

Hidden and Dangerous FAQ/Walkthrough

by Professor Revolution

Updated to v2.0 on Feb 2, 2001

This walkthrough was originally written for Hidden and Dangerous on the DC, but the walkthrough is still applicable to the PC version of the game.

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*****
* Hidden and Dangerous (DC Version) FAQ/WalkThru v2.0 *
* by Professor Revolution *
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----- REVISION HISTORY

(public)

v2.0--Campaigns 3-6 added to WalkThru
-More Basic Tips put in

(internal)

v1.0--Introduction in
-Controls in
-Basic Weapon/Item descriptions in
-Some Basic Tips in
-In Depth Descriptions in
-First two Campaign's added to WalkThru

===== CONTENTS

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## 1.INTRODUCTION

=====

Welcome to my FAQ/WalkThru for the DC version of the game Hidden and Dangerous. This game is also available for the PC, but this guide was made using the DC version. I don't know if there are any big differences in the two, except maybe performance.

H&D is a fun little squad shooter with a nice mix of action and strategy. What I like about the game is that you can choose how much control you want to have over all the little details. If you want to pick every single item you're going to bring into a certain mission you can, but can also let the computer run an auto setup if you're not into the whole micro-management thing(I'm not^\_^). If you're like me you'll let the computer set everything up then just tweak it based on your needs for a certain mission.

The game itself is divided into 6 Campaigns, and each campaign has anywhere from 1 to 6 Missions. You'll definitely get your money's worth in this game, in terms of gametime/dollars anyway. While I enjoy the game there are several issues that arise when playing. First, the overall performance of the game is stuttery, thanks to the use of the Windows OS. If there's 1 or more explosions going off at any given time the game will slow to a crawl, likewise if there's a large firefight taking place on one of the larger maps. Luckily these problems don't show up all that often, you really don't want to get into a large firefight with the enemy(you ARE supposed to be Hidden and Dangerous remember?^\_~). Most of the time the game runs well enough. Also, the controls can be a little cumbersome with the DC Controller at first, but you get used to it in time. The game does have an option to use the DC Keyboard, but I usually stick to the gamepad. Anyway, minor issues aside you should get plenty of tactical fun out of this game, even if you only rent it a couple times.

About this guide, everything in here is my opinion. This mainly has to do with the Mission Guides. There are countless ways you can go about beating the Missions, based on how you like to play. Personally I like to get through with as little mess as possible, so i use Snipers alot. Keep in mind that how I go about beating a certain mission isn't the only way, it's just the way /I/ do it. But if you're reading this then you probably need help on certain missions, and my way of solving them might help you. Actually I'm just writing this part so I don't receive tons of "Why do you put this soldier over here? I do it this way!" E-Mails :) I'm not saying that I don't like contributions, but if it's something minor like how you reach a certain point in a map( "I go NE to the hill, not SW to the house!") then it might not exactly be essential information :) If you DO have a totally different way of completing a certain mission and it seems much easier than my way, do send it in and I'll try it.

Also note that this guide was written playing the game on the Medium difficulty, because I just started playing with that as the default and didn't feel like starting over once I was halfway through to play it on Hard :) I;ve generally played through the whole game 5 or 6 times already, not counting how many times I;ve played individual missions just to figure some little detail out. So I'd like to think that I have a pretty good idea of what can happen in any mission regarding how you go about completing it.

With all that out of the way, let's get on to the fun!

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## 2.CONTROLS

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-----  
DC Controller  
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### BASIC CONTROLS

Analog Stick: Freelook(aim)  
Dpad Up/Down: Change Stance(Stand, Kneel, Prone)  
Dpad <- / ->: Change Camera View(3rd Person, 3rd Far, First Person)  
Y Button: Move Forward  
A Button: Move Backward  
B Button: Strafe Right  
X Button: Strafe Left  
R Trigger: Prepare/Fire Weapon  
L Trigger: Special(see advanced controls)  
START: Pause Menu

### ADVANCED CONTROLS

L Trigger+START: Run/Walk Mode  
L Trigger+Analog: Fast Freelook  
L Trigger+Dpad <-/->: Toggle Between Soldiers  
L Trigger+Dpad Up: Real Time Command Menu  
L Trigger+Dpad Dn: Show Remaining Objectives  
L Trigger+Y Button: Jump  
L Trigger+X Button: Clear Command  
L Trigger+A Button: Use(Inventory Item,interact with environment, etc)  
L Trigger+B Button: Inventory(A Button to select item)  
L Trigger+R Trigger: Reload

### SPECIFIC ITEM AND OBJECT CONTROLS

L Trigger+Analog Up: Sniper Rifle/Binoculars Zoom In(when in 1st Person)  
L Trigger+Analog Dn: Sniper Rifle/Binoculars Zoom Out(1st Person)  
Dpad Up/Dn: Explosive Timer Up or Dn(after setting explosive)  
A Button: Drop Item(Hold 3 seconds)

### VEHICLE CONTROLS

Analog Stick: Aim Vehicle's Main Weapon  
X Button: Turn Left(Driver/Gunner)  
B Button: Turn Right(Driver/Gunner)  
Y Button: Forward(Driver/Gunner)  
A Button: Backward(Driver/Gunner)  
R Trigger: Fire Main Weapon

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Dreamcast Keyboard  
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### MENU CONTROLS

Enter: Accept Highlighted Option  
Escape: Return to Previous Menu  
Arrow Keys: Navigate Menu

### GAME CONTROLS

TAB, Shift+TAB: Toggle Between Soldiers  
1,2,3,4: Direct Soldier Select  
Left Arrow: Strafe Left  
Right Arrow: Strafe Right  
Up Arrow: Move Forward  
Dn Arrow: Move Backward  
Alt+Up Arrow: Silent Move  
Ctrl: Prepare/Fire Weapon  
Shift+Ctrl: Low Grenade Throw  
R Button: Reload  
X Button: Jump  
A Button: Turn Left  
D Button: Turn Right  
W,S Buttons: Change Soldier Stance(Stand, Kneel, Prone)  
U Button: Use(Inventory item, interact with environment,etc)  
SPACE: Map Mode  
Shift: Walk/Run Mode

#### REAL TIME COMMANDS

Home: Follow Me!  
End: Stop!  
Page Up: Move!  
Insert: Hey!(move out of the way, or call over)  
Page Dn: Hold Fire!  
Delete: Clear Command

#### INVENTORY CONTROLS

' Button: Select Item  
Enter: Use Item  
Enter: Drop Item(hold for 3 seconds)  
F5: Select Firearm  
F6: Select Grenade  
F7: Select Anti-Tank Weapon  
F8: Select Binoculars

#### SPECIFIC ITEM AND OBJECT CONTROLS

Up, Dn Arrows: Set Explosive Timer(after setting explosive)  
Enter: Accept Time Setting  
Escape: Cancel Time Setting

#### VEHICLE CONTROLS

Up Arrow: Accelerate  
Dn Arrow: Decelerate  
Left Arrow: Turn Left  
Right Arrow: Turn Right

=====  
3.WEAPON AND ITEM DESCRIPTION  
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Weapons  
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COMBAT KNIFE

Hopefully you'll never get stuck only using the knife, if so you're

pretty much dead.

#### COLT 1911

Basic handgun, only use if you happen to run out of ammo for your main firearm

#### -Machine Guns-

Machine guns are large and can only be used in the prone position, they also eat up alot of ammo. They're good for concentrating fire in a certain area (preferably where there's alot of enemies^\_^). It's a good idea to have a second soldier watching the gunner's back. Except in certain situations it's good to have at least one soldier with a machine gun for each Mission. I don't have individual descriptions for the MG's yet since they're all basically the same. I've only put the useful info from the manual in since it's not really necessary to know the weight of each gun and stuff like that.

#### BREN GUN

(Effective Range: 600m)

#### BROWNING

(Effective Range: 1500m)

#### MG 34

(Effective Range: 600m)

#### ZB 26

(Effective Range: 600m)

#### -Sub Machine Guns-

SMG's are the basic, all around weapons. Simply put, each member of your squad should have an SMG in every mission just in case. They can go through the ammo as well, but not as fast as regular MG's. They're useful anytime, especially when you assign someone to backup a soldier using a regular Machine Gun or Sniper Rifle.

#### STEN GUN

(Effective Range: 160m)

#### MP 40

(Effective Range: 150m)

#### MP 44

(Effective Range: 700m)

#### -Rifles-

The rifle is a medium range weapon, that I honestly don;t use all that much so I don;t have much to say about it. Basically any time you can use a rifle, a sniper rifle would be better.

#### JOHNSON M41

(Effective Range: 400m)

#### -Sniper Rifles-

Hooray for Sniper Rifles! The Sniper Rifle is probably the most

important weapon in H&D. You can take out enemies from a distance, usually before they can even see you. This is helpful since you're usually outgunned in every mission and wouldn't be able to survive an all out firefight. The sniper rifles let you take out enemies one by one and without alot of noise. Learn to use them well!

LEE ENFIELD MK.4

(Effective Range: 800m)

This is the rifle you start out with

K 98

(Effective Range: 1500m)

Pick the K98 up from enemy snipers

-Bazookas-

Bazookas are fun^^ While not useful in most of the sneaking missions, they come in very handy when your Objectives call for you to blow something up(Note: Most of the time you'll have to use Timed Explosives to take out any Stationary Structures, but there are times when you can use Bazookas as well.). Anyone carrying a bazooka will be limited in what else they can carry however. A good combo is a Bazooka and SMG, with the SMG being the main weapon. Much like the Machine Guns, the first time you hit Fire you'll prepare the weapon, then hit Fire again to shoot.

PANZERFAUST

M1A1

-Grenades-

Grenades are useful for taking out a group of enemies, clearing out rooms and buildings, and blowing up the scenery^^ When throwing a grenade, hold down Fire to determine the strength with which you'll lob the 'nade: 10-100%

ENEMY GRENADE

BRITISH GRENADE

-Mines-

Mines are great for ambushing enemy troops and vehicles.

ANTI-TANK MINE

A more concentrated explosion for damaging armoured vehicles

ANTI-INFANTRY MINE

A more dispersed explosion for damaging as many enemies as possible

TIMED EXPLOSIVE

You'll be using Timed Explosives ALOT in this game. Whenever an Objective calls for the destruction of an enemy installment, you can

be sure that the Timed Explosive is what you'll have to use. To set an Explosive, bring up the Inventory, then highlight the explosive, then select it and your soldier will set the Explosive in front of him. You can change the timer now using the DPad. Once the Explosive is set hit A or Fire again and the timer will start counting down, now's the time to RUN! Make sure your soldiers are a safe distance from the blast. Once the timer reaches zero, blammo! Sometimes one explosion can trigger others to go off, so be absolutely sure you're in a safe area by time the Explosive goes off.

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Items

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KEY

Use keys to open up locked doors. Usually you get them off of dead soldiers. Sometimes getting a key is vital to a Mission, and sometimes they just open up an easier route through the Mission.

FLARE GUN

Shoot the flare gun to light up the environment a bit if it's too dark. This will probably give away your position as well though, so use carefully(if ever).

BINOCULARS

Binoculars let you look into the distance. I never use them since a Sniper Rifle lets you do the same thing, plus you can kill the enemies you see :)

CAMERA

You'll have to take pictures of certain items during a couple Missions, you use the camera to do so.

RADIO TRANSMITTER

You'll only use them in Campaign 4, Mission 1. You set them in certain spots on the map to let your allied ships bomb the area.

CODING/DECODING EQUIPMENT

These, too, are only used in one Mission.

CAMOFLAUGE

Basic army uniform. Whoopee!

BRITISH SAS

Basic British army uniform, I say, whoopee!

CIVILIAN CLOTHES

Regular clothes you can use to slip by enemy troops

GERMAN

German soldier uniform, use it to get into enemy bases and such

-----  
Vehicles  
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These are the vehicles you'll find in the game, to be honest I never really use them unless it's absolutely necessary to complete the Mission or something like that. When you're in a vehicle the game slows WAAAY down, and seeing as how it wasn;t blazing fast to begin with...It's just not worth it in my oh so humble opinion. :) They're not even worth individual descriptions, hah!

- WV 82 KUBELWAGON
- SDKFZ.251
- OPEL ADMIRAL
- OPEL BLITZ 3.6-36S
- MERCEDES
- BMW-R75
- PANZERKAMPFWAGON IV
- PANZERKAMPFWAGON VI TIGER-SDKFZ 181
- GUNBOAT
- AVRO LANCASTER

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4.BASIC GAMEPLAY TIPS  
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\*Watch the Briefing! Before each Mission you have the chance to view a very useful Briefing clip. ALWAYS watch the Briefing, ALWAYS! It gives you a good idea of the layout of the map, where some enemies are, where your objectives are and what they look like, etc etc. You must view the Briefing for each Mission at least ONCE!

\*Use the Map! Use the map, and use it often. The In Game Map lets you keep tabs on your position, your direction, and it lets you tell your Soldiers to perform complex tactics. Use the map, alot!

\*Make sure the enemy is dead! When you kill an enemy he'll disappear and his backpack will be left. Make sure you've killed enemies before advancing or they may pop back up and shoot you.

\*Bring lots of ammo! When your squadmates are computer controlled, they'll go through ALOT of ammo so it's best to stock up on it before each Campaign and in each Mission.

\*Take the enemy's stuff! While this isn't always important it can help in some of the longer Campaigns, like 2 and 3, when you're running low on ammo and such. If the coast is clear, take the time to check out what's in an enemy bag.

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5. IN DEPTH DESCRIPTIONS  
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-----  
Campaign and Mission Selection  
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The first screens you'll see when starting a game will be the Campaign and Mission selection screens, they're simple enough but just in case you need some pointers check this section out^\_^



## CAMPAIGN SELECTION SCREEN

The very first screen you see when starting the game. The 6 Campaigns are represented by small screenshots in a vertical row on the left side of the screen. At first only the 1st Campaign will be available, complete it to open up the second and so on and so on. After you've selected the Campaign you'll be able to view an Intro Movie for it, if you're into that sorta thing. You sick, sick puppy.

The little tabs on the bottom of the screen from left to right are:

(Back) (Intro) (Forward)

Select Forward to proceed to the Mission selection screen.

## MISSION SELECTION SCREEN

The Mission Selection screen is just like the Campaign Selection screen. The Missions are listed on the left side, and at first only the first Mission will be available. Complete Missions to open up the next one, complete all the Missions to move onto the next Campaign. For the first mission in each Campaign you'll have to select your team of soldiers and what equipment they will carry, see the sections below for information on those. As you complete Missions you'll be able to check your status with the little "Mission Status" tab on the bottom of the screen.

The Status screen shows how many soldiers you have left as well as how much equipment. The info on the Status screens is what you have AFTER COMPLETING a Mission. For example, in Campaign 1 highlight Mission 3 then move down to the Status tab. You'll see what soldiers/equipment you have left after completing Mission 3.

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Selecting Team  
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When you play the first Mission in each campaign you'll have to select your team of soldiers to bring into the campaign. You can only have 8 soldiers in each campaign, and only 4 in each Mission. There are 40 total soldiers to choose from, each one rated in four key categories:

SHOOTING: Soldier's accuracy  
REACTION: Speed of soldier's reaction to enemies and enemy fire  
STEALTH: Soldier's ability to move undetected by the enemy  
STRENGTH: How much equipment a soldier can carry  
ENDURANCE: How much damage a soldier can take

Keep these skills in mind when you are arming your team for a Mission. Give the best Shooter a sniper rifle, the strongest the heavier weapons like Bazookas, the best Endurance a Machine Gun and so on.

Highlight a soldier and press A to select him for the Campaign, his image will move to the row on the top of the screen. To remove someone highlight their image in the top row and hit A. Usually you can use the Auto Setup tab on the bottom of the screen and the computer will do a good job of selecting a team for you. If you're going to choose your own, remember to keep it balanced. As a general rule you'll need 2 good shooters and 2 with good endurance, the rest can be whatever you like,

though it;s always good to bring someone with decent to high ratings in all the categories.

Once you've selected your team you'll have to equip them

-----  
Selecting Equipment  
-----

Honestly, I usually just use Auto Setup instead of picking every little thing myself. It's much easier to use Auto Setup and add a couple things here and there than it is going through and adding them all yourself. The Auto Setup tab is on the bottom of the right side of the screen, to the left of the Forward tab.

The large window in the center of the screen is all the equipment you are bringing into the campaign. This is all the equipment you'll have for ALL the Missions in this campaign so be sure to bring along everything you need, and a little extra as well.

To add an item, highlight it in the scroll window on the left side of the screen and hit A. For guns, hitting A will add another gun while hitting X will only add ammo for the gun. To remove an item, highlight it in the large center window and hit A. The large percentage bar at the top of the screen shows how full your Campaign load is, once it reaches 100% you can't add anything.

Now that you've got your soldiers and equipment selected you can proceed to the Team Setup screen.

-----  
Team Setup  
-----

Before each Mission you'll come to the Team Setup screen. Here you'll select which 4 soldiers will enter the next Mission and what they'll carry. Again, using Auto Setup and tweaking it is the best option. To select each soldier individually, highlight his image on the top row and hit A, he'll be added to the 4 spaces on the left. The Auto Setup, and subsequently I, use this basic setup when selecting soldiers:

- 1st Soldier: All around, carries any Mission specific items(Explosives,etc)
- 2nd Soldier: Strong soldier, carries any heavy weapons
- 3rd Soldier: Best Shooter, always carries Sniper Rifle
- 4th Soldier: Highest Endurance, always carries Machine Guns

Also, it's best to always equip every soldier with an SMG like the Sten just in case. This setup is important because in most of the Mission WalkThru's I'll use lines like "Have your 1st Soldier Follow the 2nd" and so on, so keep these positions in mind. It becomes second nature after a few Missions anyway, so don't worry about it.

Once you've selected the 4 soldiers you must equip them. If you use Auto Setup(and you should!^\_^) then they'll be equipped with basic gear already and you'll just have to add some things. To give weapons and items to a soldier, highlight his image on the left side of the screen then move the cursor into the center area. The center area shows all the equipment you have available, the smaller window on the right side of the screen shows what the current soldier is already carrying. Highlight a weapon/item in the center window to give it to the current soldier, again for guns, hitting A adds another gun and hitting X only adds ammo for that gun(naturally the soldier needs to already be

holding the kind of gun you want to add ammo to (^\_~). Remember to always give each soldier an SMG( I can't say that enough!), usually the 1st and 2nd will already have them so you'll just need to give them to the 3rd and 4th soldiers. The Mission guides list all the equipment you should take along, so check them out for in depth info.

Also, another MUST DO before each mission is to watch the Briefing. I can't stress this enough, WATCH THE BRIEFING! WATCH IT! Watching the briefing will give you a good overview of the map, where your objectives are, where some enemies are and on and on. My Mission guides assume you've watched the Breifing and know what "The building with the hostages" is, for example. So watch it buck-o!

The tabs on the Team Setup screen are as follows:

(Back) (Briefing) (Start Mission)

Once you've got everything set up to your liking, hit the Start tab and the Mission will begin(after some loading, heh =P)

-----  
Real Time Commands  
-----

During the Missions you'll only be able to control one soldier at a time, however you can instruct the others to do some basic things with the Real Time Commands. While you can program them to do much more complicated manuevers with the In Game Map(see section below), the Real Time Commands are quick and easy for when you just need them to do something simple. When using the DC Controller to play the game, hit the L Trigger+Up on the Dpad to bring up the Real Time Commands, then hit the appropriate button for the command you want to shout. The commands are as follows:

FOLLOW ME

The other soldiers will follow you in the direction you're moving while covering you and each other. They also change position according to how you are, i.e. you stand they stand, you lie they lie.

STOP

The others will stop moving, and following if you have them following you, and survey the area. If you have the other 3 soldiers following you and you're controlling the Sniper(and if you use my tactics you will be, alot^\_^), it's a good idea to have the other 3 Stop behind you a little when you want to sneak up on an enemy position. This way they won't give you away by firing at the enemy first. Also, the AI controlled soldiers have a way of getting right in front of you or running off somewhere for no apparent reason when you have them Following you and you stop without telling them to. Telling them to stop can usually remedy this.

MOVE

The other soldiers will move ahead of you..I hardly ever use the command since computer controlled soldiers can do some dumb things.

HEY!

This has a couple uses. You can get a straggling soldier's attention with it, and you can also tell someone to get out of your line of fire (which WILL happen).

#### HOLD FIRE

Using this Command is supposed to keep the other soldiers from firing before you do, but it hardly ever works in my experience. If you want to sneak up on an enemy, it's best to just tell the others to Stop then move on ahead of them.

#### ----- Using the Map -----

Use the Map frequently to keep tabs on where you are and your relative position to important buildings, areas, etc. You can also command your squad to perform some basic tasks using the map, but I never do more than tell them to Move to certain places since the AI leaves much to be desired :)

#### CONTROLS

Analog-- Move pointer  
A Button--Select  
B Button--Cancel  
X Button--Delete Order

L Trigger+Analog-- Move map  
L Trigger+A Button--Rotate/Zoom map

#### Keyboard:

Space--Open/Close Map  
Esc-- Cancel  
Del-- Delete Order

#### ICONS

Position the pointer over an icon and hit A to activate its use.

Checkmark: Quits Map mode and goes back to game  
Round Arrow: Rotates map  
+/-: Zooms map in/out  
Up and Dn: Switch the current level view(for multi-story buildings)

#### PROGRAMMING SOLDIERS

You can use the In Game Map to program your soldiers to perform some tasks, while this may seem useful you rarely have to tell them to do anything but Move or Follow someone. I'm sure there's plenty of uses for the in-depth programming you can do, but it's never really needed to get through the game. You program the soldiers by clicking on the Map Command Icons that are displayed vertically on the left side of the map screen:

Move: Tell soldier to move somewhere on the Map. Click it then click the part of the map you want the soldier to move to

Follow: Have soldier follow another. Click then click on appropriate soldier symbol in the map.

Use: Have the soldier use something on the map, like a machine gun.

Use Inventory: Tell soldier to use item in his inventory.

Attack: If you can see enemies, this will order soldiers to attack them.

Guard: Soldier will hold position and guard the area around him

Wait: Tell soldier to wait, interrupts moving, guarding, etc

Stand: Stand up

Kneel: Kneel down

Prone: Soldier will lie in prone position

-----  
In Game Screen Info  
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The compass is on the top right of the screen, use it to get your bearings and move into the right directions:

N  
W+E  
S

N=North  
E=East  
W=West  
S=South

NE=North East  
NW=North West  
SE=South East  
SW=South West

Your soldiers' icons are displayed across the bottom of the screen. This shows they're health and current status. The icons are the same as in the In game map except there's a couple more. A thumbs up icon means they're ready for orders (this is the usual status) and an eye icon means they're looking around because they heard gun shots or something. A skull means that soldier is dead.

There's 2 different views and 3 camera angles in all. The First Person view and the 3rd person near, 3rd Person Far. To use the Sniper Rifle's scope you must be in 1st Person. The sniper rifle's scope is the only view that doesn't use Target Boxes to mark the location of enemies. A target box is an orange-ish box with a cross hair in it that shows you where enemies are in the surrounding area. The enemies have to be within range your current gun to have a target box show their position. Target boxes are VERY USEFUL :)

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6.GAME WALKTHRU  
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First let me say that you should ALWAYS use Robin "Hood" Smedley as your 3rd Soldier. He has 100% in Shooting and isn't too bad in the other attributes as well. So if I say a Campaign setup should be Auto, just

remember to always add Robin and take out one of the worst shooting soldiers in the pack going into the Campaign. You'll be VERY glad you did :) There's a couple other 95%-100% Shooters as well that you can use in case Robin dies and you don't feel like re-doing the mission to get him back :)

=====  
CAMPAIGN 1  
=====

In this Campaign your goal is to rescue some pilots that have been captured after their aircraft got shot down. There's 4 Missions in all, and they range from too easy to pretty difficult. Your sniper will get alot of use in this campaign(well, my snipers ALWAYS get alot of use^\_^) Auto Setup does a good job of equipping you with what you need for this mission so you can use that with no worries. If you want to setup everything yourself be sure to use mostly lower end soldiers and also make sure to take along plenty of Timed Explosives.

SETUP: Auto Setup + 6 or so Bazooka rounds

-----  
MISSION 1  
-----

Setup: Auto Setup

Objectives: 1. Get to Quarry on opposite side of the river

Use this first Mission to get familiar with the game controls and basic gameplay. This one is pretty easy, but you can get killed if you get careless nonetheless. So always be on your toes, and don't get too close to the water or it's instant death(don't soldiers know how to swim? =P)

Control the 3rd Soldier and have the others Follow, move East towards the bridge until you come to a rock with a cabin just beyond it to the left. Have the others stop and Hold Fire, then take cover near the rock but with a clear view of the area near the bridge in front of you. A guard walks a simple route from the left to the beginning of the bridge and back again. Take him out when you have a clear shot then quickly turn your attention to the cabin on to your left, another soldier will come out when you shoot. Take him down as well then get the squad and have them Follow you again. Move towards the bridge(grab the enemy sniper's gun if you want), and slowly move along the left walkway. Another soldier patrols this path so keep your scope on and inch forward until he comes into view. Shoot him and continue on over the bridge until you get near the end. Have the others Stop a bit from the end, make sure they're off the track in case the train comes by.

Now, move up close to the left stone column at the end of the bridge. There's a sniper behind a rock that's just to the left of the bridge exit, and he's waiting for you. In 1st person mode, Kneel and slowly move forward until you see him. Shoot him quickly so he doesn't hurt you. When he's dead there's one last soldier to take care of, you should barely be able to make out his silhouette from your position at the end of the bridge. He's behind some logs on the right side of the tracks. Again, if you don't see him right away slowly inch forward until you can make him out. When you've got him, drop him then go back and get your team.

Have them follow you as you exit the bridge, then move West along the riverbank to the truck in the quarry. When all of the squad gets there the Mission will end

They won't all be this easy :)

-----  
MISSION 2  
-----

Setup: Auto Setup

Objectives: 1. Free Allied Pilots  
2. Blow Up Remaining Fuel Tanks  
3. Exit at Escape Point

This Mission can be a real "learning experience." The difficulty is a bit higher in this Mission than the first, and there's more enemies around, so keep your head up.

Control the Sniper and have the others Follow. Move through the tunnel to the first ladder and climb up it. At the top of the ladder make a 180 and take cover near the fuel tanks and wait for your squad to catch up with you. When they arrive have them Stop.

Kneel and move near the right side of the tank(East), staying close to the tank as you do. There's a sniper in a tower across the way from you on the other side of the path. Take him out then train your sights on the pathway below and wait for the patrolling guard to come from the left. Shoot him when he appears.

Now move forward towards the tower, but stay close to the tanks. Another guard is standing to the extreme NW of you. Inch out into the open(towards the path) until you can see him then drop him. Now, Kneel/Run your way West to just past the intersection of the pathways, again keeping close to the tanks as you go. There's another sniper in a tower up ahead, right by the train on the right side of the path. Inch forward until you can get a good shot at him and take him out. Now move South along the path that leads between the two center sets of fuel tanks, get next to the truck and look West to the building with the pilots. There's one more tower with a sniper in it right in front of the building and next to the wall on the left. Shoot the sniper then go and get your team and have them follow you.

Move West behind all the fuel tanks towards the building, when you get near the last set of fuel tanks leave your 1st Soldier by them since he has the Explosives. Take the others and move to the right side of the building and Stop. Now take control of the 2nd Soldier because he has a useful SMG. An enemy soldier is waiting on the other side of the building, near the entrance. Go into 1st Person view and strafe right until you can see him and kill him. Now take control of the sniper again and move close to the building's entrance. There's a sniper waiting inside high up along the building's right side. With your sniper, Lie down and crawl near the left side of the entrance so you have a good view of the right wall. The sniper is way up there. He's usually right above the train car's ladder(from your perspective. I mean he's not floating above the ladder :p) Shoot him then control the 2nd Soldier again and enter the building. Make your way up to the right to the small room. Face the opening and strafe across it in 1st person to get the soldier inside, he's standing right across from the

opening. When he's dead walk up to the civilian to complete Objective 1.

Now exit the building and get the 3rd and 4th Soldiers to Follow you. Use the Map to make the 2nd Soldier Move to the field area behind the middle sets of fuel tanks, where all the craters are. As they are doing this, take control of the 1st Soldier and get ready to set some Explosives

When the others are a safe distance from the set of tanks you're by( you should be near the Western most set if you're using my tactics), move close to the center tank and select the Timed Explosive from your Inventory, set it(the time doesn't matter) then run to the Eastern most set of tanks. They're the ones right by the tunnel entrance you came from earlier. Again, move close to the center and set an Explosive, then run over to where your squad is. When all the fireworks are done have them Follow you and go back down into the tunnel in the same place you left it, head back towards the starting point. When everyone gets there the Mission will end.

Things start getting interesting now!

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MISSION 3  
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Setup: Auto Setup

Objectives: 1. Free the Pilots(ha!)  
2. Blow up the transformer that powers the AA lights  
3. Blow up the train fuel tank  
4. Exit the map

First, control your Sniper and have the others follow. Move to the train on the right and have them Kneel and Stop behind it. Have your Sniper Lie and crawl out to the right of the train. There's two bunkers up ahead, on the North, with a soldier in each one. Take out the soldier in the AA Gun first, then aim at the bunker on the other side of the AA light. You'll need to strafe right until the trees aren;t blocking your shot, when you have a clear shot take out the enemy.

Now, gather your troops and havethem follow you. Move towards the bunkers then head East when you can cross the tracks. Head East and cross ALL of the tracks until you can't go East anymore, then turn and head North hugging the wall on your right. When you come to the area with benches covered by an overhang, be on the lookout for a patrolling guard. He stays close to the building and should be coming from the North, take him out with your Sniper so you don't attract any unwanted attention then continue North towards the building with the pilots. When the next AA Light comes into full view on the left, there'll be a couple more guards to take care of. The first is in a bunker just to the left of the AA Light. Use your regular view so the Orange box comes up, then inch forward with the Sniper until you can see him in your scope. Shoot him then move forward until another AA Light comes into view to the right of the first one. The next guard is just beyond the rightside AA Light, again use the 3rd Person view so you can target his general area then inch toward it until he comes into view. Shoot him and you should now be close to the building that's supposed to have the pilots.

If your troops aren't following you, get them and move up along side



the building. Have everyone Stop before you get to the entrance, then switch to someone with a SMG. Using the SMG guy move up to the entrance and get ready to strafe across it and fire. There's a soldier inside the building right across from the entrance. Be careful not to hit the civilian in there, he's to the left of the guard. Go into 1st Person view and strafe across the entrance, shoot when you see the guard then go inside and get near the civilian to complete the 1st Objective.

Get back outside and rejoin your squad, take control of the Sniper again and Kneel/Run along the building side to the North until you can see the tower with the Heavy Machine Gun. Hug the side of the building while you inch forward until you have a shot at the soldier using the Heavy MG. Shoot him then slowly move towards the tower, there's one more guard who walks around the transformer you have to blow up. If you feel safer with some backup you can go get your squad and have them follow you, more than likely they'll take out the guard. Once he's out of the way take control of someone with Explosives, and have the others follow you. Walk up to the transformer and bring up the Inventory, choose the Timed Explosive and set it. Set the time to about 45 seconds, this will give you more time to run away and also set an explosive on the gas car coming up. Once the timer starts run back South near the building until the train on your right ends(the one closest to the building). Just after it is the Gas Car you have to set an explosive on as well. If you can't find it use the Map. Run up to it and set the Explosive, you should still have 15 seconds or so left on the other explosive, so try and match that if you can(not really important but fun!^\_^). Once that's going hightail it back the way you came South, keep to the East side of the map since you cleared it out as you came the first time. When you get back to where you crossed the tracks before, cross them again back to the West side and head back to the Starting Point. As you run you'll hear the warning sirens blaring and the planes starting to come. Once everyone has reached the Starting Point again the Mission is over.

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MISSION 4  
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Setup: Auto Setup + All the Bazooka ammo to 2nd Solider  
+ SMG's to the 3rd and 4th Soldiers

Objectives: 1. Blow up the 3 armored wagons  
2. Kill all the enemies

In this Mission you'll encounter the greatest number of enemies so far, and you'll also have to use split tactics for the first real time as well.

First, control the sniper and move NE up the mountain on the left, the one right next to the road. Leave the others for now. Move up the mountain until it starts to get snowy then look over at the mountain across from you to the East. A german sniper in near the top of it, take him down then continue moving up the mountain while keeping your sights on the other mountain. Another enemy is on that opposite mountain, he's a little lower from the first enemy's position. When you can see him, take him out then turn your attention back to the mountain you're on.

Have the 2nd Soldier(with the Bazooka) Move up to just behind your

position and Stop. Using the sniper Kneel and move towards the top of the mountain(moving East) until you can see the enemy sniper ahead. Usually you can get a clean shot at him before he even sees you. have the 2nd Soldier follow you and Kneel as you make your way close to where the enemy sniper was. Turn to your right, Lie down, and have the 2nd Soldier Stop. Slowly crawl forward to the ledge and look down at the farm below. There's 3 enemy soldiers patrolling the area that you'll need to take care of. If they get close to you pull back to where the 2nd Soldier is so he can cover you.

The first soldier walks along the outer fences of the farm, the second walks around and inside the large blown up building directly in front of(and below) you, and the 3rd is farthest away. He stays between the large blown up building and the smaller one on it's left. Try to pick them off when they're far away from each other, so hopefully you won't draw the others' attention when you're taking out one. Once they're dead get the 2nd Soldier and have him follow you down into the farm area. Get behind the large blown up building and move to the right edge. You should be facing mostly East, then strafe out slowly in Scope view, there'll be an enemy practically directly in front of you but a short distance away. He's between the two buildings on the right. Shoot him then Kneel/Run your way up to the 1st building on the right(the ones with the large wooden planks on it) Creep around to the left edge and slowly move around the edge while looking towards the road. The last enemy sniper is here, shoot him.

When everyone is dead bring up the Map and have the 4th Soldier Follow the 1st, then have the 1st move East along the road up to where the blown up bridge is. They'll encounter a couple enemies here but they can easily handle them. Now all the enemies will be dead except for the ones in the Armoured Wagons, heheh.

When the 1st and 4th Soldiers are in place, take control of the 2nd Soldier and move up to the last building before the train. Position the sniper behind the building so he doesn't end trying to shoot the Armored Wagons when you're not looking. With then 2nd Soldier equip him with the Bazooka and enter the building, make your way up to the front of the building, near the opening that's right by the first Armored Wagon. DON'T stand in the opening long or you WILL get shot by the Machine Guns in the wagon. Get next to the opening and face it, then back up a little. Go into 1st Person view and strafe right until you have a good shot at the wagon. Remember that the first time you hit Fire will only get the Bazooka ready, so hit it a couple times really fast to fire off a shot and blow up the Armored Wagon.

Once the first one is down you can creep through the opening, or exit the building through the way you came in and move around either side of it to get shots at the remaining Armoured Wagons. Whatever you do, DON'T hit the car between the remaining wagons, that's where the pilots are. If you run out of Bazooka ammo you can always use the 1st Soldier to run up from the other side of the train and place Explosives near the wagons. If you do this, you HAVE to stay right next to the train or the MG's will rip you to shreds.

When all the wagons are blown up the Mission, and Campaign 1 are over!

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CAMPAIGN 2  
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In this campaign your goal is to disrupt the German's shipping on the

Danube river. Things get a little more hectic in this Campaign, and the Objectives carry more than in the first. While it can be frustrating, this campaign is also one of the most fun in the game, IMO anyway.^\_^

SETUP: Auto Setup plus Bazooka, 2 Sniper Rifles, 2 MK40's, 2 Stens and another BREN. More ammo for everything as well

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MISSION 1  
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Setup: Auto + SMG to 3rd and 4th soldiers  
+ Bazooka to 2nd Soldier  
+ Pistol to 1st Soldier

Objective: Gather your troops and make it to the Escape Point

All the Briefing and stuff for this mission doesn't help because you never make it to the landing point. Your plane is shot down in a mini intro movie before the Mission begins(which doesn't have any sound, oddly). So land scattered about a map that's mostly wooded area with a couple large roads running through it. These roads can be dangerous so it's best to keep to the wooded areas and only engage the enemy when it's absolutely necessary. Enemy troops patrol the road in groups of two, but sometimes they intersect each other so they'll be four in one area, which isn;t good if you're all alone and trying to shoot them.

When you first get control of your troops, have them all Lie down so the patrols won't see them as easily. Next, have your 1st Soldier(who you began with) Move South towards the 2nd Soldier. As this is happening take control of your Sniper and start scouting the road. If you do see enemies make sure there aren;t any other patrols coming that will flank you and kill you.

Once the 1st Soldier has reached the 2nd you'll want to take out a couple enemies with your Sniper since you'll have backup on the way. One patrol starts from the South, but they probably are long gone by now, you'll most likely catch the one coming from the East. Have the 2nd Soldier Follow the 1st, and have the 1st Move to your position. Take out any patrolling enemies so they don't get your squadmates. Once the others have reached you it's time to move onto the 4th Soldier.

The 4th soldier is to the East. Have the 1st and 2nd Soldiers Follow the Sniper, then have the Sniper move about halfway to the 4th Soldiers position while staying in the darkerm wooded areas of the map. There;s a cabin that you've probably noticed close to the 3rd Soldier's landing spot. You stop halfway to scope it and see if any enemies are around, sometimes they're drawn out by your fire but usually you can move by unnoticed. If all is well, continue to the East towards the 4th Soldier staying near the mountians on the right. Once you;ve reached him, tell everyone to Follow you again and keep going East until you get kinda close to the road ahead. There;s a few more enemies to take care of before you can make it to the Escape Point. They're in the cabin that's right at the intersection of the two roads.

Tell your squadmates to Stop in a covered area and have the Sniper Lie down and crawl forward towards the Cabin. The first guard is right out in front of the cabin, facing the intersection. You can either

crawl up the hill to get higher ground on him or crawl along the road to try and sneak up to him. I usually take the hill since you'll have a better shot at the next couple of soldiers who come out. Shoot the first guy and pull your Scope back a little so you can see when the next pair comes out. Once they're in view quickly take care of them, if they start shooting at you you can always retreat back to your squad and have them blast the guys as they come looking for you. This puts your teammates in danger though so it's safer to take them out yourself.

When all the guards are dead you can hoof it over to the Escape Point on the NE, near the bridge. When everyone is there the Mission is over.

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MISSION 2  
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Setup: 1 Soldier w/ nothing(highest Stealth rating)

Objectives: 1. Get Civilian Clothes  
2. Steal the Boat at the Dock

I don't know why the Auto Setup doesn't pick just 1 soldier for you for this Mission as it's really the only way to do it. Trust me, I've tried everything and this is the easiest way. It was suggested to me by my pal who played H&D on the computer alot, so thanks man! This Mission is weird because, well, you don't want to kill any enemy soldiers. I guess the developers threw this in for a change of pace :)

You start by a car at the end of a bridge, go past it and make a left (East) onto the road. Get near the buildings on the right side of the street. Just after the second car you see there'll be an opening on the right, enter it.

Make a left when you get into the small area, there's another opening ahead(you should be facing East again). Get to the edge of the opening and look to the left a bit, there's a soldier at the corner. Don't try to kill him, instead you must sneak by him. When he's looking the other way run straight across the road into the arch on the other side. Keep heading East until you come to a clothesline, get near it and Use it to put on the civilian clothes.

Once you're in the common duds, turn and go down the small stairs on the right and through the opening to get back on to the main road. Once you're back on the main road, turn right and head East again and run down the long road until you get to the bridge on the left(North). Run down the bridge to the dock and make another left at the big building and go to the pier. Run up to the boat and get near the control cabin, Use it to take control of the boat. Now just hold Y until it starts and begins to move(and your FPS goes to shit). After travelling straight for a minute or so the Objective will be complete and the Mission will end. Hooray for stealth!

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MISSION 3  
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Setup: Auto + BREN and ammo to 3rd  
+ Sniper ammo to 3rd(alot!)  
+ Ammo to all

Objectives: 1. Destroy the Lockgate  
2. Get to Escape Point

This is definitely one of the best Missions in the game, it's fun, it requires some keen sniping, and it can be tough as hell if you mess up. First of all, disregard what the Briefing says. I know I preach and preach about the Briefing but the one for this Mission is only good for enemy info and that's it. If you try to bring the boat anywhere near the facility you'll be dead before you even get off it.

Start by immediately docking the ship on the left(South) bank and have everyone get off("Use" them to get them off their positions in the ship) carefully. Move the 2nd and 4th Soldier to the road and face the mountains on the South edge of the map. Equip the 4th Soldier with the BREN if he already isn't. Now move the 1st and 3rd Soldiers away from the boat a bit, but staying close to the water, and have them Lie and face the opposite side of the river(North). Equip the 3rd Soldier with the BREN.

Stay in this position for a few minutes until you hear the music. 3 Germans appear on each side of the river near the mountains(they literally just "pop up"). You should have the drop on them from your position so mow them down. You'll need to control the 3rd Soldier and shoot the enemies across the river, or they'll end up messing up the whole plan for this level by constantly interfering. Blast'em good and make sure the others are taking care of the enemies on your side of the river.

When they're all dead have the other follow the 3rd Soldier and move to the small incline next to the mountains slightly SW of your position. Change to the Sniper Rifle with the 3rd Soldier. Your squad may start shooting at enemies who are walking patrols inside the facility, that's fine, In my experience they usually kill a couple, which is always a plus. Have them Stop near the bottom of the little hill and move the sniper up to the top of it, it's sniping time!

When you're at the top of the hill look to the NW at the water tower, there's a couple snipers up there, but you can only hit 1 from this vantage point. Kill him(they're laying down). Now look down at the building to the left of the tower, there's another enemy down there to take out. If your men haven't taken them down yet there'll be a couple more Germans walking around the building to the right of the tower(near the entrance to the facility). When they're dead shift your attention to the foot of the bridge and kill the guy standing by the little toll booth thing. There's a few guys on the bridge you can try and snipe from here, but I usually wait for a better, closer shot.

Leaving the troops where they are, hug the mountains as you move West towards the bridge. When you're almost parallel with the entrance to the facility you should be able to see the 2nd Sniper in the tower. You'll probably only be able to see his head and shoulders, but that should be all you need for the kill. Now you should take out the 2 visible soldiers on the bridge as well, if you haven't already. One is to the left of the tank and 2 to the right, when they're down carefully move close to the foot of the bridge.

When you get to the last building before the bridge, face it and strafe to the left until you see an enemy next to the bridge, shoot him then bring up the Map, have your men Move up to where you are.

Wait for them to get there, then take control of someone with an SMG for this next part. Kneel/Run up the bridge till you get close to the

top, then Lie down and Crawl forward till you see the last German standing on the bridge. He's to the left of the tank and has a pistol. Take him out then move to the left side of the tank, face it, and Use it to climb inside the turret. Aim at the middle of the gate and shoot it a couple times to destroy the lock.

Now just exit the tank and regroup with your troop, have them Follow you and move along the road to the West to the Escape Point. When they're all there the Mission is over.

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MISSION 4  
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Setup: Auto + Ammo to all

Now it's time for some trench warfare! BTW don't bother trying to just run around the outer edges of the map to the Escape Point, it's all mined. So you'll just have to get down n dirty(oh darn!^\_^).

You'll start out shooting, no matter what. A patrolling soldier starts to the left of the bridge and your team mates immediately unload on him, even if you tell them to Hold Fire. Your best bet is to take control of the 3rd Soldier as quickly as possible and bring up the scope so you can take him out quickly. When he's dead leave the others where they are and move to the right of the bridge where the land juts out a little. You want to line up just South of the first Machine Gun emplacement, check the map to be sure. The MG's look like small indentations in the ground like this: []-

You'll be able to see most of the German soldier's head who's in the first MG, shoot him then go get the others have them follow across the bridge. When you're across, move to the right of it a little and look to the NNE and you'll barely be able to make an enemy sniper through the trees. He;s in the trench between the small bunker opening and some sandbags. Shoot him then move slowly towards the MG enplacment where the guy you killed was. There's an enemy to the North between two sets of sandbags, shoot him then move along the right edge of the hill on the outside of the trench. Move East and there'll be two more enemies in the trench to deal with. One up ahead to the East and another back to the North. You should see the one on the East first, so take him out then look North and kill the other one. He's right by where the first Sniper you killed was.

Now get into the trench and cautiously move East with the others still following you. There's a soldier at the East "corner" of the trench behind a tall stack of sandbags. Have the others Stop(so they don't shoot you in the back of the head), then slowly move forward until you see enough of him to shoot. Take him down and get the others to Follow again. Move to the little corner and Stand, two Germans will come running from the North and a 3rd will be standing near the 2nd bunker entrance abit to your right. Your men SHOULD be able to take out the advancing Germans, provided they're not running into each and stuff(which HAS happened to me, many...many times, sigh), so shoot the Sniper first then see if you need to help your squad with the other enemies.

Have the others Stop again, then advance through the trench to the North and stop right before the intersecting paths. Look to the East and you'll see a German inside the bunker, shoot him then turn around and look into the West bunker entrance right by you. Strafe across the opening till you see the enemy inside on the right, shoot him as well.

Now, take the trench leading East towards the 3 room bunker. After the sandbags, look to the North and there'll be another enemy in the trench to take down, do it then move into the small bunker room.

Stay there then manually bring the other 3 Soldiers into the room as well. If you tell them to Move on the Map, they just get all confused for some reason and try jump out of the bunker...Hooray for AI! When you're all in the same room, control the sniper again and move to the North exit(not the one you came in, and not the one to the other rooms inside the bunker). There may or may not be a patrolling enemy around here, if there is he'll be to the West. Take him out then move all your men to the small bunker at the end of the path(East). When they all arrive, Mission over.

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MISSION 5  
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Setup: 1st Soldier- BREN w/ lotta ammo  
2nd Soldier- SMG w/ ammo  
3rd Soldier- Sniper Rifle w/lotta ammo  
4th Soldier- BREN w/lotta ammo

Objectives: 1.Hold off the enemy until the plane arrives  
2.Board the plane

When you're setting up for this Mission go all out on the ammo, except for the 2nd Soldier. The 1st and 4th Soldier's should split the remaining BREN ammo and the 3rd should get ALL the Sniper ammo he can carry(get rid of the useless stuff like Grenades and Knives, etc). The 2nd Soldier will get his MG in the Mission, so don't worry.

Watching the Briefing, you'll know where the enemy is coming from. Basically you can place you men anywhere on the East side of the runway but it's best to keep them close together. Of the positions I've tried these seem to work the best: 1st and 4th Soldiers on either side of the building on the East side of the runway, 3rd Soldier(with you in control) right in front of the building's opening and 2nd Soldier just outside the rear entrance of the second building. You can use the map to order the men to move to these positions, then take control of the 2nd Soldier and run into the building, go up to one of the crates and "use" it to get another Machine Gun. Once you've got it, position him at the rear entrance of the building because 3 or 4 soldiers will try and sneak from behind there as you fight. Manually position the 1st and 4th soldiers so they're facing slightly NW.

When everyone is in position, change to the Sniper and look WNW for an advancing German motorcycle with a gunner sidecar. Take it out as quickly as possible because it can kill you all too fast if it gets close. Once the cycle is no threat, just scan the fences that reach from the West to the North for enemies coming at you. You should have plenty of time to snipe anyone you see. Once the 2nd Soldier has killed the enemies from behind(check the map for the "dead rings"), bring him up next to the sniper for added protection. Just keep killing all the Germans you see until the Objective Complete sign pops up and the music starts to play.

When that happens, use the Map to move the 1st, 2nd, and 4th Soldiers over to the South area of the map where the plane will land. Be sure to keep them AWAY from the runway or they'll get killed by the plane,

remember too that it has to turn around after it lands.

Once you see the plane go by in your scope, head over to the South area yourself and go to the left side of the plane(after it's turned around and idling). The left side is facing AWAY from the building you were just near. Go up to the small opening near the rear of the plane and Use it to climb aboard. Repeat for the others and you're home free. Don't worry if the enemies keep shooting when you're in the plane, they can't do any damage.

Mission over, Campaign over! Woohoo!

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Campaign 3  
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Campaign 3 is the longest in the game, and it also happens to be the most difficult IMO. I've played this one WAY too much, in fact I think I played and replayed various Missions in this Campaign more than any other in the game.,so many little things can go wrong(usually due to the stupidity of the computer controlled soldiers) that you'll end up Restarting even though everything was going fine. Hopefully my pain and experience will keep you from suffering through the same things.

SETUP: Auto is fine

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MISSION 1  
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Setup: Auto

Objectives: 1. Destroy the Archives  
2. Free the captured allies  
3. Reach Escape Point

First, for some reason(lousy programming and a quick port job) you can't use the In Game map for this Mission. Luckily you can get through the Mission without it easily, but it's still a minor problem.

At the start of the Mission take control of the sniper and have the others Follow. Move along the path in front of you until you reach the path that connects to the left. Turn and follow this path as it twists and turns until you come to a small square area with flowers or something in the middle. Turn left again and move East through the opening.

Follow this path until the first left you see, turn and run down this path until you get near the opening with the lamps by it. Strafe left out into the opening, facing South, and look for the Sniper up on the balcony of the house. Shoot him then run up along side the right side of the house until you get near the corner with the bushes in front of it. Switch over to the 1st Soldier and get near the corner, face East, and while in First Person view strafe right away from the house. There's 4 guards here that you'll need to shoot. Usually you can mow them all down before they even see you. Two are on the left near the doors, and the other 2 are patrolling. If you only kill 3 guards(you only see 3 bags lying there), then the 4th hasn't made it to this position yet. Regardless, control the Sniper again and up by the 1st Soldier. Wait for the 4th guard if you haven't kill him yet, when he's dead get near the end of the bushes and strafe right away from them. Face towards the small open area with the car, there's an enemy to kill there. When all of the enemies are gone



outside, have the others follow you again and move near the front doors of the house.

Have the others stop just before the doors, then walk up to them and enter First Person mode. Open the door and shoot the enemy on the stairs in front of you. Go back and have the others Follow again and move into the "lobby" of the building. Control the 2nd Soldier(with the Explosives) and have the others Stop. Now I do all this next part in First Person mode, but you can use whatever view you like the most.

Move to the hallway on the right side of the room. A german from upstairs will see you can shout, don't worry about him though. Your men will shoot him when he comes down after you. Move to the end of the hallway and look left(West), there's a "hidden" passage here that you can open. If the German saw you before, wait by this door until the a guard opens it from the other side and kill him. If no one saw you as you walked down the hall, then go ahead and open it. You'll just have to watch for the guard on the stairs as you go up. Go up to the very top of the stairs(don't open the door yo usee halfway up), and face the door there. Open it and back up quickly. There's a guard in the hall to the right. If you don't hear him shout then he hasn't seen you yet. If he did shout, wait for him to run to the doors and shoot him then. If he didn;t see you, get near the door and face South, then strafe left into the hall and firing as you do. When the soldier is dead you can start blowing up the archives.

There's 3 rooms of Archives you'll need to blow up. The first is a very large room with a couple guards in it. Go to the end of this hall(South) and face the "hidden" passage on the right. Aim so that you're looking at the right edge of the door then open it. There's 2 Germans walking along the right side of the room, if they're not close to the door take a couple steps into the room and strafe right into their path. Shoot as you strafe and you'll take them down. When they're dead you can blow this room up. To do so you need to place a Timed Explosive right by the middle post of the 2nd three post structure from the door. There's four of them in the room, they look like wooden logs. You only need to put the explosive by the middle leg of the 2nd one though. Do so and run out of the room.

When the Explosive goes off(and your frames DROP) wait a couple seconds and listen for a few more explosions after it. If you hear them and the whole large room is now on fire then you put the Explosive in the right place. Now go to the door on the right side of the North end of the hall and open it. IN that room go to the door on the right, open it, and go into the 2nd room. In this 2nd room place an explosive right in the middle of the room, then run back to the 1st room and do the same. Then run like hell back down a few flights of stairs. After these two Explosives go off you should get the Objective 1 COMPLETE signal. If not, run up and try again. Rememer to place the Explosives in the middle of the small rooms.

Once the first Objective is Complete, go all the way back down the stairs. Follow the stairs down to the basement(go right when you get to the opening you came though). When you're at the end of the stairs turn to the right and strafe out into the basment, shoot the soldier walking along this first hall, then do the same to kill the soldier walking in the hallway to the right. When they're both dead, go up to one of their packs and "Use" it to look inside, get the key. With the key you can just walk up and open the doors to the cells that are holding the prisoners.

Tell each one to Follow when you open they're door then go back to the stairs. Make sure all 3 are with you then go back up the stairs to the opening you came through. Make your way back to the "lobby" where your squad is and tell them to Follow you as well. Go outside and head South, but stay away from the black car or a weird bug might kill one of your POW's if they get too close to it(happened to me twice). Keep running South to the truck near the gate, when everyone gets there the Mission is over.

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MISSION 2  
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Setup: Auto

Objectives: 1. Kill all the guards  
2. Capture Steiner alive

Quickly control the sniper and head South up the hill. When you get just over the crest of the hill look to the left a bit(SE), to where the outer fence gets kinda zig-zagged. There's a patrolling guard walking along here, you can try to shoot him through the fences but you're better off waiting until you have an unobstructed shot. Track him and kill him when you get the chance, then look towards the spotlight. Move slowly forward until you can see the guy controlling the light on the balcony, usually he's to the right of it, but sometimes he'll be directly behind it. Snipe him then look to the left, staying trained on the balcony, until you see the German sniper up there. If trees are getting in your way strafe right until you can get a clear shot at him. Drop him then pull your view back and scan the paths that surround the house, there's a guardsmen who walks along these paths around the house. Wait for him to show up and snipe him.

When these 4 soldiers are dead, get the others and have them follow you to the small gate at the right edge of the fence that you can open. The gates are smaller sections than the rest of the fence. Go through the gate and move up close to the right side of the house, have the others stop near the back of the house and continue forward while staying close to the side of the building. There's two guards walking near the guardhouse in front of the house, just in front of the outer fence. Slowly inch near the corner until you can get a good shot at them and shoot. You'll need to be pretty quick on the trigger here, especially if you don't score a headshot on your first shot. If you feel overwhelmed, retreat back to where your squad is waiting and have them back you up when the guards come running. When they're dead, that's everyone on the outside you have to worry about.

Now go back to the rear of the house, have the others follow, and walk up the stairs to the balcony with the spotlight. Go to the pack of the man who was controlling the light and grab the key inside of it. Next, go to the door that's right by the light to enter the house, DON'T shoot the guy inside this room. It's Steiner, the guy you need alive.

You'll now need to split your team into two groups of two, the 1st and 3rd will be together and the 2nd and 4th will pair off. First, move the 1st and 3rd Soldiers to the room South of the one you're in and point them towards the closed door in that room. Next, control the 2nd Soldier and have him open the West door in the room with Steiner. There's an enemy in the next room so face North and strafe into the room, blast

the guy when you see him next to the bed. Do the same exact thing for the next door to the West, when the soldier in that little room is dead you'll be next to an opening that leads to a hallway. Now turn and face North, then strafe into the hall and shoot the guard in there. Once he's dead manually position the 2nd and 4th soldiers at the North end of the hall, facing to the South(so that the 3 close doorways are to your right). Make sure they're ready to fire when needed, reload and position the 4th soldier so he's lying. You'll need their firepower in a bit.

With the 2nd and 4th Soldier in position, shift control to the 1st Soldier. Make sure the 3rd soldier is aiming at the closed door to the West, then walk up to it and open it. You'll be spotted by a guard downstairs in the next room, so back up and stay in the small room you're in until he comes charging in. Shoot him, then walk out onto the red carpeted ledge. Move South on the ledge while you face North until you can move left, slowly do so until you spot the other guard in this room. He's in the bottom right corner, fill him full of lead. Now comes the fun part!

Still controlling the 1st Soldier, approach the door next to the stairs and open it, then quickly fire as you back up. Opening the door will cause a bunch of enemy soldiers to come busting out of their rooms. Unfortunately for them, their rooms are in the hall where the 2nd and 4th Soldiers are positioned, heheh. With all 3 of you firing at them the onslaught of Germans will fall quickly, and none of your men should take any damage whatsoever. Now you have to do some recon on the rooms where the soldiers came from. Usually you'll find a soldier in the 2nd one from the left, and in the last one right by your 2nd and 4th Soldiers. Be careful as you check the rooms. When you're sure everyone is dead around here it's time to head downstairs and take out the few remaining enemies.

Stick with the 1st Soldier, unless he's low on ammo or health(though you can grab plenty of ammo from the numerous packs laying around^\_^). If so, take the 2nd. You want a soldier with an SMG for this last part.

Take your Soldier and head down the stairs(the ones in the red carpeted room), when you reach the bottom face North and strafe out into the room, keep your sight trained on the double doors on the North wall. A German will shout from behind the doors and try to shoot you, don't shoot until he opens them. When he's down turn to the right(East) and go through the single door on this wall. You'll be in a small room with another door in front of you, there's an enemy beyond this door so open it with caution. Standing just to the left of it and aiming to the right will help you shoot the soldier in the next room before he can hit you. Shoot the soldier and move into the small barracks room, face the door on the left wall and aim right at the center of it. Open it and shoot the enemy in the next room, a radio room. When he's dead go back the way you came to the red carpeted room.

Go through the double doors between the clock and the single door you just came out of(on the East wall). You'll be in a small hallway. Make the first left, then when you get near the opening to the right, face East and strafe across it. Shoot the last guard who's standing at the end of this small hallway. When he's dead the message should pop up that Objective 1 is COMPLETE.

Now just switch back to the 3rd Soldier and go over to the room with Steiner and walk up to him. This will complete Objective 2 and the

Mission.

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MISSION 3  
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Setup: 1st Soldier w/SMG + Ammo  
2nd Soldier w/SMG + Ammo

Objectives: 1. Damage the facility  
2. Reach the Escape Point

This Mission is just plain weird. Sometimes when I play it I'll get through it in about a minute with no trouble at all, other times I'll end up Restarting because of a stupid death about 10 times. This is just one of those "Hope everything rolls my way" type levels. You only want to bring two soldiers because if you have more they tend to wander off and get killed. With 2 you have enough firepower and can keep close together.

As the mission starts, control the 2nd Soldier and go to the desk. Pick up the Machine Gun and ammo there. You can shoot Steiner as he runs out of the room if you want, but you can't search the pack he leaves behind for some reason. If you don't shoot him he ends up getting killed by his own people anyway, LoL. Once he's dead and you have the MG, have the 1st Soldier Follow you into the next small room. Wait here for an enemy to come rushing in and shoot him, there should be a second one not too far behind him. You may have to strafe near the opening to bait the second guy into coming though.

When those two are dead, face South and strafe out into the large area and shoot the patrolling guard slightly to your right. Then run back into the small room until all the explosions are done. When they are, scan the area for any enemies(the orange box will pop up). If it's clear, run out into the open area and directly South until you're next to the train tracks. As you're running you may be attacked from the East by a soldier so keep a lookout for him.

Now you want to move East towards the Escape Point. Stay close to the tracks as you move, don't worry about the large rocks you run into near the train, you can move under those. You want to move cautiously but quickly, taking cover behind what you can then running to the next bit of cover, and on and on. There's 3 more guards you'll have to worry about before you can reach the Escape Point.

The first 2 guards are stationed about halfway to the Escape Point, near some boxes to your right and left. The last 2 are right by the Escape Point itself(which is a tunnel). One is actually in the tunnel and the other is by a post near the train tracks. These are only the positions these last four guards start out in, they may come running at you when they see you so be prepared at all times. There's nothing more frustrating than getting killed by an enemy you didn't see right as you reach the tunnel.

When you've downed these 4 guards, make your break for the tunnel and keep running through it until the Objective 2 COMPLETE sign comes up. Phew! That was a toughy, or maybe it wasn't...you never know with this goofy Mission.

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MISSION 4

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Setup: Auto

Objectives: 1. Get to Escape Point in Armored Vehicle

Take control of the 3rd Soldier and have the others follow. Move along the dirt road until you get near the end of the first building on your right. Strafe to the very left side of the road and look directly South with your scope. There's a guard near the fence, around the bend of the path. A bush blocks your view slightly but you should still be able to make him out. Shoot him then move near the turn of the road slowly. Look up and to the SE where there's a guard tower just to the right of the larger water tower. Shoot the guard in it, then move around the bend and South along the road.

When you get near the pathway to the right, have the others stop by buildings. Go near the opening in the fence for the pathway, but stay behind the cover of the buildings. Face West then slowly strafe left towards the opening. Keep your sight close to the roof on the building in front of you, when you can see the tower beyond it, zoom in all the way and take out the guard inside when you see him. You should be able to nail him before exposing yourself to any fire from him. When he's gone move down the West path until you get close to the tower, there's another one to the SSW of you, above the fence. Keep your sight on it and strafe towards the tower you're near until you can get a good shot at the guard in this other tower, you can hit him through the fences, it may take a couple tries though. Once this other guard is dead, move directly under the tower on the path, turn left(South) with the path and inch forward until you can barely see the outline of another tower in front of you. Aim up at the soldier inside and keep inching until you can get him. Only one more tower guard to kill now. Follow the pathway South and go under this next tower, face East with the path and move forward until you can see another tower in front of you with the last guard inside. Take him out then switch to the 1st soldier who you left back at the start of the path.

Have the 1st Soldier move up to the 3rd's position following the same path. When he reaches the 3rd Soldier, switch control to the 2nd Soldier still back at the start of the path. Have the 2nd Soldier tell the 4th to follow him, then instead of going down the same path as the others, go up to the double gates to the South. "Use" them to open them up and go through, turn left(East) and move to the next set of gates. Open them up and go through a little bit. Look to your right and you'll see the last tower(where you just shot the guy) and the opening to the parking lot under it. Position your 2nd Soldier so he's kneeling and facing the entrance, then position your 4th Soldier lying down next to him but have him face East towards the main road. When they're positioned switch back to the 1st Soldier

Have the 3rd Soldier follow you and move East under the tower and turn right to go through the parking lot entrance. You will be attacked by 2 waves of enemies. One coming from the East from behind the L-shaped building and the trucks right by you, and the second from the North. Your 2nd and 4th Soldiers will be able to handle the North wave easily, but you'll have to deal with the East wave. It only consists of 3 or 4 men though. When the music starts to play as you go through the lot entrance, quickly get near the L shaped building and face East, then strafe right, into the gap between the building and trucks. The closest enemy will be slightly to the right, kill him first then center your sight again to deal with the others. Keep a constant spray of fire and

use the targeting box as a guide. If you have to reload it shouldn't matter since the rest of the enemies start pretty far away from you. Keep shooting until the music stops, then turn around and head West to the Armored Vehicle. It's the big one with the gun mounted on top^\_^ Position your soldier on the left side of the vehicle's cab and face it, then "Use" it to climb inside. The 3rd Soldier should automatically get in as well. If not, manually make him get in by going to the right side of the vehicle's cab and "using" it.

When they're both inside, switch to the 2nd Soldier. Move South to the parking lot, but before you enter the vehicle go to the double gates that are right next to the entrance and open them. Then move to the rear of the Armored Vehicle and "use" it to board.

Once all 4 Soldiers are in the vehicle, switch to the driver(should be the 1st but it doesn't matter if yours is different) and drive through the open gates. Turn right onto the main road when you can and stay on the right side of it to avoid the roadblock at the base's exit. Once you've cleared the base, just stay on the road till it comes to the bridge. Cross it and go right by the tank(it won't shoot you) and keep following the road until the Objective COMPLETE message comes up.

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MISSION 5  
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This, in my opinion, is probably THE most frustrating Mission in the entire game. First, the framerates drops to below "ultracrap" on several occasions, the enemies start shooting at you before you can even see them through the "horizon fog" most of the time, and the vehicle you're in will slow to a crawl several times making an already long Mission take even longer. I have undoubtedly played this Mission more than any other in the game, probably 20+ times, and these are the best tacitcs I could come up with. While not perfect, I've had the most success with them, hopefully you will, too.

Setup: 3rd Soldier- Sniper Rifle w/70 rounds  
2 Anti-Tank Mines

Objectives: 1. Reach Escape Point

At the start of the Mission, immediately turn West and run away from the vehicle for a few steps. Get on the right side of the road, on the right most tire track and lie down. Place an Anti-Tank Mine here on the track, then roll to the left twice and place another on the track next to it. Now go back to the vehicle and get in. You have to go to the left side of the vehicle.

Once inside, hold Y until you start moving and drive around the sharp curve to the right. When the land rises and provides cover from your starting point, stop and get out and make sure the tank that's chasing you gets blown up by your mines. If the tank continues to come at you, restart the Mission and place the mines more accurately.

When the tank is blown up, get back in the vehicle and drive around the sharp left curve, under the fallen tree, but stop before the next turn( you'll be facing East and the road curves to the North). Get out of the vehicle and equip your Sniper Rifle, then head around the curve on foot and get on the small hill on the left side of the road. There's two soldiers kneeling by the road ahead to the North. Don't go past the top

of the small hill or they'll spot you, then zoom in and take out the one on the left first. He has the bazooka, then deal with the other. When you've killed them, move NE to the right side of the road where the land levels out and a wooded area begins. You'll see a large white sign fade in, when you do stop and use the targeting box as a guide to find the next enemy. He's kneeling between the sign and the first tree to it's right, and he has a bazooka as well. Kill him then wait a few seconds for the soldiers to come running from the right

Use the targeting box to track the soldiers' movements, when they're done moving there will be two more in the road to deal with, then two more beyond them to the left of it. To kill the first two, slowly move toward the white sign while staying in the wooded area, using the trees as cover when they start firing at you (and you can't see them yet). Stay in first person view and move slowly ahead until you can see the enemies (one at a time), and shoot them. Once they're dead you'll be near the white sign, strafe across the left side of the road and slowly move ahead, over the small hill, until you can see the next two enemies. Shoot them (one has a bazooka but rarely gets anywhere near you with it) then turn left (North) and move to the grey (rocky?) area of land next to the murky water. Turn back East and move while staying close to the water on this grey land until the big enemy base comes into view.

Using the large telephone tower as a guide to center your sight, move slowly forward until you can see the enemy in front of it. He's kneeling and also has a bazooka. Kill him. You're killing these guys because their bazookas will blow up your vehicle if you try to just drive on by. When he's dead, make your way all the way back to your vehicle and get in (remember to stay on the grey area when you're still by the tanks)

Once you're back inside the armoured vehicle, follow the road until you get to the large white sign again, then bank left (North) and get on the same grey land you were just running on before. Follow it until you come to the enemy base, then cut left so you're going North, go around the closest tower, then turn back to the right (East) and onto the brick road. You want all the enemy buildings to your right and nothing but mountains to your left, keep heading East until the main road cuts across your path, turn left onto it.

Just after the black spot you'll begin climbing a hill and the vehicle will start to chug, just keep holding Y down and wait till you get to the top. When you do you'll pick up speed and go under another sign that's facing away from you, then you'll start going down a hill that curves to the right. As the hill ends it turns into a straight away that leads to a U-turn and a guardhouse. To avoid the guardhouse (and soldier near it), cut across the middle area right where the land levels out after the hill. The soldier doesn't have a bazooka, so it doesn't matter if he sees you or not. Cut across the middle section and turn left back onto the road. You'll now be facing NW and should notice a couple large mountains coming into view in the distance.

As you get closer there's a soldier to the right, but he doesn't have a bazooka. When the road makes a sharp right turn, don't follow it. Instead head directly West to the small gap between the mountains. Again the vehicle will slow to a crawl, but you'll make it. Get on the small, one lane road between the mountains and follow it as it twist around. You start going REALLY slow as you get near the top of it, just keep holding down Y and wait it out. Once you reach the top, cross the stone

bridge and start down the road on the other side. Now you get to speed down the mountain road :) When you see the exit of the road, it leads out into a large grassy area, stop before it and get out. Equip the Snioer Rifle and edge up near the exit. There's an enemy with a bazooka to the South, face South and strafe right until you can see him in your scope, then kill him and get back in the armoured vehicle.

Drive down, through the grass and onto the road, head East through the houses until you come to the last one on the right(the only one without a fence around it). Stop the vehicle just after it and get out, put on the rifle then slowly move along the road until you can see the bazooka to the ESE just after the small decline in the road. Shoot him and jump back into the vehicle.

Now follow the road until it curves to the South and becomes completely black. You'll be on the opposite side of the water you were near at the beginning of the mission, and there'll be some stragglers firing at you. Don't stay on the road here because it's mined( I found that out the hard way@\_o), instead keep as much to the right of it as the game will let you. After a short distance this right side will open up a bit more, you don't have to stay next to the mountains, but keep a good distance away from the road. Keep driving until you see the bridge up ahead. There's a soldier on it with a bazooka, but it's too dangerous to try and get out of the vehicle to kill him. Instead we have to make him waste it. To do this, drive until you're near the last tree before the bridge, then cut left so that you drive across the foot of the bridge but not onto it. This will make the soldier fire his bazooka, and 99% if the time he'll be way off. Once you've heard the explosion of the bazooka, circle around and drive over the bridge(try to make a tight turn when you're circling around, to avoid any mines). Follow the black road past the large building until the Mission COMPLETE message shows up.

Congratulations! It's all downhill from here :)

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MISSION 6  
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Setup: 1st Soldier- Nothing (0%)  
2nd Soldier- Nothing (0%)  
3rd Soldier- BREN gun w/ half of all the ammo  
4th Soldier- BREN gun w/ the other half of the ammo

Objectives: 1. Hold off the enemy  
2. Board plane

This is one of those Missions that can go really well, or turn to shit in seconds. Usually you can fly through it with these tactics though, you just need to be able to be semi-accurate with a bazooka.

First, as soon as the Mission starts bring up the Map. Have the 1st Soldier Move all the way to the pier right next to the escape plane, have the 2nd Soldier move to the entrance of the building just after the small bridge(to the right of it), have the 3rd move in front of the same building, and have the 4th move to the end of the small bridge(the end further away from your starting point). When you exit the map, switch to the 2nd Soldier. When he gets close to the building have him go inside and get near the machine gun. Use it to take control. Now switch to the 3rd Soldier and have him face West and lie down, he should be near the machine gun the 2nd Soldier is



stationed at. Next switch to the 4th and have him face West as well and lie down, he should be near the end of the small bridge but almost parallel with the 3rd soldier.

When they're all in position, switch to the 1st Soldier. There's a couple crates and some guns on the pier by the plane. Grab one of the Bazookas and run back to where your squad is. Kneel in the area between your 3rd and 4th Soldiers and wait for the rush.

There's 3 tanks to kill in all, but the first always hits a mine or something and blow itself up. The second one comes from the left, near the water. You have to blow this one up the bazooka. Aim slightly in front of it, and remember you have to hit R twice. When that one is gone, the 3rd and last one will come right down the middle towards the small bridge. Again, blow it up with the bazooka. When the tanks are gone the rush of infantry begins, but your men are capable of handling it easily. As the 1st soldier, run back to the escape plane and wait. Once the Objective 1 COMPLETE message pops up, bring up the Map and have the others Move back next to the plane as well. When everyone is there, tell them to follow you then drop into the water and go under the canopy to the small glass bubble in the side of the plane. "Use" it to get inside the plane. When everyone is inside, the Mission is over!

Hooray! You've beaten Campaign 3! The longest, and hardest in the game!

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CAMPAIGN 4  
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After Campaign 3, this one seems like a breeze. It's not easy like the 1st Campaign or anything, but it's definitely not as hard as the 3rd. In this Campaign you need to disable the Germans' ability to create Atomic Bombs, you do this by destroying various production facilities and labs. This Campaign is fun compared to the last one :)

Setup: Auto

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MISSION 1  
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Setup: Auto + ammo to 3rd

Objectives: 1. Place 2 radio transmitters in correct locations  
2. Reach Escape Point

I know I've said it a million times in this WalkThru already, but be sure to watch the Briefing so you're absolutely sure where to place the radio transmitters. Watch it a couple times if you have to, just remember where you have to place them. You'll be doing a truckload of sniping in this Mission, so be sure to add some ammo to the 3rd soldier.

First, take control of the 3rd Soldier and have the others Follow you, move South to the left side of the nearby building. Still facing South strafe left until you can see the tower up ahead, luckily the soldier inside is facing the other way. Kill him then keep strafing left until you're between the outer fence and the worn "path" in the snow. Slowly move South keeping your view locked between the little guardhouse and the guardrail, a soldier will move into this area from the right. Wait for him and snipe him quickly, if he starts shooting at you he'll alert a couple other soldiers that will come from the buildings to the SW. If

he does get a couple shots off at you, kill him then turn and look to the SW and see if anyone comes running from the buildings there. If so kill them, your squad should help out too, then continue on.

Now keep going South until you're near the little guardhouse, there's another tower directly in front of you. Shoot the soldier in it then keep going South, across the many train tracks. When you get close to this tower, strafe to the right so you'll have a better shot at the guy in the next, 3rd tower. The 3rd tower is to the South as well, inch forward until you see it. Watch for the 2 man patrol that walks along the path by the tower(it turns West at the tower), if they're nearby wait until they head back to the West and are out of sight, then kill the guy in the tower.

When he's dead follow the pathway as it turns West, try to run along it and catch up to the 2 man patrol(even if you didn't see them by the tower they're still walking around here), catch up so that you can just see them in your scope and kill them. This will save you some trouble later, as they won't be around to screw things up near the factory. When you've killed them, check your position on the map. Use the 3 sets of buildings to your right as a guide for this next part.

Move West so you're between the 2nd and 3rd sets of buildings, you'll see another tower in front of you to the West. Shoot the soldier in it then slowly strafe left towards the outer fence until part of the tower by the INNER fence(surrounding the factory) comes into view to the NNW. It's just beyond the 3rd set of buildings. Check and see if there's a soldier in it, if there is drop him, if not then don't worry about it. Now keep strafing left, but turn slowly North as you do. There's two guards by a break in the inner fence to your NNW. Carefully inch left until you can see the first enemy, shoot him then continue inching left until you see the 2nd one, you'll end up facing almost directly North.

When those two are dead you have to take care of a 3 man patrol group that walks around the factory, just on the other side of the inner fence. They come from the left side of the factory, just past the 3 snow mounds on the outside of the fence. Zoom in between the first and second snow mound until you see them come into view. Just keep shooting until they're all dead, they'll practically all line up in the same position so it's not that hard to take them out. Don't worry if you take a stray shot from this encounter, as long as it's not fatal you'll be fine. When the 3 patrolling guards are dead, move towards the factory by going under the tower. Get next to the smaller left building of the factory and face NNE. There's a tower here, shoot the soldier inside then turn and face West. Strafe right and cross the train tracks so that they end up on your left. Slowly move West keeping your view between the factory on the right and the train on the left. Stop to check your scope every few steps until you can see the soldier far ahead by another break in the fence. Kill him then move by the little notch in the wall if you're not already near it. Take control of the 2nd soldier and move into the notch and bring up your inventory, set a transmitter here and the Objective 1: COMPLETE message will show up. Now switch back to the 3rd Soldier and tell everyone to Follow you again.

Move West towards the end of the factory buildings, when you get close to it face SW and strafe slowly right until you can see the tower. If there's a soldier in it kill him, if not then forget about it. Turn and face North and strafe left until you can see the tower on this side near the large telephone towers. If there's a soldier inside kill him, if not then forget about this one as well. Now take control of the 2nd Soldier

again and run around the side of the building(North, then East) to the idling plow truck. Move to the corner of the building by the plow truck and face it, then bring up the inventory and place the 2nd transmitter here. Objective 2 COMPLETE should pop up. Run back to your squad and switch to the 3rd soldier, and have the others follow again.

Move South, under the tower and back onto the pathway you were on earlier. Now face West and move forward until yet another tower fades into view ahead. Shoot the guard inside and keep going West until you get close to the edge of the building on the right. Face North and strafe left until another tower comes into view from behind a tree. Kill the soldier in it then move West with the path until it turns North, turn North with it and follow it until you can see the soldier walking on the train tracks. Kill him or let him walk away, then keep moving North until you can see the last tower, kill the guy in it then look down to it's right side and see if there's a patrolling soldier walking nearby. If he's there, kill him, if not then inch forward until he shows up. If doesn't after a few minutes then don't worry about him. All you have to do is run through the opening in the outer fence to the left and move behind the last tower(with the guardrail next to it). When all of your men reach this point the Mission will be over.

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MISSION 2  
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Setup: Auto -2 Explosives from 1st  
          +2 Explosives to 4th  
          + Ammo to 3rd

Objectives: 1. Destroy Archives  
            2. Destroy Antenna  
            3. Escape in Vehicle

This is one of those missions that you can breeze through on your first try if everything goes well, or you could end up trying it over and over if something goes wrong. It's really not that hard of a mission though.

Switch to the 3rd Soldier and have the others Follow. Move East along the mountain path until you come to the "ramp" that descends into the enemy base(Note that you don't want to take the forest route in the beginning because it's mined EVERYWHERE). Move onto the ramp a little and look out to the East with your scope. There's two enemies that will be coming from the left, they start at the Antenna and head towards you. You can take them out from far, far away though^\_^ When you spot them, kill them quickly then turn your attention back to the North towards the base. Killing the guards will cause the base to go on alert, a couple soldiers will fire flares, and more will come rushing out of the buildings to the north. Two soldiers will come running up the ramp to your position.

The 1st will run up near the middle of the ramp, and the second will follow in a few seconds in almost the same spot. Shoot them then you can take out the remaining soldiers in peace^\_^ Move to the right edge of the ramp and look to the NE. There's 3 guards near the parking area below. Take out the one standing alone, this will bring two more guards out of the building near the parking lot. Shoot them, then turn your attention to the last two standing near the vehicles and take them out.

Now, still controlling the sniper, look West and move to the edge of the ramp on that side. Look for the single patrolling enemy near the archive building. If he's not near the building, scope the area out around it and look for him. Snipe him then switch control to the 1st Soldier.

As the 1st Soldier, run North down the ramp into the base. When you get to the bottom, turn around and move South to the archive building. Move to the left side of the building, and position yourself slightly left of the door (but so you can still see inside when you open it up). Get ready for some close quarter action! There's 2 soldiers inside you'll have to worry about as soon as you open the door. Depending on their positions, they'll both see you, neither will see you, or only the closest one will spot you. The closest soldier is on the same level as you, the 2nd is further into the building and up some stairs. When you're ready, open the door and kill the two soldiers. Move up the stairs, but don't open the door in front of them. Instead, strafe right and kill the soldier in the next hallway. Now move forward and turn left (South) into the darker hallway. Face the door on the left side with the sign above it. There's 3 soldiers inside this next room to deal with.

The first one is a bit to your left when open the door, shoot him then back up slightly. Now strafe left and turn right so you can get a sweeping view of the room (but don't go inside the room yet) until you see the 2nd enemy and kill him. Finally, face South and strafe left into the room as you shoot to kill the 3rd. When all 3 are gone place an Explosive by the group of barrels on the South end of the room. A good place to set it is by the small cluster of barrels behind where the 2nd enemy was standing. Set it for about 45 seconds or so, then run out of the door on the East side of the room, head straight down the hallway and leave the building through the same door you came in. You can either leave the 1st Soldier at the bottom of the ramp, or have him rejoin the squad. If you want to leave him at the bottom of the ramp, have the 2nd Soldier come down as well.

Now switch back to the 3rd Soldier and have the 4th follow you. Move East along the mountain path until it turns North. Using the scope, move forward and watch for the antenna as it pops in and out of view (quality programming!!). Move forward until you can see the lone soldier in a small bunker next to the antenna. Snipe him, then move to where you are above the parking lot. There's 4 more soldiers below that need to be taken out, they're to the NW by the exit of the base. Snipe them all then switch to the 4th Soldier and move to the antenna.

Climb up the many sets of annoying stairs and get close to the antenna with the ladder in the middle of it. Set 2 explosives side by side next to it. Make the first for just over a minute, and sync the second with the first. Now run back down the annoying stairs and rejoin the 3rd Soldier. Have the 3rd and 4th Soldier move all the way back to where the 1st and 2nd Soldiers are.

Control whichever of your squad you want and have the others Follow you to the parking lot to the East. Enter the covered truck and wait for the others to do the same. When they're all in, start it up and drive to the North, through the open gate, until the Objective COMPLETE message pops up.

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MISSION 3  
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Setup: Auto

- Objectives: 1. Destroy Facility  
2. Escape in Vehicle

Control the 1st Soldier and have the others follow. Move West towards the small opening in the wall. Get next to it and face North, then strafe left until you see the two enemies close to you. Sometimes you'll attract the attention of the patrolling guard as well, so mow him down if you get the chance. When they're dead, switch to the 3rd Soldier and move slightly into the facility and look West. There's two more enemies near the road here, kill them then move your view to the NW so that the train car is just in the right side of the scope. Wait for the patrolling German to come by (unless you killed him already) and shoot him, then switch back to the 1st Soldier and tell the others to Follow again.

Move North into the facility, to the slightly open door under the light. Turn East and go inside the building, through the room with the large vats and open the doors on the other side. Go through the red-ish tunnel until you come to the grey one. Face North and strafe into the grey tunnel and take out the two soldiers in this tunnel. Shooting them will cause a wave of three more Germans to come running into the tunnel. Make sure you strafe into the tunnel enough to let your squad in to give you some backup. Reload and shoot the Germans coming from the North end, then move North through the tunnel. Be sure to pick up the German guns that look like AK-47's, because they rock.

When you get near the end of the tunnel, turn West. Inside this little room there's 3 soldiers to take care of. The first two are near the middle of the room, and the 3rd is behind some boxes in the corner. Shoot the first two, then strafe back to safety. Turn and face East, and strafe back out into the open to take care of the single soldier past the small walls to the East. Then you can turn back around and take care of the last soldier inside the small room.

Now head East through the opening in the small walls. Face South but continue strafing right (East) until you see the enemy behind the truck, kill him then move back close to the opening in the small wall. Now slowly move close to the next opening to the South, face West and shoot as you strafe left to kill the soldier in this small area. Continue South until you see the soldier at the very far end of the room to the left, shoot him then go to the barrels to your immediate left (just after the South opening). Place two explosives by them for about a minute each then run all the way back to the room with the large vats that leads back outside.

There's a guard that will spot you as soon as you step outside, he's near the railcar. Shoot him then turn to the South and strafe right until you get past the small snow hill, there's two more soldiers to shoot here. When they're dead, go to the truck in the garage and get in. When everyone's inside, drive out of the garage to complete the Mission.

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MISSION 4  
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Setup: Auto + Ammo to 3rd

- Objective: 1. Turn off alarm  
2. Get to tunnel

This is another one of those frustrating missions where one little mishap can throw off everything else. The biggest variables are the patrolling guards on the inside of the base, if you don't wait for them to come by they seem to pop up at the worst times. Following my strategy should help though, it involves some waiting around but you're better off being bored for a minute or so than dead :)

Control the Sniper and have the others Follow. Move NNE until the snow hill on your left starts to lower, make the others stop otherwise they'll give you away, then face NNW and strafe right until you can see the soldier walking a small patrol path. You can line him up between the snow hill and tower for an easier shot without him spotting you. When he's down, get the others and move NW towards the large building. When you get near the tiny snow pile by the large building, turn to the NNE and continue. Jump up the snow hill that's right against, then manually control your squad to do the same (or else they'll run around like idiots and probably get killed). Position the 4th Soldier so that he has a clear view of the area just to the right of the covered fuel tank, you'll need him to take care of a couple soldiers in a minute. Leave the 1st and 2nd Soldiers near the back of the snow hill, they'll just get in the way for now.

Switch to the 3rd Soldier and move him up against the fuel tank (the small side closest to you). There's 3 enemies to snipe to the NE. The first is the closest, he walks a path by the nearest dock edge. If he gets too close the 4th Soldier will usually pick him off, but you can shoot him much further away, obviously. The next two are further away, and you may have to slink forward a few steps to get them in your sights, they're both almost directly ENE. When you snipe one of these soldiers it causes two more to come running from the West, around the building you're by. The 4th Soldier will take care of them, so don't worry. Concentrate on killing the two far away enemies. You may have to wait for the very last guard for a minute or so, be sure to as he's one of the nasty blue-suited guys that can nail you from a good distance. More on them below.

When you've sniped the 3 enemies and the 4th Soldier has taken care of the other 2, gather the troops and head NE. After a short distance you'll be able to see another enemy standing guard by the base entrance. Snipe him and continue towards the base. Once you're near the entrance, switch to the 1st Soldier and face the opening, then strafe across it and shoot the soldier inside. Switch back to the 3rd Soldier and grab one of the AK-47 looking guns from an enemy's backpack. Equip it and have the others wait outside the base for now.

There's plenty of enemy soldiers to kill inside the base, but the most dangerous are the pistol packing blue-suited ones. They're lethal, especially in such close quarters, and they're the ones who walk around on patrols so you're never really sure of their position. YAY! Stay in the spots that I tell you to though, and you'll have a much better chance of taking them out before they can get you. Here we go!

Face South as you enter the base, strafe and turn until you're in front of the hallway and facing West. There's a soldier that patrols this hall, if you don't see him right away as you strafe, wait for him to show up and kill him. You also might run into a blue guy in this hall so be ready, usually he stays in the next area though. Now move into the hallway and go around the small bend. You'll be facing South, move ahead until the soldier comes into view at the far end of the hall

through the door. Shoot him then move close to the door, but don't go through yet. Instead, wait for another soldier to come walking from the left. It may take a few minutes of waiting, but it's worth it. Shoot him when he shows up.

After you've killed both patrolling guards, get ready to go through the door. There's a soldier standing to the immediate right of it, so face West and strafe left through the doorway and shoot him. Now, bring up the map and have the others Move to your position. You don;t have to wait for them, instead start moving West up the hallway to the second door on the left, it leads to the large center room on the map. Your men will be in a good position to take out any stray blue suits that are wondering around so don;t worry about your back.

In this large center room there's 4 guards to kill, including two blue guys. Face the door directly and open it, 2 of the soldiers should be in plain view so kill them. Then look to the left and kill the 1st blue guy, this should be done fairly quickly. If you want you can back up a step after taking out the first two soldiers and then step forward again to shoot the 1st blue suit, but you run the risk of him changing his position if you do. The 2nd blue guy is in a corner on the right side of the room, reload and face SW then strafe into the room to shoot him. When all 4 enemies are dead, move to the next door on the West wall. Open it and go into the small room, then face the door on the South wall and open it. Move into this next room with the guy in the suit. It doesn;t matter if you kill him or not, just stay in the room until the Objective 1: COMPLETE sign pops up.

Grab the key on the desk then move all the way back to where your squad is waiting for you in the hallway. Have them follow and now you'll move to the East in this hall, go around the corner until you're facing South. There's 2 more enemies to kill here, a patrolling enemy in the hall and one standing in the room on the right. Shoot the patrolling soldier first, then the one in the room, UNLESS the one in the room comes moving out fast. In which case you should take care of him first, then the patrolling soldier.

Continue South until you get near the door leading to the tunnel. There's one more soldier standing by it, so kill him then open it up, enter the room, go down the stairs, and enter the tunnel. When all 4 of your men reach the end of the tunnel the Mission is COMPLETE!

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MISSION 5  
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Setup: Auto

Objectives: 1. Blow Up Sub  
2. Escape in Vehicle

First, strafe left so you're against the wall as the 1st Soldier, then walk forward out of the tunnel just a bit. Aim an inch or so above the railing in front of you and switch to a German grenade. Throw the grenade at 80-90% power and then back yourself into the tunnel again. You should lob the 'nade over the railing and onto the floor above causing a barrel to explode and a kill a Blue Suit guy. Now switch control over to the 3rd Soldier, walk forward a little until you have a clear view of the railing in front of and above you. Aim at the left corner(West) and wait for the patrolling soldier to walk by. Shoot him then tell the others to Follow you.

Walk up the steps to the right, stop on the 2nd platform to make sure the room is clear. If it is, back your way up the last flight of stairs keeping an eye on the door on the left side of the room. There's a patrolling soldier in that next room as well as another Blue Suit and a standing regular soldier. If you're quick you can shoot the patrolling soldier from the steps, otherwise wait at the top for him to show up before attempting to kill the others. Once the patrolman is dead, strafe left until you can see the Blue Suit guy standing against the wall in the next room, you'll be facing East. Shoot him then move up close to the door and start strafing left and turning right until you see the standing soldier. You'll end up facing SSE, drop him.

When all 3 enemies in that room are dead it's time to split up your squad. Have the 2nd and 4th Soldiers lie down on the West part of the room and face the steps you just came up. Once you breach the next area of the base a steady stream of 8 or 9 enemies will come up those stairs, but your men will handle them with no problem. Now switch to the 3rd Soldier with the 1st still following (or make him on the Map screen if he isn't), go to the small door on the North wall and open it, then the next. In this large area there's a single enemy to the NNE, shoot him then go East, then North to where he was standing.

At the very end of the room here there's a small passage to the next large area with the sub in it. Leave the 3rd Soldier in this first large room, standing a bit to the right of the passage (but still able to see down it). Switch to the 1st Soldier and run through the passage and a couple steps into the next area. Quickly back up through the passage when you attract the enemies' fire, then just wait for them to come running after you. Position yourself out of the sniper's aim and wait for the enemies to come, mow them down as they show up at the other end of the passage. There's 4 to kill in all. Once all 4 have come to try and get you (it may take a couple more "baiting" movements to get them all), switch back to the 3rd Soldier and move up to the edge of the passageway. Look up at the crane to the South and you'll barely see the feet of an enemy under it. Shoot at the feet until the German is dead, then position the 3rd Soldier inside the sub room so that he has a clear view of the double doors on the opposite side of the room (near the sub).

Now switch back to the 1st Soldier and make your way around to the sub, when you get near the double doors a rush of 5 soldiers will come running out. Move to the left of the doors and mow them down when they come out. The 3rd Soldier will help as well. When the rush has been beaten, move onto the sub via the little walkway then go right. Get close to the torpedo hull without falling in and set the Timed Explosive. Make it for about a minute so you'll have plenty of time to run away. Once the Explosive is set, run all the way back around to the other side of the room, tell the sniper to follow you, then make your way back to where the 2nd and 4th Soldiers are. Along the way the explosion will go off and destroy the sub, prompting the Objective 1: COMPLETE sign to come on screen.

Have them follow you to the room with the truck in it, before you jump in switch to the sniper and open the doors on the right side of the room. Snipe the soldiers outside that running to get into position, they have bazookas so do it quickly. When both of them are dead, turn to the left and snipe the remaining soldier, when all 3 are dead hop into the truck and have the others do it as well. Drive out the doors and past where the two bazooka wielding soldiers were, keep heading South-ish until



the Objective 2: COMPLETE message pops up.

END OF CAMPAIGN 4!

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CAMPAIGN 5  
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Campaign 5 has only 1 Mission, and it's pretty easy. You really only need to take one of the 100% shooting people into this mission along with an MP44 and some ammo.

Setup: Spider or Vangaurd + MP44 w/ Ammo

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MISSION 1  
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Setup: Spider/Vanguard + MP44 w/ Ammo

Objectives: 1. Get decodding device  
2. Escape

From the start head South and shoot the two soldiers on the upper decks. Use the target boxes as guides. Stay on the lower deck and go all the way to the other side of the boat(South) until you get to a door by some stairs and a large box. Enter the door and go down the stairs on the left side of the room. Go all the way down to the bottom of the ship.

When you reach the bottom there's 2 guards in the room right next to you, face SE and strafe left to shoot them. When they're dead move South to the next room with stairs. Take a couple steps in and then back out to attract the attention of the Germans above. Wait for them to come down the stairs and shoot them. Go through this room and wait by the opening on the other end. There's 1 more guard to the right in this final room, so face SW and strafe into the room to kill him, then turn around and grab the decoder on the floor on the other side of the room.

Now go back to the stairs you came down on and go all the way back up them. Go back out the same door you entered(East, now) and turn left. Run all the way back to the raft at the sinking end of the ship.

CAMPAIGN 5 END!

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CAMPAIGN 6  
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Setup: Auto + 4 MP44's and more Ammo

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MISSION 1  
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Setup: Auto + 3-4 German Grenades to 3rd  
+ MP44 w/ammo to 4th

Objective: 1. Get German scientist to Escape Point

Position the 4th Soldier in front of the German scientist, he'll stay here for now. Next, move the others far enough away so that the 4th won;t hear the commands. Control the 3rd Soldier and have the others follow.

Move East up the road until it narrows and you're next to a small, enclosed grassy area. Move up to the small gap in the grassy area and zoom in straight ahead. There's a couple bunkered in enemies up ahead that you need to kill. If you can't make them out right away, fire a shot and watch for them to move to get an idea of where they are. Snipe them then continue East until you're a little past the first road on the left, there's a sniper up in a blown out part of a building ahead. He's between the streetlamp that's closest to the bunker and the gray building on the right. Slowly advance, keeping your scope on the hole in the blackened part of the building until you can see enough of the sniper to shoot him, take him out.

When the sniper is dead, keep moving East to the 2nd street on the left, have the others stop. Turn and face North and zoom in using the target boxes as guides. There's 3 more bunkered soldiers to take out in this area. Be sure not to advance past the building on the right or the tank will start firing at you. When you've killed all 3 enemies in this area, have the others follow you again and move East toward the bunker of the 1st enemies you killed. Look through the debris behind the bunker to see a soldier lying in wait on the other side. You have to strafe around a little bit to see him, but he's back there. Shoot him then turn left into the little alley and wait there.

Switch back to the 4th Soldier (using an MP44 instead of larger MG), and tell the scientist to follow you. Move up to the 1st street on the left, face North and strafe across it to kill the two soldiers who moved there. When they're dead, move East up to where the rest of the squad is.

Control the 3rd Soldier again and go through to the other end of the alley, look directly North and up by the rooftops to spot a sniper lurking up there. Shoot him then face East and strafe out away from the alley a couple steps. There's an enemy crouching behind a railing up and to the East you need to kill, snipe him then aim at the logo of the tank and switch to your German grenades. Toss one at 60% and strafe back into the alley, wait for it to explode then repeat the process if needed until the tank is destroyed. When it is, strafe left out into the square and keep your scope on the ledge where the first enemy in this area was, there's another to the right of his position to take out. Drop him then continue strafing left, but now aim at the ledge BELOW where those two soldiers were. At the very right end of this ledge is a kneeling soldier. Snipe him then move just past the tank, near where the building "juts in." Scope the hill to the right of the ledges and you'll barely be able to make out the silhouette of an enemy, snipe him then strafe left as you move your scope to the right, there's a closer enemy lying on the hill to the SE. Shoot him quickly then strafe back to the right, next to the building.

Next, look up and to the ENE, you'll see the cannon and a few more soldiers. One is behind the cannon, be SURE to kill him, and a couple more are next to it. Snipe them, as you do another enemy may pop up on the hill to the right, if you see your Soldiers Status Icons as "Looking" then check the hill for enemies before you get hit. Once all 3 by the cannon are dead, advance past the building on the right and turn South. After a few steps turn back to the NE and look up on the ledge closest to you, there's one more enemy to kill here. Shoot him then turn back to the South, scanning the hill as you do for any more enemies that may have popped up. If it's clear follow the road

around to the end, then have your 4th Soldier do the same with the scientist en tow. Once he reaches the end point the Mission is COMPLETE!

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MISSION 2  
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Setup: Auto + MP44 w/ammo to 3rd  
+ MP44 w/ammo to 4th(should already have one, but be sure)

Objective: 1. Get scientist aboard plane and escape

You can go through this Mission very easily without even using a Sniper Rifle. I guess my way through might be a little cheap, but hey after a few of the levels we've been through in this game we deserve to screw it over a little, eh? :)

Control the 4th Soldier and move West past all the blown up trucks, then face SW and take out the soldiers in the AA installation. You won't even see them, but the target boxes give them away so just aim for those, your squad will help also. When all 3 are dead continue West along the road until you get by the little white post on the right side of the road. Turn and look up to the tower on the left and again use the target boxes to kill any enemies up there, there's about 5 or 6 in all and they usually don't even shoot back. When no more boxes are popping up advance to the base entrance on the left. If your men start shooting as you go through the entrance then there's a straggler or two left on the tower, even if they don't it's a good idea to go up it and check. Before you do that though get near the green tent on the left and face East, strafe right and shoot the soldier waiting there. Now go to the ladder on the tower(tell the others to Stop) and go up it, then go up the next 2 to get to the top. Shoot anyone up here, if there's no one left wait up there a couple minutes to make sure no reinforcements are coming...or they're already dead;) When you're sure no one is coming, carefull go back down the ladders by facing away from them and "using" them like you do to climb up. Go all the way back down and rejoin your squad, have them Follow again.

Stay on the North side of the base so that the fence is to your right and everything else tis on your left, now head West. The next building past the tower has a small opening, when you get near it face South and strafe across it and shoot the lone soldier inside. Once he's dead continue to the West.

When you see the lookout tower and barracks getting drawn in to the SW, start heading towards them. Position yourself next to the 1st barracks and look to the South. There;s a couple more enemies to take out, again you'll only see thier target boxes but that's good enough :) When they're down position your 1st, 2nd and 3rd Soldiers so that they're next to each other(but with some space between'em) and facing South. Now, with the scientist still following you, move South past the 2nd barracks, and go right so that you're between the 2nd and 3rd. A rush of about 4 or 5 germans will come running but your men will take care of them, just make sure the scientist is near you and out of the crossfire. Wait for a minute to make sure they're all dead then go and tell the others to follow you again. Go between the 2nd and 3rd barracks again, but now continue to the SW towards the 1st runway cross it and you'll see the plane fly overhead. Continue to the 2nd runway to the South. Stay near the end until the plane lands and turns around. Now run up to it and enter the small door on the left side, the

others should get in as well. To be safe and make sure the scientist gets on, as the plane is landing and turning switch control to all the others and move them a little so they'll stop following the 4th Soldier. Then control the 4th and only the scientist will follow him, get on the plane and the scientist should have an easier time getting on. Once they're both aboard switch back to someone else and tell the others to Follow, then board the plane. Once the plane takes off the Mission will be COMPLETE!

CONGRATULATIONS! YOU'VE BEATEN HIDDEN AND DANGEROUS! Watch the crappy ending and get on with your life! ;)

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7.NEXT REVISION  
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The only other additions I would make are better tactics in beating some of the missions if they are sent in or discovered by me, although I'm kinda sick of this game after playing through it so many times so I doubt I'll be the one finding anything new.^\_^

That or any huge grammatical errors will be the only other updates to this guide.

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8.ABOUT THE AUTHOR  
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This is just one of a few FAQs I've written, all of which are available at GameFAQS. A few my FAQs are on various other websites (usually with proper credit\_o) as well. I hope this or any of the other FAQs I've written help you in some way, or allow you to enjoy a game more than before, or maybe just get a good read out of it.

If you have any questions about this game, or any other I've written a FAQ for, feel free to drop me an E-Mail. BUT keep in mind a few things:

1. Please don't ask when the next revision will be out, or if I can send it to you. I don't really have a set schedule for these things, and you can pick up the FAQ(s) at GameFAQS.
2. Please don't ask about something already covered in the FAQ. Usually once a FAQ comes out I'm swamped with E-Mails and skip ones that are covered in the FAQ. If it's really desperate I may answer, but otherwise everything I know is in the FAQ.
3. Don't mail asking for codes, I don't have a Gameshark or keep track of cheat codes or anything.

Other than that, I try to answer every single E-Mail I get and am usually pretty good at getting back to people quickly, but sometimes I lose letters in my computer or forget to keep them as new. If I don't answer in a week or so it's safe to say I screwed up somehow^\_^

My E-Mail address: ProfessorRevolution@neo.rr.com

I used to have a web site, but I never updated it and now I don't even have my AOL account anymore, so I scrapped it.

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END

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