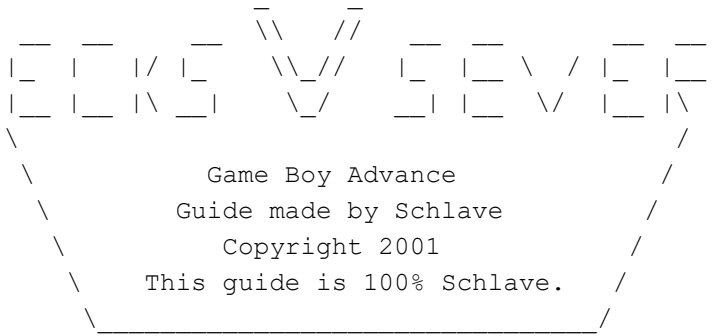


# Ecks vs. Sever FAQ/Walkthrough

by Schlave

Updated to v0.3 on Dec 10, 2001



Welcome to Walkthrough Version 0.3!

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12-12-01 : Alright! I've finished the walkthrough, Sever's missions and story! And the weapons section as well. This is a pretty rushed, but wholesome and satisfactory, update. I'll be gone for 7 days, up to the 20th, so wait for answers to e-mails.

6-12-01 : Okay, finished Jonathan Ecks' Missions and Story!! Added more stuff to the weapons section. Second update finished.

5-12-01 : Hmm, already working on version 0.2. Added a few more missions and hearing parts of Sever. Almost finished Ecks' Missions and Story! Spoiler warning in Mission 10...

4-12-01 : Added more of Jonathan Ecks' stuff, and updated the Weapons section. The first update is finally finished.

3-12-01 : Added Legal Stuff, weapons (incomplete) and Who Am I?



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|_          4. CONTROLS          |_|
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Ecks and Sever may be against each other, but they sure work the same way. Switching weapons, shooting guns, zeroing in with the sniper scope...you need to know how to do that.

A Button : Fires present gun/select Sniper Rifle

B Button : The action button. Open doors, etc.

L Button : Strafe left/zoom out in Sniper Scope.

R Button : Strafe right/zoom in in Sniper Scope.

L + R Buttons : Crouch

Select : Switch weapons

Start : Pause the game

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|_          5. STORY          |_|
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Jonathan Ecks  
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Jonathan Ecks is a former FBI agent who was born in South Boston and had a tough upbringing. He attained stellar achievements in Criminal Cases and Psychology at Harvard University and a Ph.D in Criminal Law in Columbia at 21 years old.

In the court, a tribunal is held to confirm certain facts in order to reinstate Jonathan Ecks into the FBI. For some strange reason, this tribunal is held 'four weeks later'. A council for the investigation asks Jonathan Ecks some questions regarding his missions. Each part of the tribunal is held before each mission he recalls (and you play) so listen up.

Tribunal Part One  
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COUNCIL : Gee whizz, for a tough nut, you were a bright kid, weren't you, Jonathan?

ECKS : My friends call me Jonathan. You'll call me Mister Ecks.

CHAIRMAN : Order! Mr. Ecks, cooperate. The purpose of this tribunal is to confirm the facts, to enable us to reinstate you as an FBI agent. Don't you want three years' back-pay and your old job back?

ECKS : This ain't about money, it's about principal.

COUNCIL : You're FBI...

ECKS : I quit three years ago. Went medical.

COUNCIL : You took early retirement. Ill-health. Why?

ECKS : My wife and son got blown up by terrorists. The bomb was meant for me. I try to bury the pain under other types of pain. It's never enough. I felt it was my fault. Guilt, I live with it everyday. It's been tough for a while.

COUNCIL : In the FBI you lived with death every day. You've done your share of killing. What makes those deaths so special?

ECKS : You make your living from other people's misery.

COUNCIL : On your first mission, did you know anything about a Tomahawk cruise missile that hit a Pacific island?

ECKS : No.

JUDGE : Council, stand down. Mr. Ecks, describe recent events, just like it happened.

ECKS : It started four weeks ago. Mills, assistant director of the FBI, pilled me in. Mission One was in the warehouse. Locate the room with the laptop. Access Sever's file. Essential to access this file. Lone-wolf mission, unauthorised, no back-up. If my cover was blown, even FBI agents would oppose me. There were security guards at the warehouse. They started a fire-fight. I fired back. Then the Bureau goons arrived. The situation went critical...

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Tribunal Part Two

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COUNCIL : After joining the FBI, you won rapid promotion to SWAT. Awarded three special citatiobs in three years for uncommon valor. Quite a hero huh? Assignment to elite Forensic Psych Team. Solved four unsolvable crimes in your first year. A regular rocket scientist as well as a hero, weren't you, Jonathan?

ECKS : Pay me respect, you'll live longer.

COUNCIL : You make my point, Mr. Ecks. Over-zealous tactics, blatant disregard for authority. Even before you cracked, you were a maverick agent, unreliable, unstable. Clinical depressiob. Three years of grieving for your wife and son, murdered by a terrorist car bomb intended for you. Six months in Bethesda psych. Emotional turmoil. A black-hole stare. And in three years, you haven't changed your suit. Mr. Ecks, you were unfit to be accepted in the first place.

ECKS : I told you, my wife and son got blown up by terrorists. It's been tough for a while. I know where the edge is, 'cos I've been there. To the parapet, but not over it. What did Nietzsche say? That which does not destroy you makes you stronger. I'm combat proven. I've been tested in the cauldron. I'm the best.

JUDGE : Council, stand down. Mr. Ecks, tell us what you know about Sever. Then describe Mission Two.

ECKS : Sever. Deep-cover operative, National Security Agency. Orphaned at birth - adopted by the NSA - weaned on violence - no childhood. Trained to kill in a thousand different ways. An organic killing machine, the finest weapon in the nation's armoury. Put her on a mission

- success in guaranteed. Not long ago, she met a man. Love found her. They married. Love humanised her. She took some kind of extended furlough. Settled in her husband's home village on some Pacific Island. Rumour had it she'd gone Absent Without Official Leave. Others say she got clearance to take time out. Gant, a senior corporate in the NSA, persuaded her to return for one final job. While Sever travelled back, something happened. For some reason Sever wants revenge so bad, it's eating her from the inside. There was something else too, but it was only a hunch. I didn't get hard evidence until a later mission...

JUDGE : And Mission Two?

ECKS : Four weeks ago. In the warehouse. Sever was taking out agents left, right and center. She planted a bomb in one of the shipping crates. 3 minute countdown. The device was going to take the whole place down. Had to find the unlocked exit to make my escape. Security guards and FBI goons kept trying to stop me. Had to shoot my way out. Then boom, no more warehouse. Everyone was wasted...

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Tribunal Part Three

=====

COUNCIL : Mr. Ecks, why did you embark on these missions?

ECKS : Mills, FBI assistant director, called me in. Some unofficial work needed doing. Mills wanted to ignore due process. Get the job done quickly. I guess the MSA and the FBI had serious rivalries - quarrels about jurisdiction. At that time, I didn't know Gant's role in all this.

COUNCIL : Gant?

ECKS : Yeah, Gant. MSA boss.

COUNCIL : Why did Mills choose you?

ECKS : I'm the best.

COUNCIL : I don't think so. Why did you agree? What was in it for you?

ECKS : He had some new information about my family. He wouldn't tell me 'til after I'd done the jobs.

COUNCIL : No sleazy cash payments? Come on Mr. Ecks! Do you expect the Court to believe you?

JUDGE : Council, your line of enquiry is no longer productive. Stand down. Mr. Ecks, describe Mission Three.

ECKS : Four weeks ago. In the streets. Mills arrived, after the warehouse blew. Sever was playing urban terrorist, firing grenades from high vantage points. Windows in buildings. There was no ground-level access. She had a grenade launcher. She was out to get Mills.

JUDGE : Your objective?

ECKS : Shoot Sever dead. Then rendezvous with Mills. But every time I took a shot at Sever, she;d disappear then re-emerge someplace else. FBI

and SWATs kept attacking me. Had to shoot them too. Self-defence. I winged Sever good. More than once. She just wouldn't drop. Eighth time I'd hit her, and she ran. But she'd already ventilated Mills. I had to get to Mills fast, to be given Deciphering Key 1, containing vital clues.

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Tribunal Part Four  
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COUNCIL : Sever killed Mills. What about the information? Your family?

ECKS : Mills said Sever knew. Catch Sever alive next time.

COUNCIL : Why did Sever embark on those missions?

ECKS : At that time, I thought she was just a renegade. Later I found out more...

COUNCIL : Chairman of the Judge' Panel;, I present prosecution exhibit 510/85. Defendant, watch this video footage, filmed by a black-and-white during Mission Four. Listen to the officer's voice-over.

(Footage Starts - no FMV - Sigghhhhhh!)

PATROLMAN : Three-David-Sixteen, dispatch. Shots fired. Casualties. Corner, Main Street and Tenth Avenue, near "Viper Lounge". Officer down. Many officers down. Repeat, many officers down.

DISPATCHER : Roger, Three-David-Sixteen. FBI, SWAT, all the heavy brigade are on their way.

PATROLMAN : It's the FBI and SWAT that are getting wasted here!

DISPATCHER : Dispatch to all units. Scramble, nuke alert mode, this is not a training exercise. Corner, Main and Tenth, by "Viper Lounge". Roger, Three-David-Sixteen. Advise for detail.

PATROLMAN : Suspect One pursuing Suspect Two, both firing serious military hardware. Approaching "Viper Lounge". Shooting down uniformed officers, special agents, SWAT. It's a warzone here. Send more back-up. Send Fire and Rescue Code Three. Amd send the meat wagon.

DISPATCHER : Roger.

PATROLMAN : Incoming! It's a Rocket Powered Grenade...(explosion, white noise)

(end of footage, supposedly)

ECKS : Sounds familiar.

COUNCIL : Explain.

ECKS : Grabbed a cop radio. Heard it all. Knew their vectors. Dodging the goons was a breeze!

COUNCIL : This evidence is conclusive proof. Guilty. Multiple counts of Murder One.

ECKS : No way, buster! I plead self-defence, operational negligence, criminal conspiracy. Goons kept coming for me. Had to defend myself. They were targeting the wrong agents, they should have chased Sever. There's a conspiracy among senior suits - in a later mission, I found out more...

JUDGE : Clerk, strike Council's exhibit from the record. Council, stand down. Defendant, describe Mission Four.

ECKS : Four weeks ago. In the streets. I followed Sever. A maze of alleys. Buildings to cut through. I knew I mustn't lose sight of her. Heavy resistance from goons. I wasted them good. Then Sever entered the bar. I followed her in.

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Tribunal Part Five  
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COUNCIL : Mr. Ecks, let's be clear about your history. You were an FBI agent. Three years ago, your family were kiled by a terrorist bomb meant for you. So you quit. Four weeks ago, you re-emerged. Mill,s FBI boss, called you in to do an unofficial job on the Bureau's behalf. You thought there was a power struggle between the FBI and NSA. So Mills engaged you as a freelance. No back-up. Just do the work. Then he would give you new informatio about your wife and child. At this point, you didn't know both sets of agents would resist your every move. The job involved twelve missions. At this point, you didn't know their purpose.

ECKS : That's how it was.

COUNCIL : Mission One, you entered the warehouse. Found out about an NSA agent called Sever. Sever was living in her husband's village, on a Pacific island. You learned that Gant, NSA controller, called her in to do one last job. But you didn't know why Sever agreed. Then something happened. Then she went crazy for revenge.

ECKS : She's a renegade assassin, but she's far from crazy. She knew exactly what she was doing.

COUNCIL : Mission Two was to exit that warehouse before Sever destroyed it with a bomb. When Sever went loco in the streets, Mission Three was to shoot her dead, the rendezvous with Mills and collect the first Deciphering Key. You failed to terminate Sever. Worse, Sever gunned down Mills. FBI and SWAT impeded your progress. But at least you managed to collect the first Key from Mills before he died. Mills didn't have time to tell you the information about your family. But he said Sever knew. Mission Four, you tracked Sever to the bar. Many fine officers perished. Mr. Ecks, you're a bloodbath on two legs.

ECKS : I had a job to do. They got in the way.

JUDGE : Council, stand down. Defendant, describe Mission Five.

ECKS : Four weeks ago. In the "Viper Lounge". When I arrived the bar was a dump. After I'd finished, it was trashed. I was looking for Sever, and Deviphering Key 2. Couldn't see either. Suddenly, all hell broke loose. Incoming fire from behind me. SWAT had followed me in. Multiple teams. The troopers were tough cookies, combat-proven. Each Element Leader was

a SEAL-grade fighting machine. Without the G11, I'd have had no chance. Heavy fire-fight. I cleared the area. SWAT got wasted. Located Deciphering Key 2. Then I found Sever.

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Tribunal Part Six  
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COUNCIL : Mission Five, you failed to locate Sever in the bar. But you managed to collect the second Deciphering Key. At this stage you had no idea what these keys were for. Again, heavy opposition from SWAT. Yet another failed mission, Mr. Ecks?

ECKS : No.

COUNCIL : When you started Mission Six, did you know anything about a Tomahawk strike?

ECKS : No.

JUDGE : Council, stand down. Defendant, describe Mission Six.

ECKS : Four weeks ago. In the "Viper Lounge". The SWAT here were all wasted. Now for a showdown with Sever. But first I had to find her. The bar was spacious. A couple of floors with booths and cubby-holes. Sever's weaponry was superior. And boy was she quick. This was house-to-house street fighting. It was tough. When I had taken two-thirds of her health, she escaped. But I found a note from an unknown informant.

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Tribunal Part Seven  
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COUNCIL : Mission Six, you searched the bar for Sever. She kept dodging you. Everytime you found her, there was a firefight. Finally she escaped. But you found a note from an informant, containing instructions. You don't know who, you don't know why. You don't know very much at all, do you, Mr. Ecks?

ECKS : Wrong again, Council.

JUDGE : Council, stand down. Defendant, describe Mission Seven.

ECKS : Four weeks ago, I got to the Hotel. The NSA were using it as an arms dump. I had to find Deciphering Key 3, activate the lift switches and locate the keys to the weapon storage lock-ups. The lighting was dim. Without thermal enhancer goggles, there was no chance. SWAT teams were a deadly hazard. I needed a minigun to cut them down.

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Tribunal Part Eight  
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COUNCIL : Mission Seven, the hotel. Discovered it was an NSA arms dump. Killed many SWAT. Found Deciphering Key Three. Still unclear what the keys were for. Mission successful, Mr. Ecks?



ECKS : Look at the results.

JUDGE : Council, stand down. Defendant, describe Mission Eight.

ECKS : Four weeks ago, in the hotel. NSA got wind of my whereabouts. Suits were on their way. I was too inquisitive. They didn't like it at all. I needed to access the Hotel Roof from the top floor, to make my escape. I had to keep moving - the goons were hot on my tail.

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Tribunal Part Nine

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COUNCIL : Mission Eight, inside the Hotel. The NSA rumbled you. You escaped. Where did you go next?

ECKS : NSA HQ.

JUDGE : Defendant, describe Mission Nine.

ECKS : Four weeks ago, NSA HQ. Access the maximum-security bunker in the basement. First I had to find the bunker passkey. The key was hidden. Deciphering Key 4, the final piece of the puzzle, was also nowhere to be found. This was no girl scout's picnic - the toughest NSA goons were everywhere.

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Tribunal Part Ten

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COUNCIL : Mission Nine, NSA HQ. Fire-fight. Found the passkey. Accessed the bunker. Located Deciphering Key Four.

ECKS : Mission successful.

JUDGE : Defendant, describe Mission Ten.

ECKS : Four weeks ago. NSA HQ. Inside the basement bunker. Had to locate the mainframe terminal, to access the four Deciphering Keys I'd collected on previous missions. When I found the terminal room, Sever appeared. She had a grenades and a minigun. So did I. It was the mother of all gun battles. Sever's very good. But I'm better. She took a lot of hits. Eventually I dropped her. As she lay there injured, she told me what she knew...

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Tribunal Part Eleven

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COUNCIL : Mr. Ecks, your testimony is a worthless fabrication. Mission Ten, Basement Bunker. Located the mainframe. Accessed the four Deciphering Keys to unlock a classified NSA file. Bingo! You uncovered some of the truth. Or so you claim. Sever was not a lone renegade. There was a conspiracy. The NSA had engaged Sever as a freelance, to wreck the FBI's covert missions. With the FBI discredited, the NSA would gain control of the nation's security apparatus. But the situation got out of hand. For some reason, Sever wanted revenge. So she set out to shatter

not just the FBI but the NSA too. Then Sever appeared in the terminal room. Firefight. You eventually injured her. She gave you four Encrypted Disks she'd collected. Then she retreated. NSA agents were coming. Time was short. You had a choice : pursue Sever, or access the disks. You chose the later. These disks unlocked a classified FBI file. At last, you uncovered the whole truth. Or so you claim.

The conspiracy involved the FBI as well as the NSA. The NSA had hired Sever as a lone wolf, to trash the FBI. And the FBI had engaged you to trash the NSA. Both agencies were trying to discredit each other. You and Sever were pawns in this deadly power struggle. You discovered that you had been induced to undertake these missions, on the false promise, of new information about your family. It was Gant's idea. Sever had been persuaded to undertake the missions, with the promise that she could retire, with no penalty for her earlier absence from duty. This was Gant's idea too. And you finally discovered why Sever wanted revenge so badly. Sever was with her husband, at his home village on a Pacific island. She'd overstayed her leave. Love had killed her appetite for lethal operations. Gant called her in, to do one last job in exchange for amnesty and early retirement.

Unknown to Sever and her husband, her husband's father was an arms dealer. The village contained a weapons repository. The island was too rugged for a conventional military assault. So Gant used a GeoSat to establish the village's coordinates, then he instructed Mills to fire a Tomahawk. The village was destroyed. And with it, the arms dump, and Sever's husband too. So in Mission Eleven, you went looking for Gant. And that's your story, Mr. Ecks. One huge conspiracy theory. Do you really expect us to believe this?

ECKS : It's true.

JUDGE : Council, stand down. Defendant, describe Mission Eleven.

ECKS : Four weeks ago, in the Warehouse. Gant must have known that I was on to him. He'd cut the main power to the warehouse complex. Hordes of NSA were sent to prevent me from accessing his hideout.

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Tribunal Part Twelve  
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JUDGE : Council, no further cross-examination required. Stand down. Mr. Ecks, describe Mission Twelve.

ECKS : Four weeks ago, in the Warehouse. Payback time. If it hadn't been for Sever, I'd be ignorant of the truth. I owed it to her. I owed it to myself. Get Gant. He was standing on a ledge above me, laughing. He had the high ground. Gant was firing RPGs at me, and spraying automatic fire with his M16. Waves of NSA agents were filtering in at ground level. I figured that several blasts would finish off Gant. Thing was, would I be the last man standing?

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Verdict of Tribunal (pretty funny if you ask me)  
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JUDGE : Mr. Ecks, new evidence was found in Gant's office. It

authenticates everything about your family. The Tomahawk strike on the willage of Sever's husband, to destroy an arms dump. The FBI-NSA power struggle. Everything. Gant didn't just manipulate you and Sever, he manipulated both agencies. Gant's lust for power, his hunger to control both the FBI and the NSA, was the reason for these events. You have exposed the truth. You are owed a debt of gratitude by the government of this nation. Our citizens live in peace, freedom and prosperity because heroes like you risk your lives. This Tribunal rules as follows: You are reinstated as an FBI special agent, with enhanced rank. A cheque for three years' back-pay awaits you. Name your assignment. The answer's yes.

COUNCIL : You got away with it this time, Ecks.

JUDGE : Mr. Ecks, report for duty in twenty-one days.

ECKS : Why twenty-one days? Another disciplinary panel? Psych tests? Sensitivity training?

JUDGE : Quality time, Mr. Ecks. Your wife and child are safe and well...

ECKS : But...

JUDGE : ...in a safe house. Upstate Maine. Uf Sever had known this, they would have been targeted. A private jet's waiting at the airport.

ECKS : For too long, I've lived with guilt and grief. I thought they were dead. I thought I was responsible. For too long, they've been lost to me.

JUDGE : Better too long than forever. It was for their own protection...

COUNCIL : ...And to maximise your effectiveness. Trust me, I'm a lawyer. You're just a tool of the state, Ecks. Disposable. Expendable. We use you then spit you out.

JUDGE : Council, your performance during this enquiry has been lamentable. You're fired!

COUNCIL : But...

JUDGE : Enjoy some quality time, Mr. Ecks.

ECKS : And Sever?

JUDGE : Gone to ground. There's only one agent good enough to find her, and we're not sending you. If she re-emerges peacefully, she'll be exonerated.

ECKS : And if she still carries a desire for vengeance?

JUDGE : You killed Gant for her. That should be sufficient.

ECKS : Somehow, I don't think we've seen the last of agent Sever...

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Sever  
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Sever was orphaned at birth and raised by the NSA. She was a deep-cover operator for the NSA and an elite tactical with Werewolf grade. In other words, the best.

Hearing Part One

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COUNCIL : Explain "Orphan Class", Ms. Sever. I don't understand.

SEVER : It's not your place to understand.

CHAIRMAN OF JUDGES : Ms Sever, cooperate, if you want your life back. The purpose of this hearing is to confirm the facts, to enable us to reinstate you as a National Security Agency Operative.

SEVER : A promise was made and broken.

COUNCIL : I'll deal with that later. Right now, I'm trying to confirm your history. Orphaned newborn, purchased by the NSA. Weaned on violence. Trained to kill in a thousand different ways. You've killed innocent people.

SEVER : There are no innocent people. Only killers and victims.

COUNCIL : You've no fear, no conscience, no morality. You're a killing machine. Were you out of control? Ms. Sever, were you a renegade agent, a rogue assassin?

SEVER : I'm always in perfect control. I achieve my objectives. When I encounter an obstacle, I eradicate it.

COUNCIL : No innocent people?

SEVER : This is the way the world is. Just killers and victims. You're part of the system, Council, so you're a killer too.

COUNCIL : On your first mission, did you know anything about a Tomahawk cruise-missile that hit a Pacific island?

SEVER : No comment.

JUDGE : Council, stand down. Ms. Sever, describe recent events, just like it happened.

SEVER : It started four weeks ago. Gant, a senior corporate in the NSA, broke a promise. Mission One was in the warehouse. Locate the room with the laptop. Access Ecks' file. Essential to access this file. A maverick mission. No back up. FBI agents would oppose me. There were security guards at the warehouse. They started a fire. They paid with their lives. Then the bureau goons arrived. The situation went critical...

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Hearing Part Two

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COUNCIL : You accessed Ecks' file in Mission One?

SEVER : Yes. He's formidable.

COUNCIL : Is he insane? Are you?

SEVER : Sanity is relative. A question of definition. My self-control is absolute, that means I'm sane. Ecks succumbed to emotion, that means he's dangerous.

JUDGE : Council, stand down. Ms. Sever, tell us what you know about Ecks. Then describe Mission Two.

SEVER : Ecks. Deep-cover operative, FBI. Enough upbringing, stellar achievements. First-class degree in Criminal Psychology, Harvard, age eighteen. PH.d in Criminal Law, Columbia, age twenty-one. Joined to Bureau. Rapid promotion to SWAT. Awarded three special citations in three years for uncommon valour. Assigned to elite Forensic Psych. Solved four unsolvable crimes in his first year. Then assignment to deep-cover. An outstanding assassin, the finest weapon in the nation's armoury. Put him on a mission - success is guaranteed. Then three years of grieving for his wife and son, murdered by a terrorist car bomb intended for him. He felt responsible. Clinical depression. Six months in Bethesda psych. Emotional turmoil. A black-hole stare. And in three years he hasn't changed his suit. He quit the Bureau, took early retirement, medical grounds. Four weeks ago, he suddenly re-emerged. Maybe the Bureau recalled him for a lone-wolf mission, I don't know, that file's deleted. Not a happy man. Everywhere he goes, iut's a battlefield. There was something else too, but it was only a hunch. I didn't get hard evidence until a later mission...

JUDGE : And Mission Two?

SEVER : Four weeks ago. In the warehouse. FBI suits knew I was there. They secured all the exits. My mission was to plant a bomb, 3-minute countdown, inflict maximum carnage on the goons. Then blow away as many agents on my way out. Had to find the unlocked exit to escape. Then boom, no more warehouse. Everyone was wasted...

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Hearing Part Three

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COUNCIL : Your recent history poses many unanswered questions. Why did you embark on these missions?

SEVER: To achieve my objectives.

COUNCIL : Do you feel pain?

SEVER : Winning hurts. Losing hurts more.

JUDGE : Council, stand down. Ms. Sever, describe Mission Three.

SEVER : Four weeks ago. In the streets. Mills arrived, after the warehouse blew. I was ambushed by FBI and SWAT. Mills was flanked by FBI units and patrol cars. He kept moving around. Goons barricaded all the escape routes. There was one alley they overlooked.

JUDGE : And Ecks?

SEVER : There with a sniper rifle, trying to take me out.

JUDGE : Your objective?

SEVER : Locate Encrypted Disk 1, containing clues about NSA's ulterior motives. Find Mills and kill him too. Then escape via the unblocked alley. For me, it was a breeze. But I doubt any other agent could've succeeded.

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Hearing Part Four  
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COUNCIL : Why did Ecks embark on those missions?

SEVER : Maybe the Bureau recalled him for a lone-wolf mission. He felt responsible for his family's deaths. Maybe he was trying to rejoin them, to die in the only way he knew how.

COUNCIL : Chairman of the Judges' Panel, I present prosecution exhibit 510/85. Defendant, watch this video footage, filmed by a black-and-white during Mission Four. Listen to the officer's voice-over.

SEVER: It will tell me nothing I don't already know.

(Footage Starts - no FMV - Sigghhhhhh!)

PATROLMAN : Three-David-Sixteen, dispatch. Shots fired. Casualties. Corner, Main Street and Tenth Avenue, near "Viper Lounge". Officer down. Many officers down. Repeat, many officers down.

DISPATCHER : Roger, Three-David-Sixteen. FBI, SWAT, all the heavy brigade are on their way.

PATROLMAN : It's the FBI and SWAT that are getting wasted here!

DISPATCHER : Dispatch to all units. Scramble, nuke alert mode, this is not a training exercise. Corner, Main and Tenth, by "Viper Lounge". Roger, Three-David-Sixteen. Advise for detail.

PATROLMAN : Suspect One pursuing Suspect Two, both firing serious military hardware. Approaching "Viper Lounge". Shooting down uniformed officers, special agents, SWAT. It's a warzone here. Send more back-up. Send Fire and Rescue Code Three. Amd send the meat wagon.

DISPATCHER : Roger.

PATROLMAN : Incoming! It's a Rocket Powered Grenade...(explosion, white noise)

(end of footage, supposedly)

SEVER : You waste my time. The exhibit tells me nothing I don't already know.

COUNCIL : How did you keep one step ahead?

SEVER : Federal secure comms are so leaky, I can pick them up with my toaster. Apply some intellect to your encryption protocols.

COUNCIL : Ms. Sever, you're violent.

SEVER : Blame the NSA. They raised me.

COUNCIL : This evidence is conclusive proof. Guilty. Multiple counts of Murder One.

SEVER : Incorrect again. Assess your own evidence. It corroborates self-defence, operational negligence, and criminal conspiracy - in a later mission, I found out more...

JUDGE : Clerk, strike Council's exhibit from the record. Council, stand down. Defendant, describe Mission Four.

SEVER : Four weeks ago. In the streets. Ecks pursued me. A maze of alleys. Buildings to cut through. I tried to evade him. Heavy resistance from goons. I wasted them good. I entered the bar. Ecks followed me in.

=====

Hearing Part Five

=====

COUNCIL : Ms. Sever, let's be clear about your history. You were an NSA agent. You always achieved your objectives. And then the recent changes, the unanswered questions. Not long ago, you met a man. Love found you. You married. Love humanised you. You took some kind of extended furlough. Settled in your husband's home village on a Pacific island. Rumour has it you'd gone Absent Without Official Leave. Others said you got clearance to take time out. Whatever. Gant, NSA boss, persuaded you to come back for one final job. In return, you'd earn early retirement, to settle with your husband. While you travelled back, something happened. For some reason, you wanted revenge so bad, it was eating you from inside.

SEVER : Gant broke his word.

COUNCIL : The final job involved twelve missions. You didn't know their purpose. Mission One, you entered the warehouse. Found out about an FBI agent called Ecks. But you didn't know why. You discovered that Mills, AD of the FBI, had called Ecks in to do an unofficial job for the Bureau. But you didn't know why Ecks agreed. In mission Two you planted a bomb in that warehouse. During Mission Three, Ecks had gone loco in the streets, FBI and SWAT impeded your progress. You needed to locate the first Encrypted Disk containing clues about something important. But you won't tell us what. You failed to terminate Ecks. But you managed to put down Mills. Mission Four, Ecks tracked you to the bar. You just weren't good enough, were you?

SEVER : I achieved my objective.

JUDGE : Council, stand down. Defendant, describe Mission Five.

SEVER : Four weeks ago. In the "Viper Lounge". When I arrived, the bar was a dive. After I'd finished, it was a wasteland. I was looking for Supplies. And Encrypted Disk 2. Suddenly, all hell broke loose. Incoming fire. SWAT appeared from nowhere. Multiple teams. The troopers were tough cookies, combat-proven. Each Element Leader was a SEAL-grade fighting machine. Without the G11, I'd have had no chance. Heavy fire-fight. I killed them all. Located Encrypted Disk 2. Then Ecks arrived.

=====  
Hearing Part Six  
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COUNCIL : Mission Five, Ecks failed to find you in the bar. You managed to collect the second Encrypted Disk. At this stage, you had no idea what these Disks were for. Again, heavy opposition from SWAT. A failed mission, Ms. Sever?

SEVER : Objective accomplished.

JUDGE : Council, stand down. Defendant, describe Mission Six.

SEVER : Four weeks ago. In the "Viper Lounge". No SWAT were left alive here. Now for a showdown with Ecks. But first I had to find him. The bar was spacious. A couple of floors. With booths and cubby-holes. Ecks' weaponry was superior. And his reflexes were sharp. This was house-to-house street fighting. It wasn't easy. When I had taken two-thirds of his health, he escaped. But he dropped a matchbook.

COUNCIL : Why did Ecks drop the matchbook? Why do fishes swim and birds fly? Any other foolish questions, Council?

=====  
Hearing Part Seven  
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COUNCIL : Mission Six, no SWAT were left alive. You searched the bar for Ecks. He kept dodging you. Everytime yo found him, there was a firefight. Finally, he escaped. But he dropped a matchbook with instructions on it. Did you have a contingency?

SEVER : To do whatever it takes.

JUDGE : Council, stand down. Defendant, describe Mission Seven.

SEVER : Four weeks ago. I entered the hotel. The NSA were using it as a weapons store. I had to find Encrypted Disk 3, activate the lift switches and locate the keys to the weapon storage lock-ups. The lighting was dim. Without thermal enhancer goggles, I could see little. SWAT teams were convinced they could stop me. I needed a grenade launcher to show them the error of their ways.

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Hearing Part Eight  
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COUNCIL : Mission Seven, the hotel. Discovered it was an NSA arms dump. Killed many SWAT. Found Encrypted Disk Three. Still unclear what the disks were for. Mission success, Ms. Sever?

SEVER : I achieved my objectives.

JUDGE : Council, stand down. Defendant, describe Mission Eight.

SEVER : Four weeks ago, in the hotel. NSA got wind of my whereabouts. Suits were on their way. I was too inquisitive. They didn't like it at



all. I needed to make my escape. I had to keep moving - the goons were hot on my tail.

=====  
Hearing Part Eleven  
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COUNCIL : Mission Eight. Inside the Hotel. The NSA rumbled you. Where did you go to, next?

SEVER : NSA HQ.

JUDGE : Council, stand down. Defendant, describe Mission Nine.

SEVER : Four weeks ago, NSA HQ. Access the maximum-security bunker in the basement. First I had to find the bunker passkey. This key was hidden. Encrypted Disk 4, the final piece of the puzzle, was also somewhere to be found. This was no straightforward stealth operation - the toughest NSA guards were everywhere.

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Hearing Part Ten  
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COUNCIL : Mission Nine, NSA HQ. Fire-fight. Found the passkey. Accessed the bunker. Located Encrypted Disk 4.

SEVER : Objective achieved.

JUDGE : Defendant, describe Mission Ten.

SEVER : Four weeks ago. NSA HQ. Inside the basement bunker. Had to locate the mainframe terminal, to access the four encrypted disks I'd collected on previous missions. When I found the terminal room, Ecks appeared. He had grenades and minigun. So did I. It was the fiercest fire-fight I'd ever experienced. Ecks is formidable, but I'm the best. He took a lot of hits. Eventually I took him out. As he lay there injured, he told me what he knew.

=====  
Hearing Part Eleven  
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COUNCIL : Ms. Sever, your testimony is beyond belief. Mission Ten, Basement Bunker. Located the mainframe. Accessed the four Encrypted Disks to unlock a classified NSA file. Bingo! You uncovered some of the truth. Or so you claim. Ecks was not a lone renegade. Info, on the car bomb that killed his family, was missing. But there was evidence of a conspiracy. The FBI had engaged Ecks as a freelance, to wreck the NSA's covert missions. With the Agency discredited and disbanded, the FBI would gain control of the nation's security apparatus. But the situation got out of hand. When Ecks discovered he was a pawn in a power struggle, he set out to shatter not just the NSA but the GBI too. Then Ecks appeared in the terminal room. Firefight. You eventually wounded him. He confirmed your suspicions about your husband and the Tomahawk strike - Gant and Mills were both responsible. Ecks gave you the four Deciphering Keys he'd collected. Then he retreated. NSA agents were coming. Time was

short.

You had a choice: pursue Ecks, or access the keys. You chose the latter. These keys unlocked a classified NSA file. At last, you learned the whole truth. Or so you claim. The conspiracy involved the NSA as well as the FBI. The FBI had bired Ecks as a lone wolf, to trash the NSA. And the NSA had engaged you to trash the FBI. Both agencies were trying to discredit each other. You and Ecks were pawns in this deadly power-struggle. You discovered that Ecks had been induced to undertake these missions, on the false promise of new information about his family. And he was told you possessed that information. All this was Gant's idea. Ecks' desperation to obtain the information was the reason why he was destroying everything and everyone that between him and you. You had been persuaded to undertake these missions, with the promise that you could retire, with no penalty from your earlier absence from duty. This was Gant's idea too. And now we finally know why you wanted revenge so badly. You were with your husband, at hsi home village on a Pacific island. You'd overstayed your leave. Love had killed your appetite for lethal operations. Gant called you in, to do one last job, in exchange for an amnesty and early retirement. Unknown to you and your husband, your husband's father was an arms dealer. The village contained a weapons repository. The island was too rugged for a conventional military assault. So Gant used a GeoSat to establish the village's coordinates, then he instructed Mills to fire a Tomahawk. The village was destroyed. And with it, the arms dump, and your husband too.

So in Mission Eleven, you went looking for Gant. And that's your story, Ms. Sever, One huge conspiracy theory. Do you really expect us to believe this?

SEVER : It's true.

JUDGE : Council, stand down. Defendant, describe Mission Eleven.

SEVER : Four weeks ago, in the Warehouse. Gant must have known that I was on to him. He'd cut the main power to the warehouse complex and sent hordes of NSA to prevent me from accessing his hideout.

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Hearing Part Twelve

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JUDGE : Council, no further cross-examination is required. Stand down. Ms. Sever, describe Mission Twelve.

SEVER : Four weeks ago, in the Warehouse. Payback time. If it hadn't been for Ecks, I would have had no confirmation of the truth. I owed it to him. I owed it to myself. Get Gant. He was standing on a ledge above me, laughing. Gant was firing RPGs at me, and spraying automatic fire with his M16. Waves of NSA agents were filtering in at ground level. I figured that several blasts would finish him off. Thing was, would I be the last man standing?

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Hearing Verdict

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JUDGE : Ms. Sever, new evidence was found in Gant's office. It

authenticates everything you told us. The Tomahawk strike on your husband's village, to destroy an arms dump. Gant's misinformation about Ecks' family. The FBI-NSA power struggle. Everything. Gant didn't just manipulate you and Ecks, he manipulated both agencies. Gant's lust for power, his hunger to control both the FBI and NSA, was the reason for these events. You have exposed the truth.

You are owed a debt of gratitude by the government of this nation. Our citizens live in peace, freedom and prosperity because heroes like you risk their lives. This hearing rules as follows : You are reinstated as an NSA agent, with enhanced rank. You may also retire now, if you wish, to be with your husband.

SEVER : My husband was destroyed by a cruise missile.

JUDGE : You can retire now, or name your assignment. Anything, the answer's yes. Take your time before you decide. Three weeks' furlough, is that long enough? Your husband's waiting for you.

SEVER : My husband?

JUDGE : Yes. He's alive. Special forces plucked him from the village, minutes before the Tomahawk impacted. A combined operation. US SEALs, British SAS, French GIGN, German GSG-9, Russian Spetsnaz, others too. That's how many people it takes to replace you! If we could have deployed you, you would have done the extraction solo. But it wasn't possible to tell you. You had to believe they were dead - so did Ecks, or he would have targeted your husband.

SEVER : My husband...alive?

JUDGE : Yes. A car's ready. A private jet's waiting at the airport.

SEVER : For too long, I've burned with a fierce anger that cannot be extinguished. I thought he was lost to me.

JUDGE : Better too long than forever. It was for his own protection...

COUNCIL : ...and to maximise your effectiveness. Trust me, I'm a lawyer. You're just a tool of the state, Sever. Disposable. Expendable. We use you then we spit you out.

JUDGE : Council, your performance during this enquiry has been appalling. You're fired!

COUNCIL : But...

JUDGE : Enjoy your life, Ms. Sever.

SEVER : And Ecks?

JUDGE : Gone to ground. There's only one agent good enough to find him, and we're not sending you. If he re-emerges peacefully, he'll be exonerated.

SEVER : And if he carries a desire for vengeance?

JUDGE : You killed Gant for him. That should be sufficient.

SEVER : Somehow, I don't think we've seen the last of agent Ecks...

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6. MISSIONS

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It appears that the missions are based upon Ecks' and Sever's recollections. Lame as it may be, it still is a pretty good story. The missions are different because when you select either Ecks or Sever, you play the missions from one of their perspectives.

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Jonathan Ecks
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Mission 1  
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Location : Warehouse

Dateline : Now

Objectives :

- Locate the room with the Laptop

This whole mission is based on Jonathan Ecks' recollection (well, how can that be!?). At the start, you are armed with a simple pistol and you are in a back alley with fire hydrants and locked garage doors. Go straight ahead and turn right to find the entrance guarded by a simple security guard. Pot him down with one or two shots, then open the entrance and enter.

In this new area, there are some cardboard and corrugated metal boxes. Guards lurk around the area as well. To make your job slightly easier, shoot the fuel barrels, then use the cleared alcove to strafe in and out at the guards between the gaps in the boxes. When you're done, go into the small passage between the metal containers and the wall, shooting guards down in the gaps. Go ahead through the passage and to the left, and finish off any other guards still lurking. Take the ammunition and shoot the barrels for a Colt M16A2, then go through the door. Be careful of any guards in the alcoves beside the door also.

Open the door, and MOVE AWAY! A guard standing at another door will shoot you if you don't. Take down the guard carefully, and move swiftly down the corridor and grab the ammunition. Hide in an alcove, and if you peek out a little, you'll see that more guards have emerged. Shoot them with a single blast from the Colt, and open the door the guard was originally standing in front of.

When you open the door, you must move away as well, because this time three guards are waiting, and they have their pistols to your head! Shoot the fuel barrels to make them explode and kill a guard, then race in, up the stairs and finish off the others. Now go along the path and to the left, shooting down any guards at the stairs you see. Go along the narrow corridors, until you a path which branches out into two ways...WAIT! Go into the right door, and quickly take down all four guards in the room. Take whatever health kits and ammunition they leave behind, and move into the left path. On the way, you'll find the entrance to a small room with fuel barrels and a few guards lurking. Brace yourself, then slowly peek into the room until you can aim at the

fuel barrels. Fire one shot, and BOOM! No more guards. If by some fluke one survives, take him down with a shot from the Colt, exit the room, and continue along the passageway.

Along the passageway, there are some pesky security guards, but in such an narrow space they're easy meat. Go into the new area with more containers, taking down any of the easy guards on the way (don't fall down into another area, because that's the area you were in at the start), and find your way to another room. Whoa! Three FBI goons are guarding the laptop! They need three direct hits from the Colt to take them down, so after getting rid of them, go up to the lap top!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : EXTREME\*\*\*\*\*

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Mission 2  
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Location : Warehouse  
Dateline : Now  
Objectives :  
- The bomb is activated. Escape within 3 minutes.

Uh oh! It's a race against time, and when they say escape, they mean "Weave in and out between the soldiers, shoot down a few, and squeeze out quickly!" You've got very little stocked ammunition, but this whole mission is basically a fast thing, so if you can avoid a long, heated confrontation with guards and run through through each door. Be fast, because the guards cando bad damage to you over time.

You start off in another back alley - now go through the alley, avoid the guard, and open the door! Shoot down the guard in the next room guarding another door, open that and run into the next room! In this room, there are many blue containers, but it should be easy to run ahead, locate the door and open it to the next room with FBI goons at your heels. In the next room with cardboard boxes, go left and through the narrow passageway, taking down the guard in the way if you have to. At the end of the passage, turn right and you'll find the door. Avoid the gunfire from the guards and goons lingering around, open the door and you'll find a room with a lift.

Enter the lift, and press B on the wall in front. The door will close and the lift will take you up to the next floor. Go into the next area full of cardboard boxes, weave through the small passage, shooting a guard or two, and when you see your way blocked by two barrels, shoot the barrels and continue onward. Ignore the fact that a Colt is out of your reach, and sprint straight for the door. Now this room contains a few guards and a half-open door. You can't walk through it, but don't panic! Avoid the guards and go right up to the gap. Press L and R to crouch, and let go of the buttons. You should slide through the gap and out to freedom!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : EXCITE\*\*\*\*\*

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Mission 3

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Location : Streets

Dateline : Now

Objectives :

- Shoot Sever dead.
- Rendezvous with Mills and get Deciphering Key 1.

You heard the tribunal - Sever's running around firing grenades at you and you've got to shoot her EIGHT TIMES to, um, make her run/kill her. You can't do it with a plain pistol, so right when you start this mission, go and take the Sig SSG 3000 and ammunition. It's a sniper rifle - goody! So that's your primary weapon to pot Sever with. She'll do 64 damage to you if a grenade hits you in the face, so watch it or get pulped.

Go ahead and before you turn left out of the alley, station yourself at the left corner, take out your Sig SSG 3000 and press A once to go into Sniper Mode. Sever is in a room to the left, and she's launching grenades at you. At your present position, she can't hurt you. Use your Sniper to aim at her through the window and keep your sights steady. BANG! When you get her, she'll make a dash for it to another room.

Switch to your pistol, and go out to the left and ahead. In another passage, there are a few guards, so make short work of them with that pistol of yours. An FBI goon with the guards drops a Pancor Jackhammer when you kill him, so grab it and switch to it. Ooh, a shotgun!

Now go through the passageway, but not out into the open. Lookie, another window! Oh look, there's Sever again! You know the drill - take out the Sig SSG 3000 and snipe her again. This time, don't stand at the left corner - rather, stand a little back from the corner. There! An excellent sniping spot, where she can't hurt you! You should be able to hit her two more times, after that she runs away again. Now emerge into the open, turn left and shoot the guard in the small backalley. Take the armour he drops, then back out and go forward, taking down more guards and FBI goons with the Pancor/Sig SSG 3000. Go through the narrow passageway.

Ooh, now this is going to be tough. Go into the open area and run behind the yellow container. Go through the gap between the container and the wall, and sprint for the passageway with an FBI goon ahead! Duck into it such that you cannot see Sever, otherwise she'll be able to chuck grenades at you, and kill you easily! Switch to your Sig SSG, and move to the inner left corner of the passageway's wall, such that you can see the window clearly. Immediately switch to sniper mode and shoot her thrice QUICKLY, otherwise she'll fire grenades and hurt you bad. After she runs off, turn around and head along the passageway.

Take down the guard in the way and make sure when you emerge into the open, keep your back to the wall facing Sever's window at all times. This way, she's out of range, so you can relax, draw out your Sig SSG 3000 and shoot her four times. Away she goes again, but you can't relax yet! Go forward a little such that you see another window to the right, and there are a few FBI goons hanging around, one of which has a grenade launcher. Use the Sig SSG 3000 with care, or you can take a risk, whip your Pancor, run to the window and fire a burst. It might kill two of the goons, so use your Sig to take the last one down. The area is now safe, so switch back to the Pancor and proceed into the passageway to the right of the window.

Take down the FBI goon lingering in the passageway - he'll drop a Colt M16A2, a dead useful weapon in this mission! Now run through the passageway, killing FBI goons and grabbing ammo, until you reach yet another open area and HEEERRRRRE'S SEVER! Well, she's snooping around Mill's dead body, so keep your finger hard down on the A Button and shoot Sever a few more times with the Colt until she runs into a black area. Near Mill's body is Deciphering Key 1, so grab it and run to the black area. Finished!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : EXCAVATE\*\*\*\*\*

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Mission 4  
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Location : Streets  
Dateline : Now  
Objectives :  
- Follow Sever. Don't lose her.

You heard the objective - don't lose sight of her. Oh well, it's impossible to, but if you do, don't panic - the route is actually pretty linear, so when you get to a certain spot, she'll be waiting, then run off again.

When you start off, Sever runs off at a #%%@ fast pace. Follow her into the building, shoot one or two guards, and when you reach a seemingly dead end, kill off the guard in the room, go up to the window, and open it with B. Shoot the guard outside, go up to the window, press Forward, crouch and uncrouch until you wriggle through. Carry on along the path, taking the armour the guard dropped, open another window and kill the guards. Enter the window, get the Colt M16A2, go down the staircases and out of the building. Take a left and you'll see Sever!

Now she'll run off again, but don't bother taking a pot shot at her. Follow her into another building, go upstairs, open a window and go outside, potting down a guard and an armored SWAT member. The guard might give you an Ingram Mac 11, a machine gun! Oh, lovely! Anyway, go along the path and open the window. Go into the room and along the corridors, shooting down SWAT team members with your new Ingram Mac 11, and collecting ammo as you go along. Outside, you'll meet Sever and some more SWAT team members, two of which carry shields! Oh god! Never mind, Sever runs into the Viper Lounge, so follow her in and that's it!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : EXCALIBUR\*\*\*\*\*  
\*\*\*\*\*NEW MULTIPLAYER PASSWORD : VULNERABLE\*\*\*\*\*

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Mission 5  
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Location : Warehouse  
Dateline : Now  
Objectives :  
- Take out the SWAT teams

- Locate Deciphering Key 2.

What a nice bar - shame that it will be wrecked soon. You start off at the entrance of the Viper Lounge, so follow the corridor where you'll see the bar counter. Shoot down the security guards behind the counter, and immediately go to the left of the counter, and find an entrance inside. You'll be able to access the HK G11, a powerful gatling gun, as well as some ammunition. You need to do this fast, because SWAT team members will start pouring into the lounge. Now this is THE firefight of time.

This is a very hard firefight, so I dedicated a whole paragraph to it. Always stay crouched at all times, even when you move around. You must always use the G11, and do try to be accurate. The G11 is your ticket to killing off the SWAT team members, who have shields. You can shoot while crouching. Okay, to deal with them, crouch and move to the entrance of the counter on the left. Inch forward slowly until you can see a little bit of the first SWAT team member (remember, they surround the counter). Steady your sights and fire! He should die if you keep the crosshairs on him long enough, and when he falls, move back behind the counter. If you want, you could try standing up and firing wildly at the other two SWAT team members you can see (the others are at the other side of the counter). Alternatively, you could try weaving in and out of the counter and kill them off. By now you might be worrying about your ammunition, but don't fret - there's a Pancor Jackhammer and some armour if you go behind the counter (not in it) and to the room it leads to. When you get the stuff, crouch down, make your way to the rest of the SWAT team members, and suddenly stand up and pump all you can of your Pancor Jackhammer into them! Only try this if you have about 50 - 70 Health and 50 Armour, because you might get swamped by the four remaining members.

Still alive? Congratulations! Anyway, make your way to the open passage in front of the counter, switch to the G11 and slowly strafe to the right...good gods! There's a SWAT Team member in the middle of a pile of boxes! The G11 will make sure that each of your shots hit them hard, so aim well and dodge hard! When he's dead, he will yield a Health Kit.

Proceed back to the bar, where you should see a few more SWAT team members hanging around. Apparently they haven't expected your arrival, so take them down from a safe corner. Now find an open doorway with a banner "LIVE SHOW" above it. Get ready the G11, and enter. You might see the SWAT team members in the room you're approaching, but move around such that they don't notice you, until you're outside the door...then burst in and riddle them with the G11.

Now backtrack carefully to the bar, where you will find some more SWAT team members who have sneaked in somehow. It's pretty hard getting rid of them, seeing that you have already been wounded previously, but use the G11 to launch ambushes on them. Walking to the back of the counter, you'll see a staircase that was not there before. Arm yourself with the Pancor Jackhammer/G11 then rush up the stairs and kill the two SWAT team members in the room. Take the armour one of them drops and go back into the bar.

Go to the back of the counter again, and you'll see the entrance to a room with a snooker table. Exit the building from there, and take down the SWAT team member in a small alcove to the left. Go right, kill off another SWAT team member behind a yellow container, and run quickly across the big area to a passage ahead. Take down the SWAT team member, then go to the right and take out three more SWAT team members. Open the



window, jump out quickly and you will take the SWAT team member below by surprise. Now go forward across the area into a narrow passage, killing off SWAT team members left, right and center. At the end, shoot the grilles and crawl through. Take out the SWAT team member and TADA!! You're back in the Viper Lounge.

Go into the LIVE SHOW entrance again, and as you go along, take down the two SWAT team members. One of them drops Deciphering Key 2, so use that to go through the black exit!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : EXTORT\*\*\*\*\*

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#### Mission 6

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Location : Bar

Dateline : Now

Objectives :

- Locate Sever and attempt to bring her down.

You start off with a mere Pistol against a SWAT member with a Pancor! Bring him down swiftly and take his Pancor, then go up the stairs, taking out a SWAT team member and another behind a counter. There are a few more SWAT team members to the right, take them down and grab an Ingram. Go back to the counter and go to another room, using the Pancor to wipe out any other remaining enemies. Shoot the grille, crawl through and shoot the grille and the SWAT team member. He drops a G11. Now go out the door and into another room to the left. Kill off the SWAT team member for armour and a Health Kit. Exit that room and go into another room further to the left, where you'll find a SWAT team member with some G11 ammunition.

Now is the showdown with Sever, so get ready! Now, go allll the way to the right and into a large area with trucks and boxes. Sever will be running around, so use your G11 to KEEP SHOOTING HER! She uses a grenade launcher, but as long as you wound her, she can't fire back. She then retreats into a new area, where you must follow her into. Again, keep riddling her with bullets, then she blasts a door open and escapes. Follow her into the exit and you're done!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : EXPIRE\*\*\*\*\*

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#### Mission 7

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Location : Hotel

Dateline : Now

Objectives :

- Locate Deciphering Key 3.
- Activate the lift switches.
- Locate keys to the weapon storage lock-ups.

The lighting is dim...very dim. You can't use the lifts yet, but gun down the security guard and grab his Pancor Jackhammer. Go forward and

down stairs, fighting off SWAT team members. At the bottom, shoot a SWAT team member for the Infra-Red goggles. Cool! Now you see those things in front which say "Lift 1" and "Lift 2"? Press B on them, and you will unlock Lifts 1 and 2. Go into the passage in the center, gunning down another SWAT team member, and kill off two SWAT team members in two alcoves on both sides. One of them will drop another set of Infra-Red Goggles, which is useful since the other one might have worn off by now. By the way, the funny thing on the wall in the two alcoves are doors, but you can't open them yet. Remember their location.

Go back up the stairs to where you found the lifts, and go into the one leftmost from the closed doors. Press B on the wall, and the lift will take you up. Go out and left onto the new floor, and ambush the security guard and the SWAT team member in the room on the left. Grab the Door Key 2 that the SWAT team member drops, go back downstairs and take the only other lift that is available.

Take the lift up to another floor, go outside and to the right. Take out the SWAT Team member with two shots from the Pancor, grab his IR goggles and go into the room. Before you open the window, be careful, because there's a SWAT team member in hiding, and will dump a full load of Pancor in your face if you don't be careful. Anyway, ready your Pancor, open the window and kill off the SWAT team member with a full blast in his face. Crawl outside and grab Door Key 1, then go across the path, open the window, kill the SWAT team member and crawl into the room. Now go back to the lift and go back down to the first floor.

Remember where those doors-in-the-alcove were? Well, now you can open the one on the right! You open it, and BOOM! Armour, a Health Kit and the M134 Minigun with ammo!! Oh yeah baby! You see that garage door in the room? Well, open it, and it'll reveal a lift switch. Go over and flip it! Voila, the lights come on, and now you can use the 2nd leftmost lift on the first floor! So go to the lift and let it take you up to the next floor!

The lift door opens, now watch it, because you'll be in sight of two SWAT team members. Use your Minigun on them, and they'll be dropped in a second. Then walk out of the lift, and go into the first room on the right, making sure to take proper care of that SWAT team member in there first. In the room, there's a grille, so shoot it and crawl through the vent. You'll be able to snag a Health Kit, and when you pop out through the other end, so pop up and greethim with a burst from your Minigun. He'll drop some ammo - dead useful - now there's nothing useful in this room, so crawl back through the vent and out of the room.

Now go ahead along the corridor and into the room slightly more ahead. Before entering, choose a good angle and gun down the SWAT team member in there. Now open the window and climb out. Surprise! A SWAT team member has his back to you. Take him out, then go across and open the window. Another SWAT team member with his back to you! How lax. Take him out, then exit the room and you'll be back in the long corridor.

This time though, so straight ahead, and before you reach the end, I'll have you know that there are two SWAT team members behind the walls. Take 'em out, then go either the left or right way to meet an FBI goon and a SWAT team member. Kill them off. There's a SWAT team member waiting to assault you from behind the wall if you rush into the seemingly empty room (remember the location of the locked door in front of the open doorway - it'll open later), so kill him off as well, and the other on the left of the room.

Now, there are once again two ways to go. Which one first? Well, to make it safer, go to the left one and ambush the SWAT team member on the bed, and get the Door Key he drops. Then move to the right one, open the window and PEEKABOO!! Shoot the lax SWAT team member. Now exit the room and you will find that the previously locked door mentioned earlier is open! Enter it, grab Deciphering Key 3, open the garage door and flip the lift switch. Brilliant! That's the last one! Backtrack all the way to the lift and go back down to the first floor.

Be careful now, because there are SWAT team members lurking outside when you get onto the first floor. Riddle them with bullets, or use your Pancor Jackhammer if you are low on ammunition. The rightmost lift is empty (well I was unlucky enough to have a SWAT team member hiding in there), so enter it and Mission Complete!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : EXACT\*\*\*\*\*

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Mission 8

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Location : Hotel

Dateline : Now

Objectives :

- Activate the lift switches and escape.

Coo, in the hotel again! Go forward and along the pink corridors until you come to a path which splits into two. Take the right path into a room, and shoot down the security guard with two shots. Take the armour he drops, then edge out of the room and RUN to the other side! Uh oh, four SWAT team members, and you've got a pistol! Don't panic, with the armour you should make it through. On the other side, there's a security guard with Pancor Jackhammer ammo. Kill the guard and take his Pancor, then duck behind the wall and peek out occasionally to have shot at the SWAT team members, then duck back behind. This way you'll come off best in the firefight.

After they have been taken care of, go along the hallways until you find a room with a security guard in it. Take him out, then advance into another room and take THAT guard out too. By this time, four more SWAT team members will already be after you, so exit that room and go left to find another room with an open window. Go through the window and to the other side, where you'll find a guard with a Health Kit. Go out of the room and into the corridors, until you find a stone-walled passage. Follow it to a lift switch and flip it! Uh oh, more SWAT team members come your way! Ambush them as they come around the corner, when you're finished then exit the stone passage and go into a room to the right. There's a SWAT team member with his back to you! Oh fun, shoot him in the back, then exit the room by the other open door.

Now follow the corridors and take out the SWAT team members on the way, and collect the G11 one of them drops. Hmm, you're back to the lifts. Take the one to the right to the roof, then when the door opens, surprise the SWAT team members with a few bursts from your G11. When they're dead, go forward and hop off the roof to the ground below. Find a partially-opened garage door, then crawl through! Finished!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : EXHALE\*\*\*\*\*  
\*\*\*\*\*NEW MULTIPLAYER PASSWORD : VENDETTA\*\*\*\*\*

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Mission 9

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Location : NSA HQ

Dateline : Now

Objectives :

- Locate the bunker passkey.
- Locate Deciphering Key 4.

Now this is the coolest level I've ever seen in the game! You can almost feel the air-con on you!

Anyway, go straight forward, enter the room, turn around and kill the guard. He'll reveal a grenade launcher (ooh), an Ingram Mac 11 and some Armour. Go over to the wall where the guard was standing next to and press the keypad on the wall. That will open a door, which you can go through. Kill the guard at the counter, then go into the counter from the left and take the G11 and Deciphering Key 4. Crouch beneath the counter, because there'll be a few NSA heavies coming for you. Duck and rise occasionally to have a pot shot or launch a grenade at them, then when they're dead, collect the G11 ammunition they drop, and go to the left side of the room. Press the keypad with B (the other one won't function yet) and a lift door will open. Enter and let it take you up. Face the lift door when it rises to the next floor, and take aim at the heavies when the door opens. Drop them both.

Now go ahead and enter all the doors on the walls - it's literally an arms fest. Take out the soldiers around as well. When you're done, your G11 should be fully packed with ammo, and you'll have a grenade launcher packed with grenades.

Grab the Health Kit and the Pancor Jackhammer ammo the soldiers drop, then sidle slightly into the next corridor and take out the two heavy soldiers. Once again, go ahead and patronise the spoils in each room (do take notice of the heavy soldiers in the rooms though) accessed from the doors on the walls - at the end, you'll be stuffed with grenades, a couple of \*hundred\* health kits, and a few proximity mines. Watch out for the security guard in the booth on the right; drop him with a single shot from the G11. Then go to the booth door on the right, open it and take the armour, then exit and open the bigger door in front. Go forward to the small door first and enter the room with metal containers for health kits and plenty of G11 ammo and armour. When you round corners, do remember to keep watch for sneaky heavy soldiers.

Now go out of the room and to the left door. But before you even touch it, a heavy soldier surprises you by bursting in! Well shut him up with 5 hits from your G11, and he'll drop Grenade Launcher ammunition. Go ahead without entering any doors, and you'll see two heavy soldiers with G11s lying in wait at a door! Wait, they have their backs to you! SURPRISE! Take them out swiftly with the G11, but leave the ammo for later.

Enter the door on the right and take out the two NSA heavies with the G11, then grab the Minigun, ammunition and armour. Shoot the grille in

the room, crawl through for some more armour and a Health Kit, then pop out from the other grille to snag the ammunition you had to leave behind earlier! Oh, yummy!

Now exit and go to the door on the left this time. Kill the heavy soldiers in there, and secure a Health Kit and some Pancor ammo. Then exit this room, go backwards a little and enter another door to the left. Inside are plenty of blue containers and Door Key 2! Take it, then go back to the lift and get taken back down to the first floor of NSA HQ.

Oh...! What the heck, more NSA Heavies! Kill them all and take the ammo, armour and health kit. Then go to the other side of the lift you came out from and with Door Key 2, you'll be able to use the keypad which was locked earlier! Another lift is now open, so enter and let it take you up. When the lift door opens, let rip with your G11 and kill another NSA heavy across the long corridor. Go ahead and take the grenade launcher ammo, then keep going along the corridor, taking out another NSA heavy for grenade launcher ammo. Where the long corridor is connected at one end to another corridor on the other side, there is a big metal door. Open it, and kill the NSA heavy. Go through another door, kill the NSA heavy, then go through the leftmost door. When it opens, shoot down another NSA heavy and take his armour. Behind the cabinets in Door Key 3, so get it and exit the room.

Hmm, the middle door is open, revealing a bunch of angry NSA heavy soldiers. Take them all out with grenades or your G11, then go in and collect the ammo and health kits. Now exit and go to the last room - the room on the right. Among the office desks are some NSA Heavies with Minigun ammo, and health kits. Kill them all, collect the goods, then go out of the room, and back to the long corridors.

Now that you've got Door Key 3, head for the lift - but if you haven't gone along the path midway between the long corridors to enter a room and kill the guards for ammunition, do so, then go back to the lift and go back down. Behind the counter are two doors, but it doesn't really matter which one you go through because they will take you to the same area, with computers and chairs. There are numerous NSA heavies in here, take them all out, then go to a big door behind the area with computers and chairs. Open the door, go in, press B on the door inside, wait for the other door to close, then wait for the door inside to open, revealing a lift (well it was a little confusing, but if you have any trouble getting the lift door open, tell me). Enter, let it take you down, and when the lift door opens, exit to complete the mission.

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : EXHUME\*\*\*\*\*

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Mission 10  
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Location : NSA HQ - Inside the Bunker  
Dateline : Now  
Objectives :  
- Locate the mainframe terminal.  
- Confront Sever for the last time.

In front of you when you start off is armour, a Colt M16A1 and

ammunition. Collect them, and open the door. In front of you, armour and health packs. The moment you touch the armour, QUICKLY TURN AROUND!! Two adjacent doors have flown open, revealing two NSA heavies! Kill them off and get the armour and Health Packs, as well as Colt ammo in the two rooms. Then open the door in front.

Shoot the NSA heavy in front, and he drops a Sig SSG 3000. Before going to pick it up, enter the two rooms on both sides and drop the two NSA heavies. Then head out and kill the other NSA heavies who have appeared, and grab the Sig SSG 3000, ammo and health kit when they are all dead. Go to the door on the left, stay outside and pot down the NSA heavy inside. Then enter, collect the Pancor Jackhammer and have a duck-stand-and-shoot war with three NSA heavies in the room to the right.

Go ahead a little and enter a room to the right, with lots of X containers. Gun down the NSA heavy in here. Open the door and let rip with your Colt because another NSA heavy will most likely be staring in your face. Open the other door and strategically gun down the two NSA heavies in this conference room. Take the Health Kits and armour at the table, and take Door Key 1. Enter the small booth in the room for some Pancor ammo, then open the large door on the side of the room and exit out into the corridor. Go forward and take the first door to the right, where NSA heavies and computer screens are. Take them both out and grab the HK G11 one of them drops. Exit the room and now go forward and take the door at the end of the corridor.

Outside, open the door to the left and enter it. It's the room where three NSA heavies shot at you just now, now just collect the spoils! Now exit the room by the small door, but don't rush in just yet. First collect the easy armour on the right. Then find the NSA heavy behind some green containers and shoot him down. Then collect the Sig SSG 3000 Ammo and grenade launcher ammunition. Behind the containers are more NSA heavies, so use the Sig to snipe them at an angle. Alternatively, you could snipe one and rush out with your G11 blazing. You can also find Proximity mines, and well-hidden grenades and more armour. Where those well-hidden weapons are lead to a narrow passage with a NSA heavy guarding a grille. Kill him, break the grille and crawl through. You are now on the verge of an arms fest, so hold on!

When you emerge, first take the path with the steps. Kill the NSA heavy, open the door and whack the two NSA heavies in there. You get Door Key 2 for your efforts, and a grenade launcher. Now exit the room, go down the stairs and open the door into an area with two NSA heavies with their backs to you and an...ARMS FEST!!! WOOHOO!! Well, use a couple of well-placed grenades to kill the two heavies. Then go in and it's an arms fest! Ammunition and plenty of armour! As well as a Minigun M134! Rocks, baby! Now go over to the door, ready the grenade launcher, open the door and let 'er rip! When they are all dead, whip out the G11, and take pot shots at the heavies over at the other end of the corridor. When they are dead, gather any ammunition, and enter the second door to the right. It contains containers and two NSA heavies, so take 'em down and find a grille in this room. Shoot the grille and crawl through the vent. The route splits into three, each leading to a booth with a batch of grenades. Grab 'em all and crawl back out and exit by the same door which you entered it by (don't get confused with the small door). If you need Minigun ammo and armour, enter the first door to the left and kill all the NSA heavies.

Now go back out into the long corridor and across to open the door, revealing the mainframe room! Aha, there's Sever! Take a fast-firing and

powerful weapon like the G11 to her, and if you are good, you can corner her and keep shooting her with the G11! When she falls, MISSION COMPLETE!! WOOHA! Now here's what she has to say:

SEVER : Listen carefully. Agents are coming. We've fought, hard and often. I'm hit. I'm getting out of here. We've earned each other's respect. You've got to trust me, do you understand? Take these Encrypted Disks. Access them. They'll tell you the truth. You're not on a good-guys mission for the FBI. We were both set up. You and me, we're both pawns in a power struggle between the FBI and NSA for dominance in Covert Ops. They decided to resolve it unofficially. Each would select their best man. Put them against the other. Whoever wins, one agency becomes top dog. It became even dirtier. We were well matched. Every time we met, it became a warzone. This spooked them. So they combined forces to oppose us. When I acquired these Encrypted Disks, I discovered the whole truth. Gant is hungry for power. He created the FBI-NSA rivalry. He discredited Mills. So, whichever agency would have emerged as the winner, Gant would assume sole control.

ECKS : That's not why you wanted vengeance.

SEVER : For me, it was a cruise-missile that hit a Pacific village. My husband's home villange. The target was an arms dump. The arms baron was my husband's father - neither I nor my husband knew about his secret life as an arms dealer. Gant was unconcerned about collateral damage - about killing innocent villagers - all he wanted was to score another mission success, to boost his own prestige. Gant authorised the missile that killed my husband. Mills pressed the button. That's why I wanted revenge. These disks will tell you everything.

ECKS : Mills said you know something about my wife and child.

SEVER : That was Gant's idea too. Mills told you there was new information about your family. To induce you to undertake those missions. There is no more information. You were set up. We were both set up. These disks will tell you more. I ventilated Mills. Now you get Gant. Then expose the truth. He's in the warehouse.

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : EXHONERATE\*\*\*\*\*

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Mission 11  
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Location : Warehouse  
Dateline : Now  
Objectives :  
- Locate Gant's hideout.

The warehouse AGAIN? Oh well. Go front, grab the Pancor Jackhammer and the ammo, then quickly back away! There's an NSA heavy soldier around, and your pistol is nothing against his G11! Get his attention, get away and pot him just as he comes round a corner. Grab the G11 he drops. Then go among the containers and shoot down more NSA heavies. To the left of the area is an NSA heavy hiding behind a yellow container, and he guards a stash of health kits, armour and ammo!

When you're ready, crouch and move about the half-open garage door, shooting underneath to injure NSA heavies behind. Then crawl underneath and surprise them. Next, weave in between the containers and shoot the NSA heavies among them. You can find proximity mines, grenades and ammo among the stuff they drop. After the area has been cleared, take an exit to another area to the northern area of this storage room. Before entering another room, go down the brick wall passageway and you will find some NSA heavies and a Sig SSG 3000 with ammo, as well as a Health Kits and armour. All finished? Then go into the next room fully armed!

In the next area, once again weave between the cardboard boxes and shoot the NSA heavies, and take the ammo and armour into the northern part of the area. Dodge the grenades thrown by the NSA elites on the left side of the area. When you're finished, go up the stairs on the left of the area, and shoot down the two NSA elites. Careful, they are very powerful, and sport grenade launchers! After they are dead, so along the small bridge to the next warehouse. When you enter, you might see some stuff to the left, but it's blocked by cardboard boxes. Once again, weave between the boxes and shoot the NSA heavy and elite. Then access the stuff blocked by a cardboard box by finding stairs near the garage door at the other side of the room and going up to claim health kits, armour and grenades. The exit is pretty easy to find, it's on the right of the garage door, behind some containers. An NSA heavy is guarding it, so be careful!

Across the bridge out the exit, you find that there is a passage with yellow rubbish bins. An NSA heavy lurks among the bins, so weave through them and ventilate him, and grab the ammo. Next, you see that rubbish chute in the ground? Crouch and fall down it. You'll get 12 grenades for your trouble, then shoot the grille at the other end and crawl through. Immediately crouch down when you are through, because there are a few NSA elites launching grenades. Quickly race to another door in this room, go along the corridor and kill the NSA Heavy and get his grenade launcher. Then kill the NSA elite with a grenade launcher around the corner. Inside the room up the stairs is armour and Health kits. If you're missing ammo that has been dropped downstairs, go down and get it, then come back up to the room and shoot the grille, then crawl through to another room.

Turn right and go up the stairs to a ledge, then just walk along it to an exit, and don't walk off the ledge, because you'll have a long walk to get back on the ledge if you do. The moment you get the exit, fire a grenade and walk away from the door, because the door leads to a narrow path with four NSA heavies lined up. Drop them with a few grenades from your grenade launcher, then go across and enter the room. When you enter, take out your Sig and snipe the NSA elite across the room. Then go across and exit the room. Before you go up the cardboard boxes into another room, weave in between the yellow rubbish chutes outside and pot down the three NSA heavies lurking around. When you round the corner, be careful of the NSA elite throwing grenades at you. When she is dropped, she yields a Minigun and there is ammo behind her. When you are done, backtrack to the cardboard boxes and enter the new room.

Immediately run across the ledge behind a container, because two more NSA heavies will let rip with their G11s. Kill them, then go down the stairs and go through the containers to kill more NSA heavies and get ammo and Health Kits. Then find the exit at a corner of the room, go out, kill the NSA elite, and crawl underneath the door to complete your mission.



\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : EXPEL\*\*\*\*\*

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Mission 12

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Location : Warehouse

Dateline : Now

Objectives :

- Waste the NSA agents and put an end to Gant!

In this room you stand in, Gant and his cronies lurk. There's not really a route you must follow to kill him. However, you only have a pistol, so find the stairs at a left corner, and follow the routes to security guards (who will give you Health Kits, ammo and a Pancor Jackhammer), FBI Goons (who will give you Health Kits, ammo and a Colt M16A1), the SWAT team (who will give you Health Kits, ammo and an Ingram) and NSA heavies and elites. Kill all these to get weapons and ammo, and Gant is standing on a platform in the northern area of the room.

Either walk around the platform shooting at him or just jump onto the platform and have it out. Armour and health kits are scattered around the room to replenish you, as Gant is very, very tough. He's not invincible, but you need to pump like a few 100s of bullets into him. When using the Pancor, dump as many full loads into him as possible. hit him with every shot of the Colt, and riddle him with the Ingram every step of the way. Gant uses a grenade launcher and a Colt M16A1, so be careful. It's easy to dodge him though - shoot him, and if he turns around, dodge at the last moment. And try to explode the oil barrels in his face - they will do him a heck of damage.

If you run out of ammo, don't forget the security guards, FBI goons, SWAT team etc. all respawn from a door, so take the previously mentioned route and kill them yet again for more ammo. Replenish armour and health when you get below 40 health and armour, because all the guards, SWAT team, NSA elites etc. will be taking pot shots at you, along with Gant.

When Gant falls, Mission Complete! Congratulations! Now see the joyful Tribunal verdict...

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : VIOLATE\*\*\*\*\*

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Sever

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Mission 1

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Location : Warehouse

Dateline : Now

Objectives :

- Locate the room with the laptop.

You start off in a brick corridor. Go forwards and take down the

security guard in his room. Keep going, shooting down two more guards, one of which has a Pancor Jackhammer. You may choose to enter a small room for some ammunition from a few guards, otherwise keep going along the corridor. When you emerge, take down the three guards in the area and open the garage door to another room. Go through the next room, killing guards and opening the door to the next room. In this room, make short work of the guards using your Pancor Jackhammer, and if you need ammo, go to the left corner of the room, shoot the grille and crawl through for some ammunition. Otherwise, walk up the cardboard box "stairs" next to a single blue container to another corridor.

In that corridor, take out the guard and enter the room, where the laptop awaits. Shoot down the three FBI agents and get the laptop.

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : SEVERE\*\*\*\*\*

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### Mission 2

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Location : Warehouse

Dateline : Now

Objectives :

- The bomb is activated. Escape within 3 minutes.

Okay, you planted the bomb, now get away from it! The route is an exact opposite of Ecks, but I'll just tell you.

You start off in a back alley. Run to the half-open garage door, crouch and crawl under into the room. Run across to the door, open it and go into another room full of cardboard boxes. Go forward and shoot the fuel barrels, then go to the door...OH NO!! It's locked! Anyway, to the right of the door is a pale-coloured square on the floor. Step on it - it's a lift. Go up and grab the Colt M16A2 - that way it will be easier to take care of the guards. When you kill all of them, go to the door and open it, and go into the lift. Press B on the wall, and the door will close and take you downstairs.

The lift door opens, now run out and make short work of the guards that are around. Open another door and in that new room, go to the left and you'll see a small hole in the floor. Crouch and crawl underneath it, and go and open the door. You'll now be in a room full of red boxes, but just run straight and open the door. In that room, shoot down the FBI goons and the guard, open the door and run out into the street. Keep going until you find a black area under a garage door (half-open), thereafter you must crouch and crawl to freedom!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : SURVIVE\*\*\*\*\*

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### Mission 3

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Location : Streets

Dateline : Now

Objectives :

- Locate Encrypted disk 1
- Find Mills and kill him

Okay, the door is open, what are you waiting for?! Go in, and walk quickly along the corridor, taking down security guards with a few well-placed shots. When you reach a room, take out a few more guards and grab the grenades. Don't stray too close to the window, because Ecks is hanging around with a Sig SSG 3000! Arm yourself with the grenades, estimate his position, and THROW a grenade. There's a bit of lag time between pressing A and the actual throwing of the grenade, so make sure you time it right, and don't throw one in your face.

When Ecks is injured, he will scamper into a tunnel - no sweat! Go up the steps and along the passageways, shooting down more guards. The next room has a FBI goon hiding behind the wall, as well a guard, so take them both out, grab the grenades and go out into another corridor.

Once again, the normal drill, shooting guards along the corridor...when you reach another room, try to throw a grenade in and kill both the FBI goon and the guard. Now Ecks is hanging outside again, so carefully injure him twice with two grenades, and he'll run off again. Now out to another corridor, and if you are running low on pistol ammo, use grenades. A lot faster, although clumsier. In the next room, take out any guards and FBI goons, and this time injure Ecks thrice with the grenades. Go out the door, into another building, and along a corridor, into another room. Take the FBI goon and guard with your pistol/grenades, then take the Colt M16A1 the guard drops. You can't use it to pot down Ecks, but you must injure him, um, four times. After that, exit the door and once more, follow the corridor to another room. Shoot down any FBI goons in the way and take the ammo, then exit the building and take out another FBI goon. Walk out into the area and WATCH OUT!! Here he is, the FBI assistant director Mills! He sports an big ugly Pancor, but you've got a Colt, so it should be easy. Keep your finger hard on that trigger baby, and pin those crosshairs! When he falls, collect Encrypted Disk 1 and crawl through those gaps to freedom!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : SAVANT\*\*\*\*\*

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Mission 4

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Location : The Streets

Dateline : Now

Objectives :

- Ecks is in pursuit. Try to evade him.

By the way, it doesn't matter whether you evade Ecks or not. He'll still catch up in the end, just don't get in range of his Colt.

You start off behind some cardboard boxes - agghhh! There's Ecks! Well, there's no other place to run other than past him, so go straight past him. Don't think the security guards are on your side, but if necessary take pot shots at them as you pass. Anyway, run past Ecks and all the way to an open door. If you want, you may go to an open garage with yellow boxes for some armour, otherwise just run for the open door. Go along the corridors, into a room and out into another corridor. In a room which appears to be a dead-end, open the window and crawl out. Kill

off the two security guards and go all the way to the end of the path, open the window and crawl through into another room. Exit the room by the door, and go down the stairs and past some FBI goons. Go along the streets, through a short tunnel and into another building.

Go along the linear corridors, and try to avoid confrontation with the SWAT team member in the room. Open the window, scramble out past the SWAT team member, open another window, crawl in and pass the SWAT team member quickly, then go down the stairs and distract the SWAT team member with a shot from your pistol. Keep going and you'll be outside at last!! (well, by this time, I had only 5 hp left) Keep running along the street, avoiding the SWAT teams' Pancor shots and crawl underneath the gap in the garage door. The End!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : SUFFER\*\*\*\*\*  
\*\*\*\*\*NEW MULTIPLAYER PASSWORD : VORACIOUS\*\*\*\*\*

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Mission 5  
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Location : The Bar  
Dateline : Now  
Objectives :  
- Take out the SWAT teams.  
- Locate Encrypted Disk 2.

You've got to hurry in this mission, because SWAT teams will start swarming in very soon! Anyway, go forwards into the bar and into the counter from an entrance to the left. Kill the guard, crouch and crawl to the HK G11 he drops and ammo nearby. But don't pop up just yet - instead, crawl out of the counter and behind it - you'll find a path leading to the toilets, and inside you'll find a Pancor Jackhammer, armour and Six GRENADES! Now, we're ready to take on the WORLD! Yeah right. Now that you're armed to the teeth, ready your Grenades, and throw one or two into the SWAT team surrounding the counter. That's two less to worry about, so whip out the G11, crouch down, and when the time is ripe, edge out, stand up and shoot a few bursts to kill a SWAT team member.

Go into the entrance with a banner "LIVE SHOW" over it, and before you reach a room with two SWAT team members, throw a grenade in to silence one of them, then use the G11 to finish the other one as he pops around the door. You'll get Pancor Jackhammer ammunition. If you need healing, go into a wide entrance in front of the bar counter, turn left and shoot the SWAT team member among the boxes with the G11. When you're done, go to a small entrance on the right of the counter, up the steps into a conference room, and take out the two SWAT team members in there. They will yield armour and another Health Kit.

Hmm, where to now? Go behind the counter to a room with a snooker table and chairs, and exit by the door. But before you go tromping out into the open area, bear in mind that in the alcove to the left, a SWAT team member awaits. Throw a well-aimed grenade in and take him out, then go past some yellow rubbish boxes and take down a SWAT team member hiding behind one of them. Edge out a little from behind the brick wall until you can see a partially-opened garage door. If you're lucky, you might see a pair or two of feet belonging to a SWAT team member. Take aim with

the G11 and pot them down. Don't let the door get into the way of your aiming, though; collision detection is a little wonky in this game.

Now align yourself until you see a SWAT team member in an alcove ahead. Line up your sights and FIRE! When he drops dead, the area is now relatively safe, so go across, take out the other SWAT team members inside the partially opened room, crawl inside and take the plentiful ammo and health kits. Watch out for any other remaining SWAT team members. After that, crawl back out into the big area. If you need any more ammo, search for a narrow passageway to the right of the half-open garage door, and kill off the SWAT team member in there for Pancor ammunition. There is another narrow alley opposite, which leads to a SWAT team member with G11 ammunition. At the end of the alley, shoot the grilles and crawl through the gap. Ready the G11, by the way.

When you crawl through, there will be SWAT team members in the bar once more. This time, they come from the left and right of the counter, so use the G11 to carefully take them out. Use grenades if you're in a tight spot. Now go to the entrance with LIVE SHOW above it again, and this time there's another open door! Enter, kill off the two SWAT team members and claim Encrypted Disk 2.

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : SULPHER (nope no wrong spelling)\*\*\*\*\*

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Mission 6

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Location : The Bar

Dateline : Now

Objectives :

- Locate Ecks and attempt to bring him down.

Straight away you start off with a SWAT team member behind the desk! Crouching and getting up to shoot him won't be much of a problem though. When he dies, go behind the desk and grab his Pancor Jackhammer. Go up the stairs, taking down SWAT team members on the way. When you go up the stairs, however, crouch down and avoid getting hit by another SWAT team member behind a desk. Take him out, get his ammunition and enter the door to kill a SWAT team member for some armour.

Now what? The room is a dead-end! Never fear, head out the room and past the desk to a long corridor with benches and SWAT team members. One has an Ingram Mac 11, so get that and arm yourself with it. Hmm, an open door! Cool! Enter it, and you'll find the lounge - a bar, stage and tables. Hey! What's Ecks doing parading around the stage? Use the Ingram and Pancor to shoot him until he runs away (he's got a grenade launcher and plenty of lousy aim)! By the way, a cartridge of Ingram ammo is on the floor in the lounge.

When he escapes, head over to another open door in the lounge, enter and follow the corridors and kill the two guards for health and armour. When you enter a room with cardboard boxes, slowly take them all out, and get the HK G11 and grenades. Now crawl out a window to the rooftop, where Ecks is throwing grenades around! Well, you've got a faster and better G11, and it shouldn't be much time before he take off running with his tail between his legs. He goes to a garage door, blasts it open and escapes, but drops a matchbook. Take it, and mission complete!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW PASSWORD : SERVE\*\*\*\*\*

=====  
Mission 7

-----

Location : The Bar

Dateline : Now

Objectives :

- Locate Encrypted Disk 3
- Activate the lift switches,
- Locate keys to the weapon storage lockups.

If you want light, you won't have it, but you can still see pretty clearly, I guess. At the start a security guard with a Pancor Jackhammer comes running, so greet him with two shots and take his Pancor. In the room nearby a security guard stands as fodder for your Pancor, so kill him and grab the Pancor ammo, then head outside. To the right are some lifts, but they are all locked, so you can't use them. However, remember their location - they will come in use pretty soon.

Anyway, proceed down the stairs and kill the SWAT team members you see. On the left are two lift switches, and grab the IR goggles one of the soldiers drops. After flipping the switches, go through an entrance, where you will see two alcoves with SWAT team members in them. Kill them off. See those funny things in each alcove? Those are locked doors which you can't use yet. So remember their location.

With Lift 1 and Lift 2 unlocked, go back upstairs and into the leftmost lift. Go out, swiftly take out a SWAT team member, enter a room on the left and kill another security guard and take the Pancor ammo. Now back out of the room and enter another room ahead. Kill off the SWAT team member, shoot the grille in the cubicle and crawl through to the other side. When you emerge you find yourself on a verandah, go across, climb down and shoot the guard for Door Key 2. There is a narrow alley nearby with a SWAT team member and a Health Kit, but if you don't need healing, shoot the grille, and crawl in. You'll find yourself in the area with the locked doors in the alcoves, but there's nothing you can do, so go out and back to the first floor. On the first floor, take the other open lift, go up and out. Ahead is another room so kill the SWAT team member in there and take the IR goggles. Open the window and dump a full load of Pancor in the following SWAT team member's face, crawl out and go across to open another window to another room. Crawl in and kill the SWAT team member.

Go out the door and take a left along the corridors, until you reach a toilet. Kill the SWAT team members and find the Pancor ammo and Colt M16A1, as well as Door Key 1. In one of the cubicles you will find a grille, shoot it and crawl through the drain to the other side. Crawl out to snag a Health Kit and armour. Then drop down to the room below, and go out the door to the lifts. Go ahead and down the stone passageway to where the doors in the alcoves were, and open the one on the left.

You will get access to armour, a grenade launcher with ammunition, and a Health Kit. Then use Door Key 2 to open the garage door in the room to a switch, which you can flip to unlock Lift 3 and on the lights. Now go back up to the first floor, where the lifts are. Go into the only other

open one (or the second leftmost one) and go up. When the lift door opens, riddle the SWAT team member in front with the Colt, and go into the room on the left and whack the SWAT team member with a grenade. Then exit the room (you can't go through the window) and go to a room on the right. Take out the SWAT team member in there, shoot the grille in the cubicle and crawl through for some Health and Colt ammunition. When you crawl out, take out the two SWAT team members in the room carefully. Now crawl back into the previous room and out the door into the corridor again.

This time though, make your way to another room further ahead on the right, enter and blast the SWAT team member with a grenade. Open the window, crawl out and BOO!! A SWAT team member with his back to you. Riddle him with bullets from the Colt and take the M134 Minigun ammo, then crawl back through the window into the previous room and exit to the corridor once more.

Go ahead, but when you reach a path which splits into two, use the grenade launcher to take out the two SWAT team members behind the walls. Now go past the fallen SWAT team members and into either door. The door on the left leads to two SWAT team members, but allows you to, when you proceed, surprise the following FBI goon with his back to you. The door on the right directly leads you to a confrontation with the same FBI goon. Whatever the choice, take him out, and enter the door.

To the left is a toilet with a SWAT team member who will yield armour if you kill him. To the right leads to a room with a SWAT team member and a window. Kill the SWAT team member and open the window to reveal a balcony with a SWAT team member on it. Kill him to get a Minigun M134, then crawl back into the previous room, where two more SWAT team members should already be hounding after you. Kill them too - one of them withholds a Door Key. Now exit the room, where you will find another open door in front of you with a Health Kit and Encrypted Disk 3 inside. With the Door Key, you can open the garage door inside the room and flip the last Lift switch. Now make allllll the way back to the first floor lifts.

When you go down, however, there will be a couple of SWAT team members waiting, but with a grenade launcher, Colt, Pancor and Minigun, they shouldn't be a problem. When they are all dead, go for the rightmost lift, which is now open. Finished!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : SEETHE\*\*\*\*\*

=====

Mission 8  
=====

Location : Hotel  
Dateline : Now  
Objectives :  
- Activate the lift switches and escape.

Coo, in the hotel again! Go forward and along the pink corridors until you come to a path which splits into two. Take the right path into a room, and shoot down the security guard with two shots. Take the armour he drops, then edge out of the room and RUN to the other side! Uh oh, four SWAT team members, and you've got a pistol! Don't panic, with the

armour you should make it through. On the other side, there's a security guard with Pancor Jackhammer ammo. Kill the guard and take his Pancor, then duck behind the wall and peek out occasionally to have shot at the SWAT team members, then duck back behind. This way you'll come off best in the firefight.

After they have been taken care of, go along the hallways until you find a room with a security guard in it. Take him out, then advance into another room and take THAT guard out too. By this time, four more SWAT team members will already be after you, so exit that room and go left to find another room with an open window. Go through the window and to the other side, where you'll find a guard with a Health Kit. Go out of the room and into the corridors, until you find a stone-walled passage. Follow it to a lift switch and flip it! Uh oh, more SWAT team members come your way! Ambush them as they come around the corner, when you're finished then exit the stone passage and go into a room to the right. There's a SWAT team member with his back to you! Oh fun, shoot him in the back, then exit the room by the other open door.

Now follow the corridors and take out the SWAT team members on the way, and collect the G11 one of them drops. Hmm, you're back to the lifts. Take the one to the right to the roof, then when the door opens, surprise the SWAT team members with a few bursts from your G11. When they're dead, go forward and hop off the roof to the ground below. Find a partially-opened garage door, then crawl through! Finished!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : SEVERAL\*\*\*\*\*  
\*\*\*\*\*NEW MULTIPLAYER PASSWORD : VINDICATE\*\*\*\*\*

=====  
Mission 9  
=====

Location : NSA HQ  
Dateline : Now  
Objectives :  
- Locate the bunker passkey.  
- Locate Encrypted Disk 4.

Whee! A totally different place! You start off in a small room with cardboard boxes and a grille. Shoot the grille, and crawl through. When you come to a path in the vent which splits into two ways, take the right way. Shoot the grille, then go out into a new room, where two security guards have their back to you! Shoot them with a few well-aimed Pistol shots, then take the Sig SSG 3000, ammo and the Ingram Mac 11. Don't go out the door yet, but peep into the window in the room and you'll see two NSA heavies with their backs to you, facing a door. You can't take them out yet, so just ignore them and go back into the vent and take the path on the left through another grille. There are two security guards and an NSA heavy soldier - your pistol would have been no match, but with the Sig SSG 3000 you should be able to snipe 'em out. Take the Health Kits, grenades and armour, then go through the door nearest to the bunks. TADA! The NSA heavies you saw just now still have their backs to you! With the Ingram, you should be able to ambush them easily and pump them full of bullets. When they fall, get the HK G11 one of them drops.

Then go into the small door nearest to the big window in the corridor.



Ambush the security guards and NSA heavy here, and get the Health Kit and Pancor Ammo they drop. Backtrack out of the room into the corridor, and take the first door to the right. It should contain X-containers, armour and Door Key 1. Then go out and take the big door out of the corridor. Take out the NSA heavy you see and take the small door to the left in an alcove. Follow the path to another room with X-containers, and take out any NSA heavies in the room, then grab the ammo and armour. Then open the other small door in this room to a booth with a lax security guard in it. Drop the guard with a single G11 shot for some armour, then try taking out the NSA heavies in the next corridor from the booth.

Now enter all the doors for an arms fest - taking out the NSA heavies guarding any of the rooms, of course. Use the windows in the rooms to pot down any other guards in other rooms so you won't have to confront them later. At the end, you should have lots of grenades and a few Proximity Mines. Remember to pop any guards in the corridors, otherwise you might find yourself up against more resistance than for what you've bargained. When you're done, press the keypad at the end of the corridor to open a large lift door. Enter it and down you go!

Ready yourself for some heavy resistance from NSA heavies, because the moment you open the door, NSA heavies will let rip. Pop 'em good with the G11 and grenades, and kill the guard and NSA heavy behind a counter. They will yield Encrypted Disk 4 and a Minigun M134! Once you get them, another lift door will fly open and three more NSA heavies will be revealed! Kill them quick and take Door Key 2! Now press the keypad near the lift which revealed three NSA heavies, and go up.

On the next floor, exit the lift, ignore the security guard at the counter in a small detour to the other side, and enter the first door to the right. Sneak in with that G11 of yours and ambush the security guards and NSA heavy stationed in the room. Grab the loot and exit by the other door in the room. Outside (you're now in the corridor on the other side) there will be three NSA heavies, so take them out, and find a big door at a place where the two corridors connect. Open the door, take down the NSA heavy, then open another door to reveal an area with three doors! Open the one on the left and whack down the NSA heavy for a spot of armour, then find Door Key 3 on the desk behind the cabinets. When you're done, open the door, but don't exit just yet. Whoa! The middle door is opened, and inside are three NSA heavies waiting to ambush you with a burst of G11s. Kill them by tossing a few grenades into the room, then exit that room and enter the door on the right. Kill all the NSA heavies in this room, then exit and go all the way back to the lift. Go back down to the first floor.

Behind the counter are two doors, enter either one into a passage with white walls and pink floor. Kill any NSA heavies along the passageway, until you find a room with computer screens and NSA heavies. Avoid a conflict with them, but instead proceed along the room until you come upon a large door in the area. Open it, then wait for the lift doors to open before entering. It will take you right to the NSA bunker. When the lift opens, exit and MISSION COMPLETE!!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : SEVERANCE\*\*\*\*\*

=====

=====

Location : Hotel

Dateline : Now

Objectives :

- Locate the mainframe terminal.
- Confront Ecks for the last time.

You get a Sig SSG 3000 at the start! How...nice. Anyway, take the stuff, then open the door and use the Sig to snipe those two NSA heavies in the back. Collect the ammo, health kits and armour, then arm yourself with the pistol and open the door. Immediately open fire at the NSA heavy in front, then quickly switch back to the Sig SSG and snipe him out. Snipe the other two NSA heavies around the corners and take the Colt M16A2 and health kits.

Then open the door on the left and open fire on the NSA heavy in the corridor. Then crawl into the corridor and carefully take out the three NSA heavies in the room with the big window in the corridor with the Sig SSG and the Colt. When they are dead, go forward to the three doors at the end of the corridor. Take the one of the left and shoot the NSA heavy dead, then take the ammo. Behind the blue X-containers are three health kits and a grille. Heal yourself, then shoot the grille and crawl through. The path splits into three, all of which lead to booths with grenades. When you get all grenades, crawl back out into the room and through the other door. Surprise, a NSA heavy! Kill him and grab the ammo, then go through the other door, and crawl along the floor as you shoot the NSA heavies. They'll give you Door Key 1, as well as Health Kits. Go through the small door into a booth for Pancor Jackhammer ammo, then exit and take the big door back into the corridor.

Exit through the big door on the other end of the corridor and stock up on Sig SSG 3000 ammo by opening the middle door with Door Key 1. In this room though, you see another small door. Go through it and weave among the X-containers, shooting down the NSA heavies and taking the ammunition and armour, but don't go trotting out the big door yet - if you have explored the whole room, you will find proximity mines and a set of grenades and armour, well-hidden. You should also be able to find a grille, guarded by an NSA heavy. Crawl through the grille and where the path splits, go straight forward and arm yourself with grenades. Break the grille and throw a grenade into the room full of computer screens and two NSA heavies. BOOM! Door Key 2, and a grenade launcher. Wonderful! Throw a grenade or two into the room below to finish off the soldiers down there, and crawl back into the grille and into the other way, into a room with a door. Open the door and WOWEE! ARMS FEST!! You'll get lots of ammo, a Minigun M134 and armour. Now open the door...and keep pumping grenades into the six NSA heavies in the next corridor until they are cleared. Get the health and ammo...then charge into the next room!

AHH!!! THE MAINFRAME ROOM! Ecks is lurking in a corner, so arm yourself with the Minigun and corner him, then keep riddling him with about 173 bullets until he falls! MISSION COMPLETE!

Now here's what that sonofagun has to say:

ECKS : Listen carefully. Agents are coming. We've fought, hard and often. I'm hit. I'm getting out of here. We've earned each other's respect. You've got to trust me, do you understand? Take these Encrypted

Disks. Access them. They'll tell you the truth. You're not on a good-guys mission for the NSA. We were both set up. You and me, we're both pawns in a power struggle between the FBI and NSA for dominance in Covert Ops. They decided to resolve it unofficially. Each would select their best man. Put them against the other. Whoever wins, one agency becomes top dog. It became even dirtier. We were well matched. Every time we met, it became a warzone. This spooked them. So they combined forces to oppose us. When I acquired these Encrypted Disks, I discovered the whole truth. Gant is hungry for power. He created the FBI-NSA rivalry. He discredited Mills. So, whichever agency would have emerged as the winner, Gant would assume sole control.

I now understand why you wanted revenge. You had a suspicion - it's correct - I've got the evidence. A cruise-missile hit a Pacific village. Your husband's home village. The target was an arms dump. The arms baron was your husband's father - neither you nor your husband knew about his secret life as an arms dealer. Gant was unconcerned about collateral damage - about killing innocent villagers - all he wanted was to score another mission success, to boost his own prestige. Gant authorised the missile that killed your husband. Mills pressed the button.

SEVER : Yes, Gant betrayed me. He duped you too. Mills was his mouthpiece. Mills told you there was new information about your family to induce you to undertake these missions. There is no new information. You were set up. We were both set up.

ECKS : You ventilated Mills before I knew he was involved in this conspiracy. Now you get Gant. Then expose the truth. He's in the warehouse.

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : SAVAGE\*\*\*\*\*

=====  
Mission 11  
=====

Location : Warehouse  
Dateline : Now  
Objectives :  
- Locate Gant's hideout.

The warehouse AGAIN? Oh well. Go front, grab the Pancor Jackhammer and the ammo, then quickly back away! There's an NSA heavy soldier around, and your pistol is nothing against his G11! Get his attention, get away and pot him just as he comes round a corner. Grab the G11 he drops. Then go among the containers and shoot down more NSA heavies. To the left of the area is an NSA heavy hiding behind a yellow container, and he guards a stash of health kits, armour and ammo!

When you're ready, crouch and move about the half-open garage door, shooting underneath to injure NSA heavies behind. Then crawl underneath and surprise them. Next, weave in between the containers and shoot the NSA heavies among them. You can find proximity mines, grenades and ammo among the stuff they drop. After the area has been cleared, take an exit to another area to the northern area of this storage room. Before entering another room, go down the brick wall passageway and you will find some NSA heavies and a Sig SSG 3000 with ammo, as well as a Health

Kits and armour behind some yellow crates. All finished? Then go into the next room fully armed!

In the next area, once again weave between the cardboard boxes and shoot the NSA heavies, and take the ammo and armour in the northern part of the area. Dodge the grenades thrown by the NSA elites on the left side of the area. When you're finished, go up the stairs on the left of the area, and shoot down the two NSA elites. Careful, they are very powerful, and sport grenade launchers! After they are dead, so along the small bridge to the next warehouse. When you enter, you might see some stuff to the left, but it's blocked by cardboard boxes. Once again, weave between the boxes and shoot the NSA heavy and elite. Then access the stuff blocked by a cardboard box by finding stairs near the garage door at the other side of the room and going up to claim health kits, armour and grenades. The exit is pretty easy to find, it's on the right of the garage door, behind some containers. An NSA heavy is guarding it, so be careful!

Across the bridge out the exit, you find that there is a passage with yellow rubbish bins. An NSA heavy lurks among the bins, so weave through them and ventilate him, and grab the ammo. Next, you see that rubbish chute in the ground? Crouch and fall down it. You'll get 12 grenades for your trouble, then shoot the grille at the other end and crawl through. Immediately crouch down when you are through, because there are a few NSA elites launching grenades. Quickly race to another door in this room, go along the corridor and kill the NSA Heavy and get his grenade launcher. Then kill the NSA elite with a grenade launcher around the corner. Inside the room up the stairs is armour and Health kits. If you're missing ammo that has been dropped downstairs, go down and get it, then come back up to the room and shoot the grille, then crawl through to another room.

Turn right and go up the stairs to a ledge, then just walk along it to an exit, and don't walk off the ledge, because you'll have a long walk to get back on the ledge if you do. The moment you get the exit, fire a grenade and walk away from the door, because the door leads to a narrow path with four NSA heavies lined up. Drop them with a few grenades from your grenade launcher, then go across and enter the room. When you enter, take out your Sig and snipe the NSA elite across the room. Then go across and exit the room. Before you go up the cardboard boxes into another room, weave in between the yellow rubbish chutes outside and pot down the three NSA heavies lurking around. When you round the corner, be careful of the NSA elite throwing grenades at you. When she is dropped, she yields a Minigun and there is ammo behind her. When you are done, backtrack to the cardboard boxes and enter the new room.

Immediately run across the ledge behind a container, because two more NSA heavies will let rip with their G11s. Kill them, then go down the stairs and go through the containers to kill more NSA heavies and get ammo and Health Kits. Then find the exit at a corner of the room, go out, kill the NSA elite, and crawl underneath the door to complete your mission.

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*  
\*\*\*\*\*NEW PASSWORD : SACROSANCT\*\*\*\*\*

=====  
Mission 12  
==--==--==

Location : Warehouse

Dateline : Now

Objectives :

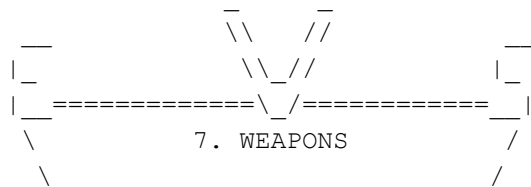
- Waste the NSA agents and put an end to Gant!

Alright, pluck up that courage, it's time to kill Gant! He's located on a ledge at one end of this big room, and strewn around the room are armour suits and Health Packs. Find a flight of steps on the left or right of the room and follow the paths to four bunkers, containing Security guards (who give Pancors), FBI goons (who give the Colt M16A1), SWAT team members (who cough up an Ingram) and NSA agents. For now, you only have a pistol, but you can collect the weapons by killing the respective enemies, then using them on Gant. If ever you run out of ammo, don't worry, because all enemies respawn slowly from a door. Kill them for more ammo.

Gant is very, very tough - he can take loads of Colt and Ingram bullets and can still drain you of Pancor ammunition. He sports a grenade launcher and an M16A1. His cronies fire from bunkers at various places in the room. It's best to unload full loads of Pancor into him, and to avoid getting whittled down by grenades, keep moving while you shoot at him. Replenish health and armour by collecting supplies around the room. His own cronies' grenades can hurt him, and the explosive force of fuel barrels on the ledge also hurt him bad. When he falls, Mission All Over! Congratulations, now watch the Hearing verdict!

\*\*\*\*\*MISSION ACCOMPLISHED!\*\*\*\*\*

\*\*\*\*\*NEW MULTIPLAYER PASSWORD : VESUVIUS\*\*\*\*\*



What is so good about Ecks vs. Sever is the various real-life weapons in the game. In other words, you can find these weapons in real life - they exist. But this game is not exactly to give you knowledge on how to use them - so don't get any ideas. :)

Your default weapon is the weak grapeshot Pistol (the exact name of which I DON'T KNOW), and you find other more powerful scattered throughout the game. You don't need them, but they make your experience a helluva lot easier. This section is still incomplete, because I haven't finished Sever's missions yet. There are tables below each weapon's descriptions which show which missions of Ecks' or Sever's they can be found in.

Pistol (eh...)

====-

Type : Handgun

Bullets in one Round : 10

Recommended Against : Security Guards

It takes two shots from a Pistol to kill off a security guard, and about five or six to take out a FBI goon. A weak, but nevertheless effective

in looser areas. Has infinite ammo in a way - when you run out of cartridges, one bullet regenerates at a time.

Colt M16A1

=====

Type : Rifle

Bullets in One Round : 30

Recommended against : Security Guards, FBI goons

The Colt M16A1 is one of my favourites. Accurate, deadly, powerful, and although it's no machine gun, in can fire 2 bursts in a second. It can take out a guard in a shot and a FBI goon in two or three.

---

	1	2	3	4	5	6	7	8	9	10	11	12
Ecks	/	/	/	/	/	/	/	/	/	/	/	/
Sever	/	/	/	/	/	/	/	/	/	/	/	/

---

Pancor Jackhammer

=====

Type : Shotgun

Shells in One Round : 10

Recommended against : Security Guards, FBI goons, enemies in a pack  
Oo, a shotgun! Oh well, the Pancor is one of the more powerful, but inaccurate, weapons you'll find. A few security guards sport the Pancor, but all SWAT team members have one. This gun dishes out a varied damage (10 per fragment I think) for how many shell fragments hits a person.

---

	1	2	3	4	5	6	7	8	9	10	11	12
Ecks	/	/	/	/	/	/	/	/	/	/	/	/
Sever	/	/	/	/	/	/	/	/	/	/	/	/

---

HK G11

=====

Type : Assault Rifle

Bullets in One Round : 50

Recommended against : SWAT Team members, FBI goons, NSA Heavy Soldiers  
Don't waste this on guards, it's too good. It's semi-accurate, and spits out bullets for as long as you hold down the trigger. It's really, really good against the SWAT team members, and your ticket to overshadowing their powerful Pancors. Also matches the NSA Neavy soldiers' own G11s. Too bad it's a little ammo-consuming though.

---

	1	2	3	4	5	6	7	8	9	10	11	12
Ecks	/	/	/	/	/	/	/	/	/	/	/	/
Sever	/	/	/	/	/	/	/	/	/	/	/	/

---

Ingram Mac 11

=====

Type : Machine Pistol

Bullets in One Round : 16

Recommended Against : Security Guards, FBI Goons, Unshielded SWAT Team members

Whoa mama, this hot gun fires a quick burst of four bullets on one press of the trigger. Not so accurate, but who cares, it mows down SWAT team members without shields in a minute! The makers could've thought of putting in more bullets in one round though...

	1	2	3	4	5	6	7	8	9	10	11	12
Ecks			/						/			/
Sever					/			/			/	

Sig SSG 3000

=====

Type : Bolt Action Sniper Rifle

Bullets in One Round : 1

Recommended Against : Guards or FBI goons far far away from you.

Woohoo, will you just look at the sniper sights! Hoo boy, go ahead and hit out at a distance! It may be hard to use in a firefight, but who cares, it rocks from a distance!

	1	2	3	4	5	6	7	8	9	10	11	12
Ecks			/						/	/	/	
Sever								/	/	/	/	

M134 Minigun

=====

Type : Minigun

Bullets in One Round : 100

Recommended Against : FBI goons, SWAT team members (unshielded and shielded)

Hold down that trigger and watch those bullets fly! They take down a shielded SWAT team member in about a second! But watch your aim or you'll find that you are out of bullets very fast.

	1	2	3	4	5	6	7	8	9	10	11	12
Ecks							/		/	/		
Sever							/		/	/	/	

Grenade Launcher

=====

Type : Explosive Weapon

Grenades in one ammo pack : 3

Recommended against : Everyone

Yup, everyone! This grenade launcher rules, baby! You press the trigger and a powerful rocket-powered grenade is launched! It's pretty short ranged though.

	1	2	3	4	5	6	7	8	9	10	11	12
Ecks									/		/	
Sever									/	/		

Fragmentation Grenades

Type : Explosive Weapon  
 Grenades in one pack : 3  
 Recommended against : Everyone near you

The standard Frag grenades. Pull the pin and THROW them. Powerful, yes, but short-ranged. A little inaccurate, and has a delay time between throwing and pressing A.

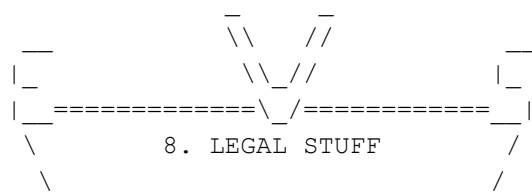
	1	2	3	4	5	6	7	8	9	10	11	12
Ecks									/	/	/	
Sever			/		/				/			

Proximity Mines

Type : Timed Explosive Weapon  
 Mines in one ammo pack : 3  
 Recommended against : NSA heavies

Really, I find not much positive use for the Proximity Mines. You can't stick them to walls, and they are amazingly short-ranged. It's not very easy to trap someone with it, and chances are that you'll blow yourself up as well.

	1	2	3	4	5	6	7	8	9	10	11	12
Ecks									/	/	/	
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