



rubbish / nonsense / load of s\*\*t!

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## Note On Sending me Emails

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I read all the Emails you send me. Just make it clear what you're Emailing me about in the subject. My email address is at the top of the page.

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PLOTLINE SPOILERS ARE UNAVOIDABLE!!!

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## History

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05/06/07-Began writing version 0.1  
07/06/07-Continued writing (now version 0.2)  
07/06/07-Published on homepage.ntlworld.com/thekeegans/faqs  
07/06/07-Submitted to gamefaqs.com  
04/07/07-Ver 3.0 done, extra mission completed. Sorry for the delay, have been very busy doing many things.

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## The Walkthrough

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### Walkthrough Contents

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Note: To navigate the guide hold in [Ctrl]+[F] (For most modern internet browsers and other text viewing programs). This brings up a search menu/thingy which you can use to navigate the guide.

#### 1. Eagle's Nest

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#### 1. Eagle's Nest

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Note: Before you start this mission you are asked to choose your difficulty level for the rest of the game. I will be choosing Commander (the standard option) for the simple reason: I'd imagine most of you will also choose the default option so it will make the guide easiest to follow for the majority of you.

2nd Note: Bbefore the mission beginsd you can change you're weapon loadout, you're teammate. I'll make notes throughout the game reccomending weapons to buy and use in every mission from there on. Generally you can start with an

M4A1 with M203 FRAG & Low Scope attached, leaving all others as defaults. Now I suggest changing you're teammate to LONESTAR (who in my oppinion is by far the best character as he adds some nice range to you're 'artillery collection'). Now lets take a look at his loadout. Take the Lt. Supressor off of his SR-25 but leave everything else alone for now.

DEPLOY!!!

OK, now we've gone through the basic rubbish you need to know for the game we can begin playing it! It'll ask you if you need help during this mission, I'd recommend pressing yes as it will teach you all the controls and basic commands that you need to know for the rest of the game. Press O (the circle button) to bring up your team command menu, now tell Lonestar to fire at will (we don't want to give the \*BLEEP\*'s a chance now do we?

Note: This will mean you will get the worst stealth rating possible but i think it's a lot more fun & effective to go in all guns blazing and shoot the crap out of them (and i've completed the game using this method so trust me, it's effective).

Move forward killing all enemies you see. Welcome to point Charlie! Continue to Delta. When you turn the corner in between Charlie and Delta you'll find an open space with several hostiles, use short bursts of M4A1 fire and let Lonestar do his stuff with his sniper and you shouldn't get so much as scratched.

Secondary Objective Complete: Secure Mountain Clearing.

Carry on to Delta. Move to the cliff face.

Primary Objective Complete: Locate Helicopter Crash site.

Now you're at the cliff face press --> (Right Arrow On D-Pad) to go into freelook allowing you to locate the troops on the ground around the crash site. Press Up ararow multiple times to zoom in. Use short bursts of fire to kill the two enemies.

Secondary Objective Complete: Eliminate Crash Site Enemies.

Continue to Echo & then Foxtrot & then India & then Juliet & then Kilo & then Lima. Lonestar will tell you that you've reached the Villiage, when he says this head to the left and you'll find a door in to a house. Open it and go inside. To the right there are some crates and on top is some intel. Go and pick it up. Now open the door on the other side of the room and head on outside. There'll be a few hostiles here, just run out firing like mad at them, rifle but them while you're reloading and generally go awol! (Hey this is the first mission you CAN go awol, it's not designed to kill you, but to teach you the basic game functions). I felt like picking up an AK-47 here, if you want to then hey go ahead (I personally think they're a good weapon and on these earlier missions all the terrorists have AK's so you get almost infinite ammo)!! Head to your left and make sure you've killed all the hostiles 'round the corner. Now go back to the building you just came from and stand looking out of the doorway. Take a right and in a little inlet there will be a Villiager. Restrain the Villiager so we can be on our way.

Now head to point Papa (that's inside a building so go to the door and go inside). Be sure to kill the terrorist inside the room or he'll kill you! To you're left, behind the door there's a map on the wall, hold in left on the D-pad to bring up the weapon menu. Select Photo Binoculars.

Point 'em at the map, when the little red circle in the top left corner goes green, tap circle to take the shot and hey presto you've obtained more intel. Continue through the closed door. Kill the two terrorists you can lock on to and run after the Villiager until you have him cornered. Restrain him.

1/2 Villiagers restrained.

Go to the building where point Romeo is and open the door and get inside.

Kill the terrist inside. Put some C4 on the missile crates and run!

Primary Objective Complete: Destroy Missile Crates

Continue through the room and out the last door into the open again.  
All of a sudden (on your right) loads of terrorists run into view. Kill them all in our "SOCOM AK-47 Massacre" (what I like to call what happens when I meet A hostile) :) Now run towards the armoured truck and plant a satchel charge. Run! Now head over to point Victor & then on to point Whiskey XRAY. Now turn to your left and you'll see a large number of enemy units moving in on your position. use grenades and your gun to ensure your survival. Now you get a Radio 'thingy' from Spector who's just let some enemy units past (if you want a job doing properly you've got to do it yourself! Spector is useless!!!!) This time I'd recommend doing the same again. Frag's and machine gun.  
Head to the extraction point (X on the Radar).

Mission Complete.

Note: As I predicted earlier i got a D in stealth, if you've been following this you will of got that too. But overall I got an A so that D is really insignificant and i see the all guns blazing method as beeing the best.

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## 2. Last Harvest

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Same loadout as last time (and every time from now on unless I tell you there's an upgrade worth buying).

Don't tell Lonestar to fire at will just yet, kill the couple that are shooting at you and now take out your Less-Lethal M490 and go and shoot a hostile a couple of times (until he gives up). Now restrain him. Now you can tell Lonestar to fire at will and switch back to your main weapon. Secure the rest of the villiage.

Secondary Objective Complete: Restrain Hostile

Area Secured

Find Poppy Fields

OK, now enter the caves/tunnels. Continue along to the tunnels and out the other side to point Delta. Before you get to point Delta you see a cut-scene. Continue past Delta killing all hostiles, go to the shed and try to open the door. The door is locked. Turn around 180 degrees and you'll see a ventilation system. Hover your cross-hairs over it and press circle. Tell Lonestar to sabotage the system. Now sit back and watch the cut-scene. Kill them! Now head into there underground bunker. Kill all hostiles in the first room. Take a left. DO NOT HARM THE VILLIAGER but kill the hostile. Restrain the villiager and head back into the first room. Restrain the two villiagers there. Look on the crates at the South of the room for the intel and grab it! Head back to the second room and continue along the passage to the right. Welcome to the third room! Restrain the two villiagers and take a picture of the map on the wall. Continue along the passage. You'll see a room with two villiagers in and a door to the right. Head to the doorway to the right and kill the hostile that should be in your sight. Restrain the two villiagers. Now continue into the next room and obtain the intel on the desk. Turn to the west where a hostile should be in the passage. Kill him. Continue along the passage to the west. Enter the room at the end of the passage and use the boxes and crates for cover to get around the room whilst killing the hostiles. Head to the far South-East corner of the room and take a picture of the Opium. Now plant a C4 charge on the drugs. Head all the way back to the surface. Watch the cut-scene.

Mission Complete!

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### 3. Shift Change

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Now we've got a bit more Command Equity (you should have more than 800) we should spend it on a weapon upgrade. Buy the Vari. Scope and stick it on your M4A1 and Lonestar's SR-25.

Head over to point Charlie. Continue a bit further, turn left around the corner and kill the guard. Head through the door to the building on your left. Kill the enemy on the stairs. Move through the building, killing all hostiles you come across. When you reach the room with 3 guards in there are 2 options, left or right (after you've killed the guards and head to the other side of the room the corridor branches off). Take a right. Go through the door at the end of the small passage. Welcome to the main room of this building! Proceed to kill the guard on the platform, or let Lonestar do the job with his sniper. You have now reached the point where the golden star is on the radar. Head on to the raised platform that you just killed a guard on. When it branches off into 4 take the North option. When you reach the ground, guards will be all over the place, kill them all (Lonestar picks them off easily at this range). Head towards Heroin Cache 4 (Slightly North) Note: don't go all the way to heroin cache 4 just in it's direction. Restrain the two villiagers. Take a picture of the Heroin equipment. Head out through the door to your east. Go up the stairs and kill the guard in the room at the top. Head through the room and down the stairs at the other side. Continue forward killing any hostiles you meet. You're now outside again. Look to your left and there should be a container (slightly away from you) 2 guards are either behind that or close by so go kill them. Head south towards the building with a door you can go through. Enter and head on through the building killing guards. When you reach a room with a fair few guards in kill the guards and head to the 6th (1st large) cubicle on your right, there's a laptop. Pick it up. Continue through the room and eventually out into open air again. Head north, turn round the corner so you're heading west and go the short distance until you should see a door on your left. Enter it. Now take the first door on your left into the room with the heroin cache. Plant some C4 and get the job done. Now head out through the door you came in by so you're back in the open. Take a right and head through the door that's almost opposite you. Continue through the next door. Kill the hostile, take a left and keep walking past the massive tanks. Move between the shelves to continue out of the other side of the room and kill the guard. You should now have cleared the warehouse. Move forward to Heroin Cache 5. Plant the C4 and... Ka-BOOM! Head back out the way you came. Head west until there is some open space with a burnt out car and some snipers on the roof of a building shooting at you. Head through the door in that building. Shoot the guard and continue. Enter the room on the right and kill the guard. Continue through the room and into the next. Kill the two guards. Now they're taken care of head into the previous room (with the shelves in) and head over to heroin cache 2. Blow it up. Head out the door into the room we just killed the two guards in. Continue until you're in the open again. Head east until there's a burnt out car in front of you and an open door to the left (we've already been through it) go through the door. Head north through the factory to the room where we took the picture of the heroin equipment. Now go through the door to your north. On your right there'll be the the heroin, you know what to do... before you ask... you can't smoke it! Leave the room the way you entered. Head west until you reach a wall directly in front of you with point charlie about 100m away. Take a left. Once you've gone through the door, take a right. Continue through this room until you see the door we entered by. Leave by that door. Take a right. Keep heading forward... past the crack in the wall until you eventually reach a door on your right which we haven't yet gone through. Go through it. Go through the next door. Kill the guards and blow up the heroin. Leave the building the same way we entered. Now go left and

through the large crack in the wall. Head on over to point Charlie.  
Go around the corner and keep walking. Watch the cut-scene, they drive off  
into the distance...

Mission Complete!

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#### 4. Dragon's Den

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Remember to leave your weapon as the Less-lethal M4-90 (secondary that is).

Head forward, kill the two contacts and disable his boat (at the silver \*).  
Head slightly south and then east down the path to the Villa. Walk straight  
up to the main entrance and open the door. Kill the guard straight in front of  
you and continue forward. Take a left and enter the main house. Here I was  
seen by the sniper on the balcony (as I said I don't care for stealth). As  
punishment for setting the alarm off I killed the guard who did it :)  
Run forward and take a right to head upstairs. Take a right at the top of the  
stairs. Kill the terrorist that comes out of the larger opening. Hangman is  
through the smaller door. Take a left and head down the stairs to your right  
(Lonestar describes this as a secret passage and it leads to the boat that we  
sabotaged :) Kill all hostiles on your way but take care to not kill HANGMAN,  
when you do catch up with HANGMAN take out your Less Lethal Shotgun and shoot  
him with that until he gives up or if you chase him all the way to his boat  
then you'll see a cut-scene in which you force him to give up.  
Take note to C4 the drugs cache when you get to the place where the first  
hostiles are. Run straight through the waterfall and carry on (just a note to  
tell you the waterfall won't harm you). Now move to the X on the map for  
extraction.

Mission Complete!

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#### 5. Traffic Control

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Move through the hole in the fence. Move round the 2 planes & 1 helicopter  
killing all enemies. Head to the \* on the map and clear the hangar. Take  
photo of drugs in centre of hangar & the technical drawing on the wall to the  
left of the hanger. Obtain intel on south side of drugs table. Leave the  
hanger by the North entrance. Enter the next hanger. Clear it, C4 the tanker,  
photo the drugs and leave by the North entrance. Kill the guard in the alley  
way and enter the next building. Clear the last hanger & photo the drugs.  
Leave by the gap in the hanger doors. Turn south and kill the guard. Turn  
the corner and C4 the truck east of you. Head south a bit and go through  
the door to your east. Clear the offices obtaining all intel and restraining  
all hostages. You'll get a message saying the area is secure when you've killed  
all hostiles. Leave by the east entrance. Kill the hostiles guarding the planes  
and continue to baggage claim in the north east (small red door behind the  
furthest plane). When you reach check in restrain the hostage. Head south  
to the next room and kill the guards. In the next room, do the same, kill all  
guards and restrain the hostage. Continue through the next door and...  
Ooooooo..... Ok kill hangmans guards & hangman. Destroy the plane.

Mission Complete!

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#### 6. Cascade Effect

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