

# Medal of Honor Walkthrough

by Xavier Dragon

Updated to v1.4 on Jan 11, 2000

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<http://www.geocities.com/area51/neptune/5678/mohwk.html>

For any questions that regard other walkthroughs I'm working on at the moment than email me at [xdragon@themail.com](mailto:xdragon@themail.com)

I will answer the emails of what games I'm currently working on only at this email address so if you have questions about other games then ask me that and I will be glad to tell you.

Also check my Tomb Raider 4 The Last Revelation walkthrough at the page listed below. With Tomb Raider is the same thing I'm done with the game I'm working on other walkthroughs and I will not respond to anymore emails unless you like being ignored, then please stop emailing me.

<http://www.geocities.com/area51/neptune/5678/tmbwlkthu.html>

I have finally completed an entire html page devoted to this walkthrough. Paste in <http://www.geocities.com/area51/neptune/5678/mohwk.html> There is 6 pages in all covering all 7 missions. This also is good for people with Web TV that sometimes doesn't download the entire text document like this one your reading. Also since I have already completed this game and some people still don't understand what to do in the game or your emailing me to ask me a question on how to get through a certain area when it was clearly covered in the walkthrough then I'm just going to say to save yourself some trouble by reading the damn walkthrough if your stuck. I get so many lazy people emailing me asking me what to do in such and such level and I simply don't and won't make the time to help you along. You have eyes to read so use them instead of lazing around and emailing me on what to do. Basically this walkthrough is done and I won't be adding any of the secrets since they are all listed in someone elses faq. Also all emails on this walkthrough are through as well so don't bother emailing me I promise I won't respond.

\*\*\*\*\*Medal Of Honor Walkthrough\*\*\*\*\*

I'd Like to Thank everyone that added their comments and suggestions, and a great thanks to mrcairo I believe whom added some of his knowledge to the Faq and I will be reworking the Mission 4 Level 1 level as a result of his advice. The rest of it, I'm sorry for any mistakes, so go ahead and just laugh at them if you can find the humor in it. Please enjoy this walkthrough as this is my first walkthrough. Finally Complete after 25,000 words and 15 trillion pauses later. I need some more feedback from readers on this walkthrough so that I may add a Faq for this game as well, so don't hesitate to email me with questions. Keep that feedback coming I'll post any and all questions and answers as I know them as soon as they come in or I figure them out myself.

[kern777@earthlink.net](mailto:kern777@earthlink.net)  
Thanks,X Dragon

\*\*\*\*\*Medal Of Honor Faqs\*\*\*\*\*

The Questions below are some I have heard and some that people have been asking me.

\*\*\*\*\*Medal Of Honor Faqs\*\*\*\*\*

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1.Q: Do you know any of the cheats for Medal of honor?

A: The only cheats I know of are the gameshark codes and there is certain levels in regular game mode where you must get the right medals to unlock cheats within the game. A Dex Drive is a super handy tool to have if you can get one cause on gamesharks site there is a save there that is 99% complete and gives you all the

cheats in the game without gameshark codes. The Dex Drive is actually affordable now at only \$20.00 where it used to be \$40.00 which was still a good deal then. If your too lazy to get the codes on your own gaining medals to open up cheats then the Dex Drive is a must have. The Gameshark codes didn't work at all on my system and it made the game freeze up on load screens between levels.

2. Q: Do you know any passwords for this game?

A: Yes and if you don't see the passwords section below I will list them up here also.

They are Jimmy,Gunther,Robbie,Manon,Ulf,Helmut,Heinrich.

3. Q: Is There a Hitlers Hideout/Bunker Level?

A: Your guess is as good as mine at this point I personally have no clue wheather there is or not.

4. Q. Is there something you did on particular levels to get an excellent rating for it?

A: Simple. All you have to do is KILL 95% of the enemy in the level. And you MUST reach the end of the level with 75% or MORE HEALTH. (Submitted by Outlaw and Geoff Hanschen)

5. Q. How is the multiplayer mode?

A. This is for people interested in getting this game and I'm sorry for not adding this to the review below. The Multi-player mode isn't bad but it's not much different than any other games with the multi-player feature. It's pretty much still a Death Match but I guess it just depends how much you enjoy games with a death match feature. I don't really care that much for the Multi-Player games but thats just my opinion you'll just have to try it out and see for yourself.

6. Q. What is the code for multiplayer powerups mean?

A. This mode is enabled for the sole purpose of making the death matches easier or maybe it's more difficult for both people. If you could turn off the power-ups for one person and turn it on for someone else it'd be cool if some friend of yours came over and wasn't familiar with the game and say you were a pro. Other than that it just extends the time it would normally take to kill your opponet without that mode on.

7. Q. What Characters can you play as?

A. You start out with some default characters named Jimmy, Gunther,Robbie,Manon,Ulf,Helmut,Heinrich at the beginning of the game. When you finish the game with 3 star ratings in every level gaining every medal you get these extra characters. Rosie,Kurt,Jens,Johan,Jurgen,Manfred,Karl,Felix,Von Braun,Ernst,Egon,Wolfgang,Muller,Winston,Otto,Noah,Bismarck,Rizal Panzerknacker,Steven and Will.

8. Q. Are They all World War 2 Characters?

A. Not all of them are but you must see them for yourself IE get the game if you need to know what they look like.

9. Q. Is There a Stealth Mode?

A. I'm working on that as well as the Supposed Hitlers Bunker/Hideout level but right now I'm unaware of these levels weather they exist or not.

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Medal of Honor

Master code:

Password URLINGAMBE to unlock all codes, multi-player characters, levels and FMV sequences.

Suicide:

Press R1, R2, L2, R1, R`, R1, R2, L2, L1, L1, then quickly press Square.

Your player will explode and say "What did you do that for?".

Multi-player bonuses:

Complete the first three levels with a 3-star rating. This will result in the first medal and a cheat option.

Winston Churchill:

Password FINESTHOUR to unlock Winston Churchill in multi-player mode.

Velociraptor:

Password SSPIELBERG to unlock the velociraptor dinosaur in multi-player mode.

William Shakespeare:

Password PAYBACK to unlock William Shakespeare in multi-player mode.

Werner von Braun:

Password ROCKETMAN to unlock Werner von Braun in multi-player mode.

Wolfgang:

Password HOODUP to unlock Wolfgang in multi-player mode.

Bismark The Dog:

Password WOOFWOOF to unlock Bismark The Dog in multi-player mode.

Special multi-player power-ups:

Password DENNISMODE to unlock special power-ups in multi-player mode.

Wire frame graphics:

Password TRACERON.

Unlimited ammunition:

Password BADCOPSHOW.

Rapid fire:

Password ICOSIDODEC.

Reflecting shots:

Password GOBLUE.

Invincibility:

Password MOSTMEDALS to unlock Audie Murphy mode

Captain Dye mode:

Password CAPTAINDYE. This will keep your health persistent from level to level within a mission instead of restarting at 100% each time. Playing the game in this mode results in a different path to acquiring the various secret commendations and unlocking the multi-player characters (such as the Raptor).

Noah:

Password BEACHBALL to unlock Noah in multi-player mode.

Otto:

Password HERRZOMBIE to unlock Noah in multi-player mode.

Evil Colonel Muller:

Password BIGFATMAN to unlock Colonel Muller in multi-player mode.

Lynn Henson picture:

Password COOLCHICK to see a picture of the game's lead designer as a child.

Adrian Jones picture:

Password AJRULES to see a picture of the game's technical designer as a child.

Development team pictures:

Password DWIMOHTEAM to unlock the Secret Team Gallery

Making of level 1 history:

Password INVASION.

Making of level 2 history:

Password BIGGRETA.

Making of level 3 feature:  
Pasword DASBOOT.

Making of level 4 feature:  
Password STUKA.

Making of level 5 history:  
Password KOMET.

Making of level 6 history:  
Password TWOSIXTWO.

Making of level 7 history:  
Password MISSLEAGUE.

Making of level 8 history:  
Password VICTORYDAY.

American movie mode:  
Password SPRECHEN.

Screen saver:  
Wait at the main menu to see a FMV sequence with funny German to English translations and commercial-like clips from the game.

Heroic enemies:  
Usually if you toss a grenade (or a potato masher) at three enemies, one of them will jump on the grenade.

Mission passwords:  
Select "War Records" at the main screen. Select "Mission Log" to be able to go to the first level of every mission.

Mission	Name	Password
1	Rescue The G3 Officer	RETTUNG
2	Destroy The Mighty Railgun Greta	ZERSTOREN
3	Scuttle Das Boot U-4901	BOOTSINKT
4	Attack Impenetrable Fort Schmerzen	SENF GAS
5	Sabotage the Rjukan Hydro Plant	SCHWERES
6	Capture the Secret German Treasure	SICHERUNG
7	Escape The V2 Rocket Plant	GESAMTHEIT

#### Walkthrough

American Gameshark Codes: Requires a Gameshark Cartridge:

Mission1	Level 1	Infinite Rifle Ammo	800eec920008
Mission1	Level 1	Infinite Hand Grenades	800eec840009
Mission 1	Level 1	Infinite Health	800ee9560080
Mission 1	Level 2	Infinite Rifle Ammo	800e3c720008
Mission 1	Level 2	Infinite Hand Grenades	800e3c660009
Mission 1	Level 2	Infinite SMG Ammo	800e3c74001f
Mission 1	Level 2	Infinite Health	800e39360076
Mission 1	Level 3	Infinite Rifle Ammo	800e33c20008
Mission 1	Level 3	Infinite Hand Grenades	800e33b80009
Mission 1	Level 3	Infinite SMG Ammo	800e33c40020
Mission1	Level 3	Infinite Shotgun Ammo	800e33c60008
Mission 1	Level 3	Infinite Health	800e30860080
Mission 2	Level 1	Infinite Pistol Ammo	800f82b20007
Mission2	Level 1	Infinite Health	800f7f760080
Mission 2	Level 2	Infinite Pistol Ammo	800e0b240007
Mission 2	Level 2	Infinite Sniper Rifle Ammo	800e0b260005
Mission 2	level 2	Infinite Health	800e07e60080
Mission 2	Level 3	Infinite Pistol Ammo	800e4e520007
Mission 2	Level 3	Infinite Sniper Rifle Ammo	800e4e540005
Mission 2	Level 3	Infinite SMG Ammo	800e4e560014
Mission 2	Level 3	Infinite Stick Grenades	800e4e480004
Mission 2	Level 3	Infinite Health	800e4b160080
Mission 2	Level 4	Infinite Pistol Ammo	800ef4520007
Mission 2	Level 4	Infinite Sniper Rifle Ammo	800ef4540005
Mission 2	Level 4	Infinite SMG Ammo	800ef4560020
Mission 2	Level 4	Infinite Stick Grenades	800ef4480004

Mission 2 Level 4 Infinite Health	800ef1160068
Mission 3 Level 1 Infinite Pistol Ammo	800e66a20007
Mission 3 Level 1 Infinite SMG Ammo	800e66a40020
Mission 3 Level 1 Infinite Health	800e63660080
Mission 3 Level 2 Infinite Luger Pistol Ammo	800e80e20008
Mission 3 Level 2 Infinite SMG Ammo	800e80e40020
Mission 3 Level 2 Infinite Sniper Rifle Ammo	800e80e60005
Mission 3 Level 2 Infinite Stick Grenades	800e80d80004
Mission 3 Level 2 Infinite Health	800e7da6007d

Dan Fookes submitted this information, visit his site at  
<http://www.fookes.clara.net>

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 \*\*\*\*\*Medal Listing All Levels\*\*\*\*\*

- Mission 1: Distinguished Service Medal
- Mission 2: Army Commendation Medal
- Mission 3: American Campaign Medal
- Mission 4: Legion Of Merit
- Mission 5: Norwegian War Cross
- Mission 6: Soldiers Medal
- Mission 7: Victory Medal
- Extra Medal #1: Dreamworks Medal Of Valor
- Extra Medal #2: Medal Of Honor

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 Okay I finally finished this game with all excellent ratings in all the levels and it gives you these new Multi-Player characters. Rosie, Kurt, Jens, Johan, Jurgen, Manfred, Karl, Felix, Von Braun, Ernst, Egon, Wolfgang, Muller, Winston, Otto, Noah, Bismarck, Rizal Panzerknacker, Steven and Will.

These cannot be used as in the password section but they are hidden multi-player characters. You must finish the game with all excellents meaning 3 stars on each level to access these hidden characters. Even though I got the final medal which is the Medal Of Valor It still says 99% of the game is finished. Somewhere there must be a hidden level or maybe 3 levels but how to access them is still yet a mystery. Still hacking around with the game passwords though and if I find anything new I'll be sure and show it.

\*\*\*\*\*Dreamworks Interactive\*\*\*\*\*

A very Special Thanks Go out to DreamWorks Interactive for their support and also for making such an outstanding WW2 First person shooter. Visit their site at <http://www.mohgame.com> for more information and great pictures of the game. It opens to a very cool movie so check it out. Thanks also and espicially to Peter Hirschmann for his support and the entire Medal Of Honor Team for their support you know who you are. Also Thanks to Steven Spielberg and Company for making this game such an intriguing Playstation Title. Everything from the sounds, to the orchestrated music gives this title a genuine War experience. Again I tip my hat to you guys for the great work you do and looking forward to a sequel.

\*\*\*\*\*Medal Of Honor Team\*\*\*\*\*

\*\*\*\*\*Passwords\*\*\*\*\*

Passwords: Enter Jimmy, Gunther, Robbie, Manon, Ulf, Helmut, Heinrich in the password screen I haven't any idea what they do but I did get a positive bleep. I can only imagine that you can play the game as each of these guys but what good does it do, thats a good question. These are the guys available in Multi-Player for those of you who wondered how I got these names.

\*\*\*\*\*Passwords\*\*\*\*\*

A Game By Dreamworks Interactive!

Presents:

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\*\*\*\*\*Medal Of Honor Review\*\*\*\*\*

What can I say this game rules. The graphics are superb and some of the best light sourcing I've ever seen in a first person shooter. The enemies look authentic down to the Nazi Uniforms and the flags in the game. The control is top notch as was the aiming with the exception of the analog controller. The levels started off easy and progressively got harder as the missions got higher. The A-I is some of the neatest and smartest I've ever seen. The way the enemies react to how you shoot thou throw a grenade at them. Some protect their buddies by jumping on a grenade and also how they avoid gunfire when you shoot at them. The artwork in this game receives my round of applause and pat on the back for being so accurate in detail. The entire game was a total blast to play and it has excellent replay value as you have the multi-player as well as the challenge of getting all the medals you can. There is still yet one more thing I don't know what it's for and that is the password feature. Some say there is supposed to be a level where you face off against Hitler but I don't know what the password is. Others say there is many secret levels of which I'm baffled by as big as the game already is. In closing I think Medal Of Honor was and is the new standard for first person shooters for future console systems. If there is any first person shooter to use as a role model for other shooters I think DreamWorks Interactive hit the nail on the head with this Must-Have Playstation Title. If you haven't played it yet then go buy it it's worth it. Don't even bother renting it you'd never finish the massive levels. All around I give it a 10 in each category except the analog controller. It's a sight to behold when a magnificent title like this one comes along which isn't too often in the first person shooter genre.

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Any questions you might have, or, if I've left something out then email me at kern777@earthlink.net Thanks again for using my walkthrough.  
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I needed to update yesturdays screw up when I said you can search for what level your looking for by entering in the Level name. I listed the level names above and I then uploaded this walkthrough. I tried the find option myself cause I'm always testing things to make sure everything works and unfoutunately this didn't work. You can still use the control button on keyboard and then press the f letter key to find the level your looking for. I can't list the levels though otherwise it will always show the first time it would see the level name. The best way to get all the level names is before the beginning of each level where you get your orders at look at the top portion of each or any of the pages listed in your orders and up here it lists the level name. To make it even easier would be to scroll throughout this walkthrough writing down each level name I have listed at the top of each level walkthrough. questions can be directed to kern777@earthlink.net. Thanks,X Dragon  
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Also I would recommend that if you have a standard Playstation controller and

not a Dual Shock that you use a standard controller for playing this game. For some reason at the beginning of every level if you don't catch it before it goes back into analog mode you have a really terrible time aiming. The look up and down deal was kinda dumb too when I first played it I thought the camera got stuck and I was gonna have to play the whole game looking at the sky. I was so mad cause I thought it was a major bug and almost took it back to the store and then I tried it again and I realized I was just pushing a button that made the camera do that. OH Well.

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!!!WARNING!!! Copyright 1999 Xaivier Dragon !!!WARNING!!!

Do not use this Faq for the purpose of making a quick profit. This Faq took me a lot of time and effort to make, and I don't want it being used for someone elses profit. For the benefit of those less fortunate to know what this means, email me if you don't understand something about the above mentioned warning statement. kern777@earthlink.net

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\*\*\*\*\*Excellent Ratings For Levels\*\*\*\*\*

In order to finish the game with 3 stars on each level you must kill off all the guys in the levels. When doing this however, it makes the spy missions no longer spy missions. If you are just starting this game and don't care at this point of how your rating turns out then follow my walkthrough. If you just wanna kill em all and get excellent ratings I warn you it is somewhat difficult but is something I did after I beat the game and got all the modes enabled. It's your choice of how you want to play the game so if you like getting 3 star ratings then go for the kill em all attitude. If not then play the game according to my walkthrough and either way you'll still like the game, I promise.

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#### Medal Of Honor Walkthrough

\*\*\*\*\*The Fight begins\*\*\*\*\*

\*\*\*\*\*Rescue The G3 Officer\*\*\*\*\*

\*\*\*\*\*Find The Downed Plane\*\*\*\*\*

Mission 1 Level 1

Objectives :1.Recover LogBook 2.Find Plane 3. Enter Town\_Happens when you find the plane.\_

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Start the game with Rifle and Plane flying overhead. Walk Straight ahead a few paces and you will see a guard so shoot him. Keep straight till you see a building with Glass windows. Head Right and shoot a guard making sure you reload. Head around to the front of the building and Shoot another guard. Enter Building and get Small med pack and Rifle Ammo. \_Shoot the windows if you choose, it's optional.\_

Now go up and pick up the rifle rounds from the guy you shot earlier to the right of the building. Now follow the path Through the archway where you first entered the building staying on the path.

Go a little ways down the path and you will have to shoot 2 guards so keep your distance and they won't be able to hit you. Keep going straight till you see some gasoline cans lining the path and there is some buildings off to the left. Go right and shoot the cardboard boxes. Shoot the wodden crate and get some more rifle ammo. Shoot the cardboard box in the middle and get a medicinal canteen if you need it. Now shoot the left box and get the other medicinal canteen if you need it. Now get the field surgeons pack behind the 50 caliber bunker if you need it.

Now face the 50 caliber gun bunker and walk behind it using the square button to grab hold. Shoot the boxes left with the 50 caliber and also get 2 guards approaching from the left. Pick up the rifle ammo from the 2 guards and on you go. Gi up the hill and off to the left is a sniper so get rid of him. Now jump up the path where the sniper was and follow the path. Walk up the path until you see some grenades on the left so pick them up. Once past the path you can get a medicinal canteen straight ahead. A little further you'll see 3 cardboard boxes on the left and 2 guards straight ahead. There is a guard near the boxes so shoot him first.

Now shoot the other guards and now the one box. The box has some Rifle ammo and so do the other guards you just shot. Now walk ahead near a town and a truck and use the truck as cover and shoot the 2 guards that are here. Another guard waits for you across the street in an abandoned building so shoot him when he appears in the open window type area. Jump the small wall and collect some rifle ammo.

Now get behind the 50 caliber bunker and shoot the 3 guards that appear as soon as you grab the gun. You can't collect ammo when you shoot guards with this gun but the guns are unlimited so you can make some bullet holes. Now walk away for like a second from the 50 caliber bunker and then grab ahold of it cause there is 3 more guards you need to shoot. Now you'll see a building on the left with some stairs there so enter here and climb the stairs.

Up the stairs then you fall one step down now go left and you'll see a little area to crouch under and you complete your first objective which is recovering the logbook. Now stay crouched and crawl forward slowly and a guard will appear around the corner so shoot him. Now go past this area walking and there is a guy shooting from around the corner at you so shoot him. Now go left and you'll find a small room and a surgeons medical pack so get it if you need to.

Now go out and to the left. Follow the alleyway out to a main path back in the wooded area. You might see a guard run off to the right once past the wooded area. Here there is a gate to your left and look right and you'll see a bridge. Crouch and slowly crawl about a quarter over the bridge then immediately stand up and shoot the guard thats now there. Go a little ways forward and a guard will see you and keep running away. About a second later you'll find the second objective and you'll see the plane. Another new objective is added automatically. Enter the town.

Go a little ways up and there is 2 guards on the right of where the plane is so shoot them. Now go behind the plane and get another surgeons pack if you need it. Follow the winding path to some street lights on the right of you. Now look left and you'll catch a guard smoking a ciggerette and you have lots of time to prepare as he takes his time getting up, shoot that guard. On the way into town you'll see some doors on the right but ignore them you can't enter them. Now you'll see a guard on the left and a 50 caliber gun bunker straight ahead you know what you gotta do. Walk towards the bunker and the 3rd objective is complete. Now go back a little ways and on the right there is some doors that swing open just enter here and the level is done.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Search The Town\*\*\*\*\*

Mission 1 Level 2

Objectives: 1. Destroy Radio Transmitter 2. Neutralize Gestapo Threat 3. Locate Maquis Hideout.

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Walk out of the alcove your in and look right and shoot the first guard here. Now walk forward and enter the doorway on the left. The first objective is met when you destroy the radio transmitter. Get on the right side and enter the alcove on the end. Now look up and left and get the sniper guard thats up on the walkway.

Now walk a little ways till you reach then end of the alleyway and face straight ahead and be careful. This guard here has a SMG Machine gun and it does kill quickly. Hit him fast and get his ammo and now you have a new gun in stash. Now enter the Alley past that guard and get the smg Ammo thats on your left. Look up and left and there is a guard on a walkway like before so shoot him before he detects you. Walk a little farther forward and a guard jumps out from the right alcove. Shoot him fast before he shoots you.

Enter the alcove the guard was in and get the surgeon pack. Now walk out slowly and shoot the 2 guarrds that pop up. Follow the street and there will be 2 more guards one on the right (closer) and one down and on the left of you. Shoot the one on the right first cause he's closer. The left guy can't hit you cause the wall is blocking you. Now crawl to where the other guard on the left is and get the smg ammo and the small med pack. Now stand up and blast the guard. Now follow the path and look ahead. There is 2 guards standing on a bridge. Lure them out and crouch behind the wall on your left and you will easily kill the 2 guards. They both have rifle ammo.

Follow the path to near the end of some buildings and kill this guard in the left alcove and half of the gestapo threat is neutralized. Now walk back in the alcove and pick up some grenades and some rifle ammo. Earlier near the bridge there was an opening on the right hand side which you can now fall down to. Now to your immediate left is a guard here and a railing and some water. Shoot the guard and pick up his rifle rounds and get the small med pack here. Shoot the

guard in the distance off to the left as well. Follow the path and you'll eventually see another guard so shoot him. Now walk across the bridge and go left and on the right you'll see a small alleyway and a guard there so shoot him.

Follow the path to the left and climb the ladder. Past the ladder and straight ahead is another guard so shoot him. Look back and to the right and another guard is perched atop another walkway. Shoot him. Go Right and another guard pops out so shoot him. Now go up some stone steps. Once up the steps a guard walks in from the right. Once you shoot that guard walk into the alcove on the left and the gestapo threat is neutralized the second objective is complete. Once out of the alcove another guard is behind you so shoot him. Go straight till you see an opening on the right where there is some crates and 2 guards inside. Either shoot the crates or lob a grenade in there and yeah the 2 guards get blown to smithereens. Get the rifle ammo and the smg ammo thats here. Also get the Surgeon pack thats here. Now go out the left side and shoot the guard that pops out. Look up and left and shoot the guard thats on the catwalk.

Get the grenades on your left side alcove. Walk to the end and make a right and get the guard thats standing on the left hand side. Where the guard was standing get his ammo turn around and walk forward and take the surgeons pack. Now walk out in the open and look up and right and get the guard on the catwalk. Then turn left and get the guard thats now up ahead. Now go right and on the right hand side there is a guard so shoot him and then get the small med-pack thats there. Now go straight and 2 guards pop out one on the right and one on the left so shoot them. Now go right and walk left to the small building and get a small med pack some smg ammo and some grenades.

Walk out go left and back up into the alcove. Walk forward and you'll see a stony walkway. Shoot the guard thats here and follow the path up. Now shoot the other guard thats here. Now there will be 2 more guards here so shoot them. Another guard pops out so shoot him. Now look up and left and get the guard thats on the catwalk. Walk forward and kill 2 guards ahead. Walk right in alcove and get some smg ammo. Now on the right there is a hideout area with crates so throw a grenade in here and kill guards. If it misses then you'll just have to shoot the 3 guards here. Go through this area and walk right and get the surgeon pack. Next area will have about 4 guards from around the corner so shoot them. 2 guards ahead just run till the one sees you then run back and aim and when he appears shoot him. Walk left and get the small med pack and then shoot the smg armed guard in front of you. Now you should see a big tank but don't worry cause it wont try to shoot you and you can't operate it:(.

Shoot the guard and move slowly forward. 2 guards come from behind so shoot them and then lob a grenade into the next building. Now you'll find the Maquis Hideout and end the mission.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Sewer Chase\*\*\*\*\*

Mission 1 Level 3

Objectives: 1.Acquire G3 Attache Case 2. Locate Maquis Weapon Cache 3. Exit Sewer

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You start this mission facing 3 barrels so head to the left opening. Walk forward once turning left through the opening and you'll see the dead pilot slumped over in a corner. Get the Attache case near him and your first Objective is complete. Turn left and walk down the corridor or small cave-like walkway. Now a dog will run after you and jump and bite you so shoot it and then kill the guard behind it. Follow the path down until you reach the next right and keep following. Go down to an area where there is an opening and a walk to the right or left and 2 guards should pop out so kill them and make sure you listen for the dogs bark it indicates which direction the dog is coming from. At the opening go left and walk up to the window and then turn around. Always try and bury yourself into some areas and in some cases crouch down.

This helps to make you less noticeable and you won't get hit as often. Now walk a little forward and there should be a dog walking around so hit him from a distance and wait for a guard to pop around the corner and kill him. Now go left and follow the path up to a grated area on the left. Get the SMG ammo and the small Medical Pack. Walk back down and head left and then take your first right. Now go up this area and pick up the small Med pack. Now go down and follow the path and wait before going left. There is a guard and a dog that are waiting for you here so blast them and then move forward. There will be 2 areas to enter so

enter the left path first. Go up and pick up some SMG rounds and some grenades. Now take the right path and there will be a dog and a guard here so shoot them and then go right. Now walk to where there is a rusty looking window and turn left and shoot the guard and the dog here before hitting and rusty bars and finding a weapons stash. Your second objective is completed and you get a surgeon pack, some shotgun shells and I believe some SMG ammo. Jump back out of here and head right. Follow the path up to the grenades and the medicinal canteen.

When you collect those and turn around a guard casually walks up the path unaware that your there so blast him. Now head back around to the path from earlier and shoot a guard and a dog thats there. A little farther up is again a dog and his guard so shoot them and get the medicinal canteen. Now head right and you should see some pipes sticking out of the ground in a right left pattern so go around them. When you get to the end of this pathway that goes right there is 2 guards hiding near the last pipe on the right so make sure you leave some distance and shoot them suckers. Now walk to the opening and immediately head left and shoot the guard thats standing on the upper concrete area. Move back a little and to the left is another guard so blast him as well.

Now walk straight over to where there is a small med pack and pick it up. Now go left from here and you will then go right where there is a path going up and a guard and a dog is. Kill them and then head up the path. Once your up the path you realize your where those 2 guys that shot at you earlier were. You can now get their ammo. Follow the path and you will have to shoot the dog thats now here. Further up there is a guard so shoot him and then keep following the path. Now follow the path up and look right you can see a small med pack, some grenades and some ammo so pick them up. Follow the path and you will see 2 guards at the bottom of the path so shoot them. Before going down there look left and you will see a big pipe sticking out of the wall and 2 medicinal canteens so get them. Now follow the path and a dog will pop out so shoot it and then shoot the guard off to the right. Go straight here and get the grenades at the end of the hall. Go back the other way and you will see a ladder leading down but don't go down yet. Lob a grenade down below to blow up the dog there.

Now head on down the ladder and go right and get the med-pack here. Go back out and head right until you get to another left-right path decision. First face left and kill the guard thats shooting at you then go right and kill the dog and guard here and then get the grenades at the end area. Now head back the oppisite direction and go further down and kill 2 more guards that are shooting at you. Now you'll see a area with a railing around a main portion of the room and a left-right decision. Kill the dog and guard on the right and then head right.

Shoot a guard in the distance and then shoot another guard thats standing near some steps off to your left. Walk up near the stairs and your 3rd objective is completed. Now walk around the other side and go all the way back and pick up a small med-pack then go left and head forward and get some more grenades. Now walk to where the stairs are and exit this level. Now watch the film The Invasion Of Europe if you choose.

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Mission 2: Destroy The Mighty Railgun: Greta  
\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Sneak Into Railstation\*\*\*\*\*

Mission 2 Level 1  
Objectives: 1. Switch Tracks 2. Obtain Ausweis Blau "ID Blue" 3. Obtain Ausweis Rot "ID Red"  
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First off make sure you never hold your weapon when approaching guards since this is a Spy Mission. Always have your passport papers equipped. Start by descending the stairs and going left. Go left again and look left and there is a ladder here so climb it. Enter the tiny corridor and then walk on to a grated walkway and you'll see a guard guarding the rail switch. Show the guard your papers by pushing the x button and then be prepared to switch to silenced weapon quickly and shoot the guy.

Once he's shot you get the "ID Blue" and complete your second Objective. Now walk up to the podium looking switch plate and use action button and you complete your first Objective. Now fall down this area to a room below on to a train car. You can get pistol Ammo here. Now walk back the way you entered this room and on your left there is a ladder to climb back up. Follow grated flooring back to the tiny corridor towards to beginning of the level. Now go back up the stairs right at the beginning and go to the guy near the chest and show him your

papers. He'll let you through no need to shoot him unless you want some unwanted attention. Walk through this door and go straight up the stairs where on the left is a small area to crawl into. Crawl in and through the grated area. Shoot through the next area and Shoot the guy below in the office. You obtain "ID Red" and your final Objective is complete. In one corner of the office is some more pistol ammo. Now go down the stairs and out the door switching back to the papers and show this guard your papers.

Walk to the back of the room and get the med pack and the ammo thats behind the car. Now go behind the guard here and shoot him. Now shoot the other guard. Walk up the steps to your left and it will say end of level located so go ahead and end it.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Find the Gift Package\*\*\*\*\*

Mission 2 Level 2

Objectives: 1. Steal Freight Manifest 2. Obtain Ausweis Rot "ID Red" 3. Find Gift Package. 4. Disable Reserve Engine 5. Follow Rails To Rail Tunnel.

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When you begin this level you'll see a guard walk by. Let him go by or walk up to him and he will salute you. Now walk left up a little slope and get the Freight Manifest tacked on the wall\_this completes the first objective\_. Now walk to near the end of the hall and turn back around facing where the guy that passed you earlier now is. Wait till he walks back out to that area and you'll notice now there is alarms. There is a guard on the right and you gotta wait till that guy walks behind the wall till you shoot him with your pistol.

Remember to equip your papers whenever you kill another guy or you'll be killed quickly. Now go and shoot that guard and get his ammo and head back the way you were going. Go left around the corner and around a docked looking area and there is a door near the back of this room which you can open. Follow the path around and there will be another german guard that salutes you. Walk around him and shoot him from behind. Now go back and you'll see a hook hanging down and enter this room. Now on the right there is a guard and straight ahead is an outside area. Walk outside and another guard will salute you. You'll now see a roofed breezeway with benches beneath it. Walk around this area and get Ammo and medicinal canteen. Walk back around and see some chests now go left and you should see a water tower and a train with lights on behind a gate.

Now your standing on the train tracks. Go back to where the water tower is and stand behind the guard thats now there. Make sure the other guard is nowhere in sight and shoot this guy. Get the medicinal canteen and on the left there is a guitar case with a weapons stash in it so open it with the square or action button. Once open you get a Sniper Rifle which is very handy for later in the level but right now it's too noisy. Your third objective is now complete as this was the gift package.

Now shoot the other guard before he spots you and take his ammo. Now go back in the room where the guard now on your left is at. Walk up to him and show your papers and he will know your a traitor so shoot him before he sounds the alarm directly behind him. You can shoot the alarms and destroy them but it takes up too much ammo. Now on the desk near that guard is the Ausweis Rot "ID Red" and your 2nd. Objective is complete. Now head back to the beginning of the level and walk back past the guard to a fenced area and at the end of this area get the medicinal canteen and then show the guard in this area your ID and He'll allow you to pass.

Enter this area and head to the back of the train car and you'll see a red flashing box here. Push the action button and then run like Hell cause it's gonna blow. Now once she blows the guards sound the alarm and they come after you with vicious guns so react quickly shooting them with your puny pistol. Now shoot the alarm so if more guards come running they can't let anyone else know they need backup. Shoot the 2 guards as fast as you can here and then hit the alarm till it explodes. Also now the 4th Objective is complete which is disabling the Reserve Engine. Now go back where you were outside and this time follow the train tracks all the way down to your left and shoot the guards that are there in your way. Walk to a bridge and use sniper rifle to kill the guard there. Now crawl a ways down and a guard will shoot you from behind so get up quick and shoot him. Now there will be 2 guards that lie down and shoot so lie down yourself and shoot them and then get the medicinal canteen on the side of the tracks. Now you'll see a tunnel and your final objective is complete. Enter the tunnel to end this level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Rail Canyon\*\*\*\*\*

Mission 2 Level 3

Objectives 1. Procure Grenades 2. Destroy Fuel Containers 3. Exit Canyon to Railgun.

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Follow the tracks around until you get to a ropey looking bridge and stop a ways back. Get your sniper rifle ready and shoot the guard here. Now go to your first right and get the small med-pack and fall down the gulley here. Crouch down and crawl under the metal insulation duct to where there is a guard but this time use the silencer. Enter the 50 caliber bunker and get the rifle rounds, and the stick grenades and now your first objective is met.

Go back up and grab the 50 caliber and go nuts and shoot all the guys running around. There should be between 3-4 guys to shoot here depending on weather the one guy showed up earlier when you first entered this bunker. Now shoot the crates on the floor which starts a chain reaction and blows the door off so you can exit through this bunker. Now go to the right and when you come to an opening on the left enter here and shoot the guard thats taking a ciggerette break before he sees you. Now shoot or throw a grenade at the fuel containers and objective 2 is complete. Also on the left side of the containers is a medicinal canteen. Now walk forward and to the right and now stand and look left and there is 2 guards shooting at you. Use the sniper rifle here and shoot the 2 guards. Now you should be at an area with a yellow sign and a number 2 on it.

Go left to a sign thats red and has a x through it. Turn right and go up path. Now drop to another metal insulation duct and crawl through it. Shoot the guy here with silencer and grab hold of the 50 caliber. Get the stick grenades thats here and the Medicinal canteen on the right. Now blow the crates up and exit the bunker. Walk to the rope bridge and kill the 2 guards there. Walk a small ways under the bridge and to the left behind a rock is a guard so shoot. Walk in this area and get small med-pack and some SMG rounds. Now follow the small path behind here and shoot the guard to the left of you. Now go back to where the red sign was and follow the path except this time go straight instead of falling to the metal insulation duct. You'll come to a small camp area where a guy is standing near a camp fire so shoot him. Then move back cause you will be shot at. Move back a little ways and then lob a stick grenade down the small drop near there and blow this guy up. Jump down and get the small med-pack near the camp-fire and just beside the fire is a medicinal canteen. Now go right and get the 1 rifle rounds, and the 2 smg rounds and the 2 pistol rounds and the small-medpack under a greenish tent. Now walk out the tent and look up and right and there is a sniper there so shoot him.

Now walk back out the way you entered from and carry on down the train tracks. Now walk up to where there is another bunker and lob a stick grenade in at this guy to take him out. Now look ahead and to the right and see the one guard? Shoot him and his buddy will pop up so kill them 2 and then head left up the path and get the small-medpack. Now head into the metal insulation duct and do the same thing like before except this guy is already dead so just collect the stick grenades and smg smmo. Now grab the 50 caliber and look for stuff to shoot at. Exit the bunker and go left and head to a sign thats white with a black x on it near a tunnel. Walk up to the first switch in the tracks and pick up the 2 medicinal canteens. Forget about the rail car on the right for now. Just head left to the rail car on the left. Now be careful here because these guards have on some good armor so use the smg machine gun and kill 1 guard behind you then turn around and kill 2 more guards near the rail car. Now look to your right and you need to shoot 2 more guards thats one rail car ahead of where your now standing. Climb the back rail car and get the stick grenages and smg ammo. Now you should go forward and see another rail car with a ladder on it. There is first a guard on your left and then 2 more on your right. If you distance yourself from them they won't be able to hit you.

Shoot from afar. Now climb the car and get the small-medpack. Now head forward and drop down the small hatch to the final objective completion, which is, exit canyon to railgun. Now run left to exit this level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Meeting Greta\*\*\*\*\*

Mission 2 level 4

Objectives: 1. Destroy Railgun Greta

Walk forward and kill 2 guards ahead and then you'll see a guard standing under a light on the left of the screen. Shoot 3 guys here but use your smg gun and then move on. Now look for a small path on the cliffside and head up it and shoot the guy thats there but use your silencer here and get a head shot. Now go back to main area where the train tracks are and keep on walking. Another guard is waiting for you on the right up a little ways so shoot him. Move forward and look for a small opening on the right side and there will be 2 guards there shoot them. Go into that opening and a guard will be standing under a light so shoot him. Follow the path around the mountain and kill the 2 guards that are in the open. Keep going forward until you see a structure and 2 guards equally adjacent to each other. Either lob a grenade and risk them throwing it back or just shoot the 2 guards. Now walk towards the structure and look right and get 2 small med-packs. Now walk directly across and take the grenades.

Now walk back the same you came in and start walking along the train tracks once again. The area on the right serves no purpose so just head towards the rail car that you now can see. Shoot the guy on the right with the silencer and then run like hell back to a safer place and switch to the machine gun and blast the 2 guards chasing you. This car is actually the Greta and don't stand directly under it when it's shooting cause it can cause a little damage. Look for the red sections that are showing all around the car you must set 4 bombs on the car to blow it up. Afterwards or after placing 2 or 3 bombs some more guards run in so keep your machine gun equipped and shoot them guys.

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Mission 3: Scuttle Das Boot U9401

\*\*\*\*\*The Fight Continues\*\*\*\*\*

\*\*\*\*\*Escape The Wolfram\*\*\*\*\*

Mission 3 Level 1

Objectives: 1. Gain Access to the Promenade 2. Gain Access To Bridge  
3. Find Wrench 4. Gain Access To Engineering 5. Jam ENgine 6. Exit Ship Through Cargo Hold.

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Go past the few crates and see the first guard and he will salute you. The key to killing in this level is at a point blank range. Stand right behind him and draw your weapon and shoot him. Now walk a little farther and you'll be at an opening. A guard will walk from the left hand side but don't let him salute you. Just shoot him this time and this time only from a distance. Now take your first right and then go left into another room of crates. Walk behind the guard here really close and shoot him. Then collect the smg ammo thats here. Make sure your only using the silencer so far otherwise you'll attract attention. Also make sure you always equip your papers after shooting a guard or you'll be killed quickly.

Now go the opposite direction and enter the last entryway to the left avoiding the one on the right for now. Now explore this area and there is a guard back in the corner. Shoot him and then go to the opening on the right that will now be on your left. Walk to this part and get the generals pass. Leave here go left and then right to the guard on the end and show him your papers but don't shoot this guy. Once past this door your first objective will be complete so keep going straight and then yuor first right it's to the bridge. Now take your first right and show this guy here your papers and he will know your a spy so quickly dispose of him. Now go up one more opening and get the medicinal canteen and the ammo rounds in here. Over here there is a door and a guard but you don't have the right credentials yet and don't shoot this guy either. Go back the way you came and walk towards engineering. Take your first left when you see the opening. Walk in here and dispose of the guard and get the ammo rounds and medicinal canteen and the Bridge crediantials. Now walk back to the bridge and you will be allowed to pass. Follow the path to the ladder where another guard stands watch. Show him your papers and pass here but don't kill him. Walk up the ladder and follow the path to A guard that leads to another section like the one your in now.

Wait till the guard turns his back and then shoot him with silencer. Now there is an area off to the right but don't go there yet. Go in the next section and get the medicinal canteen and the ammo rounds. Now go back to that section and show papers to the guard on the left. A guard will approach from the right asking for papers so show them and he will confront you demanding your name but you must contend with 2 guards in as quiet a manner as possible so shoot them with the silencer. Now go left into the main bridges room where there are 2 guards. Shoot the one with a head shot and then take the other out. If the other guard sounds the alarm just walk up to it and use your action or square button

to turn it off, otherwise the troops will come a shootin. Now get the pass to engineering and your second Objective in complete. Now walk to the end path and walk out and a guard will ask for papers so show them and he'll let you by, don't kill this guy.

Turn around and go straight to the opening and go right. A guard is here so show him your papers and wait for him to turn his back and then shoot him. Now go back and check both sides of the bridge. One side has the wrench you need to jam the engine in engineering. The one side has pistol rounds and a medicinal canteen. The other side has the wrench and now Objective number 3 is complete. 3 more to go. Now head back towards engineering. Fall down the ladder and show the same guard your papers again but don't kill him. Just keep going forward on the way to the engineering showing everyone your papers and don't kill anyone.

Now go down the ladder here and show the guard your papers. Make your first right after the guard and you've accomplished your 4th objective. Now head beneath the engine and shoot the guard here. The guard in the next room over needs killing also before jamming the wrench into the engine. Now jam the engine and your 5th Objective is complete. The alarm will sound so run into the next room where the other guard was and quickly use the action button to turn it off. Head out of engineering but kill the guard that's at the top of the sloped area first then exit engineering. There is a part to the right that has stuff there but you get pummeled so just head for the cargo hold near the beginning of the level to exit the level. Look for the big door that says Fracht that means freight in German. Shoot the 2 guys here using your machine gun then climb the ladder to exit.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*The Rooftops of Dachsmag\*\*\*\*\*

Mission 3 Level 2

Objectives: 1. Locate Smuggled Weapons 2. Secure Deployment Timetable 3. Blow up truck with demo charges 4. Find Hatchway To Production Facility.

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Walk forward about a foot and press action or square button and you already complete your first mission objective. \_You get the sniper rifle in the black box\_ Go forward a little more and look down and you'll see a guard's head on the lower part of the roof so shoot him. Now walk left and drop off of the building after taking the guard's stick grenades. As soon as you drop here face left and shoot the guard standing there.

Now switch to the sniper rifle and walk to your left to a opening. Walk a little forward and you'll see a guard on the left side of the screen and kill him with the sniper rifle. Get this guy's ammo and you should get to another open area with a truck to your left. Walk straight and go around a small building where there is a guard, 2 medicinal canteens and the timetable. Shoot the guard, get the canteens and then complete objective 2. Walk back around the building to where the truck is and use the square button or action button to set the charges and then run away from the blast. Your third objective is now complete and now 1 more to go. Once the truck blows up there will be 3 guards that run after you so use your machine gun to get rid of them. Now walk back to the area where you first fell down to and kill the second guard that was just to the left of you.

There is a ladder here so climb up it. Now walk across the roof to the crate on the end. Jump to the crate on the other side and drop right onto the lower crate. Now climb this ladder and you should now be on another roof with a Iron Gate looking fence on your right. Walk a little ways until you see a guard in the distance so use the Sniper Rifle to get him. This guard didn't have any ammo but there is a medicinal canteen on your right hand side. Now walk forward where the guard once stood and on the right is a break in the railing where you can fall down so do that. Now you're on top of yet another roof and on your right below the roof is a guard standing so shoot him. Another guard starts shooting but doesn't hit you. Don't worry about them it's 2 guards below but they can't see you anyways. Now hop down to the middle crate and get the stick grenades.

Now you will be behind 2 guards off to your right so get rid of them. Now stick to the right wall and walk forward to a small area of 3 crates and there is some SMG rounds here. Go left out of the small area and then take another left and there is a long wall here and some stick grenades in the back section. Turn around and walk straight past 2 buildings close together and you will see a ladder on the left so climb it. You'll be back on the roof you dropped down from earlier. This time on the left side is an open area to fall down to and now you

can fall here. Fall down the first drop and then go left and fall down on your left side and you'll be in a small alley. The next right you take has a guard there so get rid of him. Walk through this small alley and then take your first left and then walk to an opening and then keep going straight until you have to make your first right. Here, there is a pipe overhanging a train car, but also there is a guard here lurking around the next corner in another alleyway.

Shoot him and check out this train car area. Follow the alley the guard was at all the way around, ignoring the ladder for now that's on the left. Follow the alley all the way back to some medicinal canteen and some pistol rounds. Now head back to the ladder and climb up it. You'll see a ladder to the right but don't climb up it. There is a guard to your right that's up that ladder so stay low and shoot this guy. Now climb up the ladder and look left and you'll see another guard standing on a distant roof. Shoot this guard and another guard will be shooting at you but don't worry he's out of range. Go left and drop to the lower part of the roof and now climb the ladder to the upper ledge and get the Small med-pack and the SMG Ammo to your left.

Now face right and jump to the other roof and cross the pipe that was over the train car. Be careful you don't fall off or you have to retrace your steps. Walk right once you get off the pipe and follow the small alley to another ledge. Drop here and follow the alleyway shooting a guard. Turn left and walk to another opening where there is 2 more guards and a truck. Set the demo charges on this truck and 2 guards run towards you so kill them before they kill you. Now walk forward near the end and take a left. In the opening turn left and shoot the 2 guards here. Optionally you can throw some stick grenades around the corner to kill them. Now get the small med-pack and the Stick grenades that are here. Walk back the way you came and follow the alley back a ways till you reach a wall. Turn left twice here and climb the ladder on the left side of the building. Once up this ladder there is a guard on the roof. Shoot him and then on the distant roof is another guard.

Kill him and then Jump over to the other roof where the other guard was. Go left here and find the small med-pack here and follow the roofway around to a small ladder. Climb the ladder and on another roof farther away is another guard so shoot him. Line up with the smallest area to jump and jump the building. Now head left and get the small med-pack that's here. You'll now complete your final objective. Go to the hatch and climb in to end the level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*The Hunters Den\*\*\*\*\*

Mission 3 Level 3

Objectives: 1. Find Engine Specs 2. Find Hull Blueprints 3. Destroy Sea Door Control 4. Locate and board U 4901

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Shoot out the rusty grate here and wait for the guard to walk by before shooting him. Now walk towards a garage looking door and then take a right here. Walk around the corner and face right and take out the guard that's sitting down. Now wait for his buddy to come to the rescue and shoot him also. This section is a little more dangerous cause there is flammable liquid drums and cylinders that the enemy can also use against you.

Don't get caught resting near one of these. Go in the next room where the yellow drum is and then go right to where there is a light that has a bad bulb flashing and go up this hall. The next room has some big blue cabinets and 3 guards will pop out at you so hurry and get rid of them. Go towards the cabinet on the left and next to it is a medicinal canteen. Now turn right and follow the hallway to a field surgeons pack and some stick grenades. Now head back to the room where you began and go the other way. Follow this hallway to a room where there is a machine on the left with some red tags hanging off of them. Now face right and you should see 2 poles leaning against a wall. Go around this corner and there is a guard to your immediate right so kill him and then get the guard on the left. The guard on the left is a diversion for the guard on the right to blast you. Walk past the alarm on the left and throw a grenade in here there is lots of drums to blow up and the guards there will get blown up also. Now walk past the torpedos and around a small area and get the small med-pack back here. Now head back out and keep going forward.

Walk around the corner and shoot the guard here in another torpedo room. Go behind the torpedo platform and get the stick grenades and follow the path around. The next section is a big room and if you go too far in the guards will sound the alarm and 2 guards will come at you so eliminate them. Go towards the

back of this room and get the medicinal canteen and the Rifle Rounds just to the left of the canteen. Here there is a rolltop desk which you must use the action or square button to open. Now your first objective is complete. Now walk left to exit this room and kill the guard thats behind the Engines. Next section has a guard to the left so quickly kill him and a machine gun dude comes at you from the right so kill him. Then from the left another guard comes at you so kill him also.

Walk towards the back of this tube-looking thing and turn around and kill the guards that come in after you but make sure your on the left hand side of the tube. Now collect the small med-pack and the Stick grenades and exit to your left near some yellow drums. Follow the path around to another big room. Straight ahead there is a guard there so kill him. Walk straight back to a table with some big blue papers on it and your second objective will be complete. Now walk to a hallway with some red lights and follow it. Walk a little ways and down a slope is a guard so kill him. Now go left and kill the guard there and enter this area.

Go left and get the medicinal canteen on the left and turn around and go down this red hallway and kill the guard walking up. Now there is a guard standing next to a podium so kill him next. Now make sure you equip your Machine gun and press the square or action button to set the charges to destroy the sea door control. Now your third objective is complete. There will be guards running after you so eliminate them. Run back up the red hallway getting the medicinal canteen in the corner on the left. Enter this big room now and kill the guard before entering the big room. You should be in a room with some Nazi flags hanging and a railing on your left and a boat in the center. To the left and below is a guard so kill him and then one will be running towards you so then kill him. Now kill the guy on the bridge of the sub and then another guy towards the back part of the sub. Go towards the end of the walk and kill off another guard.

Now go to where the guard was standing and get the medicinal canteen thats there. Walk down the sloped area and follow the concrete walk up near the end of the room and kill the guard here. Walk around the walk to the end of this section and kill the guard there. There is another red hallway on your left but don't go there yet. Fall off the concrete path to the bottom part of the sub and follow it around to get some Grenades and a Field Surgeon Pack. Now there will be 2 guards down here also so eliminate them. Now walk back up the ladder down here and enter the red hallway. Follow the red hallway and there will be a guard walking in from the right so kill him. Keep following the red hall until you see a small med-pack and now your in another room. Walk down the slope and kill the 2 guards here and keep following the path around. Now equip your Sniper Rifle and look to your right and there will be a guard here so kill it.

Follow the path around and there are 2 guards guarding the entrance to this sub. Shoot them and then walk to the end of this walk instead of boarding the sub and get the SMG Rounds,Pistol Rounds and Small Med-Pack thats here. Cross the bridge to board the U 4901 and complete your final objective. Turn left and walk towards the fron of the sub and enter the hatch to end the level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Dive\*\*\*\*\*

#### Mission 3 Level 4

Objectives: 1. Radio Coordinates To HMS Belfast 2. Lock Fins To Dive Setting 3. Destroy Fin Controls 4. Blow Ballast To Surface Boat 5. Find Exit Hatch

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Walk into the latrine or bathroom where a guard is relieving himself and shoot him. If he managed to get a shot off at you get the medicinal canteen to the right of the toilet. Next there is 2 guards guarding an entryway. Shoot the left guard using the sniper and try to get a 1 hit kill,otherwise both will be after you. If you get a 1 hit kill the other guy is too scared to go after you so you can hide. Now switch to the revolver and shoot this guy full of holes. Walk forward through this room and a guard will pop out from the right and then another behind him so shoot them. Before going down the ladder on the left throw some grenades down there and kill off some guards down there. Walk to the back of this room at the bottom of the ladder and on the left in the back is the stick grenades.

Now follow the room to where the ladder is and follow that path around. Shoot the 2 guards here and keep following along the path. This hall is long and

consists of 4 guards each with machine guns so equip your machine guns and show em who's boss. Now walk to the end and make a left and climb the ladder here. Walk all the way up the ladder cause you can't use your weapon when on a ladder which sucks. There is 2 guards here but look left and a guard will shoot you so kill him first and then quickly dispose of the 2 guards on your right. Now pick up the small med-pack and the stick grenades. Now up the small ladder and collect the ammo from these guys. Go towards a blue looking room and 3 guards will run out into the hallway. Kill them off and then go right into the next room to radio coordinates \_push the action button or square button at the radio\_to the HMS Belfast and now your first objective is complete. Walk straight across this room and get the ammo and the small med-pack.

In the blue room 2 guards will pop in one from left and one from right so step back and wait for them to walk into firing range and shoot them. Now go right to the next room and face right and kill the guard here. Your second objective will automatically complete and then you'll see a red flashing box where you press your action or square button to set the explosives and now your third objective is complete. Now walk straight into the next room and look to you right and there is 2 switches on the wall. Use your action or square button and your 3rd objective is complete. Now leave this room and enter the next room shooting the 2 guards there first. Climb the tiny ladder and enter the red room and your final objective is complete. Now just climb the ladder loacted on the other side of the periscope and climb the ladder to exit the level.

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\*\*\*\*\* Mission 4: The Attack on Impenetrable FortSchmerzen\*\*\*  
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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*The Siegfried Forest\*\*\*\*\*

Mission 4 Level 1

Objectives 1. Destroy Stuka Dive Bomber 2. Locate Crowbar 3. Open Hatch To Enter Fort 4. Find Entrance To Sublevel 1 \_Happens late in the level\_

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I can't stress enough that this mission is hard so be prepared to meet grenade throwing maniacs and really hard 50 caliber head on battles. The key to this level is to use every weapon except the machine gun. Save this gun for near the end part you'll need the ammo. Now on with the walkthrough. The first 2 guys are hard to see so just turn the corner to face them and blast away. Now don't get too carried away here cause a few more steps and you'll have to face some more guards. The first guard on the right kill him first and then a guard on the left beside a tree.

Now another guy from the right now kill him and be careful here. Look up and to the left and there is a sniper in the tree. Thats one thing about this level that sucks is that the snipers blend right in so keep your eyes open for snipers. Now that you've killed the sniper in the tree the coast is clear and you can go and collect your ammo. Now follow the pathway to a dugout area where before entering this part look up and to the left and there is a sniper hiding in the trees. Kill him and then burry your way into the dugout part to a small entryway you must crouch for to enter, and get the medicinal canteen here. Leave the dugout area and collect the ammo from the sniper in the tree. Now enter another dugout area and there is another medicinal canteen in here.

Exit the dugout and then head back on the main path to a guard standing in the open looks like he's picking his nose actually so blast him. Now here is a tricky part, crouch down using the crouch or l2 button and you must crawl up the hilly area past a 50 caliber bunker. Crawl up the left side only and don't worry he can't see you. Take the Surgeons Field Pack thats right below the bunker and then the next part will or may take some practice. You must aim yourself just right at the bunker and lob a grenade inside of the bunker so you can get the grenades and shotgun shells on the opposite side. Now you can get up and walk normal it's safe now. Now walk back down the hill and look right and you'll see a medicinal canteen next to a tall tree. Now head back and follow a path next to a sign that says UNWEG! and follow this pathway.

Now a guard will be around this area so shoot him and then you'll see a wall surrounding a tree but don't jump the wall just yet. Go around this area and there is a guard there so kill him first. Now go and jump the wall and get the medicinal canteen. The next part is a little tricky but pretty fun as well. Throw a grenade at the guys on ground and one guy will dive on the grenade to save his buddy. Now switch to a gun and blast his friend. Now look up and left and get the sniper thats up in this tree. Once all 3 are dead you can go and collect ammo. This is the graveyard so walk forward and then in a little patch

thats kinda hard to see to your left is a small med-pack.

Now go ahead and shoot these 2 guards in this area and then move on. Here there are 3 guards and most times the first guard on the right throws a grenade in at you so step back. Just wait a minute and the other guard from the right runs right over the grenade and gets blown up. Now shoot the other guy on the right behind the bushes and then the guy on the left. Now it's clear for you to get ammo and move on. This area has a medicinal canteen on the left side as well as a sniper in a tree. Get the canteen and then take out the sniper and move on. Next a guy appears from over a hill so get rid of him. Now head for the dugout area and crawl under this part. Sneak up by staying crouched to a guard in this tunnel part. Now shoot him before he sees you. Now you'll see a tiny ladder and a guard standing atop it. Kill guard first and then climb the ladder and grab the 50 caliber and start shooting everything in sight.

To be precise there is a sniper in the tree to the right of you and 2 guards coming from the left hand side. Shoot these 3 goons and you're done with this area. Now exit this area and on your left there will be a guard so go slowly around the corner and shoot or lob a grenade at him. Now leave the dugout and head left. Walk a little ways up and there will be 2 guards standing on the path. Lob a grenade or just shoot these guys. Now go forward and you're right at the part where you shot those goons earlier when in the truck which is on your left. Keep going straight and you'll see a white step and a rocky looking wall. Jump over the wall and get the Small med-pack and some shotgun shells. Jump back over and head out and follow the path. Stay to your right here until you reach another sign that says UNWEG! and stop before getting to it. Now look up and left and shoot the sniper thats here. Stand right and await a guard approaching from the right and blast him.

Now in the background is another guard that you must shoot as well. Now walk to the gate and on your right is a medicinal canteen. Now go up the path marked UNWEG! and You'll come to a path that goes left or straight, you'll wanna go straight for now and wait near some stone steps and make sure you turn around. 3 guards approach from behind and you'll need to shoot them first. Now jump the stone steps and get the Grenades and the Field Surgeons Pack. Now go back to the path to the left and follow it around and near the end of it is a guard you must kill. You'll now be in front of a dropdown area where if you'll look left there is a small med-pack. Now drop down this area and follow the path. You'll get to a part in the path where it goes right or straight, you'll want to stay straight here. Follow the path out till you get to some crates where you'll want to jump over the crates and you'll see a guy on the right standing in another 50 caliber bunker/hut. Shoot him and another guard below will start shouting and shooting. Locate him and lob a grenade at him.

Now head back to the other path and you'll see the Stuka Bomber in the middle of the screen you have to destroy this. The preferred to destroy the Stuka is to shoot it with the 50 caliber cause it saves you from using your own ammo or grenades. Before destroying it however walk right and beside some crates is a small med-pack and on the other side of the crates is some Grenades. Now get in the 50 caliber bunker and shoot the Stuka Bomber till it blows up and your first objective is complete. Stay in the hut and look right and pick off the sniper in the tree. Now walk through the big door and walk right and to the left near the back gate is a medicinal canteen. Now follow the path until you see 2 wooden crates in the middle of the screen and stop right where your at. You need to now equip your machine gun and walk right. Aim your gun towards the right building or area and shoot like mad and now walk to the left side and shoot like mad just shoot everywhere around this section and eventually the 2 gunners are killed.

This is a 50 caliber bunker area and 2 of them is a bad situation. I hated this part espicially cause this level is long and I died here alot only to have to restart the level. Anyways don't feel bad when you have a hard time with this part just know that I was there too. Next go forward and pick up the crowbar and Field Surgeons Pack. Now your second objective is complete. From here on out to the end of the level just keep your machine gun equipped cause this is a hard level. Walk up the new path on the right and pick up the grenades. Go to the end of the path where there is a guard standing and shoot him. Now look up ahead and see there is a dome shaped building? Stay right where your at and Aim towards the middle of it cause there is a guy with a 50 caliber there. Now move a little bit left just past the bushes and look right and you must just trust me here and shoot through the bushes cause there is another 50 caliber here in a dugout area. This part is very difficult and is very stupid cause of how hard it is so keep trying. Now walk into the dugout area and get a small med-pack and some

ammo and a medicinal canteen. Now shoot the 50 caliber if you wish but there is nothing to kill here.

Now jump out of the dugout and start following the path. Look up and left and shoot the sniper in the tree there. Now walk a little bit up to where if you look right you can see another sniper on your right so kill him. Now you'll see some white looking slabs in the ground and this is yet another stupid difficult part. You gotta try and hide behind a white slab but also shoot the 50 caliber gunmen thats inside a building type bunker now. Now once you kill that guy immediately crouch and crawl to the small med-pack thats to the left of you. Now crawl your way behind the white slabs and then get near the last one going right and then get up and quickly aim and get rid of the 50 caliber gunmen thats here. Walk to a part where you must crouch down and crawl under and surface or stand up.

Now jump the small crate to the bigger crate and get a grenade and a Medicinal Canteen and some shotgun shells. Now walk to where the hatch is and get the SMG Rounds. Now use the action or square button to enter the next area. Now your 3rd Objective is complete and you think your done right? WRONG. You get a 4th Objective added and it gets really hard here but bear with me. Fall down the hatch and enter the sewer area Follow the sewer to a ladder you can climb and then immediately crouch when you get up here. Now crawl to your left side and now you know there is nothing there. Now crawl back the way you came never getting up. By this time a guard should walk by a small wall thats providing you cover so blast him befroe he discovers you.

Now crawl out and see the domed 50 caliber shooting structures? First crawl to your right keeping close to the trees and you'll find a Field Surgeons Pack here. Keep crawling around them till you get to an opening on your left. First look straight ahead and see a guy in a window go ahead and shoot him first and then go left. Your final Objective is complete now and a guard runs from the left side shouting something in german. Kill him off and then enter the room where you shot the other guy in the window. Back here is a medicinal canteen and in the other room is a small med-pack.

The next section straight ahead has some good ammo and I imagine is a bonus cause you don't need to do it if you don't want to. If you do then go up the ladder and get the ammo here and you'll see 3 50 caliber guns here. You must switch between the 3 guns and shoot the crap outta enemies coming from everywhere and they do shoot back so be careful. After a while they will eventually all die out and then you just climb down the ladder and look left and you'll see another ladder leading down for your exiting of this level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Officers Quarters\*\*\*\*\*

Mission 4 level 2  
Objectives: 1. Send False SOS 2. Find Orders From Colonel Muller 3. Acquire Key To Lower Levels. 4. Find Gas Mask \_happens later in level\_  
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Walk forward and then head right or throw a grenade around this corner. Now shoot the guard on the left and right sides. Go Right and your now in a red hallway head left and get the medicinal canteen and the ammo rounds. There is some guards ahead hiding around the right and left corners so get them and then go forward and go left first. Go up the steps here and then climb the ladder.

Shoot the guy here and then on your left is a medicinal canteen. Now go straight across to a big door with a black turning wheel and shoot the guards that are in here. Turn left here and up ahead are 2 guards from the left room so shoot them. Enter this room on the left and walk up to the radio and use the action or square button and now objective 1 is complete. Turn around from the radio and on the table behind you is a medicinal canteen. As you turn to leave this little room 2 guards appear to your left so blast them. Now turn right and follow the path until the end here and now go left. Shoot at the boxes in this room to get rid of the 2 guys that are standing guard here. Now enter the room and on the left side should be a rusty looking grate thats been blown apart from the blast of the box that killed the 2 guards.

Crawl through this area and blast this other rusty grate and enter the next room. When you stand up to your left is 2 ammo rounds and a medicinal canteen

and some grenades. Get those and then turn right and shoot the box to get the Field Surgeons Pack. Now head back through the crawl space into the next room and get up. Now turn left and then right to climb the ladder here. Now once up the ladder immediately turn left and climb the ladder here. Go all the way up and shoot the guard that's in here. Collect the 2 ammo rounds and the medicinal canteen in here and then quickly climb back down. Depending on how fast you went back down the ladder will depend on if there is a guy down at the bottom or not. If you were slow then stand at the top of this room and look down with the aimer.

Now shoot the guard that's down there. Now go to the other side of the room and climb another ladder just like the other side. Now kill the guard here and get the 2 ammo rounds and the medicinal canteen. Go down the ladder and head to your left where there is a stairway leading up. Climb the stairs and stop at around the 3rd step from the top aim and shoot the guard standing in the enormous gun room. You can't operate the gun here sorry. Go up a little bit more up the steps and face right and now there is another guard to shoot and kill. Now look left and there should be a box near a ladder with a small med-pack and some ammo rounds. Shoot the box if you wish and then lob a grenade down the ladder here. Try throwing at least 3 grenades to make sure there is none left to blast you at the bottom and then proceed down the ladder. One major bug in this game sometimes is ladder decension. If you get stuck on the ladder use your strafe buttons either side to get off the ladder.

In this next room is a guard once you've ascended the ladder so kill him and another guy will yell Intruda. Don't be alarmed just stand near the back of this room and aim at the wall and shoot the 2 guards that comes running from the right. Shoot the box on your left and then take the now 2 ammo rounds here. Head right after this part and then go through the caddy-corner looking hallway and then when you get to the opening stay right and go straight across to the latrine or bathroom and go left and get the medicinal canteen in the toilet. Head out of here and take a right and follow the hallway to the end. Step back 2 steps and a guy from the left corner will approach so kill him off. Now don't move yet cause another guard runs in from the right so kill him off too.

Now you'll hear someone going nuts with their gun but don't worry he is for now out of range to hit you. Around the next left corner is 2 boxes and some ammo rounds beside them. Don't shoot the boxes unless you can spare the wasted ammo. Turn left and go down the small ladder here. A guard will confront you here so blast him and then head left and get the stick grenades. Now head left from here and your back on the path so keep going forward here. Climb the ladder here and kill off the 2 guards in this area then make a left and follow the path into Muellers office. Look immediately left and shoot the guard in here and then shoot the boxes for a medicinal canteen and some ammo rounds. Look left and you'll see a small med-pack so pick it up and then walk up to the table in here with the big book on it. Get that book and now objective number 2 is complete.

Now that you found the orders another objective is added. Leave the office and head right to the main hall. The hall turns into a red hallway where there is a guard ahead. Kill him and then look right and another guard is here so kill him and shoot another guard to your right. Don't go through the door on the right side yet. Now to the left there is a hole in the wall so walk through it and follow it through to find a Field Surgeons Pack and 2 ammo rounds. Go back the way you came and now head straight across the hall into this hall. Follow the hall around it goes to the left kinda and when you get around the corner on your left is another guard so kill him. Don't move from where you're at yet cause if you look ahead there is a big room and some guards on a higher ledge. Shoot 2 guards up above, look for their boots. If you move too far forward here they will take the liberty of lobbing some stick grenades at you.

Move into the room when it's safe and to your right is a ladder to climb so climb up here and walk around the ledge to the ammo rounds and stick grenades. Now walk around the ledge until you see a crawl space. Crouch here and crawl on through to the other side. Now you'll hear some gunshots and a guy yelling tear him apart. There is a ladder leading down once you go a little further but stay crouched in the little crawl space. Aim and lob around 3-4 grenades down this ladder area to make sure all these guys are dead. Before going down here stay crouched and aim down at the box that's visible here and shoot it to reveal a small med-pack. When you fall down this ladder immediately look right and blast the guard here and then get your med-pack. Head right to an area that's been blown up and on the left is a medicinal canteen. Turn back around and head the other way shooting the guard that's on your left. head right and get the

medicinal canteen thats here also. Now head back left and blast the guard on your left. Walk into the furnace room and look left immediately and get the medicinal canteen.

Go right now and another guard appears from the right so shoot him. Head right here and shoot another guard and another is hiding in the middle cemented section and he's a bit to the left. Walk down the sloped area here on around and follow the hall to some blue doors but you can't enter here yet. Turn right and here there is a blue barrel and a guard standing behind it. Shoot it with the shotgun to blow it and the guard up as well. Further down in another doorway is a grenade throwing maniac so kill him fast before he kills you. Shoot the box on the left and get the ammo rounds here. Walk to where the grenade guard was and get the small med-pack on the left hand side. Head left out of here into the main hall and on the left 3 more guards pop out so kill them. Now shoot the box on the left to get the small med-pack. Don't get it until you've rounded the corner to the left and killed again 2 more guards. Now go and get the small med-pack. Turn around and go right into the next room where you'll see 2 boxes that are pointless to shoot cause they reveal nothing important.

Get the grenades and the small med-pack that are in this room and then Follow the hall around and here there will be another guard so shoot him. The next left corner is dangerous cause there is 3 guards to dispose in around the same general area. Do alot of shooting here and they will drop like flies. Take a left here into another room with 2 boxes and a small med-pack behind the boxes. Shoot the boxes to get the medicinal canteen and ammo rounds. Now head back beside the locker and get the small med-pack. Jump on the table to get the gas mask and to also complete objective number 4. Just 1 more objective to go. Head out of this room going left and getting the 2 ammo rounds on the right and the medicinal canteen in the back. Go left at the end of the hall and enter Mullers quarters. Go to the back of the room and kill the guard taking a leak in the bathroom and take the key from him. Your final objective is complete.

Just retrace your steps killing guards along the way back to the blue doors and enter them to end the level. The first guard jumps out from the right when you go to the main hall so kill him. The next hall has a guard on the left and on the right so kill them. Now you can go right where before you couldn't so go right and you'll enter the barracks of some troops. The first room on the right has a guard and 2 boxes. Shoot the guard and then the boxes to receive Some ammo rounds. Now leave this room and to your right 2 guards apporach so kill them and then head left to another room on the left hand side. Enter this room and shoot the guy on the top bunk bed and then the guy below him. Shoot the box to get some ammo rounds and then leave this room to the right. Now it should be safe to just walk to the blue doors I spoke of earlier. Just enter them and shoot the 2 guards here and go down the ladder and the level is done.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Mustard Gas Production\*\*\*\*\*

Mission 4 Level 3  
Objectives: 1. Activate Gas Valve one 2. Activate Gas Valve two 3.Exit Fort  
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Walk forward and shoot the guard off to the left. Now go Straight to a small red hall and some wooden crates stacked up in another room. There is one crate opening in the next room where there is a guard so shoot him. Notice how the one guy gets on the intercom and says Attention American Commando you are surrounded and there is no chance for escape put down your weapon now and you will be treated with charity and kindness. Thats a total bunch of BS,Nazis treating people with respect? right. Back to the walkthrough. Get the grenades and the ammo rounds on the left side of this room.

Go back out of this room killing the guard that steps in before you can leave. Before leaving officially though head to the right hand side of the room and go around the crates where the first guy you killed in here was standing and get the small med-pack. Now leave the room going to the right doorway into the small red room and on your right will be another guard so kill him and then Walk into the next room going right and killing 2 guards in here. Go past the small red room and hang a left and then look left and a guard will be there so kill him off. Walk left and then go to the doorway on the right and look right and behind a crate is another guard. Kill him then walk behind that part to get a medicinal canteen. Turn right and another guard runs in from the left so shoot him and get the ammo rounds. Now walk back and take a left a right and then another right to get another medicinal canteen beside some crates.

Leave this room going straight across the hall and then go right here. Take your next right and there is a guard on your right and then another behind him hiding behind a cement pillar. Shoot these 2 guys and then head up the sloped area where another guard runs in behind another cement pillar so wait till he is in firing range and blast him. Go to near the end of this room and then go right where 2 guards run from the left for cover and to set up shooting at you. Kill them before they even reach their cover spot. Go to the right when the coast is clear and where the 2 guards were running for cover on the right is a medicinal canteen. A guard will now run in as soon as you get the canteen from the left side.

Kill him before he can even see the light of day. Go right to the next part and there will be some big pipes sticking out of the wall and some guards will come running seeking cover to the first pipe on your right. Get his before he has a chance to get cover. Walk forward and you will see a few pipes along the 2 sides of the walls and a guard will run and take cover behind the last pipe on the right. Go up to him and shoot him before he starts firing at you. Now a guard will be on the right hand side so shoot him and go right here. Enter this red room to get a Small Med-pack and some ammo rounds. Follow the hall around after leaving the red room right and then straight to another room where off to the left in the small red room is another guard so kill him. Walk towards the small red room and a guard from the left and one from the right will shoot at you so kill them before going in the red room. Walk in the red room and walk left and get the ammo rounds.

Walk back to the center of the small red room and look ahead to another room and 2 guards will start shooting at you so kill them off. Enter the next red room and on the left is some grenades and the right has a small med-pack. Exit this red room and there should be a ladder descending down throw a grenade down here a few times to clear up the guards down there. Fall down the ladder and when you land look left immediately and there will be a guard there so shoot him. Look left now and you should see a ladder leading up to a catwalk. Don't climb here yet as a guard will soon come rushing in at you so kill him first then ascend the ladder. Now climb the ladder and follow the catwalk around once right and then once left to a straight area. There is a guard here so blast him. Wait right here and another guard approaches from the right so blast him as well. Follow the catwalk the rest of the way and you can fall down a ladder. Immediately face left for 2 guards to pop out and kill them off. Walk left here and go around the hall to get the Field Surgeons pack to the left just ahead.

Turn around and take the 2 ammo rounds and grenades. Now go back into the room where the ladder was and right from where you landed go right and behind a pipe is a medicinal canteen. Now go to the open section near here and follow the hallway till you reach an end of the hall. A guard is off to the left here so shoot him. Now walk a few steps forward to a red room and a guard will run out from the left and the right trying to take cover. Kill them before they do. In this red room is valve on your right hand side which you'll want to use your action or square button on to complete objective 1. Also right below the valve is a medicinal canteen and on the left up a small ways is another medicinal canteen. Turn left and then right and wait for the 3 guards one will run in from the left and 2 will be up ahead on the right so kill them. Now at this point there is a opening on the left but don't go here yet. Go straight and follow the hallway around the right to another red room. Walk inside and take the guard on the right out. Now turn around and look to your left and aim while 2 more guards run right into firing range blast them.

Now if you went right in this red room right away you'd have already picked up a small med-pack if not it's on the right in a corner when you first enter the room. Otherwise if your leaving the room it's on your left. In this red room is yet another valve you must use your action or square button to activate and complete objective 2. Leave the red room and go back to your right to where I told you earlier to avoid and enter this section following the hallway halfway. Look right here and there is 3 guards here to kill. On your right near the entering of another room with pipes is another medicinal canteen. Look left a little and notice another guard hiding behind the pipe here blast him. Walk straight ahead here and get the small med-pack and then go right by jumping over the low lying pipe on your right. Look left and up in this room and kill the guy standing on the catwalk.

Another guard comes in from the right so kill him. Walk up the ladder here and when you get to the top do a 360 or complete turn around and look down and left and pick off the guy thats now down there shooting you in the back. Now follow

the catwalk around to the right and your final objective is complete. Turn around and jump the railing that leads into a red hallway and you automatically exit this level.

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Mission 5

\*\*\*\*\*Sabatoge the Rjukan Hydro Plant\*\*\*\*\*  
\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*The Roaring Penstocks\*\*\*\*\*

Mission 5 level 1

Objectives: 1. Stop Water Flow In Center Pipe 2. Destroy All Power Relays 3. Shut Down Main Power Grid 4. Enter Hydro Plant  
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Enter this level and say to your right under the big pipe and get the ammo rounds behind you. Now stay under the big pipe and shoot the guy walking forward on the left and his buddy will jump out from the left pillar so shoot him. Keep under the big pipe and walk forward till you come to a chrome looking wheel which you must turn with the action or square button. Once turned your first objective is complete, 3 more to go. Walk all the way to the end of the big pipe but don't go to the left till you've reached the end wall. Behind this last pillar is a medicinal canteen.

Walk around the pillar and go right and then take your first right to a small hall and on the left wall is another chrome wheel that you must turn. You'll start hearing gunfire at this point but don't panic they are out of striking range. Walk right at this next area and go down a sloped area. Walk inside the big pipe going right and there is 2 guards right here shooting at you so blast them. Look left and further down is another guard so shoot him. Turn around and walk to the end of this pipe and there is another guard here so shoot him. Turn back around and walk straight till you get to an opening on the left side. Enter left there and take your first right where you'll be confronted by 2 guards and there is 2 boxes in here as well. Shoot at the boxes to blow them as well as the 2 guards here.

Walk forward and you'll see another box behind a pillar but don't bother with it it just blows up no ammo or med-packs. You'll now see an area to the left if you continue up the pipe but don't go left yet. Go to the end of this room and behind the last pillar is a small med-pack and 2 ammo rounds. Head to the opening that should now be on your right and immediately look right and blast the guard here and then follow the path down. Go to the end of this path and if you look left you should see 2 boxes that blow up if you shoot them. Shoot the boxes and kill the guard here. Next on the right and left hand sides of the wall is 2 more guards shooting around the corner at you so get rid of them. Another box is straight ahead and if you wait around 2-3 seconds another guard walks right next to it so shoot the box and blow him up. At the end of this hall go left and walk to the back section to get 2 medicinal canteens on the right and an ammo round on the left.

Go straight after getting those things and walk to the end and take a left here. Go straight through this next small hall and look up and left to see 2 more guards running in from the left side. Shoot them and then look right and blast the box on the left for some ammo rounds. From where the box was blown walk forward and take your first right. In this room look to your right and you'll see 2 boxes. Shoot the box nearest to the rusty grate and then you can enter this small crawl space. Don't shoot the other box unless you just feel like it. Now enter this crawl space and follow it around and shoot the guard crawling in near the end. Stand up in the next room and look right for a medicinal canteen and the ammo rounds here. Look left now and you can see 2 flashing red boxes that you need to set your explosives inside of.

To do this you walk up to the red flashing boxes and press the action or square button to set the explosives. You must destroy 6 sections like this to complete objective number 2, this will make 2 sections out of the way and 4 more to go. Leave this room by heading to your right and at the opening head left and shoot 4 guards here and then 2 more towards the end of the hallway. Backtrack here and enter the room on your left once you turn around. There is 2 cement looking blocks or shelves in this room one on the right and one on the left. Go to the one on the right and get the 2 medicinal canteens and the 2 ammo rounds. Look down and you'll see a rusty grate to shoot at. Shoot it and get the Field Surgeons Pack nestled inside and now you can't shoot the other rusty grate and access another area but try if you must. Leave this room and head left. Follow the hall to the end where it should have a torn banner with R5 on it and some

hard to read writing. Follow it right and then off to you right is where you exited the first small crawl space.

Here there is 4 boxes on the left side that can all be blown up but is a waste of ammo. Follow the hall around left and go to the end where there is a ladder leading up and a guard standing on the upper area here. Stand on the lower area not climbing the ladder yet and shoot this guy before climbing it. Climb the ladder now and behind a box on the left is an ammo round to get. The box is pointless to blow up unless you have the ammo to spare. Look near the end of this blue walled looking room now and shoot out the rusty grate that's here and enter the crawl space. Follow the crawl space right and shoot the guard crawling in after you before exiting the crawl space. Once out of this crawl space you should be in another room with red lighting and now stand up and jump the small cemented area on the left and take the medicinal canteen. Jump back over the slab and now crouch down and go through another crawl space and follow it around. Once taking your first right look ahead and to the right a guard crawls in so shoot him before he makes it around that corner. Follow the crawl space out and then stand up and jump over the big area of pipe to another crawl space you need to crouch down for and crawl through. Follow this space until you see some red lighting on the floor and crawl to where you can see a guard walking in the distance.

Blast him and then stand up and jump over the railing straight ahead and there is 2 small flashing red boxes but don't set the charge yet. Turn back towards the area you just crawled out of and shoot the guard crawling out. Pick up the small med-pack and ammo rounds here and then set the charge to this red box. Run away quickly to safer ground and let the thing blast and now 3 of the 6 power relays are taken care of so 3 more to go. Climb the steps near the exit of this room and crouch here and go through the crawl space to the next red room. Before getting out however stay still for a second cause another guard approaches from the right so either shoot him in the feet before he crouches down or just allow him to crouch down and shoot him in his face. It's now safe to get out of this crawl space and stand up in the red room. Walk forward and then crouch again for yet another crawl space. Stand up once through and walk all the way left to the end of this room where there is some alcoves sticking out.

Go to the last one on the right and blast the guard here and take the medicinal canteen in this alcove. Follow the hallway now taking a left and then a right. Once to this new hall look left and a guard is standing with his back to you so don't just stand there blast him. Go forward now to another room where there is a big overhanging pipe and go left. Shoot the guard in this section and now you'll see a hallway veering off to the right. Walk in this hall and blast the guard here just before the hall straightens out. Go to the straighter hall now and a guard will be on the ground waiting for you so blast him. In this next room turn left right away and get the small med-pack behind the railing. Go towards the center of this room and you can crouch and crawl through this part, go right and take the 2 ammo rounds here. Exit that part and head left.

Follow the hall around to an area where there is some old looking stained out yellow windows and a guard standing next to those windows. Shoot the guard here and then keep jump left here and drop down the cement wall and look right blasting the 2 guards now behind you. Turn back around completely and follow the hallway here and you'll now see another power relay area with red flashing box. Use the action or square button here to set the explosives and then run away. Follow the hall out of this area and look right to blast another guard on your right. Go right here and go a little ways down and take your first right at an opening here. Blast the guard on the left in this power relay room and then the scientist in the white coat on the right towards the back part of the room. Before continuing turn completely around and blast the guard now shooting at you from behind. Look left now and there is 1 flashing red box so set the explosives and run away and head towards the other flashing red box and set the explosives and run and now objective 2 is complete. Look right here now and you'll see a power switch with a red lightning bolt symbol on it.

You'll want to hit this switch with the Square or action button to complete objective number 3. Before leaving this room get the medicinal canteen in the middle area of the room if you haven't already. Leave this room and head right and follow the hallway around until you see a guard and kill him. Another guard is beside of him stooped down to one knee so blast him next. Look down some steps now and you'll see a box on the left and a guard next to it so shoot the box and get rid of the guard there. Now get the medicinal canteen to the right of the pipe hanging down and then shoot the guard on the left. Walk around the

big pipe and enter the next room. Shoot the box next to the guard on the left in here but avoid shooting the box that's closest to you.

Go through this room mid-ways and up ahead on the right a guard is shooting at you so get rid of him. Shoot this box on the right and get the medicinal canteen and then the ammo rounds behind it. Immediately look left afterwards and shoot the guard on the left. Turn around now and the room you were just in has 2 guards on the right and left sides shooting at you so kill them idiots and move to the next room again. Your final objective is complete and look left and climb the ladder here to exit this level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Generators Of Destruction\*\*\*\*\*

Mission 5 Level 2

Objectives: 1. Disable All Generators 2. Shut Down Flow To Heating Tanks 3. Destroy All Research Files 4. Locate D20 Output Report 5. Locate Elevator  
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Upon starting this level there is a scientist that runs from the left shooting at you so blast him. Go left around the big piston and shoot the guy around the corner here. Follow the room out left to a ladder and climb it. Follow the hall left and you'll see an area going down and some more scientists around 3 in all so blast them from above. Now descend the ladder and enter this room. Take your first right into a hall and shoot 2 guards coming in from the left. Once they are all shot go right in this hall and enter the room where 3 generators are and use the square or action button to disable them.

Objective number 1 is now complete. Follow the hallway and take your first right to a room with a red siren flashing. In this room is 3 guards so turn right as soon as you get in the flashing room and shoot the guard hiding behind the crate on the right and then the guard on the left and now completely turn around and shoot the guard directly behind you. First go around the crate nearest to you and get the medicinal canteen that's there. Now around the far left crate and get some ammo rounds behind this crate. Now leave this room to the far left and follow the hall a little ways up until you get to a middle section where a guard is walking around here so shoot him. Follow the hall around and you'll eventually reach the end where a guard is standing so shoot him and then go left. Go forward and in this room 2 scientists will run towards you so blast them.

Before entering this room however, look right and blast this guard first and then get the medicinal canteen on the right. Enter this room and you'll see some furnaces on the left and a wheel in the middle area. Go between the set of furnaces first to get a medicinal canteen next to the last furnace on the left. Now leave this section and turn the wheel to complete the 1 of 2 heating tanks to be shut down. Leave this room and be really careful when you go right here and see a scientist ahead and a white box. Shoot the white box quickly and then shoot this scientist quickly he is operating a 50 caliber round machine gun. Once he's killed enter the room on the right where there is some wooden crates stacked. Go right here and look beside the right crate to get the small med-pack here and then go to the left crate to get the ammo rounds. Leave this area and walk across the hallway to the small crawl space and enter it and follow it around to a rusty grate you can shoot out.

Stand up here and go right and you get a medicinal canteen and some ammo rounds and now you can operate the 50 caliber machine gun where 2 guards up ahead and right pops out so shoot them. Turn back around and you'll see 4 furnaces in a caddy-corner pattern in the middle of the room and a guard walking from the left side. Shoot the guard and turn the wheel in this room to complete objective number 2. Leave this room and follow the hall around and there is 2 guards ahead so shoot them and get the medicinal canteen here. Walk a little more forward and get the medicinal canteen and to your right a guard is hiding behind a white box so shoot the box and then him and another guard is on the right side so shoot him next. Turn right here and a doorway is ahead and 2 guards on either side so kill them and move on. Go right here and in this hall is door on the right so enter it and kill the guard standing in here and get the medicinal canteen in here as well. Turn around completely now and in the doorway another guard is standing so kill him.

There is 2 flashing red boxes in this room so set the explosives and run and now 2 of 6 file cabinets have been destroyed so 4 more to go. Leave this room and on your right is another hallway but don't go that way yet. Go straight and then

left and your in an office where a guard is standing off to the right. Shoot him and another guard runs in from the left so kill him also. Walk up to the table here and get the D20 output report and now objective 3 is complete. Leave this room taking a right and then a left to the hall I told you to avoid earlier. Walk in this hallway and take your first right into another file cabinet room and 2 scientists. Kill them and get the medicinal canteen and ammo rounds in here. There is another red flashing red box in here so set the explosives and run. Leave this room and follow the hall and take a left here and shoot 2 more guards here. In this hall take your first left into another filing cabinet room where there is another guard so shoot him and then set the 2 explosives and now 5 of your 6 filing cabinets have been destroyed and 1 more to go.

Leave this room going left and then a left to another hall then left again and at the end of the hall turn left again and destroy the last filing cabinet. Finally all objectives are complete. Head right after leaving this room and then left and then go straight to another room on your left where 2 guards are at so shoot them and then leave this room going left and then your first right. Follow the hall a little and kill the 3 guards here. Now enter the elevator for the exiting of this level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Betrayal In The Telemark\*\*\*\*\*

Mission 5 level 3

Objectives: 1. Open Emergency Release Valve 2. Divert Heavy Water Vats 3. Acquire Delivery Schedule 4. Locate Garage 5. Disable Truck

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Go forward and on the right is 2 guards so shoot them. Wait a small while and another guard comes in from the right so blast him. Go right here and follow the hall around to a locker room. Go right around the first set of lockers and a guard on the left just past the set of lockers on your left pops out so shoot him. Then another guard runs at you from the right so shoot him. Now go around the lockers and look left and shoot the guard on the right. Instead of going left walk around the lockers and get the medicinal canteen just to the right and behind the last set of lockers. From this point turn right after getting past the last set of lockers and follow the path. Follow the hall around and look right and blast the 2 guards here and a third will run from the left side so blast him also.

Follow the hallway until you reach an opening and a guard standing in the middle so kill him. A guard will now run from the left side so kill him. Turn left here and there is 3 crates stacked on the left side of the room so go around here making your first right. Immediately turn right and shoot the guard around the corner here and there is a ladder in the middle of the room here. Don't climb it yet, instead turn right and shoot the guard at the end of the next hall. Now climb the ladder to get the small med-pack on the bookcase. There is a vat ahead so go ahead and turn the wheel here and 1 of the 4 vats is diverted. Go right after turning the wheel and go around the big vat and shoot the guard in this section. Completely circle this vat and a hallway becomes visible with another vat in the distance and another guard there so shoot him and then walk towards the vat, face left and shoot the guard and then face right and shoot that guard and then turn the wheel to that vat. 2 of 4 vats have been diverted so now 2 more to go. Circle around this vat and in the next hall on the right side is another guard hiding behind a box.

Shoot the box and kill the guard and there is some ammo rounds where that guy was standing you just killed. Now shoot the last box on the left and there is some more ammo rounds there too. A guard runs in from the left so blast him and then get your ammo rounds and medicinal canteen. Turn right next and shoot the guard near the box and on a catwalk is another guard so blast him as well. Get on the catwalk and when you start approaching the right wall aim down and shoot the guard down there. Follow the catwalk to the end and get the 2 Ammo Rounds and the Small Med-pack and then turn the wheel here. Objective is now complete so head back around and get off the catwalk and follow the bottom path now to another vat. Before turning it though face left and kill the guard here and then get the one on the right. Turn the wheel on this vat and now 3 of 4 vats have been diverted and 1 more to go. Again like before follow the vat all the way around and you'll reach a red looking hallway so enter it and take your first right.

In this hall go crazy with your gun and keep shooting and inching your way through this hallway there is around 10 guards to kill before completely moving on. Shoot all the boxes here and get the 2 medicinal canteens in this area. Now

move to your right and you'll see the final vat but don't enter here yet. Shoot the guard on the left first and then 2 more from the right and then turn the final wheel vat and your 2nd objective is complete. Circle this vat and this time at the other side of the vat is a ladder so climb up it. Up here on this vat is 3 Ammo rounds and a Field Surgeons Pack. Walk left to the pipe on the left and get the small med-pack here. Fall off the vat and where you entered this part next to that entrance is a track of sorts to go down so go ahead and enter here. Walk a little forward and some guards come up so shoot them and then move on.

In this next room there is 3 guards in here so shoot all the boxes and then step back. Look left and a guy throwing grenades is on your immediate left. Step back and let the grenade blow up when your in safe area. Now turn the corner and blast him. Another guard approaches where that grenade guy was so kill him also. Look left and if you want to kill lots of guys just keep facing left and aim and shoot every guy that comes through there. I believe it's a bug but The guards keep on coming from the same room. When finished enter the room and kill 4 guards in this room and shoot all boxes and go to the back wall and turn left to get some ammo rounds. Turn completely around here and on the right hand side of the room is the delievery schedule and a small med-pack so get them and now objective 3 is complete. Leave this room and go left to some more tracks. Go to this next hall and turn the corner and 2 guards are here so shoot them.

Walk forward following the path and there is a guard in this part on the left and further down 2 more on the left as well so get them and keep following the path down. Get to the end of the tracks and objective number 3 is complete. Head right now and kill the 2 guards on the right hiding behind the boxes and then turn around completely and kill the guard here. Go right and beside the truck is some ammo rounds so get them first and then disable the truck completing the final objective. Go around the truck and up the sloped area to the next doorway which is the exit of the level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Heavy Water\*\*\*\*\*

Mission 5 Level 4

Objectives: 1. Disable Both Trucks 2. Disable Power Station 3. Sabatoge Ferry  
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Shoot the guards to the right and left of you towards the opening ahead and then shoot the 3 big crates to the left of you to get a medicinal canteen and 2 ammo rounds. Walk right now and get to the truck here and set the explosives and 1 of 2 trucks is destroyed and 1 more to go. Head back to the opening where you killed the 2 guards. Follow the road around and shoot the guard stooping down in the snow on the left. Another guard is further ahead on the left so shoot him. Go right at the fork and then go right again when you enter this area. Go around and shoot the 3 guards in this area and ohh how cute they built a snoman atop a Field Surgeons Pack so destroy that Snowman and get the pack and the 3 ammo rounds and the medicinal canteen and then head back out now taking the left path.

This path takes you back to the main road and a bazooka packing german so kill him quickly and his friend off to the right. Take the medicinal canteen near these guards and move on. Further ahead is a truck and 3 ammo rounds and then place your explosives on the truck and objective number one is complete. Turn around completely to avoing the truck blasting and get behind the small snowbank to use as cover to the 2 approaching guards from the right so get rid of them. Follow the road around till you get to a small building on the left where a guard is standing and another behind and farther down from him so kill them. To the left of the building is a medicinal canteen and then 2 guards straight ahead so shoot them. Follow the road till you see an opening on the right and a guard is up here so shoot him and then enter this opening. Shoot the box here to get a medicinal canteen and then turn back around cause this path only takes you back towards the beginning of the level.

Follow the road once again and get around this corner and before entering a tunnel there is a guard on the left walking right so shoot him and then enter the tunnel. There is 2 guys with bazookas in this tunnel so back up and get a closer shot to get rid of them. Follow the road right and 2 more guards are here so shoot them and then take the left path. Follow this path until you see a guard standing near a 50 caliber machine gun so blast him and then grab the gun and blast the 2 guards on the left side. Leave this path going left to the main road again and 2 guards are up ahead so shoot them and then continue down the road. Get around this corner and ahead is a bazooka dude to the left so shoot

him first and then kill the other guards. The next corner is dangerous cause the bazooka guy is already aiming so run away for now getting out of range, Shoot the bazooka guy then the other 2 guards here and follow the road around. Get around the corner where the 50 caliber was and you'll see a gate thats blocking the rest of the way so enter the opening on the left side instead. Follow the path around to another opening and a electrical box. Stop right here and aim left and shoot the 50 caliber gunmen and his friend on the left. Here there is a place to set an explosive on the electrical box as well as 3 ammo rounds but don't do that yet. Shoot the 5 guards that run up from behind with the 50 caliber first. Now get the ammo rounds and then set the explosives.

Objective number 2 is now complete with 1 more to go. Follow the path back to the building and the fence and around the next bend is 2 more guards to kill. Shoot the guard on the right of the opening and then another to the left near the building. Enter the big gate and hide behind the building and then come around it blasting the guard here. Go around the building and shoot the guard just entering the gate. Now turn completely around and walk up to the ferry with the red flashing box and use your explosives and your final objective is complete. Run to your left and the level exits.

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Mission 6

\*\*\*\*\*Capture The Secret German Treasure\*\*\*\*\*

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\*\*\*\*\*The Fight Continues\*\*\*\*\*

\*\*\*\*\*Mountain Pass\*\*\*\*\*

Mission 6 Level 1

Objectives: 1. Destroy Generator Fuel 2. Locate Mine Entrance  
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Get the grenades you should be right on top of them when you enter this level. Walk a little ways forward and shoot the 2 guards in this area. Go a little ways forward and to the left 2 guards come out and start shooting at you so kill them. Head left around the cliff-side and follow the path a little ways and be careful here because there is a bazooka man here and another guard from the left so shoot them and continue forward. Walk a little ways forward and to the right is a catwalk with a guard on it so shoot up and right and 2 more guards up ahead a ways. The one on the left throws grenades so kill him first and then take the guy on the right out.

Go left now and enter the building here and a guard will be on your left so shoot him and then explore this building with a small med-pack on the right and some ammo rounds next to it and on the left is another ammo round. Leave this building and head left and continue on the path. The catwalk to the right and above has nothing special to offer so ignore it and stay on the road going straight. Go around the next corner veering right and kill the guard on the left first and then the one on the right and then continue down the road. Here there is a structure on the left where a guard is standing so kill him and look right to get a medicinal canteen. Go up one section and look right and kill the gaurd here and then look left and get the grenades. Go a little forward and kill the guard a bit ahead and to the left in another part of the structure.

Go forward about 2 sections and immediately face left to kill another guard and then get the ammo rounds here and then turn left and get the medicinal canteen. Walk up one more section and receive the ammo rounds on your left. Walk a tiny bit forward looking up and to the right and another catwalk is here and a guard is also so kill him and then you'll see a field of Big crates on the left and in the center is some flammable drums. You can shoot the drums and they blow up but don't give you anything. The crates are destroyable but don't waste your ammo. There is a truck ahead here on the other side of it is a medicinal canteen but first look left and shoot the guard here and be careful he has a 50 caliber machine gun so shoot him fast. Jump over the 50 caliber and look left here and shoot the guard thats hiding behind the cliff. Now look right and another guard is here so kill him and then get the ammo rounds and small med-pack thats kinda hidden in a small alcove. Head left now and shoot the guard in this middle section just below a bridge and in the distance off to the right another guard is shooting at you.

Go under the bridge and get the small med-pack off to the right and then head left. Start going up a small hill and kill 4 guards here and then climb the hill. Go straight to a big opening and then look left and kill the guard thats here then head all the way towards the back where there is a ladder and a guard

on it so kill him also. Turn back left now and get the grenades thats over here and then start heading right. Kill the guy towards the back section first because he has a bazooka in this next section and then get his buddy to the right of him. Turn left now and shoot the guy thats atop a ledge where a ladder leads up to. Climb the ladder to get the medicinal canteen and the grenades here. Climb back down the ladder and go Straight ahead a little bit and shoot the bazooka guy on the left and his buddy on the right and then turn left and get the medicinal canteen here but don't go up this way yet. Turn back around and head left to the next open section.

Follow the path here a small ways and blast the guy in this middle section and then aim up and look right and shoot the guy atop this small ledge where a ladder is. Climb the ladder and get the guys ammo if you want to and then hop back down and continue on the path. You'll get to a building with an opening and a guard standing there so shoot him and then enter this building. It has tower looking things in here and look right and on the ground is another guard so shoot him. Look left and shoot 3 more guards in here and then head to the right side of the building. Here pick up an ammo round and a small med-pack and then head under the tower things all of them and press square or action button to set your demo charges and blow up all the generator fuel. Now your first objective is complete so head left to exit this building and go right this time. Walk up the path and take a left into another building and shoot the 3 guards in here and then get the Surgeons Field Pack and then head towards the back of the building and turn right to get 3 ammo rounds and some grenades.

Leave this building now and head left and follow the path and a guard will be here so shoot him and continue up the path. Take your first right into another building and get the small med-pack and ammo rounds in this building. Turn back around and leave this building the same way you entered it following the path around a little ways until you get to 2 guards guarding a building. Shoot them and then Objective number 2 is complete and now you can exit this level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Merkers Upper Mine\*\*\*\*\*

Mission 6 Level 2

Objectives: 1. Eliminate 8 SS. Demo Squad Members 2. Recover Dahood Script 3. Acquire Elevator Key 4. Locate Elevator

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Go up a small ways in this mine and ahead is 2 guards so shoot them and keep following the path. Walk to the opening and kill a guard crouching near a stalagtite and then one one behind the stalagtite and then one from the left. Just aim near this area on the left and they will eventually all be in firing range. In this room is some paintings but don't destroy them walk around them and walk past 2 big crates with some paintings leaning against it and take the grenades here. Keep going straight here and enter the next hallway here on the left of the mine.

Walk a small ways up and you'll see an opening on the left and the hall continuing on the right and a guard on the right so shoot him. Don't go right however head left instead. Over here there is a bazooka guard so step back to safety and the bazooka guard might accidentally kill his buddy saving you some ammo to use on him instead. Head up this section and enter a room with a very tall pillar in it and some paintings in the back. Go carefully here past the pillar and immediately look left and shoot the guard behind the electrical box. There is a medicinal canteen here and again don't destroy the paintings. Leave this room following the hallway out and now go left to the area I told you to avoid before. Follow the pathway up here to another room with a very tall pillar in it and get to the right hand side of the screen hugging the wall.

Up ahead a tad, beside the stalagtite on the right, is a guard just standing there. Kill him and then go right to the first set of crates and then stop here and kill the guard just ahead here also. Go left and around the crates and you'll see another SS Demo Squad Member here the brown coated guys near an electrical outlet so kill him. Thats 4 Squad Members killed so far and 4 more to go. Now it should say hald of the Demo Squad Members neutralized. Now walk to the left of this room and between 2 coal cars is the Damoo Manuscript and now objective 2 is complete. From these coal cars take 2 rights and then you'll find some ammo rounds near a stack of crates. Walk to the left side of this room to enter a red lit corridor with a coal car in the middle so go around the coal car to continue. Walk up to the next red lit corridor and on the right is some grenades to get and now you should hear some guards talking. Immediately look

left and 2 guards are on the ground shooting at you so kill them and then continue onward.

Once going forward a bit you'll eventually be on some tracks and up ahead be careful. There is a guard on the right shoot him first and then quickly shoot the left guard and quickly aim towards the middle and take out the bazooka man in the middle. If your too slow to aim to the middle then run back a ways so your out of aiming range and re-adjust yourself and blast this guard. Keep following the path and theres an opening to your right so go this way next. Go up a small ways up a hilly part and kill the guard to your right and immediately step back behind this wall as another bazooka guard is already aiming at you. He will follow you to where you hid so blast him before he has a chance to take you out. Don't step forward to quickly either cause sometimes he drops his ammo and if you step here your a goner. Walk up this section and there is another brown coated guy near a electrical board so shoot him and now you need to shoot 3 more.

Get the ammo rounds and the grenades here and then turn left around the crates and get the small med-pack. Walk to the back of the room here and the elevator key is on a small wooden table so take it. Objective 3 is now complete so head back the way you came to the main path where the tracks are and take a right. Walk a small ways up and on the right is a guard and he yells it's the intruder and turns around so blast him. Follow the path until you reach another opening on the right and kill the brown coated guy here and now you only have 2 more guys to kill to complete objective number 1. Walk to where you killed the brown coated guy and to the left is a medicinal canteen. Turn around and head out but first look left and shoot the bazooka guy here and then take a right to the main path which is the tracks and keep following until you see another brown coated guy near another electrical box but don't shoot him yet. Turn around right away completely and look right and a bazooka guy here so kill him and 2 more guards run in afterwards so shoot them and then do a quick turn around and kil the browncoated guy and now just 1 more guy left to kill of the SS Demo Squad Members. Head back to where you just killed the brown coated guy and get the medicinal canteen here.

Turn back completely around and kill the guard here and then head left on the main path of tracks and continue on a small ways to where there is another opening on the right and a brown coated guy so kill him and now and now objective number 1 is complete. Go forward here and get the medicinal canteen and then turn around and look left and get the guard thats here and then head right on the main path of tracks. Walk to the end of the tracks here and get the Field Surgeons Pack, the Ammo Rounds and the grenades and then turn right and follow the path. In this next room go right immediatley and get behind the crate here for cover and while here get the medicinal canteen and grenades here. Aim left here and allow the guard to introduce himself to your gun so make sure they become acquainted real well and blast him. Head right next around the crates you hid behind and shoot the brown coated guy near the electrical box once turning left.

Go a small ways forward just a tad past the big stalagtite and kill the guard to your left and then on your right is some more paintings but again don't destroy them. After the guard is killed go straight to a red lit area and this is the elevator and now your final objective is complete as is the level, just push your action button or square button and end it.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Treasure Caverns\*\*\*\*\*

Mission 6 Level 3

Objectives: 1. Locate The Curator Inventory 2. Locate and Disarm All Bombs

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In this first part there is a guard to your right and one walking left you'll want to get the one walking left cause he's armed with a bazooka. Kill him first and then immediately face right and shoot the guard on the right. Enter this room and then head right up the steps and be careful here a bazooka guy is running around getting restless cause he knows he's too close to you. When he runs to the left side of the screen immediately aim at the center screen and start shooting he will run into your range od fire before getting set up. Go right here and carefully go left crouching if you need to and shoot 2 guards just up ahead quickly.

Follow this hallway a small ways and on your right is a guard standing next to a doorway so shoot him. Up this way is a red room ahead and the chance to go left

so save the red room for later and go to the left. Stop before going around the corner and aim center and a guard will be in firing range so shoot him. Follow this hall around a sharp curvy area and shoot the 2 guards in this room carefully not shooting any paintings here. Walk in this room and objective number 1 is complete. Get the small med-pack in here and then turn back around and head to the red room from earlier. In this room get the 2 grenade rounds and the ammo rounds in here and now go back to where the stairs were and go back in this room. Go down the stairs and take your first right following some more tracks up. Enter this room and kill bazooka Joe on your left and get his buddy on the right side of the room. Walk up to the circuit box and use the square or action button to snip the wire and now you have 11 more to snip.

Follow the path to the left and continue on the path. In the next room you'll want to head to the left and kill the 2 guards here and then back out quickly. Walk to the middle of the room now and get the bazooka guard that's here. This section has 3 circuit boxes to snip the wires on so head to the one on the far right first and get the medicinal canteen that's just beside this one and then snip the wire here. On the left circuit box get the ammo rounds here and do the same for the other 2 and now you'll have 8 more to cut. To the left is some more paintings so don't destroy them. Go back on the main path and fall off the ledge here near some blue looking doors and a small crawl space to the left. Crouch here and follow the space around but don't get out yet. A bazooka guy will try and crawl down into the space so throw a grenade at him and crawl back. Get out of the space quickly and shoot the guy on the right of you. Crouch again and get behind the big stalagmite and there is a small space in between the circuit box and the stalagmite where you get a clear, free shot at the guard on the catwalk in the background. Get up and snip the wire at this circuit and now 7 more to go.

Walk right and get the medicinal canteen where the guard was. Walk up the tracks and to the left is another circuit box so snip the wire and 6 more to go. Walk to the right now and below the catwalk on this left side is an already open grate and some grenades inside. To the right you can shoot out another grate and get a Surgeons Field Pack in this one. Walk to the back of the catwalk and turn right to get the ammo rounds hidden behind this catwalk. Turn around now and follow the tracks out of this room. This next section I would suggest you crouch and wait for the Bazooka guy to run up and blast him and then continue on in a crouched position. A guard will come up the path now and he's a lousy shooter cause he never hits nothing but ground so kill him and then move on down staying crouched. There is a bridge here and on the bridge is a bazooka man so kill him quickly and then quickly turn right and blast the guard closer to you. Get up now and continue walking to the right of the bridge and look across and shoot the guard on the left side. You now go down the small hill and get the ammo rounds under the bridge. Come back out and walk around to the main path avoiding the bridge.

Go around to where the bridge is and jump here to get to it and now cross the bridge to get the rocket ammo from the bazooka guy. Keep going straight and follow the bridge leading to the main path. Stop near the sloped section and taunt the 2 guards to come out and then run back to the red car on the left. Usually the bazooka guy here shoots at you and the other guy is in the way and they both end up dying. Let the enemy take themselves out that's the name of the game and so is saving on ammo. Enter this next room and a guard pops up from the back of the room but doesn't see you yet. Shoot this guard before he draws his bazooka and then immediately face right and kill the 2 guards this way. Go right the way you should be facing and enter the paintings room and get an ammo round and in the back is a medicinal canteen near a painting and then snip the wire to this circuit board. 5 more wires to snip and you're done. Walk in the room you were in before and snip this wire and you now have 4 more to go. Go now right towards the red light and kill bazooka Joe here quickly and then continue on. Get the medicinal canteen and then walk backwards a few paces and wait for this new guard to enter and then blast him. Walk to the next hallway and near a coal car is another medicinal canteen. Keep going and you'll be in a red lit room in no time.

Kill the 2 guards here both on the left and then head left and snip another wire. Turn around and get the one directly behind it and now 2 more to go which are on the other side of the room so get over there and complete the final objective. Enter the red room you should now be in front of if you snipped the wires in order and if you didn't follow the order just look around for a red lit section and enter it. The words end of level located appears and a ladder ahead so climb up here and end this level.

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\*\*\*\*\*Mission 7\*\*\*\*\*  
\*\*\*\*\*Escape To The V2 Rocket Plant\*\*\*\*\*  
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\*\*\*\*\*The Fight Continues\*\*\*\*\*  
\*\*\*\*\*Buzz Bomb Assembly\*\*\*\*\*

Mission 7 Level 1

Objectives: 1. Find V1 Target List 2. Destroy V1 Launch Control System 3. Open Blast Doors 4. Locate Emergency Hatch

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Begin this mission and level by getting the grenades your standing on and then look to the building on the left and shoot the 2 guards here. Once past the building on the left is a medicinal canteen so head through the Arched opening into the lit tunnel and kill the 2 guards ahead and continue on. Turn right here and lob 2 grenades down this hatch area and kill off the guards below. Fall down this hatch and if your grenades didn't kill the guard quickly shoot him from the crate your now standing on. Fall off the crate and head left to a ladder but first get the grenades here and then ascend the ladder. Get off the ladder quickly and immediately face right and kill the 2 guards up here. Move forward and get the medicinal canteen and then follow the path around to an opening where there is a guard walking left and shoot him.

The next room has a steel railing going around so enter here and go left first and follow the path to a small room and guard which you need to kill and then enter the small room. Get the Grenades, Ammo Rounds and Medicinal Canteen in here and then leave this room now going going right to exit and then to some stairs leading down but 2 guards on the bottom of the stairs to the left run out so kill them first and then go down the stairs. Once at the bottom follow the grated flooring around getting the medicinal canteen here and then continue following the main path. This next room has a box to the left and 2 guards run from the left so shoot the box and blow them up and then head left. Follow this around to another room with some boxes in it. Shoot the middle box taking out 2 guards and now shoot at the box on the right towards the back and you'll take out 2 more guards. Before entering this section however immediately face left when you enter this room and kill the scientist. Walk up the steps and get the medicinal canteen here and then head back left once leaving the grated catwalk. Enter a hallway with flashing lights to the left and look left at the cheesy looking explosions in the background and then shoot the guard here. Turn right and shoot the guard here or taunt him bu running in fron of him then positioning and shooting the box when he runs in front of it.

Go left here and keep following the path up to a room where there is a scientist behind some pipes to the left and some guards to the right. Walk straight and get the medicinal canteen and then take your first right. Shoot the 3 crates on the right to blow the guard up on the left and get a medicinal canteen here and head left. Go straight here and use the action or square button to open the doors here. Enter this room and go left to the rolltop desk and open it to get the first objective completed. In this room also get small med-pack, Ammo rounds and a medicinal canteen here. Walk to the back of the room and turn left and open the big doors here. Shoot all the crates here to get 3 medicinal canteens. Follow the main hall all the way around and eventually you'll see a scientist here and a wheel ahead and to the right. Shoot another guard on the left here and then turn the wheel on the right to complete objective number 3. Walk up the left side of the catwalk and get the Field Surgeons Pack here and then turn back around off the catwalk. and then go left and down the small ladder and you should be in front of some windows and a scientist running around in the next room.

Look at the control panel here on the right and press the action or square button to set the explosives and then run away. Objective 2 is now complete and the scientist in the next room is now killed. Walk back up the tiny ladder and follow the path back around until you make your first right and shoot 2 guards and a scientist here and then go right. Go back up this hallway and to the right is 3 guards so kill them off and head right following the main hall. Head up the next section and the next left has 4 guards so kill them quickly and go right into this room you were in earlier where you shot the 2 guards and the scientist near the pipes. Turn left here and jump up the 2 crates to the higher crate. Lob a few grenades down here at the guards and scientist below and get rid of them. Now jump over this section and get the ammo from the scientist from before. Walk back to the end of this part and fall down the small ladder on the left. Crouch here and stand up near a train car with a gun on it and there is a Fields Surgeon Pack here and some Ammo Roounds. Leave this section and drop down the

ladder on the other side and enter the red room here.

Go down the sloped area here and kill the guard running on the right here. In this middle section is 3 small crates that you must jump on and a rail car looking thing in the middle of the room also. Jump on the rail car and your final objective is complete. Go straight off the rail car and head down the red looking section to exit the level.

(There were some parts left out of this section which I later realized where there were 2 doors that opened in 2 different sections and it had some bad guys and ammo and stuff and I didn't mean to leave this part out I just didn't realize it till it was too late, sorry,)

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\*\*\*\*\*The Fight Continues\*\*\*\*\*

\*\*\*\*\*Vengeance Production\*\*\*\*\*

Mission 7 Level 2

Objectives: 1. Find Scientist Roster 2. Acquire V2 Schematics 3. Gain Access To Guidance Lab 4. Sabotage Gyro Guidance System 5. Find Launch Area  
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First go left to the back wall and look below and right and shoot the grate here. Go through the small crawl space and kill the guard on the right and now take the Small Med-pack, Grenades, SMG Ammo Rounds and the Rocket Rounds here. Go back through the crawl space and go now to the right here following the hall and kill the guard here. Kill 2 more guards in this section and then go left. Shoot a guard running towards you here and 2 more on the right and left sides. Go right and your in a room with a rail car. Aim Left here and intentionally miss the flammable cylinder to get a guard running and when he runs in shoot the cylinder and blow him up. Take your first right and follow the path around and on your first right there is a guard in this small hall so shoot him. Walk straight here and follow the small to the right where a guard will run after you so kill him and then shoot the 2 on the right and left sides.

Follow the small hall and enter this next room where 2 undestroyable crates are stacked on the left. Use the crates as cover staying on the right of them and then lob a grenade to the left where there is a small table with a small med-pack on it and kill the guard here. Walk into this room and get the 2 medicinal canteens here and follow the hallway up. Go right past this room and then take your first left in another room and 2 scientists are here so shoot them and then get the Ammo Rounds on the table here and then to the left of that get the Scientist Roster and objective 1 is complete. Head left out of this room and follow the small hall. Take your first right and kill the guard here and now look ahead and right and kill the other guard on the right. Head right here to the back room and look left and on a small ledge is a small med-pack. Turn back around quickly and kill the guard behind you. Walk ahead to a bunch of stacked crates and shoot them and you'll kill 3 guards up ahead. Go straight up this part and take your first right into a doorway. In this room go right again and enter another small room where a guard is.

Shoot this guard and then get the medicinal canteens here and the grenades. Head back out making a right and go around the crates in this room. Make your first right into the next room where off to the left and ahead is another guard so shoot him . The opening on the left closest to you now has another guard to kill so kill him then kill another guard where you killed the first one. Go up the first left hall and kill the grenade guy here. Now walk up the next left section just ahead and kill the guard to the right there too. Enter this next room going straight to the back section and turn right to shoot the scientist standing here. Walk up the left side of this room looking right and killing the guard standing there.

Walk a little forward and to the right another guard stands so shoot him and keep going up the main path. In this next room look left and kill the scientist guarding some blue prints. Before going on look right quickly and kill the guard farther ahead. Walk left to the small table and objective number 2 is complete. Look right and climb this ladder to the upper section. There is an opening to the left here but go straight first till you can see a guard in this back section so shoot him and get the 2 medicinal canteens here.

Turn back around and take your first right. Fall down the tiny ladder and go left following the small hall here. In this room look right quickly and shoot the 2 scientists here and then turn left quickly and kill the guard here and enter this small room. Get the medicinal canteen and then enter the room where the 2 scientists were. Walk left in this office and get the small med-pack in

the corner. Go right and enter the door here and kill a scientist in here and then you have objective number 3 complete. Once you do that be prepared for 3 guards to run in at you. Turn around and go nuts killing and shooting everything in sight. Turn towards the table here and there is a box on the table with a warning label on it. Press the action or square button to open and press it again and objective number 4 is complete with only 1 more to go.

Before leaving get the ammo rounds near the door here if you haven't already. Leave that room walking to the right and kill the scientist on the right in this room and now go left killing the guard in this small room and get the medicinal canteen. Leave this room and get the canteen just outside this small room. Go left here and go down the sloped corridor to a missile room and turn right and kill the scientist here. Turn left and kill the 2 guards here and walk to the back left area and get the small med-pack here. Turn back around going around the missile and stay on the left side. Lob a grenade into the next opening on the left and blow up the guard here. Look ahead and left now and kill the guard here as well. Walk a little further forward and kill 3 more guards to the left. This next room is the launch room with 2 guards on the right and another to the left so shoot them and now your final objective is complete. Walk to the right side of the screen to exit this level.

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\*\*\*\*\*The Fight Continues\*\*\*\*\*

\*\*\*\*\*Gotterdammerung\*\*\*\*\*

Mission 7 Level 3

Objective: 1. Launch Sabotaged V2.

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Go right here and up ahead is 2 guards talking to each other so shoot them then go right and get the Surgeons Field pack. Don't go to the right and use the 50 caliber it's wayyy too many guards coming from everywhere instaed go to the main path and shoot everything you see here taking cover behind anything you can take cover behind. Go right here killing all bazooka men that approcah and get the 2 small med-packs the 5 ammo rounds the grenades and finally the Field Surgeon Pack. This level is super hard to beat on normal mode so try and get some good gameshark codes cause the in game codes require you to get medals to unlock normal game cheats.

Once everything clears walk behind the train car and get the Field Surgeons Pack and then get on the small walled area and jump on the blue rail car to get another Field Surgeons Pack. Head left now past some cliffs and you must shoot all the stacked crates here to get through. Get a Surgeons Field Pack towards the back of these crates. Walk down these cliffy steps and lob a grenade below and blow up the bazooka guy down here. You should see a rocket preparing to launch and down and left is a scientist. You can't shoot him now so don't bother. Go down now to the rocket and head left to a hatch and lob a grenade down the hatch to see if it blows anyone up. Drop down the hatch and turn left to launch the sabotoged v2 rocket and wait for the countdown. Congratulations the game is over no watch the movie.