

Syphon Filter 2 FAQ/Walkthrough

by Xavier Dragon

Updated to v2.0 on Mar 30, 2000

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Syphon Filter 2 Walkthrough by X-Dragon. Copyright 2000. If you find misspellings or errors in this walkthrough then please try finding the humor in them. I have seen quite a bit of errors after proofreading over my work and just never had time to fix all of them. For questions about gameshark codes or other such cheats please visit <http://www.gameshark.com> or check IGN's site for tricks. Thanks also to Dan Fookes at <http://www.fookes.clara.net> at Cheatcodes 2000 for also posting my walkthrough. His site has gameshark codes and tricks listed also so check them out. Dan just needs to put in walkthrough by Xdragon instead now. The final version of this walkthrough isn't finished, more than likely I'll add more information to it. For the people wanting information about the multi-player version for Syphon Filter 2 I can't help you there. Check out David Blakes walkthrough for multi-player concerns, his walkthrough is listed above mine :)

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[-Section 1-]

Syphon Filter 2 Walkthrough Version 1 (for the Playstation game console) Email xdragon@themail.com

This walkthrough took me a while and is still taking a while to make so please don't rip me off by trying to sell it. Copyright 2000 Xdragon walkthroughs

[-Section 2-]

[-FAQS-]

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||
||1. Q. How do I incapacitate Gregorov in Volkov Park? ||
|| A. Equip your Silencer rifle and aim at all the lights and shoot||
|| them. This makes it dark and you can easily change to your hand ||
|| taser and zap Gregorov. ||
||
||2. Q. How do I kill Chance, none of my weapons work against him? ||
|| A. Lure him to the rear copter blades and shoot him with UAS ||
|| Bullets. ||
||
||3. Q. How many levels are there in Syphon Filter 2? ||
|| A. 21 ||
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[-Section 3-]

[-Suggestions for the sequel to Syphon Filter 2-]

-The controls are very shoddy and sloppy and makes it hard to make it around some corners when timing is everything.

-My game had tons of bugs in it as in when you were on the regular part of the ground and while staying crouched and walking the character would grab hold of an invisible ledge and then fall through the ground to their death.

-The reload option is not very user friendly, as in when 1 gun is dried out of bullets and your left helpless shooting a blank gun and not killing anyone. In close range this is very frustrating since you then must scroll quickly to a better weapon or one with ammo in it.

I'll give an example that happened to me a few times. I was shooting enemies in 1 mission and also had the M-79. I ran out of bullets with the gun I was using I was number one losing my life and when I changed guns the next one that popped up was the M-79 and in close range I was dead shortly after. Make it where when you run out of ammo with 1 gun and your shooting blanks that it automatically switches to a sensible gun so you don't end up as part of the wall or floor.

-Where was the UAS auto reload shotgun in the rest of the missions? I only found it when fighting the last guy and thought it was a cool weapon. I would've liked seeing more of that gun in the game

-I liked the cut-scenes and sounds were great but isn't there a more realistic way to make them look? The whole virtual look with the characters in the scenes throws the whole scene out of whack. The in game graphics, as in when you're playing the game, won't be as good, I know that, but the cut-scenes with the characters looked rushed.

-The story was well written but the plot just seemed dull and uneventful. Is making movies with good story and plot, that much different than in video games?

-Any chance this game could make it to the PC and have expansion packs?

-The other problem with the beginning screen or title screen is what Tomb 4 suffered from. If you're pressing the x button while the game is loading which I do sometimes and before the title screen loads up you end up pushing new game. Any way to after doing your first

save, to make the default option when the title screen loads to emphasize the load option instead?

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||                               [-Section 4-]                               ||
||Websites that pertain to this walkthrough are as follows(more will-||
||be added)                                                                ||
||                                                                           ||
||http://www.989studios.com                                                ||
||http://www.gamefaqs.com                                                  ||
||http://www.eidetic.com                                                  ||
||                                                                           ||
||A pointless trick but not really a trick: Keep pressing the x           ||
||button repeatedly and Gabe or Lian will do curtseys in the game.       ||
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||                               [-Section 5-]                               ||
||                               Mission Background:                          ||
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Seemingly unrelated and troubling events headline International News reports. Innocent civilians are gunned down in the Hiellongjang Province of China. A Nuclear Missile is destroyed seconds before detonating over Kazahkstan. Tensions surge between the US and China when sensitive data is leaked to a dissident Chinese group.

Corrupt elements within the agency, a super secret US intelligence group, are the driving force behind all these dangerous events. Using the biotech Pharcom, they developed a virus called Syphon Filter. Syphon Filter is the ultimate le. The buyer will become the first superpower. Agency operatives Gabe Logan and Lian Xiang discovered the plot within their own organization. They are now attempting to expose the Syphon Filter conspirators and stop the sale. In response, the agency has altered the military and law enforcement that Gabe Logan and Lian Xiang should be eliminated.

Agency motives become clearer as Gabe discovers Pharcom CEO Jonathan Phagan's private files on the virus. Then Lian, herself infected with Syphon Filter, is kidnapped for use as an agency Guinea Pig. Gabe must find the vaccine to save Lian's life as she attempts an escape from her captors.

Branded as criminals by their own government, Gabe and Lian must strike with deadly efficiency while leaving innocent personnel unharmed. Ex-agent Teresa Lipan, who operates a clandestine spy network, will assist both Gabe and Lian by coordinating missions from her secret base. The agents make every move knowing that a traitor could turn the knife at any moment.

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||                               [-Section 6-]                               ||
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Weaponry: (Note that the weapons mentioned below are mentioned in the instruction manual. If you rented the game and didn't receive the manual then you now can see what weapons are available. If you already know the weapons then just skip this part.)

Combat Knife:

The US Marine weapon is designed for hand-to-hand combat. Use the knife when you want to eliminate an enemy quietly.

9mm Silenced Handgun:

This standard military sidearm is an excellent short-range weapon. It's a lethal weapon in the hands of a trained Pro.

.45 Handgun:

Developed in the days of trench warfare, this 1911 vintage design is a double-action semi-auto weapon with strong recoil and tremendous stopping power.

M-16 assault rifle:

Standard issue for US military personnel, this combat proven light-weight weapon is accurate and easy to control, m-16's fire a specially designed small caliber, high velocity round.

G-18 Machine Pistol:

A furious 60 round per second fire rate makes this machine pistol the most lethal ever made. Note that the 33 round clip will be in 1/2 second of continuous fire. Don't get caught with an empty weapon.

Biz-2 Machine Pistol:

This machine pistol is designed to maintain law and order in tight situations. The horizontal clip design keeps the weapon compact and easy to fire while holding enough ammo to pin down a platoon.

HK-5 Machine Pistol:

Favored by special forces and terrorists alike for its compactness, the HK-5 is fast becoming the most popular machine gun around. There are more than 23 recognized variants and other customized versions, some fitted with silencers.

12 Gauge Shotgun:

This fully choked version maximizes accuracy and minimizes collateral damage out to 25 yards. It is commonly issued to law enforcement, DEA and secret service agents. At close range, nothing you can carry hits harder.

UAS-12 Rapid Fire Shotgun:

Delivers a pounding in close range combat against multiple targets. Collateral damage was not considered when developing this weapon.

PK-102 Assault Rifle:

This weapon is a variant of the popular Kalashnikov system (one of the most widely used and modified designs in the world). This is a full-featured assault rifle, but is easy to conceal which makes it popular with the ladies errr terrorists, yeah.

K3G4 Assault Rifle:

High Fire rate and Teflon coated bullets to punch through most Flak Jackets make this a weapon to fear and respect.

H-11 Sniper Rifle:

The H-11 is a full auto-fire sniper rifle with a large clip and a non-zooming scope.

Sniper Rifle:

This silenced rifle comes equipped with a classified digital scope using basic optical character recognition. It is capable of classifying Human targets and identifying human impact points prior to firing.

Nightvision Rifle:

This rifle is capable of extreme accuracy. It is designed to strike moving, stationary, or camouflaged targets from great distances without compromising the shooters position. This model uses the SVDN2 night scope and silencer.

Crossbow:

Quieter than a silenced firearm, this is the weapon of choice for stealth operations. It fires a narcotics laced bolt that can kill if fired at the head. In manual targeting mode, a laser provides excellent accuracy.

Hand Taser:

This Non-lethal weapon delivers 80,000 volts of neural chaos and will drop a man instantly. Use the hand taser on people you want to incapacitate without harming. You must get very close to the target with this weapon and the element of surprise is crucial. It is best to blind-side the target.

Air Taser:

Fire the Co2 powered air taser to lodge a probe into a targets body. A wire from the weapon to the probe delivers a 500,000 volt shock. Press and hold the Square button after implantation and the victim will burst into flames.

Incendiary Grenade:

Upon detonation, this incendiary weapon spreads Ammonium Perchlorate 3 meters outward from the blast point. It is instantly ignited by the explosion and quickly burns out, torching anyone within the blast area, but leaving minimum collateral damage.

Nerve Gas Grenade:

Releases trace amounts of Soman nerve agent. After exposed targets are rendered unconscious, fatality follows in 15 minutes unless an antidote is administered. The gas dissipates swiftly for fast entry into the area. This will stun the agent for a brief moment if walked into.

M-79 Grenade Launcher:

This deadly single-shot, break barreled weapon was used in the Vietnam War and nicknamed the "Blooper". It fires 40mm high explosive grenades capable of producing 300 fragments within a 5 meter kill radius. Its range is up to 300 meters.

C-4 Explosive:

Called Plastic explosives, C-4 can be molded and stuck to objects. It is then wired to a fuse and friction igniter for detonation from a remote or protected

position.

Tear Gas Launcher:

Fires cartridges containing old N64 games Heh kidding,CS riot agent. Use this weapon to create confusion in situations where the opposition cannot be attacked with lethal force.

High Tech Accompanying Equipment:

Camera Scrambler:

A device that attaches to security cameras giving them a false picture.

Transponder Locator:

Use this device to pinpoint the position of a transmitting military aircraft transponder.

Celluar Modem:

Uploads Data covertly at extremely fast speeds.

Binoculars:

These Binoculars use image stabilization technology to eliminate shaking and the lenses zoom to 14x. The true compass heading and magnification are viewed in the lens.

Navigation/Nightvision Goggles:

Capable of illuminating all nearby bodies,these nightvision goggles are use-only (not available in inventory). They are automatically donned an area becomes too dark for an agent to make out objects.

Flack Jacket:

Flak Jackets provide body protection against most firearms. You are still vulnerable to head shots. Flak Jackets found in weapon boxes offer full protection,while ones taken off casualties or guys you killed already give 1/4 protection. If you kill an enemy with a body shot or explosives,his jacket is useless to you.

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|| [-Section 7-] ||
|| [-Level Bestiary-] ||
|| ||
|| Level 1- Colorado Mountains ||
|| Level 2- McKenzie Airbase Interior ||
|| Level 3- Colorado Interestate 70 ||
|| Level 4- I-70 Mountain Bridge ||
|| Level 5- McKenzie Airbase Exterior ||
|| Level 6- Colorado Train Ride ||
|| Level 7- Colorado Train Race ||
|| Level 8- C-130 Wreck Site ||
|| Level 9- Pharcom Expo Center ||
|| Level 10- Morgan ||
|| Level 11- Moscow Club 32 ||
|| Level 12- Moscow Streets ||
|| Level 13- Volkov Park ||
|| Level 14- Gregorov ||
|| Level 15- Aljir Prison Break-In ||
|| Level 16- Aljir Prison Escape ||
|| Level 17- Agency Bio-Lab ||
|| Level 18- Agency Bio-Lab Escape ||
|| Level 19- New York Slums ||
|| Level 20- New York Sewer ||
|| Level 21- Finale ||
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[-Disc 01-]
[-Section 8-]
[-Mission 1]
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Rocky Mountains,Colorado

In the cut-scene I'd like to know how, when Gabe kicked the door open, he didn't get sucked out of the plane, oh well.

Ojectives: 1. Find Chance and The Transponder Locator. 2. Reach High Ground to get fix on Transponder Signal. 3. Recover C-4 4. Clear Cave-In 5. Reach Highway 6. Take Out Snipers 7. Defend GI's

Mission Patameters: 1. Don't Kill any GI's

Walk up to the crash site and watch the cut-scene. When done with the cut-scene turn around and start running in the open and head left. Jump up a rocky ledge and pick up a Flak Jacket but you can't since the one you have isn't damaged yet so remember this area if you get hurt. Keep going straight ahead until you see

another comrade on a small knoll. Speak with the GI and watch the cut-scene. Before following the private to the cave go to the right and you'll eventually see a box with an M-16 in it. Open the box by pressing the triangle button to receive the new gun. Enter the cave where your men are and run with them to an open section and they instruct you where Chance went. Before going right fall off the small ledge and then go left and you can run to another box with a shotgun inside so take it. Further back a little ways is yet another box with a Flak Jacket inside but you won't need it yet so just remember the location if you get into trouble. So now you can move forward into the cave to the right. Fall down the small ledges until you're at the main lower area of the cave. Hop up the small ledge and enter the darkish part of the cave.

Run through the icy part of the cave and you'll see some more comrades and another cut-scene ensues. Fall down the small ledge and you can now speak with Chance. After the cut-scene and the talk with the girl your first objective is complete and new ones are added. Okay first things first use your X button to crouch so you won't get shot. Head to the left ledge and jump up it. As soon as you're atop be prepared to fire your weapon. My advice to you is equip your M-16. Turn around completely and you'll see a waterfall that Gabe will jump across automatically and if your flak jacket got damaged there is one in a box across the chasm where the waterfall is. Now go to the lower part of where the water is flowing and jump the cliff automatically. After leaping here walk backwards slowly and drop off the cliff and you'll fall down another small ways and inside this small cave is the H-11 so get it. Turn back around now and use triangle button to leave this cave. Jump back across the small cliffy part where the water is flowing now.

Re-enter the cave section where your troops are at and get in there very quickly and use them as cover. If you pause you'll be killed by an enemy with a Grenade Launcher. You will now have a cave-in on your hands and you will have a new checkpoint and objective added. Go up the steep part of the cave and there will be an opening ahead and 2 of your own men get killed. Look up and right and shoot the guy on the high cliff. Crouch down now and look left and you'll easily pull off a head shot on the guard that's there. Step back a small ways and look right to shoot another guard to the right. Note that if you're using your M-16 make sure you press triangle once in a while to reload the gun. Drop off the small ledge now and turn completely around and aim up and shoot the guard behind you on the high ledge.

Be careful next by crouching and walking so aim for the guard on the right cliffy part and take him out. Turn left now and look up and shoot another guard. Hop up the cliffy area and get some M-16 and 9mm ammo. Now you'll be inside a small opening of yet another cave. Leave this small cave on the other side is a large opening and 2 guys to shoot. Keep your distance and get some safe headshots off to take care of them and then move forward and collect their ammo. Once you get their ammo run up to where your fallen comrade now rests and objective 3 is complete and another checkpoint is found. This next part is pretty hard so get that M-16 equipped and start shooting those paratroopers before they land and wreak havoc on you.

Now that you're done with that you'll probably want to climb the small knoll in the area and get that Flak Jacket I told you about earlier. Head back the way you came and hide under the small cliff and pop out every time another guard appears and you'll have them mowed down in no time. Collect ammo and then go back into the cave from earlier and there is a lot of troops again in this next open area so shoot them down and at the top of the second cliff is a flak jacket so collect it. Go up a small ways and a guard will be talking on his radio saying you're somewhere up here and they didn't get you yet so go to the small path near the cliff and crouch. Shoot 3 soldiers here and collect ammo. Jump up the highest ridge and equip your transponder and use it with the triangle button and a new objective and cut-scene ensues. You must now battle your way down the mountain so climb down the high ridge and don't use your roll button the way I did and die.

Head back to the main opening and kill 3 guards here 1 on the right and one on the left and the last one in the middle. Now there is around 5 more guys to kill so shoot them as quickly as possible from different areas and then head back to where the cave in occurred and use the C-4 on the rocks to clear the path. Set the C-4 with the triangle button and run away to allow the explosion from a safe distance. Now your new checkpoint and clear path objective are met. You run through the cave and the enemies are infiltrating your plan to get down the mountain. Best thing to do is run away forward and then go left cause a guy loses a grenade at you. Stand left and turn right immediately and shoot the guard up there. Now turn back left again and kill the guy on the left and then the right and then straight down the middle.

If you didn't fare too well there get the Flak Jacket near the waterfall and then keep going straight. Head into the cave a small ways and when you reach the first open area you'll have reached another check point. Go left now up the small ledge and keep on heading straight. Drop down a small ledge and it gets dangerous as 2 snipers are on top of a cliff and your men are low on ammo so a cut-scene will ensue. They will provide cover and then yell out "Were Dry". Go around the cliff and hop up when you get the chance. Crouch right away and a sniper yells "I'm being Flanked" Equip that excellent weapon (The H11) from way before and a guy will run in from the left side and he is wearing a Flak Jacket. Shoot him with that speedy gun and kill him and only 1 more guy left to contend with. Now if you climbed up to the first chance you got after killing the one guy look immediately left and you should be able to pull off a clean head shot on the other sniper and you will take the sniper objective away. Walk up to the box and get the Grenades and then follow the path until you can take your first

right and go here and your Gi's will say there is more enemies and another objective is added.

This part can be a pain in the ass but just equip the gun I told you to and shoot the first 3 guys they wont shoot at you but the last 3 ground troops will. Evade the best you can and only head shots count here so get the head shots and make mincemeat of these idiots. Once done correctly you will have passed another checkpoint. The area you went right from before where it said not all objectives met is where you need to go to next to leave this level. Save if you like.

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[-Section 9-]
[-Mission 2-]

Colorado,McKenzie AFB

Mission Objectives: 1. Get Combat Gear 2. Escape Holding Facility 3. Find Adrenline Booster.

Mission Parameters: 1. Don't kill any airbase personnel 2. Don't allow yourself to be detected

This a timed base mission but the first part is pretty easy. Get into the crouch position and follow behind the guard that's walking in the hallway. Take your first right up a hall where the Doctor and some guy are talking. Let them go by they won't see you and go right and enter a room to the right where the adrenline shot is and your first checkpoint is found. Leave this room going left and to the end of the hall. You'll see a security guard walking the halls here and another one further up the hall. Run to the second window on the right for cover and crouch here. Allow the guard to pass by without noticing you and let him get a ways down the hall before crossing over to the next room right across the hall. Enter this room and you'll have a cut-scene play from behind some glass. Checkpoint 2.

There is a camera behind the glass recording the entire conversation and a switch on the wall to the right. Activate the switch and the glass slides open so you can go through. Leave here and go right using the crouch to sneak around. Go up the first hall to your left and a guard will be walking up it. Let him get up a small ways and you can run to another doorway/wall and hide here and you'll hear 2 guards talking. Crawl up the hall and take your first right into the locker room and you'll get your combat gear YIPEE. Watch the cut-scene and now your last objective which is to escape the holding facility is at hand. The guard in the small office is where you need to go to next. Use your taser but you must be right behind him for it to work or you'll get caught. Hit him with the taser and then hit the switch in the right corner of the office. Head out to the main hallway and be very quick to get through the door to the right cause there is another door further back you must get through or you'll get trapped and caught. The controls on this part are very sloppy cause the damn girl always runs too far and you gotta completely stop and adjust for the controls.

Run to the first doorway on the left and crouch and wait for the guard to walk to the intercom. Get behind him right away and zap him and get his M-16 ammo. Crouch/walk up the next hall and wait for the guard up the hallway on the right to start heading the other way. When he does immediately run behind him about halfway and then crouch/walk to the second window/wall. Stay there and when the guard turns around wait for him to be in line with your taser and zap him as he goes by. Walk up the hallway and a cut-scene shows a guard approaching Lian as she tries so hard to make a silent getaway but she gets caught. Fortunately the guard is very gullable and seems to want to help Lian by opening a window with iron bars surrounding. This ends this mission.

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[-Section 10-]
[-Mission 03-]

Colorado USA: Interstate 70

Objectives: 1. Obtain weapons while Chance distracts guards. 2. Reach C-130 Crash Site. 3. Use Grenade To cut Tunnel Power.

Parameters: Protect Chance

Chance must be one warm-blooded guy he just kneels down talking calmly to Gabe in the cut-scene while it snows in his short sleeves. Enter the tunnel and head left to the door that's there and use your triangle button to kick it in. You'll hear some guys say "There he is,get him" and some close sounding enemy fire but I think they are referring to Chance. Run back here and somehow this creates a diversion where the troops run further back and you can get by the 2 trucks without being shot at with only knife in hand. Run to the second large truck and now get the weapons stash in the back of the larger of the 2 trucks. Backtrack and shoot all the guys that are now around and when you get back to the front of the tunnel turn around and aim up and there is a large road sign above the tunnel and a guy shooting at Chance. Shoot this guy and he plummets far to the road and dies. Chance now appears from seemingly nowhere and joins your side. Run back up the tunnel following Chance and you'll see a cut-scene and your first checkpoint.

When you see the first truck again take the right way around and Chance goes left and kills the guy ahead for you. Nothing wrong about conserving ammo. Run

up the road a small ways and Chance and Gabe will have to shoot about 3 guys so collect the ammo and Chance takes the lead. Totally cool part comes next where you get to control a flame thrower to kill enemies. Just simply listen to when Chance tells you to watch behind you and fry your enemies and take ammo. Move up the tunnel and you'll see another cut-scene and a guard all by his lonesome. Get in an easy headshot on him and then you'll have some trouble. Some snipers were set on the sides using the guard on the road as bait which is kinda sick in a way. Use your roll technique and get out of range and Chance takes care of the rest. Move up a small ways and Chance takes out a guy on a ledge and you gotta shoot too and help take out the guy. Move a small ways forward and just behind the truck ahead and a small ways right is another guard so shoot him.

You should now be directly in front of a big road mileage sign. It should be Vail 100 and Denver 220 with you being on Interstate 70 so keep on going straight. Just take cover behind the big truck and let Chance take the enemies out here cause it's very hard here. Another truck is ahead and crouch around it and use it for cover and Chance will take care of the guy on the left. Run into the tunnel and Chance fires left at a guy and then moves forward. Go left here and shoot the Flak Jacketed enemy at the door using a head shot and then kick the door in. Don't bother entering here though since there is nothing back here that I saw anyways. Go up the tunnel and meet with Chance again and a cut-scene ensues. There is some tanks blocking the way and some way to blast the electricity and make the tunnel dark so the tanks can't see you. All you need is to find some C-4 but in the truck right where the tanks are that's an interesting scenario.

Next part is rather tricky but you must go to the right side of the big truck where Chance went to the left and surrendered. Look to the left where there is a small opening between the truck and the bed of the truck and use triangle to climb up here. Your on top of the truck now so walk to the back part of the truck and do a drop down maneuver being very careful not to stir attention. Drop to the back side of the truck and take and grenades back here. Now go back to where I told you earlier and kick the door in and go immediately right to the power room. Use your aim button to aim the grenade and chuck it inside and the power is gone and another cut-scene/nightvision goggle scene ensues with you speaking to Chance.

Turn around now and leave this section and shoot 3 guards any way you like since they can't see you anyways. Head back to where Chance turned himself over and crouch down near the truck and ahead and to the right is another guard so shoot him down. Keep in the crouched position and shoot 4 more enemies that are around the tank. Kill around 4 more guys here and then head to the right side of the tank where there is a sign that says Load Limit 9 tons Speed Limit 15 and keep on going straight and the Mission ends so save if you so choose to.

[-Section 11-]
[-Mission 04-]

Colorado,USA: I-70 Mountain Bridge

Objectives: 1. Find Silenced Weapon 2. Quietly Eliminate Commander 3. Disarm 4 C-4 Charges 4. Reach Plane Crash Site 5. Rescue Captured GI'S

Mission Parameters: 1. Don't get discovered on Bridge before C-4 is disarmed. 2. Eliminate The Commander Before he detonates the C-4

Go to the right part of the bridge without being seen and then drop down and he'll grab the ledge of the bridge. Use the hand over hand technique and when you see the first jeep on the bridge pull up and then get in the road and crouch. Go around the jeep to the back of the big truck and get the Silenced Sniper Rifle and Nerve Grenade. First checkpoint is met and now you must get back on the bridge ledge and go left back to where the commander and other guy is. Equip the gas grenade and throw it at these 2 and the timer comes to a halt and another checkpoint is met Phew. Run over and take the good commanders ammo and then head back up the road crouching/walking.

This next part you must be very careful so go up the bridge a small ways to the first truck once the guards pass by and hug the right side of the truck. Go to the front of the truck and then go to the left side of the bridge ledge and use the hand over hand technique also. You'll eventually see some red led flashing lights under you when you pass over the bridge using the hand over hand. Drop to the first one you see and stand in front of it. A new objective is added and you reach another checkpoint after disarming the C-4 with your triangle button and now 3 C-4's remain. Use hand over hand a small ways until you can drop a bigger one here but don't worry he'll make it. Drop here and use the crouch button and make your way to the middle of the bridge scaffolding, and fall a small ways to more scaffolding below. Turn around making sure you're crouched and there is a guard to the right side near the edge of the bridge so equip your knifw for this.

Crouch and walk to him or near him and use the knife on him and he plummets off the large bridge. Disarm this explosive charge and you will be at your next checkpoint. Now the guy in the back part of the right side of the scaffolding that's still on your level needs to be rid of. Equip your silenced rifle and wait for it to say head shot and fire away. Even if you miss don't worry since this is a silenced gun he won't hear it anyways. Head to where you fell from the side of the bridge and use hand over hand again to make it a small ways to where Gabe can fall again and now land on this part of the scaffolding. Land where the guy you killed with the silenced rifle was and take his ammo. Now disarm the bomb and you will be at another checkpoint.

One more C-4 To go now so drop down 1 scaffoldings to safety and then go back up the bridge and use the hand over hand technique. Make your way over to the first closest scaffolding drop and land here. Now drop down another scaffolding and to the back right of this section is another guard so crouch to get a head shot and this one is clean and even. Head back up the bridge and use hand over hand again one set of scaffolding and then drop down. Here you must drop down 2 scaffoldings to reach the last C-4 in the corner. Disarm this one and head the Hell outta this level using the hand over hand technique heading left until you get to the end of the bridge. Crouch when you get to the end and slowly and silently walk away into the next tunnel section and you'll reach the next checkpoint and 2 more objectives to go so equip any gun you like now it's no longer a stealth mission since the C-4's were disarmed.

Next part is a bit tricky but not too hard cause you have 2 GI's captured and 2 guards there. Wait for the 2 guards heads to be lined up and then blast them with the M-16 but don't shoot your guys. Walk up to the GI's and another Cut-Scene ensues and another checkpoint. Use triangle button to receive radio transmission. Next a big troop truck pulls up so help your buds out by getting in all head shots as each enemy troop has a Flak Jacket on. This next section is very tricky as you must get in head shots only and your GI's are awful shooters. 3 sets of army troop trucks pop up so the first set help your right hand guy and kill the shotgun dude before your GI gets killed. Kill the other guy and your left guy stays okay. Do the exact same thing with the next truck. On the last troop truck help your left hand man cause the shotgun dude is now on his side instead.

That part takes practice but stick to it and you'll get through it. This ends the level and makes your efforts of saving the GI'S Fruitless watch the cut-scene you'll see why.

[-Section 12-]
[-Mission 05-]

Colorado,USA McKenzie AFB

Objectives: 1. Locate a silenced weapon 2. Create Distraction To Enter Tower 3. Get Transponder Frequency 4. Steal Chopper 5. Get Information from Holman 6. Eliminate Agency Pilot 7. Sabotage Agency Plane

Mission Parameters: 1. Don't kill any airbase Personnel 2. Don't put the base on alert

This level is another stealth level with Lian and looks very cool. Wait for the commander to stop talking with his private and wait behind the bush on the right for him to pass by. Sneak behind him using the crouch/walk button and zap him with your taser. Turn around now and where the privates superior ran off to is the direction you need to now be going. Follow the path between the buildings and you'll come to a cut-scene. At the checkpoint now and you got a new objective added. Go to the first part of the right building and crouch behind the wall sticking out and wait for the guy wayyy on the left near the other truck to walk the other way. When he does do a combination of runs and crouches just don't be detected. Get to the bush over here and wait for the other guard now to the left of you to walk away. When he's outta sight crouch/walk behind this guard and use the taser on him. Now you have the big troop truck for cover.

Walk behind the large truck now and get the silenced sniper rifle and now while the guard has his back to you walking around run to the bushes and then to the lightpost and hide behind the lightpost. When he turns around for a brief period use the crouch/walk button and sneak in behind him and use the taser. Enter the open section with the walls of buildings on each side and climb to the rooftop. Go to the left part of the rooftop and you can drop down onto a platform sticking out of the wall. One of the guards says he hears something and he's gonna check it out so be careful. Wait for the troop to go around the left side of the truck and then sneak behind him and zap him. Now sneak around the truck behind the stacked green crates and climb the crates being careful to crouch each time you climb up one. Go to the second crate and lower down the other side and make a small fall. Creep around the corner and you're directly behind this new guard and can easily zap him. Enter this next room and you're fine so go up the hall and you'll hear 3 guys 2 of which are Flakan and Morgan talking. Just sit there for now don't move yet.

As soon as the conversation ends get back over the green crates pronto and hide on the other side. The guy will be practically looking at you but he doesn't move anymore so go back up the green crates and go behind him and zap him. Walk into the next room a small ways and you get a checkpoint and 2 new objectives. Enter this open area and go right and hit the switch and open the large door. Close the door behind you if you feel paranoid about more enemies. Enter the hangar and you'll hear the Agency pilot speaking on the radio with someone. Get to the far left side of the screen and crouch and equip your silenced rifle and get a head shot and kill the Agency Pilot. Now walk under the plane and hit triangle button when you see the words control panel and she will set some explosives and then a cut-scene ensues. Be careful when the cut-scene ends and wait for the troop to come around. When he turns the corner use the taser on him.

Leave this area hitting the switch and when in the open run right away to the crate in the middle and crouch right away. Go to the right of the crate and the one troop will walk right where your at so zap him. Now go to the 2 stacked crates and crouch/walk around them and zap the guy standing guard here. Around the next open area is a truck and a search light you must always avoid search

lights. Climb up the back side of the truck and equip your silencer and shoot the light out and noone will detect you. Don't use a standard gun cause it's too loud and you'll be easily detected. Drop off the front part of the truck and go around the black and yellow striped gate and get to your next checkpoint. This next part is kinda tricky but shows that the creators really put some good thought into it. A truck will occasionally come by the main road where there is tons of troops standing guard. Wait till the truck gets nearby and then run alongside it until you see a crate to the right. Hide behind that crate and wait for the next truck to come by and run beside it for a second and then break away and enter the area on the left that's a building.

Go in this building and you'll see a big truck inside so get towards the outside part and a cut-scene ensues and you reach another checkpoint. Go back inside the building and follow Falkan and the guard until Falkan tells him he doesn't need an escort and this is your cue to sneak behind Holman and hit him and knock him down to get info. Watch the cut-scene and you reach another checkpoint and another objective completed. Go back to where the cut-scene with the doctor and other guy was and zap the guard behind the truck. Go to the next opening where there is the other green truck and go across this area and you'll see some more green crates stacked. Jump across them really fast and land behind 2 stacked green crates and then wait for the guard to turn around. He turns and walks away really fast so be ready to trail him close enough to zap him. Go through the hall and you'll see some more stacked, green crates which I recommend you get behind for a brief minute.

Use your crouch/sneak button and if you see the bright light coming your way hide behind the green crates again. As soon as you're clear of the guard seeing you sneak back out to the middle part staying close to the green crate. Equip your silenced rifle and aim and shoot out the white light to prevent being detected that way. Also make sure you re-equip your hand taser so you won't be detected. Now wait for the guard to come back around near the green crates where you should be hiding now and sneak in behind him and zap him. Next part is kinda unique as it provides you the chance to create a diversion let me explain. Walk or sneak up to the truck and you'll see in white letters truck ignition so use triangle button to do the task. The truck won't start moving for a good 3 seconds and in this time you need to find cover before the guards see you. The truck goes in reverse and rams into a wall and guards run off leaving you with the easy option to enter the building they were guarding.

Now you've completed another objective and your at a new checkpoint. Walk through this building following the halls around until you see an elevator on the right so get inside it and go down. Allow the troop to stop talking on his radio while going right when exiting the elevator. Go completely around the whole room and you'll see another troop looking at a map on the wall. Zap him and the other troop that was talking on the radio asks his buddy to take a look at something and when he doesn't answer he attempts to check on his friend. Run back around to the other side of the room going back to where the elevator is and zap this troop before he has a chance to discover his friend down and gets you detected. Now look at the wall near the map and you'll see a switch which has the transponder frequency so activate it and then you will automatically have a checkpoint.

Get back in the elevator and go back up to the main floor and make your way through the building and you'll eventually see a opening to the right and a cut-scene will ensue. Once the cut-scene ends let Falkan Guy in the suit get a little ways ahead and then zap the troop. Now just use the sneaky walk and gain up to Falkan and when your close enough then zap him also and then just run up to the chopper and Lian will steal it and this ends the level and another cut-scene ensues. Save if you like.

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[-Section 13-]
[-Mission 06-]

Colorado,USA: United Pacific Train 101
Objectives: 1. Reach Engine and stop the train
Mission Parameters: 1. Eliminate all operatives.

Starting on the train head forwards a small ways and wait for guys to fall out of chopper and if you can believe this the last guy I shot at before he even landed I got a head shot off of I was impressed. Anyways crouch down and keep good distance so they can't hit you and use the shotgun or any gun you choose and get head shots off for quick kills and then jump to the next railcar. Now the next 2 guys are a tad tricky since the right guy lobs grenades with pinpoint accuracy to your location shoot the granade guy first and then the guy on the left. Jump over the next car and then another and immediately turn around and shoot the guy above you on the railcar and then turn around and shoot the 2 guards now behind you. I might make a recommendation that the shotgun works quite well here as you don't need to focus on quick head shots.

Jump to the next railcar and one car up is 2 troops and they stand out like a sore thumb so they are very easy kills. Go to the edge of the car where you just shot the 2 troops and don't jump yet. The troop ahead on the 2nd car ahead is on the right and shooting at you so get an easy head shot and take him out. His buddy is to the left and he never even notices you so stay in the same place and aim left and make an easy head shot kill. When you've killed them off jump 2 cars up and when you make it to the red railcar you'll finally reach a checkpoint. Jump over one car and get on the black car and when you get to the black metal part sticking out that looks like a ledge wait here and 2 troops jump out from somewhere so kill them before they get too close. Try waiting for the guy on the right to be ready to jump to your car and shoot him in mid-air

it's hilarious cause he goes flying through the air I was laughing till it hurt.

Go up a few cars and now 2 troops will be on a car with a blind side so if you have grenades then wonderful just use your grenade aimer and lob on down there. If your out of grenades then stay back a good, safe distance and kill the left guy first as he can still see you. The right guy can't see you but he's restless and won't stand still so just be a little patient here and wait to line up for the head shot and kill him. The next railcar is a bit difficult since there is a grenade lobber throwing grenades at you and 2 guys in a blind car shooting at you. Again if you have grenades then use them on the guys below and then jump over their car and shoot the guy on the next car. If your out of Grenades then just jump over the 2 troops in blind car and ignore them completely and land on the next car and shoot the troop here. Jump over now a couple cars until you can see the red railcar ahead and then you will have your nightvision goggles on so stand right where you are when nightvision comes on and just blast away only with head shots will you prevail here. When the troops are all dead you return to normal vision and you can go collect their dropped ammo.

Hop over and get the ammo and you'll hop over around 3-4 railcars and you'll finally reach the engine and it enters into a cut-scene where a troop throws a grenade at you and Gabe yells "NO" and "IDIOT" and the level ends.

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[-Section 14-]

[-Mission 07-]

Colorado,USA: United Pacific Train 101

Objectives: 1. Reach Lead Car and Stop Train

Mission Parameters: 1. Get To Lead Car before reaching bridge.

First off I'd like to know how, if the engine was destroyed it's still on course and number 2 why Gabe needs to find the engine again if it's been blown up. Same Damn train I might add.

This is a timed mission so no screwing around now. Head to the left part of the train near the edge but don't fall off and use triangle button to climb above. Shoot 2 troops here and then begin that train hopping once again. Jump over the next car and drop down to where some crates are at and a guy will come at you from the right so shoot him and then go around the crate and on the left now is 2 more troops to kill. Climb the crates here and jump to the next car and on the next car is more crates so drop down here and run around the crates being careful of the grenade throwing troop just ahead. Climb the wooden looking crate and then hurry across up to the next car where the grenade guy is and quickly climb the crate and you should be right close to him and he wears a Flak Jacket so get in a point blank range Head shot.

Go up a small ways on another car and kill 2 troops both wearing Flak Jackets so head shots only. Next car is a blind car so walk up and get off 2 head shots on the troops down there and then move on to the next car. Hop to the car now to where there is more crates and a guy with a 9mm is here and a guy with a shotgun too so be careful. Shoot them and collect their ammo and then climb up the crates and on to the next railcar. Go up a small ways and some guys will yell "LETS GET OFF THIS TRAIN" and they'll run away from you so chase them and the guy on the right will be setting up to shoot at you so kill him and then the other guy hides in a blind car so look for his head and then blast him off the railcar. Go now to the other railcar with more crates and the stakes get raised even more as 3 troops each have shotguns so be careful. Land on the main part of the car and head to the left car and shoot the troop when you make the corner right away.

Go now up a tiny bit and 2 more guys will be within range but they don't see you so just stand right there and pick them off with headshots. Hop up the crates and then head to a coal railcar and 2 guys are a few cars down so get a headshot off on the first guy and then sneak up to the next guy below and stand on that railcar and blast him with headshots and you can get some flak Jackets from them if you needed them. Run to the front of the train now and kill the shotgun wielding guy that's back here using a headshot again and Gabe will radio over to Lian that the train won't stop in time. Watch the cut-scene and the Mission ends. Save if you like.

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[-Section 15-]

[-Mission 08-]

Colorado,USA: C-130 Wreckage Site

Objectives: 1. Find Data Discs In Tail Of Airplane 2. Retrieve Data Discs From Archer.

Mission Parameters: 1. None

Start this mission by landing with your chute and then crouching and killing the 2 troops over the small hill. Collect the Flak Jacket in the box and then run back behind the Hill where you began this mission for cover. Equip your silenced sniper rifle and look ahead and left and you can get in a head shot on the guard ahead without being detected. Head now to the right of the small hill and kill off the troop there but don't get his ammo yet. Go now to where you shot the guy on the left and crawl to get his ammo and hug the front part of the crashed plane. A troop will run in front of you so get in a headshot and now theres 2 more troops behind the crashed part of the plane. Now run to the right side of where you killed the other troop and hang right next to the crashed plane part and the other troop will see you so blast him with a headshot. Run back now to the left side of the crashed part of the plane and hug that part. Crouch and

look right and the last guard is right out in the open totally unaware of where you are which leaves you a perfect opportunity for a head shot so do it and now all 3 guys are dead. Collect any unclaimed ammo and then head towards the rest of the wreckage in the middle of the field.

It's just too damn quiet ya know? Go in the big tube looking part which is the middle of the crashed plane and walk towards the back area. A guy will yell out "HE'S IN POSITION" and then he'll say "NOW" and that's your cue to start rolling around and get the hell outta there. keep on rolling and rolling leaving them no clear headshot and find cover and use it. Go back to the scene of the madness except now equip your own sniper rifle and beat them at their game. Crouch/walk to the right side now and when you get to the last part of where they shot at you last time get as far right of the screen as possible. Equip Sniper rifle and look for the one sniper with the rifle and he'll barely be on screen. You'll probably keep seeing body shot when you zoom in on him but occasionally you'll get a head shot and then it quickly reverts back to body. Make the shot count when it says head and kill this tricky opponent.

Just to the right and above on some type of structure is another guy but he isn't a sniper and just move slightly a bit and he will never be able to hit you. Shoot him with ease when your sniper rifle says head shot. Now go to the hill where the hollowed part of the plane is and shoot 2 troops from a safe distance. Go now to the left side of the wreckage and crouch/walk your way and immediately go to the right side of this next wreckage. When you get near the wreckage peek out and shoot the guy that's here. There is a grenade lobbing maniac also in the corner so watch out for him. Go collect the Flak Jacket and ammo from the last guy killed and then make your way to the back of the wreckage where there is a wooden crate. Open crate and complete objective and watch the Cut-Scene. As soon as you get control of Gabe again run around the big piece of debris right away and take cover. You now have a sniper on the right of you and left of you.

Take out the sniper on the right first by quickly strafing right and shooting him with a headshot before he even realizes what hit him. Turn around now and see that shiny green box? Go to it now and get the M-79 Grenade launcher. Now the odds look more in your favor don't they? Go now to the left side and make sure you have the M-79 equipped and kill that sniper with your new weapon. Now walk up on the left side and collect ammo. You'll now be next to a peice of debris that has an area of metal to block a head shot and the guys are right there around the corner. Equip your new M-79 and strafe real fast left and blast those 2 and now you've finally reached a checkpoint. Go now to a hilly area near another piece of plane debris and more snipers get departed. Get to the hill there and get beside the weird looking dead tree trunk and strafe right a few taps only. Eventually you'll have him in headshot range and he won't even see you.

Now the next guy is a bit ahead so use the M-79 on him and he's history. Another guy is near the back now and if you stay right near the debris your in at the very back section he won't see you and you can make a clean headshot and reach another checkpoint. This next part is very very hard but it is passable just follow my instructions. There is wayyy too many traps that lie ahead and too many men to kill so whats Gabe to do? The best method is to first run through the debris your now at and collect M-16 ammo. Then run up the hill to the next piece of debris and run on the right side of it and avoid the going through the middle or left sides. Run right and Archer radios in to send in some snipers and wow there is a lot of them. Get behind the next piece of plane debris sticking out of the ground and get ready to rock. Start running past the debris and as soon as your past it start using the tumble button continuously and stay in a straight line when tumbling or you're meat.

Get tumbling over to the wings and when you go under them you're safe for a bit. Once you get over the small hill where the wings are start tumbling once past the wings and stay in a straight line and try to look for the steepest parts of the hills to go into cause it makes you harder to hit. Tumble your way to the beginning of the level and the snipers eventually stop shooting, but your job aint over yet. Archer is hanging onto his helicopter and he's trying to get away. Equip your M-16 and just go nuts with the gun cause a head shot is extremely hard here as you're shooting at a moving target. Keep on just shooting him and he takes a lo of hits to knock off the copter but hey I did it so I know it can be done. If you didn't get Archer then he'll get away and that means mission failure and you must redo all that I just explained. I had to do it around 10 times before getting it right and I don't have a guide for help. Once Archer is dead on the ground Gabe gets the discs and the Mission ends. Save if you like and sit back and watch long Cut-Scene.

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[-Disc 2-]
[-Section 16-]
[-Mission 09-]

New York, USA: Pharcom Expo Center
Objectives: 1. Recover Data Disks From Morgan 2. Plant Decoy To Distract Morgan's Guards 3. Sneak In the Ancient Chinese Exhibit Via Ventilation shaft.
Mission Parameters: 1. Don't alert any GI's To Your Presence 2. Don't Kill Any GI'S

On the platform try using your Crossbow and get in a headshot on either guy and then one guy yells "LOGAN'S HERE" so wait for him on the platform thing if you choose or just jump down and kill him off. Go up the hall with a slight time for the night vision and then to the main hall. Shoot the guard now and more will run in so make sure you get in headshots and take them out. Now once you take

those suits out hop up the tall right ledge and then go up another ledge. Strafe left and get behind the bush but you don't need to crouch. You will have a clean headshot from by the bush so take that guy out.

Go up the sloped area where you shot the last suit and take his Flak Jacket and silenced sniper ammo if you need it. Enter this new hall and follow it left and it looks like a dead end. Well if you can look up you'll see a grate on the left wall that you need to shoot out and enter the ventilation duct. Crawl through here and follow it around to where you'll see a fan turning so take a right here and you'll just follow the path and you'll come to another Grate to shoot out and exit the duct and when you exit here you'll have reached your first checkpoint.

Turn right now and enter the dark hallway with night vision goggles equipped and when you turn the corner there is a guy on the right you'll need to shoot in the head so shoot him. Go through the hall a little more and on the right again is a suit you'll need to take him out and he bears a HK silencer and it does piercing damage to flak jackets. If he injures your jacket badly there is a box to your right with a fresh jacket for the taking. Enter the next hall and night vision goes off and you'll see some boxes stacked and on the left is a large opening with a suit standing on a platform high above.

The box right ahead of you makes a great cover so crouch behind it and then aim for the headshot and take him out from a safe distance. Now hop across the crates and collect the guy you killed on the platforms' ammo and then get back up the crates and climb and grab the platform and then run right when on the platform and shoot out the grate ahead. Enter the Ventilation duct and like before just follow it out until you get to 2 grates and shoot the second one out on the right and now face the grate opening. There is a Army guy down here so equip your crossbow and shoot him anywhere but the head so you won't fail the mission. Go now further into the Vent and there is another grate back here so shoot it and exit through here. As soon as you drop get in the crouch position and hide behind the ledge. 2 more GI's check on their friend and one will stay behind. Jump up the ledge but make sure you're behind the guy looking after his friend and equip your taser and zap this guy.

Be very fast here by zapping the one guy cause you must run after the other guy and zap him too before he can make the call that there is an intruder and you must restart this part again. Now go back to the room you dropped into when you zapped the first GI and see the stacked boxes in here? Go to the very last set of boxes and climb up them this is towards the back of this room. Climb to the top one and quietly climb down the tallest box and there is a troop to zap so zap him and then enter the doors and you've made it to the second checkpoint.

In this area there is 2 troops when you go in to the right so allow the one who is talking to get a ways ahead and the other is looking inside a locker. Zap him first and then go around the brick walls in the middle part and zap the other guy also. If you want to go to the locker and see what the soldier was talking about and you'll get a girlie mag and Logan says " Got It" like it was part of his mission objectives LOL. Now enter the rocket room and go around the corner going right and climb the box down here. Now quietly go to the other side of the box and get down to zap the soldier down here. Now get back on the box and climb to the top. Stay low for a bit cause there is a GI up here so what you must do is wait until he gets behind the corner wall to the right before leaping over. Once you get over this area head to the left and run to the back where there is some more boxes. Hide here for now and wait for the troop to come near there. When he turns around then sneak in behind him and zap him.

Now that that guy is down you can go around to the grate and shoot it out and enter the ventilation duct. Once you enter here a suit radios that "Logan Just Went Rat,Get Some Men In Those Vents" Now you get to contend with more than just crawling through the vents. Exit out the general follow around and then walk a bit forward on the platform and Lian will speak with you and you'll be at checkpoint number 4 and an objective is added. Head forward and a suit with grenades will confront you so take him out and then turn the corner and kill the guy behind the gate and get the grenades inside the box thats here.

Now turn and look up and right and you need to shoot out the grate here and enter the Ventilation duct again. Exit the Vent and turn right and down the hall on the metal platform is another suit with a flak jacket on so get a head shot quickly and take his jacket if you need it. Turn around now and head the other way and go up this big hallway that has some columns and a large opening to the left. The column ahead and to the left has a suit behind it so sneak in just right and you'll get in a clean headshot. Across the way is another suit so wait for him to be aligned with the headshot and take him out sniper rifle style. Walk up a small ways now and look left and up some stone steps is another suit to pick off easily with a head shot. Now go right and fall down where the boxes are at and then to the ground and when you see your first large column take cover.

Wait for the suit that's here to turn around and then run out fast and get in a quick head shot. Head around and collect all ammo if needed and then go back to the floor where you killed the last guy behind the column. Go to where there is a red looking window with red on it and lob a grenade in that direction and take out the suit that's back there. Run up the hall and collect his ammo and you will now be at another checkpoint and now you must equip your hand taser cause there is more troops ahead. Wait for the troop ahead to turn his back and then sneak behind him and zap him. Turn aaround now and go right and there is another troop ahead behind the column so get behind him and zap him. Go right again and plant the decoy and you'll see another cut-scene and you get another checkpoint.

Look to the right where you zapped the first troop and on the right is a box to climb and a grate to shoot out and enter the vent.

Go through the vent a small ways and you'll eventually see a cut-scene. Don't move too fast yet cause your right at the area where those guys are. Lob a grenade down to them and things will work out. Drop down and collect ammo and your at yet another checkpoint. Go to the other side now and jump into this vent and crawl on through it. Once inside it you have to play dodge the grenade so time it right and you'll make it through this part just fine. Go through the grate now and walk up to the edge and there is 2 GI'S below so use your crossbow on them hopefully you didn't use it any other time. Go to where the second troop is and exit the doorway and you make it to your next checkpoint. This next room is easy and the all around best thing to do is just ignore zapping or maiming the troops here just be sneaky. Wait for the parameter troop to get to the top of the room and then walk up the slope and hide behind the wall. Wait for the other troop to walk the other way and now sneak a small ways up the slope and then just run up it until you turn right and see a box so go around it and you'll see a grate to shoot at so use your .45 silencer to shoot it out and enter the vent. You'll get to a point in the grate where the power is out and a cut-scene ensues when you go further. Once to the end of the vent there will be 2 troops in the dark and you'll need to use the crossbow to shoot them down. Wait for the guy closest to you to get just to the left of where your at before shooting him. Remember don't shoot GI'S in the head cause they'll die and the mission fails.

Now aim for the other guys legs and take him down and now you can shoot the grate with the silenced .45. Exit the vent and now fall and head left and zap a troop standing over here. Collect his and other troops ammo and then go right into the next hallway where the guy you just zapped was. Get to the room that looks like stonehenge and you will get yet another checkpoint. Once you enter the middle of the room you're infiltrated by 3 suits that also have nightvision goggles on so run for cover back at the hall you were just at before entering this room. Hide behind the box and equip your HK machine gun silencer and shoot head shots on 2 suits and collect jackets and ammo. The last guy is in the back probably cowering so proceed with caution with the same gun equipped. The last guy is an easy kill just stick close to the second large stone and you'll get an easy head shot and kill so collect ammo and jacket if needed.

Go now to the left side of the room and climb the boxes here and you can shoot out a grate here. How to get there is easy, just go to the middle of the stone formation and climb the smallest stone and now climb to the higher one and face right. You'll have to be lined up just right for each jump here so jump across the stones and you'll make it to this grate and to the end of this level. Save if you like and watch the cut-scenes.

[-Section 17-]
[-Mission 10-]

Pharcom Expo Center,NY: Ancient China Exhibit
Objectives: 1. Stop Morgan,before he destroys the Museum.
Mission Parameters: 1. Protect Teresa

Drop off the roof and turn around and go past where Teresa is and around and there is a box with a Flak Jacket in it which you should for now just remember. Head out going straight and around the tall box your behind. Go around and up the ramp and then head up the steps,by this time Teresa will radio you about finding another of the bombs. Head up the stairs and then be prepared to shoot the suit that runs by you,don't worry it isn't Morgan yet. Now just follow the hallway around and you'll see morgan closing a gate and he says " Thought you were faster than that,Logan" After he says that Gabe radios back to Teresa that he found another bomb. At this point you might want to equip a machine gun or the silenced machine gun and take out 3 suits that are now shooting at you and Teresa. As soon as Teresa starts running in go back to where she ran from and stand by the left wall near the crates. Aim the gun at the middle part of the crate on the right and wait for the suits to come running in. As soon as you begin seeing heads start shooting and you'll get in 2 clean headshots. There is a third suit you must run up a small ways to find. If he passes you before you can kill him get on his ass and start shooting like a madman so he doesen't kill Teresa.

Once you do this you get to the first checkpoint so now follow teresa back to the room you began this mission on and Teresa will yell out " HE'S IN HERE" She opens the gate on the left so now you can enter here and eventually you'll find another bomb for Teresa to disarm and about 2 suits from either direction enter so look behind Teresa first and kill off one guy and then immediately shoot 2 more suits coming from the right and turn again back the other way and kill the last suit. Teresa will then complain saying " How many more are there?" and a cut-scene ensues and Teresa runs off and finally spots Morgan. You make it to another checkpoint and now you must enter the room where Morgan ran in and a cut-scene ensues and shows Gabe and Teresa running toward Morgan and Gabe shoots automatically at him. The sucker slipped away damn. Oddly Teresa detects another bomb and she runs after it so stay right on her tail and don't lose her. You'll enter the entrance of the mission again and then enter the right side of the room and the hall looks exactly like the hall from where the last bomb was. On the way there a guy shoots at you and tries running past you to kill Teresa so once again shoot like a madman and kill this suit. Stay exactly where Teresa and a suit runs in from the other hall on the right so get in a quick heas shot and you will see another cut-scene.

The last suit you killed had a Flak Jacket so take it if you need it and then

turn around and go right and follow the hall along into the main room where you began your mission and a cut-scene will ensue with Morgan still in control. This next part can be a pain in the ass but is pretty easy once you know what to do. The key here is to keep running constantly and never stop for one second otherwise your meat. Don't run anywhere else except the parameter or the walk around the entire room or you'll die. The whole idea is to keep Morgan distracted enough for Teresa to diffuse the bomb so you can then go for the kill. When the timer goes down to around 11 seconds left Teresa radios to you that everything is okay and no more bombs remain. Fortunately you also get another checkpoint, Thank you 989 studios for that. This battle is super easy since the standard head shot pertains. You're right in front of where you need to be when you gain control of Gabe. Walk up and hide beside of the stacked boxes making sure you're on the left side of them. Just equip any gun you choose and aim at the wall with your aimer button and watch the green enemy dot approach that way you know he's coming. When he runs by just line up with the headshot and battle is over. Now I had to do this a few times and one time Morgan played a wild card on me and appeared from my backside but it was rare. This level is over and you can save and watch cut-scenes.

[-Section 18-]
[-Mission 11-]

Moscow, Russian Republic: Club 32
Objectives: 1. Pursue Gregorov
Mission Parameters: 1. Don't kill Moscow Militia 2. Don't kill Gregorov.

This mission is in the very few tastless words gay as crap. I get a .45 caliber friggin pistol and my enemies have war arsenal? Cmon thats crapola. I somehow managed to do the first part and make it by the skin of my teeth. Basically shoot the guy on the top level that badmouths you and get in a headshot. Stay where you're at and try and get 3 quick head shots. Basically what I did was went nuts with the trigger shooting every part I could as fast as possible and it worked but by that time I lost my flak jacket. I had a full health bar but at least I killed off the 3 guys below. Once you kill all of these 3 goons below go around the platform and collect the BZ something or other and this will be your primary weapon of choice for the 3 goons below that don't show up fortunately until you get to the floor and behind the DJ's Booth. Hide right here and get to the right side. Take out the right guy first cause the part of the booth provides cover from the other 2 goons. Duck again and wait for the shooting to stop for a brief period. When it stops that's your cue to pop up and take out the middle goon. The last guy is the shooter and he shoots alot. Wait for his shooting to stop and then open up a can of whoopass in the form of your gun and seperate his chest with lead.

Walk right or left whichever you choose and go get all the ammo left behind by all the goons. Now leave the club and go out to the hallway and a checkpoint will pop up, Finally. May I suggest equipping the shotgun for the next few walk arounds. Immediately crouch when in the hallway and go up a teeny bit and you'll see around the corner a guy pop out so blast him with shotgun. Go now to the right wall and keep close to it as it provides you with cover for the next corridor. 2 guards from down the stairs pop out so schooch out a little bit and the left guy paces so just aim down his way and wait for him to line up with the headshot and he's history. Now just pop out and start running down the steps and blast the other goon before he can even do anything. Now slowly go down the stairs and don't get hasty by going after ammo from the guys you just shot just yet. Go to the left when you go down the steps and then strafe right and when you get the other goon by the stairs shoot him cause he's got a shotgun too.

Cool when you shot that last guy he tumbled down the steps so collect your ammo. Go down the next set of stairs and crouch when you get to the bottom and walk a little bit by the corner and you'll see a goon tumble to the left. Go out into the hall here and straight ahead a goon pops out so shoot him quickly. Now there is still the guy in the left cubby hole. Just stand normally and strafe right and shoot him and he has some shotgun ammo for your collection. I don't know what the point is but in the hole where you just collected shotgun ammo is some telephones that you can climb onto and then fall off of wonder what the deal is there? Next part is in a diner and is relatively easy if your timing is good. Get your Biz machine gun out for this part and as soon as you hear glass shattering this means the guys here are occupied by destroying the place first before trying to get you so take advantage of this time and shoot these 3 goons. The last goon has a flak jacket so go for a headshot on him and take his flak jacket.

Turn left now and you'll see a staircase to descend so do that and when you reach the bottom you'll reach another checkpoint finally. Go up to the wall on the right and do a peek around the corner and you'll see a bartender/goon to shoot. Stay behind the wall and do a crouch and the bartender takes a bit but he'll mock your move so now just simply move out into the open and you'll have a clear headshot and he won't move at all so you have plenty to get ready. Now the next part aint so easy cause at the back left corner of the next room is a shooter and also at the back right. What you do is run across the room and do a roll and then crouch behind the counter where the bartender/goon was and collect his ammo. There is a box back here with more shotgun ammo in it so collect it and stay low. As soon as you get the shotgun ammo look lefr while crouching and get up real fast and blast the guy behind the counter. Now start hauling ass as you'll see across the screen "FIRE IN THE HOLE" run back to the top of the stairs and gain cover after you collect the goon behind the counters ammo and Flak Jacket.

Go back to the same room where the explosion occurred and now peer around the corner hugging the wall. If you are good you can get into a perfect position to shoot the guy in the back left part of the room with a clear headshot. The guy on the right is a bit more difficult to hit as he is in a weird spot, but the best way to hit him is wait till he tries hiding by the wall and then stand up and go for the headshot. I recommend using the machine gun for this operation since it is a time sensitive kill. Go collect the flak jacket and ammo from both goons and then head down the stairs. You'll see a grate ahead but don't go in it yet. Go around the corner and taunt the goon hiding behind the corner to come out a little. Go back to hiding behind the wall and then strafe left quickly and kill this goon and now you can enter the ventilation duct. In here you just need to follow it around basically and you can't go through the heavily grated areas and you can't shoot through them. Eventually you'll come upon 2 goons having a conversation in Russian so let their conversation end. Equip the machine gun and get a free headshot on the guy on the right and then just scroll over to goon 2 and make short work of him and now switch back to the shotgun.

When you walk over to your fallen foes some guy on an intercom or megaphone says to throw down your weapons and I don't see the throw down weapons option so I guess you must disobey them what a shame. Anyways you'll walk a small ways up the hall and the Russian Militia shows up and Teresa sends a transmission to Gabe about not shooting the Russian Militia. When the radio conversation ends and it says Open fire it doesn't mean for you to open fire cause the mission will end and you must go back. Okay the guys end up losing the gun fight and now behind the counter is another goon so do a roll and get beside the counter right near the goon. He'll fire around 3 shots and then stop and then 3 rounds and then stop. In pauses you have with that stay behind the counter and use the aimer and you'll get a good headshot and collect some shotgun ammo too. Now to the left of the cash register is a switch to pull so pull it and a secret door to the left pops open. Enter here obviously and go down the stairs and you'll reach another checkpoint while hearing the police outside claiming they need to hightail it.

Next to the right around the corner is 3 goons standing relatively close to one another and a very easy kill for all 3. Get out your machine gun for this and shoot the left guy first and then slightly move to the right while shooting and you'll easily headshot the other 2. Took me around 2 seconds and all 3 were on the ground that's cool and sneaky. Enter the boiler room and stay to the right wall and then entering the next hallway. Once you enter the hallway 2 goons pop out and one tries running past you so take out the guy ahead and on the right first and then before goon 2 passes you blow him away up close. Now go right around the corner and a goon runs in from the right so get him and then look around the other right corner and standing at the steps is yet another goon to shoot so just do small strafes left while crouching and you will eventually have a clean and clear headshot all from the comfort of the corner. Go down the stairs now and don't be hasty when going to collect ammo just wait at the steps for a second cause a grenade gets lobbed there so wait for it to explode and the goon that threw it is a chicken and runs away so now you can collect the ammo. Now I don't or can't guarantee the next part will happen to you but try it and see if it works. Go to the right side of the wall but don't hug it stay a small ways off of it and just keep going forward in crouched position. The guy throws a grenade cause he knows your on the other side of the wall but since he's on the other side of the wall and can't throw grenades through the wall it explodes and he blows himself up what a reject.

Now go to where the guy blew himself up and there is a grenade crate back here so open it up and take some. Next leave by turning around and go up the hall and equip the grenades. Peek around the corner from the safety of the walls and have a lookie here. 2 goons waiting for you so crouch down and use your grenade aimer button and then lob one in their direction and wait for the fireworks and those 2 goons are gone. Go now and collect ammo from your fallen foes and walk up right the next hall and you'll reach another checkpoint. Use the triangle button now and Teresa will kick in the double doors and you can enter another section of the club again. Once you enter here you must deal with 3 goons and strobe light effects and also the fact that the double doors just slammed shut on you. Go to the right speaker and duck to use for cover. Run left towards the next speaker and dive if you need to. Duck behind this speaker and the dumb grenade guy can't get you now. Use crouch button and strafe left a little bit till you have a clear headshot of the guy who is halfway hiding behind the speaker up here and shoot when you get a headshot. Now you're behind this speaker so strafe left again little by little and you'll eventually get a clear headshot on him. Now staying crouched walk back to the first speaker on the left and equip your grenade. Get behind the speaker and walk back about 2 small paces and use your grenade aimer. Make sure the aimer is on the ceiling before lobbing the grenade or you'll end up getting it not the goon.

Just in case you're not sure move away anyways and wait and see what happens. Now the speaker where your at you need to climb and then climb up to where the grenade goon was and take his ammo. Now go along the upper stage area and go right and you'll see a door you can't enter. So go to where the control room is with all the sound equipment and stay next to that wall. A goon ahead and to the left pops out and will most likely shoot out the sound controls. Wait for him to pop out and while standing get in a quick headshot from a safe distance. Move ahead and take his ammo and down the stairs lob a grenade on the guy down here and once you go to the next room you'll see the Russian Militia and Goons having a gun fight so go to the right and hide behind the steel cabinet. The goons lose the gun battle and now you must run and leap out of the way of the Russian Militia. Don't shoot them as you'll fail your mission just run straight ahead into the bathroom for safety. Look to the back of the bathroom and shoot the goon that's crouching beside the toilets. You get an incoming message from Gabe

who says to get out of the building. After taking the goons ammo turn around and turn right and hop up the lockers. Then shoot out the window up here to end this level. Watch the Cut-scenes and save if you like.

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[-Section 19-]
[-Mission 12-]

Moscow, Russian Republic: Industrail District
Objectives: 1. Pursue Gregorov 2. Find Teargas Gun
Mission Parameters: 1. Don't Kill Moscow Militia 2. Don't kill Gregorov.

Rememeber when you need it that in this first police car is a Flak Jacket when or if you need it. Once you see the Look Out appear on screen then wait for the Russian Mobsters to get blown up and then run right into the the next alley and get the shotgun ready and kill 2 goons here. Collect their ammo quickly and then run to the right and get behind the wall that's sticking out a bit and crouch. Strafe slightly left until you have a perfect aiming alignment with the left Goon and get a clear headshot. Now run left and dive to the other wall, this time on the left and crouch here. Strafe right slightly like before and do the same with this guy and if you were quick enough your Flak Jacket shouldn't have been damaged. If it was badly damaged, then now would be a good time to head back to the police car and get a fresh one but be careful of the Grenade Goon.

Head forward now and collect ammo from the 2 goons and Gregorov will say " Damn You" and then run away so keep on following him. Go up a small ways and a goon jumps out from the right so blast him with the shotgun. Go now to where the last goon you shot was and before taking his ammo press triangle to transmit a message to Gabe. Collect the Goons ammo and then see the bus stop bench looking walls? Run and dive here and get behind the left side of it. Look up and left and there is 2 goons over here so the one closer to you on the roof is the one to shoot first. Strafe left a small ways and now you can take out the other goon easily. Go collect the goons ammo and now you'll have a very excellent weapon. Go up the street a little ways and you'll eventually get to a cut-scene and a road block thanks to the Russian Police so now after the scene ends you better start diving and get back to safety.

Switch to the taser now, although lame since you can't kill any civilian types. Turn back around now since there is nothing you can do here and go to the other end of the street. You'll see some police shooting at someone inside a building so sneak up behind the guy by the Police car on the left and zap him with the hand taser. Now head over to his buddy and zap him also. Before when you got an objective added it was find the Teargas gun and it's inside of the police car where you zapped the first guy. Walk up to the right side of the car and you'll see the letters Tear Gas launcher. You'll need this for the 5 Russian Policeman down the street and once you get the gun you reach your first checkpoint. Turn around now since you have reached the boundaries of the level and head back up the road. 2 goons run out after you, but don't worry cause a police car dashes in and saves you some ammo by crashing into the car parked up ahead.

Now equip the tear gas gun and get beside the right wall. Get back a ways and when you're ready then strafe left and shoot the guys with teargas. This action took me 3 shots for the first 4 guys on the ground so it might take you less. There is still a guy on the roof so do the following. Get back behind the right wall and crouch down, and then strafe left a little bit until he's in your field of view and then aim the gun on him and shoot. I realize that the idea is to not harm the Police but the fall the guy on the roof takes looks to me like he would've died. Head up this alley and Gregorov is just ahead and he tries killing you with a headshot so turn around and dive away from the shot to avoid being killed. Let Gregorov get ahead and he'll run right so go in the next alley where he went except you go left instead.

Gregorov managed to get on a fire escape awfully quickly so what you must do is run up a small ways and get ready for action. The white car behind you will start it's engine and guess what it's target is. Nope not Gregorov it wants to get you so run up and dive cause Gregorov still wants to kill you and when you see the section on the right do a dive that way to avoid being hit. You will now be at checkpoint 2 and the white car crashes into the alley wall if you did it correctly. Now be careful and see the white car is on fire? You need to jump up the middle part of the car to avoid being burned up. Walk up the middle part to the ledge and use triangle to grab it. Once you pull yourself up go right when you get to the corner and follow the alley to a place to leap over which she does automatically. Go now to the next section and hang right and jump the area here and some Goons shoot at you and when you land be ready to aim right and kill the goon that's shooting at you.

Now drop down the roof into the alley and get the guys ammo and now ehad straight up the alley where 2 white cars side by side try to once again run you over but theres hope. See the metal bar stretching across the alley? Run as close as you can to it and use triangle button to grab it and she will be out of harms way. Now fall off this bar and quickly equip your teargas gun and you hopefully will have 1 shot left cause I did. Anyways turn back around to where the direction the cars went and there will suddenly be 2 goons up ahead so press the target button and it most likely will land on the left goon but that's okay cause they both get taken down. That's the best method I know of for taking these guys down so go collect their ammo and flak jackets if needed. Also check the car closest to you for some more PK-2 ammo.

Turn around now and head up the street and crouch and get behind the lightpost to the right that's closest to where Gregorov is and stay there for a minute. Look up and left and see the ledge up there? You need to run here very quickly

and use triangle button to get up here and you'll get another checkpoint. Hop off the ledge and Gregorov is gone so head left up the alley and you'll be at a big opening. When you go out to the open road you'll see in yellow letters "Let's Get Out Of Here" So stand your ground and wait for the carnage to hit the Russian Feds and white car nearby. Now run right from the alley across the street and hide behind the wall sticking out here. Equip your night vision silenced rifle and starfe left a small ways. Look up and left with the aimer and you'll eventually see a figure on top of a roof. Aim for the head and take out the Grenade goon.

Now crouch/walk by the dead Russian feds and Wait fot a green dot to appear on screen and when it does freeze right where you are. Make sure you're crouched and aim up and left and you will find another Grenade goon and he doesn't suspect you so get the night vision rifle out and shoot him. Keep in the crouched and walk position cause on the roof ahead is another grenade goon and again like before wait for the green dot to appear and then freeze,aim and shoot him down. Go through the streets now safely,no more grenade goons anymore I promise. Go now straight ahead and stay near the lightpost and Gregorov shoots at you so stay near the lightpost so he can't kill you. He will go right up the next road and then stop at a point in the road. Go now to the left side of the road and walk over to the right side of the road when you get past the road where Gregorov is. Don't worry Gregorov won't see you until you crouch next to the fence. Head to the farthest section of the fence here and let Gregorov shoot the red car until it blows up.

Fortubately cars can only be blown up with bullets only once in this game. Crouch/walk to the now blown up car that's providing you cover from Gregorov's shots. Make sure you have your taser equipped at this point also cause you don't wanna kill Gregorov even though the bastard wants to kill you, how unfair. You will now see 2 other cars ahead and to avoid being killed by Gregorov when he shoots at cars heres a better idea. Either shoot the extra cars down the road with your .45 or whatever gun you choose and that makes it to where Gregorov won't have a cheap and easy way to kill you and keeps things at a normal pace. You can also use any extra grenades or the gun you had earlier which should have given you one grenade gun shot to blow the cars up.

Now head to the next car and you must roll/dive here to avoid being hit in the head so do 2 roll dives and then quickly press x button to crouch behind the car. Do this a few more times making sure you shoot the cars ahead so Gregorov doesn't get in a cheap shot. You will get to a red car at the end and now you have traffic to contend with and it seems like all Russain cars must be hot rods the way they sound. Look across the street and now you must cross it and enter the park. Look both ways before crossing now and enter the park. This action ends the level and a cut-scene ensues with Mara chasing after Gregorov only. Save if you like and then watch the cut-scenes.

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[-Section 20-]
[-Mission 13-]

Moscow, Russian Republic: Volkov Park
Objectives: 1. Pursue Gregorov
Mission Parameters: 1. Don't Kill Gregorov 2. Don't Lose Gregorov

As soon as this level begins use your aimer button and shoot the guy straight ahead with a head shot. Now go forward a small bit and use aimer button again and a goon pops out from the right so get a headshot when you can. If you don't hit him the first time do the following. Let go of your aim button for a second,this prompts the goons to come out and show themselves. The bad part is, is that when you reaim,it's off center which is an obvious sign that the computer needs to cheat to win. Now go through the gate where you just shot the last goon and then head right and hide behind the first tree. Run to where the next tree is and hide behind it also. Gregorov is really itching at the trigger now so when you get to this tree and duck you need to do some dives to avoid his gunfire. I think 2 dives will be enough for you to get there safely.

Go now to the next tree by again, diving out of his way of gunshots and then crouching behind the tree just to be safe. Go around now to the back of the monument looking area where Gregorov is at and climb up the small ledge and you'll reach a checkpoint. By this time Gregorov complains " Curse you woman,Stop Hounding Me". What a winner. Next go to where Gregorov ran to and be prepared for 3 goons to run after you so get a excellent weapon like the Biz-2 and shoot 3 goons and collect their ammo. Now run right and head up a small ways and a goon from the left comes after you so shoot him and then inch your way forward from here until a goon shows up on the right and there is another behind him so shoot these 2 goons and then another is to the right of them. Get behind the wall pretty good and hide and get ina headshot cause this goon has on a flak Jacket.

Take all ammo and jacket if needed and then take a right into the next section and keep on going until you get the night vision. Go left first and there is 2 goons ahead so shoot them with headshots. Now when you move towards your fallen goons another goon shows up so shoot him. When you do another from farther right pops up so shoot him also. The good part about this section is that even if you miss the goons,They can't see you so they move closer and just stand there begging for a headshot. Go left some more and another goon pops up so get rid of him and then keep on going left. Eventually you should see 2 Flak Jackets on the ground and ammo and the nightvision will turn off. Look right and there is a road going up a hill so go this way now. When you run up the hill about halfway then a checkpoint will be enabled finally.

Once you get to the top of the Hill you'll hear Gregorov Scream "GET BACK" and go nuts and shoot out the only light to see. Luckily you will get nightvision once again and can proceed with ease so go right now. Get to another section that's lit up and now you will need to head down a road. Go to the right side wall and hug it and crouch down and when you look around the corner you'll see a goon standing next to a tree. Strafe left a teeny bit until the goon is in the picture and take a clear head shot. Go right and stay that way as you'll approach a goon infested area. Stay right and head over to the tree over here . Equip your night vision rifle and aim for the goons head as not to make any noise and piss off the other goons.

Now go back a few paces and face left and this goon won't stop moving around so just aim the silencer gun and wait for the perfect head alignment with the aimer and squeeze the trigger and he's gone. Head around and collect the 2 guys ammo and then go behind the tree just on the right past the last guy you just shot. Step back a few paces from the tree and then go right a little and wait for this next goon to be in range for the head shot. Head a little ways just a few yards back from where you killed the last goon and couch. Aim left at the goon on the left hill and take care of him before getting the closer goons ammo.

Take his ammo now and now head right down the next road. Just before you reach the bridge on this road you'll reach another checkpoint. Once at the bridge some guy yells " ATTACK" Don't worry,yet. Head left to the small pathway and then the guy says " She's heading under the bridge don't let her get away". Go around the small path and run left right away and when you can jump up the left wall do so. Now run back a small ways to avoid gun fire. Crouch when up here and just barely make small steps forward. Equip your nightvision rifle and creep forward until you can see a guy on the bridge to the right shooting shotgun shells at you. Don't worry though,he can't hit you and now you can make your first headshot and get rid of one goon.

Look left now and you can see another guy shooting at you on the middle part of the bridge so shoot him. Go up one step only and a guy from below will be shooting at you but he can't hit you either so line up the headshot and now 3 guys are dead. This part is just like clockwork as you make yet another step forward,back on top of the bridge is another goon to take care of so shoot him. Every single goon had a flak jacket too so that's what I call a clean sweep so collect ammo and jackets if needed and head over the bridge. This ends this level so now you can save and watch the cut-scenes.

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[-Section 21-]
[-Mission 14-]

Moscow, Russian Republic: Volkov Park
Objectives: 1. Capture Gregorov Alive
Mission Parameters: 1. Don't Kill Gregorov

Okay it's cold and Lian still has the Syphon Filter virus and is coughing so lets send her out into the cold. What's the deal there? This is the final answer for everyone who is having trouble with this level and it's very simple. Okay notice how there is lights you can shoot at in this park? I figured it out right away when Gregorov shot out the lights in the previous level. First go to the right and head to the back of the level and hide behind the tree here. Make sure your all the way back as far away from Gregorov as possible. Now,with your silenced Rifle only,shoot out 3 of the 4 lights that should be easy access without attracting Gregorov's attention. When you shoot the third light then Gregorov is on to you. Wait for him to go to the middle tree and he will pace back and fourth. Schooch out a small bit left when he is behind the right side of your tree and then shoot the last light. He will say " Damn You" and now switch to the hand taser and you can literally walk right up to him and zap him and this small mission ends. Watch the Cut-Scenes and then save. WOndering is Kasey Kasum did the voice for Gabe Logan he sounds just like him.

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[-Section 22-]
[-Mission 15-]

Siberia, Russian Republic: Aljir Prison
Objectives: 1. Shut Off Prison Power 2. Rescue Gregorov 3. Protect Prisoner 4. Protect Second Prisoner
Mission Parameters: 1. Avoid Detection 2. Don't Kill Any Prisoners

This is a timed mission and with there being 59 minutes on the clock it looks like it's gonna be long. Head out of the showers and go right and you'll hear some people speaking of the execution so when they stop speaking then go right. Don't worry about them spotting you since they have their backs turned. Now head up the hallway and when you can make a right into the hall do so and follow the hallway around until you hear a girl screaming sort of. Another objective is added and you can see some people to the left of you around the next hall. Equip the taser and zap the guy standing there and now you'll see a woman prisoner being whipped or hit by a woman Warden. Don't zap her yet that time will come. Go back into the hall you just came from and go back to the hall where the 2 people near the showers were talking.

When you get to that hall take a right and go up this hall and another Warden which is male is standing right next to the prisoner being abused. Zap him next and then take cover behind the wall sticking out. Wait for the woman Warden to come after Pavil and then zap her when she goes by and you'll have saved the prisoner from unnecessary abuse. The prisoner coughs and Lian says everything gonna be allright. Turn around now and start heading down the hallway. When you see a doorway to the left wait for a moment when you're right in front and to the left wall of it for the warden to come nearby. When he does zap him. Enter

the prison section now and when you hear a woman begging for water stop and wait for the warden to dissappear. Go up one area and when you can enter a prison doorway to the right crouch and so so. Equip your crossbow now and shoot the farthest warden on the left, making sure you don't get any headshots or it's mission over.

Now stay crouched and go up to the next doorway on the right and stop in front of it and another warden comes out so make sure taser is equipped and zap him. Now follow the hall around and some wardens are having a conversation. Wait for them to stop speaking and get into a standing position so they are no longer walking around. Look ahead and to the left and see the open section? Well get into the crouch position and walk to the next area to the right for cover. Now walk staying crouched to this big open ledge. While holding x walk to the ledge and Lian will automatically grab the side of the floor here. Now shimmy left right on past the wardens, Now that's sneaky if I ever saw it. As soon as you can go no further on the ledge pull up and you're homefree of that section and can enter the hallway straight ahead.

Go up a small ways up the hall and a warden is ahead and a second later another woman warden with a prisoner enters the hall just ahead and another objective is added. Now I warn you don't go up the right hallway here or you'll fail the mission and have to restart this whole deal from the last checkpoint. Now just go straight up the hall keeping some decent distance from the male warden. Get behind him when he stops and zap him. Now do the same to the female warden and you're objective is complete and you found another checkpoint. Now remember where I said not to go earlier? Well turn around now and go this way and a small cut-scene with 2 guards speaking will ensue. Wait for them to go down the hall and then get on the elevator and use triangle to activate it and go down.

Walk straight up to the wall on the right and as soon as you hear the elevator rising get over to where there is now a gap in the floor and grab the ledge to hide. Wait for the Warden to patrol that area and he'll radio ahead that all is quiet and then walk away. Now get back up and get in the crouch position. Crouch/walk right back to the right wall and the 2 wardens will be in the middle of the room and no longer walk around. You can now walk past them with the crouch position into the next hallway where they just were. As soon as you see a hallway going right you'll also see a warden standing there so zap him. Go back up the main hall after zapping the last warden and at the end of the hall you'll get another checkpoint and another cut-scene with Lian speaking with Gabe via radio transmission.

Okay what you need to watch for is what most camcorders have when they are recording the red light. Wait for the warden to go through the gate but hide behind the wall and DONT zap him. When he goes by you watch the cameras light and when it's not lit red hug the right wall and hide behind the wall sticking out right by the gate and then wait. Another Warden will come in through this section and open the gate which means it's time for you to sneak through but make sure you're crouched. Get in behind the security desk and zap the woman here and a cut-scene will ensue and Gregorov is being taken to the chamber right away. Now you have only 1 minute and 30 to help Gregorov. Now hit the right switch and wait for the warden to the right to come running in and zap him when he gets in the room.

Enter the hall now and go up to the next doorway on the right and another warden is walking around so wait for him to turn his back and crouch/walk behind him and zap him to get by. Go through the hallway and take a right into another hallway where just ahead is yet another warden so hug the right wall and hide behind the wall sticking out and wait for him to walk near you and zap him. That is the final warden to zap so run like mad into the room on the right and Lian finally reaches the power room just in the nick of time and the level ends PHEW!!! Watch the cut-scene and save if you like.

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[-Section 23-]
[-Mission 16-]

Siberia, Russian Republic: Aljir Prison
Objectives: 1. Find Gregorov 2. Reach Escape Point 3. Incapitate Hostile Prisoners.
Mission Parameters: 1. Protect Gregorov 2. Don't kill any prisoners

This first part is an open fire mission so stay in the crouched position and wait for the one warden to come your way and then blast him when he gets close by. Now head to the back corner of this same section and the warden on the left will be here. If you moved back in position you'll have an easy headshot. Now move to the middle part of the room and look right while crouching. Wait for the left warden to crouch and when he does stand up casually and you can get in an easy headshot. The warden now left on the right bobs his head right in your line of fire so get in this easy headshot and a short, sweet victory is all yours.

Go collect your ammo now and head left where the second warden on the left you shot is and head through this hallway. Go all the way through and a guy runs in from the left so go backwards into the hall again and wait for him to run in center screen and then take the quick headshot before he starts piercing through your flak jacket. Now press your target button and ease up a small bit enough to see the blood splattering off of the guy to know you're hitting him and he'll be dead soon. Now press the target button once again and to the left is another warden so hold the target button and then blast this guy. Now head out left and immediately be ready to do a headshot on the warden that pops out cause he has a flak jacket on.

If you need the jacket then take it, if not then head up and collect his ammo and then turn left at the doorway he was at. Follow this hallway around and when you make a left around a corner hug the left wall and before going left use the aim button and get a headshot on the warden standing at the doorway. Now there is another warden to the left and behind him so press your target button and somehow the warden looks down and doesn't pay attention so while crouched ease on out and you'll easily have a headshot on him without detection. Go down the stairs after collecting ammo and stay right near the middle wall and hug it while staying crouched. Strafe left a tiny bit until you have the left warden in your sights and get an easy headshot. Strafe a tiny bit more and you can easily get a headshot on the warden on the right.

This level is extremely easy it's just a matter of taking the time to do it correctly without detection. Head down the stairs and collect the wardens ammo and now stay close to the left side of the steps hugging the wall. This part is a tad more difficult since you won't have the cover of the wall. Watch the wardens jump out patterns and time it to where you can be in the open right as he jumps out. Be careful though cause he shoots as soon as he comes out so get in a quick headshot or you'll die since he only aims for your head as well. Collect his ammo and head around left and kick in the red, bolted door and enter the next platformed hallway. This next part kicked my ass dozens of times and I couldn't figure it out so here's what to do. Once you enter the hallway this prompts the 2 wardens on the rooftop to start shooting at you so move back quickly. They also throw grenades so stay away until they throw the grenades and the grenades blow up. Get used to the time in between them throwing the grenades until they blow up and how much time you have until they throw more.

Once you know the timing pattern here's what to do. Wait for the grenades to blow up and then run through the smoke after the blast and when you get to the door exit and on the platform, immediately press the target button and hold it and then blast away and the right or left warden falls off the roof to his impending doom with the ground. Implement the same tactic with whichever warden on whichever side is left and this part will be cleared. Go now and collect their ammo and head up the metal stairs but stop when you reach the second step up. The door flies open and 2 wardens pop out so use target button on the one closest to you and blast him and then let go of the target button and then repress and hold it for the second warden and blast him next.

Now go up the stairs and collect the wardens ammo and go through the hall until you reach another hall and a guy cowering in the corner. He looks like a warden and probably is but don't shoot him since he isn't armed or it will fail the mission. Go around the hall and in the next room is dead wardens and a radio transmission to Gabe ensues. As soon as you gain control of Lian run away and roll if needed to avoid gunshots and find a wall to hide behind. If you went back to where the cowering warden is stay close to the right wall and strafe left little by little until you can see the enemy warden on the left near the wall and when you have him in sight get in an easy head shot. Stay right near the wall and get behind the part of the wall sticking out. Another warden walks in from the right so line up the headshot and take him out also.

Collect ammo now and then head out left and follow the hallway around till you can go right and a dead warden is lying on the ground so go in this small hallway and enter the room with chairs and a cut-scene with Gregorov, The ACTUAL REAL GREGOROV ensues. Once you have that completed and have control of Lian Gregorov yells " LIAN, BEHIND YOU " Turn around right away and shoot the warden behind you and collect ammo QUICKLY and then turn around again and shoot the 2 wardens that are now on Gregorov's left side. If you don't protect Gregorov and he dies it's mission failed. You must be very quick in this part with your actions or you won't get through here. Watch the cut-scene and notice how Gregorov has a striking resemblance to SGT. Slaughter from the WWF?

Okay head out of this room straight and walk up to the left wall staying very close and in a crouched position. Strafe while crouched right little by little until you can see the standing warden with the shotgun on the right and get a headshot. Now strafe a tiny bit more little by little until you can get a headshot on the warden just behind the radio. He runs back and fourth but stands in place eventually for around 4-5 seconds so use that time to get in a headshot. Now while still in the crouched position creep up behind the radio using it for cover and watch the warden popping out on the rights' pattern. Get used to it and when it's safe to move strafe right while staying crouched and just start shooting, might I recommend the shotgun for your next couple of method killings. Lian then tells Gregorov to get his ass moving and that it's clear.

Yuri will move near you saying he's okay so now hug the right wall and crouch/walk until you can see a warden popping out. He stretches his neck out for around 3 seconds so wait for his pattern and then blast him while he has his neck stretched out. Make sure you're crouched and strafing left little by little until he is in the field of headshot range. Take his ammo and Flak Jacket if needed, and then stay to the right wall once again. Creep your way up and you'll see a prisoner run by and get shot down by some wardens but don't worry you won't fail the mission. Stay glued to the right wall using the crouch/walk method until you can see 2 wardens on the right blocking a doorway. Stay crouched and use the strafe left little by little and getting head shots on each warden and then Lian will tell Yuri it's all clear and she receives a radio transmission from Gabe. Listen to that and you'll arrive at another checkpoint.

Yuri will be facing the red, bolted door but, don't go that way yet, unless your flak jacket is undamaged. Otherwise turn around after taking the 2 wardens PK-102 ammos and head right when you can and on the right near the gate is a box with a fresh flak jacket in it. Now go through the red, bolted door. When you

walk up to the door Lian claims she hears a lot of action on the other side and tells Yuri to wait there so she can check it out. As soon as you kick the door open you'll see 2 prisoners shooting up at some wardens and the prisoners soon get shot down. As soon as the snipers cease fire creep out while crouching a little and Yuri yells "SNIPERS, WATCH OUT" so turn and run towards Yuri again and a cut-scene ensues. Once Yuri throws out the smoke grenade make a run for it. You will have to do a dive towards the end but Yuri will most likely be ahead of you.

He says you'll need to shoot the lock on the security gate so look ahead and right while to the right of Yuri and shoot and if you hit it sparks fly. Now Yuri will keep running so keep on following him and he will run into some hostile women prisoners and you'll reach another checkpoint and another objective is added. This next part with the women shooting at me like mad had me stumped but do the following and you'll be through in no time. Go back through the security gate and when you get past it go right and past the flames on the left, just ahead. There is a corner of wall here and a warden bearing none other than a tear gas gun. Get in a headshot when you line up and shoot the guy. Go and take his flak jacket if you like and then his tear gas gun.

Now go back to the crazy women and when they generally take a shooting break which lasts about a second and a half climb the wall and use your target button very quickly and hold it and then shoot the gun and the women are motionless YAHOO!! Now you'll reach another checkpoint and your objective is complete. Fall off the concrete wall and collect the PK-102 ammo from the prisoners and then equip that gun. In the next part take your first right into the hall and go about 1/4 of the way up the hall on the right. As soon as you see a guy run out from the doorway in the middle, immediately turn around and blast the warden behind you and make it a headshot or he easily takes you out.

Turn around now and make you way up the hall a bit and another warden wearing a flak jacket makes his presence known. As soon as you get a headshot he gets really figity and it's hard to get him to where you can make a clear headshot. Move up a small ways while staying crouched and then he will dive and come closer to you so hurry now and get the headshot and then collect his flak jacket if needed and ammo. Once you do that another warden pops out at you so get prepared and then shoot the warden with a headshot and he also has a flak jacket so get it if needed and then collect the .45 ammo also.

Head around the corner going left and another warden is in this hall with the same stuff so get in a headshot and this hallway is clear. Now you must head back to where Gregorov or Yuri is and a cut-scene ensues and she gives him a weapon. Head back through the hallways you just cleared and now this next part is very fast paced so keep close to Gregorov and take out Wardens left and right and collect ammo. Just remember to follow Gregorov's lead, he knows where to go. Once you make it to another red bolted door and if your flak jacket gets too damaged in all the warden killings then head back to the halls from earlier and get the jackets you couldn't get if there is any left. Head back to Gregorov and the red bolted door and kick it in using the triangle button. Enter the door and a cut-scene ensues and now your at another checkpoint.

Crouch down and go down the steps and look up and right and a warden is up here and also a search light. Get in the easy headshot and then wait for the search light to shine where the bulb is exposed and then shoot it out. Crouch/walk near the right wall now and just ahead is another search light so shoot it out and they spot you. Lian Yells "GREGOROV MOVE" Shoot the 2 wardens here and don't worry about the one above just run and dive to avoid gunshots. Head to the left doorway and enter here. Use the switch on the wall of the elevator to rise to the second story. Now run with Gregorov and he will provide distractions but don't even worry about the left side, just keep running and diving. Kill any wardens in your way on this path and keep on diving to dodge enemy fire and when you get to some steps the level finally ends. Watch some long cut-scenes and save if you like.

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[-Section 24-]
[-Mission 17-]

New York: Agency Bio-Lab
Objectives: 1. Penetrate Security Net 2. Retrieve Gear 3. Install Cellular Modem 4. Synthesize Vaccine 5. Find Gershon 6. Access Vents to Gershon's office 7. Find Chance 8. Follow Elsa To Synthesis Lab
Mission Parameters: 1. Don't sound any alarms 2. Don't kill Chance 3. Don't kill Ramirez 4. Don't kill Gershon

This is an extremely long mission so be prepared, also notice that crouching in this mission is replaced by walking so don't freak out if Gabe doesn't crouch when you want him to. Go out the door and take your first right on the sign above which is marked A3. Walk up the hallway and take another right and head around left until you see a cut-scene with the bad guys. Once in control of Gabe enter the door ahead with the A3 above it. Make sure when you enter the door you press and hold the x button to walk or you'll be detected by the suit on the left. Head right after passing the suit and go up the ramped area over here.

As soon as you get to the top make sure you're walking again cause a suit is walking in from the right just passing by. Don't face him at all or it's mission over so turn around and let him pass by. Head right again and to the left was a security camera if you noticed. Head around this section near some crates with the biohazard symbol on it and another suit walks by. Head to the left wall and face it to let him pass by. Walk around the boxes and before heading around the corner kiss the wall and another suit passes you by. Always try to remember to

face a box or a wall to avoid the suits seeing it and you'll be okay in this level. Walk in between the crates and then go right once again.

When you do get beside the right wall to be safe cause another suit is in the vicinity. Wait for him to walk off left and then walk to the right where you can hide near some more crates. Wait for the suit to come back around the other way and when he is to the left of you walk on out and around the crates in the middle of the hall. It's safe for the time being so when you get around these halls go right when you see a red flashing light ahead and above some doors is A1 so enter here. Walk through the doors and eventually you'll come across your first checkpoint.

Go left now and walk the entire time don't run and follow the halls around and you'll pass a suit eventually. Now walk forward after passing the suit on the left and see the hospital gurnee ahead? Walk up to it and you'll see the word Knife so take it with the action button and now you finally have a weapon against the suits. Walk up behind the suit facing the room with windows and use the knife on him and you'll gain a gun.

Go right after passing the suit and you'll come across a door to the left that you radio in to Teresa about. She says it's some kind of security net so now turn around while walking and head out the left side and then through the doors marked A1 once again.

On your first right is a small door to enter and farther down is a suit you needn't worry about so just enter the door now. As soon as you enter this room take a left and then go around to a computer desk and a computer marked security net is here so activate it by pressing the triangle button.

Once you activate the computer terminal Gabe radios in about gaining access to Teresa and also completes the first objective. Now another objective is added and another checkpoint is found. Turn around now and leave this room by walking and make your first right at this other door. Walk right away and don't hesitate at all or the suit directly behind you will detect that you're Logan. Head back to where the security net computer was and go left after exiting the hallway and now head back to where the hospital gurnee was and there is a room to the right for you to enter which was the door that was in openable from earlier. Enter here and a voice decontaminates the room or announces it and now turn left and exit out this other door.

Walk out the door here and to your left a suit stands guard so walk behind him quickly and quietly and cut him with the knife and collect his ammo. Walk forward after killing the last suit and you'll see a short cut-scene that also shows you where the next suit is and a guy that's been probably wrongfully imprisoned. Head right now and go to the back hallway here and take your first left into a lab area with a white coat that's here. He'll see your face and cower so just walk up to the computer that controls the elevator in white letters and Press action. Teresa tells you exactly what the white letters just did over radio transmission.

Now turn around and kill the white coat if you want to since the mission parameters don't mention anything about not killing any of these guys. Kill another white coat ahead and to the right just for kicks. Turn around after killing the white coat and in the locker behind you is your combat gear so you complete an objective, get a radio transmission and find a checkpoint all in 1 shot. Leave this room and head right to the main large hall. Stay to the right wall and look right and you'll see a suit near a door farther back. Equip your silencer .45 and shoot him with a headshot. Walk to the railing now and look to where you saw the last cut-scene and shoot the suit down here guarding the prisoner.

Once you shoot the suit a cut-scene of Gabe already near the now visible GI Ramirez decides to find chance so an objective and checkpoint is found and added. Collect the suits ammo after the conversation with Ramirez and head back up the ramp to the back of this bottom lobby. Head left right near the door and collect the suits ammo and another radio transmission from Teresa ensues with her saying you need the network admin card for this area. Go past the door and take a left on the metal flooring and your first right into the door. Don't get hasty and run or walk for that matter through this door since there is a camera just ahead.

Part of your nifty gear is a camera scrambler so equip this now. Walk up to the camera now and when it says in white letters security camera press triangle and Gabe automatically attaches it and scrambles it. Head down the sloped floor now and take a left when reaching the end of the hall and enter the doors with A2 above them. In this hall you walk up a little bit and Gabe tells Teresa he found the vaccine for Shphon Filter virus but it's sealed so you can't get in. No you can't shoot out the windows either I tried that so I imagine the glass is Plexi. Enter the doors now and take a right and go up the hall marked A4. Walk up this hall and this is where you began the mission so keep going straight and when you get under the one light you'll reach another checkpoint.

At the end of the hall take a right and go through the double doors or really just make them stay open and stay back. Shoot the suit up ahead with your silencer and then turn back around and go up the hallway behind you. Take a right when you can and you'll see some stacked crates with the biohazard symbol on them. Hide behind the right crate and await the suit that will pass by with silencer. Aim up and get his head into head shot and shoot him. Collect his ammo and then head right at the end of this hallway and now equip your camera scrambler and use it on the camera. Careful now as a suit walks up hurry and insert the scrambler and then walk back so your not facing him. He'll walk away down the hall so equip your silencer .45 and take him out with a headshot.

Collect the suits ammo now and shoot out the vent at the end of this hall and Teresa again radios in and tells you what you just shot out. You will complete another objective so now jump up into the vent. Go through the right turns only vent and then shoot out the grate to Gershons office. Walk forward after landing and a cut-scene with Gabe getting aggressive ensues and you get another checkpoint.

Equip your air taser right off the bat cause when you round the first corner some white coat provides Gershon with a distraction and the best way to be silent and reach this fiend so Gershon won't get away is with the air taser. Tase him till he starts smoking and then get back to Gershon before he has a chance to run away. You will walk to a door on the left now and again Gabe is getting more irritated with Gershon. Equip the modem now and walk to the center terminal which is the smaller looking desk area. Attach the modem by pressing triangle and Gabe radios to Teresa about downloading the files. You will learn that Elsa has the vaccine and a new objective is added a checkpoint is met and 3 snipers run in to see what's going on. I, personally think Gershon found a way to let out a distress to the suits that he was in trouble.

Right off the bat they will have headshots on you so dive dive dive to the nearest tall computer mainframe and use it for cover. Try getting behind the one that's near the windows to the back of the room and you will have a good, clear headshot on the suit on the metal flooring. Now you finally gain the ability to crouch so crouch and strafe right little by little until the other sniper above and way back on the metal flooring is in headshot range so shoot him. By this time another sniper runs in and has you in shooting range so dispose of him by pressing the target button and shooting him. Now the last guy is right in front of the mainframe you're hiding behind so strafe out into his line of fire and hold target button and then pull the trigger and he's gone.

Once he's gone another guy on the metal flooring ahead runs in and shoots with a machinegun so again use the target button, hold it down and shoot this guy and a cut-scene ensues and another checkpoint is met. Leave this room now the same way you entered with Gershon and you'll also notice that the crouch action is gone again, what a pity. Head back now straight to the room where Ramirez is being held captive. Remember the part where you didn't have access to the door and Teresa mentioned you need Network Admin card? Go into this door now as it is accessible. Enter this door and take a right around the hall and walk through the doors marked B-1 and don't go through them yet.

Step back a small ways but make sure the doors stay open and when the white coats say " INTRUDER ALERT" run into the room and shoot them quickly and kill them. Run to the far left side of the room and up the ramp. There is a switch at the top of the ramp and another white coat behind some glass so press the switch and the gases are released on the white coat. This makes a cut-scene ensue and you finally find Chance and complete another objective and another checkpoint as well. Turn around now and go up the sloped part and go through the door up here next. Go through the door with A2 above it and shoot the suit that's to the right inside this hallway. Go through the next set of doors and a cut-scene ensues so watch it and another mission objective is complete and another checkpoint is to.

Walk to the right when you have control of Gabe and use your target button if you're having trouble finding your target. When you have the white coat in sight get in a headshot and another radio transmission to Teresa ensues. Fall down now into the room where the white coat is and the victim and ad tempting as it may be don't shoot out the really bright light above the patient cause it sets the alarm off. Luckily that's what I'm playing for to see what happens when you do different things. Walk up the small hall and through the doorway and follow the halls around until you get to the vent at the end of the hall. Shoot out the vent and now go through it and you'll see the doctor speaking in a cut-scene when you get a quarter of the way through the vent.

Get to the next vent and shoot it out but don't get hasty and jump out just yet. Aim right and when you can get Heng-Su in a headshot then shoot him and now jump out of the vent. Go straight now and through the door ahead and watch the cut-scene with Elsa. The mission ends now so save if you like and watch the cut-scenes.

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[-Section 25-]
[-Mission 18-]

New York, USA: Agency Bio-Lab
Objectives: 1. Escape Labs
Mission Parameters: 1. None

Okay this level is hard no doubt so lets start off by running and diving behind the computer desk. This action makes the computers blow up and kills the guy off that's shooting at you. There is another guy shooting the other way behind some glass but he can't shoot you so don't worry about him. Collect the dead guys ammo and then head into the next room. When you reach the next room and radio over to Teresa listen to how she really sounds concerned. Now go to the back left part of this room and shoot out the grate that's up here.

Go through the grate and when you land to the left is an inoperable camera so go right and then take your first left. Don't even think of stopping from running as 2 goons are sure to get behind you in no time. Keep on heading straight avoiding all gunfire with dives and then go left at the hallway and then a right, immediately. You'll see a door with A3 on it and you'll want to take a

right into the room before going past the big doors.

Once in this room enter the ventilation vent on the right of the room by shooting the grate and climbing the table to get inside. Once you get to an area with a fan blocking the vent go left and shoot out the grate and now you're in the meat wagon room. Gabe radios to Teresa that he's in the meat wagon room more or less and you finally make a checkpoint. Once in this room you'll see a guy named Girdeux that's been burned beyond recognition. Don't pay any mind to the body just go to where all the bodies are on the carousel and go left. Look up here and shoot another grate out and enter it. While in the vent you'll hear some guys shooting at you but they can't hit you while inside so don't worry.

Get to the back of the vent and shoot out the grate and then when you pop out and land you'll see a computer on a desk to the right. Shoot the computer if you want to end the annoying ass sirens. There is a locker to the left that you can search and get a weapons cache. A fresh flak jacket is here and some excellent ammo (Too bad the ammo isn't of any use I WANT GRENADES DAMMIT) Now run to the right and where the bench is to the left is yet another grate to shoot so shoot it and enter this vent and this vent is very small so shoot out the grate and when you land look right. You must tumble left really fast and yeah your jacket will take damage here so roll into the next room to the left where the door is. There is more lockers to the right in this room but nothing in them: (

Go to the back left of the room and exit out the door that's here. Turn right and equip your M-79 and shoot the goons ahead. This is the only weapon you can use against these sorry excuses for A-I. Now head through the blown up doorway and go left and the doorway to the right is not accessible so keep on going straight until you can make a right. Make sure you still have the M-79 equipped or you will not be able to kill these cheaters. Go to the left to lure out a cheater and walk back a good ways and he will try to run away so use the target button and shoot his sorry ass into next week. Go left around the next hall and there is plexiglass windows here.

Look right and up and another grate to shoot so switch to any gun but the air taser or the M-79 and shoot the grate out and now enter this vent. When you get to the end of the vent and radio to Teresa get ready for some bad news. There is no other way out and a very large fan is just below you so get yourself psyched for this one. Okay aim Gabe right and keep pressing forward the entire time while falling and he won't have any problems making the grab to the vent just above the fan. Go through this vent and go through a long ways around. You'll surface in where Ramirez was being held prisoner and Ramirez is lying on the ground bleeding and dead as a doornail. Gabe says " Dammit Chance where the hell were you?" Go out of the cell and before searching the box to the right equip the M-79 and shoot the cheater that's coming after you by holding the target button and pulling the blow up trigger.

Now get the M-79's YESSS in the box to the right and run up the ramp going left and then once up the ramp hold target button again and shoot the cheater to your left and make him pay for cheating. Get to the top and press and hold target once and shoot and then let go quickly and then press it and hold again and shoot and let go quickly and then press and hold one more time and shoot. 3 stupid I'm not even gonna say the words are up here and tear the Hell outta your armor but be very fast with the timing of the target button and trigger and you will kick their asses. Once at the top of the ramp go to where the siren light is flashing and then take a left and hug the left wall. If you crouch and walk forward enough to see the next cheater waiting for you on the left wall here's what to do. Aim at the right wall and shoot the wall and that will take care of him.

Enter this next hall to the left and enter the next area and another cheater pops out so run like the wind back to the big hall where you took care of the last cheater. Aim at the back part of the wall near the doorway and shoot it and the cheater in the doorway is taken care of. Walk up to the computer and press triangle if you like and listen to words to live by, by Gabe Logan. "IT'S NEVER EASY" aint that the damn truth. Turn around right away I mean FAST mister and Press target button before he gets too close and blast the guy behind you. Take a left out the doorway and walk to the elevator doors. This level finally ends PHEW!!! Watch cut-scenes and SAVE THE GAME.

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[-Section 26-]
[-Mission 19-]

New York, USA: Slums District
Objectives: 1. Rendezvous With Teresa At Chopper 2. Eliminate 2 Snipers 3. Activate Sprinkler System To clear passage into main floor. 4. Rescue Swat Officers 5. Clear Sniper Nest
Mission Parameters: 1. None

For this mission you have your work cut out for you so equip your HK-5 for this mission. Turn around right away and shoot the suit that's shooting at you. Go to where the graffiti is on the wall and turn left and down this tiny alley is a fresh Flak Jacket to put on. Go back out to the main area where you killed the suit now. Head to where the pink truck is and while walking up here press and hold the target button and shoot the suit on the roof here and collect his ammo. Turn right and get to the left sidewalk and you might hear shots up here so use the target button and shoot the suit across the street.

Turn left now and there is a box in a small alley with G-18 ammo in it so get that. Turn around now and a suit from the roof will be shooting at you. Run back

to where the pink truck is and get in an easy headshot from a distance on this suit. Run up a small ways and if you look left you'll see a suits head here and he's behind some concrete ramp. You can stand right near him and get an easy headshot so colect his ammo. Now head right around the road and head up this road. Once you go up this road the feds show up in black vans closing the streets down. Shoot the lock off the pawn shop and enter it. Once you enter to the left is 2 suits so use target button to get a fix on them and then blast both of them.

There is a grenade guy behind you with a flak jacket on and he's on the roof so don't bother with him he's too hard to hit. Go to where you just shot the 2 suits and climb the small wall where the glass used to be and collect their ammo. Now head into the twisting hallway until it straightens out and now hug and crouch the right wall. As soon as you have a opening to the right stay close to the wall and strafe left little by little until you have the headshot and kill this suit. Go around left now and enter this empty room with holes in the roof and a metal shelf in the middle of the room. There is no suits in this big room so head to the left side and open the box and get an M-16 and also a checkpoint.

Before venturing so freely into the next open area like I did and got blown up look right and up while crouching near the right side of the doorway. There is a Suit grenade up there so shoot him with the sniper rifle when you get him in sight. Once he's dead run on out and head left and take the flak jacket inside the box near the drum that's on fire. Turn around now and on the left side near the doorway you just came out of is a rusty dumpster to climb onto. Once on it climb the wall here too and now your on a roof. As soon as you get on the roof a suit starts shooting at you so get in the quickest headshot you can and when he's gone Teresa radios you about the Swats getting taken out by Suits. Also you make another checkpoint up here.

Once you kill that suit climb the air unit with steam coming from it and climb the wall to the next roof. Head around the walls here and look left and a suit comes out at you so shoot him. Upon collecting his armor another suit from above is shooting at you so get rid of him by holding the target button and shooting. Get on the small wall up here and use your aimer button to find a Awning sticking out so you can land safely. A Swat member runs out and yells "ROSS IM ON MY WAY" so don't shoot him. Fall off the left most part of the awning and there is a box to the left with a Flak Jacket inside it so take if needed.

Now you have the daunting task of helping the swat team with the Suit Snipers. Check out the Silvers Gym billboard, looks like Chyna is on it. Run left now and you'll see the 2 Swat guys are dead and now run behind the police car for cover. Wait for the suit to run in and then ease on out and get in a headshot. Now run back to where you just were and a sniper who's difficult to kill and gets in headshots on you rather easily is at. Look for the concrete cover with the ramp and use it as cover. Ease your way up the ramp and get out your sniper rifle and zoom in for the headshot and take this guy out. Creep up with the strafe button again cause another suit is on the stoop across the street and he kills fast. Keep strafing left until he's in plain view and use the sniper rifle to take him out.

Run on out of here and take a left right away and get to the other side of the street. Now run up a small ways until you get a sniper on the roof to pop out on your right hand side and then run back to safety. Crouch/walk forward making sure the guy can't see you and you'll barely see him. Equip your sniper rifle and shoot him down. Now go back to where you hid on the ramp and enter here. Go to the bottom of the ramp and you'll see a fire in here and Teresa radios you that the place might collapse. Go up the rusty metal thingy and go around the fire and then fall down when it's safe. Stay right in this hall but avoid the fire and when you get to the fire make sure you're behind it and turn around quickly and shoot 2 suits behind you.

Equip the G-18 now and make a right when you turn around from killing the suits and run right in and shoot this suit before he even has time to shoot you. Head up the ramped area and when you take a right Gabe will radio over to Teresa and an objective is added and you reach another checkpoint. Now notice the floor tiles that have steam coming out of them? I found a major bug by walking up to the tiles and Gabe will try to climb down the tiles and they fall down. You can now fall to the next floor and activate the sprinlker system. The reason I say it could be a major bug in the game is because the tiles make a bang on the floor below when they land which if normally stepped onto might have killed Gabe. I could be wrong but it looked really easy to get to the sprinkler system and the way Gabe spoke to Teresa it seemed like it was gonna take him a while to reach the system.

Turn around when you activate the sprinkler system and shoot the 2 suits that run in after you. Head back up the ramp now and enter the room where you fell through the floor and head left into the now unblocked doorway. As soon as you enter here there is a big piece of wood above the one doorway on fire. When you walk by it, it collapses so when you hear a bunch of noise don't panic you'll be fine. This next part off to the left is another beam on fire and a sniper is here. He runs after you from the left doorway but the beam lands on him and he catches fire and dies. That was simple as pie you ddn't need to even kill this sniper.

Collect his ammo and Flak Jacket if needed and then head right at the end of this hall. Another beam collapses to your left in a doorway so keep going until you reach the end of this hall. Go left and then follow the hall around until you see a doorway to your right and stop before going into it. Now there is a

suit in the middle of the room hiding behind what looks like a piano. Strafe left little by little staying crouched until you have a clear headshot and shoot him. As soon as you do keep your pants on cause another guy comes out from the ceiling and is too chicken to show his face as he goes to the other side shooting at the wall. Get up from here and do a dive to the other side and then strafe right at the corner of the wall. He is figity too so use your aimer button and wait for him for a minute. If he doesn't show his cowardly let go of the aimer and then press it again when he pops his head in and get in a fast headshot before he hides behind the wall again.

The damn thing wasn't a piano it was a table overturned so hop on the side of it and then hop up the hole to the second floor. Once you get up here and walk up a bit you'll reach another checkpoint. Head to the right wall and a Swat Team member says " Sir send backup I have the terrorist cornered" 2 suits run in and kill the swats and now run to the left side of the room your in now near the hole in the floor. Crouch and aim at the doorway and a suit runs in so shoot him with a headshot. Now hurry and run to the right hand wall cause another suit with a grenade is over here so he will throw grenades. Watch his pattern and when you got it down run on out into the open no crouching or nothing and shoot this suit with the G18.

Head on out now and go up the hall a ways until you see a doorway to the left so crouch and creep up to it and another table is turned sideways and a suit behind it. Strafe right until you can get in a headshot and he's done. Stay very close to the wall now and run past the doorway and dive if you feel the need and get to the left corner of the left wall and hug it. A suit comes out of there so aim out and right and he might dive out of the way so equip a G-18 and take him out quickly and now go collect ammo. When going back out the room if you collected ammo there is a suit that's very figity so when he runs out have your G-18 equipped and shoot him. Now go down and left and the next doorway to the right is the second sniper. He's not too hard to kill just stay very close to the right wall and keep in a standing position.

Strafe left and shoot like mad trying to aim for the head and this guy doesn't stand a chance. Take his Flak Jacket now if you need to and objective is complete and a checkpoint is found. Go into this room and jump out of the window and you're near where those first 2 Swatties got killed. Now go up the road and when you get to going back left run back to where you first entered the building near the sloped concrete thing cause another Sniper wants you to fail your mission. Hide down at the bottom near the entrance or doorway and get out your trusty Sniper rifle. From there you can make a very easy headshot so please do so. Strafe up right a small ways and look across the street at the billboard and if you look left you'll see a suit up there. Stay crouched and shoot him with body shots until he falls down.

Look straight ahead and on the street is another suit so strafe up right and he's another jerky suit so line the gun up left when you can just barely see the top of his head and shoot a warning shot at him and he stands up right away but is still jerky. Aim left and keep it there and he will eventually pass by your crosshairs and that's when you blast him. It's finally safe to come out now so if you didn't get the flak jacket in the left corner earlier than now's your chance if you need it. Now go to the other side of the street and enter the small alley here. Crouch around the corner and walk keeping near the left wall. Around the corner is a suit so keep strafing right little by little and you just may get caught so get in the head shot quickly and collect ammo.

Now go through the broken gate and you'll see an old swingset to the left but no suits here luckily. Walk a little further and Teresa radios to you that some swats are trapped by some suits so another objective is added and a checkpoint. Walk out of the old playground and head left into the opening and a swattie tells you to throw your weapon down. As that occurs his vehicle is blown up and he gets killed. A suit comes running out from the right doorway so hurry up and blast him. Run out and dive and collect the suits armor if needed and then get inside the section with the parking lot. Use target button on the roof suit and kill him and then head out a small ways and get a quick headshot on the suit on the right. Collect his ammo and Flak Jacket now if you choose to or need to.

Go back into the parking garage and now hug the left wall and strafe left little by little until you can get a headshot on the suit on the left. Enter the building now and go behind the counter and collect the suits ammo and flak jacket if needed. Turn around now and take a left to the next room and this is a suit free room. Go behind the desk on the left and back here is a box with G-18 ammo inside so take that and turn around and head to the court yard. Once out here go around the corner and the lady officer needs help, helping her partner. She is okay she doesn't say throw down your weapon or nothing like that.

Watch the cut-scene and a checkpoint is not found and now you have a daunting task before you. Get in quick headshots on the right sniper and then use target to barrage the left sniper. You will see a cut-scene of the girl covering you while you make it in the building. A cut-scene ensues and the dumb bitch tries shooting at Gabe after he just saved her life. The objective is complete a checkpoint is met and a new objective takes it's place. Head up 2 sets of steps now and take out the suit on the left. Head right now and when you get to the end of the hall go into the doorway on the right and head to the back. This is where the one sniper is at so be aware.

This is what I did and wow it worked well. Since the Suit is kneeling down press target and hold and change to G-18 ammo and then strafe all at the same time and when you round the corner start shooting and the sniper won't get off 1 single shot. Hmm when you go to where the other sniper is right next door he's somehow

back alive even though you get in a headshot. The funny part is he's not even holding his weapon. Go around the next part and on the right, just as you're leaving this area another suit shows up. Run outta there and do a dive to avoid his shots. Hug the left wall and do small strafes right until you have a perfect headshot on him and then fire away. This prompts a cut-scene so watch it and others and the level finally friggin ends. Save if you like.

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[-Section 27-]
[-Mission 20-]

New York, USA: Slums District

Objectives: 1. Eliminate Stevens 2. Escape In Helicopter With Teresa 3. Find Sewage Drain Valve.

Mission Parameters: 1.Protect Teresa

Follow Teresa to the next room with 3 suits and kill them quickly. The best method in this part is hold the target button down while shooting since the suits aren't wearing any flak jackets. When you walk up to when Teresa says " OH yeah agency training is really coming in handy now" Get ready with the H-11 you just got and just shoot like a madman on a killing spree at the suits in this area. When you make the left on the path turn left immediately when you round the corner and take out this suit. Okay I'll admit this level is beyond being a bitch cause there is tons of suits so heres what I've found to be the best strategy. Hold down the target button that way you don't have to look for where the suits are. Once you do that each time a suit dies let go of the target button and press it again and it automatically zeroes in on the next suit to shoot.

For the first part where there is around 10 suits or so use the .45 and then afterwards switch to the machine gun. Keep the target button method up and keep following Teresa. If you can't find her or think you've lost her just look on the radar thing, she'll be a blue flashing marker. Get to where she is in the back room on the left and a cut-scene ensues and an objective is added,Checkpoint. Turn around now and shoot suits coming at you and take your first right but don't worry about killing all suits since they seem to magically appear from all directions. I really have no clue why 989 made this damn level so difficult cause it's getting me very pissed off.

When you take your first right collect ammo from the suits you killed before and by this time your flak jacket is probably toast. Not 1 damn suit wearing a flak jacket which adds to the frustration factor of this game. Also some more checkpoints and saves would be a nice feature. I just don't and can't see the fun in having to repeat myself killing the same suits and doing the same stupid things 10 times because of difficulty. Turn around now after reaching this dead end and crouch down and shoot the suit with a headshot behind you. Another damn suit runs in from the left so hurry and kill this a hole off. Take a left asap and keep running and just diving to avoid gunfire. Take another left and keep on running till you reach a section to the left so go that way.

Enter here and be fast and take out the suit in the control room. Hide behind the right wall and crouch. Aim your gun up and wait for the next suit to walk by and get in a quick headshot. Get his Flak Jacket FINALLY and ammo and activate the switch here and your objective is complete,checkpoint. Turn around now and there is 2 suits with flak jackets behind you. You must get in headshots on both and take the ammo and jackets. Leave this control room and when you get near the exit hug the right wall. Look around the corner and get used to the suits patrol pattern. Wait for him to have his back to you and then strafe out little by little until you have the headshot and blast him. Creep out to the main path and go up just a little bit until more green dots appear on the radar.

When they do run and hide behind the same wall which is the entry of the control room. A suit on the other path runs in and is across from you so hurry and blast him with a headshot. Another suit rushes in now on your side so strafe right and get in a quick headshot before he begins shooting. Collect ammo from this guy and others and then equip your HK-5 and be prepared to shoot like crazy at bunches of suits. Go right and keep on the path and keep diving and shooting at suits. Take another left and now go collect that flak jacket at the beginning of the level. Run back out the way you entered and shoot 4 suits in this area. 1 across from you and 3 on the same path as you and then take a left when you get to the end. Right away a suit runs up to you so shoot him and collect his ammo and then immediately shoot another suit to your left on the other path.

Go to the other path now and shoot 2 suits up here and then turn around quickly and shoot another suit. Turn back around and take your first right and shoot like mad using the target button and diving when you must. Go to where Teresa was just at and now you can fall down here without being killed in the sewage and you'll reach another checkpoint. Climb up the concrete slab on the left and blast the suit here. Press target button while running up here and shoot a suit ahead. Let go when he's dead and press target again and shoot a suit on the left path and then let go again and another suit on your path and blast him. Get right beside the right wall now and stand there and hold target button until the suit on the right across from you comes in and blast him.

Step back a bit from here and blast another suit that pops around the corner. Make a right and crouch and walk right next to the right wall and look around this other mini control room. 2 suits in here so strafe right until they are in sight and get in 2 easy headshots. Go to the right most part of the controls now and aim up and right while standing and don't worry the wall provides you with cover for now. You just wait for the suit up there to turn his back and he'll stay there for around 5 seconds which leaves you plenty of time to get in a

headshot.

Get in a crouch now and head to the right side of this area where to the right is a flak jacket but don't get it yet,checkpoint. Hop on the pipe extending over and get to the middle and use your target button and shoot a suit just ahead and then one below you and Teresa pops in and kills one guy WOWEE and tries taking all the credit. Go back and get the Flak jacket now and you're full on armor once again. Go now back across the pipe and go into the doorway and up the stairs where Teresa killed 2 suits already. Keep heading up the steps till you see Teresa crouched down behind a SWAT van.

Right away, like usual your being shot at so creep out and get a headshot on this guy. WHEN you get him aim right and now there is 2 guys here so shoot them normally since they aren't wearing any Flak Jackets. Go to the left now after killing these 3 suits and go up the ramps but stop at the left wall or you're toast. Run out quickly and dive dive out of the oncoming vans way or you're meat. Head left right away and make your way left once again and run back and stay left near another black van and shoot the suit beside it quickly or Teresa is dead. Once he is killed a small cut-scene ensues. This part is kinda bitchy due to the timing needed. Equip a good machine gun with lots of ammo and then run over to Teresa and she'll throw a smoke grenade into a doorway. Five suits run out and get this, They each have M-79's equipped. The smoke will make them incapacitated for around 5 seconds so use target button and quickly with shooting with a good machine gun take them all out.

It can be done it's just a metter of quickness. Another cut-scene with Teresa ensues and you'll make another checkpoint. Enter the next room ahead and go up the steps. Stay close to the right wall and use the strafe button going left while crouched and shoot this guy any way ya like. Once up the next set of stairs equip the M-79 and shoot up at the wall whe facing right and these suits won't give you any problems. Crouch/walk up the steps now and aim right and shoot the suit up here before he gives you trouble. Go up the next set of stairs and equip a normal gun now and a suit stands at the bottom of the stairs. Shoot him and then equip the M-79 again and aim at the left part of the wall and take out 2 more suits just ahead.

Go up the stairs now and just use the M-79 on the next 2 sets of suits going up the stairs. On the second set of Suits run back cause a suit with machine gun runs after you and if you tried shooting him with the M-79 you'd take yourself out too. Change to a machine gun now and strafe right when you get to him and stay to the right wall. Strafe out till you get in a headshot and then go up the stairs and another M-79 in in the box near the door marked roof. Head back down the steps to where the doorway was and when you get out the doorway a little bit shoot the van to the left with the M-79. A suit is hiding to the left of the van so hug the left wall and get to where you can strafe right.

Shoot him with the headshot and collect his ammo. Now get out the M-79 and when you turn right shoot the van ahead which make a sprinkler turn on above it. Go to the center of the garage and hide behind the center slab and look up and shoot the van on the right with the M-79. Change to machine gun ammo and strafe right while staying crouched behind the slab and shoot the suit up here. Move out a little more and shoot another suit that runs in from the right. Go up towards the right ramp where the van is and turn around right away and kill the suit behind you. Than a cut-scene with Teresa chasing Stevens ensues. This cut-scene is hilarious especially when Gabe runs in.

As soon as you get the chance SHOOT STEVENS. Don't listen to his crapola speech cause he's full of BS. Equip a weapon and shoot him. If you listen to what he says he'll shoot you in the head and then you must restart from last checkpoint. Watch the cut-scenes and now you learn that Chance is a bonified Traitor. Watch cut-scenes and save since this ends the mission.

[-Section 28-]

[-Mission 21-]

New York: Sykes Garage

Objectives: 1. Eliminate Chance

Mission Parameters: 1. Don't damage the Helicopter

Start this extremely hard misson by running out the doorway and dive dive dive keep diving till you get to the front of the copter. Take a right and run over towards the box on the right, just inside the helicopter and take a fresh flak jacket if you need it. Now go to the middle part of the copter and dive underneath it and on this other side is some UAS shotgun ammo. This handy little weapon is all you'll need to take Chance to the cleaners. Dive back under the copter where you got the Flak Jacket and once on the left side run down the ramp to the left. Run all the way to the bottom and switch guns to the new UAS you got. You have only 12 rounds so wait for Chance to stop his Grenade Cherade or when he slows dwon from chucking them. When he seems like he's slowing down run up the ramp and he should now be near the rear of the chopper near the rear blades.

Get on his right side and start blasting him with this gun. This weapon doesn't kill him but the recoil kicks him back so keep shooting him and eventually he will end up getting chopped up by the copter blades. GAME OVER. Watch the cut-scenes and save? Oh well,anyways you've completed the game so congratulate yourself. The ending was pretty good and left room for a sequel. Too bad Teresa had to die, she was so young.

