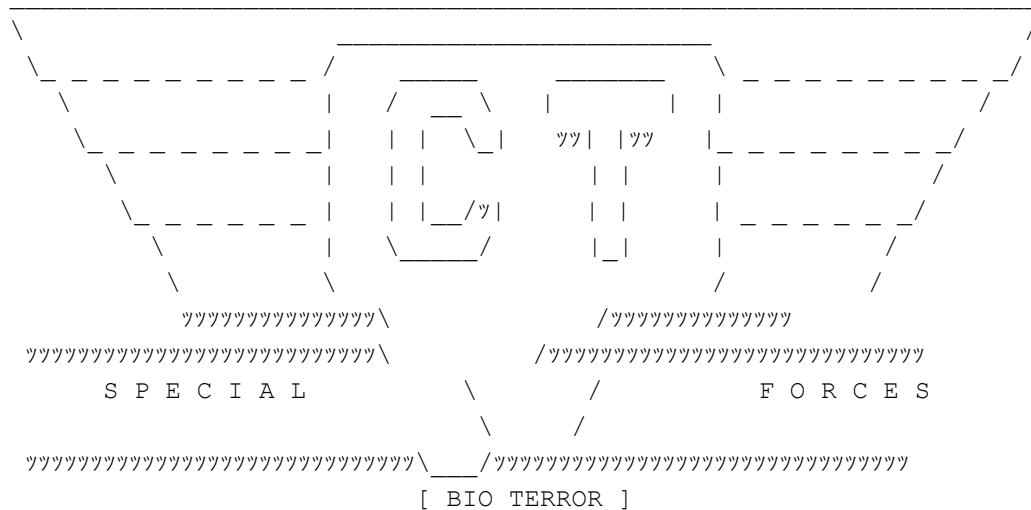


CT Special Forces 3 FAQ/Walkthrough

by Devis0r

Updated on Apr 9, 2004



CT Special Forces: Bio Terror
CT Special Forces 3: Bio Terror
CT Special Forces: Navy Ops
CT Special Forces 3: Navy Ops

=====
----- Contents -----
=====

1. Introduction
2. Game Basics
 - 2.1 Controls
 - 2.2 Menus
 - 2.3 HUD
3. Characters
4. Items
5. Walkthrough
 - 5.1 The TransSiberian
 - 5.2 The Port of Kalingrad
 - 5.3 Mouravitch's Boat
 - 5.4 The Atoll of Pom-Pom-Galli
 - 5.5 The Secret A.L.K. Base
6. Multiplayer
 - 6.1 Multiplayer Mode
7. Hostage Guide
8. Boss Guide
9. Extras
 - 9.1 Cheats
10. FAQ
11. Guide Disclaimer

=====
----- 1. Introduction -----
=====

You are a part of the CT Special Forces unit, elite commando of the Special Intervention Forces.

Your mission: Eliminate the terrorist threat.

You must secure the zones under enemy control, destroy their forces and capture their leaders.

The eyes of the whole world are on you!

The world's intelligence services suspect the evil terrorist organizations. These criminals would have created a new molecule capable of modifying human DNA. By reinforcing aggression and strength genes, they create a new breed of super warriors.

Only the CT Special Forces can defeat such powerful enemies. You will need to lead your team through the most dangerous and demanding missions. Use your skills and all the modern weaponry available!

Put an end to the threat of terrorism!

=====
----- 2. Game Basics -----
=====

=====
- 2.1 Controls -
=====

-----D-Pad
Move in the direction pressed.
Press down to crouch.

-----A Button:
- Land: Jump
- Water:
- Copter: Bomb
- Tank: Missile
- Rocket Tank: Missile

-----B Button:
- Land: Crouch
- Water:
- Copter: Fire
- Tank: Fire
- Rocket Tank: Fire

-----L Button:
Switch weapons

-----R Button
Throw a grenade
Tank: Get out of the tank
Rocket Tank: Get out of the rocket tank

-----Start/Pause Button:
Press the A Button to resume.
Press the B Button to quit.

-----Select
Nothing

=====

2. Displays your weapon.
3. Displays the amount of ammunition you have.
4. Displays your Health.
5. Displays how many lives you have left.
6. Displays how many grenades you have left.

=====
----- 3. Characters -----
=====

=====
- Commandos -
=====

- Stealth Owl

Stealth Owl was a young soldier in a secret elite commando group based in Alaska. After his unit was disbanded, CT Special Forces, who provided him with additional training in modern infiltration techniques, recruited him.

Special Weapon: Shotgun

- Raptor

Picked for his impressive feat of arms on every continent in 1990's, Raptor is now apart of the CT Special Forces. His combat skills are so high that his superiors consider him as being single-handedly responsible for averting many a war.

Special Weapon: Grenade launcher

- Aquila One

He was the son of an outstanding pilot, a true legend during the Vietnam War. The High Command feels that Aquila One is even stronger than his renowned genitor. All of which makes for an exceptional pilot, albeit sometimes a bit too proud.

Special Weapon: Apache Helicopter

- Avenger

After 20 years as a New York fireman, this fire fighter decided to hook Up with the CT Special Forces unit. Avenger specializes in recovery missions, both civilian and military. He'd give up his own life in order to save that of another.

Special Weapon: Black Hornet Helicopter

=====
- Terrorists -
=====

- Ian Mouravitch

A wealthy Russian terrorist who might be a former KGB officer. Ian owns a large battleship that could win a navy battle any day. He is a formidable opponent but under pressure may lose it. Rumours have it that Ian once worked for Igor Kalash.

- Tanya

A very dangerous beautiful woman who works for Ian Mouravitch, her past is unknown but she carries two handguns that have an intense blast.

- Kev-1

Following the footsteps of Igor Kalash, Kev-1 has formed a an army of Bio-Genetic soldiers. These soldiers are much more powerful than any normal recruit. Ever since Igor Kalash was destroyed, Kev-1 had disappeared but now is back and more dangerous than ever before.

(The above three descriptions are all made up by me).

- Lin-Tao

While studying in China, he left university to join the armed extremist movements in the island jungles. Bolstered by a combination of charisma and brutality, he went from being a simple soldier to leading the strongest faction.

- Ryad Al Jahid

A well-known activist in the 1980's, he was subsequently imprisoned in A dreary Middle Eastern jail for 10 years. Changes in leadership turned To his advantage, and his freedom marks the return of the strongest Faction of local terrorists. Since then, Al Jahid has put a name on his enemy: CT Special Forces.

- Petra Jugovich

As dangerous as beautiful, Petra is well known in the CT Special Forces. After she escaped the maximum-security prison at Votava North, she wasted no time and set up a highly efficient organization. She collects lovers as avidly as dead bodies.

- Arum Baya

A former commanding officer in the army, he is responsible for the Uprising against the powers that be. His cruel streak is unmatched: he never wavered in killing 2 officers who were questioning his orders.

- Igor Kalash

Considered the most dangerous terrorist in the history of mankind, he Is the CT Special Forces' worst enemy. Despite his unknown past, there Are rumours he originally founded the CT Special Forces. Others believe him to be a former KGB colonel. This man is surrounded in mystery.

Source: ctspecialforces.com

=====
- Weapons -
=====

- Pistol

Basic weapon for all CT Special Forces Members. Despite not being very powerful, it's appreciated because of its ease of handling. The pistol is a Beretta 44, semiautomatic and loaded with 15 Teflon bullets, made of a top-secret alloy that makes the weapon both light and impossible to detect.

- Assault Rifle

The Assault Rifle used by the CT Special Forces members is a MIP 17, which has been improved to fit the forces very special requirements. It is made of light and undetectable materials. Its precision is only equalled by its efficiency. The burst fire, when used, makes it clear that they mean business.

- Sniper Rifle

The ideal weapon for high risk operations. Used in operations involving rescuing hostages when the lives of innocent civilians have to be preserved. Highly powerful, it's reload and shot time is slow and requires a lot of training and expertise.

- Flame Thrower

In spite of its short range, the flame-thrower comes with the flames of hell! The damage caused is so immense that it will stop the toughest of enemies.

- Rocket Launcher

Equipped with F.A.S.T rockets, this rocket-launcher delivers highly destructive fire-power. No known armor-shell can resist it.

- Knife

Ideal for hand-to-hand combat. Formidably effective, the knife makes it possible to eliminate enemies who have "gotten too close". Its blade is made of titanium and is very thin, for maximum manoeuvrability.

- Shotgun

Steal Owl's favourite weapon, the shotgun causes serious damage in Close combat situations, but has limited range. You'll find it highly useful in infiltration missions. The shotgun hold but little ammunition, thus make sure you use it wisely.

- Grenade Launcher

Raptor's favorite weapon, the grenade launcher is a very powerful weapon, that lets you handle the most dangerous terrorists. Its ammunition is specially structured to enable the attack of armored terrorist vehicles.

- Grenades

The grenades used by the CT Special Forces are fragmentation grenades; They let the commando members "prepare the field" or send signals to their team members.

=====
- Vehicles -
=====

- Apache Helicopter

- Pilots: Aquila One
 - Weapons: Air-to-ground guided missiles, "Hell Dust" pintle-mounted paired machine-guns.
 - Use: Tactical support for ground commandos [Destroy armor and radar] day or night lightning strikes, recon flights
-
- Black Hornet Helicopter
 - Pilots: Avenger
 - Weapons: SEAL automatic guns
 - Use: Easy to use, the Black Hornet is unequalled for recovering commandos after a mission, or for picking up hostages and civilians once set free.
-
- Tank
 - Pilots: Stealth Owl, Raptor.
 - Weapons: 155mm round for a 25 mm gun, pivoting to 180 degrees.
 - Use: Let's you destroy enemy machine-guns and dodging snipers, shoot at ruins and debris and annihilate enemy buildings and tanks.
-
- Rockets
 - Pilots: Stealth Owl, Raptor
 - Weapons: X17 rockets round for a 25mm gun, pivoting to 180 degrees
 - Use: Eight-wheeled vehicle, it's X17 rockets allow CT members to progress under enemy fire.

Source: ctspecialforces.com

```

=====
----- 5. Walkthrough -----
=====

```

```

=====
-                               5.1 The TransSiberian                               -
=====

```

```

=====
-                               Level 1                               -
=====

```

-----Objective

Our agent, who has infiltrated the international criminal organization A.L.K., has notified us about an important transfer of suspicious material aboard a special train.

Your Mission: Stop this train so we can investigate.

-----Guide

As soon as you start, you will be parachuting down onto the train, to make it safely, you have to tap the Left and Right buttons on the D-Pad so the indicator on the bar at the top of the screen is in the green area a.k.a. "Safety Zone." Once this is done you will land on the train.

When you land, go to the left to find 50 bullets, then go right over the boxes and canisters, then crouch down to kill your first enemy (if you crouch, the bullets won't hit you unless the enemy crouches).

Continue right to kill another soldier, crouch behind the box to wait for a sniper to come out of the window, then kill her. By now you should

understand how to kill and hide, so continue walking east, crouching and killing.

When you get to a canister with some ammunition behind, take the ammo, and kill the two guards there. Then go right, climb a top the boxes, and shoot the sniper. Climb up the ladder, then jump over the box to kill the enemy behind it, now drop down from the top of the train to one of the trailers, you can go left for some health.

Keep going right, jump over a box, then hide behind the second and kill the enemy, then jump over the box, and kill the next to enemies. Now quickly run underneath the sniper and shoot up for an easy kill. Climb up the ladder and kill the enemy behind the box, then drop down and kill the sniper to the left of you.

Continue east, killing the enemies, and jumping over the boxes. Above one of the boxes is a small niche, get up one that, then get onto the roof and kill the enemies up here and continue heading east.

Watch out for a soldier turret thing, it'll shoot out several bullets at a time, these are easy to dodge, and simply kill the enemy like any other. Continue right, killing the soldiers and snipers. Drop down between the carriages and head left over the canisters and boxes, kill the enemy and collect the CT Symbol, then head back up and east.

Kill the enemies up ahead, then climb atop the roof and go left for some health, continue east. Kill the enemies and collect the health on the top of the next carriage. Get up on the boxes and throw a grenade to kill a turret and soldier. Continue right and you'll see a box of health falling down, collect it if you want (some enemies will appear on the left of you now, you can kill them if you want).

Go right and climb up on the boxes and kill the four enemies to the right of you. Continue right and kill the two snipers from behind the windows of the carriage. Go right, climb the ladder, and throw a few grenades towards the next few enemies to kill them.

You can either climb the carriage or jump over the boxes, I suggest you go through the boxes to find some ammo and health, then climb up the carriage and kill a few more enemies. Continue right and destroy the turret and enemies, head east and destroy the next few enemies.

Go right to find a boss, first off, kill the enemy from your left, then shoot at the turret bomb thing few times to destroy it. Then go right to finish the first level.

```
=====
-                   Level 2                   -
=====
```

-----Guide

Go left to find some ammo, then head right and kill the enemies, climb up the carriage and head right to be trapped by four enemies; two soldiers and two snipers, just stay near on the blocks on the roof, and you won't be hit by a sniper, kill the two soldiers on the roof, then jump up and fire down to hit the snipers. Continue heading east, get up the carriage, then watch out for the shells being fired, get past it, then kill the enemies around you, jump over the boxes, and collect the health.

Continue heading east, killing the enemies with the grenades and bullets, watch out for the four bombs that come out of the train and the enemy that runs up behind you. Continue ahead, and kill the enemies, climb down the ladder for some health and ammo, then get back up and kill the enemies up here.

Destroy the turrets on the roof, then head right and kill the enemies, destroy the next turret and the enemy coming from the left, continue east, drop down between the carriages, you can go left to find some ammo and a few snipers.

Continue right, then kill the soldier, and go underneath the bomb turret, so you won't be hit by it, then just shoot up to destroy it. Destroy the soldier turret then go down the ladder to find a CT symbol, now climb back up and head east.

Kill the enemies, then destroy the bomb turret, climb up the next carriage, then go down the ladder to get some ammo, and get back up, then kill the enemies. Keep going right, killing the enemies, you can go down a ladder for some ammo, then head right for the boss of this level: the train.

```
| Boss Battle : Train Cannons          \_____ \|
| S : When you step on one of the holes on the train, you'll drop |
| T : down to a platform and be attacked by cannons coming from  |
| R : the top of the train. You can tell which hole is going to   |
| A : open up, because it shakes for a few seconds before the    |
| T : cannon come up. The objective here is to destroy the       |
| E : cannons, use the Assault Rifle for a better fight. This is |
| G : a really easy battle. Just keep moving from side to side so |
| Y : you won't be hit by the bombs. I suggest you destroy the   |
|   : cannons in the middle first, then the side ones so you     |
|   : will have an even easier battle.                            |
```

~~~~~  
~~~~~

- 5.2 The Port of Kalingrad -

=====
- Level 1 -
=====

-----Objective

Our team of investigators has discovered the remnants of genetic processing material. Go inquire as to the train's destination: the port of Karlingrad in the Baltic Sea. Maybe this has something to do with the missing scientists.

-----Guide

To the left of the starting position are two boxes stacked up on each other, you can destroy these for some ammunition. Now Go to the right, over the boat, right, up the boxes, throw a grenade to kill the soldier, then go right and destroy the turret and enemies. Now go up on the elevator and jump around on the platforms, to reach the next elevator, then go up on the right, kill the enemies, go down the ladder to find some health, then go back up and kill the enemies that are up there, then jump to the far right onto the next building.

Go across the elevator onto the next platform, kill the enemy, then

crates for some ammo, then go right for the boss battle.

```
| Boss Battle : Ian Mouravitch \_____ \|
| S : This is a fairly easy boss battle, when you begin shoot at |
| T : the construction walls to destroy them, I suggest you |
| R : destroy them all for an easier time, when Ian gets close you |
| A : should jump to the opposite side and shoot at another wall, |
| T : so the walls will be destroyed quicker. Once when they're |
| E : destroyed, start shooting at Ian to kill him. Just make sure |
| G : you remember to dodge the barrels he throws at you, or else |
| Y : you will die. Ian will get faster, so shoot at an angel to |
| : kill with even less trouble. Enjoy your first boss battle :) |
|~~~~~|
|~~~~~|
```

```
=====
-                               5.3 Mouravitch's Boat                               -
=====
```

```
=====
-                               Level 1                               -
=====
```

-----Objective

You must discover the boat's intended destination. Neutralize all resistance, then destroy the anti-aircraft guns, so that you can be extracted via aircraft.

-----Guide

The objective of this level is to destroy the five anti-aircraft guns. As you start drop down onto the yellow platform, then jump left to get some rocket ammunition, drop down to the floor and go left for some more ammo, now go right and kill the two enemies here.

Continue going right, kill the enemies on the platform and just ahead of you, climb the platforms for some grenades then drop down and kill the soldier launching grenades, go right, kill the enemy and climb up the platforms here, get onto the roof and keep going west until you reach the cannon, where two parachuting soldiers will come, you should first kill them, then destroy the cannon with a few rockets, once when it's destroyed, you can drop down right below it for some health.

Get back to the platforms you went up to get on the roof, this time go right, kill the enemies that come at you and then go right a little bit more to find another anti-aircraft gun, kill the parachuting enemies first then destroy the anti-aircraft gun, when it's destroyed go right to find some more health, go back left and drop down onto a platform then jump to the right.

Destroy the turret by throwing a few grenades at it, now go right to find another anti-aircraft gun, destroy it then keep going right while killing the enemies, climb up the platforms, throw a few grenades at the turret on the roof, jump over the boxes on the left for some health, then keep going right to find another anti-aircraft gun, destroy it.

Now walk all the way east, drop down from the roof, kill the enemies and eventually you'll reach the final anti-aircraft gun, destroy it

and the parachuting soldier, then go right for some health, kill the soldiers here and keep going east. You'll have to fight a sailor with a torpedo, just dodge the torpedo and throw a few grenades at him then walk east a little bit more to finish the level.

=====
- Level 2 -
=====

Go left for some ammo, then go right and kill the enemies, continue going east while dodging the bombs and killing the enemies. Continue going east, killing the enemies, until you get to two cannons (similar to the ones on the train). Stand on the far left platform and jump whenever a bomb is about to land near you, then shoot at the cannons until they're both destroyed.

Continue going east while killing the bombardment of enemies, you should soon reach a door with a arrow in front of it pointing inwards, press Up and A to enter. Go right, kill the enemy, then drop down and kill the enemies down here while collecting some health, then exit through the door in the bottom-left corner.

When you come back out, go left for some ammo, then jump across the gap then go through the door to enter another Sniper Mission.

Enemies: 14 Hostages: 5 Enemy Locations:	
- On the left near the middle of the screen.	
- On the bottom of the screen, near the middle.	
- Middle of the screen, near the top (Has hostage).	
- Top-Right corner.	
- Top-Right corner, above yellow submarine.	
- Near the middle of the screen.	
- Bottom of the screen, in the middle (Has hostage).	
- On the left of the screen, near the middle.	
- Bottom-Left corner.	
- Top-Left corner (Has hostage).	
- Top-Right corner.	
- Bottom-Right corner (Has hostage).	
- Top-Right corner.	
- Bottom-Right corner (Has hostage).	

When the Sniper mission is done, go right for some rocket ammunition then kill the enemy that comes out then go back through the door, kill the enemies while jumping the gaps, soon you'll reach the end of the level.

=====
- Level 3 -
=====

Go right, drop down, kill the sailor then go left for some more ammunition, go right to destroy a anti-aircraft gun, then go right and kill the enemies, climb up the boxes, jump across the platforms, go right, go down, kill the enemies, go right, kill the soldier and the two parachuting enemies while collecting the health.

Continue going east, kill the enemies, dodge the bombs, go right, climb up the platforms, go left, kill the enemies, jump onto the yellow railing, continue going west, kill the enemy, collect the

ammunition and the CT Symbol for a extra life, now go back east and continue going east.

You can go through the door for some ammo, health and enemies, but you don't need to go through it, so continue east, kill the enemies, destroy the anti-aircraft gun using some grenades, go east, climb up the platforms, kill the enemies, go east again and enter the door.

Follow the linear path inside the ship killing the enemies then go out of the next room. Go right, climb up the platforms, kill the enemies and collect the health, drop down, kill the enemies, continue going east until you reach some cannons.

First kill the sailor, then shoot at the cannons with some rockets, it'll then be destroyed quickly.

```
=====
-                Level 4                -
=====
```

Go right then kill the enemy and drop down to the floor below you, kill the enemies down here then go left, you'll see a scene showing toxic pools, ignore it for now and stop at the edge, drop down while holding Right so you can skip a large area, go right, fall down, go left, now you can either fall down or climb down, I suggest you fall down and land/latch onto the ladder every now and then, because it is a big drop.

When you reach the bottom, go right, kill the enemy, climb up the ladder, kill the sailor and continue climbing up the ladders and platforms, go right, and drop down latching onto the ladder after a few seconds of falling, then drop down again to land on the floor.

Go right, jump up the ladder, continue east, drop down, kill the enemies, go left, destroy the forklift, go down the ladder, go right, kill the sailor and flame thrower soldier, continue east a little bit more to finish the level.

```
=====
-                Level 5                -
=====
```

The objective of this level is to set 5 bombs in special areas. Go left to get some ammunition, now go right and up the ladder. You can go left for some ammunition, but for now go right, climb down using the platforms, go right, climb up the ladder, kill the enemies here, climb up the next ladder, go right, kill the enemies, go up the ladder, kill the soldiers, go left and go through the door.

Kill the sailor then collect the health and ammunition, go back through the door and jump to the right, kill the flame thrower soldier, then crouch down in front of the transparent C4 and hold Down and B to place it.

Now go left, down the ladder, go right, down the second ladder, go left, go down the ladder, kill the enemies, go west, ignore the ladder, climb up the platforms go right to find a cache of health, ammunition and a CT Symbol, drop back down, go down the ladder,

go right, kill the enemies, go up the ladder to find another C4 spot, kill the enemy here and place the C4.

Go right, go down the ladders, kill the enemies, then go left, you'll see a scene showing you a metal crushing thing, go towards it then hold Down and press A to roll past it, do the same thing to the next two. Kill the enemies here, continue left, ignore the first ladder and go up the next one until you get to the top, here you'll find another C4 spot.

Go back down, then go down the previously ignored ladder, kill the enemy, go down the ladder, go right, kill the enemies, cross the platforms on the toxic pools, go right, go down the ladders to find the final C4 spot, kill the flamethrower soldier.

Go back up the ladders, then go right, go down the ladder killing the enemies, then go right, kill the lone soldier, go right a little more to finish the level.

```
=====
-                   Level 6                   -
=====
```

Destroy the crate behind you, collect the ammunition then kill the sailor. Jump the water and collect the ammo, jump into the water, go down, go left and dodge the mines (or you can shoot them so they get out of your way), swim down the tunnel, then kill the robot soldier thing, surface up at the first opportunity you see to find some health, go back into the water.

Keep following the linear path, kill the robot thing, you can surface up at the next room for some health and ammo, go back down then keep swimming, shoot the moving mine and keep going. You'll eventually come to a large room, you can go to the smaller rooms that come from it to get some health and ammo, when you're done go to the bottom-right cornered room to get a CT Symbol, then go through the bottom-left room and swim through the linear path.

Surface at the end of the path, then jump up onto the floor and kill the enemies up here, go right, then swim into the next bit of water to finish this level.

```
=====
-                   Level 7                   -
=====
```

When you start you will get a message from Tanya. When you start, kill the flamethrower soldier (there's some health in the pool if you need it). Go left, ignore the ladder, then jump down where the second ladder is, so you land in the water. Swim west until you get to a large room with a marine vehicle, swim away from the vehicle and re-surface at the top-left hand corner of the room.

Kill the enemy here then go through the door. Go right, jump into the water, destroy the vehicle, then collect the health in the bottom-left hand corner, then follow the path to re-surface.

Kill the enemies here, then climb up the platforms, there's some rockets on the right, go up the ladder and kill the enemies here. Go to the next room on the right to see a lot of mechanical

crushing things, just hold Down and press A when facing it to roll underneath them.

In the next room you'll see another scene about toxic pools, go right to the edge of the platform and jump in between the floor and the platform and hold Up so you latch onto the ladder, then jump onto the edge of the floor, kill the enemy. Climb up the ladder and kill the enemies, go through the door.

Kill the enemies then go right to see a scene about fires, climb down the ladder then jump onto the canister, then jump to the next ladder and climb up. Kill the enemies then go through the door.

Go left, climb over the boxes and jump onto the roof. Keep going east while killing the soldiers, at the edge of the roof jump onto the yellow railing and go right a bit to find another CT Symbol. Drop down than go left through the next door.

Kill the enemies, go down the ladder, kill the enemies, go right and you will enter the boss battle against Tanya.

```
| Boss Battle : Tanya \_____ \|
| S : This is an easy battle, but it may be difficult to hit Tanya |
| T : with any weapon. The best way to win with the least amount |
| R : of damage is to stay on the opposite side of her. And when |
| A : she shoots at you, just jump to dodge it. The best way to |
| T : hit her is to hit her from an angle or if she's on the first |
| E : floor, hit her directly with either bullets or rockets. |
| G : If she fires the lasers, just hold back and jump, it |
| Y : shouldn't cause too much damage. |
|
| /~~~~~/
| ~~~~~/
```

=====
- 5.4 The Atoll of Pom-Pom-Galli -
=====

=====
- Level 1 -
=====

You'll start off in a helicopter, destroy the enemy helicopters that come at you, then soon the clouds will go away and you will see land. The land will have plenty of tanks and rocket trucks, the only problem are the heat-seeking rocket trucks, when they try to lock on to you, fly around a lot so they can't hit you.

Make sure you collect the power-ups and the health that are laid around the level.

=====
- Level 2 -
=====

Go left and jump into the water to collect some ammunition then re-surface, go right and climb the boxes, get on top of one of the canisters then throw a few grenades at the turret and the enemies behind it. Continue going east, then jump down and keep going east while killing the enemies on the path. When you reach a sign with a cross on it, go left a little then drop down to land on the rest of the path.

Drop down between the platforms, and kill the enemies. Jump over the spikes and kill the enemies down here. Keep following the path, then jump off the edge onto the next platform, if you don't make it, go back and try again.

Climb up the totems, then roll through the small hole, jump over the spikes and kill the enemies, you can go left for some health and ammunition, then go back to the right and drop down to the bottom floor.

Kill the enemies then follow the signs on the path, jump across the gaps while dodging the bombs, then jump over the spikes, then get up on the cliff above you (using the steps) and shoot at the gunner to destroy it.

Continue going east following the path and killing the enemies, drop down, then kill the chain gun soldier and the parachuting soldier, then walk east to finish the level.

```
=====
-                Level 3                -
=====
```

Go right, kill the enemies, go down, go left, kill the enemies, dodge the mines and spikes then destroy the chain gun soldiers. Continue east and kill the enemies.

Follow the signs by going east then jump up the platforms, and kill the enemies. You can go even further higher to get some health, then you should go back down and follow the path east.

Go in the water and kill the robot thing, go down to the bottom then kill the next robot thing, you can go down the first branch to get some health. Continue going east then shoot a mine to get it out of the way, keep going east then when the path starts going north, go north to resurface.

Climb the boxes and follow the path, drop down the cliff to get some ammo and a CT Symbol, go down to the ground, ignore the water here. Go right, kill the enemy, climb the boxes, jump across the platforms with the spikes coming out of them while killing the enemies on them.

Then at the edge of the cliff, jump to the right to land on another platform, kill the enemy, dodge the spikes, jump to the next platform and get into the tank. Destroy everything in your path, you can blow up the mines by aiming the cannon down.

Climb the platforms to enter a Sniper Mission.

Enemies: 14 Hostages: 5 Enemy Locations:	
γγγγγγγγγγγγγγ γγγγγγγγγγγγγγγ	
- On the right, on the bridge.	
- On the bottom of the screen.	
- Bottom-Left corner (Has hostage).	
- Near the bottom-left corner.	
- Bottom-Right corner.	

- | - At the bottom of the screen, near the middle. |
- | - Bottom-Right corner (Has hostage). |
- | - Top-Left corner. |
- | - Bottom-Left corner. |
- | - Top-Left corner (Has hostage). |
- | - Bottom-Right corner. |
- | - Top-Right corner (Has hostage). |
- | - Top-Left corner. |
- | - Top-Right corner (Has hostage). |

~~~~~

Drop down from the cliff and go right, destroy the turret and soldier, then roll through the cave to finish the level.

```

=====
-                Level 4                -
=====

```

A very easy level. You just have to rescue 17 people in the rescue-copter. I suggest you got for the ones at the end first, then work your way near the start. You can only carry 5 people at a time, so you'll have take 4 trips to get them all.

Just watch out for the rockets, they can be troublesome. If you get all of the hostages without any of them dieing you gain an extra life.

```

=====
-                Level 5                -
=====

```

The objective of this mission is to collect 5 documents, but you won't be told that until later on in the level.

From the beginning, go left to pick up some ammunition then go right to see a scene about water, jump off the cliff into the water to survive the fall. Get out of the water and go left to find two soldiers, throw some grenades at them to kill them then collect the ammunition that's behind them. You can go in the water for some grenades then when you're done go right on the ground.

Climb up the boxes then throw some grenades at the turret, kill the enemy that parachutes down then continue going east. Dodge the missiles that come down at you, then either dodge or destroy the turret and cross the next bridge. Drop down the cliff and kill the enemies that are down here, go right and you'll be briefed about missing documents.

Go down the water, you can go right for some health, but for now go left, destroy the mines and kill the enemy, go down then follow the path and go left to find your first document.

Now go right and re-surface that's near the first document, go left to find the second document. Kill the enemies that come down then jump back into the water, go back down and now go right all the way to find the third document, now go left and re-surface.

Climb up the boxes then go up the steps and totems, then jump across the platforms while killing the enemies to get to the top of the cliff. Once you're at the top, go left to find your fourth document.

Go right, then drop down to land on top of some boxes, go right and kill the enemies, go up the slope then jump onto the platforms that are the left of it. Continue going west until you get to some more steps, climb them up to get to the top of this cliff. Go right then jump onto the platform near the edge, jump right, kill the enemy, roll through the small niche.

Continue going right, kill the enemy, climb up the rocks then kill the enemies that are up here, keep going left to get the final document. Now go all the way then jump down off the cliff to land on some platforms, make your way down the platforms then go left.

Kill the enemies and climb up the platforms, go up the slope and jump over the spikes, jump up the platforms to the top of the cliff, then jump right onto the next cliff, kill the enemies then hold DOWN and press A in front of the computer thing. Now jump across the gap and use the parachute to drop down.

Go right, collect the ammunition, dodge the spikes, then jump over the slope to dodge the land mines, continue going right jumping over the platforms and spikes. Kill the samurai that come out, then go right and destroy the ATV, go down the slope then kill the enemy, drop down to land on some boxes then kill the rocket launcher soldier and roll through the small cave.

Drop down to the platform below you then land on the ground, kill the enemies, continue going right and kill the enemies, climb up the platforms and continue going east to get back to the beach. Swim down through the water and following the linear path destroying the mines and killing the enemies, eventually you'll come to the boss of the level.

```
| Boss Battle : Marine Research Vehicle          \_____\ |
| S : Remember the yellow submarine things from the boat? Well |
| T : it's time to fight against a fully operational one. It's not |
| R : as hard as you'd think, it's actually pretty easy. The only |
| A : hard part of the battle is trying to dodge it because it |
| T : moves quiet fast and then it launches a few missiles at you. |
| E : Move around fast to dodge the missiles then shoot the thing |
| G : with everything you have. It has no more attacks, but just |
| Y : keep moving. Eventually you'll beat it.
```

```
~~~~~
~~~~~
```

```
-----
-                    5.5 The Secret A.L.K. Base                    -
-----
```

```
=====
-                    Level 1                    -
=====
```

-----Objective

Infiltrate the base, look for the information, and report back.

-----Guide

Go right then resurface, go right, kill the enemies, drop down the hole, kill the enemies, drop down the next hole, kill the enemies then activate the computer thing. Go left, go through the Level 1 Door then go right through the Level 4 Door.

Go right killing the enemies then activate the computer thing, continue going left then drop down through the hole. Go right then swim through the water, go to the bottom-right corner to get a CT Symbol, go back up and re-surface. Go left, kill the enemies and activate the Level 5 Security doors, kill the enemies.

Go right, go through the Level 1 door, now go through the Level 5 door, follow the linear path then you'll come to a fight against a Bio-Genetic terror, kill it then go right to finish.

```
=====
-               Level 2               -
=====
```

This is a pretty linear short level, no need for anything here...

```
=====
-               Level 3               -
=====
```

Go left and kill the large mutation thing, jump over the shock charges so you won't be hurt. Keep going left killing the enemies, swim to the bottom-left area for some health and ammunition, swim right then go down, dodge the torpedoes, continue going right then re-surface.

Kill the enemies, then go right, jump over the fires then go right and kill the mutations, continue going right killing the enemies, then drop down into the water. Go all the way down and follow the linear path to re-surface. Go right, then jump up onto the platforms above the fires, kill the enemies then drop down and kill the enemies here.

Keep following the path dropping down to the next few sectors, eventually you will reach Kev-1.

```
_____ \|_____ \|
| Boss Battle : Kev-1 |
| S : Kev-1 is the final and hardest boss of the game, and it will |
| T : take a while to kill him. When you start Kev-1 will be in a |
| R : robotic mecha suit and he will attack using electronic shock |
| A : waves and some punches. The best thing to do is to stay as |
| T : far as you can from Kev-1. He will usually throw a shock |
| E : wave at you, then charge up and do a blast. He will also |
| G : send a shockwave on the ground. these attacks can be dodged |
| Y : with some skill. Whenever he jumps make sure you run around |
|   : a lot so he won't land on or next to you. Use a lot of |
|   : grenades to beat him, whenever you can fire a few shoots. |
|   : After a long battle you should be able to beat him. |
|_____/_____ /
```

THE END

```
=====
----- 6. Multiplayer -----
=====

=====
-               6.1 Multiplayer Mode               -
=====
```

CT Special Forces: Bio Terror features a multiplayer mode, in which you can battle against your friends in various areas as different characters.

Sorry, I do not know much else of this feature. If you do know something about the Multiplayer Mode please contact me, my contact is in the Guides disclaimer section.

=====  
----- 7. Hostage Guide -----  
=====

-----  
The Port of Kalingrad

---

|Enemies: 14 |Hostages: 5 |Enemy Locations: |  
|  
| - Top-Left corner. |  
| - Bottom-Left corner, closer to the middle. |  
| - Bottom-Right corner, near stairs (Has hostage). |  
| - Near the Middle Right side of the screen. |  
| - Below the above one. On the top of the staircase. |  
| - Top-Left, above a crate. |  
| - Bottom-Left corner (Has hostage). |  
| - On the middle of the staircase. |  
| - Bottom-Left Corner. |  
| - Top-Right corner (Has hostage). |  
| - Bottom-Right, near the middle. |  
| - Top-Left corner (Has hostage). |  
| - At the Top, near the middle. |  
| - Top-Left corner (Has hostage). |  
|  
|

-----  
Mouravitch's Boat

---

|Enemies: 14 |Hostages: 5 |Enemy Locations: |  
|  
| - On the left near the middle of the screen. |  
| - On the bottom of the screen, near the middle. |  
| - Middle of the screen, near the top (Has hostage). |  
| - Top-Right corner. |  
| - Top-Right corner, above yellow submarine. |  
| - Near the middle of the screen. |  
| - Bottom of the screen, in the middle (Has hostage). |  
| - On the left of the screen, near the middle. |  
| - Bottom-Left corner. |  
| - Top-Left corner (Has hostage). |  
| - Top-Right corner. |  
| - Bottom-Right corner (Has hostage). |  
| - Top-Right corner. |  
| - Bottom-Right corner (Has hostage). |  
|  
|

-----  
The Atoll of Pom-Pom-Galli

---

|Enemies: 14 |Hostages: 5 |Enemy Locations: |  
|  
| - On the right, on the bridge. |  
| - On the bottom of the screen. |  
| - Bottom-Left corner (Has hostage). |  
|

- | - Near the bottom-left corner. |
- | - Bottom-Right corner. |
- | - At the bottom of the screen, near the middle. |
- | - Bottom-Right corner (Has hostage). |
- | - Top-Left corner. |
- | - Bottom-Left corner. |
- | - Top-Left corner (Has hostage). |
- | - Bottom-Right corner. |
- | - Top-Right corner (Has hostage). |
- | - Top-Left corner. |
- | - Top-Right corner (Has hostage). |

~~~~~

The Secret A.L.K. Base

=====

----- 8. Boss Guide -----

=====

The TransSiberian

| Boss Battle : Train Cannons _____ \|

| S : When you step on one of the holes on the train, you'll drop |

| T : down to a platform and be attacked by cannons coming from |

| R : the top of the train. You can tell which hole is going to |

| A : open up, because it shakes for a few seconds before the |

| T : cannon come up. The objective here is to destroy the |

| E : cannons, use the Assault Rifle for a better fight. This is |

| G : a really easy battle. Just keep moving from side to side so |

| Y : you won't be hit by the bombs. I suggest you destroy the |

| : cannons in the middle first, then the side ones so you |

| : will have an even easier battle. |

~~~~~

~~~~~

The Port of Kalingrad

| Boss Battle : Ian Mouravitch _____ \|

| S : This is a fairly easy boss battle, when you begin shoot at |

| T : the construction walls to destroy them, I suggest you |

| R : destroy them all for an easier time, when Ian gets close you |

| A : should jump to the opposite side and shoot at another wall, |

| T : so the walls will be destroyed quicker. Once when they're |

| E : destroyed, start shooting at Ian to kill him. Just make sure |

| G : you remember to dodge the barrels he throws at you, or else |

| Y : you will die. Ian will get faster, so shoot at an angel to |

| : kill with even less trouble. Enjoy your first boss battle :) |

~~~~~

~~~~~

Mouravitch's Boat

| Boss Battle : Tanya _____ \|

| S : This is an easy battle, but it may be difficult to hit Tanya |

| T : with any weapon. The best way to win with the least amount |

| R : of damage is to stay on the opposite side of her. And when |

| A : she shoots at you, just jump to dodge it. The best way to |

| T : hit her is to hit her from an angle or if she's on the first |

| E : floor, hit her directly with either bullets or rockets. |

| G : If she fires the lasers, just hold back and jump, it |
 | Y : shouldn't cause too much damage. |
 |~~~~~|
 |~~~~~|

 The Atoll of Pom-Pom-Galli

| Boss Battle : Marine Research Vehicle _____\
 | S : Remember the yellow submarine things from the boat? Well |
 | T : it's time to fight against a fully operational one. It's not |
 | R : as hard as you'd think, it's actually pretty easy. The only |
 | A : hard part of the battle is trying to dodge it because it |
 | T : moves quiet fast and then it launches a few missiles at you. |
 | E : Move around fast to dodge the missiles then shoot the thing |
 | G : with everything you have. It has no more attacks, but just |
 | Y : keep moving. Eventually you'll beat it. |
 |~~~~~|
 |~~~~~|

 The Secret A.L.K. Base

| Boss Battle : Kev-1 _____\
 | S : Kev-1 is the final and hardest boss of the game, and it will |
 | T : take a while to kill him. When you start Kev-1 will be in a |
 | R : robotic mecha suit and he will attack using electronic shock |
 | A : waves and some punches. The best thing to do is to stay as |
 | T : far as you can from Kev-1. He will usually throw a shock |
 | E : wave at you, then charge up and do a blast. He will also |
 | G : send a shockwave on the ground. these attacks can be dodged |
 | Y : with some skill. Whenever he jumps make sure you run around |
 | : a lot so he won't land on or next to you. Use a lot of |
 | : grenades to beat him, whenever you can fire a few shoots. |
 | : After a long battle you should be able to beat him. |
 |~~~~~|
 |~~~~~|

 9. Extras -----
 =====

 - 9.1 Cheats -
 =====

Enter these passwords in the Password Screen.

The passwords do not contain the spaces inside them.

Level Passwords		
Area	Level	Password
The TransSiberian	1 - 1	0 0 0 0
	1 - 2	5 0 7 3
Port of Kalingrad	2 - 1	1 4 2 7
	2 - 2	2 4 3 8
	2 - 3	7 9 6 1
	2 - 4	8 7 2 1
Mouravitch's Boat	3 - 1	5 9 8 6

	3 - 2	2 1 5 7
	3 - 3	4 7 9 6
	3 - 4	3 4 9 6
	3 - 5	1 5 9 2
	3 - 6	4 1 6 8
	3 - 7	1 3 6 4

Atoll of Pom-Pom	4 - 1	7 5 9 6
	4 - 2	9 1 0 8
	4 - 3	6 1 2 4
	4 - 4	7 2 3 4
	4 - 5	6 8 2 0

Secret A.L.K. Base	5 - 1	2 3 9 4
	5 - 2	4 2 5 6
	5 - 3	0 8 4 2

=====

----- 10. FAQ -----

=====

If you have any questions e-mail me (The link is at the bottom and follow The guidelines)

1. I don't understand your guide, what do I do!?
A: Sometimes I might have gone a little bit further, just try to go on with the game, if you still don't know what to do, e-mail me and I'll revise the section(s).

2. Why don't you include enemy information?
A: I could, but I don't think it's something important. If enough people want it I can include it.

3. I can't find [X] weapon anywhere?
A: Not really a question, but if you can't find [X] weapon it is either very well hidden or not included in this version of the game (there are now 3 in the series).

4. Why did you put a Hostage Guide and a Boss Guide when both are already in the main walkthrough?
A: Some people would prefer to just go straight to a Boss Guide (or in this case, a Boss and Hostage Guide) section instead of having to go through the entire walkthrough just to look for a small strategy. It just helps more people this way.

5. Will there be a fourth CT Special Forces?
A: Possibly, but I'm not one to answer that question. Try contacting LSP to find out a proper answer.
Home: <http://www.lspgames.com>
Contact Page: http://www.lspgames.com/contact.php?no_languge=1

Spoilers:
After completing the game, it looks like there isn't, but then again, the CT Special Forces Team might be needed again to save the world from an even greater terrorist threat...

=====

----- 11. Guide Disclaimer -----

=====

=====
- Sites That Are Allowed -
=====

Sites that are allowed to use my guide are:

<http://www.gamefaqs.com>
<http://www.ign.com>
<https://www.neoseeker.com>

This FAQ may not be referenced or altered without permission from myself. This FAQ is an exclusive to the above website(s) and may not be hosted elsewhere. Alteration of this Copyright is punishable under Title 17 Chapter 5 Section 506(d) of US Copyright Law for a fine of up to \$2,500.

=====
- Reproduction -
=====

I don't mind if this guide is posted somewhere. But please include the copyright, and read the warning in the previous section.

Copyright (c) 2003 Oscar C. - <http://pub82.ezboard.com/bbirdbrainsboard>

Or The HTML version (make sure you get rid of the asterisk's *)

<*a href="http://pub82.ezboard.com/bbirdbrainsboard"*>
Copyright (c) 2003 Oscar C. <*/a*>

=====
- E-Mailing Me -
=====

- No Spam/flaming/pathetic hacking attempts.
- Must not be answered in the Guide already (Make sure you look carefully)
- Make sure it's about this game. I have enough Spam as it is.
- Using proper grammar and spelling might enhance your chances of being answered.
- Comments/Criticism/Something that should/needs on the guide be changed are allowed.

Please include the games name in the Subject for a better chance of been replied to, otherwise it will be considered as spam.

My E-mail: Devis0r@hotmail.com

=====
- Credits -
=====

- LSP for making the game.
- Ctspecialforces.com for giving me the information for most of the characters and items.