

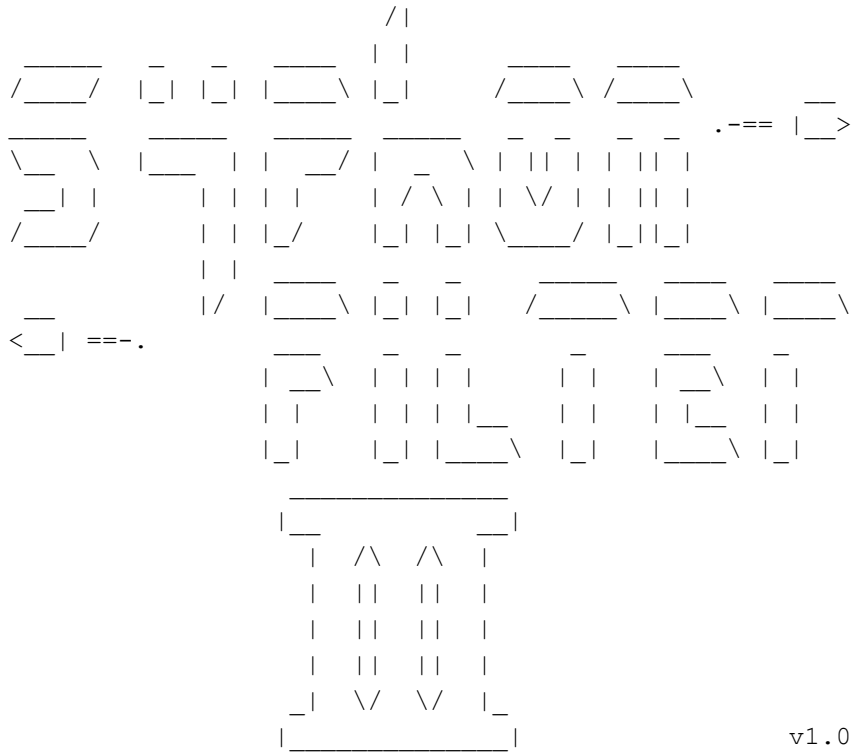
FAQ/Walkthrough

by Wong Chung Bang

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Wong Chung Bang's

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-- F. A. Q. --

(It's meant to say 'Syphon Filter 3', if you couldn't make it out) <|-)

I. Introduction

This is the second Syphon Filter game I have made an FAQ for - the other is the first game in the series. I may do one for Syphon Filter 2 in the future, but I'll need to find a copy of the game first. This, in my opinion, is the easiest of the three games, but does have its hard moments - that's why I'm writing this!

II. Game Walkthrough

Mission 1 - Tokyo, Japan: Hotel Fukushima

Information

Agent: Gabe Logan
Difficulty: Medium

Checkpoints: 5

Comments

This mission is harder than you'd expect for a first level. The enemies are a lot more competent than they were in Georgia Street, the first level of the first game. I'll explain the button combinations, controls and so on for this level only. The buttons I am using are the default setup.

Walkthrough

(FMV sequence)

(Radio call)

Walk forward and talk to the clerk to get your keys (you don't actually need them, but it would be polite...) Then go and talk to the bellhop at the lifts to be shown to the upper floor.

From here, walk forwards and turn left. Keep following the corridor around until you reach Room 413 (it's on the right at the end of the corridor). Open the door using the Use button (Triangle by default). If you didn't get the keys, Gabe will break the lock open. Once inside, get the equipment from the bathtub, again pressing Use. You'll now get a cut-scene.

You have to eliminate the sniper on the roof first. To do this, select the weapon either by going to the Start menu and selecting it from 'Weapons', or hold down Select and press Left or Right until the sniper rifle is selected. Aim by pressing L1, then zoom in with Triangle and headshot him while he is standing still at the right-hand side. Release L1, then press it again and headshot Shi-Hao (the one in the hat).

Quickly roll to the right-hand side of the window. You're safe from the guards shooting at you here, but you still need to eliminate the four generals. Face the wall towards the building, then lean out by pressing L2 while aiming. Don't stay out too long or you'll be shot - watch your Danger meter. When it rises to maximum, you'll start being hit. And if someone is aiming at your head the screen will flash. If this happens in the game, you should try to roll - a headshot kills you instantly. Headshot all the enemies you see until you find the generals (they wear hats like Shi-Hao), and eliminate them one by one. Gabe says things to confirm when you've shot a general.

Checkpoint 1

Now you have to escape. Select your 9mm pistol in the same way as you did the sniper rifle, then run to the door and quickly turn left to shoot the guard. I usually lean out and aim (as explained for the sniping section) for all guards in the game, apart from in situations where you have to defend a target. However, it's your choice whether you use L1 (manual aim) or R1 (auto aim). Later on in the game, guards have flak jackets to defend themselves.

After eliminating the guard, follow the corridor as it turns right. Two more guards will run out from the corner ahead of you, so be ready for them. Once they've been dealt with, run forwards and turn right to get

back to the elevators.

(Radio call)

You might want to switch to the Falcon weapon at this point. Keep going past the elevators and turn left. There are two more guards. Eliminate them and take their weapons. Another guard will appear behind you. Follow the corridor around and you'll reach a stairway on the right, but don't take it yet. A couple more guards will emerge from the stairway, so take care of them.

Go into the small room near the stairway, and take the flak jacket from the box using Triangle if you need it (you can't pick it up if your existing flak jacket is undamaged). Don't shoot the hostage. When you go out of the room a few more guards will appear.

Now equip the shotgun and run down the stairs. The easiest way to get past this section is to use Auto Aim and fire at each guard as you pass them - the shotgun can kill most enemies in a hit if they're not wearing flak jackets. Strafe round corners to give you a better view of what's ahead.

(Radio call)

Checkpoint 2

You have to rescue a hostage now. Re-equip whatever weapon you want to use, then lean around the corner to the left and headshot the waiting guard. Halfway down the corridor, two guards appear in front of you and one behind you. Keep going until you reach a T-junction, then turn right and right again into a small room.

There is a flak jacket in the box. Take it if you need it, then lean out of the room and face back towards the T-junction. Eliminate the three guards that have appeared, then go down the stairs beyond the junction and turn left. Shoot the two guards here, but take care not to hit the hostage.

Go into the laundry area, and out the other door. You'll see the kidnapers and the hostage.

Checkpoint 3

Run after them. On the stairs, shoot the guard who lags behind. There's another flak jacket in the room halfway up the stairs. Climb the rest of the stairs and shoot the other guard, then walk forwards slightly and shoot the other two guards who run out. Talk to the hostage. Hmm, a Terminator moment...

(Radio call)

Checkpoint 4

When escorting a hostage, take care not to hit them. A guard will approach you from the stairs, so eliminate him and run down the other corridor. Enter the kitchen area and shoot the two guards (the hostage will follow you). Once you're further in the room, two more guards appear - one near the other exit, the other behind you. Use as much cover as you can, and the lean-out technique if it helps. Once they're dealt with, leave the kitchen area. Two guards are waiting round the

corners at the exit.

Run into the upper corridor and eliminate the guard at the end. The objective will now be complete.

Checkpoint 5

There's no point in having a checkpoint this late on, really. Just go back down the corridor and turn right halfway along. You'll be back in the lobby. Climb over the desk using Triangle, then eliminate the three guards to end the mission.

(FMV Sequence)

Mission Complete

Mission 2 - Costa Rican Rainforest: Rhoemer's Hidden Plantation

Information

Agent: Gabe Logan
Difficulty: Easy
Checkpoints: 14 (which is clearly ridiculous)

Comments

This is an interesting mission, as you are playing through the intro sequence of the first game. It's a long mission, but there are a lot of checkpoints on this level, making it easy to complete.

Walkthrough

(FMV sequence)

(Radio call)

Walk forwards and headshot the guard downhill and slightly to your left (try to do this without being seen). Take his equipment and equip it if you want. Bear in mind it's not silenced. Head forwards and downhill to find another guard - he's facing the other way, so again it's easy to eliminate him unnoticed. Keep going and you'll meet Lian. Run with her to the turret.

Checkpoint 1

You may meet some guards that throw grenades at this point - if one is thrown, move as far away as possible immediately as they kill you instantly. Protect Lian by shooting the guards that she doesn't shoot at. Leave the Flak Jacket for now, as you come back this way later on.

Follow Lian up the hill, turning left. There is a guard up a tree, so look out for him. As you approach the turret, you'll get another cut-scene. Lob a grenade at the turret to get another Checkpoint.

Checkpoint 2

Now, keeping the wall to your right, roll to where Lian ran to in the cut-scene. Hide behind the tree, then throw a grenade at the third turret.

Checkpoint 3

Don't forget to re-select your weapon. Follow Lian, then when she stops keep following the path. You'll see a familiar scene (if you played the original game). Run with Lian, take the grenades from next to the fence then enter the camp.

Checkpoint 4

At this point, check your mission objectives to find out what Ellis was doing. Follow Lian until she tells you to get the turret. There's a guard next to it, so throw a grenade between the two to eliminate them both.

Checkpoint 5

Follow Lian up the hill. More guards come as you shoot them here, so don't worry about shooting them all. When you reach the buildings, enter the one furthest on your right, then turn right and run down the corridor. There's a guard to the right as you enter the next room, then a guard to the left slightly further on. Near the second guard is a silenced HK-5 in a box.

Once you've got the HK-5, lean out in the direction you were facing before and headshot the guard. There's a box on the crates which contains a Flak Jacket, but when you get near it another guard appears behind you.

Take the flak jacket if you need it, then head towards the door off to the side (it's directly in front of you when you take the flak jacket). This room contains an M-16, a shotgun and a computer. Use the computer to upload the co-ordinates.

Checkpoint 6

Exit the room and turn right to keep going down the corridor. You'll reach a door leading outside. Stand just outside the door, where you can hear the helicopter's engine (if you go much further you'll be shot by guards on the roof) and throw a grenade at the helicopter.

Checkpoint 7

Now go all the way back to the entrance of the building. There are two guards on the way, both on your right. Once out of the building, go into the building opposite (strangely, the third building has no door).

Go past the room with a single crate in it, then turn right to see the sample transport kits on the table. Be careful here, as there's a guard slightly further on who'll see you when you get close to them. Take the kits.

Checkpoint 8

There is a Mind Detector in a box in the corner where the guard was. Take it, as you'll need it later on. You don't need to do this next

section, but it gives you an M-79.

Go down the corridor past the hanging plants, and shoot the two guards. You'll reach an outdoor area. Go left past the building and shoot the next guard, then walk forwards and shoot the guard on top of the next building. Climb up to where he was, then open the box to get the M-79.

Now go all the way back through the building to the entrance. You'll have to shoot a few guards along the way - one of them has a flak jacket. Once at the entrance, head North along the path. Mind the guard who pops up from behind the building.

You're looking for plants that are not burning. These are the ones that you can take samples from. Around the corner there is a guard in a tree - shoot him, then take a sample from the nearby plants by standing among them and pressing Triangle.

Checkpoint 9

Continue down the path and you'll reach another camp.

Checkpoint 10

Just shoot the guard beating the slave, then go over to both slaves to complete this objective.

Checkpoint 11

There is a shotgun and also a flak jacket in boxes among the crates in this area, as if you didn't have enough equipment already. Take them if needed, then head East. There is another guard in a tree a little further on.

You'll reach a turret that you destroyed previously. About four guards will emerge here, so keep moving and shoot them one by one. Take the flak jacket, which you might need after that. Turn right to head South and uphill.

There are quite a few guards on the way - the shotgun might be a good idea. At the top of the hill is another set of plants to sample.

Checkpoint 12

(Radio call)

Now continue along the path and turn right to get back to the camp where you found Ellis. There's a flak jacket to the left of the entrance, and another guard inside. Keep following the path and you'll arrive at the last field of plants to sample.

Checkpoint 13

Turn to the South and uphill to get a warning about a minefield.

Checkpoint 14

You don't have to equip the Mine Detector to see the mines on your radar. The best route is as follows: From the right side of the tree, walk forwards and slightly to the right, then when you reach the next 'square' of land (you'll see what I mean), go directly towards the wall.

Follow the wall to the door.

(Radio call)

Just continue down the tunnel to end the mission.

Mission Complete

Mission 3 - Costa Rica: Rhoemer's C-5 Galaxy Transport

Information

Agent: Gabe Logan
Difficulty: Easy/Medium
Checkpoints: 1
Unlockable Level

Comments

This is the first 'boss' level. Initially I found it quite confusing as you have to ignore Rhoemer the first time he passes you - I spent a while trying to shoot him.

Walkthrough

(FMV sequence)

(Radio call)

There's a guard on the left immediately, so be ready. Walk to where he was to get a short cut-scene, then shoot the guard on the right side of the plane. Go through the corridor and shoot the guard in the next room, then continue to meet Rhoemer. Ignore him for now, and instead shoot the guard that comes down the stairs after him. Take the contents of the boxes in the room: a UAS-12 (you'll only be able to pick up one of them) and a flak jacket. Go up the stairs into the cockpit.

Quickly roll left, pull the cargo door switch, and roll out of the room again before you're shot. You can kill the co-pilot, but you won't unlock the level if you do. Return to the short corridor between the ship sections.

Checkpoint 1

To defeat Rhoemer, repeatedly shoot him with the UAS-12 until he falls out the cargo doors. You can return to the other room to get more UAS-12 ammo if you run out.

Mission complete

Mission 4 - Mpumalanga, South Africa: Pugari Gold Mine

Information

Agent: Lawrence Mujari
Difficulty: Easy/Medium
Checkpoints: 6

Comments

This mission is the first part of Mujari's mission, spread across two game levels. It is easier than it seems as the level is quite large and there are many guards, but the objectives aren't too difficult to complete. I hate the way that guards can alert other guards even after they're dead - watch out for this. If you hear 'Terrorist', you've been seen.

Walkthrough

(FMV Sequence)

(Radio call)

While parachuting, hold down the Up button to land faster. If you are seen when you land a guard will warn the rest of them. The level is a lot easier if you're not seen at this point, so try and use your silenced 9mm pistol. Shoot him as quickly as you can, then run forward and press Use at the end of the platform to perform a superhuman leap across the canyon. Pull yourself up and head to the right. Shoot the guard then pick up the explosives from the box.

Checkpoint 1

To get down, head to where the marker that says 'Climb down' appears (it's the same place as where you jumped to). Walk towards it holding down the X button and Mujari will climb down automatically. Repeat this for the next ledge and head towards the tunnel on the North wall.

Checkpoint 2

Be careful as you approach the crates, as a guard is patrolling them. Move to where you can just see him, then shoot him as he walks away.

Further on, you'll come to another open space. Headshot the guard patrolling in front of you, then head around the rocks to the right. You can dispose of the guards next to the building by shooting the barrels, but you'll be seen if you do. It's best to headshot them when they're away from the barrels - this took me more than a few tries to get past without being seen.

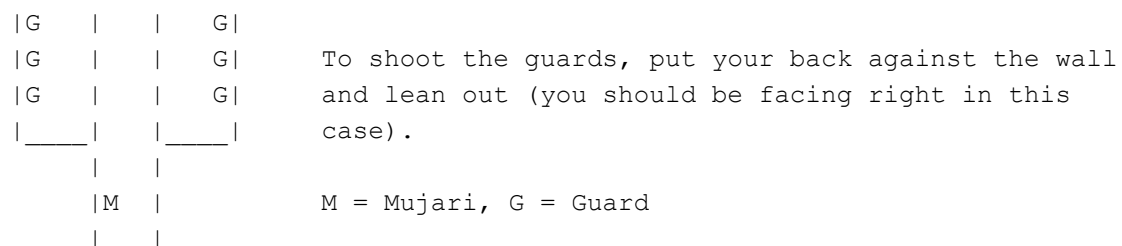
Head into Mine 411 beyond the tunnel and turn right. There are two guards here - headshot them both quickly before you're seen. Go over to the slaves to talk to them.

Checkpoint 3

You now have to get the slaves to safety. Head over to the rail track and turn left to shoot the approaching guard. Don't go this way, but instead turn around and go the other way down the track (which ends). You'll go through a room with crates, and then a tunnel leading to a

bridge. Headshot the guard in the tunnel and go to the bridge - headshot the guard on the bridge as well.

At this point, Mujari will warn the slaves to wait. You have to pick off guards from both sides of the bridge while they shoot at you. The best way to do this is to stand with your back against a wall so that you can't be seen by either side, then lean out so you can only just see one of the sides. A diagram might better explain this:



Switch sides once you've cleared a side. You don't need to use your silenced pistol any more. Eventually, you'll hear Mujari call the slaves on, and you can then run over the bridge and down the tunnel.

Checkpoint 4

Head down the tunnel on the left. Turn right, then left and headshot the guard. Continue to the end of the tunnel and headshot the guard escorting Dejesus. Now shoot the rest of the guards around the cave, covering Dejesus but also watching out for yourself, until you get a cutscene.

Checkpoint 5

Now go all the way back to Mine 411. There is now a guard where you left the slaves, and guards just before and after the bridge. Go over to where you get the "Rig explosives Here" indicator (roughly in the centre of the mine) and press Triangle to end the first part of the mission.

Checkpoint 6

Strange place to have a checkpoint, as you don't have to do anything more here. Two guards will arrive, and one (which quite frankly needs to get to an optician if he aims that badly) will shoot the explosives.

Mission complete

Mission 5 - Mpumalanga, South Africa: Pugari Complex

Information

Agent: Lawrence Mujari
Difficulty: Medium
Checkpoints: 4

Comments

This is a continuation of the previous mission. Most of the mission involves simple running and shooting.

Walkthrough

(Radio call)

Don't hang around or you'll be squashed by falling rocks. Run forwards and hit the switch to ride a mine cart. Duck while you're on it to avoid hitting your head on the roof beams, and shoot the guard who comes running out of the tunnel (or just let the cart run him down). At the end of the track a guard with a grenade launcher will destroy the cart while you slide down the slope. As soon as you land, shoot him.

Checkpoint 1

Take his gun and turn right. Go up the ramp and past the building (note the mining vehicle on the right). There is an entrance to the building at the opposite side from where you approach it, so enter and approach Jones. After the conversation, it's your choice whether to shoot him or leave him.

Checkpoint 2

If you shoot him, the mining vehicle will start up, so get out of there fast. Guards will now be all around the cave. It's best to run away rather than shoot them as you don't have a lot of cover.

Head up the ramp in the direction you were going. When up the ramp, turn right to the platform with crates and head back towards the building (but on the higher floor) to find a box with an M-79. Return to the top of the ramp and continue.

You'll be in another area with a mining vehicle. Two guards appear on your right (one on ground level and the other on the wall) and another on the wall in front of you. Using the crates as cover, shoot them all. There is a flak jacket in a box next to the mining vehicle. Head towards the opening in the wall where the first guard came from.

Guards surround you on the walls in this area. Shoot the ground level guard and then use the crates on the right as cover (don't go near any groups of barrels). Once they're all down, head towards the Bay 3 door and turn left into the underground tunnel.

When you're down there, two guards will shoot from below you. Dispose of them both, then look around for the transmitter power switch in the corner. Activate it.

Checkpoint 3

Go out the other exit (check where you're going with the map, as both stairs look the same <|-)). When you're out of the tunnel you get a radio call.

(Radio call)

Now go to the right to get a cut-scene. Quickly shoot the two guards that emerge from the building and run up the stairs. Use the computer on the right to send the transmission.

Checkpoint 4

Guards drop down from the roof now. Get away from the window. Dejesus will arrive to help. Run out of the building and meet up with him by the dead soldier.

Run over to the lift with Dejesus and shoot the three guards that come up on the lift. The mission ends once you've taken down all three of them.

(FMV sequence)

Mission complete

Mission 6 - Kabul, Afghanistan: Shirpur District

Information

Agent: Lian Xing
Difficulty: Medium/Hard
Checkpoints: 12

Comments

This mission has the largest map so far, and is a maze of buildings and alleyways. Use your map frequently so that you don't get lost. It's impossible to document where guards appear in this level as it seems random at times. Always be ready to fire. The mission objective list is also huge.

Walkthrough

Head left at the first opportunity, and go down this street. Shoot the soldier in the third building on the left, then from inside this building go on to the next building and climb up to the next floor. Go through the hole in the wall, then drop down two floors on the other side and photograph the map by pressing Triangle next to it.

Checkpoint 1

Head down the tunnel and shoot the two guards at the junction in the back if you can. Keep following the wires on the ceiling until you reach another left turn. Shoot the guard here and plant the explosives on the weapons cache. Another guard arrives, so dispose of him before continuing along the tunnel. Quickly climb up the crates at the end and get away from the opening before the explosion.

(Radio call)

Checkpoint 2

Roll across to the opposite building and turn around. The first of the seven snipers is on the upper floor of the building you just exited, so pick him off.

Checkpoint 3

There are also more guards in the street. Head East (towards the building with the three pillars) and pick up the flak jacket in the corner of the map if you need it.

Now go through the archway. There will be a sniper to the North who you can shoot without him noticing you.

Checkpoint 4

Guards constantly appear all around you here. The building in front of you has a flak jacket in it. Stay here as it provides good cover from the remaining snipers. Face West (the high wall) and look upward, and you should be able to see the head of the third sniper. You know what to do.

Checkpoint 5

You can now turn around and shoot the fourth sniper - stay in the building. He will be aiming from the wrecked corner of the upper floor of a building across the street. Shoot the guard on the roof next to him as well.

Checkpoint 6

Now go out of your cover and head down the street South, away from the archway. After turning right at the end you'll have a few more guards to shoot - there are explosives nearby, so shoot them. Be careful of more waiting guards - check your radar. Now turn left into the first building with a canopy, and turn left again and through the doors. When you reach the room with the burning barrel, turn left again and climb the rubble to get into a higher room. One of the snipers' gear will be here along with the Russian prototype weapon - the AU300.

Checkpoint 7

You can safely roll down from here. Continue West past the building with the canopy that you entered, and through the building ahead. The fifth sniper is to your right just as you go outside again.

Checkpoint 8

The sixth sniper isn't far away - head through the arch and immediately turn left to see him shooting from a collapsed upper floor.

Checkpoint 9

Go through the small door, heading in the same direction as you were going when you went through the archway, and use the rubble to climb up to the upper floor. Go through the small door and shoot the last sniper.

Checkpoint 10

The extraction point is in front of you now. Climb down to the ground and eliminate any guards that appear before climbing on top of the bus.

Checkpoint 11

The final objective is to eliminate the four soldiers shooting rocket-propelled grenades at the helicopter. It's easy to see where they are

because of the trails left by the grenades. Equip the AU300 so that you can see through the walls and you should have no difficulty getting them. Remember that you don't have to stay on the bus.

Checkpoint 12

The landing zone is now clear.

Mission complete

Mission 7 - Dublin, Ireland: S.S. Lorelei

Information

Agent: Gabe Logan

Difficulty: Hard

Checkpoints: 13

Comments

This is only the second mission in the game that doesn't take place in the past. It's also very difficult due to the lack of flak jackets (there are only two in the level that I know of). The mission seems easy at first, but once you realise the length of the mission it becomes a lot harder.

Walkthrough

(Radio call)

There's a guard in the crane above you, so take him out first. Then turn around and shoot the guard behind you, before going over to the corner and planting the explosives (you can see the location on your map).

Checkpoint 1

Now exit the hold, shooting the third guard on your way. Turn left when you're out, then you'll reach a T-junction where you should turn left again. Go through the door and a guard will come out and shoot at you. Eliminate him and run forwards to the end of the corridor.

Turn left again and you'll see a cut-scene. Headshot the guard in front of you, then the one in the corridor to your right, then go into the second cargo hold, shoot the guard at the top of the stairs, and plant the explosives in the location on the map.

Checkpoint 2

You now have to get to the aft cargo hold. Take the corridor on the South side of the ship until you reach a corridor on the left. Go through the door in this corridor and you'll see another cut-scene.

Here, simply shoot the guard and plant the explosives in the corner.

Checkpoint 3

Once the explosives are planted, the second guard starts shooting at you, so quickly turn around and shoot him first. Exit the hold and turn left, then left again. Shoot the guard waiting in the corridor, then head to the end and turn left.

There are two more guards here. Once they're down, turn right into the narrow corridor with the large 'Keep Clear' sign, and take the lift up. In the engine room, shoot the engineer over at the other side (on the right), then plant a decoy explosive on the smaller 'Keep Clear' sign in the centre of the room.

Checkpoint 4

Turn around and shoot the guard who has arrived at the top of the stairs. Run up the stairs and turn right, up more stairs and right again to be on the next floor. Running right shows a cut-scene.

Checkpoint 5

You don't have to shoot the cook. Instead, hide in the doorway and wait until he's turned the corner to his right (your left) then aim at him to have him surrender. There's a SPYDER in the corridor nearby. Once you have it, continue down the corridor and go into the kitchen on your left. Head towards the dumb waiter.

(Radio call)

Climb into the dumb waiter to be taken to the next floor.

Checkpoint 6

A very easy checkpoint here: take the shipping manifest on the coffee table.

Checkpoint 7

Hide in the corner opposite the door, behind the cabinet. If the captain sees you he's harder to hit because he rolls around. You'll get a checkpoint once he's down.

Checkpoint 8

Eliminate any guards still in the room. Exit the room and turn left, then left again (you seem to be doing that a lot in this level) to find grenades in a box. Turn around and follow the corridor without turning off. When you have to turn right for the second time there's a guard waiting. Get to the stairs and go down them.

Shoot the obvious guard ahead of you, but don't run out yet because there are still two guards on the right. Lean out to get them. Now go towards where the first guard was. Another guard will walk out ahead of you. Shoot him and turn right through the door.

This part may be difficult as you have to shoot guards on all sides quickly, without being shot yourself. There is one ahead of you, one on your right and one attacks you from behind when you come in. The video is in the recorder in the small area just off the room.

Checkpoint 9

Once you have the video you have to escape. Follow the corridor in the direction you were heading until you reach a small room on the right, which has a SPYDER in a box. Continue down the corridor and you'll find the first flak jacket in this level, but be careful as there's a guard in the corridor to the right.

Go down the stairs to the lower floor. Unfortunately the stairs are now blocked off so you have to take the long route. There's nothing difficult about this - just follow the obvious route on the map.

Checkpoint 10

Two guards are on the left at the first corner. Follow the corridor to the left and then around to the right - when a guard appears in front of you, one will attack you from the back as well. Get to the end of the corridor and turn right to shoot the next two guards from the other end of the corridor.

Run to where the guards were and turn left. Further on is a tricky part - two guards appear in front of you and one behind. Try rolling off to one side rather than staying out in the open. When they're down, keep heading West.

Checkpoint 11

Turn left at the end of the corridor and eliminate yet another guard who is running at you. Turn right again and shoot the three guards in the corridor, then run down this corridor and turn right. Shoot the guard and go down the stairs to the holds.

Checkpoint 12

There's another flak jacket here, thankfully. Take it and go out on to the walkway. There's a guard below you. After you've dealt with him, go down the stairs and into the corridor.

At the T-junction, turn left. A little further on there's another "pincer attack" by two guards - one in front, one behind you. After this, turn right and right again into the hold where you started.

Checkpoint 13

There is one more thing to take care of - cover Maggie as she activates the crane to pick you up. It's easy enough - just keep shooting the guards that arrive alternately on the left and right and the mission will end after a while.

(FMV sequence)

Mission complete

Mission 8 - Costa Rican Rainforest: Aztec Ruins

Information

Agent: Lian Xing

Difficulty: Medium/Hard

Checkpoints: 26 (which is a bit of a joke, really)

Comments

You're back in the rainforest for Lian's second mission, and it's a long one. It has its difficult moments, and also has no map, but it would be a lot more challenging if it wasn't for the huge number of checkpoints in it.

Walkthrough

(FMV sequence)

(Radio call)

There's a guard walking away from you at the start of the mission. Follow him down the tunnel and headshot him. Lean out of the tunnel to the left to take out another guard, then climb through the large hole in the ceiling. From here, take the passage that isn't blocked and you'll come to a room with a Falcon in a box. Take it and continue.

Checkpoint 1

Lean around the corner to your left and headshot the guard, then quickly turn around and eliminate the guard behind you. There's a guard in the room where the second guard emerged from (lean around the corner to the right), but you can't do anything here yet. Instead, turn around and go down the corridor where you saw the first guard after the checkpoint. There is a guard at the T-junction, on the right path. Take this path through the passage with the windows and crates.

(Radio call)

Checkpoint 2

There's a guard just round the corner at the end of the wide passageway. Continue heading East down the stairs. You'll come to another T-junction. This time, turn left, then left again and headshot the guard. At the end of this corridor you'll find yourself in a mine-type room with some crates. A guard emerges from your left as you enter. Deal with him, then climb the crates and climb through the hole on to the roof.

Roll down into the passageway. The corridor to your right is blocked, but it has a box with a UAS-12. Take it if you want, then head down the other corridor.

Checkpoint 3

At the end of the corridor, carefully lean out to the left. You'll see about four guards - take them out as quickly as possible. The easiest way to do this is by shooting the nearby barrels. Once they're all down, two more guards will run into the room, so deal with them in the same way. Try to keep away from the barrels yourself.

Now go down the tunnel and into the room on your left. Use the computer to download the virus model.

Checkpoint 4

The next checkpoint's staring you in the face. Shoot the computer.

Checkpoint 5

Now talk to the scientist crouching in the corner. He'll escape.

Checkpoint 6

Three guards will enter the room now, so be ready for them. Once they're down, head left out of the room. There's another room on the left at the end of the tunnel - talk to the scientist here.

Checkpoint 7

Now continue in the direction you were heading and shoot the computer in the room to the right.

Checkpoint 8

Go back down the tunnel - you probably noticed the crude tunnel on your right as you came in (it's now on your left, of course). Walk down it and turn left near the end to get into the lower small room.

Checkpoint 9

Take the H11 from the box and equip it. Head up the ramp.

Checkpoint 10

Try not to be noticed by the guards in this next section. You have to pick them off one by one. First, shoot the one on your left. There are two more to the right - one on a platform on the building, the other on the roof (try using Auto Aim as it's easier to notice him that way). When you think it's safe, roll out of the tunnel and take cover behind the wrecked wall in front of you.

Shoot the guard on top of the tunnel where you were originally. At this point it might be easier to run away (turn left and go up the ramp to the building). There are two scientists in cells here.

(Radio call)

You can't do anything about the locked cells for now, but take the tear gas launcher from the central cell. From here, turn left and go to the end of the corridor. Turn right to enter another narrow tunnel.

Take the much-needed flak jacket from the collapsed tunnel, then go out the large door for another cut-scene.

Checkpoint 11

(Radio call)

To save Elsa, walk over to the crates and aim over the lower crate - it's easy to headshot both guards quickly from here. Enter the building and, using the pillars as cover, pick off the remaining guards around the area. When you've got them all, go over and talk to Elsa.

Checkpoint 12

There's also a computer in here to destroy.

Checkpoint 13

Go out of the building and head to the pillar that's smashed through the wall. There are three more guards on the other side of this obstacle - it's best to shoot them before you attempt to climb over it. Head down the narrow tunnel from here and you'll reach another cell area.

The second cell on your right has a guard in it, along with a box of grenades. Take them and go across the corridor through the opening.

When you exit the building there's a guard above you. Take him out by going into the area with the grass on the left and shooting him from there. When that's done, continue along the obvious route. You'll come to another room. Shoot the two guards, then shoot the three computers.

Now go down the corridor, but be careful as a guard will appear behind you. The first room on the right has explosives in it, which you can use to open the cells.

Checkpoint 14

Go to the room on the left at the end of the corridor (past the second door on the right) and talk to the scientist.

Checkpoint 15

Now drop down to the lower tunnel and retrieve his artefact.

Checkpoint 16

There's nothing else down here, so climb back out again using the tallest stone block. A guard will be on your right when you exit the room. Go back to the door mentioned earlier. The corridor leads to yet another narrow tunnel. Follow it left and shoot the guard in the room on the left. Take the virus sample...

Checkpoint 17

..and shoot the computer.

Checkpoint 18

Take the flak jacket at the end of the tunnel. You now have to rescue the scientists that were trapped earlier. Get out of this building, through the outside area, into the next building, turn left, and use the explosives on the door.

Checkpoint 19

You're now given the objective "Run". Do so. After the explosion, go back to the cell and talk to the scientist.

Checkpoint 20

Go out of the cell, shoot the guard, run past the crates, and repeat the process with the next cell. Plant the explosives...

Checkpoint 21

..run to a safe distance, then talk to the scientist after the explosion.

Checkpoint 22

Another guard will appear behind you. Deal with him, then turn left out of the cell and follow the tunnel. Climb over the fallen pillar, run through the outside area, turn right once inside the next building, and shoot the guard. Head towards where he was and plant the explosives on the third cell door.

Checkpoint 23

Retire to a safe distance, and once it's all over talk to the scientist.

Checkpoint 24

You know what you're doing by now. Go to the nearby next cell, light the blue touch paper and retire...

Checkpoint 25

..then talk to the scientist.

Checkpoint 26

That's the mission over.

Mission complete

Mission 9 - Dublin, Ireland: Dockyards

Information

Agent: Gabe Logan
Difficulty: Hard
Checkpoints: 10
Unlockable level

Comments

This mission involves a lot of protecting, so expect to have to restart a few times. There is an unlockable level available, but I don't know what condition causes it to unlock.

Walkthrough

After the cut-scene, shoot the flak jacketed guard in front of you. Another guard arrives soon after. Turn right and then left between the buildings to meet Maggie.

Checkpoint 1

Run to the truck as she says. Roll to avoid being hit. Once you're at the truck, climb on to it and plant the explosives on the roof.

Checkpoint 2

Don't forget to run away. There's an HK-5 and a flak jacket in the area behind the truck. Once it's destroyed, follow Maggie into the warehouse.

Checkpoint 3

Shoot the barrels next to the door to escape - you don't have to worry about the guards at all.

Checkpoint 4

Run to the door - there's a silenced sniper rifle near it. Run and roll to your left, then turn right to reach the next truck (friendly agents should start appearing about here). Plant the explosives and run back the way you came.

Checkpoint 5

Head East past the warehouse you were trapped in. When you have an opportunity to turn right, keep as close as you can to the fence on the right (this prevents a cut-scene from starting). Take the MIL15 from the box. Walk around for a bit and an agent will come and meet you. Run with him to the warehouse entrance, go in and meet Russell at the other door.

Checkpoint 6

You're now back where you started. Follow Russell to the door, and cover him while he opens it - guards appear randomly. Use Auto Aim so that you can shoot the guards quickly. When he's opened the lock, run into the building and up the ramp to reach the safe.

Checkpoint 7

You have to cover him again while he opens the safe - again, use Auto Aim. Eventually, he'll open it.

Checkpoint 8

Shoot the two guards at the window and get down the stairs. There's a flak jacket in a box in front of you. Eliminate the two guards to your right and then turn left into another section of the warehouse. There are also two guards here. Shoot the barrels to open the door and get out.

Turn left, then left again. Plant the explosives on the truck.

Checkpoint 9

There is a flak jacket and also a SPYDER behind the truck. You can now turn around and run down the tunnel. The last truck is here, so plant the explosives on it.

Checkpoint 10

After the countdown, the level ends.

Mission complete

Mission 10 - Dublin, Ireland: Upper Dockyards

Information

Agent: Gabe Logan
Difficulty: Hard
Checkpoints: 2

Comments

This is another level which involves protecting another agent. This is probably the shortest mission so far, with the exception of the C-5 Galaxy transport level.

Walkthrough

(Radio call)

Two guards approach you as you start. Shoot them both, then go down the tunnel and take the flak jacket and HK-5 from the boxes. Keep running to the North, then at the first opportunity turn left to meet Nigel Cummings, who has the worst fake accent since Dick Van Dyke.

Checkpoint 1

You now have to protect Nigel. Follow him and keep dodging and shooting guards. Eventually he'll tell you to run, so follow him to the crates (I don't know about you, but he's beginning to irritate me).

Follow him through the crates, making sure you always have ammo in your weapon and you stay close behind him at all times - irritatingly he'll sometimes just stand around while being shot. Once you're through the crates, just run in a straight line. You'll get a rather strange cut-scene.

Checkpoint 2

Now all you have to do is run forwards and shoot Nigel Cummings. Which you probably wanted to do in the first place anyway. <|-

Mission complete

Mission 11 - Kabul Desert Area, Afghanistan: Army Ranger Munitions Truck

Information

Agent: Gabe Logan
Difficulty: Very Hard
Checkpoints: 13

Comments

I hate this level. It has a few of the hardest points in the game in it, and involves protecting the truck and Ellis all the way through. However, it does have a number of checkpoints which ease the difficulty a little.

Walkthrough

(FMV sequence)

After the cut-scene at the start of the level you are attacked immediately. Quickly eliminate the guard running across the track in front of you, then the two slightly to the left. This may take a few tries, but fortunately you get a checkpoint for your trouble.

Checkpoint 1

Don't forget to take the guards' PK-102s and equip them.

Now that the truck is moving, walk just in front of it. When it reaches the wall on the right it will stop. At this point, head to the left and South across the rough terrain. Shoot the guard under the canopy and enter the cave below it (the location of the cave is almost directly South of the location of the mortars on the map).

Checkpoint 2

Follow the tunnel, and shoot the guard who runs towards you. At the other end, poke your head out of the cave and retreat back in when the firing starts. Using the cave as cover, pick off the three guards around the walled area.

Checkpoint 3

Head back to the truck through the tunnel. There are now two guards in the tunnel, using boxes as cover. At the other end you'll be called.

(Radio call)

Checkpoint 4

Shoot the guard who appears in front of you and quickly get back to the road, heading West. Start shooting as soon as you see the guards - if Ellis dies the mission is over. When they're both down, go around the roadblock to the far side and plant explosives on it, then stay back for the explosion.

Checkpoint 5

Run with Ellis to the bridge. A sniper will start firing. You can't hit him from where you are, so roll off the bridge towards him to the South and keep going until you can see him. Headshot him to take him out.

Checkpoint 6

(Radio call)

Now get back to the bridge. Shoot the guard under the supports, then climb on to the rock, then the left support. Defuse the explosives here.

Checkpoint 7

Walk up the slope back to the bridge and return to where Ellis is standing.

Checkpoint 8

When Ellis finds the mine you have to protect him again. Use Auto Aim and keep moving. The .45 is a good weapon to use here even though it doesn't have a rapid-fire capability. Just keep shooting at the guards until you get the next checkpoint. Whatever you do, don't tread on the mine.

Checkpoint 9

Keep following Ellis. When you get to the valley, walk to where you can only just see the snipers and headshot them both. Otherwise they'll headshot you.

Checkpoint 10

After the gentleness of the earlier missions, this part can come as a bit of a shock. If don't have a lot of armor left, consider restarting the mission if you can't get past it. You have to defend Ellis and shoot down the snipers at the top of the valley. You also have to survive yourself, of course. The best way is to stay close to Ellis and use auto aim to take out the guards more quickly. Roll around to avoid being hit.

My tactic is to use the M-16 and to switch targets often (release R1 then quickly hold it again). Never stop running. The difficulty of this part may also be affected by how much damage Ellis has taken during the earlier parts of the mission. I really had difficulty with it the first time, but when I restarted and eventually got to here with full armor it only took me a couple of tries to complete.

Checkpoint 11

Once that's over the rest of the mission should be easy. Again, follow Ellis and he'll walk off the road.

Checkpoint 12

You have to defend Ellis again, but it's nowhere near as bad this time. The guards aim for Ellis rather than you, so you can afford to save what little ammo you have and headshot them. Eventually, Ellis will tell you to blow the fence, so plant the explosives and run.

Checkpoint 13

(FMV sequence)

Mission complete

Information

Agent: Gabe Logan

Difficulty: Hard

Checkpoints: 1

Comments

It's not very obvious what you have to do in this boss level, but once you've got the idea it's fairly easy to complete - at least it would be if it wasn't for the guards.

Walkthrough

You have to do this quickly if the truck has been damaged a lot during the previous mission. Shoot the guard in front of you immediately when you start, then the ones on the roof to the left and right. Roll forwards and shoot the fourth guard who has appeared on the roof in front of you.

Run to the arch and eliminate the guard on the left roof, and also the two guards on the right (one on the ground, another on the roof). Yet another guard appears on the archway when you've gone through it. Run forwards.

(Radio call)

Checkpoint 1

Now quickly shoot the guard ahead of you and roll to the building ahead. The pillars make good cover. Take the C-4 explosives. The tank will arrive shortly - keep defending yourself. When the tank arrives, keep away from the turret as it can kill you instantly if it shoots you. Try and get close to it.

Once you're close to the tank you don't need to worry about the turret. Plant the C-4s in various locations around the base of the tank - it doesn't really matter where - then run away. The tank will head for your truck - at this point quickly select the detonator and use it. The mission will be complete if you planted the C-4s correctly.

Mission complete

Mission 13 - Tanami Desert, Australia: Consortium Viral Testing Compound

Information

Agent: Lian Xing

Difficulty: Easy

Checkpoints: 6

Comments

This is a surprisingly easy level - you can afford to just run and roll your way through, using the AU-300 to take out any guards from behind safe cover.

Walkthrough

(Radio call)

Have a look at the map to start off with, and take note of where the primary locations are. I'll guide you to the communications dish first. Hide behind the left hand crate and headshot the approaching guard. Another guard emerges from behind the tent on the right. (Try not to be seen doing this, it makes the mission easier). Remember your AU-300 can shoot through walls.

Actually, I gave up on stealth after a while as a guard seems to see you no matter how careful you are. Run to where the communications dish is on the map, using the tents for cover. Use the keyboard on the dish.

Checkpoint 1

Now run for cover, as guards in blue suits arrive at the scene. Go into one of the nearby hangar-type buildings and out the other end.

(Radio call)

Run over to where the next primary objective (the photography) is. Press Triangle where the 'Take Photograph Here' marker is to complete the objective.

Checkpoint 2

Now head North and slightly to the East to where Elsa Weissinger is being held. Be careful of the sniper on the tower - eliminate him first, then use the AU-300 to look through the wall slightly to the left to take out the next guard. The two remaining should give you no trouble - they're round at the East side of the tent. After you've finished with them, go in to the tent.

Checkpoint 3

This part of the mission is a simple round trip around the map, picking up the compounds marked on your map. The directions in which to go are also marked on your radar, so this part should give you no trouble. I'll detail the locations anyway.

The first is the DNA Ligase, in the northern hangar-type building (the northernmost building on the map apart from the tent you just came from).

Checkpoint 4

You should get the Synthetic Cytoplasm next. It is in the tent on the South side of the map, near the centre horizontally.

Checkpoint 5

The third and final chemical to find is the DNA Polymerase. It's in the

tent just South of Elsa's tent.

Checkpoint 6

You now have to escort Elsa to the helicopter. Unlike all the other targets you had to protect in the game, Elsa is a fast mover - half the time you'll be trying to keep up with her. The only slight difficulty arises when you have to pick off the guards at the top of the hill, but use the sniper rifle and you'll be fine. Climb the hill to the helicopter to end the mission.

Mission complete

Mission 14 - Australia: Yuendumu Village

Information

Agent: Lian Xing
Difficulty: Very Easy
Checkpoints: 8

Comments

I found finding the aborigines fairly difficult in this level - you really have to search thoroughly. Otherwise, the mission is incredibly straightforward, similar to the previous one. There are hardly any guards around the level.

Walkthrough

(FMV sequence)

After the cut-scene and the radio call, take the flak jacket if you need it then head for the truck. Pick off the sniper on the tower, then the guard patrolling beyond the truck. There is a silenced sniper rifle in the back of the truck. Keep moving forwards towards 'Assassinate Commander Silvers' on the map, paying attention to your radar.

If you see an enemy, use the AU-300 through a wall to avoid being seen. When you reach the execution site just headshot both guards quickly.

Checkpoint 1

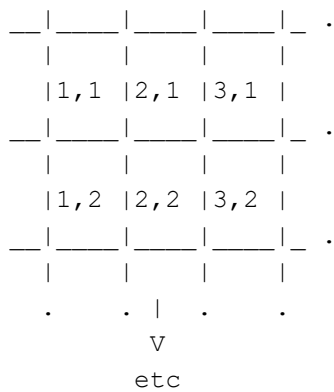
Now administer the antidote to the first aborigine...

Checkpoint 2

..and the second.

Checkpoint 3

They'll each give you a dodgily-voiced 'Thank you' and mince off (why does everyone run so strangely in these games...?) You still have to find the other four aborigines. It's easier to describe their positions on the map rather than give directions.



Co-ordinates are given starting from the first full square at the top left of the map, as shown by the diagram. Count horizontal squares first, then vertical squares downwards.

To find the first of the remaining aborigines, go to square (3,3) where there is a stone building. The aborigine is inside.

Checkpoint 4

The second is in a tunnel. The entrance to the tunnel is in square (5,2).

Checkpoint 5

The third aborigine can be found in square (6,7). The entrance to the corrugated building is on the North side.

Checkpoint 6

Finally, head to square (7,8) near the South edge of the map. The second aborigine is in a stone building - the door is on the South side.

Checkpoint 7

Remember the truck you saw earlier? Head back to it now and get in by going to the cab and pressing Triangle.

Checkpoint 8

Switch to a rapid fire weapon and run around shooting the guards. Once they're all down the mission is over.

(FMV sequence)

Mission complete

 Mission 15 - Western Montana: Paradise Ridge

Information

Agent: Teresa Lipan
 Difficulty: Hard
 Checkpoints: 7

Comments

The difficulty level comes back up here. The guards are now more

competent and there are more of them. However, the second section of the level is fairly easy as all you have to do is constantly run away.

Walkthrough

(FMV sequence)

Move forwards until you can see the first sniper - he's on a high tower. A soldier may come out from the right here, so be ready. The second sniper is more difficult to see as he is on a lower tower to the left. When they're both down, you get the first checkpoint.

Checkpoint 1

Head beyond the towers and uphill.

(Radio call)

Checkpoint 2

You can just see a soldier on a roof if you move slightly forward - use Auto Aim to get an idea of where he is. Headshot him then go downhill. You'll see DeMarco, but when you get closer soldiers emerge from all sides. Run around and use a rapid fire weapon to take them all down before untying DeMarco.

Checkpoint 3

Now climb up the rocky area and continue. You'll meet a patrol coming the other way. During the conversation you'll be ambushed by a single agent - shoot him then run in the direction he came from. Go downhill and plant the homing device on the power lines.

Checkpoint 4

Two more guards emerge - run around and shoot them again. Keep going along the route shown on the map to find the crash site. You'll get a long cut-scene here. After it, go back towards the power lines. (I completely missed this objective the first time, it's none too obvious what to do).

A number of guards with silenced HK-5s will appear. Use the same weapon to shoot them. Remove the homing device from the power lines.

Checkpoint 5

Quickly roll off to one side and turn around to shoot the two guards who have appeared, then go back to the crash site. Two militia members will be here - annoyingly you can't shoot them, but they can still shoot you. They'll run off after a while. Take the path beyond the crash site.

Checkpoint 6

Just run and roll through the next section - remember you can't shoot the militia members or you'll fail the mission. When you reach the house, go through the gap in the fence.

Checkpoint 7

Now just keep rolling, dodging and running away. You'll eventually get out of the village. Take the route marked 'This way to the Oakton compound'. Further on, three militia members will run out in front of you. They'll be distracted by the snipers, so run past them and you'll finally reach the compound.

(FMV sequence)

Mission complete

Mission 16 - Paradise Ridge, Montana: Oakton Militia Compound

Information

Agent: Teresa Lipan
Difficulty: Medium/Hard
Checkpoints: 8

Comments

On the second play through, this mission is a lot better than I remembered it to be. It has some good set piece sections along with simple running and shooting. The only problem is that you still can't shoot the militia members even though they can shoot you.

Walkthrough

(Radio call)

I don't think there's any way to save the militia member who runs towards you at the start. Shoot the soldier who shot him, then head forwards and shoot the next one. Turn into the building and take out the next two soldiers.

You'll jump across to the walkway automatically when you get near it. Walk around the upper level and through the room with the crates.

Checkpoint 1

There is a hole leading down here. You'll land on a crate. Shoot the two guards - again, there is no way to save the hostage. There is another hole downwards in the nearest section of the room to you on the right. Drop down and follow the tunnel.

As soon as you hear voices, stop. When the soldier finishes his conversation (Silvers will say "I'm on my way now") go forwards to the grate and shoot him. Continue to the end of the tunnel and lean out right to take out the next guard, then follow this route and climb up at the end.

Checkpoint 2

Now lean out round the left corner and shoot both guards. Try and save both of the militia members - you've just got a checkpoint, so if you make a mistake just try again. Follow them as they run and you'll learn

that the data is hidden in a deer head. Open the door on your left.

(Radio call)

Checkpoint 3

Run forwards to the huge crate and climb up. Turn around and jump across to the walkway using Triangle, then pull yourself up. Crouch-walk to where Silvers is and plant the beacon as he talks on the radio. Now walk back to the gap in the railings and lower yourself down by crouching as you approach the edge.

Checkpoint 4

Pull yourself back up again. Run along the walkway in the same direction as Silvers did, and go through the door at the end. You'll be in a low metal/wooden corridor. Follow it around to reach a ramp down. Kelly is now directly below you - go down the ramp and around to where he is. Untie him.

Checkpoint 5

Once you've shot the next two guards who appear, you get yet another checkpoint.

Checkpoint 6

Drop down the well that you probably saw earlier. Head along the tunnel and you'll be stopped by two militia members. You have to hold X at the spot marked on the ground. After the conversation head with them out the other tunnel.

Checkpoint 7

You're told to stay back, but charge through anyway. Shoot any guards in the way as you run. Open the gate at the end then keep running forwards through the next area. When you reach the fence turn right, then right again and finally left.

Go through the door into the building, then into the next room on the right. The moose head mentioned is here. Climb on to the table to collect the data from it.

Checkpoint 8

Go out the other door. Wait for the militia members to run out, then run to the opposite long side of the low building. Roll all the time to avoid being shot in the head by the sniper.

Roll down the ramp and eliminate the soldier at the bottom, then turn right and shoot the next guard. Quickly dodge the third guard's shots and turn right to eliminate him.

Now all you have to do is pull the mattress in the corner away to reveal the entrance. Obvious.

Mission complete

Information

Agent: Teresa Lipan
Difficulty: Hard
Checkpoints: 10
Unlockable level

Comments

This is another of the hardest missions in the game, and again it involves protecting a target. This time it's Dusty Oakton, who has no weapon, but later on you have to protect Debbie Oakton, who has no weapon AND moves incredibly slowly. And they both have the most gratingly irritating voices since... well, since Nigel Cummings. Good luck.

Walkthrough

After the cut-scene in which you meet Dusty, take the flak jacket and run after him. When he stops, keep running and turn right towards the blue-lit tunnel. Roll through the crack and take the K3G4 from the box, then return to the junction and turn right, ignoring the guards. You'll find Dusty again. Turn right into the tunnel after you get past him (there is a crate in it).

In this room, run around firing the K3G4 as it pierces the guards' armor. Make sure none reach Dusty. Eventually you'll get a checkpoint for your trouble, but it might take a few tries.

Checkpoint 1

Follow Dusty as he runs. A guard comes towards you when you turn the corner left in the tunnel. Shoot him quickly and continue. At the end of the tunnel there's a cut-scene.

Checkpoint 2

After the cut-scene, quickly turn around and shoot the two guards that approach you from behind. Dusty will find the goggles and bring them to you.

Checkpoint 3

There is an M-79 in this room - it's easy to see the crate to your left with the goggles. When you've got it, follow Dusty up the tunnel.

Be careful when the view returns to normal, because soon after this happens a guard runs towards you around the corner from the left. Finish him quickly, then deal with the next guard lower down. Follow the U-shaped path and you'll arrive at the bunker.

You now have to shoot both guards in the room at the top of the stairs - use the M-79 if you want to make things easier.

Checkpoint 4

There is a flak jacket in a box in this room. Pick it up then follow Dusty the rest of the way into the bunker for another cut-scene.

Checkpoint 5

Now you have to find the first aid kit. Exit the room via the passage, then turn left and go through the pipe. Turn right at the end, then right again and open the door in the small room. The first aid kit is in a box here. Take it.

Checkpoint 6

Lean out past the door and shoot the guard who has arrived. Quickly return to where the Oaktons are.

Checkpoint 7

I know she can't run, but does she have to move THAT slowly? Anyway, stay ahead of her. Shoot the three guards who drop into the room with the table in the centre (the box has a flak jacket if you need it). After she walks through the pipe two guards drop into the passageway - one at each end. Eliminate them both quickly before they have a chance to fire.

Checkpoint 8

Once Debbie is in the lift, Dusty will join her. Get on and you'll go down.

Checkpoint 9

I was sort of hoping that would be the end of the mission... Anyway, the next section isn't nearly as hard as the first. Just head down the tunnel ahead of Debbie, shooting any guards you find. When you get into the large underground room watch out as two more guards come at you from behind. Eliminate them both.

Checkpoint 10

Now run to the secret tunnel. There are two more guards behind you as you turn the corner - take them out if you want, but it's not necessary. Run to the ladder.

(Radio call)

(FMV sequence)

Mission complete

Mission 18 - Washington, D.C.: Senate Hearings Building

Information

Agent: Gabe Logan
Difficulty: Hard
Checkpoints: 4

Comments

Most, if not all, of the guards on this level have flak jackets. This is sort of a blessing and a curse - it's more difficult to eliminate them as you can only aim at their heads, but if you pick up the guards' flak jackets you have a constant supply of armor if you are hurt. The guards themselves are armed with G-18s which can reduce your armor to nothing in about two seconds, so you have to aim fast.

Walkthrough

(Radio call)

Walk forward and turn right. A guard will run out from around the corner. He has a flak jacket, so headshot him. Lean out round the corner to the right and headshot the next guard as he has a flak jacket as well. Take their equipment and go through the first door on your left.

Go into the men's toilets (at the end on the left) and you'll hear a strange conversation between two guards. Carefully follow the passage around and headshot them both while they're distracted.

Now shoot the vents in the ceiling, and climb up on to the sinks then into the vents. Follow the vents around until you can drop out of them, then take the K3G4 from the box and activate the control panel.

Checkpoint 1

The gates are now open. As you exit the room be careful as there are two guards, one either side of you. Turn right, go through the door and you'll be back in the long corridor. Head left and down to the end.

Look in to the room before you enter it, and shoot the guard on ground level. Then edge forwards and take out the guard on the balcony. Soon after you enter the room, three guards will drop down from the ceiling one by one. Eliminate them all before they have a chance to shoot at you, then you'll get a cut-scene.

Checkpoint 2

Go out of the room and up the long corridor again. Take the door that you entered previously.

(Radio call)

Go into the women's toilets, opposite the men's (not exactly respectable, I know, but necessary). There are two guards in here, so take them out quickly. Shoot the vents as before, then climb up and follow them into the office.

Examine the desk drawer in the office to get the cancellation code.

Checkpoint 3

Two guards will burst into the room - one comes from the vents and lands on the table, the other takes the more traditional route of the door. Eliminate them both as quickly as you can.

(Radio call)

Now you have to get to the lift. Go out of the office and turn left. At the T-junction, lean out in both directions and shoot the waiting guards. Turn left and run to the end of the corridor, then enter the lift and press the button inside. You'll meet Mara in a cut-scene.

Checkpoint 4

Don't try to shoot the guards here - there are too many of them. Roll forwards on to the subway line (try not to get run down) and climb up the other side. In fact you can save time a bit by rolling to the right edge of the platform, where there is a ramp, so you don't have to waste time climbing. Do the same for the second line (no ramp this time). Roll towards Mara in the train to end the mission.

Mission 19 - Washington, DC: Senate subway system

Information

Agent: Gabe Logan

Difficulty: A complete joke

Checkpoints: 9

Unlockable level

Comments

The last level of the game is disappointingly straightforward (literally as well, as all you do is run in a straight line and shoot). The only difficulty comes at the end where you meet Aramov.

Again, most guards wear flak jackets so you have a limitless supply.

Walkthrough

(Radio call)

Shoot the two guards that run towards you at the start, then head up the train towards the engine. Take the flak jacket from the next compartment and open the door at the end.

Headshot the two guards who drop in before they have a chance to shoot back. Continue for two compartments.

Two more guards roll in. Shoot the one on your left first as he is closer, then deal with the one on the right. Run through the next compartment and open the door.

Eliminate the two guards behind the overturned table then quickly roll forward if a grenade has been thrown. You'll get a radio call in the next compartment.

(Radio call)

Checkpoint 1

Take the flak jacket if you need it. Continue for another compartment, then there's another explosion. Again, headshot the two guards and continue. (Strangely, I sometimes get bullet-holes appearing in thin air here).

In the next compartment, two guards will warn you not to come any closer. Shoot them instead, then free the hostage.

Checkpoint 2

Keep going, and take the flak jacket if you need it. You'll get a cut-scene here (annoyingly, your crosshair doesn't appear immediately). Stand still and headshot the two guards behind the tables.

Checkpoint 3

Continue through the next two compartments, then headshot the two guards with the hostage. Free the hostage.

Checkpoint 4

There's an explosion as soon as you continue - headshot the two guards here (sounds familiar). Continue through the next compartment then shoot the two guards who burst in ahead of you.

Checkpoint 5

There's another safe compartment, then an explosion. Shoot the two guards again. The last hostage is being held in the next compartment.

Checkpoint 6

Keep going. There's a flak jacket two compartments down if you need it. Past this, there's a more difficult section where two guards burst in, one either side of you. Headshot the first, then roll and turn to finish the second one.

Go another two compartments down. As soon as you see the explosion, retreat this time as the guards stay on the roof. A second explosion will finish the guards for you.

(Radio call)

Checkpoint 7

Take the AU300 from the compartment where the explosion was (you need this later on, so don't waste all the ammo). Go forward one compartment and headshot the Lieutenant as he approaches you from the next one.

Checkpoint 8

Don't shoot the bomb. Take the explosives from the next compartment.

(Radio call)

Plant the explosives on the locked door, then run away - the explosives have a surprisingly wide blast radius, so don't stop running until you hear the explosion.

Checkpoint 9

Go to the end of the train and you'll see Mara and one more hostage. Instead of trying to shoot her, climb up on to the roof of the train by using the ledge above the door, then run along to the end and aim down with the AU300. Shoot Mara when you see her.

(End sequence)

Mission complete

That's the end of the main game, but it's not over yet - now do some minigames or something. <| -)

III. Closing Words

If you want to add anything to this guide, or know of anything that I've missed, e-mail me at wongchungbang@hotmail.com. Questions and general comments are also welcome. If you contribute anything useful you will be mentioned in the 'Contributors' section.

Planned for next version:

Guide to mini-games.
More locations of unlockable levels.
More conditions for unlockable levels.
Add text from mission briefings.
Add weapons section.

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