

Spec Ops: Ranger Elite FAQ/Walkthrough

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SPEC OPS : RANGER ELITE

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FAQ/Walkthrough(V1.1) by Gunbladelad (c) 2002

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Thanks for the positive feedback I got on Version 1.0 of this walkthrough. That's what prompted me to do this (admittedly minor) update. It's just some stuff I decided to add onto it, as well as some spelling corrections that went unnoticed until I checked it on GameFAQs.

THIS GUIDE IS NOT FOR DISPLAY ON CHEAT CODE CENTRAL!!!!

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= Introduction =

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I will take you through the full missions as I have completed them, as it is possible in some levels to finish in a different order. The selection of troops I picked for almost every level was the Sniper and the Machine Gunner. Those of you who've read my old Covert Assault guide (also since updated) will notice I've changed my preferences. I rarely mention enemy troops unless they are mentioned in the objectives, or can be particularly troublesome, so do take care as you move.

I will also occasionally make references to "clock directions". This, if you are not familiar with it, is a technique the military use to point out "targets". It basically is, imagine you are standing in the centre of an analogue clock face, 12 o'clock is directly in front of you, 3 o'clock's at your right hand side, 10 o'clock is in front to the left, etc. It's one of the most reliable ways of pointing out the correct directions, that I have found. This is exactly why I use it in this guide.

Finally, if any extra help is needed, post to the message board, and I will give extra help there. If people require more help on specific problems, then I may post an update, giving a little more clarification on those topics. I'm not online very often, so do be patient. If I've not replied to any help within 2 weeks, & no other help's around, Email me at the address shown at the top using "Spec Ops Help" as the subject. I WILL get back this way, but please use the boards first.

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= THE CONTROLS =
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This section was added especially for Ranger Elite, because in my Covert Assault guide, I chose not to include a control guide as there is an option to alter the control setup in Covert Assault. I also use a few symbols to represent the PSX buttons. These are;

U - Up
D - Down
L - Left
R - Right
^ - Triangle
- Square
X - Cross
O - Circle

DP - This means that it can be used with ALL directions on the D-pad.
The shoulder buttons are mentioned as they are on the pad. Pretty simple.

BASIC CONTROLS

U - Move forwards
D - Move backwards
L - Turn left
R - Turn right
R2+D - Crouch (repeat to lie down)
R2+U - Stand up (crouches from lying down)
R2+L - Sidestep left (Rolls left when crouching)
R2+R - Sidestep right (rolls right when crouching)

ACTIONS

X - Fires primary weapon (rifle)
- Uses secondary weapon (grenades, & Satchel Charges)
O - Use Inventory Item (Medkits, Binoculars, & Satcom)
^ - Switch between Rangers (one player only)
L1 - Use rifle scope (see nitpicking section about 1st Person View)
L2+U - Reloads rifle (I never use this, it wastes ammo, as you lose any unused ammo in the magazine)
R1+DP - Use with D-pad (or analogue) to select weapons/items in inventory.
Select - Brings up map & objectives.
Start - Pauses game.
L1/R1 - Change Magnification on Binoculars

BUDDY ORDERS

At last, tell your idiotic buddy what to do. Just bear in mind that he's quite happy to get stuck in scenery or step onto mines. He'll also walk off a cliff if you tell him to. All in all, the Buddy's AI is pretty simplistic. It's best giving him the commands to keep him out of trouble.

- L2+^ - Move up (goes ahead of you by a few steps, then stands still until given another command)
- L2+O - Fire 'em up (The most useful command. Tells him to shoot at any enemies in range. He'll also follow you like normal.)
- L2+[] - Follow me (He just follows you, only shooting when he's shot at. Use "Fire 'em up" instead, unless you want to conserve his ammo)
- L2+X - Hold up (Just tells him to stay where he is. He'll defend himself, and that's it)

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= WEAPON GUIDE =

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This is just a run-down on each gun, magazine capacity, maximum magazines available on loadout screen (complete with total max bullets), and what sort of range it's best at. Sorry, I've been too busy to work out the damage ratings for the weapons since my earlier guides, so this is just a direct copy of that table, since no weapons have changed between the later 2 Spec Ops games.

Key to table

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= Code	= Meaning	=
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= (s)	= Scope available for weapon (4X or 6X)	=
= (gl)	= Grenade Launcher attached to weapon	=
= (sd)	= Silencer attached to weapon	=
= M/B/T	= Magazines / Bullets per Magazine / Total Bullets	=
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Weapon List

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= Name	= Type	= M/B/T	= Range	= Damage =
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= ITHACA37	= Shotgun	= 12/008/0096	= Close	= Kill =
= M249	= Machine Gun	= 05/200/1000	= Middle	= =
= M203	= Assault (gl)	= 08/030/0240	= Middle	= =
= SSG	= Sniper rifle (s)	= 10/005/0050	= Long	= Kill =
= M60	= Machine Gun	= 08/090/0720	= Middle	= =
= M16	= Assault (s)	= 12/030/0360	= Middle-Long	= =
= AK74	= Assault	= 10/030/0300	= Middle	= =
= RPK	= Machine Gun	= 10/045/0450	= Close-Middle	= =
= M4	= Assault	= 10/030/0300	= Middle	= =
= BARRETM82A1	= Sniper Rifle (s)	= 08/010/0080	= Long	= Kill =
= H&K MP5(sd)	= Assault	= 12/030/0360	= Middle	= =
= H&K G11	= Assault (s)	= 10/045/0450	= Middle-Long	= =
= M203 GRENADE	= rifle grenade	= Max=20	= Close, 1m blast	= Kill =
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Grenades & other Items

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- Frag Grenade - Standard grenades. 3 metre kill radius on personnel
 - HE Grenade - Powerful grenades, use these instead as they have a 7 metre kill radius on all enemies
 - Smoke Grenades - Obscures enemy's view of your location. In Stealth Patrol & Ranger Elite, the manual claims airstrikes could be called on certain levels. If anyone managed this, please get in touch (stating game & level/phase). The Airstrike

reference was removed from Covert Assault's manual.

- WP Grenade - White Phosphorous grenade. Not quite as powerful as the HE grenades (in my experience), but looked pretty nice in Stealth Patrol when thrown at night. The manual does suggest that these are the most powerful grenades in the game, so keep your distance to be safe.
- Satchel Charge - Explosive pack - Set timer using L1/R1 & run.
- Claymore Mine - Remote Controlled Mine. Set, move away and use Clacker to detonate (Note: Clacker has a limited range)
- Med Kit - Health Boost. Can only be used once. Use only if you are about to die, as many have been needlessly wasted for minor wounds. Enemies sometimes drop them.
- Flak Vest - Only dropped by enemies. Acts like an instant med kit. Character will not pick it up if his health is full.
- Ammo Box - Only dropped by enemies. Increases the Ammo you're carrying. Sometimes includes extra explosives like grenades.
- Mines - Small circular booby traps. Usually hard to see. Grenades can destroy them safely from a distance. Just don't get caught in the blast, which can be massive if it's part of a minefield. Solitary mines are less of a threat if you know where they are.

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= SOLDIER GUIDE =
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Although the game manual suggests that each Ranger has different skills, the differences seem to be very minor, mainly in gun accuracy, & carrying ability. It's all down to personal preference which rangers you choose. Here's the in-game info on each ranger, followed by my own observations from just playing the game.

Machine Gunner

Expert in use of machine guns (M249 and M6063). This just means that he's used to firing LOADS of bullets from one of a couple of fast & powerful guns, which, unfortunately have no scopes. His accuracy is not too good from scopes. He really comes into his own as a CPU buddy because he'll normally kill any enemies who get close enough to shoot at him (or you), when given the "Fire 'em up" command.

Close Quarter

Expert with the shotgun (Ithaca 37) in Close Quarter Battle (CQB) situations. This guy, I never use, because there's not really any CQB areas, Egypt's probably the closest there is to a CQB areanand the sniper's a better choice in those! He's apparantly best up close, so he's probably inaccurate using scopes. I've never bothered finding out though. If you could go inside buildings (not just warehouses), then I'd be happy to give him a good test.

Recon/Sniper

Expert with rifles (SSG & M82A1), and silenced weapons (H&K MP5, and H&K G11) A really good all-rounder. High carrying capability, highly accurate with not only rifles, but also grenades (I find he's actually better at throwing them than the grenadier). Definitely the man of choice for missions with lots of space to wander, but excellent for just about any mission.

Grenadier

Expert with the M203 Grenade launcher and is deadly accurate when throwing grenades by hand.

I find he's nothing special with grenades and his M203 grenades are a joke. You're best using him in missions with lots of explosive work, by using an M16 & equipping satchel charges to take up the space previously wasted by M203 grenades. As I already mentioned, the sniper is actually more accurate for grenade throwing.

Rifleman

Expert in use of assault rifles (M16A2, M4, & H&K G11)

Another good all-rounder. His carrying ability is less than the sniper's, and he's also slightly less accurate over long distance, as he needs to be 10-20 steps closer than the sniper for a definite hit with the same weapon as the sniper (H&K G11 tested as both are mentioned as being experts with this). Good with most weapons, and doesn't seem to suffer too much with short range guns (i.e. no scopes), so he can be used to act as a replacement machine gunner if the "proper" one gets killed.

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= WALKTHROUGH =
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= MISSION 1 - ALASKA =
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Mission 1.1 : The pump station

- Objective 1. Proceed to Waypoint 1. Infiltrate compound undetected.
- Objective 2. Eliminate hostiles. Locate triggering mechanism.
- Objective 3. Confirm 6 devices (4 in compound, 2 on pipe)
- Objective 4. Eliminate any remaining hostiles, proceed to waypoint 2.

Make your way forward, going left once you reach the fence. Find the entrance to the compound, watching out for mines on the way. Also keep your eyes open for any enemy troops inside the compound. They can occasionally (depending on the angle of the fence between you & them) be tricky to spot. Bear in mind that there are 2 in the closest open building. (The one with the generator & computers). Sweep the area, killing all the enemy troops. There's 6 red boxes (these are the explosives) on the outside of the buildings. To disarm them, just walk right up to them & they'll vanish. Occasionally they're placed inside the generator building. Remember to check BOTH sides of the pipe inside the compound too. This usually has some explosives on it. Once you have found them all, go to the gate leading out of the compound, and follow the path towards the power lines to finish the phase.

Mission 1.2 - The Log Cabin

- Objective 1. Advance to waypoint 3. Clear & secure road to cabin.
- Objective 2. Clear cabin - Use caution, FBI agent may be inside
- Objective 3. Hold base against reinforcements
- Objective 4. Escort FBI agent to waypoint 4 for extraction.

Kill the enemy who attacks immediatly on the left (through the tree at 11 o'clock). Follow the path to the left, taking out the single sniper to the left overlooking the path, & any guards you can see. Ignore the compound for this phase. Keep following the path up the slope, but now keep low, & at the

tree line. Try to snipe through the windows of the cabin to kill the 2 guards inside the building. The FBI agent's sitting down, wearing a woolly hat, so do try to avoid shooting him. (I didn't the first time I played this game!) Having cleared the area, walk up to the FBI agent, (watch out for the mine just inside the fence) & he'll stand up. Although you are told to hold against reinforcements, just head down the path again, and take the first left you see. It's before the compound. Follow the path a little until you see a snowplough. Head straight for this to finish Phase 2.

Mission 1.3 - Raid the base

- Objective 1. Clear towers with sniper fire & enter compound.
- Objective 2. Plant 2 satchel charges against armoury & withdraw
- Objective 3. Destroy any secondary targets
- Objective 4. Withdraw to extraction point

First of all, don't bother with objective 3, I've never been able to destroy anything except vehicles & barrels, & this is unnecessary. The mission can be completed by ignoring this objective.

Clear the 2 towers within view first of all. Go left, around the base, until you reach the main gate, clearing any towers you see. Try to lob a grenade in to destroy the minefield in the gap between the fences, but this is not essential. What IS essential, is that you clear the rest of the towers. Do this. The 2 you probably won't have cleared are along the far edge of the base (on the far left corner, from the gate, and halfway along the perimeter fence). Now go to the fenced off compound inside the base (3 o'clock from the gate, facing in). Put 2 satchel charges beside the building in this compound, making sure to get out before the second explodes. Now you can go to the extraction point. To find it, just go left out the gate and follow the road straight on. The Helicopter will pick you up automatically when you go far enough.

MISSION 2 - AFGANISTAN

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Mission 1.1 : The Camp

- Objective 1. Approach Taliban camp undetected and locate hostage.
- Objective 2. Penetrate base & rescue hostage. Withdraw to waypoint 2.

Finding the camp's simple. Just head straight up the hill, keeping beside the cliff on the left. You'll only meet two guards before the camp itself. Kill both from a distance. Go in the back of the camp. The nearest tent has the hostage. Crawl through the camp into the tent (creating minimum fuss), convince the hostage to follow you then head back down the hill, (crawling out the camp first) until you reach the path. Follow this until you come across a small rock formation (which a guard uses for cover), and head downhill (about 12/1 o'clock past the rock). This should finish this phase. If it doesn't just wander around the lower area until you pass. There's not too many landmarks down here, so I can't give a definite location. What I CAN say, is the ravine you're looking for has some bushes dotted around it, and a boulder. Sorry I can't be more useful but one canyon looks like any other there.

Mission 1.2 : The Bridge

- Objective 1. Clear ravine of enemy forces. Proceed to Waypoint 3.
- Objective 2. Clear and secure bridge. Proceed to Waypoint 4.

First of all, make sure the hostage is following you by walking up to him. Advance slowly along the direction you were facing at the start. Watch out for enemy guards on the left as you move on. It's best to crawl all the way (yes, I know it's slow, but it gives you more chance of surviving!). Kill the guards on the far side of the bridge and cross to finish the level. If you do get lost (from not going straight on at the start), just find a cliff going down to a river, turn right, and follow it as best you can. You'll eventually find the bridge this way.

Mission 1.3 : The Border

Objective 1. Advance slowly to waypoint 5, clearing ravine.

Objective 2. Cross border. Ambush any following Taliban

Move forward slowly. Kill the guards at 10/11 O'clock at the start. They're hidden in the bushes, and can be lethal if not eliminated straight away. The Machine Gunner buddy is perfect here. Face the bushes, and give the orders "Move Up", then "Fire 'em up" as soon as he stops. Follow the ravine (to the right of the bushes) slowly, keeping to the right to find the border crossing. Be careful as you go, because some of the enemy troops have a nasty habit of being able to shoot through the ravine walls if they see you. All you have to do is get past the border crossing itself. Watch out for the guard behind the building, waiting in ambush. Having crossed the border, the helicopter will arrive, finishing the mission.

MISSION 3 - EGYPT

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Mission 3.1 : The Armoury

Objective 1. Proceed to waypoint 1 & locate warehouse.

Objective 2. Raid warehouse & destroy weapons cache with a satchel charge.

Objective 3. Eliminate any further resistance. Proceed to waypoint 2.

OK. A relatively simple urban level, although my old guide seemed to be a little vague in some respects for some people. Go forwards to the fenced area at 12 O'Clock. Follow the fence until you get a message on screen. Move along the street to the right, and look in each left-hand side warehouse as you go (it changes every time you play). If one has enemy troops in it, that's where the arms cache is. It's the odd-looking box. Destroy this with a satchel charge, then go behind the warehouse to the street with the palm trees. Turn right and go to the far corner. Go through the tunnel nearby to finish the phase.

Mission 3.2 : The House

Objective 1. Proceed to Waypoint 3 & Recon house. Commence Assault.

Objective 2. Disable truck, move to gate, & clear compound.

Objective 3. Enter compound & clear house by placing Satchel charge at door.

Objective 4. Clear & secure garage & drugs. Proceed to waypoint 4.

This one's trickier. To reach the house, keep turning right when you can. You'll eventually see a truck. This is the one at the house you've to disable. Blow it sky high, and kill any snipers you see around the corner. Before you even think of going into the garden area, do a lap around the building to make sure there's no enemy soldiers left. Having cleared the area, head into the garden to plant the satchel charge at the house door (For some reason you can't just knock the door, you have to blow it up!). Run back out the garden to let the charge do it's work, then go into the garage to secure

the drugs. Finally, just run back along the way you first approached the house. Watch for an alleyway going left with a metal fence at the back. It's after the overhead tarpaulins (sheets). This is Waypoint 4, and the exit for this phase.

Mission 3.3 : The Docks

- Objective 1. Clear Admin section, proceed to waypoint 5.
- Objective 2. Secure container area, proceed to waypoint 6.
- Objective 3. Locate & secure couriers' warehouse, secure remaining drugs.

Advance slowly, keeping right, and killing any guards you see. Watch out for patrolling guards between the buildings. You'll see the container area beyond the buildings. Go to near-side corner beside the shore, and then clear out all the guards patrolling in here. Most are standing still. Go to the blue car nearby (on the warehouse side) once you've killed them all to move to the next objective. Search the 3 warehouses. As in phase 1, the one you want will have guards inside. Kill them all, then look for what looks like a shop pallet full of tins. Once you walk up to this, you'll finish the mission, and get picked up.

MISSION 4 - CHINA

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Mission 4.1 : Launcher Hunt

- Objective 1. Proceed to Waypoint 1, recon area & locate launchers
- Objective 2. Destroy launchers & crew but do not trigger warheads.

The main thing to remember is you'll NEED a man with a scope. The section you need to shoot on the rocket launchers is the grey section below the nosecone, and above the body of the missile. Shoot it anywhere else, and you'll fail the mission. Also, put some distance between you and the launcher, there is quite a range on the explosion. I've heard of several people having trouble with these launchers, as I did at first. It DOES, in a rare twist of helpfulness, mention where to shoot in the briefing. This is by far the hardest mission in the game, purely because of the lack of landmarks and the space. There's so little in the way of landmarks, added to the random placing of the scuds, that a proper "Guide" to this level is almost impossible. For this mission, I'll just give you some pointers.

The 4 scuds are randomly placed among several locations (like the arms cache in the previous mission). It does take time to learn these locations, & most of your time may seem to be taken up by just wandering around. The best thing to do is to look around every time you go through a bottleneck (place where 2 cliffs come close together). They tend to be near these. Occasionally, 2 are placed within sight of each other. Once you have all 4, use the not-so helpful GPS map (press select) to locate the bridge from your location. This is your final objective in this phase. If you spot the bridge before you've destroyed all the Scuds, backtrack keeping to the right, as that's where the missing scuds will probably be.

Mission 4.2 : The Rail Base

- Objective 1. Clear towers & Machine gun-nests
- Objective 2. Infiltrate base.
- Objective 3. Disable any trains & missiles
- Objective 4. Destroy road bridge.
- Objective 5. Destroy targets of opportunity

- Objective 6. Destroy rail bridge.
- Objective 7. Proceed to waypoint 7.

OK. This mission is Satchel Charge heaven. Carry 4 per trooper (in case 1 dies, as you'll need all 4). You may need to change a gun, depending on your choice of troopers (i.e Machine gunner to M249 rather than M60). Clear the towers & trenches beside the bridge. (Use HE or WP Grenades for the trenches!) Slowly make your way in. Watch the high areas like roofs & tower walkways, as there's several guards on them. Ditch a satchel charge on the bridge on the way in. A small section will be left if you need to retreat this way. Place another satchel charge at the front of the locomotive over to the left (10 O'clock from the bridge, not that you'll miss it!). Anywhere else & it won't do the job. Follow the train line & leave another satchel charge for the next train, then head inside the garage to the right of this train to destroy a Scud Launcher. This one is safe to shoot anywhere, although a fifth satchel charge is useful. Go back out to the train line. Turn right, and leave the base using the rail bridge, watching out for snipers on the roofs (one's even lying down!). Make sure your buddy is over before you leave the final satchel charge on the bridge. Follow the trainline to finish the mission, and the game. Now prepare to watch one of the world's most disappointing end sequences, for all of the 20 seconds it lasts.

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= CHEATS AND HINTS =
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Invincibility & Level Select

Enter "ROCKSTAR" as a name to get access to any level. Press left or right on the mission/phase screens. Invincibility can be switched on/off in the pause menu. It also give infinite time, although the timer still counts down.

Restore Stamina

As I mentioned at the start, I used the Sniper & Machine Gunner in most of the levels. To avoid the problem of the stamina running low after any phase, start the level you want with 2 soldiers you DON'T want to use, and then abort the mission from the pause screen. Now the pair you want should have recharged their stamina back to maximum during their brief rest.

NOTE: This works on ALL the PSX Spec Ops Games. It hasn't been tested on any other format.

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= Nitpicking bits =
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Ok. This section just picks on some definite flaws of the Spec Ops Games in general. I AM pretty harsh in my criticism here, but only because I'm a proud owner of Goldeneye & Perfect Dark on the N64. A CD can hold about 20 times more data than the largest currently available cartridge on the N64, so there is no excuse there. Cut the large aimless level layout, and shove in a large dollop of gameplay, Talonsoft. I personally want more CQB areas, with narrow twisting paths. An Indoors level would be ideal for the Shotgun guy, who's been left unloved for 3 games. Too much of an advantage is given to the sniper, weaken him a bit. Perhaps Talonsoft could even bring back some new night stages. They added a bit to the appeal of Stealth patrol, even if they were too hard for the opening levels.

The legend of Airstrike

Why on earth did Talonsoft insist on mentioning the Airstrike "capability" of the Smoke grenades. I have NEVER managed to call one. I admittedly, at this time, haven't completely tested Stealth Patrol for this, but in all my tests, I've yet to see a SINGLE airstrike!

A View to a Kill

The manual states "Press and hold L1 button" for the 1st person view mode. What 1st person view? Sorry Talonsoft, didn't you let the manual writers play the game? Did they just get lazy and copy Stealth Patrol's manual? At least they corrected it in time for Covert Assault. (They must've got a payrise for it, because they even removed the airstrike reference!)

Lethal Weapon

Why can many of the enemy soldiers fire THROUGH cliffs and the side of concrete buildings. Are they all equipped with Armour peircing Ammo. I suppose it could be even banana shaped rifles, like the sort designed in the last world war for trench warfare. In those, the barrel was, as unlikely as it sounds, bent at an angle of about 20-30 degrees, and were successfully tested. The sights were similar to Periscopes. I don't think they ever got used in actual combat though. Mind you, even those rifles can't explain the strange combat abilities of the enemy soldiers in this game.

Briefing Madness

Why do the briefings insist on giving useless information? By the time they DO give helpful info (Mission 4.1), most people just ignore them!! Here's just 2 examples;

Mission 1.2 - Hold against reinforcements. This objective comes up after rescuing the FBI agent. No matter how long you wait, the reinforcements just don't come. I got bored waiting and finished the mission. I personally left the playstaion on for 12 hours just to see what would happen!(using the cheat in order to pass without failing)

Mission 2.1, 2.2 & 2.3 - Taliban forces may be armed with RPG7 Rocket Launchers. Where??? I want one. Never mind that, I just want to see which Taliban soldier has one! I've killed every single guard in that level many many times, but have yet to see anything more powerful than an AK47! Is another PC leftover that they didn't bother to remove from the Playstation version?

Incoming!

Why on earth is the sniper better at chucking grenades than the grenadier? He's supposed to stay hidden, not chuck miniture bombs all over the place! Also, why are the M203 Grenades so utterly, weak! (This was the only 4-letter word I could use. A large number of other 4-letter words, which couldn't be used in a guide children might read, came to mind first!) They should be more powerful. It's nearly impossible to destroy ANYTHING with them as they are. Look at Delta Force on the PC to see how they should be! Nice & satisfyingly powerful there.

=====
= HALL OF FAME & SHAME =
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I've added this section after it came to light that my guides are currently doing the rounds on some websites without my permission. Basically, all it is, is a list compiled of the websites I've found to be displaying my guides. The hall of fame lists permitted sites, and the hall of shame shows plagiarists. Get permission to display my guide before I find you if you want to stay out the hall of shame in my next update.

Hall Of Fame

1. GameFAQs (www.GameFAQs.com) - You all know this one, It's where you got this from!
2. [Come on, Spec Ops fans, any of you want to display this? Email me then!]

Hall Of Shame

1. Cheat Code Central (www.CheatCC.com) - Infamous among GameFAQs contributors, they claim to have the "Worlds biggest collection of cheats". The cheats they refer to is actually the people who pilfer other people's work from other websites.
2. [I'm going to find another one before I post this, I just know it!]

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= FINAL NOTE =
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I'm afraid the Stealth Patrol guide has been shelved for the time being, although I'll get around to finishing it eventually. On the Plus side, there are HTML versions of this guide available now if you prefer that. Email me for details.

I intend to do a guide on the Delta Force game on the PSX when it's released in May 2002 (predicted UK release date.). I would STRONGLY recommend trying the PC version, and hope that the PSX version is just as good. I'm afraid the Delta Force boards on GameFAQs aren't very busy if you get stuck on it.

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