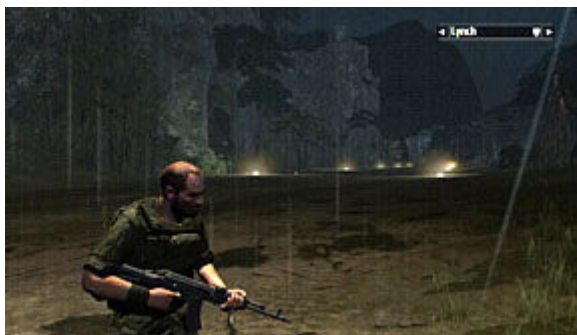
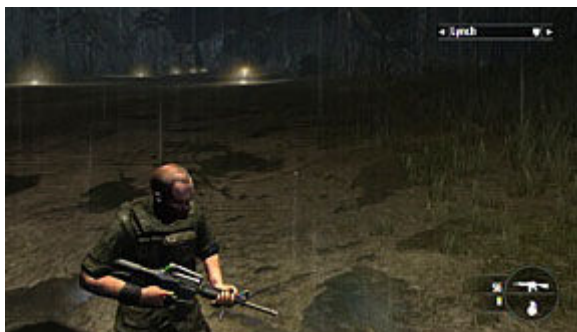
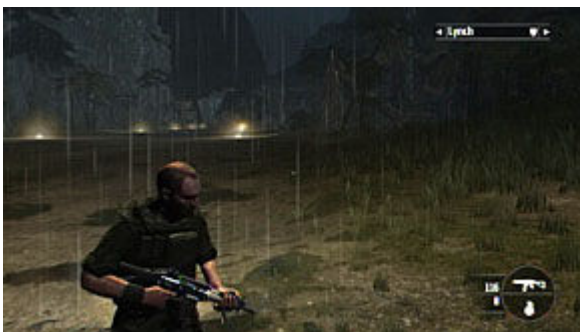
Assault Rifles

Assault rifles are best used in short bursts as they pull up a great deal if you keep your finger on the trigger. They fire just a tad slower than submachine weapons, but are a bit more powerful. Again, they aren't very accurate at great distances—you won't find much of a distinction between using assault rifles and submachine guns.

Resemble: SIG SG 551, Colt M4A1, AK-74

Short bursts

Magazine size: 30 rounds



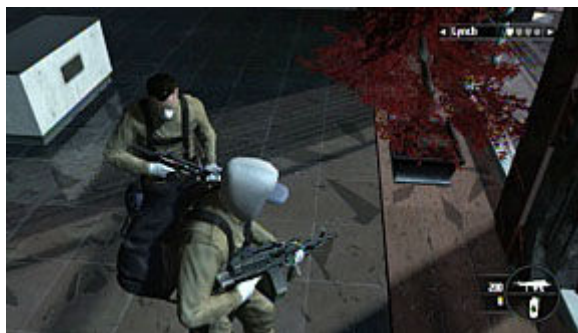
Light Machine Gun

The SAW has a noticeable advantage over the assault rifles and submachine guns—you'll never have to stop to reload. Unlike the other automatic weapons, they are somewhat easy to identify due to their bulky shape. Pick these up whenever you see them and give them to your squad mates so they can shoot their little computer hearts out.

Resemble: FN 249 SAW

No reload!

Magazine size: 200 total rounds



Shotguns

Lynch's default weapon on most levels is a shotgun. Like in other shooters, the shotgun is most effective at close range, but in Kane & Lynch it's not so bad at medium-to-long range either. That doesn't mean you should let Lynch keep it—offer him a submachine gun or rifle if you are fighting enemies at any significant distance. Shotguns take a bit longer to reload than other weapons, but you can fire a loaded shell immediately if you're in a pinch.

Resemble: Remington 870, Franchi SPAS-12

Magazine size: 12 shells

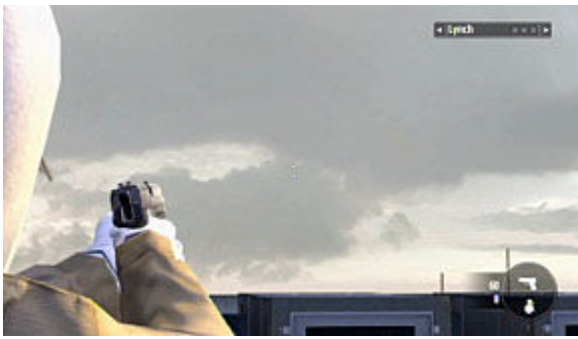


Pistols

Pistols are often the most accurate weapon you have on hand. Use them for getting headshots when enemies are in cover. Occasionally your pistol comes equipped with a silencer for stealth kills, but you won't have much use for it.

Resemble: HK USP, Glock 17

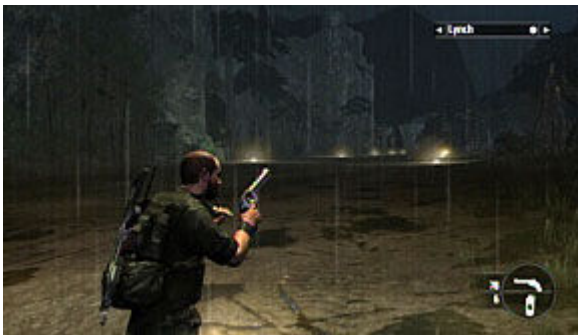
Magazine size: 12 rounds



Magnum

The magnum is a powerful pistol with a smaller magazine. Lynch usually starts with a Magnum and he'll never use it, so trade him for your pistol early on in a level.

Magazine size: 6 rounds



Sniper Rifle

What would a shooter be without a standard sniper rifle? Kane & Lynch doesn't break with tradition—the sniper rifle has a special scope that you can use when holding AIM, and it can zoom to 2 different magnifications. It reloads slowly, so make sure you get your shot, which isn't too difficult because the rounds are deadly if they make contact with any part of an enemy's body. On later levels Carlos is always packing a sniper rifle.

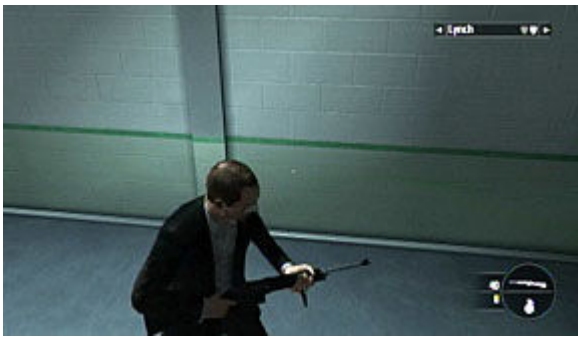
Magazine size: N/A



Rifle

The rifle fires slowly, but it is one of the few weapons that is accurate at a distance. It can be useful for taking out snipers in the Breakout level.

Magazine: 10 rounds



Grenade Launcher

The grenade launcher essentially gives you twice the grenades you'd normally have. It's hard to aim due to the parabolic curves of its projectiles, but that's OK because its best used on larger targets like vehicles. In later missions, Thapa is carrying a grenade launcher which he isn't even programmed to use (he'll only use his pistol). Take the launcher from him and give him an automatic weapon to make him more useful.

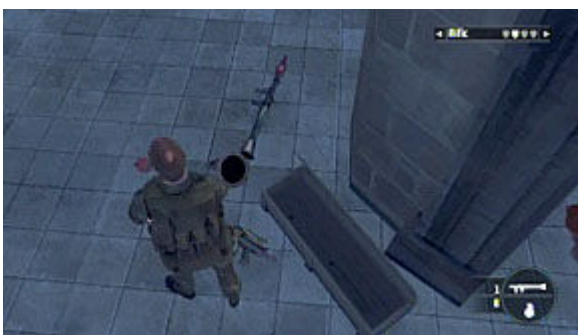
Capacity: 8 Grenades



Rocket Launcher

Only you can use the rocket launcher, your teammates will politely decline if you offer to trade it. Each launcher only has one rocket, and you'll have to discard it for another once it's expended. Use the launcher to take out vehicles, exclusively.

Capacity: 1 Rocket



Turret Gun

The turrets located on the back of vehicles and in strategic locations are very powerful but somewhat inaccurate. They should be used for keeping enemies heads down. You can direct your men to use the turret by pointing your reticle at it and issuing the MOVE command.

Infinite Rounds

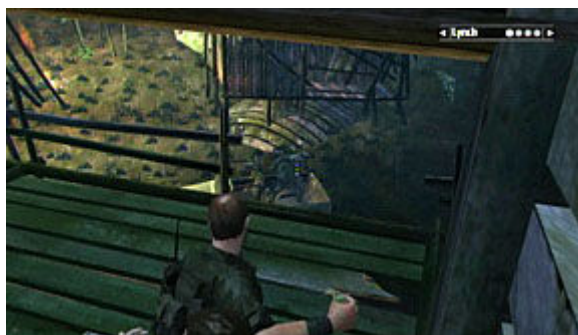
Despite having unlimited ammo, you'll have to let up on the trigger occasionally or your turret will overheat. After about 10 seconds of continuous shooting, the rate of fire will reduce dramatically, and after another 5 seconds the gun will cease functioning. After a short break you can use it again.



Fragment Grenade

It's easy to forget you have grenades at your disposal when you're in a chaotic firefight, but they can easily turn a battle in your favor. If you toss a grenade near an enemy in cover, it will usually send him running. Grenades are also useful for killing shielded SWAT police and for blowing up enemy vehicles.

Occasionally, enemies will throw grenades—mostly smoke grenades and tear gas—in your direction. You'll have the opportunity to toss them back if they land nearby.



Smoke Grenade

Smoke grenades may seem about as useful as paintball bullets, but in Kane & Lynch the enemy AI actually reacts to smoke. Toss a smoke grenade between you and your targets and they will usually cease firing altogether. This is especially useful if an enemy turret is pinning you down.

Kane & Lynch Walkthrough

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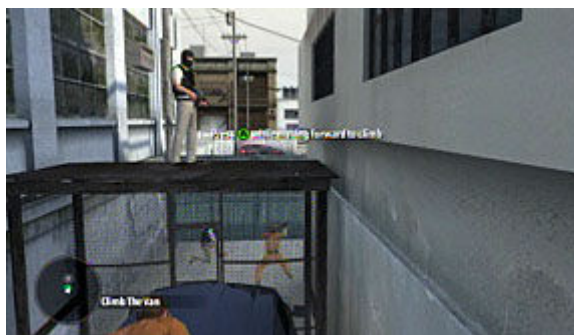
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After the Crash

The first section of Kane & Lynch is quite literally a blur. People will be barking orders all around you, so do your best to follow them. First, move into the alley. Your eyes will clear up a bit as you get on your feet.



Follow the masked men down the alley. They'll ask you to climb up and over a fence, so use the car to get a boost up.



Enter the garage and you'll be handed your first weapon. It's a puny handgun, but it will take down any foes with 2 or 3 well placed shots. If you are having trouble aiming, you might want to adjust the stiff default settings to allow for more movement.



Find cover behind an object. If it's low, then you'll need to crouch before you'll stick in a cover position. From cover, shoot any police you see. Your team will take care of them for the most part, so just get used to aiming and shooting. The cops will drop machine guns which you can pick up to make things a bit easier.



Head out into the street after all the cops are gone and follow your team to the next alleyway. You can toggle your objective marker at any time if you are lost.

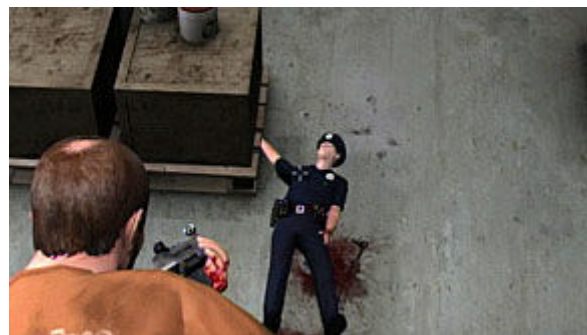


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After the Crash (cont.)

Your mysterious accomplices now enter a building, so follow them up the stairs and around the upper area. From here, you'll have a good vantage point for killing cops below. Just kneel for cover and stand up to shoot downwards.



Leave the building and follow the masked men into the rear door of a diner.

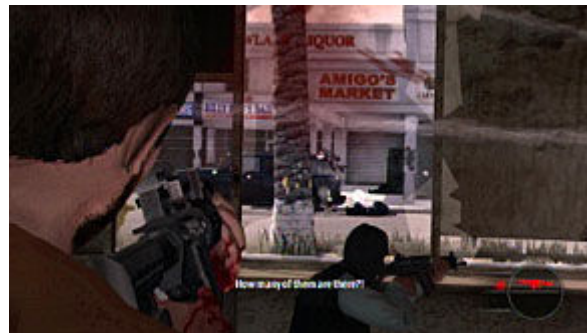


Keep Shooting and Stay Calm

You should find cover immediately in the diner. You may stand behind the columns in the back or crouch behind the booths. The enemies are dressed in all black here, so they are easy to spot. Be sure to pick up a heavier weapon if you see one as handguns take much more skill.



When you are directed to move out into the street, keep an eye on your right side where cops cars have just arrived with reinforcements. Use the red minivan for cover. When the coast is relatively clear, sprint over to the donut shop across the street.



Stay crouched in the donut shop and move to the windows for cover. If you get whacked, your new buddies will revive you, but only if they are nearby—so stick together. Shoot out of the windows at the remaining cops, but if you start getting hit, crouch and retreat into the center of the room. After the cops are gone, leave the back of the shop and get into the van.

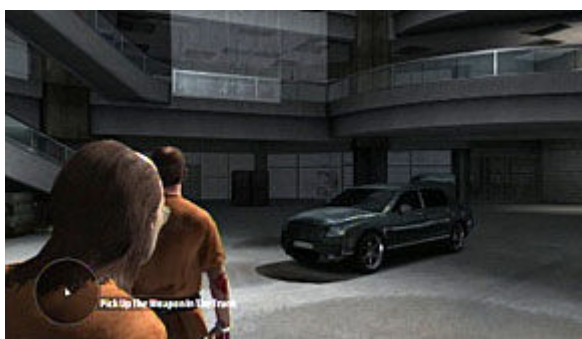
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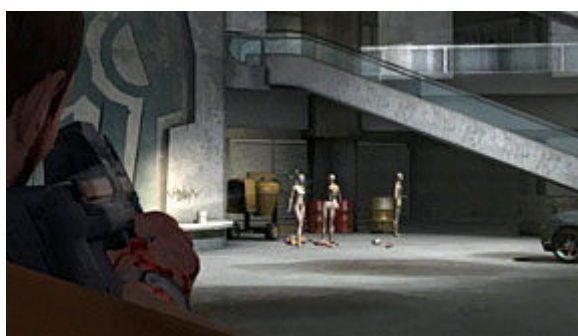
Training

This chapter is somewhat of a belated tutorial. Although you may know how to shoot now, there are some basic things

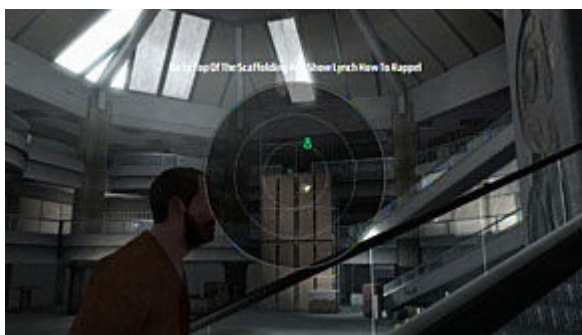
you still need to know about being a mercenary, commando or whatever you want to call yourself. We recommend you check out our Basics section for a more detailed guide to the cover system, team commands and more.



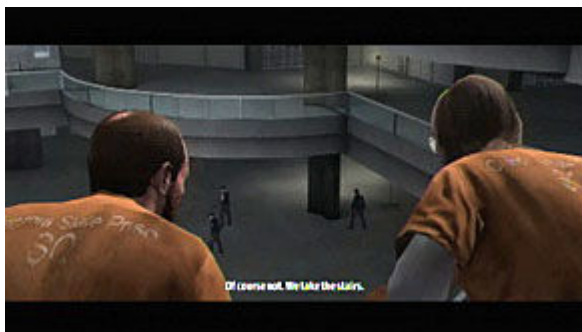
To give Lynch weapons, you need to stand nearby and open your inventory; the inside circle is your stuff, and the outside circle is the weapons of the other person.



Now, move over to the red Bobo Cola machine and stand behind it to snap into cover mode. Follow the tutorial and shoot some of the dummies. After this, some basic grenade training is in order, with some rappel lessons to follow.



Take the escalator up to the third level. Use your objective marker if you are unsure where to go. Once you get up there, the cops show up. It would be best not to rappel right into their hands, so take the escalators back down.



Unfortunately, the escalators are already crawling with cops. Use the RETURN TO ME command to keep Lynch nearby. Since you have the upper ground, there is rarely need for cover here. Tell Lynch to ATTACK while pointing in the direction of the cops once you get near the ground. Use the pillars at the bottom for cover and take out the remaining cops.



Head outside to finish the level.

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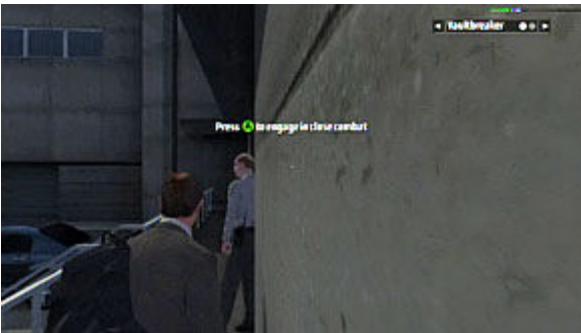
To the Van

Head down to the van below where your locksmith awaits.



Just Looking for my Car

Use the dumpster by the van to get up and over the wall into the bank parking lot. Crouch and approach the guard on the ramp to your right. You can tell your men stay by the van for now by pointing your reticle at the van and issuing a MOVE command.



Go up the ramp on the right while the security guard is turned the other way. Use a melee attack on the unsuspecting grunt to keep things quiet. There is another security guard just inside the hallway, so move in swiftly and take him out too. If you fire a weapon you'll set off the alarm.



Take the stairs, but lookout for one more guard on your way up. Melee him and you're in the clear. Head up to the roof.



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Sleeping in No time

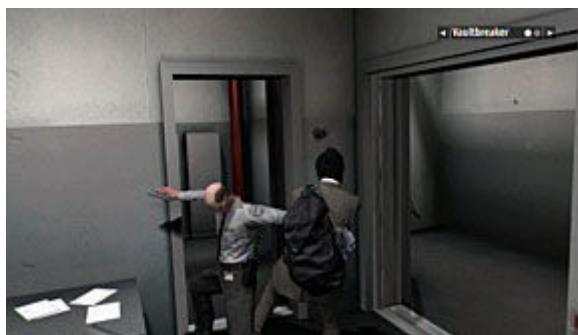
Hop up on the upper area of the roof and look to the right to find the air condition unit. Release the gas using the prompt.



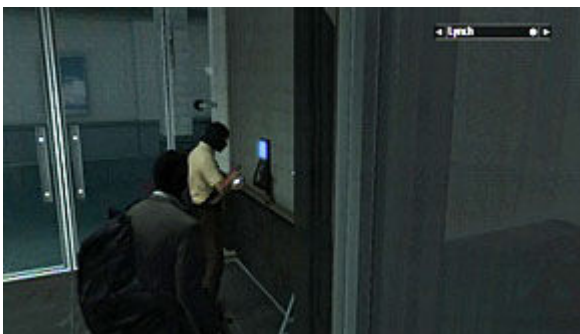
Wait until the armored cars enter the garage, then rappel off the edge of the building.



There is a guard station on your right, so head over there and melee the first guard you see. No matter what, all hell will break loose about now, so you can start using your gun if you'd like. There are two more guards between you and the keypad, which is your destination.



As the safecracker works the keypad, cover him by shooting through the windows behind him. When the doors open, fire at will.

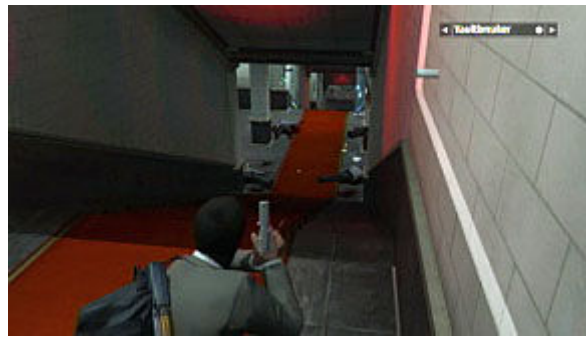


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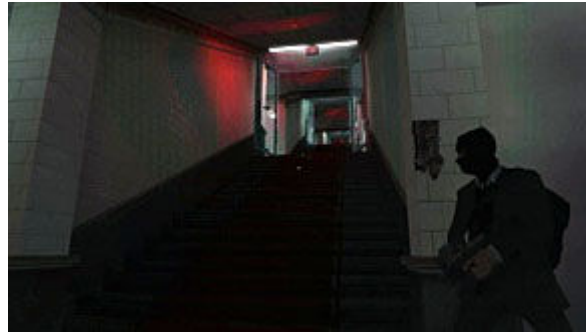
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We Need All the Hostages

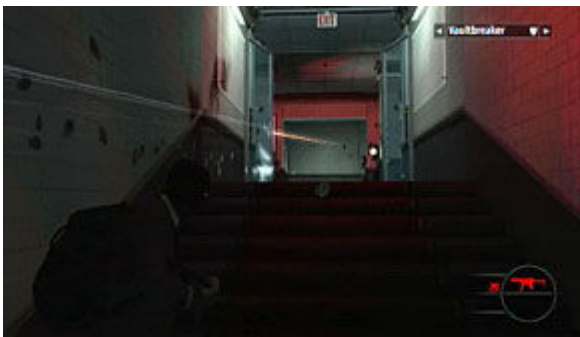
The vault is located down the red carpeted stairs. Take cover at the top of them and shoot the 4 guards on the next level down. Crouch as you move down so the stairs will provide additional cover. If you pick up the guards' weapons you will have ammo aplenty in this area.



Your safecracker requests cover, but you can do better than that. Use the stair entrance to pick off incoming security.

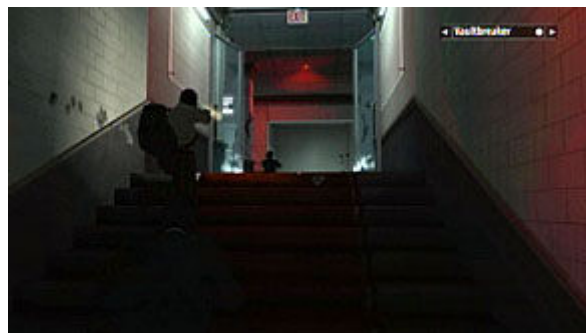


Head up to the top, crouch and shoot the remaining guards. When the room is completely void of warm bodies, go back to the vault.



Stealing Your Own Stuff

The cops have finally arrived, so when you clear the vault there will be another, similar stair shootout. When the vault is no longer exploding, grab what you need, and go back upstairs. Take the hall to the right into the main lobby.

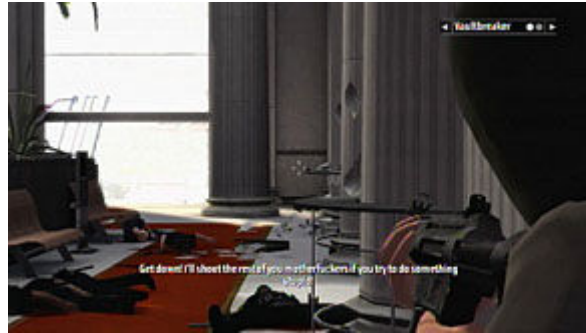


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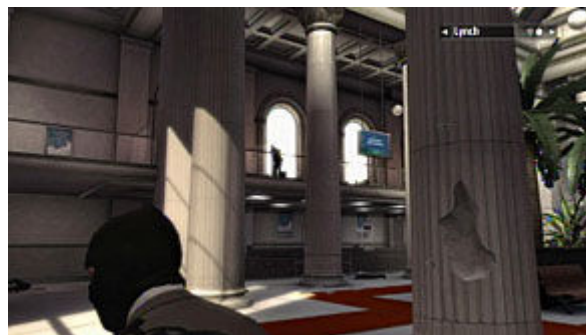
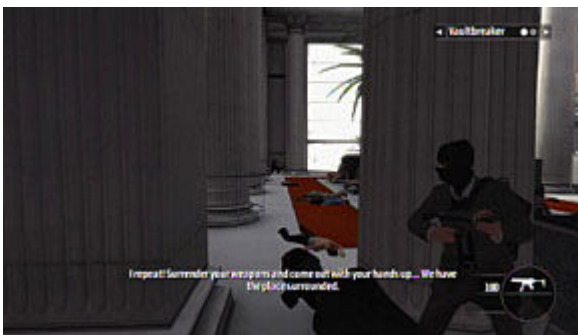
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The Old Fellow Took It

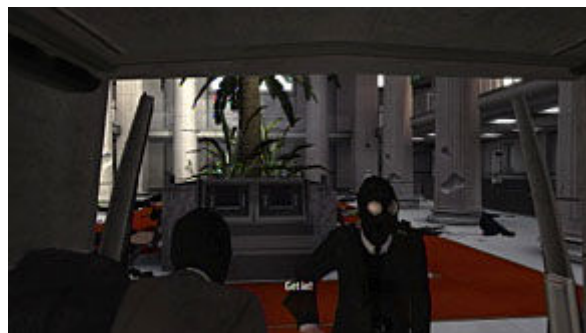
That crazy kook Lynch has been up to no good in the lobby. Before doing anything, grab his bag, located to the right of the atrium he was standing on. Use the grenades to stop the influx of police on the right side.



Take cover behind a pillar and keep shooting anyone who comes in the front door. There are also cops on the second level, so move to a side opposite from their location and take them out from those convenient pillars.



When the room is clear, your trusty driver will show up. Call up your team using the RETURN TO ME command and skedaddle.

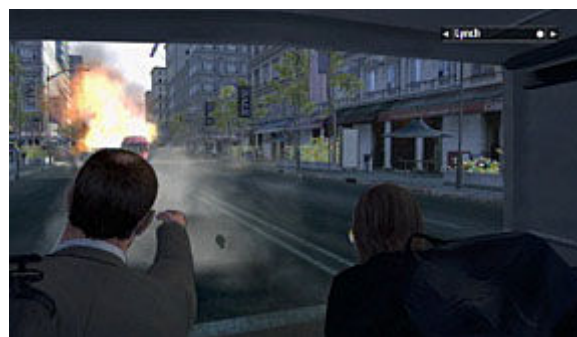


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The Escape

In the van you have a supply of 10 grenades which should be just enough to make your escape a breeze. When the police cars get close, charge your grenade to 1 or 2 dots and toss them back. If the cars are far away, they'll be much more difficult to hit, so be patient and wait for them to come up at ramming speed.



Clear the Way or We're Boned

Ignore the cops behind you and head for the roadblock. Use the cars as cover and pick off the police from a distance. Use your grenades on cop cars to scatter your targets from their cover.



With the way clear, head all the way back to the van.



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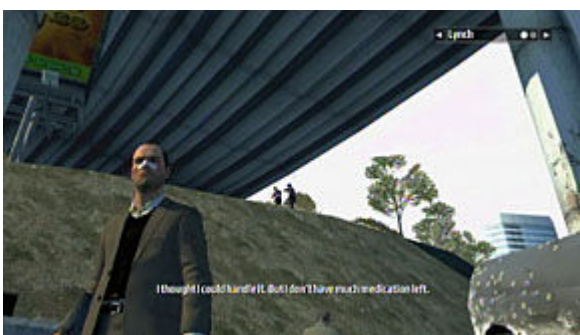
Like You're a Saint

You should have a full 10 grenades again, and you know how to use them. Shooting the cars will have a similar effect (an explosion), but why risk it?



Now Get Up/It's a Little more Complicated

The driver turns out to be a mechanic as well, so buy him some time by taking out the cops up on the ridge behind the van. More cops arrive by the stacked car bodies and you won't even need cover to take them out if you stay back far enough.



Get your belongings when prompted and lookout for more cops around the crash site.



Once back in the van, use the straight stretch to your advantage and throw a fully charged grenade all the way back to take out the pursuing vehicle. It should set off a chain reaction, taking out everything in one glorious moment.

Leave 'Em, Nothing We Can Do!

It's just you and Lynch now. Your getaway driver served you well, but there's always another. Call Lynch with your RETURN TO ME command and move into the subway past the turnstiles. Turn around and use the pillars to have a good ol' fashioned shootout. Blind fire if anyone runs up to you. Use your remaining grenades to clear cops from cover.



Down on the subway platform you'll just need to hold out long enough for the train to arrive. The SWAT team will move in from the opposite end, so have Lynch take care of them. Take cover and turn around to catch any stragglers behind you. Sprint to the train door when it arrives.

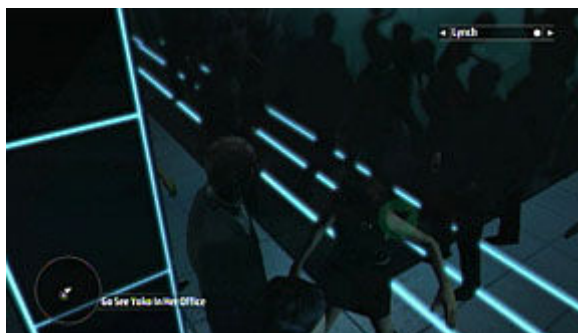
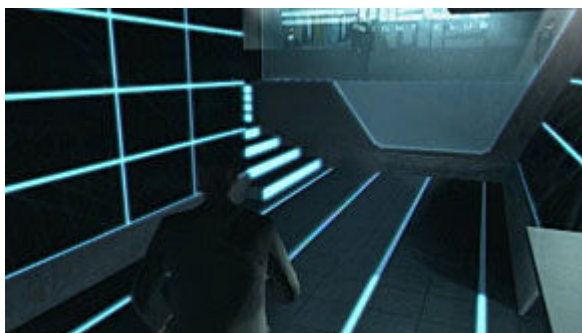


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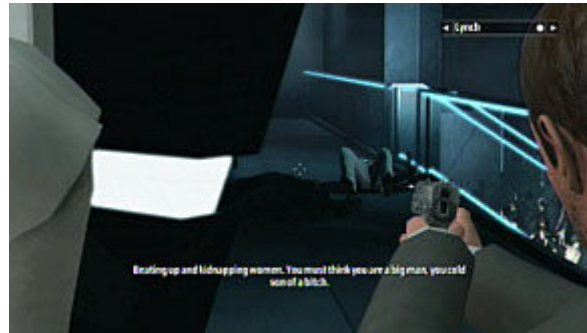
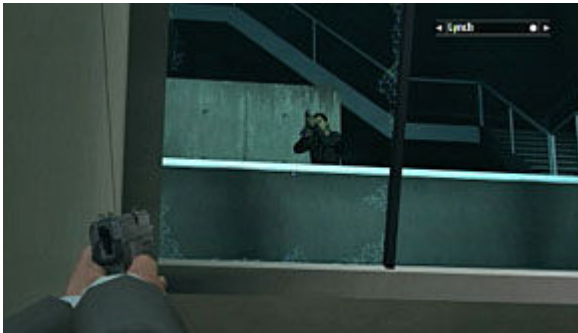
The Nightclub

Use your objective marker to find your way through the crowd. Go up the stairs and quickly kill the three guards you encounter with melee attacks.



Just Doing What it Takes

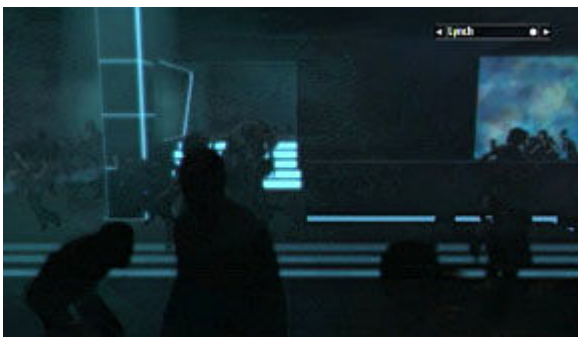
Take cover immediately and shoot the guard high above the door. As you exit, two more guards will show up, so use the cover of the doorway to rub them out.



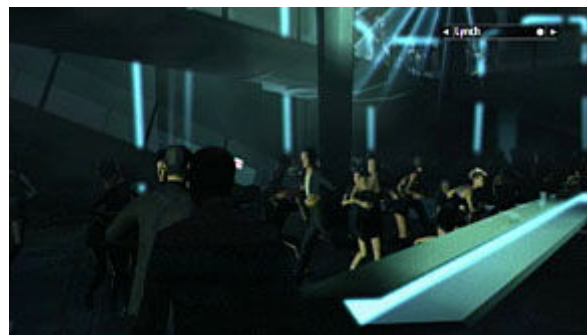
Take the walkway to the stairs on the left. On the ground floor, look for the security guards—they have flashlights making them easy to spot in the crowd. Stick close to the walls and use stealth kills on the guards. If you crouch, security will have a hard time spotting you.

Concentrate Lynch!

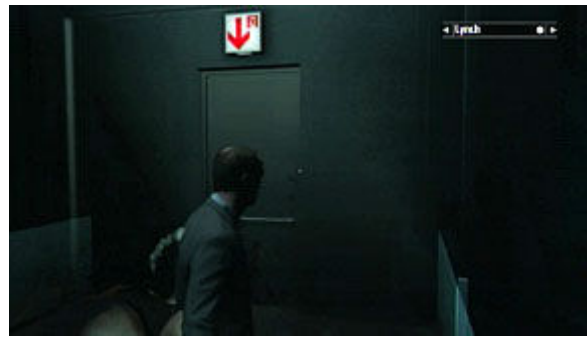
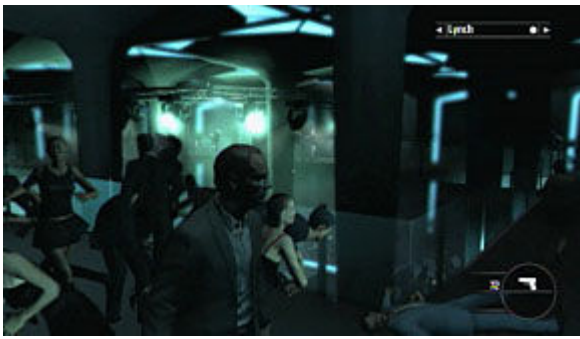
Take the stairs by the blue panel of wall.



There will be a few security guards in the stairway, so peek around the staircase and shoot their feet. At the top of the stairs, hang a left.



Cut across the bar area to the far left corner. Take the stairs up and around to the fire exit. It's marked with a red arrow.

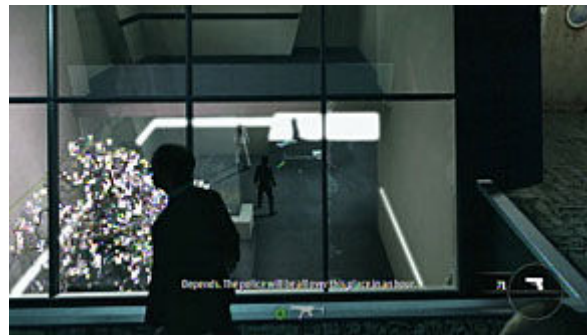


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We're Dead Men/She's Not That Stupid

Your hostage escaped—but she didn't get far. Go out to the roof and over to her office windows.



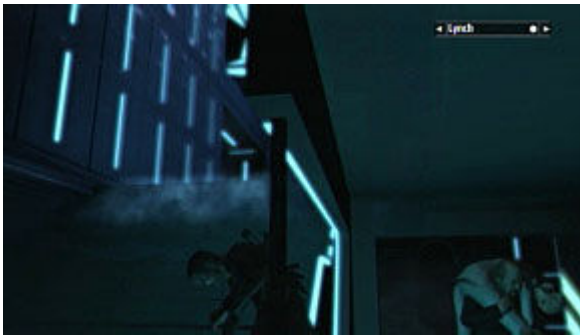
Shoot the solitary bodyguard and hop in the window. After Lynch picks the hostage up, head for the door and take cover. There's a guard coming up the stairs as you exit.



You'll be following the exact same path as before, only this time there's guards with guns and no crowd. Take the stairs on the left side of the walkway and kill the guard nearby at the bottom. Take cover at a pillar and shoot out the next guard. There are two more by the stairs behind the bar. Flank them and shoot them in their crouching cover behind the bar.



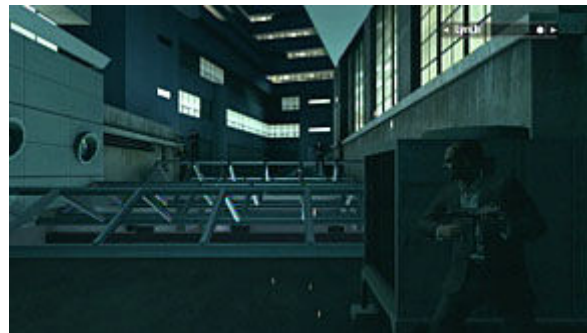
In the staircase there are more guards, so just wait for them to come down and surprise them. Ignore the guards on the upper level and proceed to the bar area.



There is one guard to your right as you enter the open bar area. Another is across the room. After the 2 guards are taken care of, move to the opposite side of the room and kill the 3 guards on the top walkway from afar. Go up to the fire exit and try to escape by rooftop one more time.



Take cover behind the structures on the roof and shoot at the guards near the vents.



In the skylight area, be sure to shoot the security guard on the left, up high, before crossing. There should also be some guards on the skylight itself. Shoot out the windows underneath them for some comic relief. Cross the skylight and you're in the clear.



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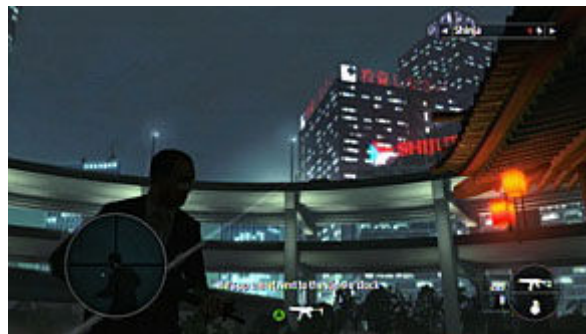
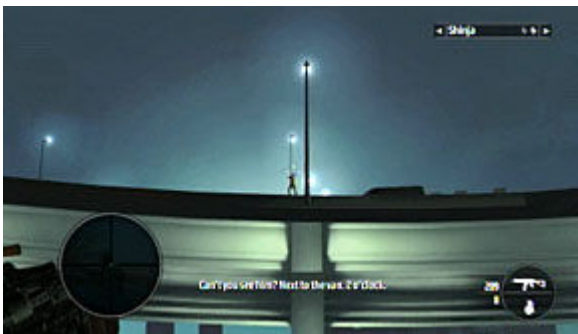
The Bridge

Follow the path to the pagoda and pick up the phone.



Is There a Problem?/Is She Dead?

First, take out the enemies on the bridge, but remain inside the bridge structure. There are two snipers to take care of and they'll only aim at you. You need to tell command your men to ATTACK by passing the aiming reticle over the snipers, then heading for cover. The snipers' view is displayed in the bottom left of your HUD, so you'll know if your head is about to be popped. Keep moving, and direct your men to hit the snipers. One is up and to the left on the highway overpass, and the other is behind the bridge structure on the same overpass.

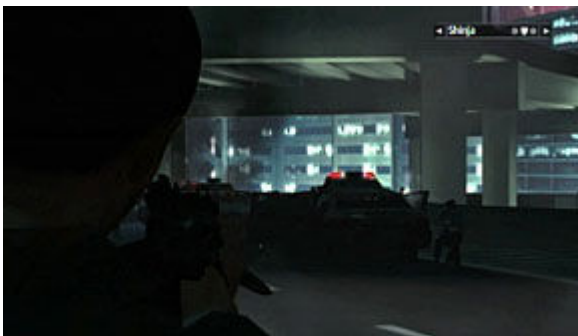


After your buddies take care of the snipers, help them with the assailants on the bridge. Make your way back to the starting area, but stick to cover spots and look for thugs with flashlights. You can use the ATTACK command while pointing your reticle in the general direction of enemies to reveal their locations. Try and focus on the enemies on the ground and let your men take out the ones coming down the stairs.

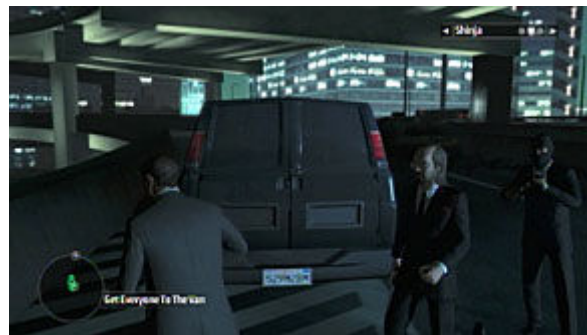


It's Not My Fault

Melee any police on the staircase. At the top crouch immediately and use the highway walls for cover. Grenade the police cars and move up the road taking cover behind cars and walls. These cops are pushovers and will only take a few bullets each.



Call your men over with the RETURN TO ME command at the van to end the level.

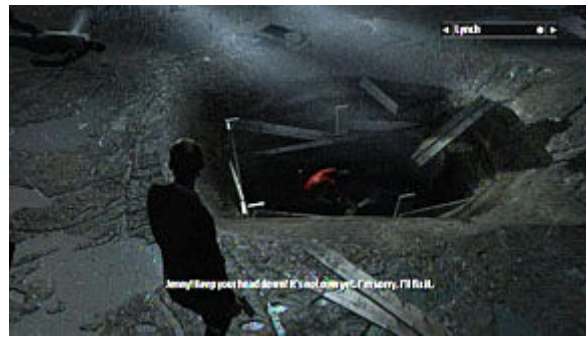


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Protect Jenny

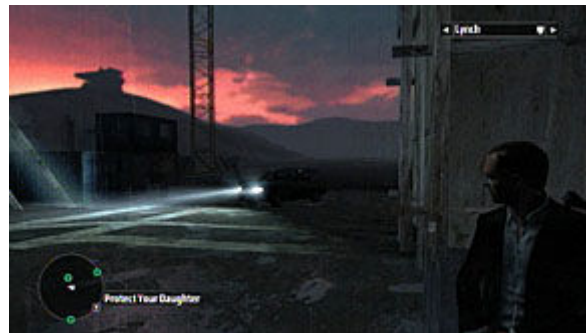
Immediately melee attack the nearest thug and take his handgun. Jenny is safe down in the hole, but you'll have to protect her there.



Enemies come in waves from four different directions, so we'll call the hill where they come from first "north." The sun is rising to the right of the hill, which would be east, so this system works out nicely. Kill the enemies coming from the north. Use the van as cover, and keep Lynch close by with your RETURN TO ME command.

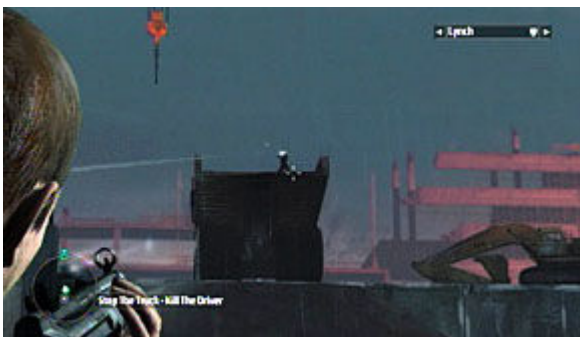


Next, the enemies will come from the east. Catch them early by their vehicle. A third wave comes from the construction site to the west. Send Lynch over to fight them with the ATTACK command. Head over to the area due south and take cover as a car approaches. Be sure to pick up an automatic weapon from a downed thug if you have the opportunity. Lynch's coverage is imperfect at best, so after you take out the fourth wave, head back to where Jenny is and take out any stragglers. Call Lynch over and grab a machine gun or assault rifle from the downed enemies.



You Can't Stay With Me

Taking out the dump truck is much easier if you know its set path. It passes over the hole 2 times, and on the third pass it kills Jenny. It turns around slowly at both ends of its attack run. Your goal is to kill the driver, which requires you to break the driver's side window first. The whole scenario can be beaten in a matter of seconds with Lynch's help. The key is to get him to focus on the driver immediately after the first pass. Tell him to ATTACK and point your reticle at the driver window while the dump truck slowly turns around for its second run. Concentrate your fire on the window as well.



To get a good shot at the window you'll need to immediately run at the truck after its first pass. Aim for the side window panel, not the front. You'll take the driver out just as he's backing up if you and Lynch work together.

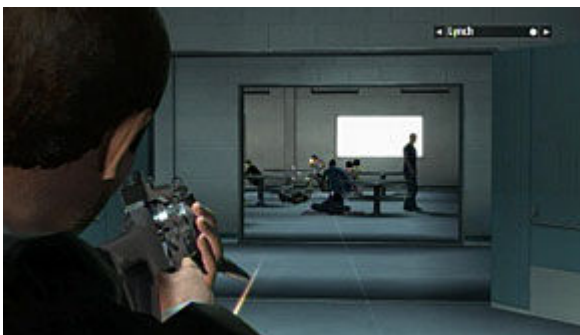


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Break into the Prison

Head through the prison entrance and around the hallways past the visiting area. There are a few guards, all kneeling and easy to shoot. There is a pane of glass by a soda machine which you need to shoot and hop through.



No Going Back Now

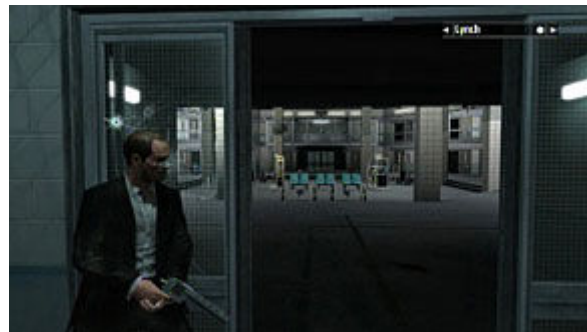
Take the shotgun from Lynch; it's useful for short range combat you'll encounter in the prison hallways. When you come to the cage, don't worry about killing the snipers across the yard. They'll only target you, so have Lynch move in and take out the guards nearby, then use the metal sections as cover to cross the cage section.



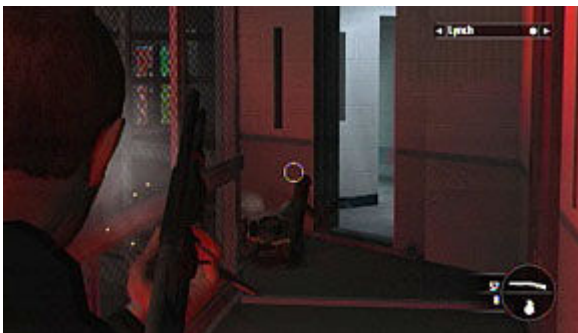
Follow the green lines to the control area. Take cover at the corner at kill the guards you see, then target the ones above on through the grated metal walkway. Your shotgun will shoot right through it.



Open the cell block and follow your HUD to it. Watch out for more guards above. Take cover outside the cell block doors. There are two guards across the way, so have Lynch take care of them or use your handgun. The shotgun is surprisingly effective at long range, but this area is just a tad too big for it.



Head upstairs and kill the guards that meet you at the top. Use the controls to open the cell and then follow your HUD to it. It's on the bottom level right next to where you came in.

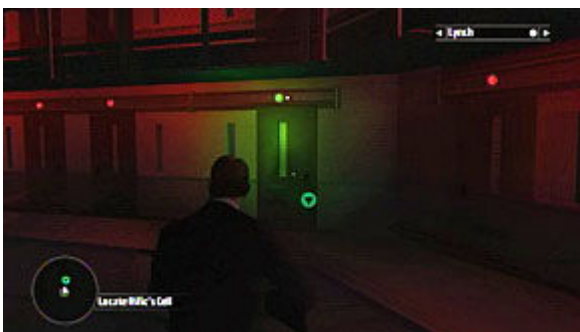


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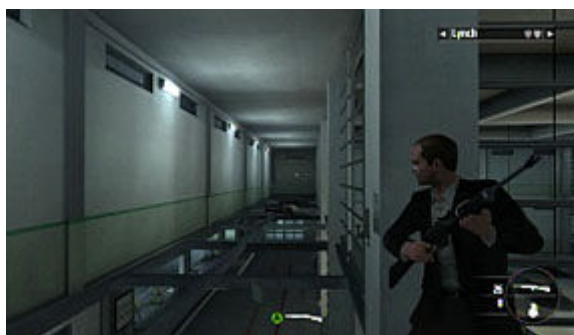
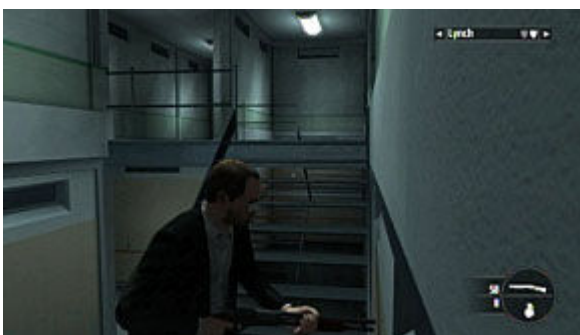
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I Took A Chance, Alright?

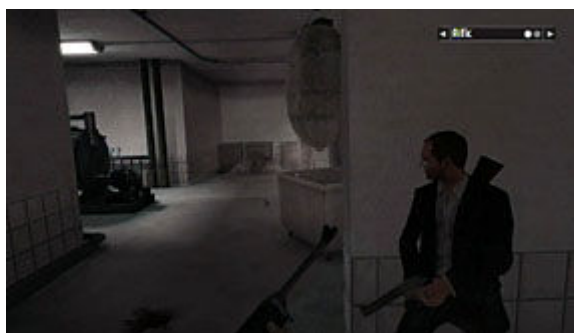
Have your men clear the cell block while you remain in cover.



As you enter the dining area, look to the right and you'll see a staircase. Up the stairs there will be two guards to take out, then a few more in the room below. The guards on the top level drop rifles which will come in handy in the following areas.

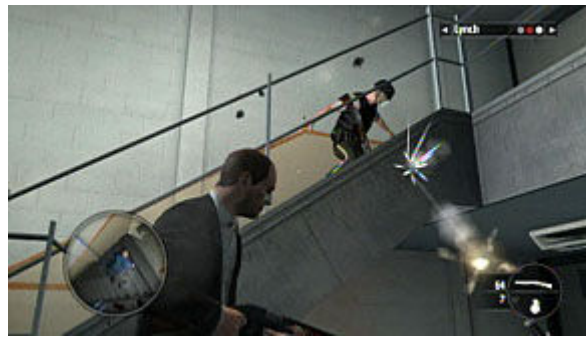


Follow the orange lines down to the laundry room. There are two more guards here. At the end of the room you'll get another team member.



To Bear a Grudge

Use a grenade to take out most of the guards in the laundry room. Shoot the rest from cover behind the wall. Be careful on the stairs—there's a prison guard with a shotgun waiting for you. Either wait for him to come down and kill him from the doorway, or peek around the staircase and shoot his feet.



The guards in the kitchen use teargas. If you are prompted you can throw the gas grenade back. If not, just wait until it clears up. They are hiding behind the stuff in the middle of the room, so move close on the left side and use the cover to flush them out. Have your accomplices close by to revive you and take care of most of the enemies while you remain in cover.



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Let's Just Find Shelly

Just outside the red doors are three snipers with you in their sites. Two are in the tower to the left. You can shoot them with your magnum, but make sure you have your men trained on them with the ATTACK command too.



From your cover, try and get your men to focus on the last sniper, who is on the roof high up on the right side. If they are having trouble hitting him, move quickly to the dumpster on your left and crouch there until they take him out.



Use the bins to climb up onto the roof. In the yard on the other side there are many guards to take out, but your vantage point makes it easy to pick them off one at a time.



Make sure to get the guards right below you against the wall. After they are dead, hop down the bins and enter the next cell block. Your man is on the right side.

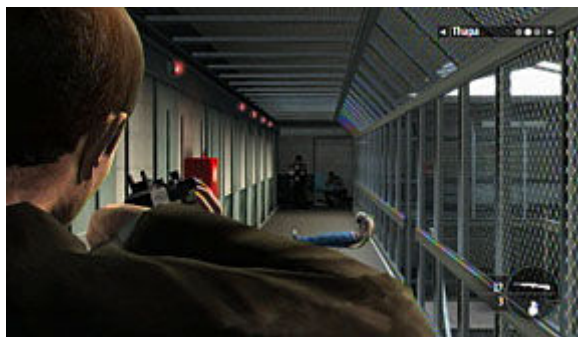
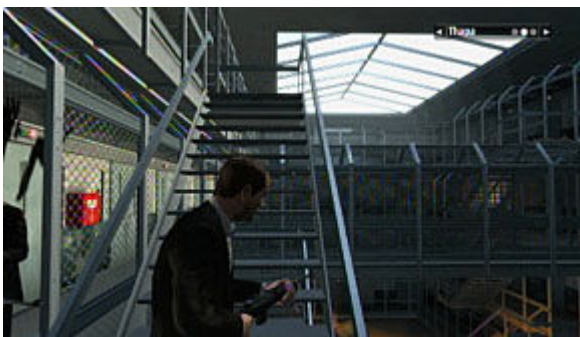


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You're Letting Them All Out?/I Can't Remember Diddly

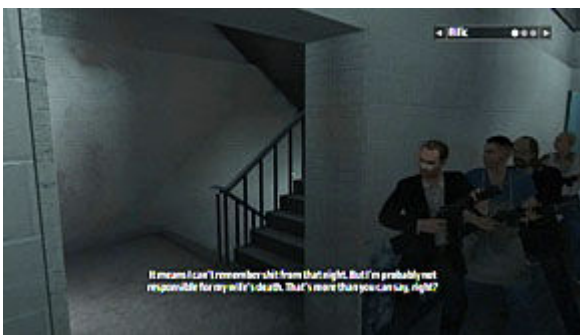
Take the stairs up 3 flights to the top level. A few guards are holed up in the control room, so toss in a grenade ahead of you.



Unlock all the prisoners and go out through the open door. Keep prison guards across the way from you so you can shoot them without much risk.



Go all the way around to the staircase, and be ready for the guards at the top. You can shoot the one right at the top in the back, then retreat back down the stairs and toss a grenade in for good measure.



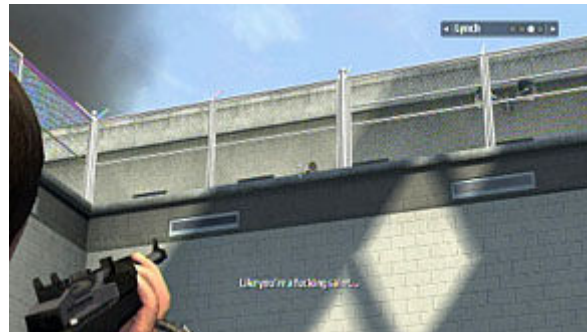
Up in the tower you'll be able to shoot the guards in the towers below.



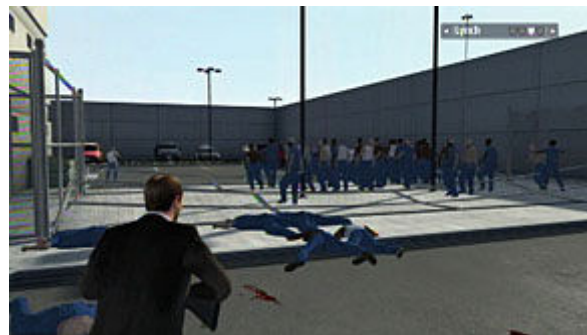
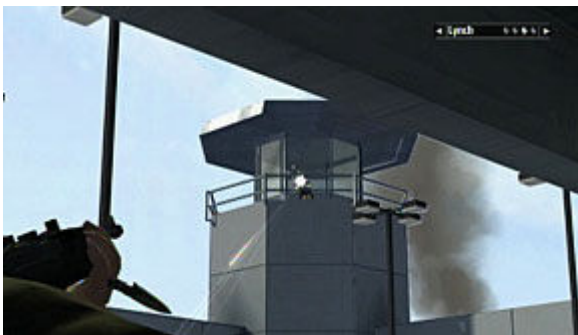
Open the front gate and then crouch immediately and stay down while the helicopter circles.



Shoot the helicopter while crouching until it explodes. You can even blind fire at it from cover. The combined firepower of everyone in the control tower is enough to bring it down.



Rappel down the tower and shoot the guards above on the wall and in the tower.



Move slowly up, using any cover you can find and taking out the police that have arrived. Use any remaining grenades on their cars. Make it to the big red armored transport to end the level.



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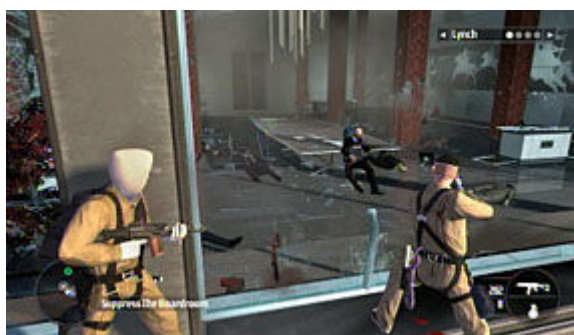
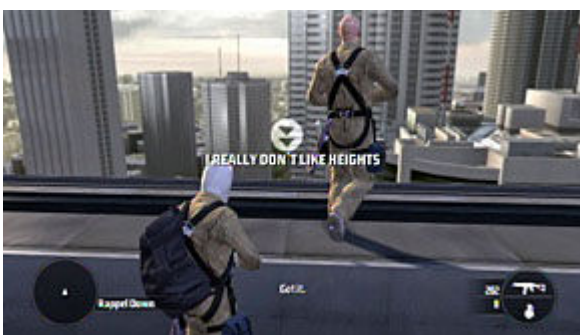
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At the helipad stairs, crouch and shoot the nearest enemies. Retreat and command your men to ATTACK, then go back to the stairs, crouch and clean up after them.

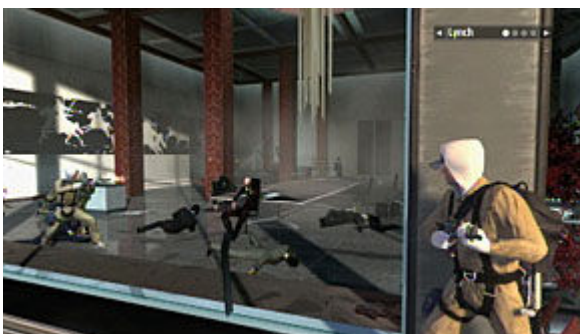


I Really Don't Like Heights

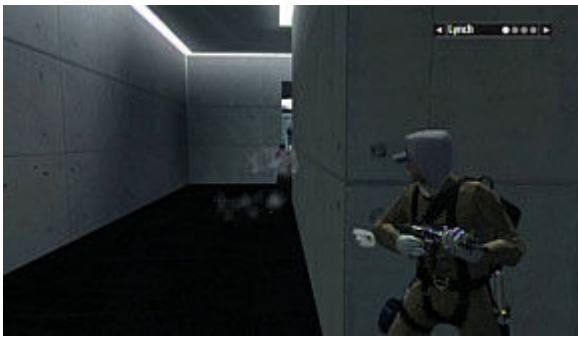
Rappel down the building and run to one side of the window before the charge detonates. The best cover here are the giant building supports on the outside of the building.



Switch sides back and forth between the building supports until the room is clear. Grab the briefcase and move to the column on the left side of the room to flank the incoming enemies. Before they even enter, anticipate them with a grenade. Shoot them from the side.



Immediately out in the hall is another guard which you can melee. Follow the hall around then find cover in the desk area and shoot anyone nearby. Call your men to you using RETURN TO ME.

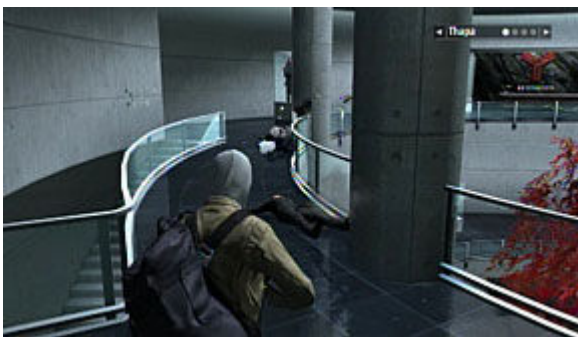


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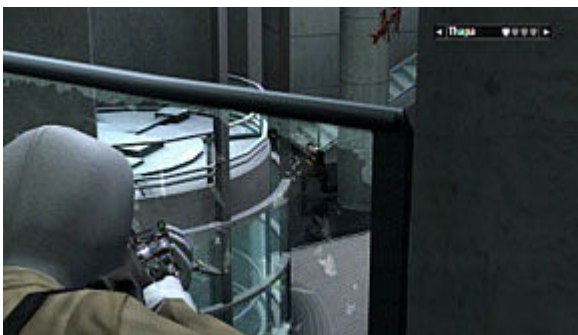
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I Pay My Debts to the Penny

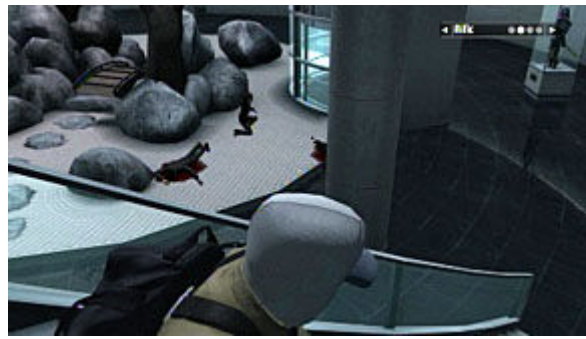
The levels are circular in this building so head to the left, clearing out the entire floor until you get back to the middle. Duck for cover at the statues, and use the walls by the stairs to take out enemies coming up.



There are only 5 or 6 baddies around the entire upper level, so once you come full circle and things are quiet, pick off some of the enemies below.



Go down to the second level and repeat the same circular run from above. All of the enemies around the rocks below can be shot from the second level without a problem.



On the bottom floor, use a pillar to shoot enemies across the room. They come in from the elevator area which is your goal. Find cover right before the elevators and use grenades to kill the last few guys. Take the elevator to end the level.



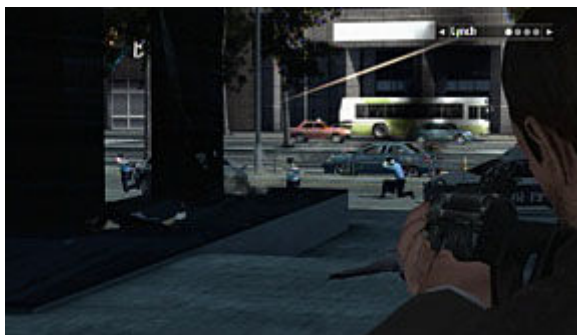
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The Entrance

The Tokyo Police are escorting people out of the building on the floor below and are sufficiently distracted to allow you to set up behind a pillar and start taking them out. Once the building is clear, you can move forward to the front entrance. You will probably be here for a while, as the cops just keep on coming. Try and get some grenades under the vehicles right in the center of all the commotion.



You need to keep moving forward and getting different angles, which is easy due to all the pillars that can be used as cover. The hardest to reach cops are behind the stairs on either side of the outside entryway. Send your team after them and concentrate on the easy targets. If one of them goes down, don't risk everything by running out and giving him a shot. Wait until all the threats are gone first.

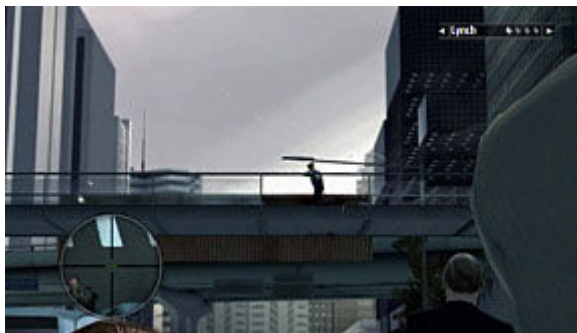


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Almost There

Head out into the street in the direction of your objective marker. The cars make for good cover if you kneel behind them, but they won't protect you entirely from sniper fire. You'll have to use the sniper view to move your head out of the sniper's sites by shifting positions behind the car. The snipers should be your priority here--they are up on the pedestrian bridges--but you won't be able to get many shots off at them. Use the ATTACK command to make your men go for the sniper and dodge his fire until he's gone.



Cross the street before the next pedestrian bridge and sniper and use the bus as your cover. Have your team take him out, too, and then use the bridges to shoot remaining cops below.



Before you hang a left towards your objective marker, a line of shielded SWAT police will block your way. Use the pillar on the left side of the street for cover and lob some grenades over to take care of them.

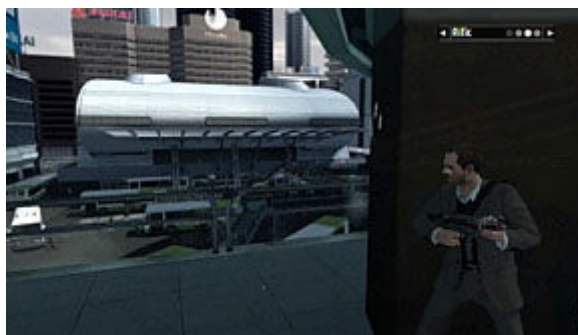


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There's SWATS everywhere!

There seems to be more pillars than SWATS, so use the one to the right of the overlook to pick off anyone in all black. Some are on the bridge, some on the ground, and one will try and flank you from the staircase on your right, so catch him on the way up.



Take the stairs down to the bus station, stick to the right side, and direct your men to attack anyone in front of you. Meanwhile, turn around and use the black stone pillar under the bridge to pick off the 3 cops that show up from behind.



When you cross the station towards your objective, there will be another line of shielded SWATS. Take cover behind the bus in front of them and use grenades to send them scurrying. Shoot them as they reposition. The van and a new, very loyal, driver await you just beyond the gate.

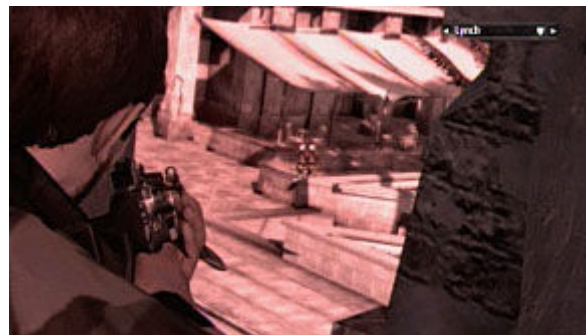


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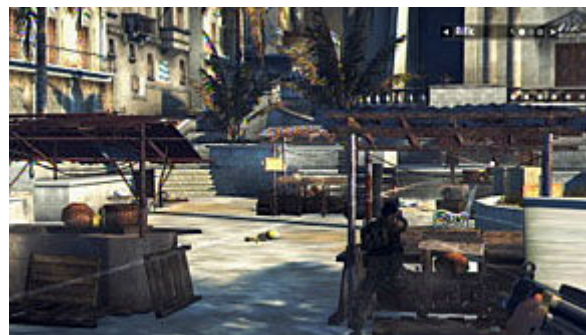
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The Church

Havana is a total war zone, and combat is very different than in previous missions. There are many more enemies and they usually come from 3 directions at once. This means you'll have to use your squad commands effectively, because going it alone will get you killed. Use your vantage point to pick off anything that moves below. Give Lynch the machine gun to the left of the vantage point because his shotgun is totally useless in this level. Make sure to get the 2 soldiers on your far left. You'll be fighting in this area in the next scene, so you might as well do as much damage as possible from the safety of the upper floor.



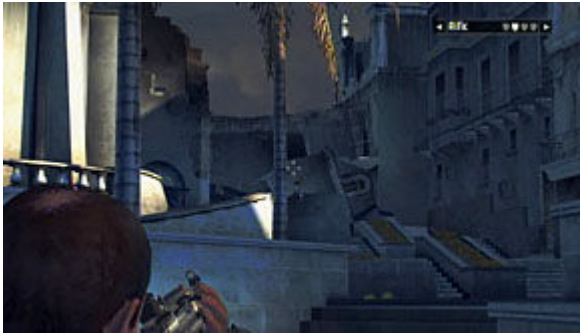
Turn around and go downstairs to meet your team. Give Thapa your weapon and take his grenade launcher—he won't use it. Either discard it or use it immediately, it won't help much in this level. Take cover immediately as you enter the church plaza. Soldier will be running by, so take them out first. The enemy soldiers are for the most part on the opposite side of the plaza, but you should use your ATTACK command to locate them—a tiny lightning bolt will appear above enemies on your HUD when you issue the ATTACK command.



Move up to the shop stands on the left side of the plaza and keep an eye out for the soldier on top of the church.



Sprint around the right side of the church and take out the guy with the chain gun from behind.

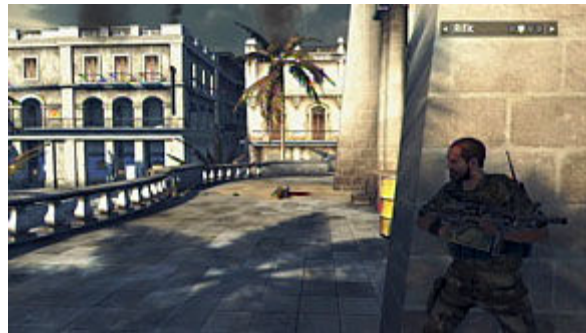


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The Church (cont.)

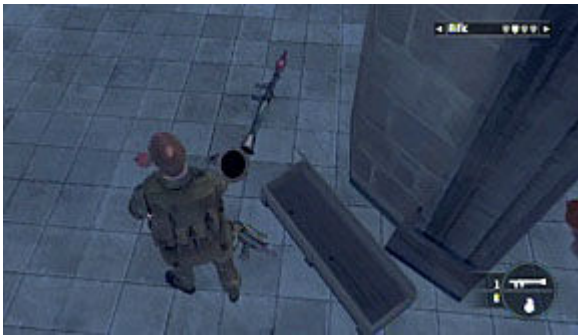
Use the church buttresses for cover and take out the 2 soldiers in front of its main entrance. Call your team up now with the RETURN TO ME command.



As you make your way around the church, watch out for one more soldier sticking near the building. From the cover of the buttress, shoot the red barrel near the soldier up high to the left. Tell your men to move in and attack any remaining soldiers. There should be a few more directly in front of you, so don't run towards the objective marker until they are dead.



Pick up a rocket launcher on the ground and then send your team across the way in front of the tank (or "BTR") to draw its fire. It's cruel, yes, but if you hit it with a few rockets they'll come out unscathed. There's only one rocket per launcher, but they are everywhere in this area. 2 should be enough to take out the tank.



Hit it from the safety of the columns by the launchers or the base of the statue. Aim for the front of the tank. After it's gone, you'll be able to meet up with your very own army.



<<	Ch. 10	Ch. 11	Ch. 12	Ch. 13	Ch. 14	Ch. 15	Ch. 16		
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The Helicopter Battle from Hell

This can be a very frustrating area if you don't have a good plan—there is no checkpoint for the entire duration of the battle. Our strategy works, but it takes time to get to know the area and all its nuances. And by nuances, we mean the locations of tons of enemies. The helicopter makes it dangerous to ever be out in the open in this area, so it's essential to have a roof over your head most of the time. Take your whole team to the building on the nearest, right corner of the plaza. There are 2 soldiers here so grenade or shoot them while moving and head up the stairs.



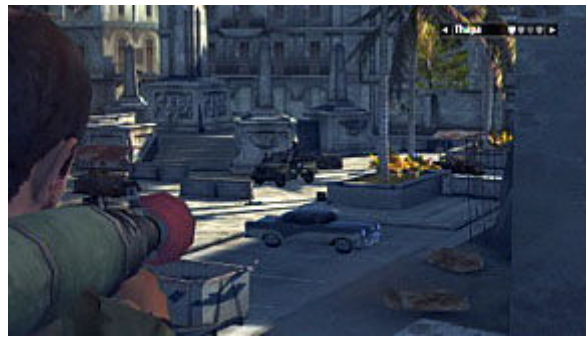
There is a soldier to melee right at the top of the stairs to your right as well. This area will become your base—it has two rocket launcher and a turret that will come in very handy.



Tell your entire team to stay put on the other side of the turret with the MOVE TO THIS LOCATION command. They are safe here from the helicopter and can also shoot most of the places where soldiers appear in the area. If one doesn't automatically take the turret, direct someone to it with the same command. Give Lynch something other than a shotgun so he can shoot across the entire level.



Now start taking out all the soldiers near the spire and the gazebo. Some will be close by, down below, so shoot them before they flank you. Every time you hear the helicopter, take cover! If you tell your troops to ATTACK, they'll leave this area and die immediately, so just let them shoot at who they want and do the hard work yourself. Speaking of hard work, the rocket launchers here should make your job a bit easier. There are two trucks with turrets on either side of the gazebo that need to be blown up. Wait until the gunfire has died down before doing this, as you only get one chance for each.



The enemy soldiers come in waves triggered by your advancement across the plaza. They need to be baited now, so you can take more out from your base. Don't even think about going into the gazebo, it's a death sentence. Just run out towards it between helicopter attack runs, and double back to your base.



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The Helicopter Battle from Hell (cont.)

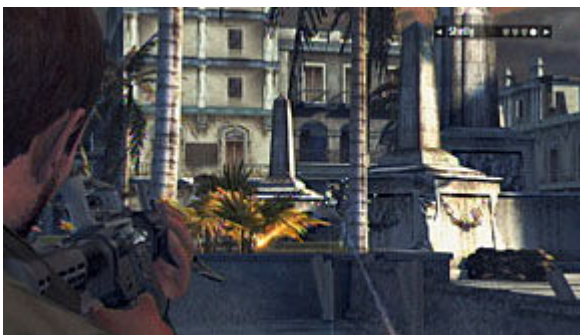
There should be another wave of soldiers for your team to take out. Keep in mind, they also are shooting at the helicopter on each pass, and might even take it out depending on your luck—and how long you spend in this godforsaken level. After the wave, it's time to finally move up. Take one of your men with you, and leave the others in your base to cover you.



The side of the plaza with the base has two areas with a roof overhead as you advance. You need to go all the way around the burning tank to get to the first one. The cover here isn't the best, but that's what your fellow soldier is for. You can now direct him to pick off targets hitting you to draw their fire. Use grenades on enemies in cover, and keep killing the soldiers that take position on the turret by the spire when their gun overheats and there's a pause.



After the next wave is over, move around the blockades to the next nook like the one you were in. Now it's probably a good idea to call over the rest of your men. Enemies will come down both sides of the street and take cover behind the little wall and the car. You may grenade the car if you have grenades, or use a smoke bomb to cease their fire momentarily



With your entire squad, move up to the monument with the spires—it's not over yet. Two soldiers are on the second floor of the building between you and the objective marker on the left side of the street. Three more come out of hiding right as you pass the building, so send your men in ahead—you wouldn't want to risk your neck after all that!



Head over to the objective marker to finish the level.

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The Building

Use the pillars as cover and take out the enemies directly across the room, as well as the ones on the floor above. Make your way over to the doorway where the soldiers entered and give Lynch one of their weapons. He sure loves his shotgun, doesn't he? Ditch his shotgun for one of the machine guns.



Take cover and kill the soldier in the staircase. It's a bit tough to shoot over the sandbags, but you're safe in your cover so take your time.



There's one more soldier in the hallways, so move cautiously and stick to cover.

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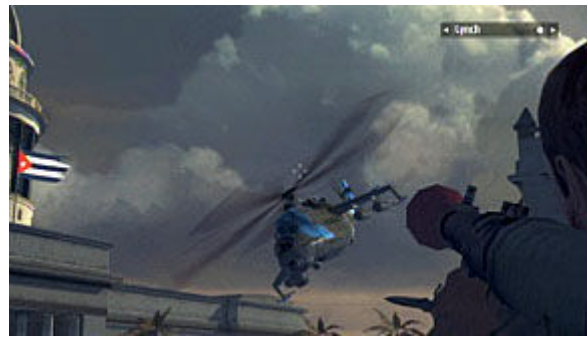
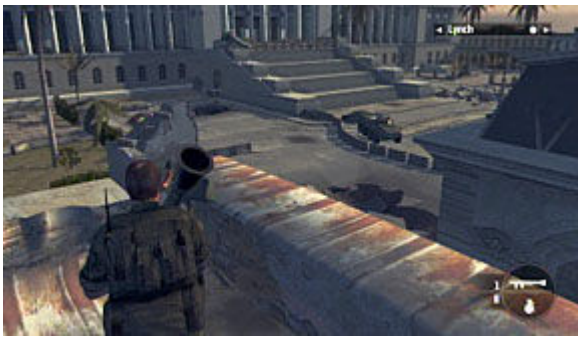
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Steady Your Aim

There are a few soldiers on the roof, so cover at the doorway and shoot them—use a grenade to force them from their cover. At the opposite corner of the building are rocket launchers galore.



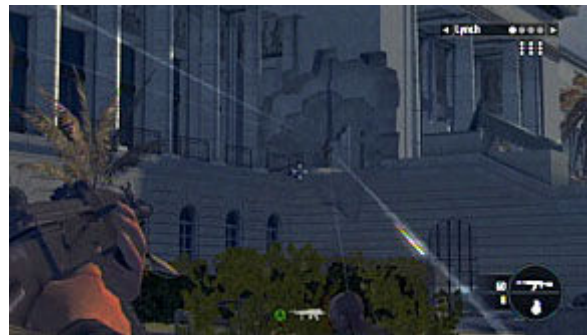
Use them to take out the BTRs below. It shouldn't take more than 2 rockets per vehicle if you aim for the front end. Crouch on the roof for cover.



Have Lynch take out the guys on the roof to the right of the BTRs and concentrate on the helicopter. While the helicopter makes attack runs, keep one of the boxes on the roof between you and it for cover. When it slows down to turn around in front the capitol building, shoot it with a rocket. Only shoot a rocket if it is very close or you'll miss. 3 rockets should do the trick.



Rappel down to the ground and hit it running for cover at one of the statues. From here, take out nearby troops with blind fire, toss grenades behind the sandbagged areas and tell your team to ATTACK the soldiers on the far left of the capitol building. There are some soldiers up high on the side of the front entrance, too.

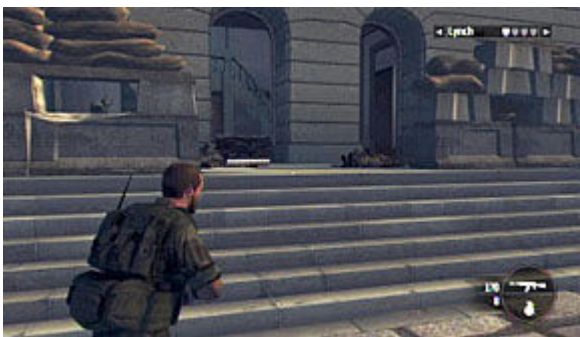


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Steady Your Aim (cont.)

There is one soldier on the ground floor inside, and 4 more at the top of the stairs. Just take it slow and send in your teammates or a grenade first.

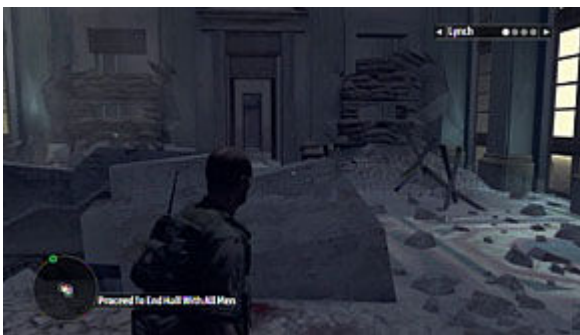


At the end of a long hall on the second floor there's a guy with a rocket launcher. He's a bad shot, so take him out after his first rocket. Past him there are some broken pillars and two more soldiers. Backtrack and grab the rocket launcher before going inside El Capitol.



Old Timer

Use the rocket launcher to take out the gunner on the left side in the little sandbag fort they built. Move up to the broken stone slab right in the middle and crouch for cover. Lob some grenades into the hole to kill the remaining soldier. If you keep shooting him he'll go down, too.



Turn left down the hallway past the fort, and before entering the room with the display cases, take cover and send your men in first. There are two soldiers on the right, and one on the left. After that it's a clear shot to the objective marker.



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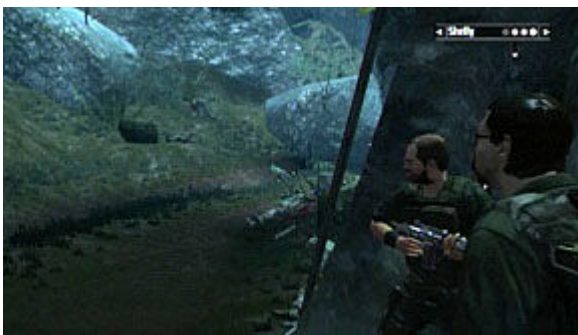
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The Ravine

Go down the path past the overlook and stop short of the ravine. Command your squad to attack the targets ahead, and when you see movement, start shooting.



Find cover at the tree on the right and then cross over to the rock on the left. From the top of it, kneel and shoot the enemies behind the sandbag.



Continue up the path to the rappel point.

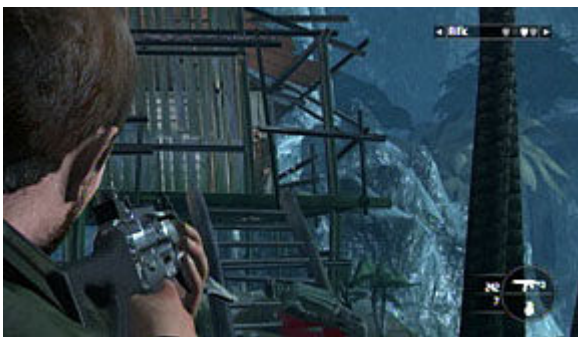


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Getting Too Old for This

Rappel down and tell everyone to stay put at the base of the waterfall. A guard should be headed toward you with a flashlight, but he won't see your men. Go over to the tree beside where he stops, take cover and then melee attack him.



Call one of your men to come with you with RETURN TO ME and go to the very edge of the cliff. Follow the cliff's edge to the river and crouch there.



Tell the other men to MOVE to the area between the two trees on the far side of the poppy field.



Once they are spotted, they'll start a fire fight with the hut. Direct them to attack the sandbagged corner. You should take out the soldiers on your side of the hut from the riverbed. Meet up with your team and go inside the hut. Attack the remaining enemies on the other side from inside the hut, and send your men out ahead of you to make sure there are no stragglers.



<<	Ch. 10	Ch. 11	Ch. 12	Ch. 13	Ch. 14	Ch. 15	Ch. 16		
P1	P2	P3	P4	P5					

The Rope Bridge

The baddies across the way from you have flares that will alert the village of your approach. If they light one off, you'll have to restart from the checkpoint. The flares are set off from the far right side of the opposite cliff, so keep in mind that if someone runs over there, he needs to be taken out quickly. First thing's first, though. An unsuspecting enemy is crossing the bridge towards you. When he passes on the left, hop down behind and use your melee attack on him.



Send your troops to the edge of the overlook and when they start shooting, move in. Crouch out of gunshot range and be sure to take out anyone who moves to the right of the lookout post.



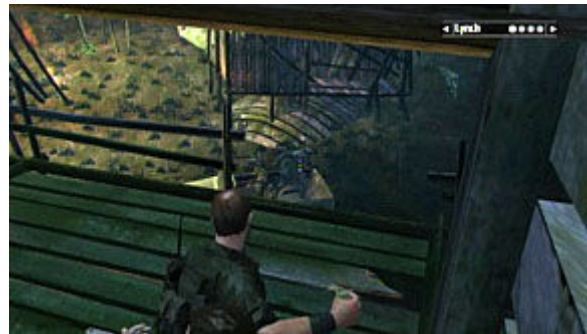
There are two waves of enemies here. When the second wave reaches the lookout post, shoot the red barrel nearby to take them all out. Cross the bridge and continue deeper into the jungle.

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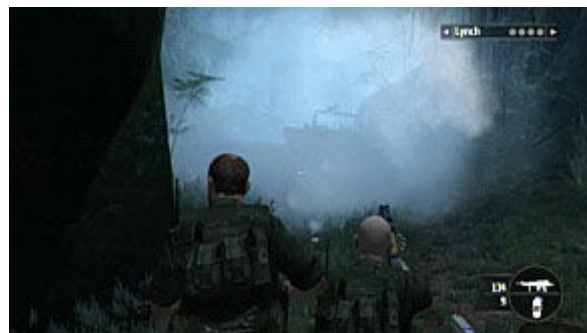
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Just Clearing the Area

Close in on the hut and toss a grenade in to clear it out. Take up a position in the hut and shoot the enemies below. Toss a grenade out the window into the truck on the right.



There is a jeep with a turret you can barely see after it pulls away from the hut. Toss a smoke grenade at it to cease enemy fire temporarily, then move in and shoot them.



Rappel down and kill the enemy high up on the rope bridge.



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The Village

Carlos just happens to be carrying a sniper rifle, so trade him for it. Use it to easily pick off the enemies below. While doing this, position your men a bit back from the cliff with the MOVE command so they don't take too many hits.



Rappel down the cliff and take cover behind the tree in the middle of the village.



There are some enemies nearby behind sandbags and in a building. From your cover they shouldn't be a problem, but use your handgun instead of the sniper rifle. Snipe the far off enemies from your position before closing in. The objective marker will lead you to the end of the level.



<<	Ch. 10	Ch. 11	Ch. 12	Ch. 13	Ch. 14	Ch. 15	Ch. 16		
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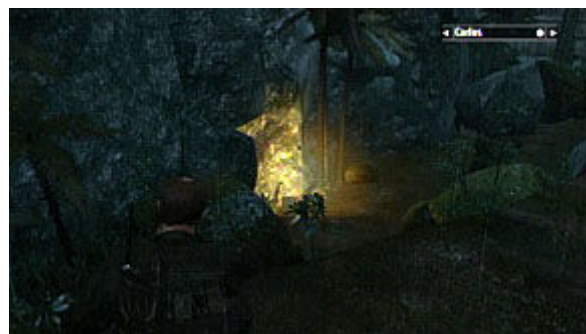
The First Snipe

As soon as the chapter opens, run up to the valley and snipe the guard walking with a flashlight below.

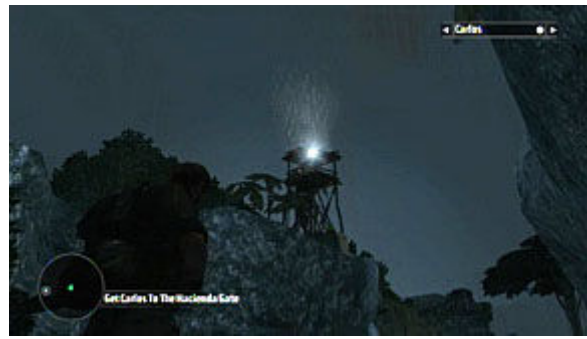
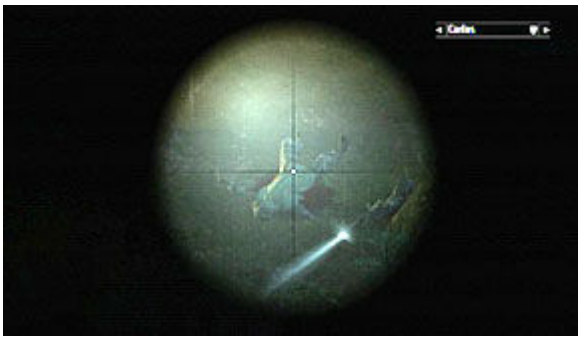


I Told You, Didn't I?

Carlos needs to get to the front gate, and if you take care of all the guards covertly, things will be much easier. If one guard makes it back to the gate, then there will be many more enemies to kill. Tell Carlos to hang back using your MOVE command.



The trickiest part of this mission is killing the 3 soldiers around the campfire. Toss a grenade at them and hopefully you'll kill at least 2, leaving you time to snipe the 3rd as he runs for the main gate. If you can't kill all three, start over.



Next, snipe the guard in the tower above the campfire. Head towards the main gate and take out the guard in the tower, then those around the gate.



That's it, so direct Carlos to go to the gate by pointing your reticle at it and issuing a MOVE TO THIS LOCATION command. Follow the path around the side of the mansion entrance to meet up with your squad.

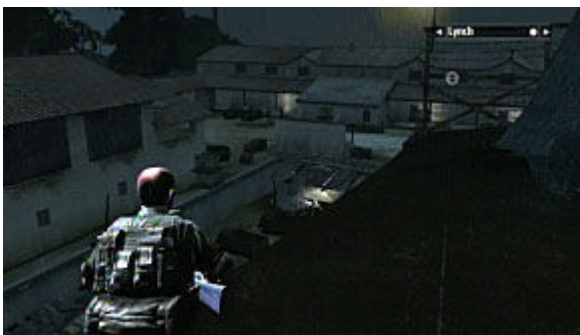


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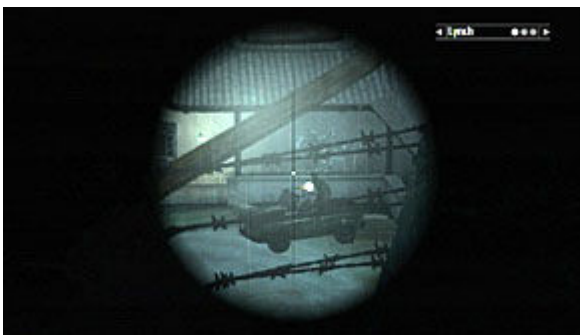
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Did He Just Say Jenny?

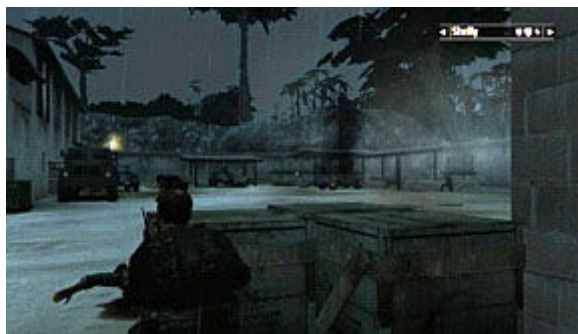
Crouch on the overlook for cover and snipe the guards below. They are so far off that their shots will be pretty scattered. Take out the nearby ones first, and make sure the turrets on the vehicles remain free of gunners.



There are two troops behind the wall near the truck on the right, so be sure to snipe them before rappelling down.



After rappelling down, head for the back wall where you sniped the last two guards. Stick to the wall all the way around and take cover in the boxes before the next open area. There are several more groups of enemies here, and your sniper rifle won't be of much use. Grab an assault rifle from one of your men and give him the rifle—you'll need it later. Take out the troops behind the sandbags and out in the open area. Some will approach you so just blind fire at them when they do. Direct your men to ATTACK and they'll move in for the kill. Before continuing to your objective, make sure you target the sniper down the hill up on the balcony with an ATTACK command and have your wingmen take him out.



Make sure to keep your men behind the gateway to the plaza so they don't die. Shoot the guards on the jeeps and toss grenades at the closest one.



You can take the stairs to the right inside the gate if you kill all the enemies on that side and flank the gunners in the trucks. Grenade or shoot them from above.



Call your troops near before entering the hallway that leads to the next area. Grab your sniper rifle back.



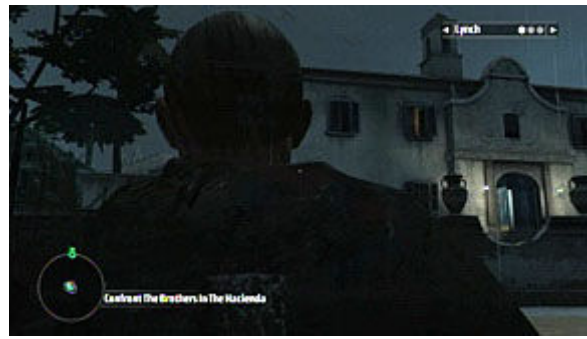
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P1	P2	P3							

Did He Just Say Jenny? (cont.)

Snipe the enemies in the dark area in front of the tunnel where you are taking cover. It's hard to see their locations, so use the ATTACK command to make lighting symbols appear over their heads in your HUD. Just don't let your men go in for the attack—they should hang back in the tunnel. Next, take out the enemies to the far left. This will allow you to move over into that area and get some distance between you and the mansion.

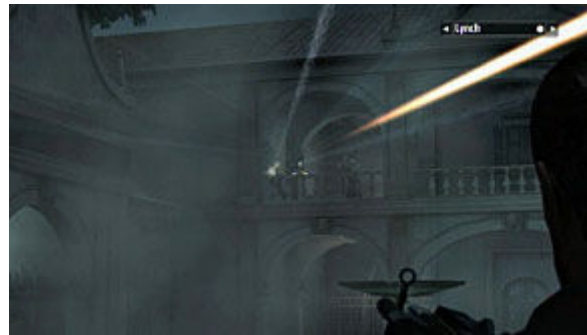


Send your men in to take out anybody on the ground around the front stairs. Stay back and snipe out the 4 guards in the windows. Approach the house with caution, there still may be an enemy with a shotgun holed up by the door. It's probably best to continue to hang back and let your pals do the work. Enter the house.



You Shouldn't Have Listened to Kane

Approach Jenny to start a cut scene. When you gain control again, shoot the land mine to the right, by Carlos's corpse.



Take cover in the pillars and shoot the enemies in the upper level. They are on three sides of the fountain area, including directly above, so move from cover to cover as you shoot them and don't run out in the open. Yet another driver has shown up just in the nick of time. Run to the jeep to beat the level.



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P1	P2	P3	P4						

The turret on the back of the truck will overheat after shooting for about 10 seconds and start shooting slower, then stop, so give it a rest between targets. Your first obstacle is a roadblock with 3 soldiers and a vehicle. Kill the soldier on the turret first, and then the soldiers on the ground. They'll most likely kill you if you leave just one alive. Thankfully, your turret is powerful and it only takes a split second to kill each enemy.



Immediately after the roadblock a truck pulls up on your left. Shoot it until it explodes. Another truck appears in front of you and if you just aim for the engine it will detonate, preventing the enemy with the rocket launcher from ending your joyride.



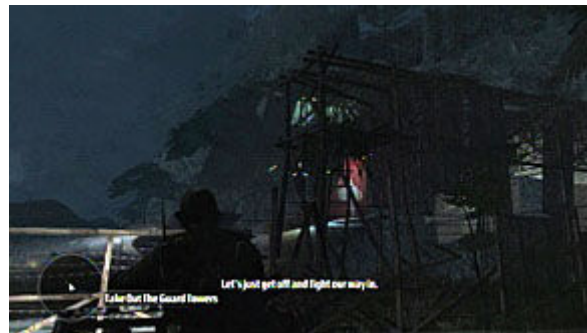
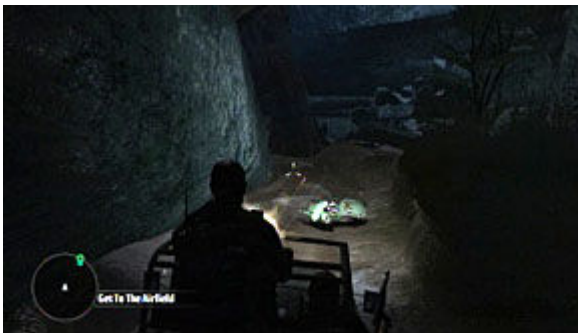
At the dead end, there will be another truck on your right. Blow it up, and ignore the soldiers.

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You Better Freaking Know!

Begin by killing the soldier in the cave. Up ahead is a guard tower, so aim for the center of it and shoot until it crumbles.



Each of these towers has soldiers with rocket launchers. Their first rocket usually misses, but you'll only have a few seconds to take out each tower after that. It's best shoot far ahead, even if you can only see the tower's spotlight. There are four towers to shoot down. Let Lynch take care of the trucks to your right.



Once you cross over onto the landing strip there is a lone soldier and a truck; both need to be destroyed.



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I Can't Go Any Faster!

In this area there is a series of targets to hit, and they are always in the same place. Memorize the short level and it won't give you much trouble. First a truck approaches and then passes you. Get as many bullets into it as possible.



The guard tower on your left is your next priority. Immediately after you take it out, turn to your right and trace the truck's path as it passes you, heading towards the plane.



If you don't take out the truck on this pass, it will most likely kill you from its final position beside the plane. One final tower needs to be shot on your left and then you can concentrate on the plane's propeller engines.



Shoot the nearest engine as much as possible on your first pass. Once you realign with the plane, shoot both engines until they start emitting flames. The flames aren't very pronounced, so as soon as you see orange, switch to the other engine. If you shoot for too long, you'll have to rest your gun for a few, precious seconds.

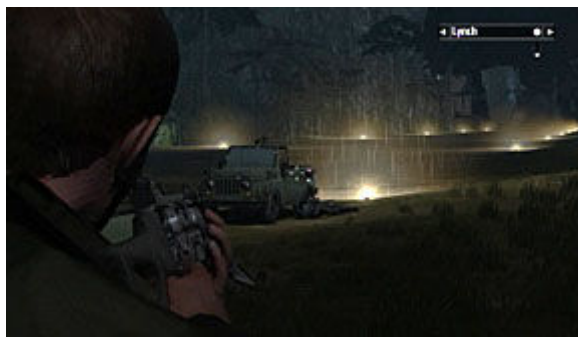


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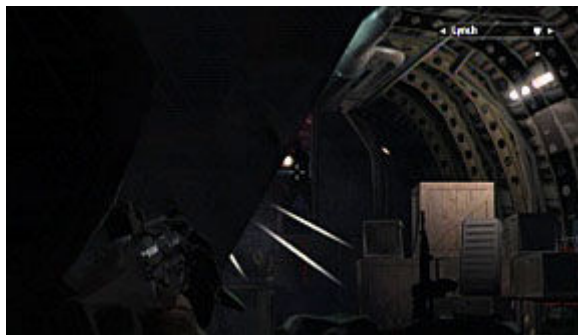
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You Murderer!

Get off the truck and run to the front of the plane. Turn around and direct Lynch to MOVE to the turret on the truck. Take out the remaining soldiers from a safe distance.



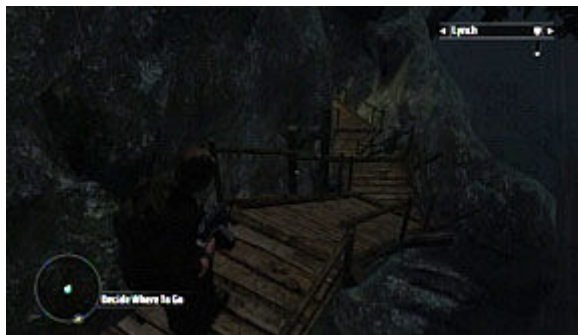
Now, peek around the open cargo ramp of the plane and shoot at the feet of the 3 soldiers immediately inside. A fourth is a bit farther back, and your nemesis is up in the cockpit next to Jenny. They can all be killed from your sneaky position outside the plane.



After a pleasant reunion with your daughter, head for the hill with the helicopter pad.



If you choose to board the helicopter, you'll receive one of the game's two endings. If you proceed down the staircase towards the glowing valley below, you'll get to play an additional level and see a different ending. Both endings are total bummer, so why not go with the bonus level? It's up to you!

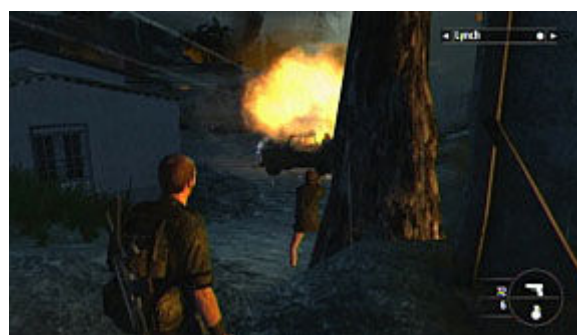
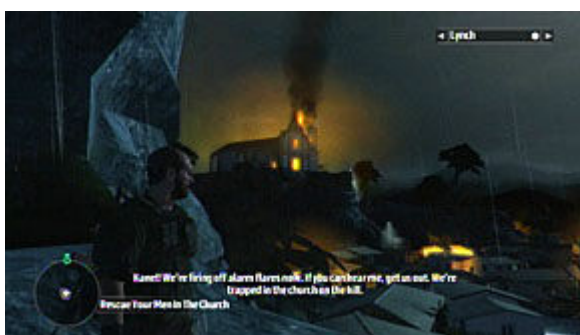


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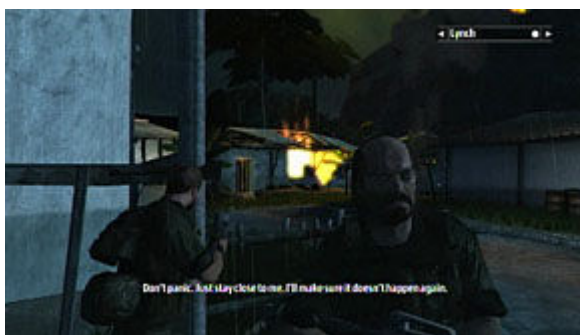
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Get Up to the Church

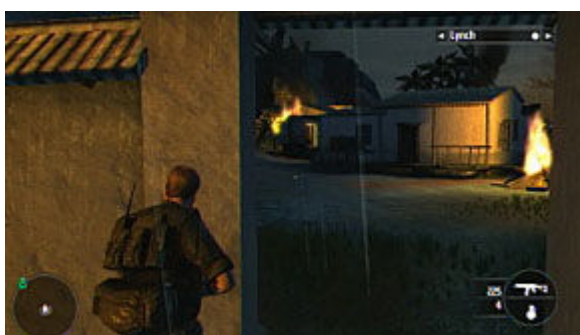
Jenny is now part of your party. She can shoot, but her winsome personality restricts her from following your commands. Consequently, you'll have to hold back and send Kane in ahead of you or risk Jenny taking a few for the team. If she goes down, she can only be revived once. Reviving her will not affect the ending, so there's no need to start over if she gets shot. In the village, toss a grenade at the vehicle parked beyond the tree.



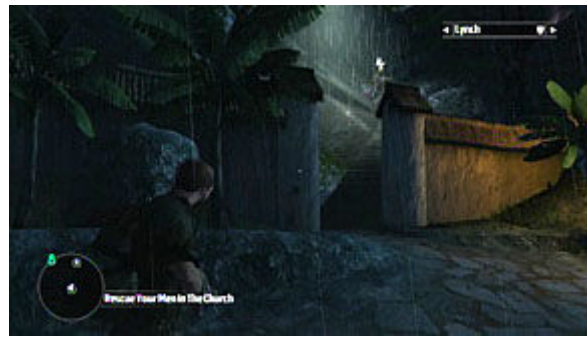
In this area there are enemies on all sides, so hang back and let Lynch do the dirty work—make sure he has something other than his shotgun and your ATTACK command will prove to be more effective. Shoot enemies from cover behind the tree or at the nearest building's corner.



Move through the village towards the church and stop at the cement gateway. Use this cover to kill more troops on the ground. There is a jeep in the distance that you can reach with a fully charged grenade toss.



From the same spot, check the above graveyard for more soldiers. Their silhouettes are hard to spot, but the more you take out from the ground the less you'll have to worry about once you're up there. Use your ATTACK command to highlight their positions in your HUD.



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Get Up to the Church (cont.)

Take the stairs up and kneel at the top for cover. Make sure Lynch and Jenny remain close with the RETURN TO ME command.



Before going up to the church, check the other staircase that leads down the other side of the hill for two more soldiers. Shoot them from your high ground and then head up to meet up with your squadron.



Get to the Boat

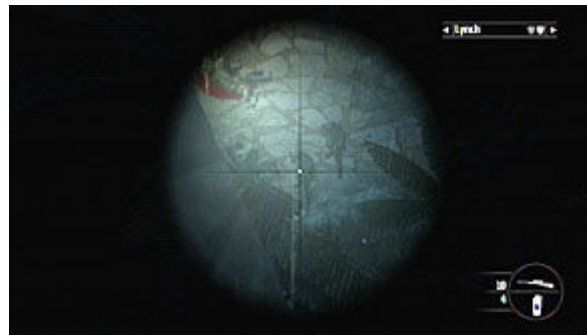
Tell your men to stay at the top of the stairs with your MOVE command. The two corpses of your companions nearby contain useful weapons: a grenade launcher and a sniper rifle. First, grab the grenade launcher and use it to blow up the jeep at the bottom of the stairs. Crouch for cover while you do so. Switch back to a gun and help clear out any soldiers down below—some will charge up the stairs so be ready for them with something other than the grenade launcher, which shouldn't be used at close range.



Now, grab the launcher again and take out the jeep far below by the bonfire.



Grab the sniper rifle and use it to take out soldiers directly below the position where you destroyed the jeep from.



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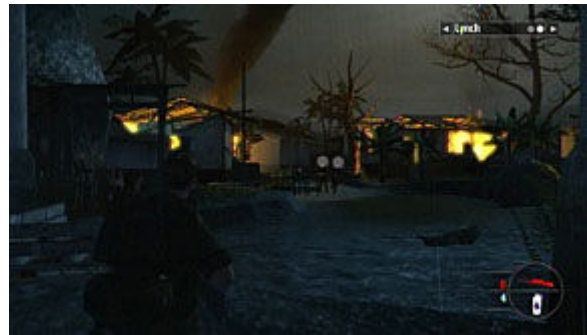
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Get to the Boat (cont.)

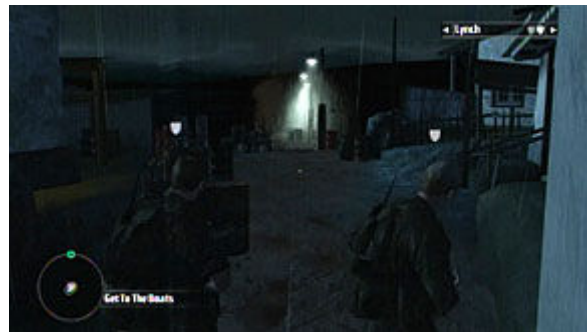
Now take your men down the stairs, following the path you originally took on the way up. Stop at the top of the stairs at the foot of the graveyard and snipe the soldiers below at the bottom. There are quite a few, so a well placed grenade may help.



Make your way to the bonfire, sending your team far ahead to take out stragglers. Have them hang a left at the bonfire and they'll draw fire from hidden soldiers. Don't move up with Jenny or she'll get hit. Instead, identify the positions of soldiers from far away using your ATTACK command and snipe them.



Once you are safely past the bonfire, head right towards the docks. There is a stone gate with enemies beyond it, so send everyone through it and stay far back with Jenny.



On the dock there is one more soldier, but you can't do much about him...apparently he's just there to initiate the final scene. Carry Jenny to the end of the dock to see the "alternate ending."

