



## Killzone 2 Guide

Having successfully defended against the Helghast assault on Vekta, you and the ISA forces are prepared to turn the tides of war. No longer will you struggle to protect your lands. This time, it's Helghan that'll feel the ravages of war.

While Captain Templar is sitting this one out, we haven't left you high and dry. We've prepared a complete dossier on Helghan and its myriad challenges, peppered with the locations of hidden items and the raddest weapons. Don't hate on Templar for bailing—he's served his time—but we want you to take comfort in the guidance of a veteran. Soldier, we've got your back.

***In this Killzone 2 strategy guide, you'll find:***

- **BASICS** // Ten tips every ISA scum should know before hitting the battlefield.
- **WALKTHROUGH** // Our Killzone 2 walkthrough with strategy and the locations of intel and emblems.
- **SECRETS** // A checklist to help you find and collect the game's 52 hidden items.

**Guide by:** Mark Ryan Sallee

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## Killzone 2 Basics

TEN TIPS ©	
01	<b>Listen for Grenades</b>
<p>Enemy grenades are quite deadly, but they're also very noisy. Coincidence? Not likely. Because you'll be able to hear an enemy grenade that's in proximity, you can gauge how close you are to it. If you start hearing the beep-beep-beep of a ticking 'nade, jump away quickly to avoid the ensuing blast.</p>	
02	<b>Pick a Weapon for the Situation</b>
<p>Not all guns in Killzone are created equal, and many have specific purposes while others are good all around weapons. Generally, we suggest sticking with an all 'rounder, such as the standard-issue MA2 Assault Rifle. Even better is the StA3 LMG, which comes into its own on the later stages where enemies begin taking more shots before going down.</p>	
03	<b>Cook Grenades</b>
<p>If you just lob a grenade at the feet of a Helghast, he's gonna see it and move out of the way of the blast. In order to make grenades most effective, you need to cook 'em by holding down the trigger for a second or two before tossing the explosive. Try to time it so that the grenade explodes just as it hits the ground so that the enemies don't have a chance to evade it.</p>	
04	<b>Switch to the Pistol</b>
<p>While getting kills with the game's pistols isn't nearly as easy drilling Helghast with automatic fire, you should still not forsake the one-handed guns. Pistols in Killzone 2 have <i>unlimited</i> ammo and they're deadly accurate. Pistols are especially useful when you're engaged in a close firefight and need to reload your main weapon. Instead of dropping your arms to reload and make yourself vulnerable, pull out the pistol for a few precious shots that'll hopefully let you kill your target.</p>	
05	<b>Reload Behind Cover</b>
<p>Killzone 2 is a bit of a tactical shooter, so running and gunning generally won't be your ideal course of action. Always stand behind cover, peeking out with only your upper half to take shots. When you need to reload—for goodness' sake—get completely behind cover. The reload animations in Killzone are pretty long and you'll be brutalized if you don't duck for safety while Sev shifts bullets.</p>	
06	<b>Melee Instead of Reload</b>
<p>Of course, if you're stuck in close firefights then you often don't have cover to hide behind while you reload. When you're face to face with an enemy and your gun runs out of bullets, charge at 'im and deliver a wallop with the butt of your gun. If you've shot the enemy at all, a melee should kill them. If you haven't gotten any shots connected before you ran out of bullets, you'll usually need two melee attacks for the kill. As long as you're first with the strike you usually won't have to worry about a retaliatory shot from the enemy. Once they've been cracked they're pretty useless.</p>	

07	<b>Take Care of Business Before Moving On</b>
<p>As you progress through the stages, the game silently blocks off past routes as you leave them behind. Hop down a ledge and you might not be able to go back, go through a door and it might lock as you do. This is how the game is designed, so it's not a problem per se. But if you're trying to find intel and emblems, you can accidentally leave one behind and not be able to retrace your steps. Before rushing forward after a firefight, stop to collect anything you need, be it intel, emblems or ammo. You may not get another chance.</p>	
08	<b>Kill Turrets First</b>
<p>Combat in Killzone is typically broken into battle scenes. You finish one scene, move through the level a bit, then get presented with another scene. In many of these battlefields you've got various types of enemies to watch out. In the battles where there are enemy turrets, <i>always</i> take out the turret gunner first. We found that the Helghast are a bit averse to picking up where their dead buddy left off, so you can disable the turrets to free the air space of the battlefield, making it easier to take out everyone else.</p>	
09	<b>You Are Really Short</b>
<p>So this isn't actually a tip at all, but we wanted to point out that your character appears ridiculously short in the game. Walk up to one of your comrades and note that eye level is about even with their biceps. Strange, no?</p>	
10	<b>Push Forward!</b>
<p>You'll frequently run into areas with a seemingly endless supply of Helghast enemies, and that perception isn't entirely incorrect. Quite often, enemies will continue to respawn until you push forward to a certain point. If it seems enemies just won't stay dead, do your best to clear a path through the 'Ghast so that you can move forward to the next bit of cover.</p>	

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## Corinth River

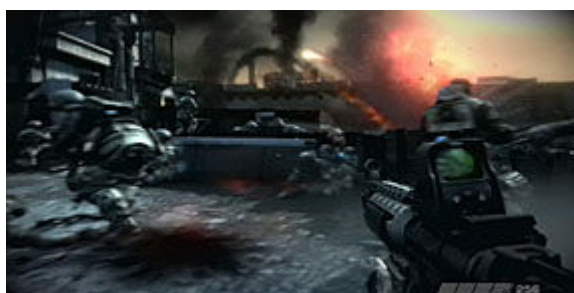
### T H E N E W S U N

Follow Garza down the walkway to the right and through a doorway to a brief meeting with Rico. He'll then lead you into the hangar just ahead for a comfortable drop down to the Corinth Sands.

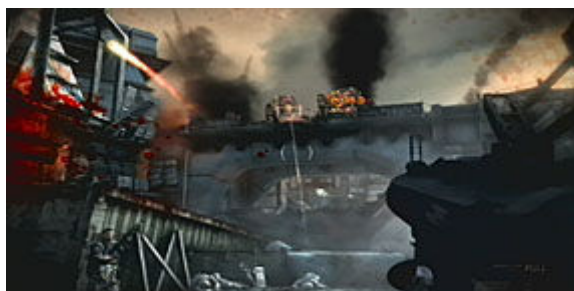


### C O R I N T H S A N D S

After landing on the beach, march after your fellow Vektans across the beach. Just ahead, as you round a corner through a narrow gap between some rubble, watch for a trio of Helghast in close proximity, standing overhead. Clear 'em out and continue to the beach beyond. Though it looks like a lot is happening, there's not much to focus on just yet.



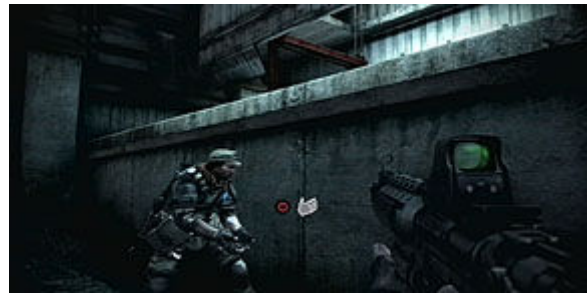
As your path turns left under a ruined roadway, you're given the objective to destroy a bridge. You'll find lots of enemies beyond the elevated roadway and, slightly to the right and behind a sinking shipping container, the VC9 Missile Launcher. Grab the missile launcher and look to the right for the bridge you're to target. There's a batch of explosives (pressing UP will highlight it) that'll take down the bridge if you can hit them.



You'll have to pick off the Helghast forces stationed in the building to the left. Keep cover behind the shipping container and pick them off before going out to the open, turning right and passing under the bridge you've just exploded.



Drop down into the trenches and follow them around the corner to regroup with the others. To the left, a pair of APCs roll in and unload a handful of Helghast enemies. Take cover behind one of the concrete blocks on the beach and methodically take them out. With the beach cleared, look for Garza to the right. He'll give you a boost to the elevator platform that you can activate via a glowing green switch.



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## S T A H L   A R M S   W A R E H O U S E

Move out to the warehouse and you can get the drop on the unsuspecting Helghast below before taking cover on the upper catwalk. Target the many explosive canisters that litter the warehouse to blast the enemies behind cover. With the warehouse temporarily clear, follow the catwalk to the right and go downstairs. More Helghast will invade the warehouse from the direction of the control room.

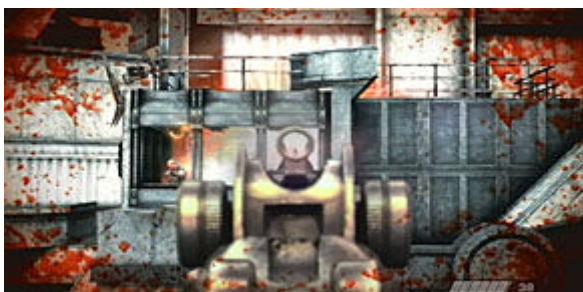


We suggest taking cover inside the small room to the right while clearing out the second wave of baddies. With the warehouse clear once again, go into the control room at the far end and take the catwalk path out the back of it to reach a control box that Garza needs to hack. While he's hacking, you'll have to take cover behind the thin metal plates on the catwalk railing while firing on the Helghast that drop into the warehouse from the far end and from the ceiling. When all are dead, Garza finishes the job.



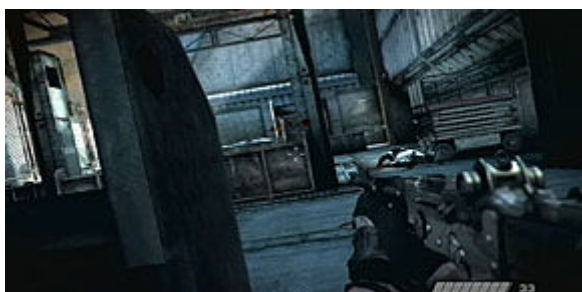
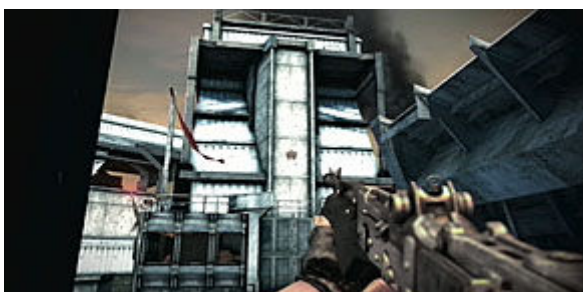


Follow Garza to an outdoor yard and then to a small control room. Before you can turn the valve you'll want to clear the mirror-image control room across the way by shooting one of the explosive canisters inside. When the coast is clear, operate the valve to open the floodgate below.

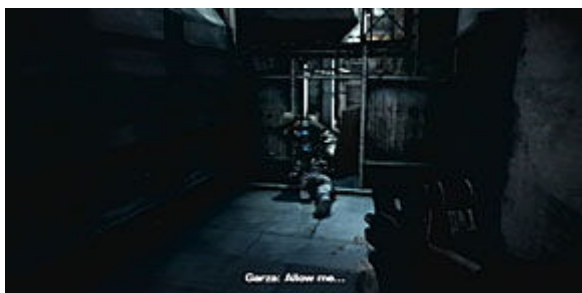
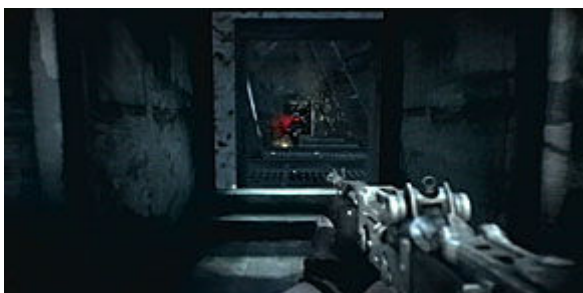


Before leaving the room, look for the level's first emblem on the side of the tall building behind and above the mirror-image control room you just shot out. Shoot the emblem, then leave the control room and immediately take cover to defend against the few Helghast that've invaded the outdoor yard. Clear 'em out.

EMBLEM



Follow Garza to a door to the left and watch for a suicidal Helghast that tries to bum-rush you down the hall. At the end of the hall, you can turn left to grab some ammo from the mirror-image control room you cleared out earlier before following Garza through a wall he kicks in.



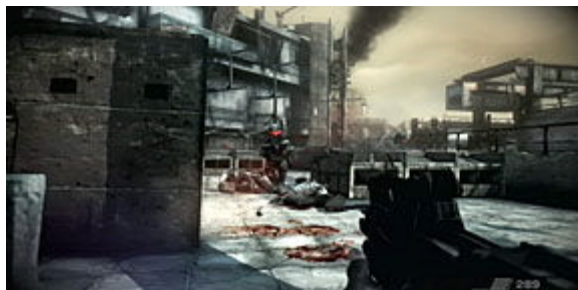


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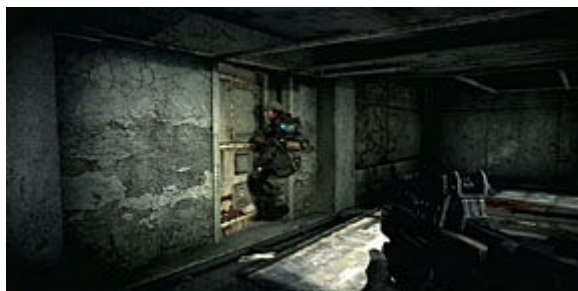
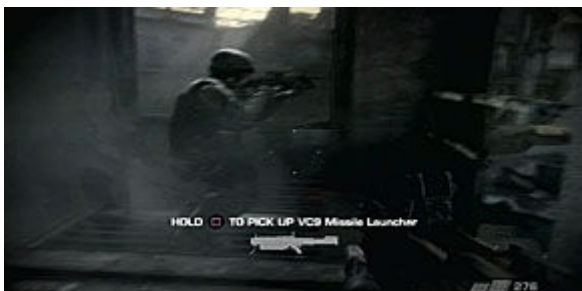
## V E R D R A N O V E R L O O K E A S T

Pick up the intel on the stairs as you follow Garza into the next area. The path turns left and up some stairs to a landing crowded with Helghast, some of which are armed with missile launchers. Try to clear a path to some cover where you can methodically pick off the remaining baddies. A grenade helps.

INTEL



Move across the upper landing to take out the gunner at the far end. Take control of his mounted chain gun and use it to give support to your guys below by mowing down the Helghast on the ground level. When they're all dead, Garza will open up a door behind that leads down to the storm drains.



## S T O R M D R A I N 1 1 - 3 4 C

Immediately after landing in the storm drain, look on the far wall for another emblem to shoot down. Go down the hall to the right and it'll lead to tight quarters with a small group of Helghast. Garza marches after them immediately, though you can continue to the left to flank the enemies and clear the area.

EMBLEM



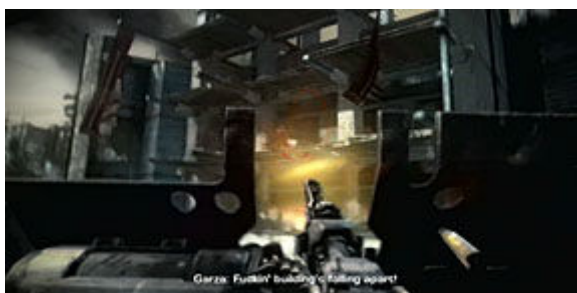
Go to the far end of the tight area and look behind some chain link fencing to the right for another emblem to shoot. You'll make a large drop and head up some stairs to the next area.

EMBLEM



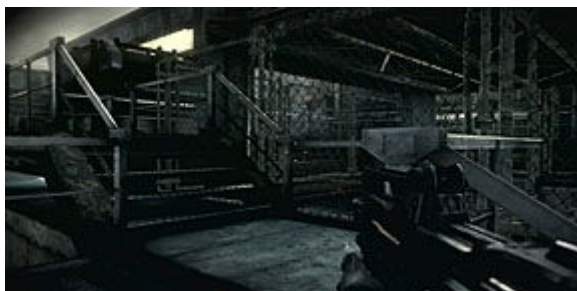
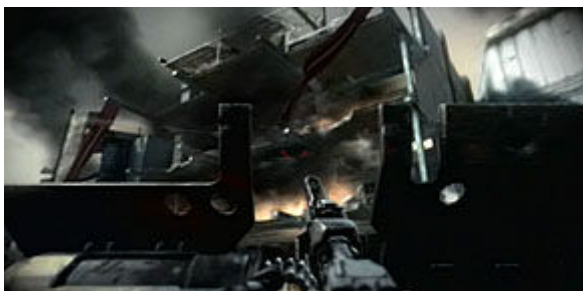
## V E R D R A N   O V E R L O O K   W E S T

You'll witness some missiles come in and blow up some enemies on the overlook. Make your way to the far end of the platform to man a mounted chain gun along the wall and use it to mow down the many Helghast that come out of the building across the road. Focus first on dropping the guys armed with missile launchers before worrying about the lesser-armed enemies.



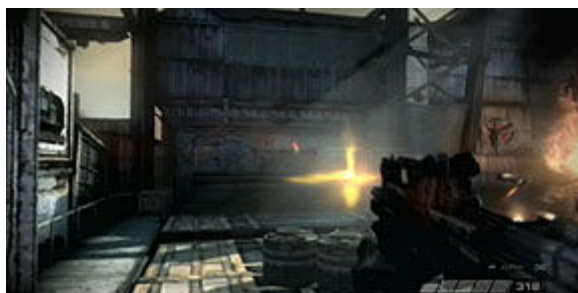
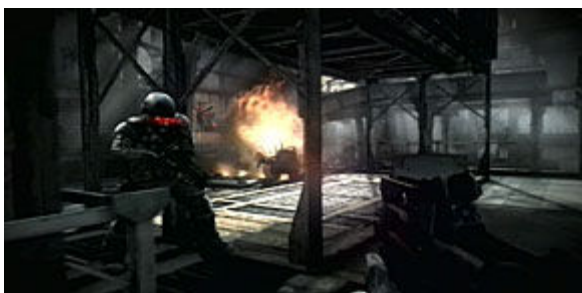
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The floors of the building will begin catching fire, and when a floor is burning you can rest assured that no more enemies will come from that floor. When the building is demolished, Garza opens up a door behind you. Follow him across some narrow metal paths and out to the crash site.



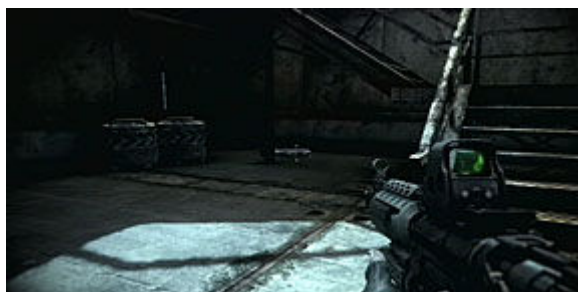
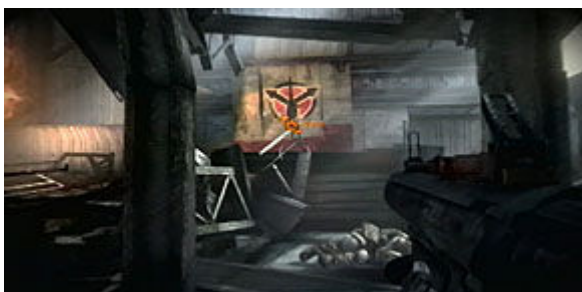
You can't do anything about the fellow ISA that's on the ground in front of you, though you can bash in the head of the Helghast for a bit of sweet revenge before taking cover behind the only cover on the upper platform you're on. There are a few enemies to the right and one to the left. We suggest taking out the guy to the left, on a distant catwalk, before worrying about the two others on the lower level.





Look for the missile launcher in the area and use it to blow up the Helghast logo on the ruined door of the next warehouse. Step inside the warehouse and drop to the lower level. Underneath a set of stairs is another bit of intel to collect.

INTEL

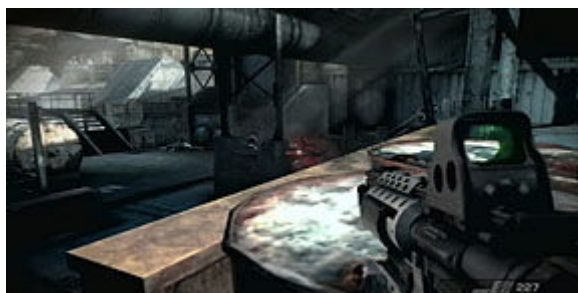
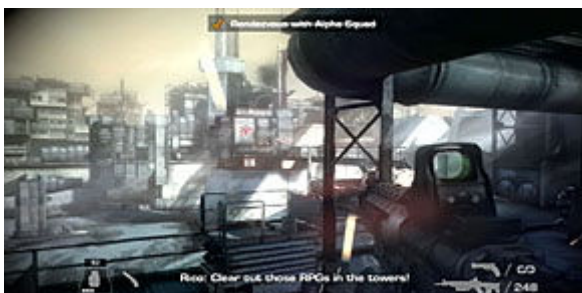


Go to the top of the stairs and expect an enemy to appear from behind the door of a control room upstairs. Continue through the room to the Korovis Dam.



## K O R O V I S   D A M

As you step outside you'll immediately see a pack of Helghast to the right on a lower level. While you may be tempted to take them out, we suggest first looking to the distant left. There's a bridge with a missile-launching jerk that'll try to tag you if you don't get him first. Drop him, then turn your focus to the nearer enemies to clear the deck.



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Make your way to the bridge where the missile-launching jerk was and make a mad dash for the piece of cover in the middle. From there you can safely take out the chain gunner inside the bunker at the far end of the bridge, letting you cross completely and move into the bunker to take out the two remaining Helghast.



Grab the controls of the turret inside the bunker and start wiping out the Helghast on the ground level. They'll come from under you in waves. Focus first on drilling the guys with missile launchers as they're the only ones that're able to hit you. When it seems they stop spawning below, grab a missile launcher dropped by one of the guys you killed in the bunker and launch a round or two into the bunker window of the adjacent tower to your right.

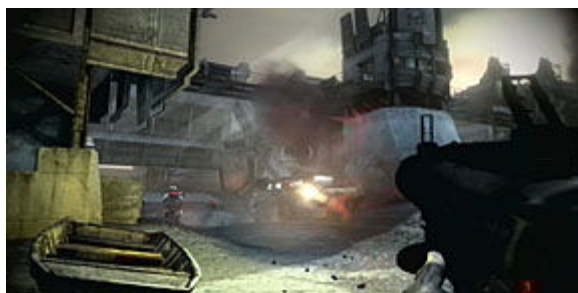


Cross the bridge to the right and take cover while fighting off the few Helghast in the tower. Push into the next bunker and, when it's clear, hop on a ladder to the right that'll let you down to the street level, but not before grabbing an RPG and any ammo you can scrounge up.

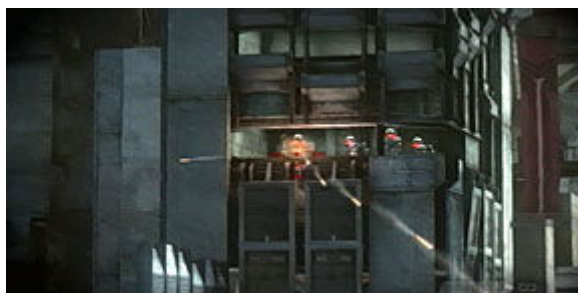


At the base of the ladder is more ammo for the RPG. Make your way toward your homies to the right to regroup, but don't get too comfortable. An enemy tank rolls onto the scene through the flood gate to the left. Double-back and make your way to the location of the RPG ammo at the base of the ladder. From here you can get a good shot at the tank to bring it down and prevent too many Helghast from flooding the area.





Run back to your ISA pals and the driver of the friendly tank will go down, leaving you to take up the controls. Hop in the tank and watch for an enemy tank to roll in from the right. Zoom in and blast it with rockets (the melee button fires the rockets) while using the machinegun fire to mow down the myriad foot soldiers. Another tank or two will roll in from the left. When they're destroyed, the level ends.



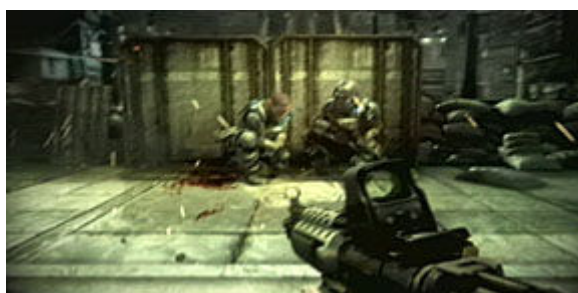
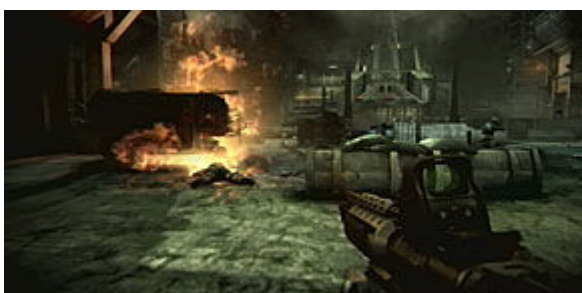
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## Blood Meridian

### L A N D I N G   Z O N E   3 3

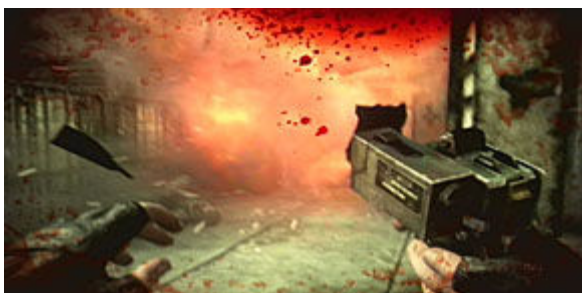
As soon as you land, move forward and to the left side of the street. Behind a burning, flipped-over vehicle, in an alcove left of a closed doorway, is the first emblem in the stage. Shoot it, and then move further down the street to find a couple of ISAs huddled behind cover.

EMBLEM



Follow Garza to the right side of the street and he'll ask you to plant a D-Charge on a large metal doorway. Plant the charge, line up the arrows with the surrounding red lights, and then step back before pulling the trigger to detonate the explosive and clear out the door. Just through the door, look to the right, behind a stack of wood pallets, for a piece of intel. You can use melee attacks to tear through the pallets to get to the item.

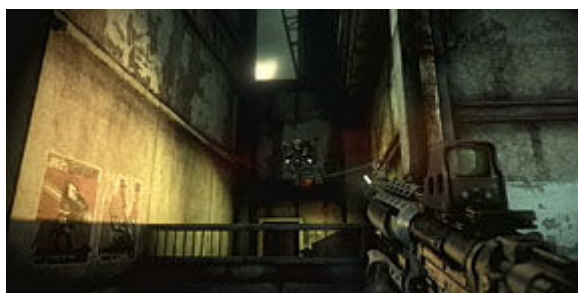
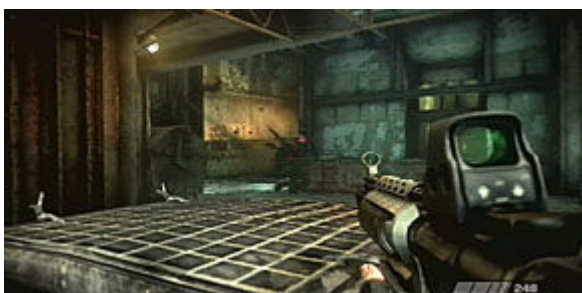
INTEL



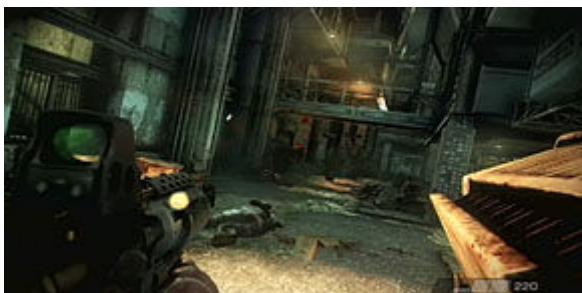
## DAKUROL ALLEY

You'll drop off a short ramp just a step ahead as you move into the alleys. Garza stops and warns of Helghast just ahead. Make the corner and take cover behind the boxes to the right to take out the Helghast in the open area beyond. A well-placed grenade to the right should thin out the squad. When the area is clear, go out and to the left. Look right down a walled-off alley and on the distant wall you'll find another emblem.

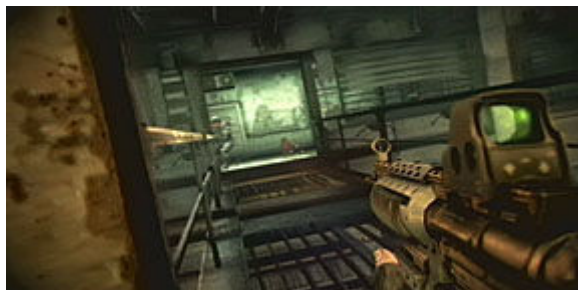
EMBLEM



Immediately take cover behind the large dumpster behind you. A squad of Helghast enter the scene from down the road. You can hold your ground behind the dumpster and keep the enemies at bay. Further down the street, watch your left for a few Helghast in the upper and lower levels of a building. Clear the building from outside before moving in and heading upstairs.



The indoor path curls up and to the left. Follow it and hug the right wall for cover as you near an opening just ahead. On the other side of a small bridge is an opening into another building with a host of Helghast inside. There's an explosive canister at the back of the room that you can target. As well, a grenade will help you clear the area so you can cross the bridge.





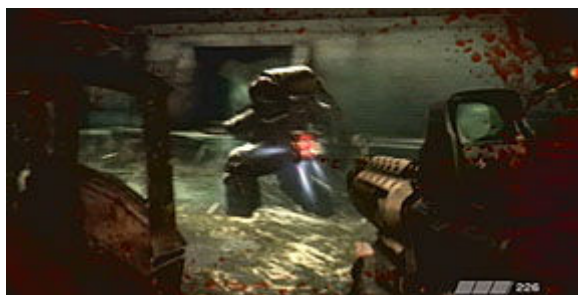
## H E A V Y   C A N A L

Look for the spiraling stairs through a doorway to the right to move down into the Heavy Canal. Just inside the canal, a brief cut scene introduces you to a new enemy type, the heavy Helghast. Immediately cross the canal to take cover behind the better-equipped right side of the canal. We also suggest taking down the lone Helghast infantry guy standing behind the heavy before worrying about the big baddie.



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From the right side of the canal you should be able to get close to the heavy without making yourself vulnerable. Getting close will let you easily tag the heavy with a head shot to spin him around. When the heavy has his back to you, target the glowing tank pack just over his butt. A successful hit will cause a jet of burning fuel to shoot out of the tank, and it takes roughly four successful shots to the tank to explode the heavy and render him dead.

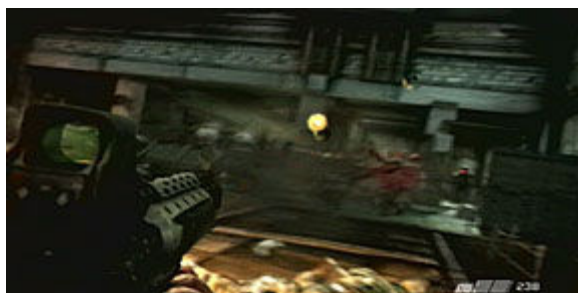
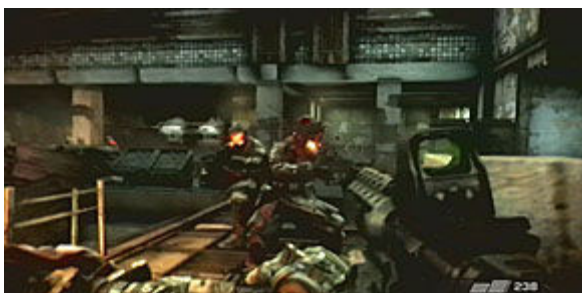


With the canal cleared, operate the crank on the left side of the end of the canal, rotating it all the way to the left to open up a doorway. Run down to the end of the trench and take the stairs to the right to join your fellow ISA in a hairy skirmish.



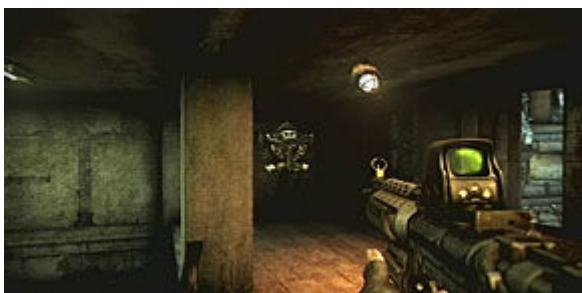
## W O L L A N ' S   V I E W

There's a bridge that connects the two sides of the trench, letting ballsy Helghast spill over to the ISA side. Take cover at the end of the bridge so you can mow down the Helghast scouts as they rush across—these fast guys have more guts than brains, so they'll go down quickly but can be a problem if they get across the bridge. When the scouts are eradicated, focus on the infantry behind them. There's an explosive canister on the ground you can use as a makeshift grenade. Or you can just use real grenades.



Make your way to the upstairs floor of the building behind the ISA front to find another emblem on the wall next to the window. Cross the bridge over the trench to the Helghast side and explore their upper level to find a remaining pack of enemies. A grenade dropped inside from the stairwell should smoke them out.

EMBLEM

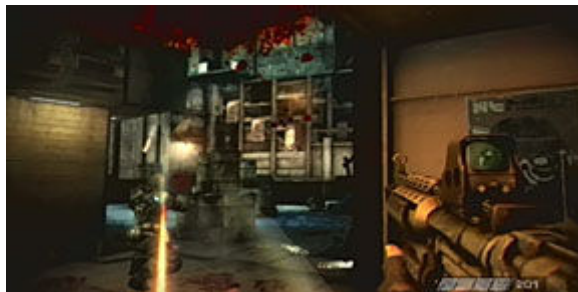


## V E R U D A N A L L E Y

Cross the bridge outside the room of burnt Helghast and follow the stairs down to another alley. We suggest grabbing the RPG from the ground just inside a doorway before stepping out to the alley. As you step out, look to the distance on your right. There's a ramp down which a host of Helghast scouts pour toward you. Peg 'em with RPG shots as they group up on the ramp to take them out in numbers.



When the scouts are dead, stay near the end of the alley you're in and look for a couple of Helghast holding their ground to the right of the top of the ramp. When you've picked them off, take cover in an alcove on your right, just past the door that goes back indoors, and from here you can snipe at the two Helghast on an upper ledge to the far left, one of which is behind a turret and requires precision sniping.

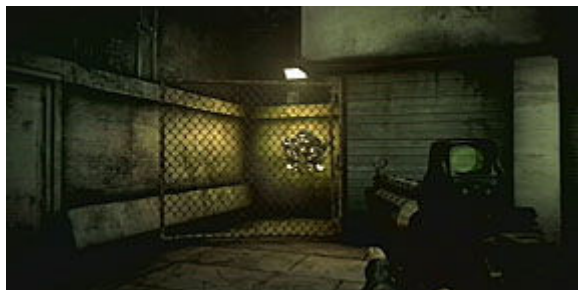
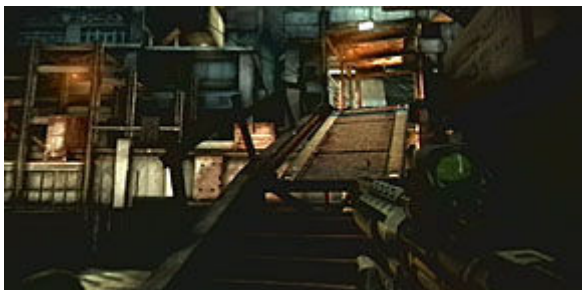




CORINTH RIVER		BLOOD MERIDIAN			VISARI SQUARE		SALAMUN DISTRICT		
00	01	02	03	04	05	06	07	08	»

When the whole area is clear, make your way up the ramp the scouts were using to get to you and follow it left to the top level overlooking the alley. In the far corner to the right, behind a chain link fence, is another emblem to shoot. Look for a doorway on the opposite end of the overlook and head inside.

EMBLEM



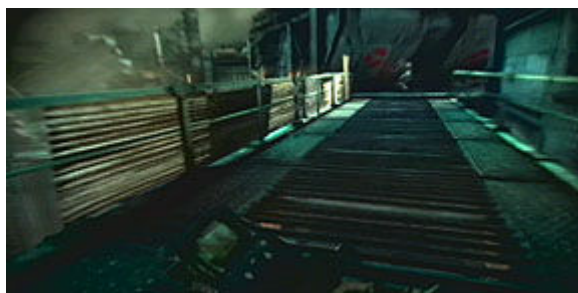
Just inside the hall, look for an alcove to the left to nab a second bit of intel off the floor. Hop in the lift at the end of the hall and ride it to an upper level and the next area.

INTEL

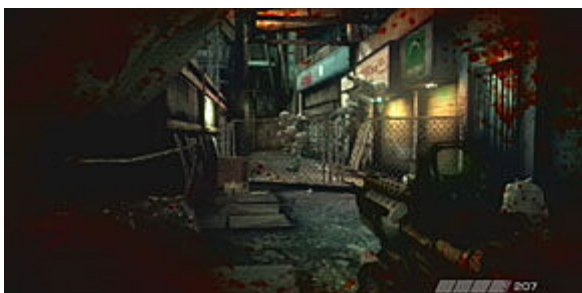


## C A B L E W A Y   H E I G H T S

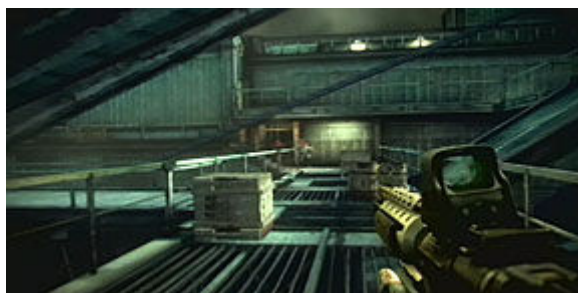
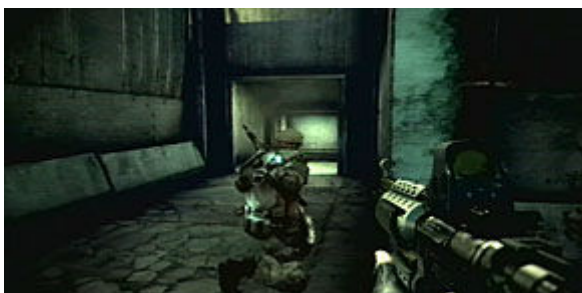
Step outside and look past the concrete ledge in front of you to see a rooftop below that's packed with Helghast supporting an anti-air gun. The concrete barrier is good cover but getting accurate shots from this distance is difficult. You can run down the length of the bridge to your right, but don't put much faith in the thin metal panels that provide ephemeral cover on your left.



We suggest making your way to the far end of the bridge and continuing to the right. As you near the doorway to a set of stairs, a pair of ISA will approach from behind the fence. Follow them down the stairs and take cover behind the first thing you see to start clearing out the Helghast from the ground level.



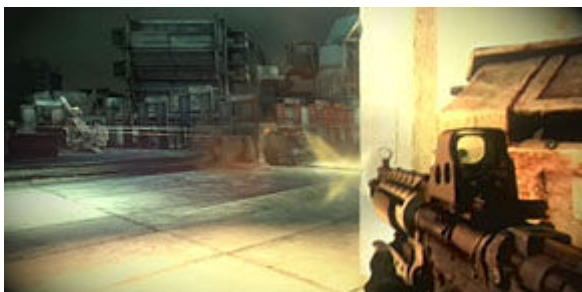
When you've got a clear shot to move, go past the first bits of cover and look for an alley to the right. There's likely one Helghast scout to shoot down before you can move into the alley and follow a series of halls that flank the main battlefield. At the end of the hall, watch for a pair of Helghast that exit from the building across the metal platform. Take them out, then head into the building they exited from.



CORINTH RIVER			BLOOD MERIDIAN			VISARI SQUARE			SALAMUN DISTRICT		
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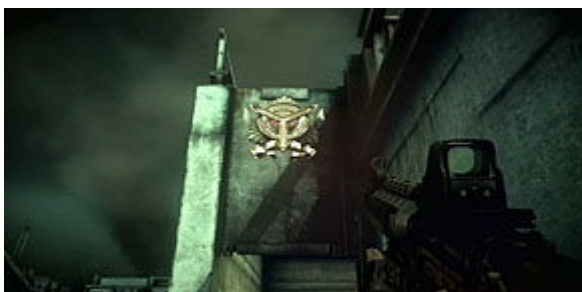
The hall dumps you out behind some Helghast the other ISA are likely fighting, letting you get a drop on them to clear the rooftops. Look for a large doorway to the left that's open to a largish indoor room inside which are some Helghast that are begging for a grenade. Inside the room, at the bottom of the stair platform, is a piece of intel.

INTEL



Climb the stairs and exit the smaller doorway. After passing through the doorway, turn around and look just above the door frame for the stage's final emblem. Follow the metal walkways outside to the next area.

EMBLEM





## C A B L E W A Y   R O O F T O P S

Garza stops at the base of the stairs, and if you round the corner without him you'll witness a fellow ISA get pumped full of lead. Stay low on the stairs but peek up enough that you can start dropping the many Helghast surrounding the rooftop. There's a row of enemies on a slightly elevated platform to the left, and to your right, behind myriad bits of cover and some sand bags, are even more Helghast. Stick to the stairs and use the wall to your right and the higher stairs to your left as cover.



When you've cleared the rooftop, go to the top of the stairs and turn right. You can jump over a short stack of sand bags to gain access to a switch that activates the arc tower. The arc tower opens up, revealing two vulnerable, glowing bits. Start unloading bullets on one of the glowing bits until it explodes, and don't be too disappointed if the tower closes up again before you can destroy it.



Helghast will start populating the rooftops behind you, filling in where you left. Take cover behind sand bags and ignore them, focusing only on the arc tower. Wait for it to open up again and resume firing on its vulnerable parts. When you've destroyed both glowing bits, the stage ends.



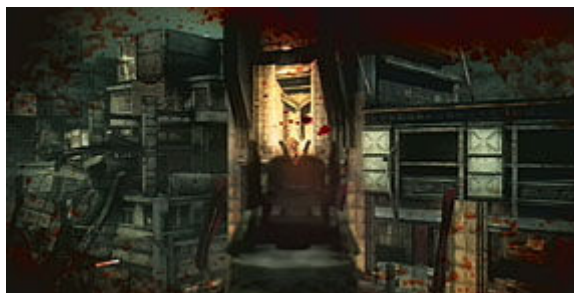
BLOOD MERIDIAN			VISARI SQUARE			SALAMUN DISTRICT			SALAMUN BRIDGE		
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## Visari Square

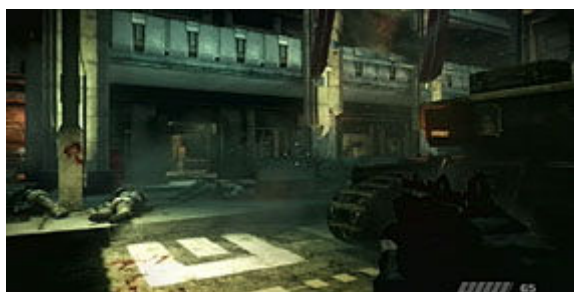
### P R E F E C T ' S   O F F I C E

Follow the halls to an outdoor rooftop. Make your way across the rooftop and through a gap in the chain link fencing to drop down to a crumbling concrete level below. Look at the face of the office building across the street, up high, in the lighted area below the large Helghast symbol. There's an emblem in the lighted area, so shoot it. Drop down another level to get inside the building, and follow the stairs to the left in order to reach the street level.

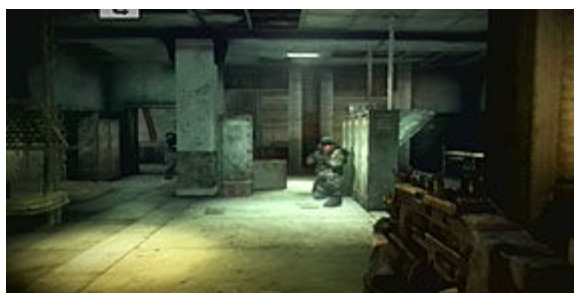
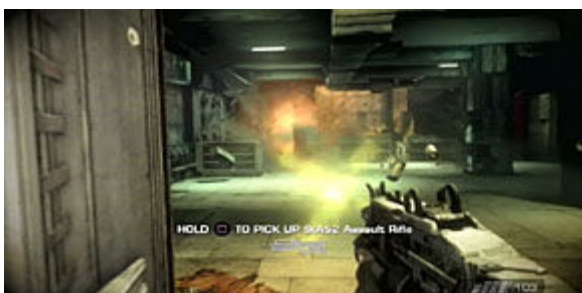
EMBLEM



As you exit the building to the street, turn left and make your way for the back end of an inactive tank. From behind the tank you can get close to the Helghast defending the prefect's office across the street, letting you pick off the enemies that seem to pour out of the office in infinite numbers while keeping good cover behind the tank. Hold your ground and trust us that the number of Helghast are finite—when they stop pouring out of the building, move up to one of the doorways.



You'll want to take cover outside the doorway and use your position to clear out the Helghast inside the lower level of the office. Once you've cleared it, go to the stairs at the back of the office and start cleaning out the second floor. There are Helghast around most every corner, but they're usually distracted, allowing you to get them from behind.



Once you've cleared out the second floor of the office, go to the metal catwalk that goes around the perimeter of the floor overlooking the garage. Two of the doors on the far side of the catwalk are half-opened and inside one of them is an emblem. Shoot the emblem, then look for a hall that branches

EMBLEM



off this room and leads you through a morgue. There are some enemies on the rooftop overhead that'll shoot at you through gaping holes in the roof, but just run and drop into a hole ahead to reach the next area.



M A L I K   B A C K   A L L E Y S

Immediately after dropping into the hole, look in the corner of the room for a bit of intel on the ground. Outside the room is a long, tall hall with three Helghast, one of which is very close by. Take cover inside the doorway and try to pick off the enemies before heading into the hall.

INTEL



BLOOD MERIDIAN			VISARI SQUARE		SALAMUN DISTRICT			SALAMUN BRIDGE	
«	09	10	11	12	13	14	15	16	»

Stairs at the end of the hall lead to a doorway that's blocked by an electrified wire. Look on a far wall to the left for another emblem to shoot, and then shoot the sparking control box that the electrified wire is attached to. Destroying the box cuts power to the wire, letting you move to the next room without getting killed for trying.

EMBLEM



O S T O J A   E N D

You'll have to open up a door before heading downstairs to the next area. A doorway dumps you to an outdoor patio with a bridge crossing to another building. Stay inside the doorway to pick off the Helghast on your patio before stepping outside and making your way up the stairs to the left. From the top of the stairs you've got a better spot to fight off the Helghast across the bridge. When you've cleared the area, look to the wall on the right behind the top of the stairway to find an emblem.

EMBLEM



When you're done here, cross the upper bridge to the building on the other side of the alley and go right to find a ladder that'll bring you down to the ground level. Take cover behind the concrete wall that lines the stairs to fight off a couple of Helghast on the ground and then move down the alley toward a fire in the middle of a courtyard.



## U N I O N   S T O R A G E   Y A R D

Move forward to regroup with Rico and take cover with him and Natko behind a stack of sand bags. Helghast will flood into the courtyard from your left and straight ahead. Watch the direction that Rico and Natko fire to get a heads up on which direction the Helghast are coming from and support them in dropping the baddies before they can rush into your nest.



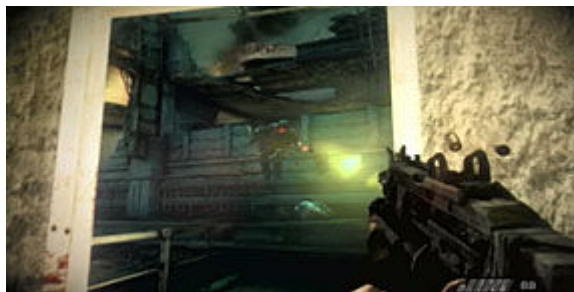
Rico will hop out of the nest when the action subsides, but don't get comfortable just yet. We suggest leaving the nest and making for the stairs inside the ruined building to your right. Follow the stairs to the second level of the building and then look out across the courtyard at the upper levels of the building across the way. A Helghast drop ship will swoop in and unload a pack of Helghast that'll litter the nest with grenades, which is why we suggest taking higher ground. From this upper position you can safely defend against this wave of enemies.





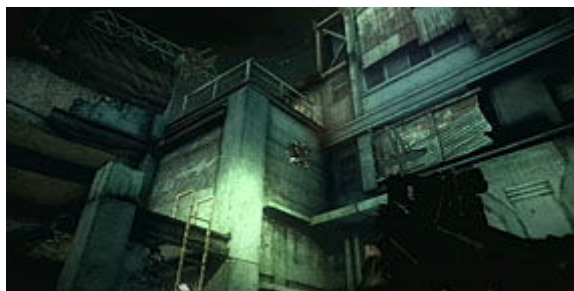
BLOOD MERIDIAN			VISARI SQUARE			SALAMUN DISTRICT			SALAMUN BRIDGE		
«	09	10	11	12	13	14	15	16	»		

Again Rico gets anxious and leaves the nest, this time with Natko, exploring the street to the left of the nest. Stay on your upper floor and look to the right, through a doorway of your building to an adjacent rooftop. Rico warns that they're coming from upstairs, and you happen to be pointing in exactly the right direction. As they try to hop down to your level, you can tear through the Helghast before they even get a chance to fire at you.



As the last part of the Helghast attack, an enemy APC crashes through the building on the opposite side of the courtyard. Drop a grenade in front of the APC as soon as it comes to a rest in order to take out the mass of Helghast that try to pour out of the APC's open door. Pick off any last remaining Helghast from your upper level roost before returning to the ground level. Near the sand bag nest you abandoned earlier is a ladder, and on the wall above the ladder is another emblem to shoot.

EMBLEM



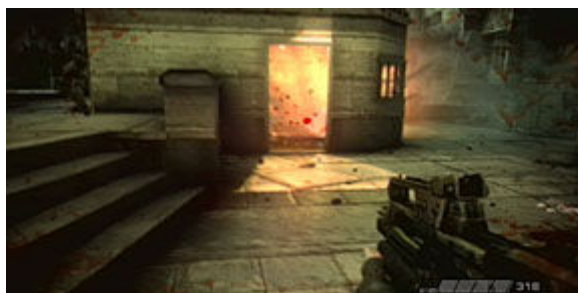
Look for an open set of double doors to the right of the ladder and step inside the building. Follow the lower level hall and you'll meet up with Garza in a room littered with desks. Grab the intel from the far left corner of the room before going upstairs to the next area.

INTEL

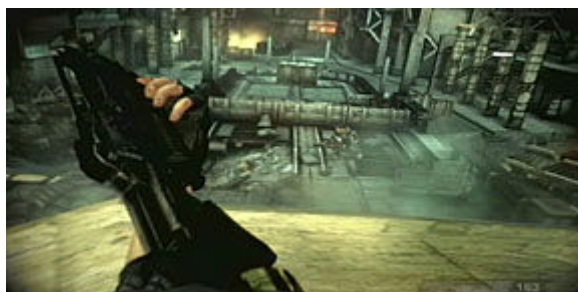


## T H E   S Q U A R E

As you reach Visari Square, you join an assault already in progress. More ISA troops drop on all sides of the square giving you ample support. We suggest going to the left a bit and pushing up the stairs that lead to the main platform. From the stairs you can pick off Helghast and drop grenades into densely populated spots to quickly wipe out the resistance.



Taking Visari Square isn't that simple, though, as a bunch of Helghast will invade from the far end of the yard. Look for a short ladder that leads to the top of a small bunker and from this spot you've got a good vantage point from which to defend against the incoming Helghast assault.



BLOOD MERIDIAN		VISARI SQUARE				SALAMUN DISTRICT		SALAMUN BRIDGE	
«	09	10	11	12	13	14	15	16	»

We suggest grabbing the sniper rifle from the top of the bunker and using it to pick off the Helghast before they can even get close. If any enemies break through your defense, they can flank your bunker and shoot you from your vulnerable sides.



When the assault from the front is successfully stopped, turn around and drop off the top of the bunker. A rail carts swings into play and unloads a new batch of Helghast. You'll get plenty of cover from the nearby concrete dividers, and the enemies seem to come from only the left side. When this brief assault is squelched, turn back around to prepare for another assault from the front of the square.





This last salvo comprises a bunch of standard Helghast and a pair of heavies that split up and flank either side of the square. We suggest making a beeline for one of the emplaced turrets in front of the bunker, specifically the one of the left. The standard Helghast are a lot faster than the heavies so they're a more immediate threat. Whenever you can see one, shoot him dead instead of worrying about the plodding heavy. If you focus on the heavies too much, you'll get flanked by the lesser enemies and killed.



Don't sweat the heavies until they get real close, at which point you can drill their heads to spin them around and then unload on their glowing back tanks. When both heavies are killed, the stage comes to a close.



VISARI SQUARE			SALAMUN DISTRICT			SALAMUN BRIDGE			SULJEVA VILLAGE		
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# Salamun District

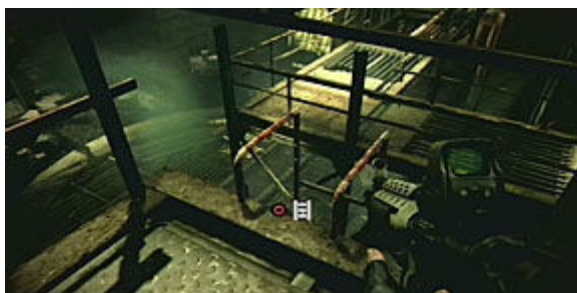
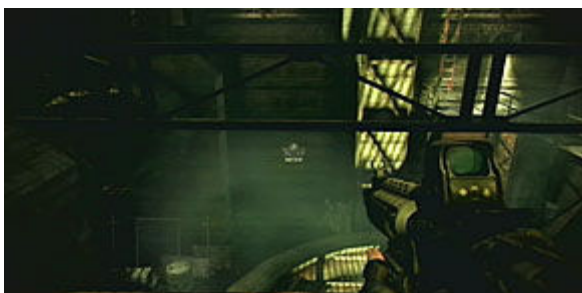
## C A N A L   B A N K

Move forward along the water. To your left is a trio of large drainage pipes, one of which is blocked by a field of electricity. Shoot the electrical box over the pipe entrance and head inside. The pipe soon opens to a building interior on the right through which you can shoot a pair of Helghast.

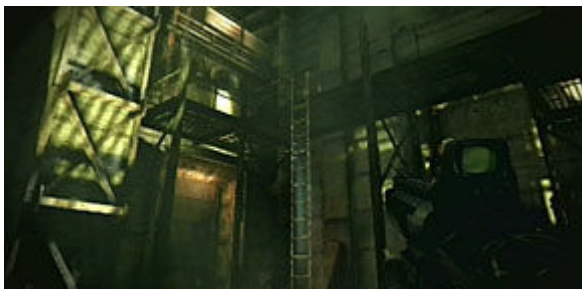


Jump out of the pipe and look over the railing on the wall below. There's an emblem in plain view. Follow the catwalk to the right and shoot the explosive on the wall that's got a laser trip line in your path. With the booby trap defeated, climb down the ladder behind it and expect to find one Helghast on the lower level.

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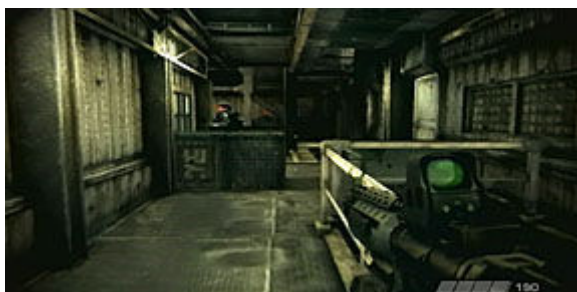
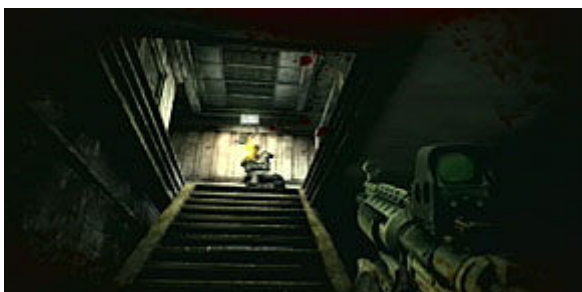


There's a second ladder to the right and it leads to a third ladder. Climb the third ladder to a hall, follow some stairs past a load of ammo, and then move out to the next area.



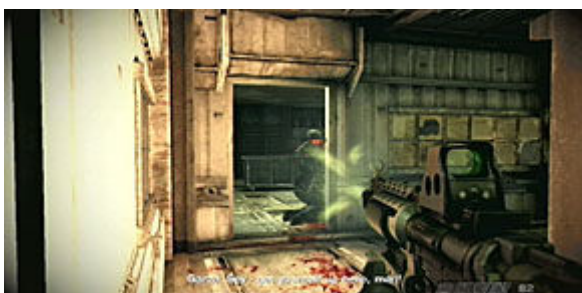
## D U S H A N T O W E R C O U R T Y A R D

Garza greets you as you enter the indoor courtyard, but the reunion is short lived as Helghast invade the levels above. Run across the room and head up the stairs to your right. Expect a Helghast waiting for you at the top of the stairs, and after you've dealt with him you'll want to take cover behind the nearest boxes to start picking off the other enemies that you can spot from this safe area.



When you run out of targets, move out to the second floor walkway and turn left to clear out a room with at least one Helghast inside. Move through the room to exit to another part of the outer walkway that turns left into another room. There are more Helghast in this room, and more to come as a wall to the right gets knocked down, letting in a couple more baddies. Treat them to a grenade to clear the room, then look for the intel near the window.

INTEL





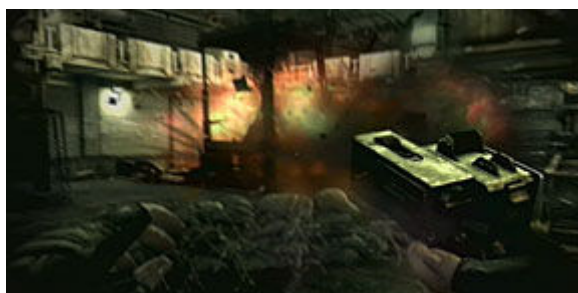
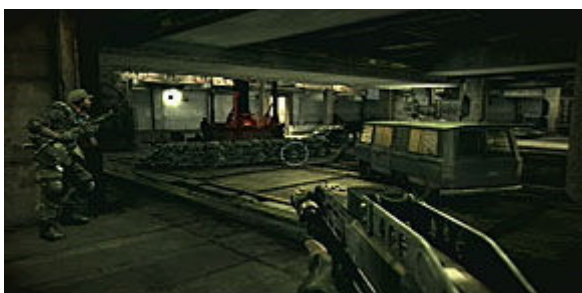
VISARI SQUARE			SALAMUN DISTRICT			SALAMUN BRIDGE			SULJEVA VILLAGE		
«	09	10	11	12	13	14	15	16	»		

Move through the hole in the wall and out to another part of the outer walkway. Follow some stairs to the third level and move around the walkway to regroup with Garza, looking into the side rooms to intercept a Helghast or two in each of the rooms. Garza leads you down a hall and through a room or two to the next area.

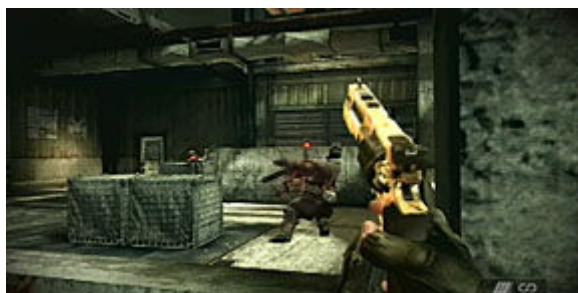


## D U S H A N L O A D I N G B A Y

Follow Garza out to a large hangar. To the left is the first mortar launcher that you need to destroy, but naturally it's guarded by Helghast. Take cover behind the van that's parked in front of the mortar and start picking off enemies, watching for a turret gunner on the upper level walkway. When the coast is clear, move out and set a charge on the mortar and make sure you back away before triggering the charge.



Garza will move to a hall entrance on the other side of the mortar cannon. Follow him into the hall and expect two Helghast inside the room the hall leads to. Go upstairs to find three more 'Ghast, two of which are behind a large bit of cover at the far right end of the room. Toss a grenade behind them for quick kills.



Look for a door that opens to a walkway outside the building and immediately take control of the turret to your left. Helghast will attack from a walkway opposite the one you're standing on, as well as drop in from above the walkway and above the doorway to the right that Garza is likely covering. When all of these guys are killed, Garza will move forward and unlock the door to the right. Wait for a couple more Helghast to pour out of the door before leaving the turret.





Instead of following Garza through the doorway, turn *left* down the walkway. At the first door you see with a green light by it, go inside to find a bit of intel. There's another room on the upper walkway that's probably got a few holdout Helghast, but there's nothing of interest in the room. Go back toward the turret and then through the doorway that Garza opened up.

INTEL



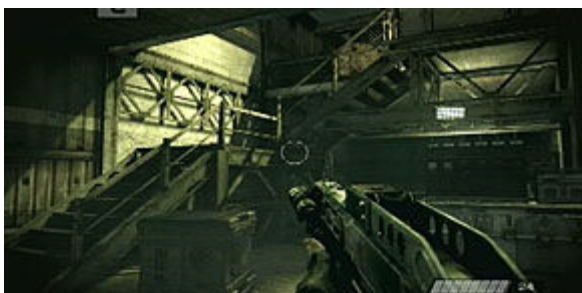
VISARI SQUARE			SALAMUN DISTRICT			SALAMUN BRIDGE			SULJEVA VILLAGE		
«	09	10	11	12	13	14	15	16	»		

Turn left through the first doorway which leads you to the walkway on the opposite side of the loading bay. Follow the walkway around the corner, watching for a few Helghast in a room to your right. On the upper part of the wall, to the right of the walkway, is an emblem ripe for shooting. Get it, then make your way back to the room that Garza originally unlocked for you.

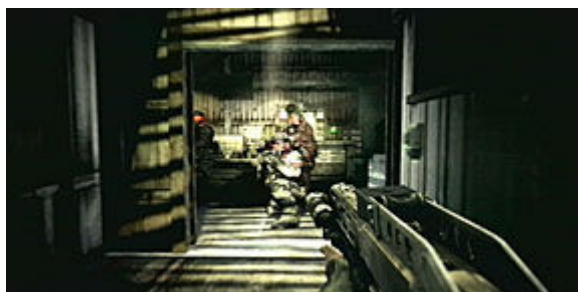
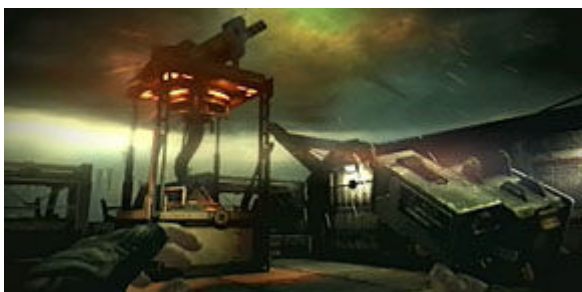
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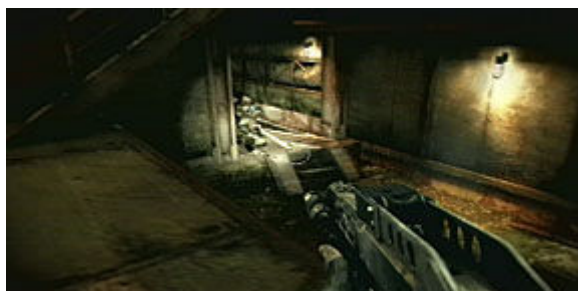
Another doorway from this room will lead you to the base of a stairway. Go up the stairs to get the attention of the myriad Helghast upstairs and then immediately back down the stairs. There's no good cover from the top of the stairs, so wait below as the Helghast chase after you. As they file down the stairs, drop them before going upstairs and cleaning up any stragglers.



When the upstairs is clear, look for the second mortar and "slap a D-Charge on it." Stand back before blowing it up, and then follow a walkway behind the mortar that leads to an automatic doorway. There are a lot of Helghast behind the door, so ready a grenade before triggering the automatic door to open. Stand outside the door to clear the room.



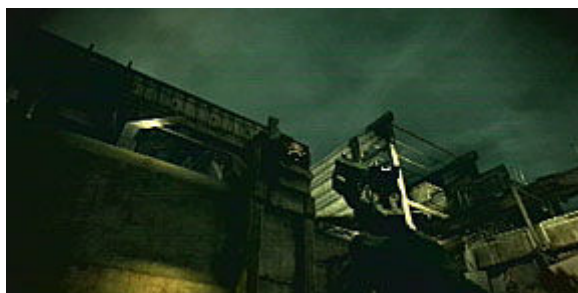
Move through the room, around another catwalk beyond and start dropping down levels in the burning building. You'll hit a sewer tunnel that leads you to the next area.



## C O R I N T H   S H A N T I E S

You and Garza will march across a flooded area under the shanty town, moving to the right. As you reach a ramp that leads you to some upper platforms, look high on the wall of a structure beyond the ramp for another emblem.

EMBLEM



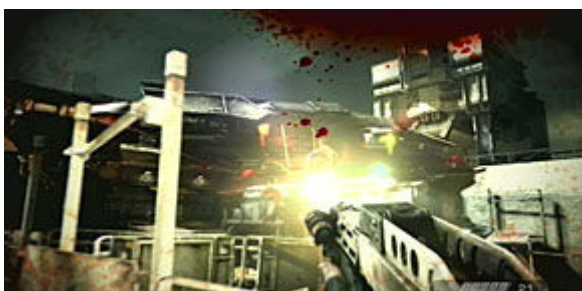


VISARI SQUARE		SALAMUN DISTRICT			SALAMUN BRIDGE		SULJEVA VILLAGE		
«	17	18	19	20	21	22	23	24	»

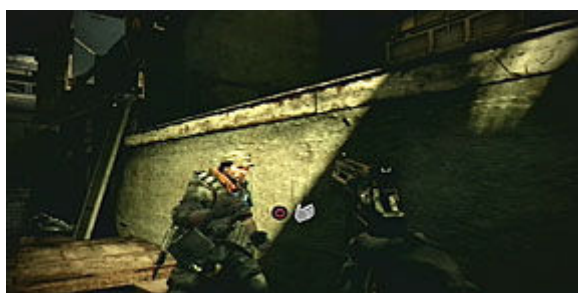
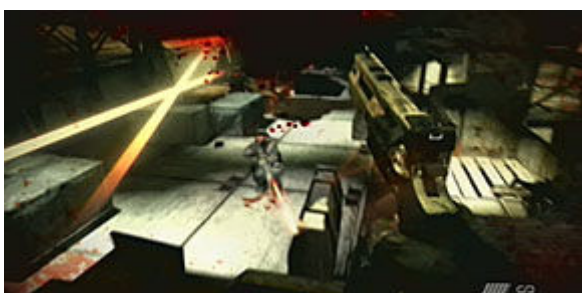
Ascend the ramp and you'll find a dying ISA soldier to your right just as you and Garza discover that you've walked into an ambush. Turn left into a small alley and follow the ramps to the upper level of the shanty town. There's an L-shaped bit of cover at the top of the ramps that you should immediately dive for. Stick your nose in the corner of the cover and expect fire from your left first, but also watch for Helghast that try to surprise you by climbing up the ramp to your right.



Before long, a drop ship floats in to unload another batch of Helghast onto the ground level. Try to meet them with a grenade while still sticking to your L-shaped cover. Among the last of the enemies to appear is a pair of RPG-armed Helghast that stand back at the far end of the shanty town. While you're more or less safe behind the L-shaped cover, it's tough to get a shot in so we suggest actually bum-rushing the RPG to your left and then taking position near the railing to the right to pick off the second rocket guy.

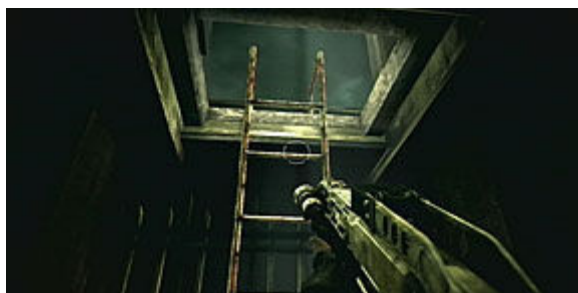
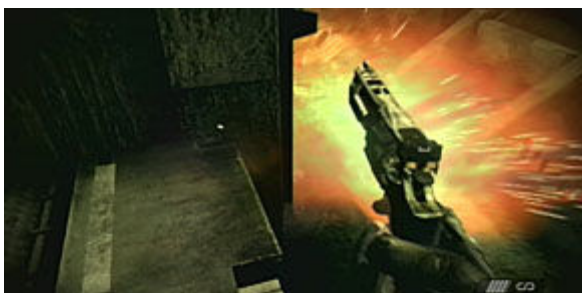


From this railing (which forms another bit of L-shaped cover) you can pick off the rest of the enemies below. Look around the shanty town to make sure everyone's dead and you should get a checkpoint as a reward. Follow Garza to a lower level where he'll wait to give you a boost to a platform from which you can turn right and into a long hall.



The hall leads to another sewer tunnel, this one lined with explosive booby traps. Stand back and target the C4 chunks at one of the ends of each laser trip line to detonate the traps with something other than your face. You'll climb a couple of ladders to reach the next area.





## S U B S T A T I O N   S T R O N G P O I N T

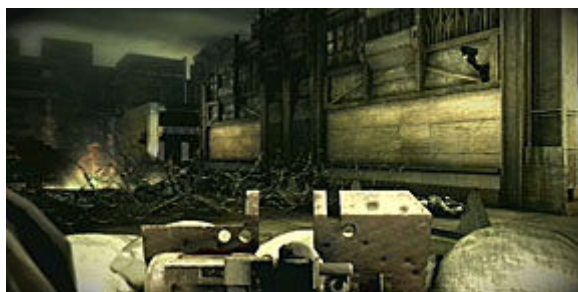
Immediately on climbing a ladder out of the sewer, turn left and look to the top of the building for an emblem. Turn right and head down an alley, making sure to detonate another booby trap from a distance.

EMBLEM

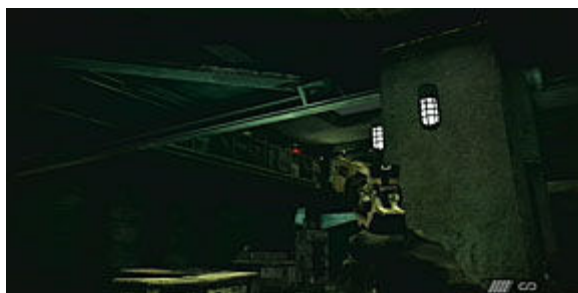


VISARI SQUARE		SALAMUN DISTRICT			SALAMUN BRIDGE		SULJEVA VILLAGE		
«	17	18	19	20	21	22	23	24	»

Past the booby trap and around the corner to the left are two Helghast that you'll want to dispose of with a shotgun or flamethrower. When they're taken out, man the mounted machinegun on the sandbags and start wiping out the Helghast enemies to your left and on top of the building to your right.



When you've killed everyone in sight, plant a D-Charge on a door to the right to blast your way into the substation. The substation is littered with Helghast, so stay outside the doorway and peek in to kill the enemies dropping to the lower level from the catwalks, as well as the many 'Ghast that are content to stay their pretty little hineys on the catwalks.



When the room's clear, move in and go straight for the stairs on the opposite side. Between the blasted door and the stairs, you'll run into a table with a bit of intel on top. Head upstairs and locate the four pillars that need D-Charges. Garza will do his best to hold off the incoming Helghast as you move around and set the charges, though do a thorough check of your peripherals before locking yourself into the D-Charge planting animation—if you ignore a nearby enemy, you'll soon be wasted.



After setting all *four* charges, run downstairs and leave the building. There may be some remaining Helghast but you can't do anything about them now (since you can't pull out a gun). Just run out of the building and straight ahead to regroup with Garza before pulling the trigger on the D-Charges and bringing down the substation.



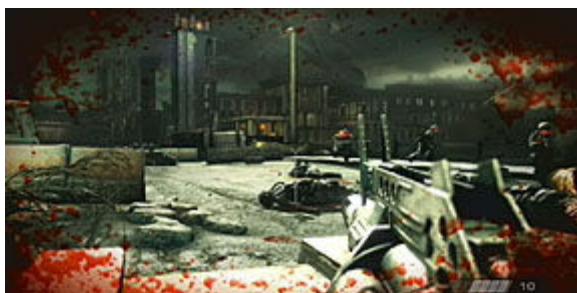
SALAMUN DISTRICT			SALAMUN BRIDGE			SULJEVA VILLAGE			THARSIS REFINERY		
«	17	18	19	20	21	22	23	24	»		

## Salamun Bridge

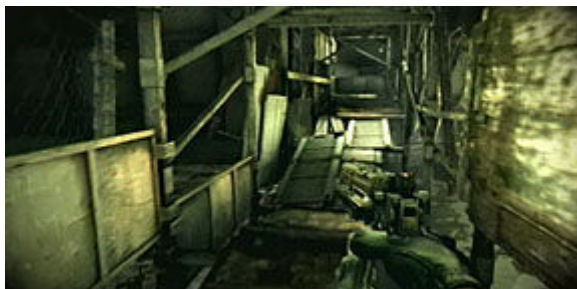
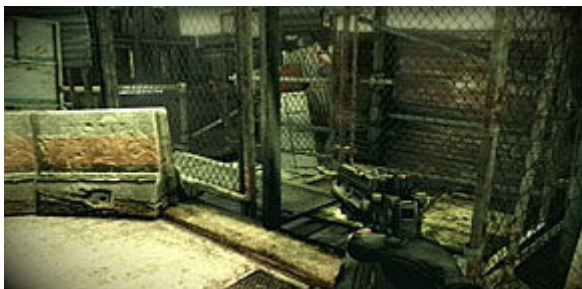
### B R I D G E E A S T

You can grab a grenade launcher from the weapon supply just ahead, if it suits your fancy, before aiding the ISA push across the bridge. It seems that lots is going on but there's not much to worry about. Just press forward and take out enemies as you near them. There are a couple of turrets at the far end of the bridge that are the most serious concern.



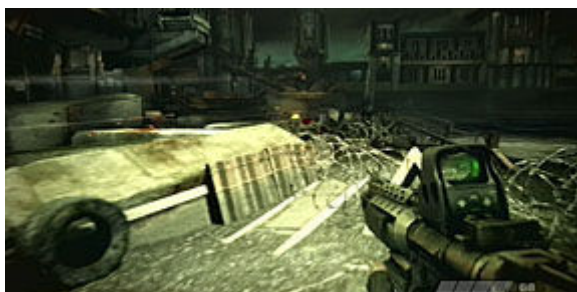


When you reach the end of the bridge, turn left and move through an opening in the fencing. There's a series of ramps that'll lead you down lower and lower. Follow the narrow paths until you reach the next area.



## A I R D E F E N S E 2 2 - 1 2 I L C

Move down the littered yard and pick up a zooming rifle on your way. To your left is a mass of Helghast backed by an anti-air gun in the distance. The ground squad will continually respawn until the AA gunner is taken out, so don't waste too much effort in killing the soldiers. In fact, just run straight ahead with the enemies on your left until you hit the barbed wire on the ground, then turn left and move into a triangular nook behind a concrete block and the barbed wire.

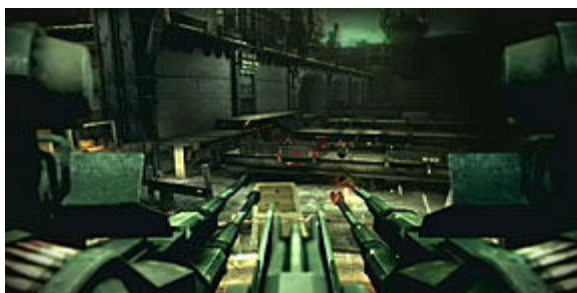
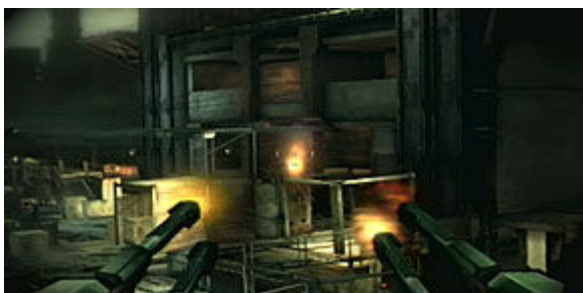


From this corner nook you can duck for cover and pop out to pick off the enemies. With a zoom rifle, you're close enough to aim for the head of the anti-air gunner. Kill him and the flow of Helghast soldiers will die down, letting you clear the yard once and for all. Move toward the AA gun and look for a concrete ramp to the left that'll let you move up to the gun.



Move around to the left side of the gun so you can hop in and man it yourself. Immediately spin around just shy of 180 and look for the Helghast RPG clown in the building across the shipping yard. With the RPG Helghast killed, you can leisurely mow down the rest of the enemies to clear the docks.





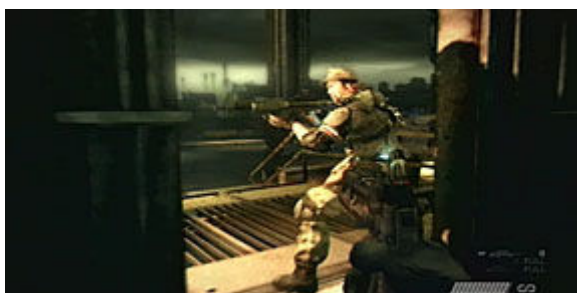
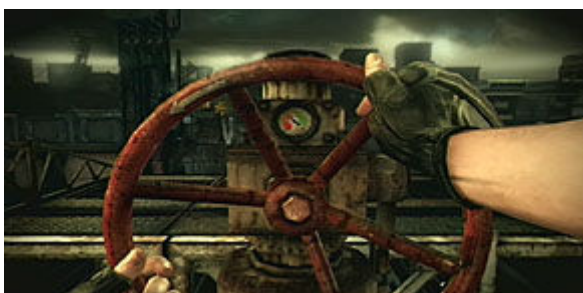
When all enemies are dead, leave the anti-air gun and cross to the far side of the docks. There's an automatic doorway that'll open up, leading you up some stairs and to the next area.



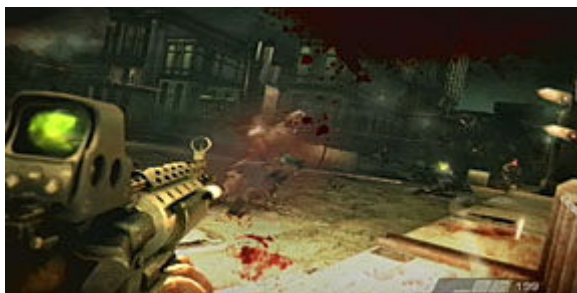
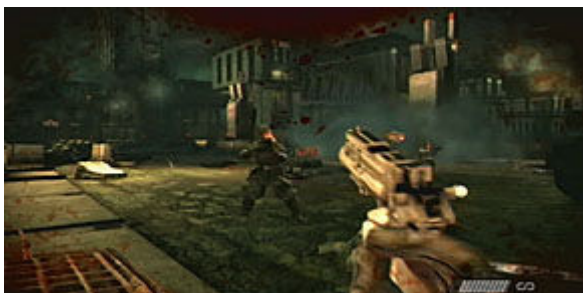
SALAMUN DISTRICT					SALAMUN BRIDGE					SULJEVA VILLAGE					THARSIS REFINERY				
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## B R I D G E W E S T

You're a bit stuck in the room at the top of the stairs. The doorway out is locked and the Helghast outside have you like fish in a barrel. Quickly, operate the valve at the top of the stairs to drop the bridge outside, allowing the ISA squad to push the Helghast away and letting Garza move in to open the door for you.



As you exit the room you join a massive push against the Helghast down the road to the left. Take cover and sit back while mowing down the many, many Helghast scouts that rush toward you and your tank. Hold your ground and don't press forward until the flow of scouts subsides.

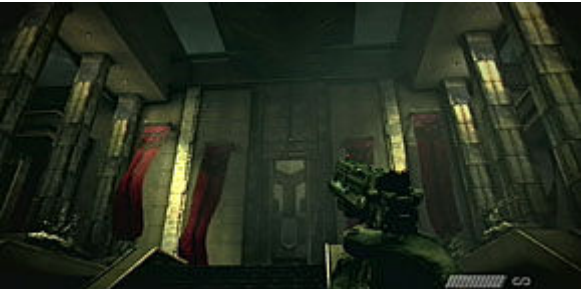


When the scouts have stopped spawning, start moving forward, taking cover as you move incrementally down the street. The support tank for the ISA will follow you, but it's actually a bit of a liability. Guarding the gate at the end of the street are myriad Helghast armed with RPGs, and the tank serves only as a backstop against which the RPG blasts can reflect and hit you. For this reason, we suggest sticking to the far left or right side of the road, away from the tank. Keep to cover, press forward, and snipe the turret gunner and RPG bozos when you've got a shot.



Find Garza and a cut scene will trigger that leaves in front of a new building. Immediately look to the middle of the wall of the building in front of you. Directly over the door is the stage's first emblem. Shoot the emblem, then move up the stairs and head inside, grabbing a shotgun on the way.

EMBLEM



R A D E C A C A D E M Y

Immediately upon entering the building, spin 180 degrees and look for another emblem, essentially on the back side of the first emblem. Go up the stairs at the back of the room and turn right. Behind one of the last pillars is a bit of intel on the ground.

INTEL

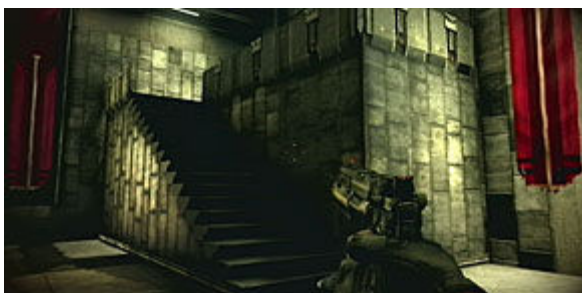
EMBLEM



SALAMUN DISTRICT			SALAMUN BRIDGE			SULJEVA VILLAGE			THARSIS REFINERY		
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Very quickly turn around and run up either set of stairs at the far end of the room, moving through automatic doors at the top of the stairs to reach the upper level of the massive theater beyond. The theater is soon to be flooded with Helghast on both the upper and lower levels. Use your shotgun to rush the Helghast enemies on the upper level and drop them with the quickness. Enemies with RPGs will show up and you'll want to take care of them quickly.

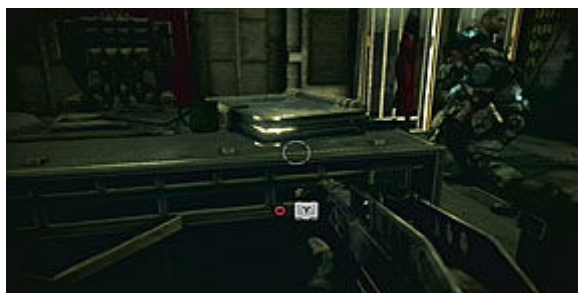
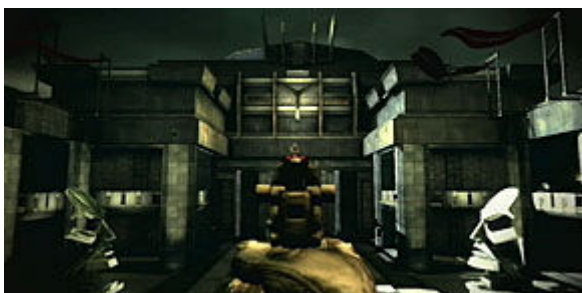




With the theater cleared, look for another emblem overhanging the door that exits the room. Wait for Rico to bust the door open and then follow the hall and stairs beyond, moving upstairs and through another automatic door to reach Radek's office. On Radek's desk in the center of the office is a bit of intel to grab.

INTEL

EMBLEM

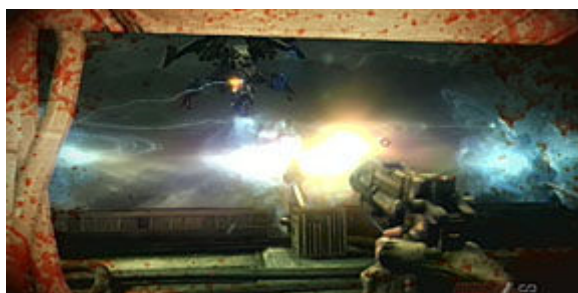


## A C A D E M Y R O O F T O P

A cut scene will soon take over that leaves you on the rooftop of the academy, left to defend yourself against a flying ATAC. Look to the left for a rocket launcher, grab it, and then turn 180 degrees to find a stairway on the outside of the rooftop platform that leads down to a lower level of the rooftop.



There's a hall to the left of the bottom of the stairs that provides pretty good cover from which to launch your assault on the ATAC. Note the rows of glowing-blue electricity coils on either side of the rooftop. Shoot one of the coils with your pistol and the entire line will ignite, and if the ATAC is within range the spark will stun the hovering craft long enough that you can hit it with *two* rounds from your RPG.



You'll need to hit the ATAC four times with RPG shots. There's plenty of ammo littered about the rooftops, and if you're careful with your shots you should never have to leave the safety of the hallway to restock. Successfully bring down the



ATAC and you'll move to the next stage.



SALAMUN BRIDGE			SULJEVA VILLAGE			THARSIS REFINERY			THE CRUISER		
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Suljeva Village

B A D L A N D S

There's nothing to worry about for now. Just follow the crew across the dusty landscape until you reach a deep ditch spanned by a bridge on the right. Look down into the ditch for the stage's first emblem.

EMBLEM

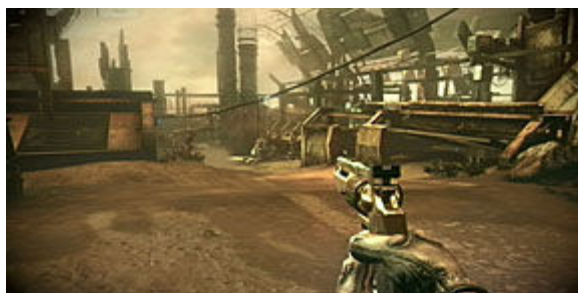


Cross the bridge and make a hard left, following the top of the ditch. Behind a metal panel against the hillside is a bit of intel to pick up. Grab it and continue following the squad. You'll cross another short bridge before being lead down into a larger trench. Turn right and you'll spot a long hall dug into the hillside.

INTEL



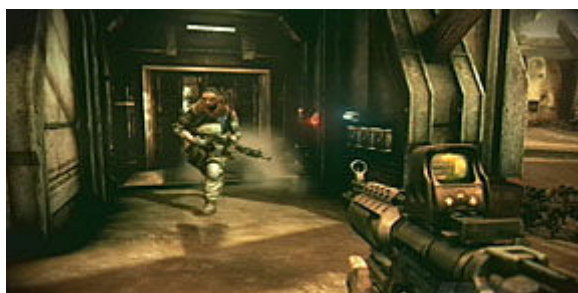
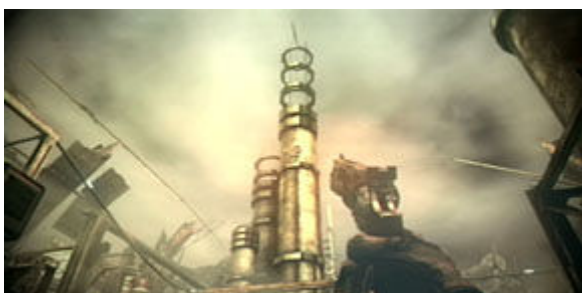
The hall leads to a control room where you leave two of your crew behind. Step into the elevator with Rico and press the button to ride the lift down. At the bottom of the lift, step out to the next area.



## S U L J E V A N O R T H

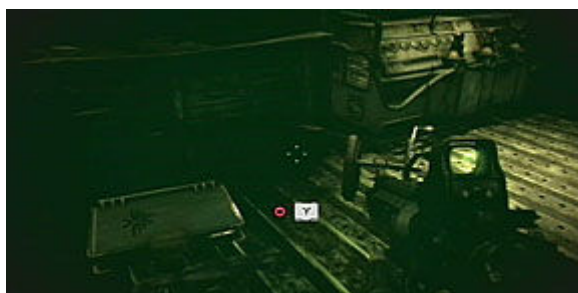
There's still nothing going on, no enemies to worry about for now. The village is pretty large and scattered and it's easy to get distracted searching the area. Follow Rico over to a destroyed Intruder vehicle and grab the rifles mounted to the side. Near the Intruder are two tall, thin, circular towers. Near the top of them is an emblem to shoot. Rico will lead you to a building inside which is the antenna you're to activate, but the door to the building is locked.

EMBLEM



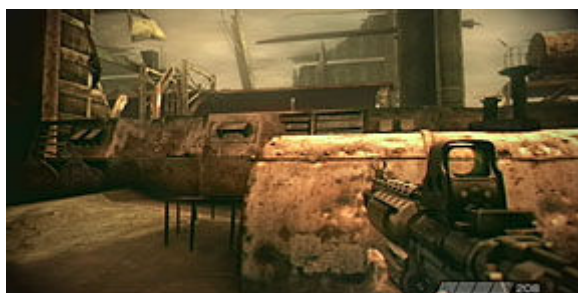
Follow Rico as he starts chasing the power lines to find the source. Rico busts open the doors of a small building inside which you'll find the remains of an ISA squad, along with a bit of intel on the ground (around the corner to the left). Pull the glowing lever in the room to open the door to the previous antenna building.

INTEL



## M A I N T E N A N C E O F F I C E

A door to your right opens up and a few Helghast threaten to bust in. Tear them up from inside the building before stepping out and making the move back toward the antenna building. After leaving the building, move straight ahead and use a large pipe on the ground to hop over a short wall.





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Just after hopping over the wall, look to the left for a ladder that'll let you onto the elevated platforms of the village. From this vantage point you've got a better chance at tearing through the Helghast which you'll find on all sides of you. Make your way back to the maintenance office slowly and methodically, expecting resistance the entire way.



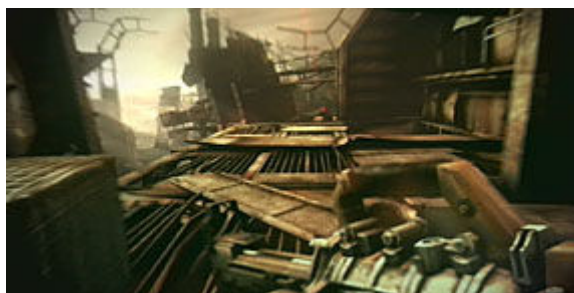
Once you've made it into the maintenance office building, turn left down the hall and then right. In the direction from which the spiders are crawling you can spot another emblem on one of the metal beams. Shoot the emblem (and the spiders). Continue through the halls of the maintenance office and you'll eventually exit out to a mining facility.

EMBLEM



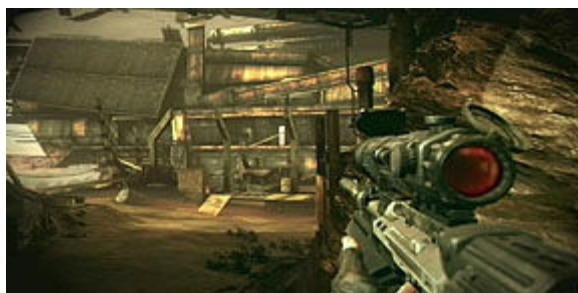
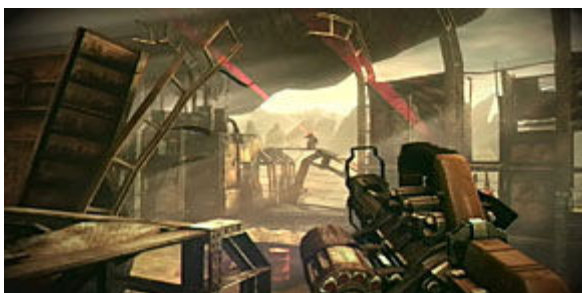
## V O J I S L A V M I N I N G F A C I L I T Y

The street ahead is littered with snipers perched atop the shanty buildings on either side of the road. Immediately run for cover behind the small tank just ahead and focus on the snipers to the right. If you run around the car that's in your way, you can make a bee-line for these snipers, rushing them to kill 'em off and grab their weapons.



With a sniper rifle in hand, you can start carefully picking off the other snipers, using their tell-tale laser sights to home in on their position. Be careful about taking shots yourself—it only takes two sniper rounds to kill Sev. Stick to the upper levels of the shanty buildings (you can cross to the other side of the road via sky paths) and systematically clear first the building tops and then the area in front of the mining facility further down the road.





When you've cleared the area, find the stairway that leads into the facility. Just left of the top of the stairs, in an alcove, is another emblem. When you've got the emblem, look for stairs at the back of the room and follow them to an outdoor platform at the end of which is the massive antenna you're here to power.

EMBLEM



There are a couple of Helghast on the platform. Rush out to take them down (it's hard to hit them from the bottom of the stairs) and then run up the length of the platform trench to climb a short ladder at the end. Don't mind the ATACs for now, and instead focus only on turning the valve at the end of the platform. When the valve is cranked, the antenna rises.



SALAMUN BRIDGE			SULJEVA VILLAGE			THARSIS REFINERY			THE CRUISER		
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Return to the mining facility building and backtrack through it to return to the small village that was previously littered with snipers. As you move up the street to return to the maintenance office, you'll run into a lot of Helghast resistance. Take cover near the buildings as you push up the street and look for opportunities to use your grenades to take out groups of Helghast in one blow.



As you near the entrance to the maintenance office, expect one last salvo from the Helghast. Lob a grenade at the entrance to catch the group of enemies that pour out, then move through the maintenance office and continue backtracking, finally returning to Suljeva North.



## S U L J E V A   N O R T H

As you exit the maintenance office and turn right, a cut scene shows the other half of your crew as they're abducted and dragged off. You've got a lot of Helghast to deal with here, and you'll have to fight them from a pretty fair distance, making the sniper rifle key. Move to the right side of the street, taking cover behind the platform walls and peeking out only for a second to take your shots.



Use a grenade to take out a group of baddies if you can. There's an explosive barrel behind the grenadier that's taking cover in the back. If you can target that and blow it up, you'll likely take out the grenadier making the push easier. When you've cleared the area, follow the road to the next area.



## W A Y S T A T I O N   1 4

After crossing a steel beam bridge, you'll reach an area with ammo on the wall. Around the corner, on the next steel



beam bridge, are two Helghast in your way. Drop them (use the explosive blue coil to the right) and then turn your attention to the Helghast on the other bridge in the same crevasse.



When all of the soldiers are killed, two sentry bots immediately show up, one on either side of the bridge you're on. The way to find cover is to retreat to the hall you came from. Peek out and down one bot at a time (we suggest the StA3 LMG as your gun of choice). Retreat back into the hall if you start getting near death before pulling out again. When both bots are killed, Helghast soldiers will coordinate an attack through the doorway on the opposite end of the short bridge. Take cover behind the boxes outside the door and prep a grenade to lob into the door once it opens.



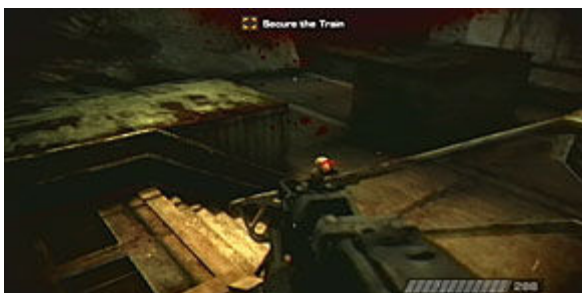
SALAMUN BRIDGE			SULJEVA VILLAGE			THARSIS REFINERY			THE CRUISER		
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If any more Helghast come out of the room, mow them down with the StA3 and then head inside the next hall. To the left, at the bottom of the stairs, is a small room with one more baddy. Clean him out and then move through the next hall, watching your left for an imminent firefight.



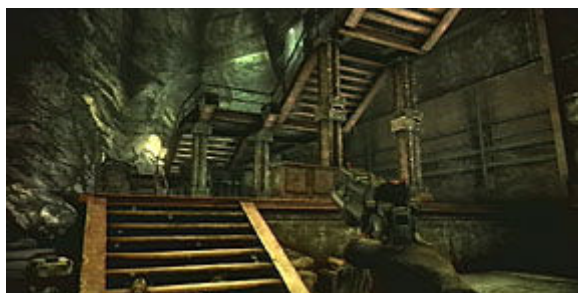
Follow Rico out to the walkway overlooking the train rails and quickly turn left. The catwalk will lead you down some stairs to ground level where you'll want to quickly dispatch of any nearby Helghast before taking cover to the left, behind the large storage containers. The bulk of the Helghast presence here is to the *right*, at the far end of the train yard, so taking cover here early will let you establish a solid defense.



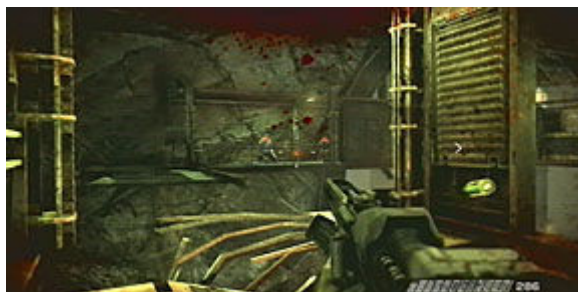
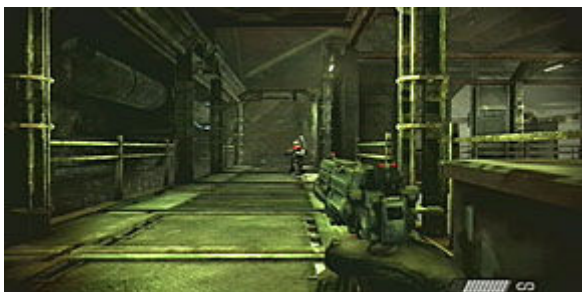


There's a bit of intel on the ground behind the storage container at the base of the stairs. Collect it when you've neutralized immediate threats and then start pushing toward the far end of the yard, watching out for a pair of RPG-armed 'Ghast on the tall stair way. Keep cover behind the shipping containers and it shouldn't be difficult to move in close enough for an easy shot on them.

INTEL

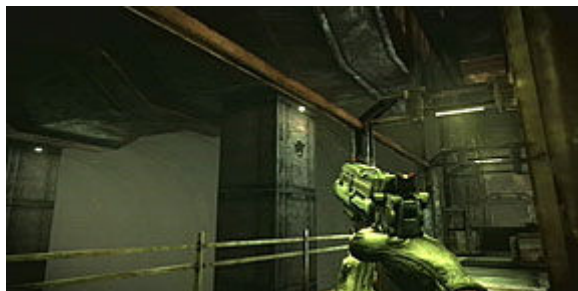


Ascend the stairs that the RPG jerks were on to reach a very high catwalk system. Walk forward to take on a few Helghast on the bit of catwalk that branches to the right and then take cover near that branch. There are more Helghast at the end of that branching path, along with a few baddies on a parallel catwalk across the way. If you take cover at the branch, you'll have good defense against both sets of enemies. Take out the guys on the parallel catwalk first, at which point you can push toward the RPGs on the right.



The path to the right ends and bends left to another enemy or two. After clearing the catwalks, look to the left. In the distance, on the side of one of the *massive* concrete pillars holding up the ceiling of the train yard is another emblem. Shoot it, then move to the end of the catwalk to end the stage.

EMBLEM

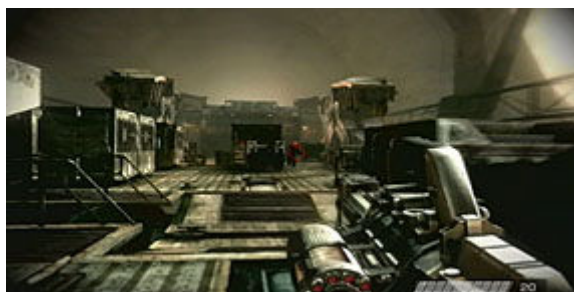
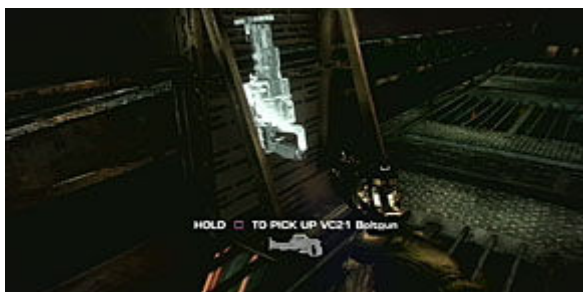


SULJEVA VILLAGE			THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS		
«	25	26	27	28	29	30	31	32	»		

## Tharsis Refinery

### S U L J E V A M I N E T R A I N

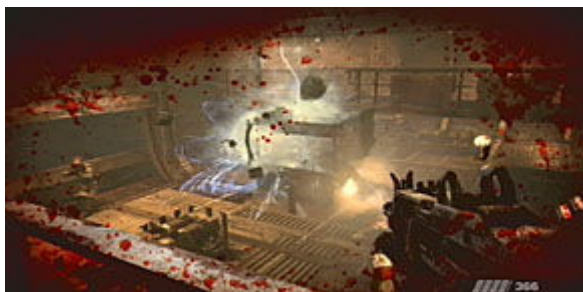
You've only got a pistol for now, but if you hug the left side of the train while moving toward the engine you'll find a Boltgun. Use it to drop the three Helghast just ahead (no strategy needed) and continue through either door ahead to enter the internals of the train. We suggest grabbing another gun from one of the dead Helghast on your way.



There's lots of ammo inside, and stairs on either side of the stash that lead to a catwalk. Go to the catwalk and move toward the front of the train, watching for Helghast below. Don't move forward too quickly 'cause you don't have much cover on the catwalk—you're a bit of a sitting duck—and you'll want to make sure no one gets behind you.

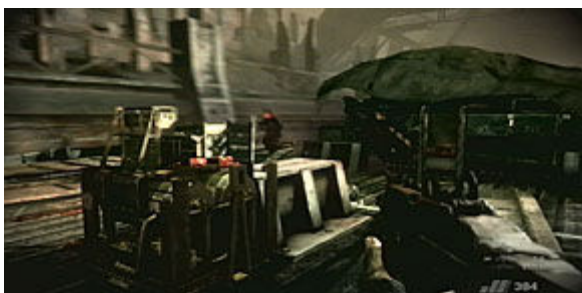


The catwalk leads to another room inside which are many, many 'Ghast. You can blow up the blue coil boxes in the center of the room to take out adjacent enemies. Move downstairs and find the door that exits to another open car. Press forward and hop into the active tank to man the turret, giving you an infinite spray of ammo with which to tear through the Helghast ahead.

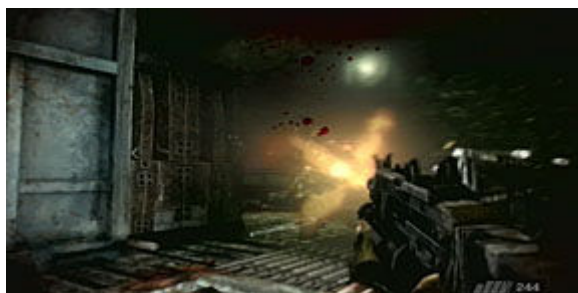
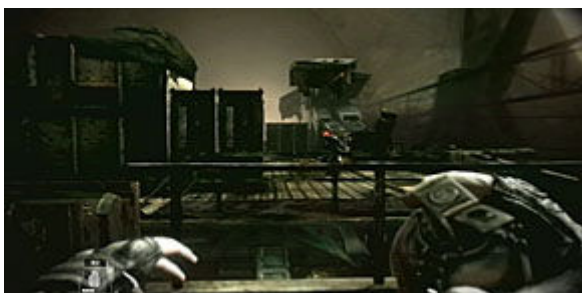


Leave the tank and continue toward the front of the train to clean up any stragglers. You'll cross the linkage of another car and, as you round the storage containers past it, find a Helghast tank supported by a bunch of soldiers.

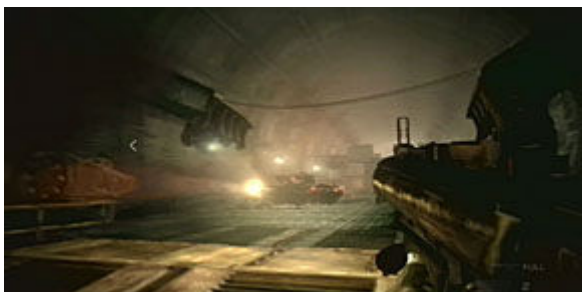




Immediately retreat, crossing back over the linkage and luring the soldiers toward you so that you can mow them down without worrying about taking fire from the tank. The guys will bunch up at times, making them ripe for grenade attacks, but note that grenades will roll back when they hit the ground since the train is moving forward so quickly. In order to make your grenades effective, you'll need to cook them until just before they blow.



When you've cleared the swarms of soldiers, rush back out to where the tank is. There's an RPG and some extra ammo for it propped up against a stack of boxes in front of the tank. Grab the RPG and unload on the tank. More soldiers will spawn from behind the tank and try to rush you. Try to take out the tank quickly and then turn your attention to the soldiers to finally take control of this car.



SULJEVA VILLAGE			THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS		
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Temporarily, at least. Push further forward and more Helghast will start popping out of the upper level of the train hull at the end of the car. Take cover behind a small box in the narrow space that leads to the hull and focus first on the Helghast that run toward you before bothering with the inaccurate RPG gunners on the upper walkways. Move the rest of the way through the train to reach the next area.

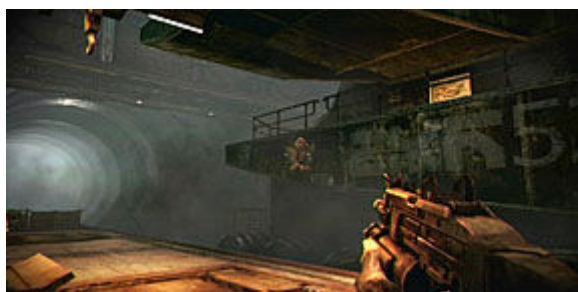




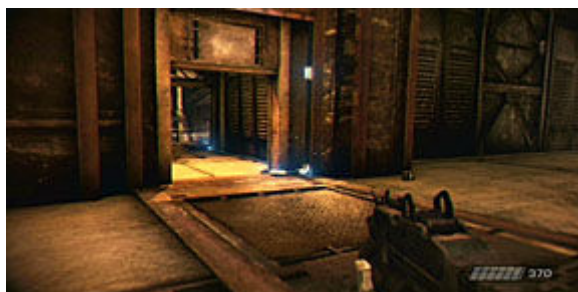
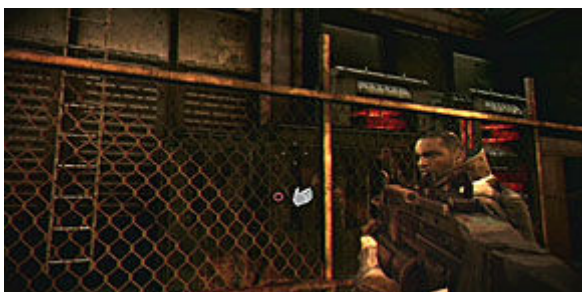
## T H A R S I S   S T A T I O N

After the cut scene, you're left overlooking a trio of Helghast ahead. There are some explosive canisters behind them and to the left (they're blue, not red). Shoot 'em to blow up the lot, and then look past them for an emblem mounted on the side of the train to the right.

EMBLEM

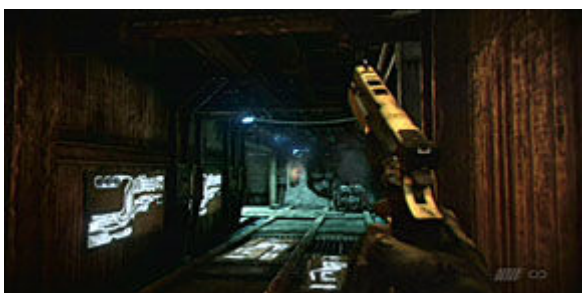


Rico is waiting for you near a fence so you can give him a boost. Give him a hand and he'll take off, leaving you to fight off the three more Helghast that've rolled onto the scene to your right. Take 'em, then look for an open doorway to a hall on the left and crouch under a steel beam to continue. You'll drop down to the next area.



## L O W E R   R E F I N E R Y   C O M P L E X

Watch for shocking spiders in the lower area. Just ahead, you'll have to look past the electrified hall and shoot the circuit box on the far wall in order to pass. Through the doorway to the left is a large open area with a few Helghast. You can get their attention from within the doorway and use the doorway as cover to peek out and snipe 'em dead.



There's a massive lift in the area but it's (probably) electrified by the errant electrical sparks nearby. Follow the blue-glowing electrical lines to a small box to the right of the large lift platform and shoot it to discharge the lift. You can now

press a button at the back of the lift to ride it down.



As you step out to the loading yard ahead, a cut scene introduces a new type of heavy enemy. Okay, so "new" may be a bit of a stretch, but he does have a different gun. As well, you won't be able to spin him around by simply shooting him in the face. Note the glowing containers being carted overhead. If you shoot one as it passes over the heavy, the container will drop and explode, stunning the heavy long enough for you to move behind him and destroy his backpack.



SULJEVA VILLAGE			THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS		
«	25	26	27	28	29	30	31	32	»		

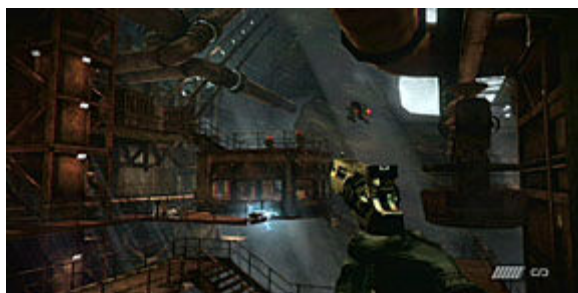
When you've killed the heavy, look for a ladder that'll bring you to a control box. Press the button to open a door in the yard below through which one Helghast busts through. Shoot him dead and look for a couple more enemies on the catwalks across from you before climbing down from your room. Just through the door you opened is another ladder that leads you to the next area.



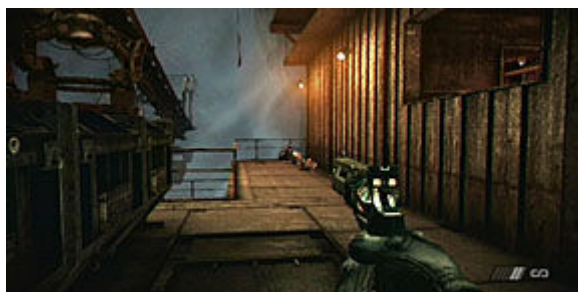
P R O C E S S I N G   C O M P L E X

Climb another ladder and you can hop into one of the large buckets move around the complex. Early in the bucket ride, you'll pass by a few Helghast that you can try to ignore, though they won't ignore you. We suggest engaging them as soon as possible as you'll have to fight them anyway. Shoot at 'em while you ride away and duck into the bucket for complete cover.





When Rico points out the electrical field just ahead, look at the field and then look to the left for the box you can blow up to discharge the path. Shooting the box also has the effect of dropping you out the bucket where you'll have to fight off any remaining Helghast behind you (we had just one).



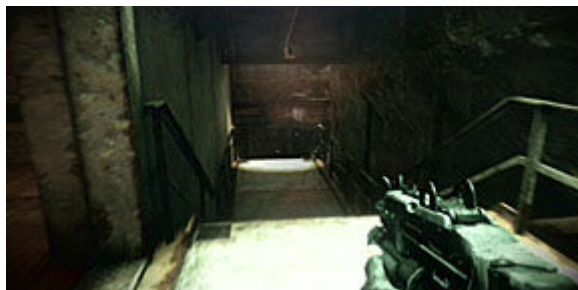
Again face toward the corner where the electrical field was just impeding your progress. Around the corner to the left, on the outside of the control room, is an emblem on the wall. On the other side of the control room is an entrance inside. Expect to run into a few Helghast just inside, which you can shoot up from outside the control room.

EMBLEM



Move inside the control room to grab the intel sitting on top of the cabinets near the windows. Move out to the next hall and follow the linear path to the next area.

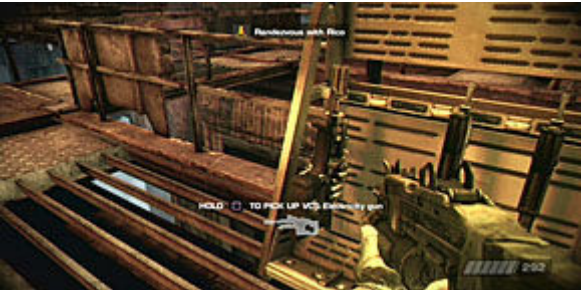
INTEL



## CROSS - FACILITY SHIPPING

You'll move out to a large shipping area as sentry bots begin to attack you in pairs. Don't bother trying to gun 'em down until you grab the VC5 Electricity Gun from the stash to the right. The gun has infinite ammo (though it does need to be reloaded every so often). Use it to drop the sentry bots and then quickly make your way around the metal walkways. If you stand around too long, enemies will respawn, though if you keep pressing forward you'll have to fight the pairs of

bots only once. A lift at the end of the room leads to another area.



SULJEVA VILLAGE			THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS		
«	25	26	27	28	29	30	31	32	»		

T R A N S P O R T A T I O N   C O N T R O L

You'll rejoin with Rico in a room just ahead. Look on a table to the left for a bit of intel before following Rico out of the room. He books it down a long catwalk before dropping down to yet another new area.



C E N T R A L   O B S E R V A T O R Y

After a quick cut scene, look to the right and at the top of a large steel structure for an emblem that's overlooking you and the crew. Now you've got to lead the crew up the spiraling path that moves you higher in the room. Expect plenty of Helghast and sentry bots on the way, but don't expect much challenge. If you've still got the electricity gun, you shouldn't have a problem tearing through the lot on your way to the top.



When you've cleared the room, look for an entrance to a control room and hit the switch inside. Natko follows up by hacking into a control box behind you, opening a doorway to exit the room. He'll have to unlock a second door before you can move out and climb some stairs to the next area.





## T H A R S I S   A E R I A L   L O C K

As you move outside, rush toward the ship that's flying off. A few Helghast will replace it on the ground level and you can zap 'em dead with the electricity gun. After that, Helghast will begin attack from the catwalks that surrounding the landing zone. Stand under the largest part of the platform for cover while you reload and peek out to zap the enemies dead until a cut scene interrupts.



You'll have to stall a bit while Natko hacks a door open for you. Move into the room and up some stairs to the com tower where you can expect a lone Helghast soldier. Kill him and then grab the sniper rifle that's propped against the wall. From here you can snipe the Helghast in the distance. Pick 'em off for a while and eventually an ISA ship will move in to drive off the rest of the enemies, letting you move downstairs to end the stage.

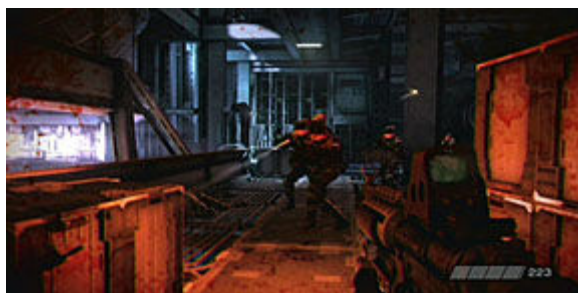


THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS			VISARI PALACE		
«	25	26	27	28	29	30	31	32	»		

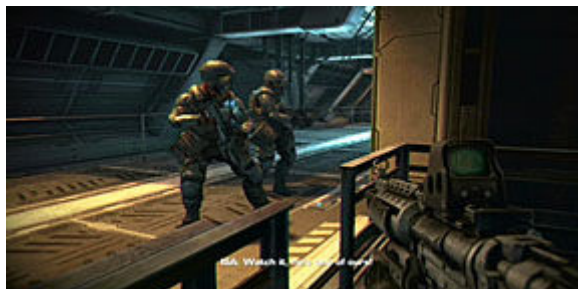
### The Cruiser

## L A N D I N G   B A Y

Move forward past Rico and hop on the elevator lift to ride it up a number of levels. When the lift stops, hop off and turn your focus to the left in order to intercept the swarm of Helghast that breach the ship. They'll filter onto the short bridge where they don't have much cover, so you shouldn't have trouble mowing them down.



After taking out the initial rush of enemies, look for a couple of smarter Helghast that took cover across the bridge. When the 'Ghast are dead, move across the short bridge to find another lift on your left. Ride it to the next area.



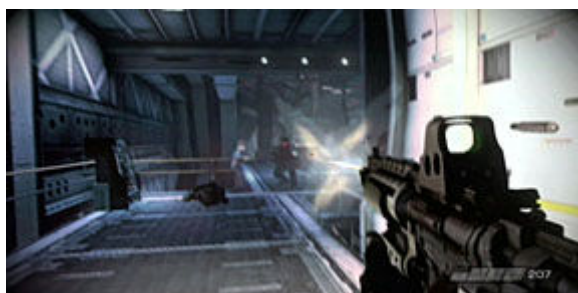
## B R I D G E

A couple of soldiers greet you at the top of the elevator and usher you into a hall for a quick cut scene at the bridge. When you're done talking, leave the hall and take one of two lifts upward to the next area. Both lifts go to the same place. Stock up on ammo before heading through the automatic doors to the power room.



## P O W E R   R O O M

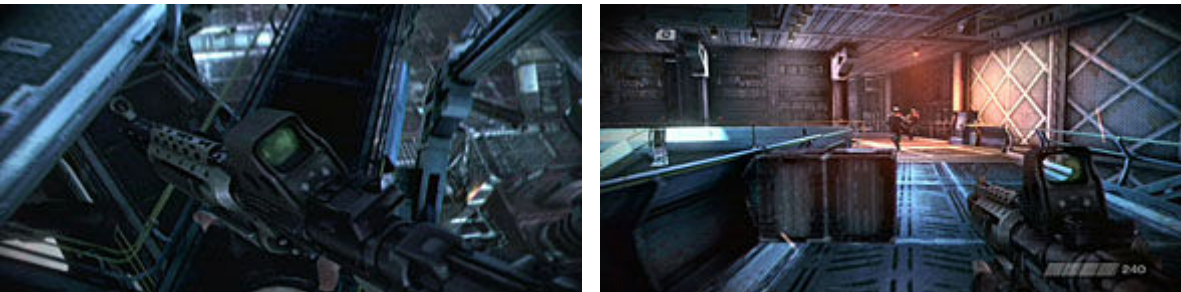
The power room comprises a massive open room crisscrossed with catwalks and bridges. As soon as you enter the room, hang a sharp left down a hall and watch for Helghast around the corner. If you don't take to one of the corners immediately after coming through the automatic doors, it's easy to get surrounded by Helghast as they swarm the upper catwalks.



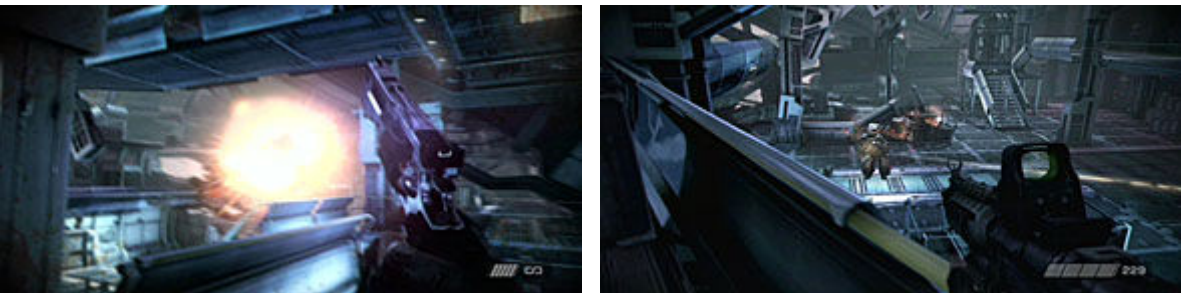
Be patient and hold off the Helghast from a corner where your back is protected. When you're sufficiently safe, move out from the corner to clean up anyone left and then jump over the railing to the catwalks directly below you. You *can* die



from the fall if you drop too far, but dropping one level at a time is perfectly safe. More enemies will appear on each level as you move down, though by jumping down levels instead of taking the stairs you will trigger fewer enemy spawns.



When you reach the last level of catwalks, one level above the ground floor, watch for sentry bots that start hovering around. You can take cover in a back corner of the power room to keep from getting attacked from the rear. When you've killed everyone on your level, turn your attention to the heavy and flame-throwing Helghast below.



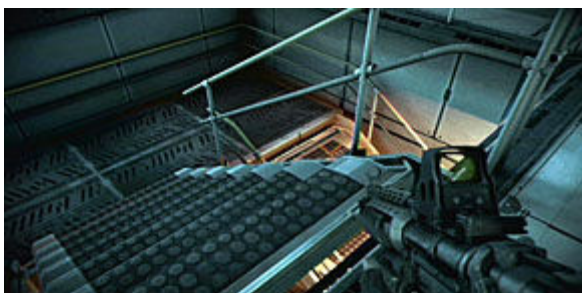
THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS			VISARI PALACE		
«	25	26	27	28	29	30	31	32	»		

To defeat the heavy requires nothing more than shooting the red sphere above his head to spin him around and then targeting his glowing backpack. You'll likely need a few rounds of shooting his pack before the heavy will explode, letting you clear the rest of the room before making your way to the ground level. Look for a door to the next area.



A I R T R A F F I C C O N T R O L

You'll need to go downstairs and through another room to reach the anti-air gun seat that's mounted near the wall of the ship. Once behind the controls of the massive gun, note the myriad red targets on the screen. Arrows point you toward targets and red diamonds highlight the enemy ships. For the distant enemies, you can easily tear through them with sustained bullet fire. The gun will overheat if you hold it too long, but the ammo is unlimited.



For enemies that get closer, you'll want to unload your missiles by tapping the melee attack button. Your missiles *are* limited, so only use them when a Helghast fighter gets so close that you can't accurately track them with your AA gun. Eventually, you'll be told that the gun is out of ammo, but the truth is that the sequence is simply over.



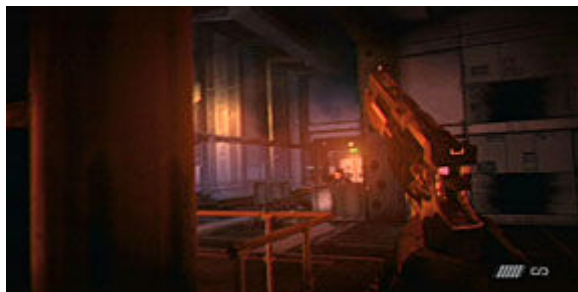
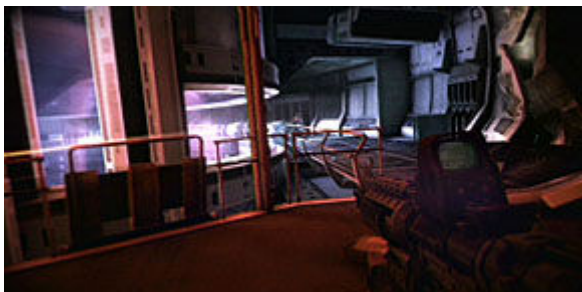
## C O R E   E L E V A T O R

Exit the AA gun and go through the open doorway behind you to regroup with Natko. Lead him down a few halls and eventually to a massive elevator platform that you can activate to ride down. You'll spot Helghast as you make the descent, but don't bother trying to shoot them. Just stick around for the ride and then hop off the platform when it makes its final stop at the bottom.



## E M E R G E N C Y   S T A I R W E L L   C

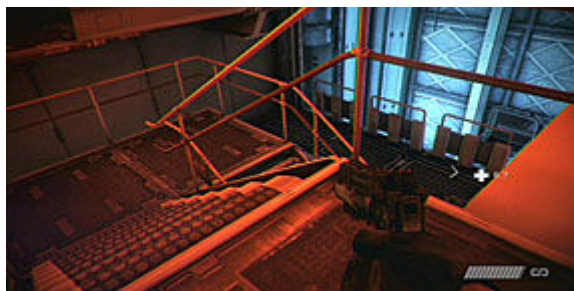
Watch for a Helghast on your left as you leave the platform. March down the circular hall and expect a few more enemies on the way. At the end of the hall, right in front of a doorway, the Helghast make an attempt to stop you. Throw a grenade into the group to blow 'em up.





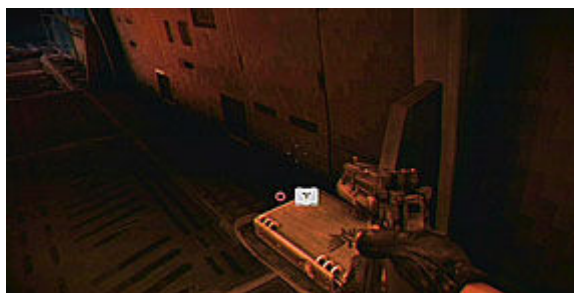
THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS			VISARI PALACE		
«	25	26	27	28	29	30	31	32	»		

Through the next door, you move to a balcony overlooking an area below. There are a few Helghast below which we suggest taking out from your high position before taking the stairs at the far end of the room to the lower level with the enemy corpses.



Move in to the next room and you'll immediately get shot at from the left. We suggest turning right to go up a set of stairs to a catwalk from which you get a better angle on the enemies. When the nearest baddies are dead, walk forward along the catwalk and look to the right for a bit of intel on the ground.

INTEL



There are more Helghast in the room around the corner, including a pair of them that are sharing the upper catwalk with you. Be patient in moving forward, using the wall to your right (same wall the intel was against) as cover while you clear the room. When you can, go to the end of the catwalk and head downstairs.

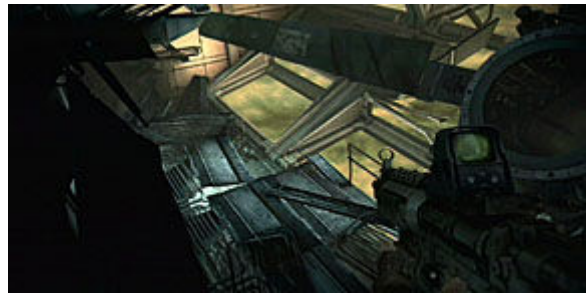
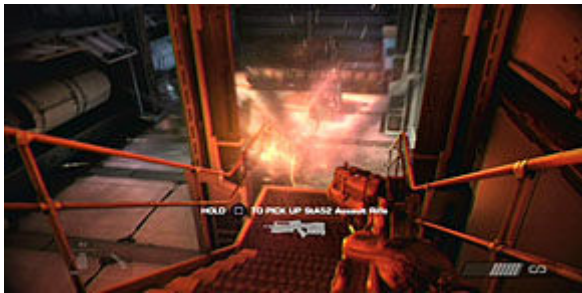


## L A U N C H   B A Y

You'll move under the floor panels of the previous room and end up behind some Helghast that are fighting ISA guys on the other side. Capitalize on the advantage and move around the corner to find a few more Helghast similarly distracted. You'll cross a couple of narrow metal bridges before reaching a room at the top of some stairs.



Look for a few Helghast at the base of the stairs that are packing flame throwers. Once past them, around the corner to the right are a couple more enemies on the other side of an open doorway. You'll soon end up on the walkway you started the game on, though it's suitably ruined by the Helghast assault. You'll have to drop through the broken railing to follow Natko to the end of the stage.



THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS			VISARI PALACE		
«	33	34	35	36	37	38	...	...	»		

## Maelstra Barrens

### C A R G O I M P A C T S I T E

Follow the crew across the empty plain until you hit a cut scene that leaves you in the driver seat of a dope EXO suit. You've got infinite ammo at your disposal, though you will need to reload the rockets after firing two of them. We suggest playing with the EXO's controls a bit before moving forward.



You'll run into a few groupings of Helghast as you press forward. The EXO suit's got an awesome zoom, so stand back and fire from afar. The second group of Helghast is backed by an APC which you can destroy for a Trophy (and massive lulz). More enemies around the corner to the left—target the RPGs first—and eventually a new area.



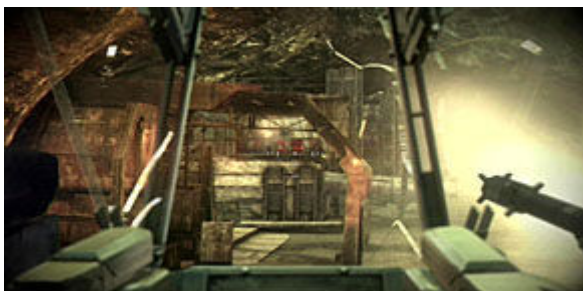


## I N D U S T R I A L   G H O S T   T O W N

You'll round a corner before reaching the ghost town, and we suggest using that corner as cover against the many RPGs taking cover in the tops of the buildings. Peek out and gun 'em down from a distance before moving in to clean up the town.

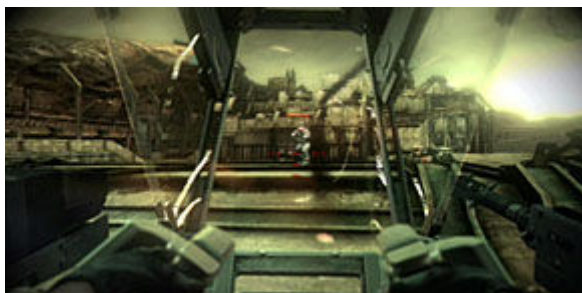


Plow through the town and the path makes a left around the corner, approaching more enemies. There are even more RPG gunners ahead, so stay back, stay patient. When you've cleared the building to the left, follow the path as it bends right and crests a hill. Over the hill is a bridge and two tanks, one to the left and one on the right. The tank on the right can be taken out quickly by blasting the bridge under its tracks. The other requires more precision shots to its hull.



## G R A V E   O F   T H E   N E W   S U N

As you approach the ruins of the New Sun ship, you'll need to take out a roving ISA vehicle that's packed with Helghast. Launch your best at it and make a clearing so that you can push closer to the ruins of the massive ship.



There are two tanks camping in front of the ruins of the New Sun, backed up by RPG support to the left. Take out the RPG gunners first and then focus your volleys on the two tanks. When both tanks are destroyed, the stage ends.



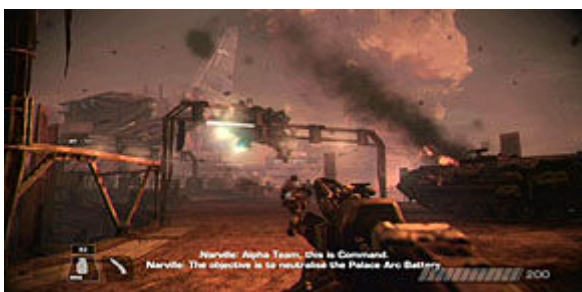
THARSIS REFINERY			THE CRUISER		MAELSTRA BARRENS			VISARI PALACE		
«	33	34	35	36	37	38			»	

## Visari Palace

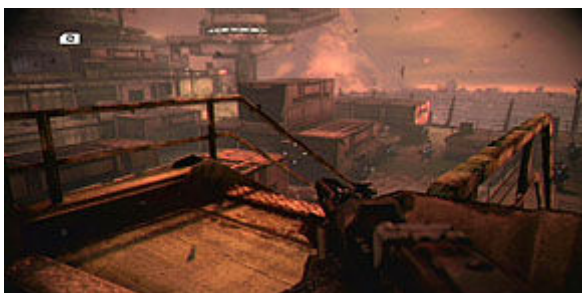
### L A Z A R H I G H W A Y

As you hop off the Intruder, run forward and past another landing Intruder. There's all kinds of action in the near distance, and a stairway on the right that leads down to it. Before jumping into the fray, look over the stairs, past a stack of shipping containers to the side of a distant tower. On the side of this distant tower is an emblem which you can shoot if you zoom in.

EMBLEM

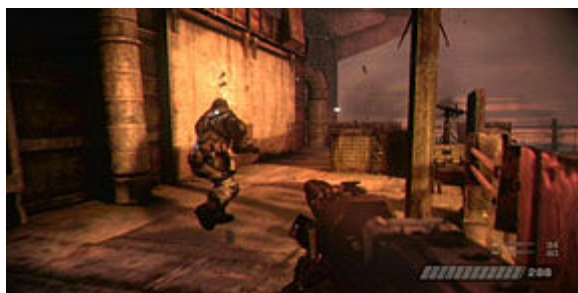
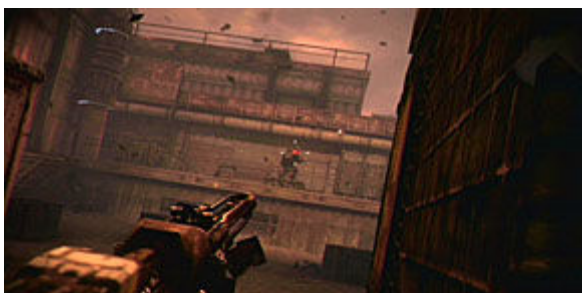


Go down the stairs and follow the platform to the far right where a second set of stairs will let you onto the ground level to begin your assault on the front of the Helghast compound. Take cover behind the first row of shipping container stacks and peek out from cover to chip away at the Helghast defenses. Focus especially on the two emplaced turrets, as taking them out will make it easier to clean out everyone else.



As you kill, push toward the front of the compound. When you finally reach the face of the building, look for an automatic doorway that leads you inside.



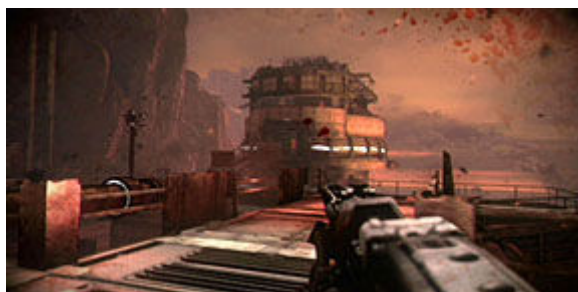


## O U T E R D E F E N S E S

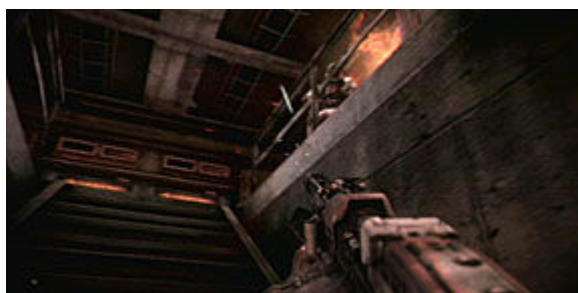
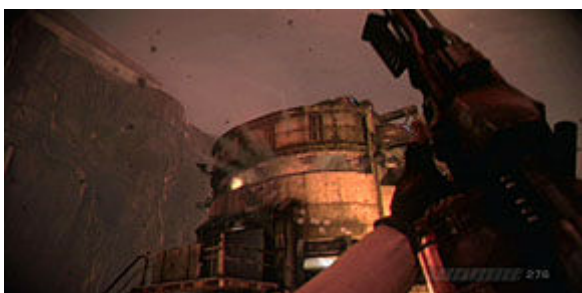
After passing through a couple of halls, you'll find a few Helghast gathered in a hall just before it leads outside. You can take out most of the enemies with a grenade in the center of the hall. When you've cleared them, a tank shows up outside the hall.



Look behind you for a weapons rack and grab the rocket launcher which has enough ammo to bring down the tank. Destroy the tank and then move outside the hall and up some stairs to your right. There are four towers around you that need to be blown up by setting D-Charges in them. Press UP on the D-PAD to move toward the first.

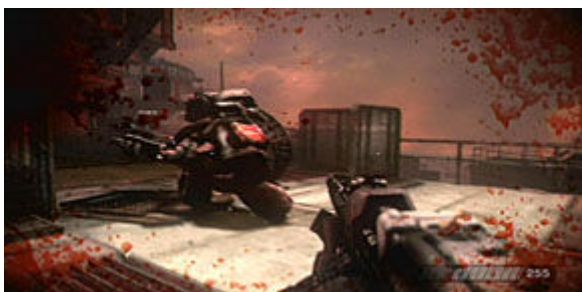


There are a couple of Helghast outside the first tower and even more inside. The guys outside aren't a problem, but you'll need to be careful as you infiltrate the tower. As you go up the stairs that lead into the tower, move slowly and try to line up your shots while still on the stairs. If you just run into the tower you'll take fire from too many baddies at once. When you've cleared the tower, look for a spot where you can plant the D-Charge and then leave the tower before blowing it up.



THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS			VISARI PALACE		
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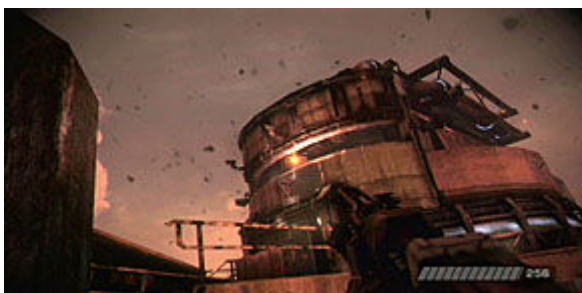
Blowing up the first tower triggers the spawning of a heavy Helghast on the upper platform of the outdoor area. As before, you'll need to shoot the red sphere over the heavy's head to spin him around, and then target his glowing backpack to blow him up. When you've killed the heavy, tap UP on the D-PAD to target the second tower. You'll have to go down some stairs and up another set to reach it.



As with the first tower, you'll need to look for Helghast outside this one and especially inside it. Creep your way inside to avoid getting surrounded by 'Ghast, find the spot for planting the D-Charge, set 'em up the bomb and then split before blowing up the second tower. Two down, two to go.



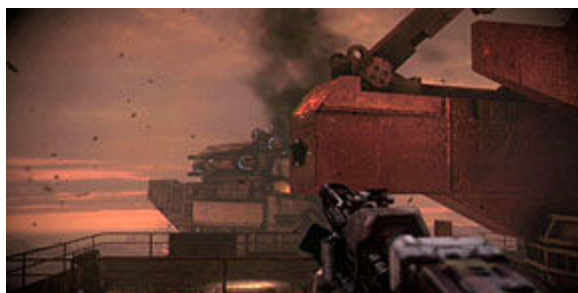
You'll again need to go down stairs and up another set in order to make it to the third tower. There's a mounted turret on the outside of this third tower which we suggest taking out before heading inside. After blowing the third tower, another heavy appears just outside it, so be prepared.



The fourth and final tower is very close to the third and taking it down is no different than blowing the others. Before blowing it up (but after infiltrating it and killing all enemies inside) look out the window of the tower to spot an emblem on the face of a bit jutting out from the main structure of the compound. Shoot it and then leave the tower to blow it up.

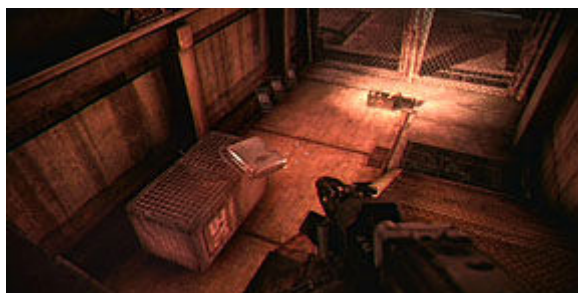
EMBLEM





From the base of the tower, turn right and look for a stairway that leads down to a small storage room with a bit of intel and some ammo. Go back up the stairs and follow the rest of the crew back across the compound, expecting lots of Helghast to have repopulated some areas you've already cleared. At the far end of the compound is an elevator lift to the next area.

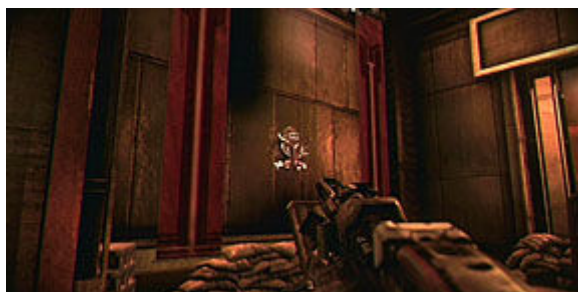
INTEL



## I N N E R C O U R T Y A R D

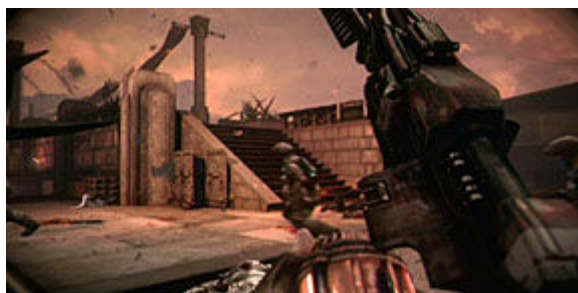
Step out of the lift and run across the outdoor walkway, ignoring the ATACs that are firing at you. The path quickly funnels you into a building. Look on the left wall for an emblem.

EMBLEM

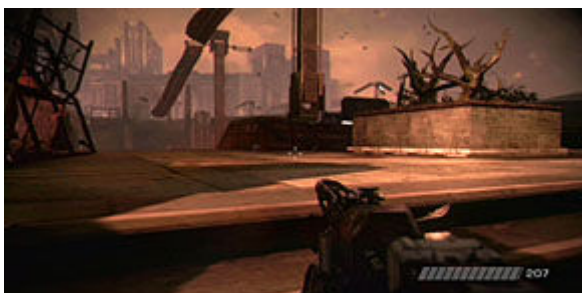


THARSIS REFINERY		THE CRUISER			MAELSTRA BARRENS		VISARI PALACE		
«	33	34	35	36	37	38			»

Opposite the emblem is a large doorway that opens out to a massive courtyard. Stay at the top of the stairs and pick off the nearest Helghast below. Most of them are armed with flame throwers so they won't be able to reach you from your position. When you've cleared everyone you can target from this spot, go down the stairs and look to one of the elevated areas on either side of the courtyard. One's on the left, one's on the right. We went for the one on the right.



These elevated areas are defended by Helghast, so don't just rush up the stairs. You'll need to peek over the tops of the stairs to pick off the enemies at the top. Try to always keep some bit of cover on your left side (or your right side if you decided to take the elevated area to the left instead). Helghast further down the courtyard will fire on you while you slaughter the nearest foes, but if you keep cover on your left you should be pretty safe.



When you've completely taken the elevated area, make a clearing through the endlessly spawning enemies below so that you can run forward to take cover at the base of the tall wall. There's another set of stairs that leads to the top of the wall, but going up there is suicide. Instead, run left across the courtyard, past the base of the stairs, and drop off of a short lip to turn right down an alley.



There's a bit of cover against the wall to the right behind which you can clear out the flame throwers beyond. When you've got a clearing, step out from around the cover and look for an alley to the left. The alley continues straight as well as branches right. Take the right branch.



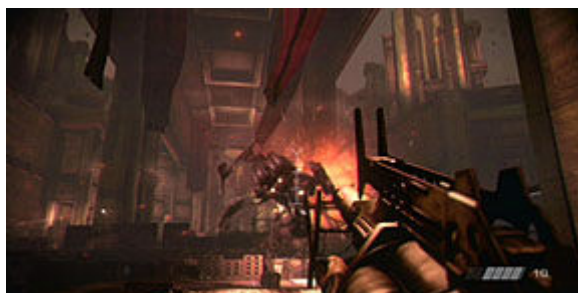
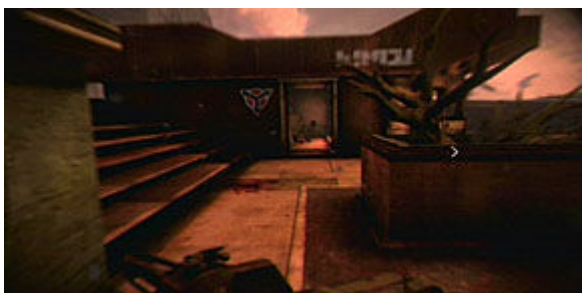
You'll go up some stairs and can expect plenty of Helghast at the top, so emerge carefully. When you're clear, emerge from the stairs and step inside a bunker on the left inside which is one Helghast and a bit of intel at the back of the room.





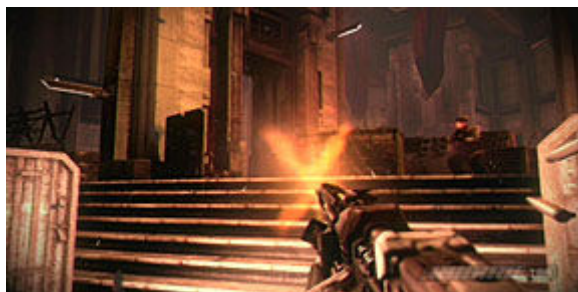


Directly across from this bunker is another bunker on the opposite side of the courtyard. Quickly run to it and grab the grenade launcher off of the ground. Leave the bunker to continue pressing toward the palace and you'll almost immediately be greeted by a hovering ATAC. Nail it with a handful of grenades to take it down, then drop the grenade launcher in favor of a better all-purpose gun (we suggest the StA3 LMG).



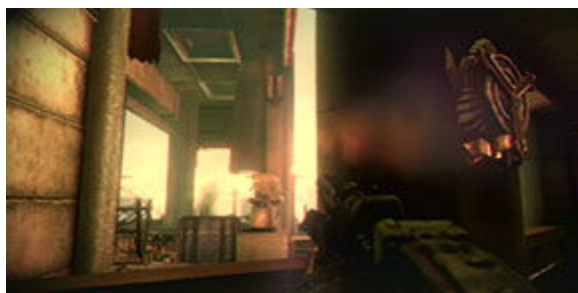
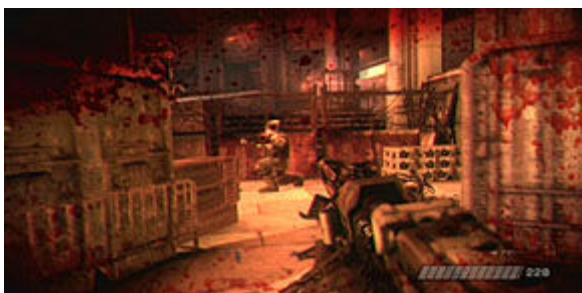
THARSIS REFINERY			THE CRUISER			MAELSTRA BARRENS			VISARI PALACE	
«	33	34	35	36	37	38			»	

This last stretch of the courtyard is by far the mostly strongly defended. Enemies respawn endlessly, so there's no point in trying to hang back and kill everyone before moving forward. Instead, focus on clearing a temporary path that'll let you progress closer to the palace. As you reach cover that's closer to the palace doors, enemies will be sort of pushed back and will stop spawning further from the entrance.



Take special care to target the turret gunners as you get close enough to them, and try to stay on the far sides of the courtyard—left or right—so that your back is always against a wall instead of facing more enemies. You want to keep a full stock of grenades and ammo for after the courtyard firefight, but there's plenty of ammo that you can gather after the fact. Unload at will to make your way to the palace. Before stepping inside the palace, move into the empty turret gunner's arcade to the left of the palace entrance. In the back corner is the final emblem.

EMBLEM

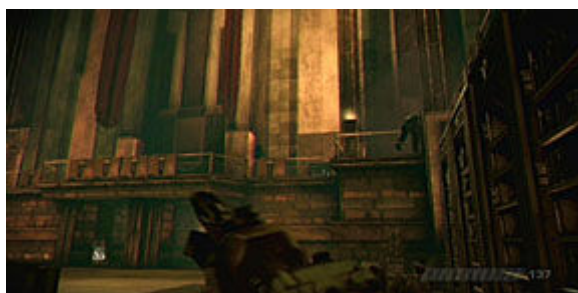
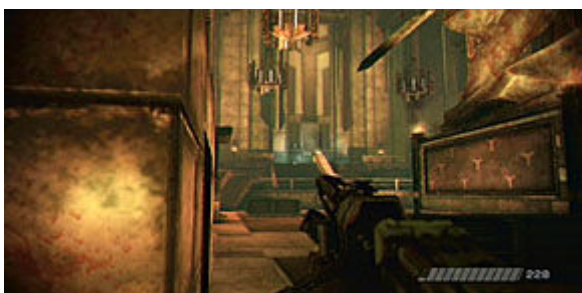


## A U T A R C H ' S   S A N C T U M

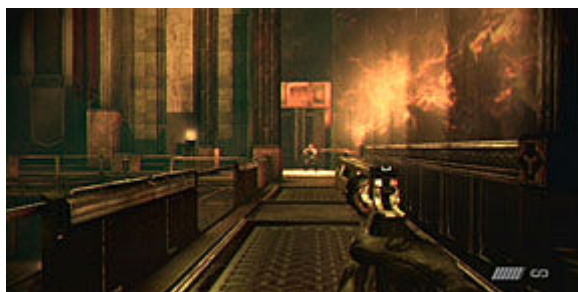
Once you've infiltrated the palace, you'll have a quiet run through the first foyer and into the main sanctum with a massive statue in the center. Walk across the room until you trigger a cut scene that leaves you to defend yourself against Radek's men. For now, you're trapped on the lower floor so find some cover near the entrance to the sanctum and drop the enemies that spawn around you.



Radek will warp around invisibly on the level above you, but you can't kill him yet. If you start taking fire from an invisible source, it's likely Radek. And while you can't kill Radek yet, you can shoot him to interrupt his spray. Listen for the tell-tale sound of doors opening—*cha-chink, cha-chink, cha-chink*—that'll let you know that more enemies are about to enter the room. Look all around you to make sure you don't get flanked, as some enemies will spawn on the balcony *behind* you and rappel down to the ground floor.



Eventually, the Helghast will get desperate enough that they open the gates at the base of the stairways on either side of the sanctum. Make your way upstairs and kill the flame throwers at the back of the balconies to take care of an objective. Move to the top of the stairs on the *right* side of the sanctum—*right* assuming you're facing the end of the massive room where Radek and his cronies originally came from.



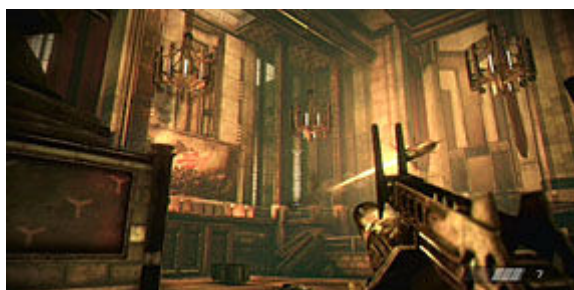
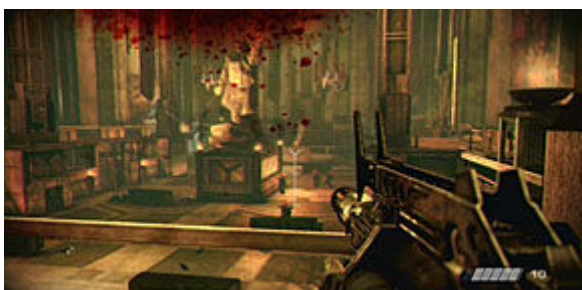


THARSIS REFINERY		THE CRUISER		MAELSTRA BARRENS		VISARI PALACE		
«	33	34	35	36	37	38	»	»

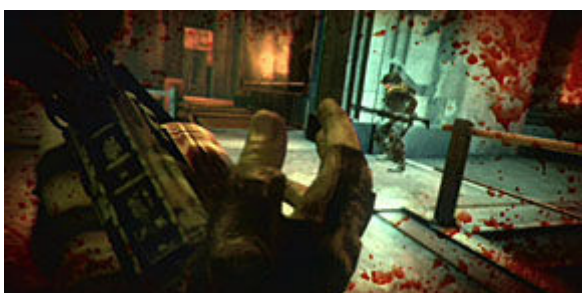
From the top of the stairs, you can peek out between the barred gates to pick off the enemies in the main area of the sanctum. Hold your ground and watch the stairs as a few Helghast will file up the stairs after you. Listen carefully while you're standing up here, as eventually a bunch of RPG gunners will spawn at the front of the room.



There's lots of ammo at the back of the upper balcony, including a grenade launcher with loads of shots you can stock up on. The grenade launcher is especially effective against the enemies just as they respawn at the front of the room. Launch a few rounds just under their feet to try and take out a number of baddies at once. Against the RPG gunners in the far corners of the room, you can lob grenades at 'em. Alternatively, a sniper rifle is effective if you stand mid-way up the stairs on the right side where the bars will protect you from RPGs while letting through your sniper shots.



And then finally, Radec alone is left and he'll take to finishing you off. Radec warps around, usually stopping only momentarily before warping again. Eventually, Radec will stop and launch one of two possible attacks. If Radec stops far away, he'll hold his ground and unload a steady stream of ammo. Take cover and peek out to deliver a few shots to his dome, or you can try to toss a grenade quickly enough so that it'll detonate before he abandons his post.



If Radec stops near you, he'll usually charge at you with his knife swinging to and fro. Watch for the blue light to signal Radec's incoming direction and backpedal away from him while drilling with gun fire. He'll usually warp around to change directions multiple times per knife attack, so be ready to swing around to match the direction of his flickering blue light.



When Radec is near death, he'll take up a permanent spot at the far end of the sanctum. Snipe him, throw a grenade at him, do whatever it takes to finish him off. When Radec's dead, you can move through the next couple of halls to complete the mission.





## Killzone 2 Secrets

Throughout the game, there are 20 pieces of intel to collect and 32 emblems to shoot. Finding all of them ain't easy, so here's a check list of both their order and the maps in which they appear.

### Corinth River

EMBLEM	Stahl Arms Warehouse
INTEL	Verdran Overlook East
EMBLEM	Storm Drain 11-34C
EMBLEM	Storm Drain 11-34C
INTEL	Verdran Overlook West

### Blood Meridian

EMBLEM	Landing Zone 33
INTEL	Landing Zone 33
EMBLEM	Dakurol Alley
EMBLEM	Wollan's View
EMBLEM	Verudan Alley
INTEL	Verudan Alley
INTEL	Cableway Heights
EMBLEM	Cableway Heights

### Visari Square

EMBLEM	Prefect's Office
EMBLEM	Prefect's Office
INTEL	Malik Back Alleys
EMBLEM	Malik Back Alleys
EMBLEM	Ostoja End
EMBLEM	Union Storage Yard
INTEL	Union Storage Yard

Salamun District	
EMBLEM	Canal Bank
INTEL	Dushan Tower Courtyard
INTEL	Dushan Loading Bay
EMBLEM	Dushan Loading Bay
EMBLEM	Corinth Shanties
EMBLEM	Substation Strongpoint
INTEL	Substation Strongpoint
Salamun Bridge	
EMBLEM	Bridge West
EMBLEM	Radec Academy
INTEL	Radec Academy
EMBLEM	Radec Academy
INTEL	Radec Academy
Suljeva Village	
EMBLEM	Badlands
INTEL	Badlands
EMBLEM	Suljeva North
INTEL	Suljeva North
EMBLEM	Maintenance Office
EMBLEM	Vojislav Mining Facility
INTEL	Waystation 14
EMBLEM	Waystation 14



Tharsis Refinery	
EMBLEM	Tharsis Station
EMBLEM	Processing Complex
INTEL	Processing Complex
INTEL	Transportation Control
EMBLEM	Central Observatory
The Cruiser	
INTEL	Emergency Stairwell C
Visari Palace	
EMBLEM	Lazar Highway
EMBLEM	Outer Defenses
INTEL	Outer Defenses
EMBLEM	Inner Courtyard
INTEL	Inner Courtyard
EMBLEM	Inner Courtyard