

# SOCOM: U.S. Navy SEALs Fireteam Bravo 2 FAQ/Walkthrough

by stanpowers

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## 1.0 Introduction

About a week after it came out, I bought this game and was very amazed. This game had great multiplayer and single player. I checked Gamefaqs, and saw that there wasn't any Faqs for this game yet. So now I made this Faq so that everyone will know where and how to unlock everything, and will have no trouble beating the campaign on elite mode.

## 2.0 Controls

## 3.0 Gameplay Information

### Single Player

Unlike it's predecessor, Fireteam Bravo 2 has a far better single player campaign. The missions, while still pretty linear, can still be finished in other ways. In every mission, you have primary objectives, secondary objectives, bonus objectives, and crosstalk objectives. While the first two have to be completed, the bonus and crosstalk objectives are just for the fun of getting more CE points and unlocking new things. After you finish all campaign missions, you can still replay the missions, restart the campaign, or play dynamic missions that have a certain objective you need to complete and get harder the more times you play them.

### Command Equity points

Command Equity (CE)points are used to buy new weapons, purchase new costumes for character customization, order air and artillery strikes, and also supply

drops. You can get these points for completing campaign missions, dynamic missions and even for winning games in multiplayer.

#### Local Influence

Local Influence (LI) points are used for unlocking black market weapons for missions. You can get these points by restraining hostages, or capturing enemies non lethally.

#### Multiplayer

Multiplayer in this game, offers both Ad Hoc and infrastructure play with up to 16 players per map. The multiplayer offers a wide variety of maps, game modes, and social options. You can make your own clan, and the number of players in Fireteam Bravo's multiplayer is immense.

For more information on multiplayer, see the multiplayer section of this Faq.

### 4.0 Campaign Walkthrough

#### Eagle's Nest

Terrain:

Command Equity:

Mission overview:

After the short cutscene, head forward and up the hill to be greeted by your first enemy. If you want, sneak up on him and knife him, otherwise, just kill him. Take a right after the enemy, and kill the next one. Around the left corner after the last enemy, there will be two more, kill them, and follow the path. In the next area, there will be three enemies on the ground, and a sniper up on the cliff, kill them all and take the right path that will lead you to a crashed helicopter site with two enemies down below. First, take out your photo binoculars, and take a picture of the helicopter. Then, you can either snipe the enemies, or just throw a grenade.

When they're done, go back the way you came, and go to the path you ignored before. While climbing up the hill, you will be ambushed by another enemy, let him have it! While following the path, just keep killing enemies on your way, when you come to a fork in the road, take the left because it's safer and enter the house on your left. When you enter it, there will be a folder on the table, take it and proceed through the next door. Kill the enemies and restrain the villager. In the next house, kill the enemy behind the crates and take a photo of the map on the wall, then exit through another door. Outside again, kill the two enemies and restrain the second villager. The next house has another enemy kill him, plant the charge on the pile of crates, and exit through the window.

Take cover behind some barrels or crates, you will be attacked by a group of enemies. When they're all dead, proceed to the truck and plant a satchel charge. Now continue down the path, killing enemies on your way, and when you get to the ambush area, take out your grenades and throw them at the group of enemies coming from your left. After, another group will come from the right, eliminate them and now pat yourself on the back, you finished your first mission.

Last Harvest

Terrain: Rural

Command Equity: 525

Mission overview: Infiltrate a poppy plantation and shut it down.

At the beginning, go straight to the village, kill all the enemies. Exit the village through the cave and kill all the enemies, plant a charge on the two crates by the left path. Follow the river until you see a cutscene, after that, kill any enemies you see here. Go to the shed and try to open the door. The HQ will tell you that you need to sabotage the vent in order for the enemy to come out, so do just that. When the enemies come out, kill the three guards. (Continue behind the shed and to the right, past a small bridge. Here, blow up the stash.) That's only needed because these objectives can appear in two different areas.

\*\*\*\*\*note\*\*\*\*\*

If you don't kill any enemies up to this point, you will find a Nav point called, RAINBOW. Go to it's end, you will find a pot of gold, press Square when near, and you will either get 50 or 5000 CE.

When this is done, continue down through the shed and kill the bad guys in this next room. Take Enter the room on your right restrain the hostage, take the journal from the table, enter the room to your left, restrain that hostage and then continue down the tunnel. Here you will find three more hostages, restrain them. Continue down another small tunnel, kill the enemies here and secure the hostages. Go right and then straight in another room.

Here one of the enemies will be the overseer, use a non lethal weapon on him and restrain him. Photograph the map on the right wall and take another map from the table. Exit this room and follow the tunnel to your right. Once you're in that room, kill all hostiles, then go to the end of the room to your left, photo these crates and then plant a charge on them. When you completed all the objectives, exit the underground base the way you came in and there you go, mission accomplished.

Shift Change

Terrain: Urban

Command Equity: 430

Mission overview: Destroy all the heroin caches in the cartel warehouse area. Restrain any civilians you find and keep an eye out for any intel items you come across.

Follow the Nav point codenamed "Charlie" and then follow the right wall until you find a crack in the wall, go inside and kill all the hostiles. When you come out, go right until you come across a door, enter that room, and then the next one, which contains the first heroin cache. Plant a charge on it, then backtrack to outside again. Once outside, head left, then right and through the door straight ahead.

Continue through this room, to the next one, and blow up the second heroin cache. Exit by following the next few rooms back to the big courtyard. Turn right, and then head forward. When you get to a door, enter the room and then the one after it, destroy the third cache,

then backtrack outside.

A bit to the right, you should notice another door, go inside that room and to the one proceeding it to find yourself in a huge warehouse. Kill all the hostiles here, secure the workers in the middle of the room, and photo the equipment to the left of the workers, continue through the door. Blow up the fourth heroin cache and exit the room. Go to the side room on the left side of the warehouse, blow up the last cache and finish off the enemies. Choose any of the three extraction points and go there, mission accomplished.

#### Dragon's Den

Terrain: Private Estate

Command Equity: 415

Mission overview: Capture HANGMAN, a suspected druglord controlling the local cartel, for questioning.

Follow the path straight ahead, kill all the enemies near the small lake and tell your teammate to disable the boat. Instead of going to the villa like HQ tells you to, turn left and go to through the small waterfall, you will be inside a cave. To your right, there will be some kind of torture machine, take a photo of it, then continue through the cave until you arrive in a room with a lot of enemies, kill them so that they don't get in your way, and then blow up the stash with a charge. Follow the path through the cave and you will find yourself inside the villa, HANGMAN will be right in front of you, DON'T KILL HIM! First, look around on the second floor, to find some intel, then, follow HANGMAN to the boat, killing enemies on your way. Watch the cutscene and restrain HANGMAN. Backtrack to where you started the mission and congratulate yourself on a job well done.

#### Traffic Control

Terrain: Rural Airport

Command Equity: 545

Mission overview: Find evidence of drugs being transported out of the country from this location.

Once you start, move into the airport through the crack in the wall. Kill any enemies you see and then move to the first warehouse. Photo the drugs on the table, exit the warehouse and go into the second one, clear the enemies photo more drugs, plant a C4 charge on the fuel truck, and get out. In the third warehouse, once again photo the last drugs and then take a picture of the helicopter in the middle of the room. Exit the warehouse through the crack in the wall, kill all the enemies outside, plant a charge on the truck to the right, and then enter the building to the right of the fuel truck you just blew up. Enter the room to your left, kill the enemies and rescue the hostage. Go to the room to the right of this room and get the intel on the table to your right. Exit the way you came, but this time go to the room on your right. Secure the hostage and photo the white board, then continue outside. Enter the baggage claim building and secure the hostage, then enter the next room, secure the hostage to your right, and grab the laptop from the desk. Enter the next room, kill all the enemies and open the next door. You will be greeted by a cutscene, kill the enemies in that area, and plant a satchel on the plane. Congratulations, mission accomplished!

#### Cascade Effect

Terrain: River Valley

Command Equity: 395

Mission Overview: Locate and destroy any uranium processing equipment in the hydroelectric compound and secure any uranium already processed.

Once you begin, follow the path past the two bridges, killing enemies in your path until you come across a lake. Follow the FOXTROT Nav point. Keep going forward, until you come across a machine gun nest. Kill all the enemies around it, and continue down the path until you reach a bridge. Snipe the enemy in the guard tower, and go past the bridge, turn right and the right again, then go across the next small bridge and go inside the building.

Go to the other side of the room past this one. Pick up the intel from the crates, photo the centrifuge to the left, and then blow it up. Turn around and enter the next room. Go up the stairs to the left, and go into the room, take the briefcase with the uranium and go down the stairs again. Exit the building through the hall to the right. When you exit, go forward, and then to the right and follow the path to the helicopter. Tell your partner to plant a satchel on it, then fall in the small river, and up and to the building on your right.

Enter, plant a satchel charge on the centrifuge, and then get out of there. This time, go into the building in front of you, and blow up the last centrifuge. Exit the building through the front entrance, eliminate the enemy forces that try to get past the bridge, and then head for the extraction point. If you didn't set off any alarms, you will get a crosstalk effect, otherwise, mission accomplished!

#### Unacceptable Losses

Terrain: Mountain/Urban

Command Equity: 425

Mission Overview: Destroy AA defences so US forces can land and investigate what is happening in the stadium.

Go down the path while killing enemies on your way until you reach your first AA gun. Plant a charge on it, and continue down the path. Through the tunnel, and through the door into the sweat shop. Photo the room, and secure the prisoners. Go into the next room, photo the weight room, provide aid to the POW, and the prisoner in the fenced in room.

Exit the building, follow the path while killing any enemies in your way. Follow the mountain path until you reach the second AA gun. Plant a charge on it, and then continue down the mountain pass. Once it ends, go down the stairs and kill all the enemies. If you wait a bit, you'll see SPECTER behind the fence, going into the building with his team. Anyway, go into the building to the right. Secure the prisoner in the shower, and continue to the next room. Once you enter the pool room, kill all the enemies, and photo the gas in the pool. Order your partner to sabotage the generator.

Once that's done, go to the chain link fence part of the room, and secure the two prisoners. Exit the building, look to your left, you will see some kind of small generator, sabotage it, then continue down the path again.

When you reach the last AA gun, blow it up, and congratulate yourself.

Mission complete!

#### Force Multiplier

Terrain: Urban

Command Equity: 450

Mission Overview: Intercept a mercenary convoy and protect the citizens of

the town from capture.

Go straight and blow up the bridge. Go back and follow the path. Meet the rebels and kill the enemies around the corner. Head right, to the North-East building. Go in, kill the enemies, and secure any hostages. Now do the same for the other two buildings, and head past the archway until you watch a cutscene. Go through the door in front of you, and kill the enemies across the road near the stairs.

Then go there, up the stairs, and into the room to your left. Kill the enemy and restrain the villagers. go back to the corridor and to the left, enter the next door. Go to the left again, and through the crack in the wall. Through the door, up the small stairs, and through the next door.

Jump down from the roof, and then to the left. Watch the cutscene, and kill all the enemies with a grenade or two. Destroy the convoy vehicles, then continue down the road, but turn to the left to enter the marketplace. Kill all the enemies, and restrain NIGHTHOWL's wife. Exit the way you came, except this time go to the main plaza, and eliminate all the enemies here. After that's done, you win the mission.

#### Steel Trap

Terrain: Converted Oil Rig

Command Equity: 560

Mission Overview: Shut down a defence platform to allow Naval forces to land ashore.

Go down the set of stairs to your right, and toss a grenade at the enemies behind the containers, then advance to the next Barge. Kill all enemies here and past the next bridge onto the oil rig. You will be greeted by a nice surprise. Follow the corridor and kill the enemies in your way, and in the storage room.

Go up the small stairs on your right, and then go outside. Down the stairs, through the door, into the next room, and then into the control room. Turn the power back on, and now prepare to be ambushed. Kill all the enemies, and go to the door on your right. Head through the corridor just to find yourself outside again. Head through the rooms, and the corridors, until you arrive in a room with a lot of stairs.

Go into the room on your left, and rescue the worker, then restrain him. Exit this room through the back, on your way outside, turn right, and take the bomb schematics from the table. Then go outside, watch the cutscene, climb all the stairs, then head to the room on your right. Secure the two technicians, head back, but this time go to the room you ignored before on your right. Head right, then left, and blow up the AA gun. Go through the door next to the gun, then go down the stairs to your right. turn left, and look up, photo the map, then climb the stairs.

Go to the left of the room, then to the left again, and then up the stairs to your left. Blow up this AA gun, and you're done.

#### Groud Zero

Terrain: Urban

Command Equity: 540

Mission Overview: Rescue NIGHTHOWL before the mercenaries capture him.

Head forward, and take a picture of the nuclear weapon in the ditch. Head right, and rescue the two people on each side of the door. Head inside, and follow the corridors, through the cracks in the wall. Then outside, then continue until you come across two doors. Go through the one on your left, and jump down the roof. Turn left and save the villagers. Head back down the road and to your left, go through the archway, kill the snipers, and go into the building on your left.

Climb up the stairs, turn right, and go to the church by the walkway near the left wall. Secure the villagers in the middle room of the church. Go straight and to the right, up the stairs. Secure this last villager, and then get ready to fend off enemies from all sides of the church. NIGHTHOWL will surprisingly arrive to your aid out of nowhere. When all the enemies are dead, you win. Mission accomplished!

#### Airtight

Terrain: Badlands

Command Equity: 535

Mission Overview: Enter the mercenary bunker and destroy their operations in the area.

Follow the path and turn right on the fork in the path. Approach the small enemy bunker with caution, and snipe the enemies quietly. Then go to the right of the bunker and follow that path. Then turn right, and then take another right path. Continue until you see a small bunker entrance, blow up the door, and then kill the enemies inside.

Go to the left and then down the stairs, plant a charge on the tank, then go to the corridor on the right of the now blown up tank. In the room at the end of the corridor, turn to the room on the left, and kill the enemies there. Then grab the intel to your left, and exit the room through the corridor on your right. At the end of this corridor, in this room, go through the door across the room, don't go outside yet. In this next room, destroy all four generators, Go to the next room, and then to the control room, kill all the enemies, photo the huge map on the wall, then return to the previous room, and go outside this time, blow up the radar, and you're home free!

#### Ascending Storm

Terrain: Remote Mountain

Command Equity: 455

Mission Overview: Destroy the radar station and any enemy helicopters you find.

Climb up the hill and kill the guards, then follow the path and take a right on the fork. eliminate the mercenaries here, and then enter the house, secure the technician, and order your partner to sabotage the console. Exit the house, and go inside the tunnel to your right, blow up the grate, and continue down the path, and up the rise. You will be at the airbase, blow up the truck in front of you, then enter the building to your left. Kill the enemies in here, and then exit. Blow up the next truck, then go to the right of the road, past the garage, and into the building. Take the intel from the table in the room to your right, go back in the corridor, and go down the stairs at the end of it. Blow up the chopper on the platform, then kill any remaining enemies. Mission complete.

#### Border Town

Terrain: Derelict Urban

Command Equity: 520

Mission Overview: Talk with the informant to locate and capture the mercenary officer.

Go straight past the car, and into the town square. Kill the enemies here, then into the hotel. To the left of this room, take the intel from the table, go up the stairs and down the corridor to your right. Secure the informant to the first small room on your right, and climb out the window. Kill the enemies on the roof, and the snipers, then go down to the street using the planks. Go to the left, turn right before the bridge, aid the civilians, then go past the bridge and kill any enemies you see.

Destroy the vehicles to your left, in the building on your left, to your left, to your right, and In the building to your right. In the building to your right, kill the enemies, kill the enemies in the adjacent room on the right, and then keep shooting RAREBIT until she surrenders. Restrain her, photo the map, and grab the laptop. Go outside, and create a signal near the fuel tanks. Mission complete.

Dark Heart

Terrain: Dry Riverbed

Command Equity: 875

Mission Overview: Infiltrate the enemy base and capture CONDOR, the mercenary leader.

This is the last mission, and is pretty long, prepare yourself! Photo the helicopter in front of you, Go through the east riverbed, and kill all the enemies there. Proceed to the west riverbed, and kill all the enemies here too. After the cutscene, enter the huge ship, destroy the truck and the tank, and the ammo cache. Proceed up the stairs in the back of the room. Follow the corridor, go up the next set of stairs, and turn right in the end of the corridor. Turn right again, and follow the corridor. Past this room, follow the corridor, and go up the flights of stairs.

Once you come out outside, Blow up the huge artillery guns in back of you, and in front of you. Then go up the flights of stairs in front of you, until you reach the top room. Shoot CONDOR a few times, then watch the cutscene, and restrain him. Congratulations, you finished the Socom fireteam bravo 2 campaign.

## 5.0 Crosstalk objectives walkthrough

For those of you that want to quickly find out how to complete the crosstalk objectives in certain levels, this section is for you. I myself don't have Socom Combined Assault, but I still unlocked the crosstalk objectives just for the fun of it.

Eagle's Nest

Secure Crash site

Description: By providing support at the overlook in the EAGLE'S NEST mission of SOCOM: Fireteam Bravo 2, SPECTER's team will have less enemies to deal with at the crash site in the WINTERBLADE campaign mission.

How to complete:

Dragon's Den



#### Obtain Smugglers' Time-Table

Description: By obtaining intel on the smuggling operations in the DRAGON'S DEN mission of SOCOM: Fireteam Bravo 2, the deploy time of SPECTER's team in the STOCKPILE campaign mission is adjusted to arrive before the heroin crates are scheduled to be moved.

How to complete:

#### Cascade Effect

Description:

How to complete: Don't trigger any alarms in this mission.

#### Force Multiplier

Demolish Bridge

Description: By destroying the bridge in the FORCE MULTIPLIER mission of SOCOM: Fireteam Bravo 2, the possibility of enemies flanking SPECTER's team in the STORMCLOUD campaign mission is removed.

How to complete: Blow up the bridge in the beginning of the mission.

#### Unacceptable Losses

Sabotage Transformer

Description: By disabling the transformer in the UNACCEPTABLE LOSSES mission of SOCOM: Fireteam Bravo 2, SPECTER's team is able to more easily enter the camp in the CHOKEHOLD campaign mission.

How to complete:

#### Steel Trap

Description:

How to complete: Obtain the schematics for the explosives in this mission.

#### Photograph Map

Description: By photographing the map showing possible ambush locations in the STEEL TRAP mission of SOCOM: Fireteam Bravo 2, SPECTER's team is ready for the mercenary assault in the FROSTBITE campaign mission.

How to complete:

#### Airtight

Description:

How to complete: Obtain the request for extra forces in this mission.

#### Non Mission

FTB2 Shadow Element Cinema

Description: The SOCOM: Fireteam Bravo 2 SHADOW ELEMENT Cinema has been unlocked for viewing in SOCOM: Combined Assault Extras.

How to unlock:

FTB2 Turning Point Cinema

Description: Completing the TRAFFIC CONTROL mission of SOCOM: Fireteam Bravo 2 has unlocked the SOCOM: Fireteam Bravo 2 TURNING POINT Cinema for viewing in SOCOM: Combined Assault Extras.

How to unlock: Complete the TRAFFIC CONTROL mission in SOCOM: Fireteam

Bravo 2.

#### FTB2 Karim's Orders Cinema

Description: Completing the STEEL TRAP mission of SOCOM: Fireteam Bravo 2 has unlocked the SOCOM: Fireteam Bravo 2 KARIM'S ORDERS Cinema for viewing in SOCOM: Combined Assault Extras.

How to unlock: Complete the STEEL TRAP mission in SOCOM: Fireteam Bravo 2.

#### FTB2 Endgame Cinema

Description: Completing the DARK HEART mission of SOCOM: Fireteam Bravo 2 has unlocked the SOCOM: Fireteam Bravo 2 ENDGAME Cinema for viewing in SOCOM: Combined Assault Extras.

How to unlock: Finish the DARK HEART mission in SOCOM: Fireteam Bravo 2.

#### FTB2 Main Theme

Description: The SOCOM: Fireteam Bravo 2 Main Theme has been unlocked in the SOCOM: Combined Assault Jukebox.

How to unlock:

#### Seal Weapon Set

Description: Unlocking all the CE weapons in SOCOM: Fireteam Bravo 2 has unlocked the Seal weapon set for use in single player and co-op missions in SOCOM: Combined Assault.

How to unlock: Unlock all the Command Equity weapons in SOCOM: Fireteam Bravo 2.

#### Rebel Weapon Set

Description: Attaining Superb Local Influence rating in SOCOM: Fireteam Bravo 2 has unlocked the Rebel weapon set for use in single player and co-op missions in SOCOM: Combined Assault.

How to unlock: Get Superb Local Influence in SOCOM: Fireteam Bravo 2.

#### MM-1 Multiple Grenade Launcher

Description: Unlocking the MM-1 Multilauncher in SOCOM: Fireteam Bravo 2 has unlocked the MM-1 Multilauncher for use in single player and co-op mission in SOCOM: Combined Assault.

How to unlock: Buy the MM-1 Multilauncher in SOCOM: Fireteam Bravo 2.

## 6.0 Dynamic missions walkthrough

In this game, these missions replace Fireteam Bravo 1's instant action missions. You can replay them any time after you finished that campaign mission. They give about 1/3 of the CE points that their campaign mission gives. And usually have such objectives as: rescue the hostages, kill a VIP, or sabotage generators. These missions are just for fun, or for getting CE points. You are not required to complete them.

## 7.0 Bonus objectives walkthrough

(coming soon)

## 8.0 Character customization

(coming soon)

Seal

Mercenary

## 9.0 Weapons

This section is dedicated to all the weapons in the game.

### Primary weapons:

M16A2  
M4A1  
SFCR-HW  
SFCR-LW  
ATS-86G  
STG 77SR-22  
M8  
RTK-74  
M6OE3  
M1918  
SAS-R  
L96AW  
M1  
M40A1  
M87ELR  
SR-25  
VSV-39  
R 303  
MM-1 MultiLauncher  
AK-47

### Secondary Weapons:

Less-Lethal M4-90  
SG-7  
SPZ-15  
Crossbow  
Repeating Crossbow  
9mm SUB  
F90  
HK5  
HK7  
SK.61  
M1928  
GMP  
M4-90

### Attachments:

#### Primary weapon:

M203 FRAG  
M203 M680  
M203 HE  
M303 LL  
M8-62 SHOTGUN  
H. SUPPRESSOR  
LT. SUPPESSOR

#### Secondary weapon:

## LIGHT SUPPRESSOR

### Other:

Med kit x5  
Extra Ammo  
Body Armor  
AN-M8 x2  
M7-A3 x2  
HE x2  
Mark 141 x3  
M67 x3  
Stinger x3  
Claymore x2  
PMN x2  
AT-4 x2  
RPG-7 x2

### Miscellaneous:

Photo Binoculars  
Supply Drop  
Air strike/Artillery Strike

## 10.0 Multiplayer

Here I will post a few multiplayer strategies that I found useful when I first started playing.

### Game Types

#### Free For All:

It's an all out deathmatch with every player fighting for their lives.

#### Suppression:

A battle between the Seals and the Mercenaries. The winner has the last man standing.

#### Extraction:

The Seals must at least rescue two hostages or eliminate all the mercenaries. The Mercenaries must either prevent the Seals from rescuing any hostages, or kill all the Seals.

#### Demolition:

Find the bomb, and plant on the enemy HQ, then secure it until it detonates.

#### Target:

Free For All, except this time, you have to find the special object, and hold in your possession for as long as you can.

#### Intel Grab:

Grab the opposing team's intel from their base and then return it safely to your base.

#### Tug Of War:

Take control of the control points scattered around the map, whichever team controls the most at the end of the game, wins.

#### Tips and hints:

- Don't camp, people hate that and will ignore you.
- Don't glitch, only glitch in "glitch" rooms.
- Don't do noobish things, will ruin your reputation big time!
- Stick in groups, other players are your ticket to winning a game.
- Take cover, and hide well if you're sniping. (Rooftops and secret passages work well).

(If anyone has other tips, please e-mail me)

#### 11.0 Cheats And Easter Eggs

##### Pot O'Gold

In the mission, The Last Harvest, in the poppie field, there is a rainbow, in order to see it, you can't kill any enemies!

At the end of this rainbow is a pot of gold that will give you either 50 CE points, or 5000 CE points. It depends if you're lucky. If you do not see it, then either you or your partner killed someone.

##### Crazy Jump

In the level "Private Estate" go up to the 2nd floor. Find the stereo (you'll know what it is, it'll have the "USE STEREO" action) If you walk up to it you'll notice you can stand on it. Walk up to it and as you're going up, activate it and you should fly about 5 feet away. If you do it perfect you'll go into the next room.

##### Multiplayer Glitches

Warning, These glitches are prohibited to use in multiplayer, and are on my guide just for the sake of information. People don't like glitchers, and neither do I. If anyone sends an e-mail regarding any of these glitches, I will ignore you for the rest of my life!

DON'T USE THESE!!!!!!

##### Stairs glitch

In the level "Cutoff" inside the level are two staircases. If you choose the right staircase, then go in the corner and into prone, and move slowly away from it. You will get sucked into the staircase. On the left side however, you have to do the exact same thing, but this time move slowly to the left.

#### 12.0 Update History

01/12/06 Started guide

02/12/06 Started the first five campaign missions, added weapon section, added game information section.

04/12/06 Posted guide on gamfaqs, added multiplayer, faqs, bonus objectives sections. Corrected a few minor errors.

05/12/06 Added five more campaign missions walkthroughs.

09/12/06 Finished main walkthrough, added the crosstalk objectives. Made a dynamic missions description, added a few bonus objectives, fixed glitch descriptions, and added a new glitch.

10/12/06 Added a few "glitches" might remove them later on.

### 13.0 Faqs

Q: Can I customize my character?

A: Yes you can.

Q: How many people go online usually?

A: At least 10000 normally.

Q: When will you finish your guide?

A: Hopefully soon, but I'm a busy person, and have a life apart from those people that camp for days to get a PS3 or a WII.

Q: How can I get CE fast?

A: Redo the first campaign mission over and over, reset your campaign.

### 14.0 Credits

gamefaqs : For posting this guide, and for encouraging me to write FAQs.

Me : For making this guide.

You: For reading this guide.

YoYo-Pete: For letting me know about a very interesting easter egg, for letting me join his cool clan, and for letting me post a few of his tips.

Luis Gonzanez: For telling about a few of the bonus objectives I missed.

Jason Ragsdale: For letting me know about a crosstalk and bonus objective I missed.

sL33pY-\_-Je5u5: For letting me know that you have to restrain every enemy up to the point of the rainbow in order for the easter egg to work in Last Harvest. And for letting me know about a crosstalk objective.

Cooldude26: For showing me a cool glitch.

### 15.0 Contact

If you have any questions or tips please e-mail me at: stanhelps@yahoo.com I will write back as soon as I can.

## 16.0 Legal

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