

CT Special Forces: Back To Hell FAQ/Walkthrough

by fantasyrealm

Updated to v0.68 on Oct 20, 2004

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|CT Special Forces Back to Hell|
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Version 0.68

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Version 0.2  -Added Intro, Characters, Weapons etc. and mission 1-4 09/13/03
Version 0.6  -Added mission 5-7 and revamped the layout                09/14/03
Version 0.65 -Added the 'Vehicles Section'                            09/15/03
Version 0.68 -Added links to pictures of characters and weapons        09/16/03
              -Finished mission 8, a very long mission...
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|Game Info      |
|               |
|Created   -L.S.P.|
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(Note: Please view in medium text size for best viweing results. To do this,
go to View->Text Size ->Medium.)

Also, wait for it to load before scrolling down and refresh if it doesn't
complete loading.

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1.Intro
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I have written many FAQs for Gamefaqs (none of them get posted though lol so I'll keep trying until one of mine get's in!) Well, now I let that out, I have been dying to write a FAQ for this game and just to tell you that I will keep adding to it. So don't worry, I know it's not complete yet...

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2.Main Menu
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-Mission

-The main "story mode" game

-Challenge

-2-player game

-Password

-Enter the password to go to the level you left off of. (Passwords can be found at the bottom portion of this Walkthrough)

-Options

-Music

Change the volume of the background music

-SFX

Change how loud you want the sound effects to be (get it, Sound FX haha..)

-Tutorial

Choose On/Off if you want/dont want the tutorial

-Difficulty

Choose the difficulty of the game (Easy 1 star, Medium 2 stars, Hard 3 stars)

-Credits

Check out the guys who made this game

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3.Controls
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-Directional Buttons

-Move in the direction pressed

-Press down to crouch

-A button

-Jump

-Tank :Missile

-Armoured Vehicle :Missile

-Helicopter :Air-to-Land Missile

-Escort Helicopter :Change directions

-B button

- Shoot current weapon
- Tank :Machine Gun
- Armoured Vehicle :Machine Gun
- Helicopter :Air-to-Air Gun
- Escort Helicopter :Machine Gun

L button

- Change weapon

R button

- Throw grenade
- Tank :Get in
- Armoured Vehicle :Get in
- Helicopter :None

Start

- Pause/Continue Game/Quit

Select

- None

Roll

- Down+Direction+A

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4.Story
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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!

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5.Characters
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5.1 Commandos

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(Note the information below in the commando's and terrorist sections have been taken from <http://www.ctspecialforces.com/> which is the official website.)

The Commandos! The Counter-Terrorists! What good would this game be if you couldn't play a SAS-look-a-like.

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

Quote : "The dead only know one thing:it's better to be alive!"

Picture : http://www.angelfire.com/gundam/phantasyrealm/CT_Stealth_Owl.jpg

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

Quote : "You can't give the enemy a break. Send him to hell!"

Picture : http://www.angelfire.com/gundam/phantasyrealm/CT_Raptor.jpg

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

Quote : "Flying is my life, rockets are my blood!"

Picture : http://www.angelfire.com/gundam/phantasyrealm/CT_Aquila_One.jpg

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

Quote : "Saving hostages is my ticket to heaven!"

Picture : http://www.angelfire.com/gundam/phantasyrealm/CT_Avenger.jpg

5.2 Terrorists

The terrorists! What good would this game be if there weren't terrorists. People who emit terror into the hearts of others! I always wanted to say that..

Also, I have pictures of all the characters, so just open a new internet browser, copy the link and enjoy the pictures.

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.

Quote: "I drink napalm for breakfast!"

Picture : http://www.angelfire.com/gundam/phantasyrealm/Boss05_Lin-Tao.jpg

Ryan Al Jihad-

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.

Quote: "Noone can escape from my desert..."

Picture : http://www.angelfire.com/gundam/phantasyrealm/Boss03_Ryad_Al_Jahid.jpg

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.

Quote: "Da ya think I'm sexy?"

Picture : http://www.angelfire.com/gundam/phantasyrealm/Boss04_Petra_Jugovic.jpg

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.

Quote: "I'm gonna break you!"

Picture : http://www.angelfire.com/gundam/phantasyrealm/Boss01_Arum-Baya.jpg

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.

Quote: "To conquer the world is a full time job!"

Picture : http://www.angelfire.com/gundam/phantasyrealm/Boss02_Igor_Kalash.jpg

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6.Weapons
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Here's the weapon section! I'll describe all the weapons and rate them too!

Strength -How strong the weapon is
Fire Rate -How fast the weapon fires
Usefulness -If it is worth using and does it efficiently help you

Overall -Average

It is rated out of 5

*---- 1 star
**--- 2 stars
***-- 3 stars
****- 4 stars
***** 5 stars

Pistol-

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

Strength : **---
Fire Rate : **---
Usefulness : ****-

Overall : ***--

Why it's usefulness is 4 stars you ask? What weapon do you start off with and which weapon has infinite ammunition?!?!

Picture : <http://www.angelfire.com/gundam/phantasyrealm/Gun.jpg>

Assault Rifle-

The assault rifle used by the CT Special Forces members is a MP 17 which has been improved to fit the forces 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.

Strength : ***--

Fire Rate : ****-

Usefulness : ****-

Overall : ****-

Very useful weapon that has a fast fire rate is pretty strong.

Picture : <http://www.angelfire.com/gundam/phantasyrealm/Machinegun.jpg>

Sniper Rifle-

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

Strength : *****

Fire Rate : *----

Usefulness : *****

Overall : ***--

Only used in sniper missions, but it's got a one shot kill and it's the only weapon you can use in sniper missions!

Picture : <http://www.angelfire.com/gundam/phantasyrealm/Sniper.jpg>

Flame Thrower-

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

Strength : ****-

Fire Rate : *****

Usefulness : **---

Overall : ***--

I know, you don't use it either. It's limited range keeps it from getting a 5 but it's still very strong!

Picture : <http://www.angelfire.com/gundam/phantasyrealm/Flamethrower.jpg>

Rocket Launcher-

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

Strength : *****

Fire Rate : **---

Usefulness : ****-

Overall : ****-

Because it's so slow if used in combat, it isn't used that much. The only time it's very useful is when fighting bosses!

Picture : <http://www.angelfire.com/gundam/phantasyrealm/bazooka.jpg>

Knife-

Ideal for hand-to-hand combat. Formidly 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 manoeuverbility.

Strength : **---

Fire Rate : ***--

Usefulness : *****

Overall : ****-

Very useful when enemies get "too close". The only downfall is that its very unpredictable since you can't really "use it". The computer automatically does it for you!

Picture : <http://www.angelfire.com/gundam/phantasyrealm/Knife.jpg>

Shotgun-

Steal Owl's favorite 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.

Strength : *****

Fire Rate : *----

Usefulness : ***--

Overall : ****-

Very useful but it always seems to avaiable in some mission! Other than that its a very strong at close range and useful in boss fights.

Picture : <http://www.angelfire.com/gundam/phantasyrealm/Shotgun.jpg>

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.

Strength : *****

Fire Rate : **---

Usefulness : *****

Overall : ****-

Yet another weapon used mainly in boss fights. It's strong, but it shoot in

an "arch" fashion.

Picture : http://www.angelfire.com/gundam/phantasyrealm/grenade_launcher.jpg

Grenade-

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.

Strength : *****
Fire Rate : ****-
Usefulness : *****

Overall : ****-

Probably the most strategic weapon in the game! You can lob a grenade while ducking from enemy fire.

Picture : <http://www.angelfire.com/gundam/phantasyrealm/Grenade.jpg>

7.Vehicles

What fun would a game be if you couldn't drive tanks or fly an Apache helicopter? Well this games got it all!

Tank-

Use : Let's you destroy enemy machine-guns and dodging snipers, shoot at ruins and debris and annihilate enemy buildings and tanks .

Weapons : 155mm round for a 25 mm gun, pivoting to 180 degrees.

Pilots : Stealth Owl, Raptor.

Rocket Truck-

Use : Eight-wheeled vehicle, it's X17 rockets allow CT members to progress under enemy fire.

Weapons : X17 rockets round for a 25mm gun, pivoting to 180 degrees

Pilots : Stealth Owl, Raptor

Apache Helicopter:

Use : Tactical support for ground commandos [Destroy armor and radar] day or night lightning strikes, recon flights

Weapons : Air-to-ground guided missiles, "Hell Dust" pintle-mounted paired machine-guns.

Pilots : Aquila One

Black Hornet:

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.

Weapons : SEAL automatic guns

Pilots : Avenger

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8.What are..?
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Right before we begin our FAQ/Walkthrough, I'll go over things I'll commonly say.

Boxes-

Description : Boxes stacked up/together in a bunch
I'll call it: Boxes!

Orange Cylinder-

Description : Explosive canisters that are orange and you can jump on them!
I'll call it: Orange cylinders/canisters!

Blue Cylinder-

Description : Blue canisters that you can jump on!
I'll call it: Blue canisters/clyinders!

Rocket Trucks-

Description : They only appear in helicopter missions. They shoot heat-guided missiles at you! Not good no..
I'll call it: Rocket Trucks!

Radio(s)-

Description : A walkie-talkie that you can find scattered around in specific maps.
I'll call it: Radios!

Tires-

Description : Black tires (what other color?) that are stacked up on one another
I'll call it: Tires!

*Sniper Missions-

Description : You can tell if there is a Sniper Mission when there is a sign with a 'target' signal on it.
I'll call it: Sniper Missions!

Health Pack-

Description : Well, nothing else to say..Health pick-ups that replenish your health!
I'll call it: Health packs/pick-ups

Ammunition-

Description : A box full of ammunition
I'll call it: Ammunition! (Rarely ammo)

[To be Continued]

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9.Walkthrough

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Here's the juice of the this whole thing! The Walkthrough of course!

Mission 1 -The Capital is Under Attack

Character : Aquila One

Overview : Well, the first mission is a helicopter mission and the character you get to use is Aquila One!

Objective : The rebel forces have launched an attack on the capital and have cut off all supply routes. The first convoy of food supplies has already been intercepted by the rebels. A second convoy is preparing to leave. You must protect it so it reaches its destination safely.

What to Do : The only threats to the convoys are the tanks. Only focus on them and the convoys will be fine. Also, don't worry about enemy helicopters since they can only shoot straight, so fly around them.

 A huge threat to you are the rocket trucks (it shoots rockets that follow you) so fly in the opposite direction when you encounter one. Follow these instructions and it should be a fairly easy level.

Mission 2 -

Character : Raptor

Overview : Pick up the radios to learn the controls (there already in this guide :P)

Objective : The rebels are preparing to attack the convoy and are planning an ambush. Secure the zone!

What to Do : Just look for all the radios. (Note:There are telltale signs on things you can jump on ex. tires, steps, rummage, explosive barrels etc.) Jump on the tires up ahead and onto the "blue roof" to get to the radio.

 Jump next to the window and the stop inbetween the roof and the window. Waste the guard. Jump directly across (literally) and head for the third radio killing enemies in your way. Once on the roof, there an even higher roof, use the tires to get up there and pick up the ammo and radio.

 Go back down, and kill all the enemies on the street. Head up the ladder, pick up some ammo and get the health-pack if needed. Jump over the crack is you dont like falling) Go half way down and use the tires to jump to the next building. There are lots of pick-ups so take your time taking them. Using your logic, jump to the other building. Head back down.

 Go up the building for a flame-thrower and go half-way down

where you jump to the other side. Go down ignoring the enemies at the top. Go through the tire-filled street. Go up the building and jump to the next. (No need to go up unless you like losing health for no reason)

Head down and get the radio and grenades. Pick up the tank (optional but preferred) Stop when you can't go any further and up the ladder. Jump across, go to the end of the street. Viola!

Mission 3 -

Character : Raptor

Overview : Ride a convoy and destroy any enemies on the way!

Objective : We have located the rebel base in the north of the city. A truck is ready to take you there. Be careful! The way is fraught with danger.

What to Do : Enemies come down from parachutes, so shoot them before they can touch down on the convoy. Also, a helicopter comes down once in a while and drops bombs so be on the lookout! (Note: When the helicopter comes, jump on the higher part of the convoy.)

An enemy vehicle will tail you, so just avoid the grenades and keep shooting at them! After a while the helicopter will come back so watch out!

Another enemy vehicle will tail you with guards that will try to run and jump onto your truck! Don't let them! Enemies will continue to parachute down, watch out!

Yet ANOTHER enemy vehicle comes, except this time its in front of the convoy. Crouch and shoot on the back of the convoy and that should show them. Now, the convoy can't carry you anymore, so good luck!

Mission 4 -

Character : Raptor

Overview : Go through the rebel-filled city and destroy Arum Baya himself!

Objective : The Rebel chief is a certain Arum Baya. Our information sources have located him on the roof of a building. Neutralize him.

What to Do : Neutralize all the henchmen on the street and go up the ladder. Jump to the other side and go up to pick up grenades, health and ammunition. Continue going all the way right until you have to go back down on the street.

Jump on the blue canister and go all the way up if you need ammunition. If not, jump to the neighboring building, go up the ladder and prepare to parachute. (Note: get the radio first) Follow the instructions on how to parachute.

Sniper missions! Get the radio and get ready to snipe some unlucky bad guys. Save all the hostages and you get one life!

Continue through the top of the building, picking up plenty of ammunition and health pickups.

Boss fight! Pick-up the special weapon, and when the boss swoops down, jump back and fire the weapon! (Note: The weapon fires in an 'arch' fashion.) After the boss disappears into the sky, his henchmen will come rushing towards you! Take out the pistol and waste them (or your assault rifle since the ammunition doesn't carry over to the next mission). Repeat the steps and voila! your done!

Mission 5 -Nuclear Warning at -30 Celcius

Character : Aquila One

Overview : Another helicopter mission! Just fly all the way to the end while watching out for tanks and rocket trucks.

Objective : Our Satellite photos reveal intense activity in the zone. Look out for enemy plans fitted with a new automated targeting system.

What to Do : As mentioned before, watch out for tanks and rocket trucks. The biggest threat is the targeting system which-if locked onto you-can destroy you in one hit!
Remember, everytime you pass a hord of rocket trucks and tanks, there will always be health pick-ups, so be on the look-out!

Nothing challenging here, just fly all the way to the end watching out for enemies and you should be fine.

Mission 6 -

Character : Stealth Owl

Overview : Kill all the enemies you see! No strategy required!

Objective : The climate is harsh in this region, the terrain is mountainous. Find out who sent the message and what has happened to the missile. This is all the information we have currently.

What to Do : Pick up the grenades, and blow up the orange cyclinder for some ammunition (while taking out the enemy too!) Roll across avoiding fire from the the enemy below.

Shoot the orange cylinder to take out up to two guys, roll up the hill and take out the missile-armed dude. Instead of going across the bridge, jump down for an easier pass, shoot the orange cylinder for some grenades. Shoot up to take out the guards unless you like bullets raining down on you.

Keep going straight and taking out the enemies. Go up the hill and shoot the orange cylinder to take out the guy beside it.

Theres a health pack at the end so pick it up if needed, and ammunition and the bottom. Keep going straight until you reach the satellite.

Jump on the boxes, then satellite, jump up again to go on the higher portion, and kill the guy beside the special weapon. Go back down, heave a grenade at the enemy on the bridge.

When you reach the end of the bridge, enemies come from all sides! Take out as many as you can. Blow up the building, use your assault rifle to take out the enemy vehicle. Go up the hill and take out as many guys as you can. Theres a health pack at the top.

A tank! Press R to get in and have fun. A fun thing I like to do is hold up+right and hold B to shoot straight (taking out foot soldiers)and the missile will shoot diagonally right (taking out higher up enemies).

You can't go past the boxes so..There arent any more enemies so just go straight to the end.

Mission 7 -

Character : Stealth Owl

Overview : [Missing]

Objective : [Missing]

What to Do : Go all the way up the mountain wasting all the enemies and if you need a health pack (hopfully you didn't lose any health yet because if you already have, you suck! Just kidding..;))

Keep going straight and roll across to the other side while picking up a health pack if you need one. Ignore all the enemies below and keep going up. When you reach the end of the mountain, pick up the grenades and go all the way back down. Keep going right while picking up all the..well..pickups! There are enemies parachuting down so shoot them before they touch down.

Go across the "bridge of death!" while jumping over the "missing pieces" of the bridge. Blow up the orange cylinder for another health pack.

Holy shamoly! Missles will start to rain upon you when you reach the boxes so be on the lookout!

Jump off the cliff, pick up the ammunition, and kill the enemy behind you. Proceed and guess what?!? Sniper Missions! It will be quite hard to describe it so I guess I'll meet you after the mission.

Save all the hostages and you get one bonus life! Doesn't seem that rewarding eh? yea..

Time to go into an enemy base. Follow the instructions and enter the base. Pick up the grenades and keep going right. Stop and go down the ladder. There's some ammunition halfway down.

Go all the way left for a health pack and proceed to the other end, wasting the enemies. Go into the elevator. Cross the bridge. Pick up the grenades and -while standing up- lob a grenade at the guy.

Stop at the small box and throw a grenade while standing up, that should take care of the enemy. Blow up the orange cylinder to get a health pickup. Go into the base.

(Only if you need a grenade)

Go left (right is just a dead-end) and down the ladder. They're behind the box.

Go down the ladder is a health pack to your left. Proceed to the right and go up the ladder. There's ammo beside the stack of boxes. Go all the way up to the elevator.

Immediately duck and kill the guy to your right. There's a health pick to your right. Stop at where you picked up the health pack and jump and shoot to take out a few guys.

More parachuters so watch out! Shoot up and get them before they reach the ground. Go all the way up the mountain. Time to parachute!

There's a hostage! Go get him! Mission Finish!

Mission 8 -

Character : Avenger

Overview : Hmmm...Some rescue missions to break up the action..

Objective : We are going to airlift the other prisoners to safety. Lie low and await instructions.

What to Do : First off, to rescue hostages, just land nearby and they'll hop on for the ride. There's some rocket trucks that shoot missiles at you so watch out. There's nothing to the left so let's go right.

There are four hostages to the right, so pick them up, and more when you keep going right. Return when you reach the limit.

There should be two more at the very end, drop them off and you're done!

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10.Passwords
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Ahh..Isn't it nice to know that you can take these passwords from me and use them for yourself when I sat in front of my GBA playing hours and hours to get

these precious codes?

Oh, and these level passwords are from my game, just to let you know.

- Level 1-The Capital Is Under Attack- 1431
- Level 2- - 3731
- Level 3- - 6937
- Level 4- - 9701

- Level 5-Nuclear Warning at -30 C - 2405
- Level 6- - 7069
- Level 7- - 5607

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11.Contact
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If you want to send me questions, my email is _____ at msn dot com. If you're smart, you'll know my secret trick! hehehe...Please no spam, or useless crap. Also, adress the name as CT Special Forces-Back to Hell or I'll treat the e-mail as spam.

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12.Copyright
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