



## Introduction

Resistance 2 presents an alternate reality in which an ancient race, the Chimera, have been resurrected, and they aren't happy to discover that the planet's got a pesky human infestation. In this reality's 1953, humanity is fighting a battle against the greatest threat ever encountered, and we're losing.

The good news is that as Chimeran virus-infected supersoldier Lieutenant Nathan Hale, you've got what it takes to take on the not-so-alien threat. You'll brush off bullets, zombie scrapes and acidic bug puke, but the Chimera have numbers on their side. They never stop coming, and you'll soon realize that you're only one man—in fact, as the virus begins to turn you into a Hybrid, you'll find you're even less than that. There's no reason to go it alone, though. Let IGN Guides be your backup. We'll give you some cover fire so you can cut through the Chimeran horde and save the world—or what's left of it.

- **BASICS** // So you want to be a supersoldier? Here are some things you should know.
- **WEAPONS** // The implements of Chimeran destruction, detailed.
- **ENEMIES** // Here's what you'll be dealing with. Beware: they're ugly.
- **WALKTHROUGH** // A step-by-step guide to saving humanity, including the locations of all 20 hidden Intel Documents.
- **TROPHIES** // Make sure your accomplishments won't go unrecognized.

**Guide by:** Samuel Claiborn

The graphic is a promotional box for IGN Insider Extras. At the top, it features the IGN logo and the text "IGN INSIDER EXTRAS" in a bold, blue font. Below this is a small image of a white wooden cabin in a dark, forested area, with a handgun visible in the foreground. Underneath the image, the text reads "IGN Insiders get exclusive access to extra guide features:" followed by three bullet points: "Downloadable PDF guides for offline viewing and printing.", "PSP-formatted guides for instant access, anywhere.", and "Video tips and strategy for added gameplay assistance." At the bottom right of the box is a red button with the text "JOIN TODAY" in white.

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## Resistance 2 Basics

### Health

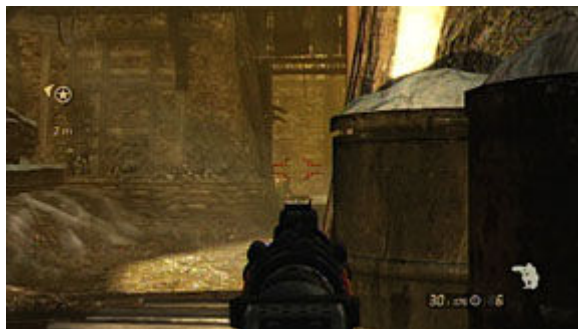
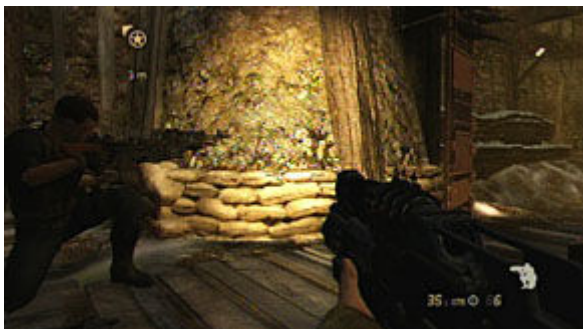
So what's the advantage of being a supersoldier infused with Chimeran DNA? Well, regenerative health, of course. If you get hit, you'll hear a thumping heartbeat, and your screen will become bathed in crimson. The red mist will close in as you take damage. To regenerate, you'll need to find cover.



This can be difficult with Auger fire since it can burrow through any material. Thus, to regenerate health, sometimes you need to just be quick on your feet and stay moving.

### Cover

While in third-person shooters your character may stick to walls for cover, able to peek around to fire, this doesn't work so well in FPS titles like Resistance 2.



Hence, when we talk about getting to cover, we mean you should simply put something between you and the flying bullets. Walls and sandbags work; cars often don't: they blow up when shot.

### Ammo

Although conserving ammo is generally good advice, there's almost always a useful weapon to be found in Resistance 2. Guns are strewn about the most unlikely places in Resistance 2 and can always be found near fallen enemies.



Don't hold on to weapons you like if they are extremely low on ammo, ditch them for something else temporarily—you'll find another Auger soon enough. Since you'll be toting two at once, you should try to save a long-distance weapon for sniping, like a Marksman or Fareye. You can read up on all the guns and grenades at your disposal in our Weapons section.

### NPCs

Often you'll be fighting along fellow soldiers. Your squad of Sentinels is special: they won't every die. Their fire seems to be weaker than yours, so they'll take longer to eliminate threats. Nevertheless, you can often take a break while they do the work.



On the other hand, your average Joe the Soldier often accompanies you as well, and he's much more vulnerable. In fact, it's almost impossible to keep these guys alive in a fire fight with Chimera. No wonder we're losing the war!

### Intel Documents

Strewn about the battlefields of the United States are silver briefcases containing intelligence documents and personal letters that tell the back story of the war with the Chimera.



Collecting these isn't essential to your missions, but you'll be rewarded with some neat info and a Trophy to boot. We detail the locations of all 20 Intel Documents in the game in our Walkthrough.



## Resistance 2 Weapons

### He .44 Magnum

The High Explosive .44 Magnum fires armor-piercing rounds useful for close-quarter combat scenarios. It is the only weapon in the SRPA arsenal certified for use with glycerin rounds. Each slug carries a small, explosive charge that can be remote-detonated from a switch near the trigger guard.

To fire, press R1. To detonate a round inside an enemy, press R2.



### M5A2 Folsome Carbine

In December of 1951, SRPA adopted the M5A2 Folsom Carbine as the standard-issue weapon for its Sentinel program. The carbine is the most dependable on the market, firing .303 rounds with an underslung M200 40 mm high-velocity grenade launcher.

Press and hold R1 to fire primary rounds. To fire an explosive grenade, press R2.



### Bullseye Mark II

This upgraded Chimeran battle rifle fires high-velocity ion bursts which perforate victims. While not accurate at great distances, a secondary modification allows the user to deploy a "homing tag" which attracts every subsequent shot.

Press R1 to fire ion bursts. To deploy a homing tag, press R2.

The weapon is also capable of setting explosive "traps" which have small - but lethal - blast radiuses. To set a trap, deploy a homing tag by pressing and holding the secondary fire. Once the tag is established on a surface, press R1 to bait the trap.

To shift its position, tap R2. To detonate the trap, press and hold R1





### XR-13 Bellock Semi-Automatic

The Bellock was initially designed by Captain Ronald Murray of the New York State Police during the spire attack of August 1951. Though the area was doomed to become the country's first gray territory, the weapon survived as an effective tool against Spinner infestation. Each round contains a napalm charge that ignites on contact, setting fire to anything in its blast radius. A secondary mode fires a self-detonating canister of pressurized explosives.

To fire primary rounds, press R1. To fire a napalm canister, press R2.



### L23 Fareye

The weapon of choice for elite sniper teams worldwide, the L23 chambers a .303 Mk 10 round with a muzzle velocity of 3400 feet per second. Once used exclusively by the British Royal Marines, the United States Military recently acquired its specs thanks to an intelligence sharing program spearheaded by President McCullen in 1952.

Press L1 to use the scope. Up and down on the D-pad adjust the magnification. Press and hold R2 to trigger Focus Mode. This activates a special attachment designed to accelerate neural activity with tailored electromagnetic pulses. This frequently creates the perception among snipers that time has slowed while in Focus Mode. To fire, press R1.



### L210 Laark

The L210 LAARK (Light Anti-Armor Rocket) has been significantly improved since its design was acquired by SRPA Research and Development in 1951. Increased range and accuracy has made it a formidable weapon against Stalkers, Goliaths, and other heavy vehicles. A special modification fires dozens of explosive shredders capable of reaching fortified areas.

Press R1 to fire a rocket. To deploy shredders, press R2.



### Auger Mark II

This Chimeran assault rifle fires heavy blasts of radiation capable of tunneling through solid matter. The Mark II upgrade employs the use of a transparent particle visor which reveals the thermal signature of any hostile entity, creating the illusion of seeing through walls.

An added benefit to the Auger is its unmatched shield technology, which can temporarily resist and type of munition known to man.

To fire radiation sabots, press R1. To deploy a force barrier, press R2.



### MP-47 Pulse Cannon

Originally designed by Dr. Howard Nash at Station Genesis, the weapon was engineered as a means of splitting rock with powerful beams of ion energy. During its first live trial, a miscalculation on Nash's part caused a massive blast that injured 36 military contractors. The cannon was repurposed as an offensive weapon and green lit for active use in 1953.

The MP-47 fires a focused, long-distance energy beam with unparalleled stopping power. The secondary mode fires a powerful, short-range concussive blast capable of shredding most biological enemies.

To fire the energy beam, press R1. To fire the concussion blast, press R2.



### Rossmore 238

Designed and engineered by allied forces in Britain, the Rossmore 238 Combat Shotgun is adept at close-quarter warfare. This pump-action assault weapon fires 12 gauge slugs at extremely high velocities, perforating anyone - or anything - within range.

Press R1 for single shot, or R2 for a deadlier double-barrel fire.



### V7 Splicer

In October of 1951, SRPA engineers at Ft. McCabe began tweaking the portable saws used in conversion center rescue operations to fire blades at high velocity. After a highly destructive competition resulting in the loss of an army jeep, General Murray refrained from court-martialing the participants and put them to work on a military application for the tool. Nine months later, the first Splicer received a green light for active use.

The V7 Splicer uses an electro-magnetic propulsion system to fire razor-sharp blades at extremely high velocities, slicing through anything unfortunate enough to be on the receiving end. Its secondary mode locks the spinning blade in the chamber, building momentum for a supercharged attack while acting as a deadly melee weapon.

To fire the blade, press R1. To slice through an enemy, press and hold R2. To release a supercharged blade, build up speed by holding down R2, and tap R1 to release.



### Marksman

This Chimeran sniper rifle was first recovered by Specter Team Corporal Marshall Webb in Kirkwall, Scotland, and modified for human use by SRPA Research and Development. It fires multiples ion bursts across great distances, and has a significantly higher rate of fire than any human sniper rifle to date.

The Marksman also utilizes a secondary mode which disperses a small, autonomous drone that electrifies nearby enemies.

Press L1 to use the scope. To fire, press R1. To deploy a drone, press R2.



### HVAP Wraith

The HVAP (High Velocity, Armor Piercing) Wraith fires 1200 rounds per minute, and is the deadliest of all hand-held weaponry. It also boasts the first successful infusion of human and Chimeran tech, deploying a force barrier capable of stopping any type of munition.

The weapon's secondary mode increases the weapon's accuracy, however this feature forces the user to remain stationary while firing.

To fire the Wraith, press and hold R1. To concentrate fire, press L1. Press R2 to toggle a force barrier on and off.





### XR-42 Phoenix

Recovered from a conversion center in Shanghai, China, the Phoenix is widely considered to be the most significant find in the Specter arsenal. Its ability to regenerate human tissue on a cellular level has made it a mandatory apparatus across all SRPA field teams, although technicians admit they know very little about how it works.

Press R1 to deplete the energy field of any non-human. To convert the stored energy into a healing energy, press R2.

(This weapon is available in Cooperative Mode only)



### Frag Grenade

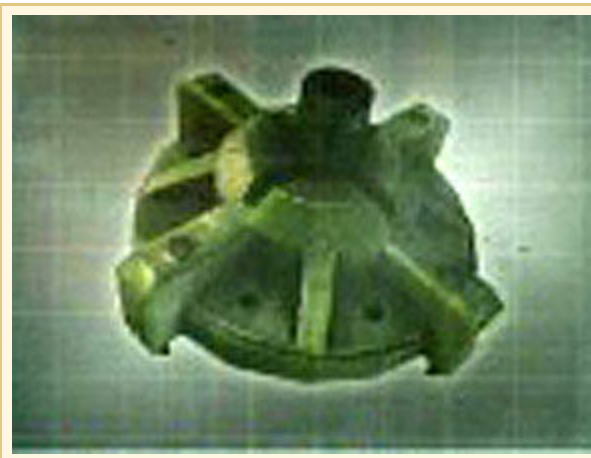
The No. 60 fragmentation grenade is the standard issue anti-personnel munition used by Sentinel teams, primarily due to its light weight and increased blast radius. A dual-plated shell allows the grenade to bounce off of hard surfaces without misfiring, thus making it one of the most dependable explosives in the U.S. military.



### Air Fuel Grenade

The No. 60 Air-Fuel Grenade has been issued for combating Chimera in tight spaces commonly found in urban conflicts. The grenade will adhere to almost any surface, biological or otherwise, and deploy a cloud of flammable vapor. Once released, the cloud is ignited, creating a massive explosion.

The resulting heat and pressure wave will cause vast injuries to anything caught within the blast radius. With their reliance on external cooling systems, Chimera are especially susceptible.



### Hedgehog Grenade

The Hedgehog Grenade is a Chimeran anti-personnel munition. Thrown like an ordinary hand grenade, it springs up upon landing and expands into a spiny cluster. At its "kill height," the Hedgehog fires spines in all directions with enough force to pin targets against nearby walls. The effect is especially deadly in confined quarters.



### Spider

Each grenade contains an air-tight vial of concentrated necrotoxin harvested from the salivary glands of Marauders. Once the substance hits oxygen, it catches fire and propagates at an alarming rate, causing severe tissue damage to anyone who comes in contact with it. The toxin's only drawback is its lifespan; fire consumes it after short periods of time.



### XR-87 Proximity Mine

This MIL-SPEC incendiary device contains a tremor-sensitive mercury switch that picks up seismic activity within a fixed area. Even the lightest footstep is enough to set off the device, making it SRPA's most dangerous proximity explosive to date.

(This weapon is available in Cooperative Mode only)



## Resistance 2 Enemies

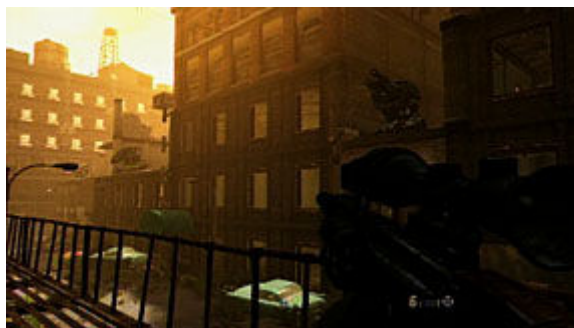
«	Drones	Chimera	Bosses	»
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### Attack Drone



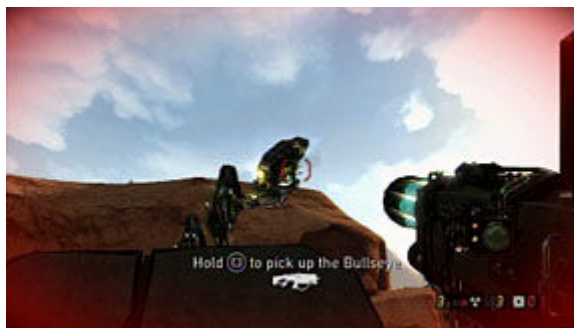
These drones are Hunter Drones protected by a blue shield. They fire missile volleys and beams of energy, making them both lethal and resilient. The best offense against these is a Bullseye Mark II—just tag one with the R2 function of the Mark II and fire away. The shield will be depleted quickly. Other weapons deplete the shielding as well, such as LAARK rockets, and if you can shoot past the shielding, the drone will go down.

### Hellfire Turret



These automated turrets must be shut off manually. You must find a way behind them to do so. Their beams are near-lethal.

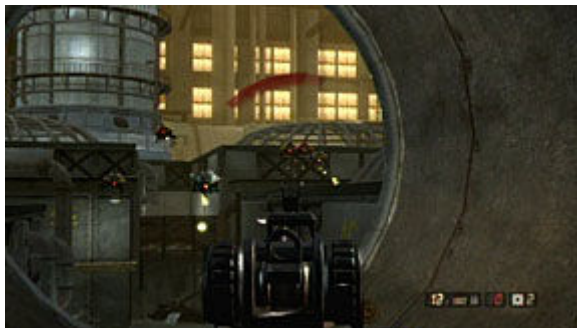
### Hunter Drone





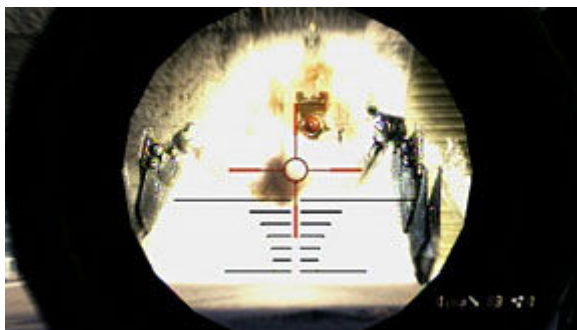
This is a large, unshielded drone. It fires missile volleys and energy beams. While it has a powerful arsenal, it goes down easily under a steady stream of firepower from a Bullseye or Carbine.

### Patrol Drone

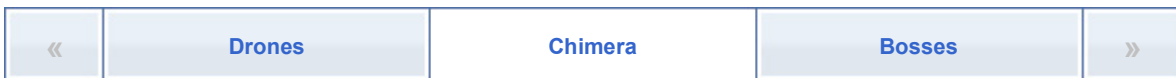


These drones are weak but appear in swarms. Use an automatic rifle on them—a Bullseye or Carbine will do—they don't take more than one hit to destroy, but they are small, moving targets.

### Stalker



Stalkers are the largest drones. They walk upright on four legs and have very powerful, but slow, energy beams. They can be killed with several LAARK volleys, and are most vulnerable in the glowing area on their rear.



### Chameleon



Chameleons are all but invisible, but only take a few bullets to kill. One shot from a shotgun or Auger will bring them

down as well. They make a trademark clumping sound with their feet as they approach. You'll spot their shimmery presence just after hearing them. If you let them get too close, they'll kill you in one hit. You can try to melee them, but it's not the best idea.

### Elite Chimera

These Chimera carry Bullseye Mark II weapons—the ones that fire blue shots—and are slightly heavier-set than your average Hybrid. They can be taken down with any weapon in the game—of course sniper fire (Marksman, Fareye) to the head will bring them down in one hit.

### Furies



Water in Resistance II is mostly lethal after about knee height if these Chimera are patrolling. You'll have a few seconds to avoid them if you hop in, but then it's curtains.

### Grim 2380 768



The zombie-like Chimera burst out of the large pods strewn about urban areas. They run to melee attack with their claws and appear in large groups. A Rossmore shotgun can help reduce their numbers quickly. If you are shooting with a rifle, aim high. Melee them if they get too close.

## Hybrid



Hybrids are your average Chimera grunt soldier, equipped with a Bullseye and a knack for hitting you where you're hiding. The Hybrids are ubiquitous and especially deadly in great numbers. They'll flank you, they'll run up to melee you, and they'll fall in one hit to their ugly head from a Fareye or Marksman.

## Leaper

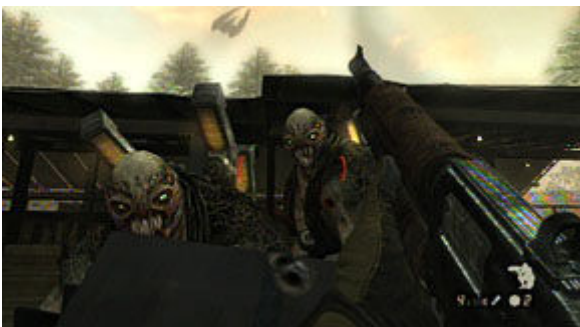


These creatures will not only hit you with nasty spit, but gather around you for cheap claw swipes. Keep them at a distance at all costs with a Carbine, Bullseye, Wraith or Rossmore shotgun.

## Leech

Variations on the zombie-like Grims, these guys detonate when fired on—or when they get nice and comfy with their enemy. Shoot them from afar and hope they do some splash damage to their pals.

## Ravager





Ravagers are not only the ugliest of the Chimera, but some of the largest—they are somewhere between Hybrids and Titans. They either come equipped with a green shield or a powerful beam weapon. They go down easy with a headshot from a Fareye or Marksman. Otherwise, these enemies make for a good chance to practice your grenade skills. The shields can be depleted with steady fire, or circumvented when the Ravager lifts them to fire. They take more damage than the Hybrids, but aren't mini-boss level threats by any means.

### Spinner

These are the small, harmless creatures scuttling around the floor. They are the Chimeran equivalent of guinea pigs. But not quite as cute.

### Steelhead

Steelheads are the Auger-wielding Chimera. They can fire through walls and deserve more than anything a taste of their own medicine. If you don't have an Auger to turn on them, they should be your priority since they jeopardize your cover.

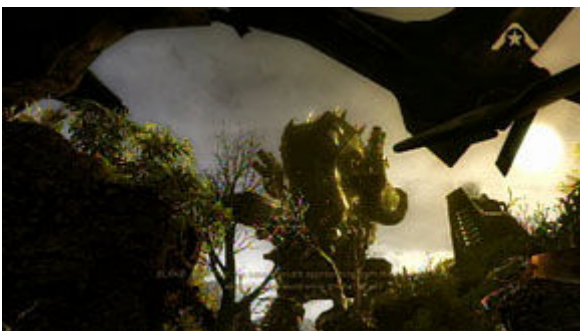
### Titan



Titans won't go down with a sniper shot to the head, but a LAARK rocket to the face will have a similar effect. Where there's a Titan, there's almost always a LAARK or a Bellock. The latter of these has napalm grenades (it's a secondary function) that should be fired at these hulking Chimera's feet. These are your best opportunity to break out the heavy-duty weapons, like the Wraith and various grenades. They shoot fire balls that can be dodged fairly easily if you keep your distance.



### Goliath



The massive robotic Goliath stalks the first chapter of Resistance 2. It can be brought down by attacking its energy cells

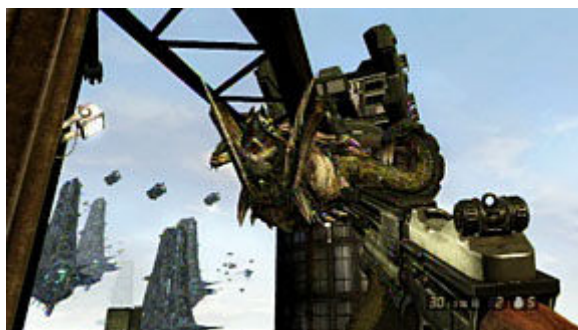
with a LAARK—but it tends to notice your rockets, so be ready to run.

### Kraken



The water-bound, squid-like Kraken will pop up twice, and both times it will take a good series of Pulse Cannon blasts to keep it at bay. Check out our walkthrough for detailed info on this boss battle.

### Mother Spinner



The Mother Spinner haunts the top of the Twin Falls, Idaho North Tower. It not only doesn't resemble a Spinner, but it spawns Leapers, which is confusing. A steady stream of fire takes this ugly sack of Chimeran DNA down. Check out our walkthrough for detailed info on this boss battle.

### The Swarm



Conventional weapons do nothing to The Swarm, a massive cloud of tiny Chimera, razor-sharp. Your best, and only, strategy for dealing with The Swarm is to run, unless you have a field generator nearby. This unrelenting cloud will kill you instantly and moves at about the speed of your sprint. Check out our walkthrough for detailed info on this boss battle.



## Leviathan



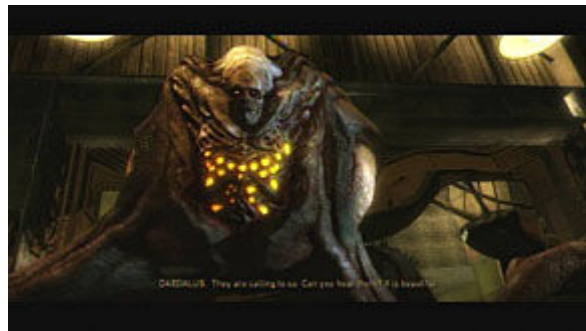
This largest of anthropomorphic Chimera shows up unexpectedly in Chicago. LAARK fire is a mere distraction to this beast, but enough to get you out of its steely grip. It'll take a stockpile of well-placed explosives to eliminate it permanently. Luckily, it doesn't have a giant ray gun. Check out our walkthrough for detailed info on this boss battle.

## Marauder



The Marauder shows up in Louisiana. A T-rex inspired Chimera, it shoots fiery beams and emits poison similar to that of the Spider grenades. In fact, the Spider grenades are derived from Marauder poison. You must shake your controller to rid yourself of the poison's effect. Like all large Chimera, LAARK fire is an excellent way to neutralize this dino threat. Check out our walkthrough for detailed info on this boss battle.

## Daedalus



This fat, flying brain is the ultimate source of all your troubles. Fear not, you'll confront Daedalus on your own terms eventually. His methods of attack are limited to stabbing and swiping with his claws and tossing junk your way. Conventional weapons are useless on Daedalus, but a well-timed energy shock will knock him out of the sky. Check out our walkthrough for detailed info on this boss battle.



## Resistance 2 Walkthrough

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02	LOCATE DAEDALUS
03	ACCOMPANY BLAKE TO THE AIRFIELD FOR EVAC
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05	RENDEZVOUS WITH DR. MALIKOV AT THE MED CLINIC
06	ESCORT DR. MALIKOV TO THE SURFACE
07	RENDEZVOUS WITH ECHO TEAM AT THE MAIN BATTERY
08	RETRIEVE THE INHIBITORS FROM DR. MALIKOV'S LAB
09	EVACUATE THE BASE
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33	NEUTRALIZE THE TITANS
34	CLEAR THE RIVERBOAT
35	SUPPRESS THE ASSAULT
36	FIND THE CONTROL ROOM
37	FIND THE CONDUIT HUB
38	LOCATE DAEDALUS AND THE FISSION BOMB
39	BATTLE YOUR WAY TO THE FISSION BOMB
40	EVACUATE THE SHIP BEFORE THE FISSION BOMB DETONATES0

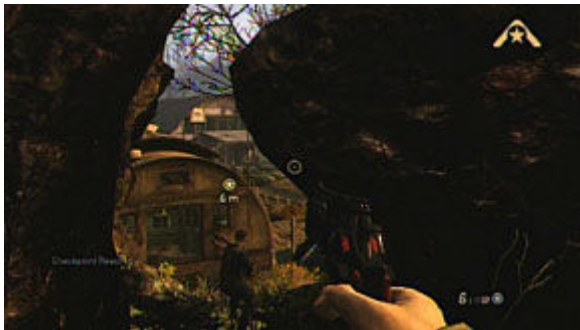
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**Prologue**

SRPA STATION IGLOO, ICELAND

ACCOMPANY MAJOR BLAKE TO THE DETENTION WING

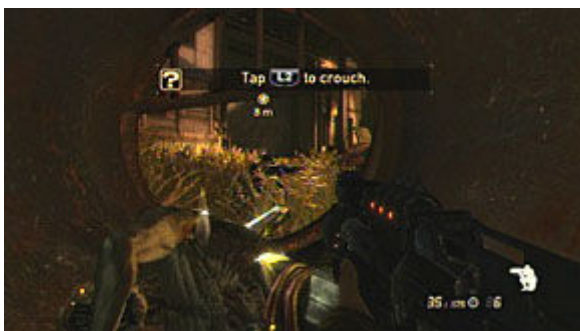
With your new gun, follow Blake, who appears as a waypoint (the little star) on your HUD.



As you get inside the shack, he'll ask you to destroy a propane tank with your revolver. Fire a shot at it with R1, then detonate it with R2. Kill the two Hybrids in the same manor—they won't give you much trouble.

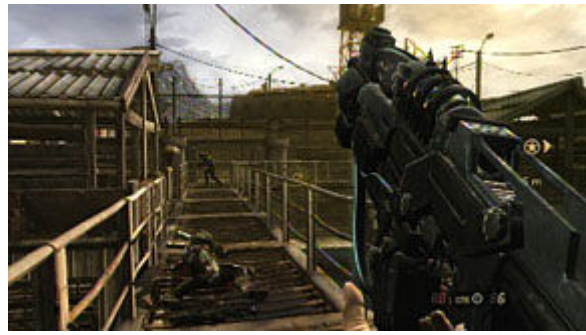


Now, pick up the LAARK (a rocket launcher) and point it at the four circles on the Goliath's back. Fire and it will notice you. Follow Blake through a dangerous path right under its legs.



Here, you should crouch behind the box with Blake and fire at the enemies. If you hold L2 while moving you'll run. Look for a Bullseye on the fallen enemies if you haven't picked one up by now (you can switch weapons by pressing Traingle). Its secondary function is to fire a tracking beacon that draws fire to it.





Follow Blake through the catwalk and take cover with him behind the boards. Enemies will come up the catwalk behind you, so crouch and spray them with the Bullseye as they come.

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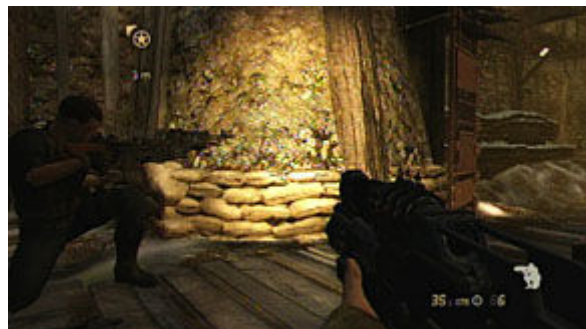
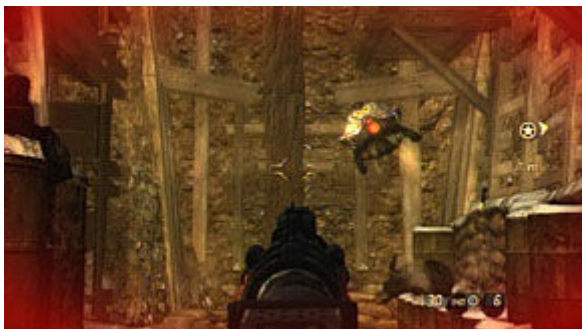
**Prologue** SRPA STATION IGLOO, ICELAND

LOCATE DAEDALUS

Follow Blake down the ramp and kill the hovering Drone from afar with your Bullseye. You'll come to a locked gate and the floating Drones will swarm in behind you.



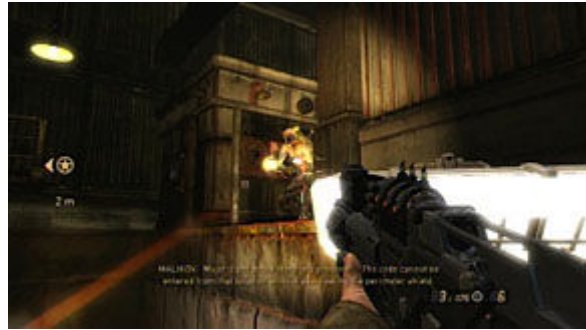
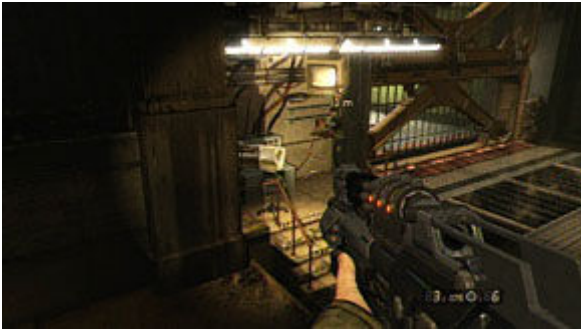
Cover Blake by shooting them as soon as they appear. Take cover at the entrance to the hallway and face the way you came in to catch the Drones from afar.



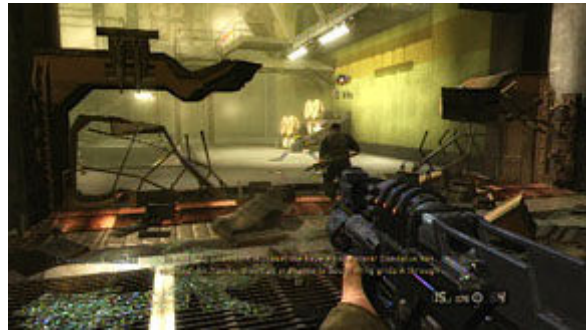
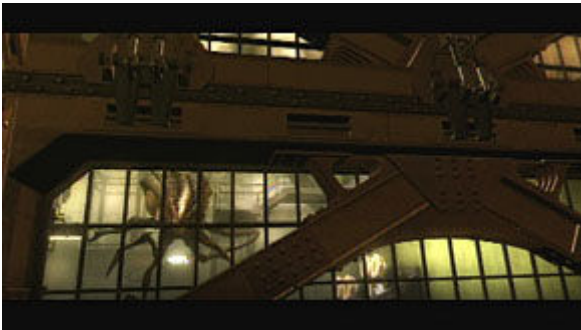
On the other side are a series of doorways you and Blake can crouch to the sides of for cover. The second one has two Hybrids up high. The tracer rounds are your friend (R2). Fire them at distant Hybrids and your fire will follow them.



Now you'll drop down into a garage and Blake will mess with a keypanel. Defend him from enemies pouring in from the hall you came from.



After this, Daedalus will appear in a cutscene.



#### INTEL DOCUMENT

(Intel 2) Go through the gate after the cutscene and don't follow Blake—go up the catwalk ramp going the other way.





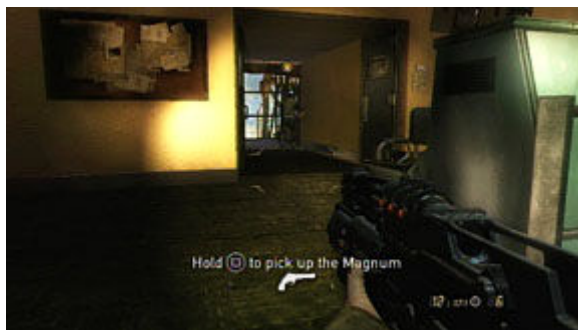
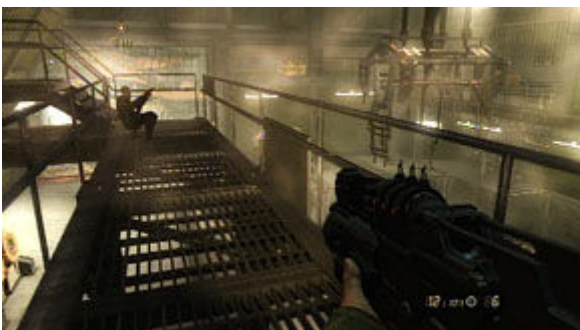
Follow it for Intel 2—a silver briefcase lying on the ground.



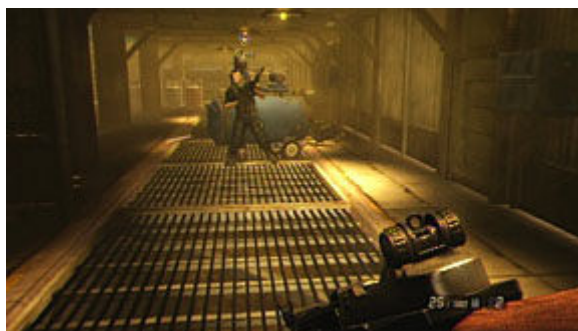
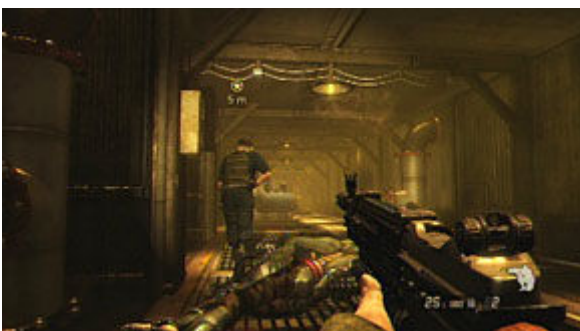
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**Prologue** SRPA STATION IGLOO, ICELAND

ACCOMPANY BLAKE TO THE AIRFIELD FOR EVAC

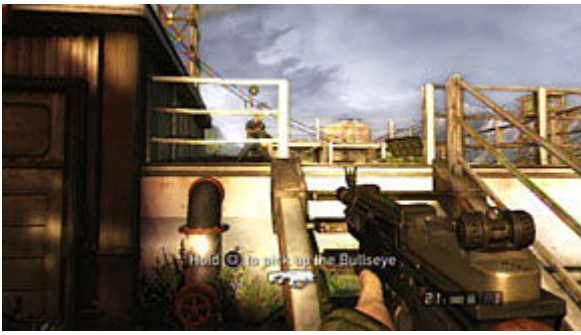


Now follow Blake up the other ramp. You'll travel up some stairs then down through a hole. Down here is a Carbine, so grab that.



Hybrids will come down the hallway. Up the hallway a bit is another place to take cover behind an overturned tank. All those propane tanks can be shot, so use them to kill nearby enemies.





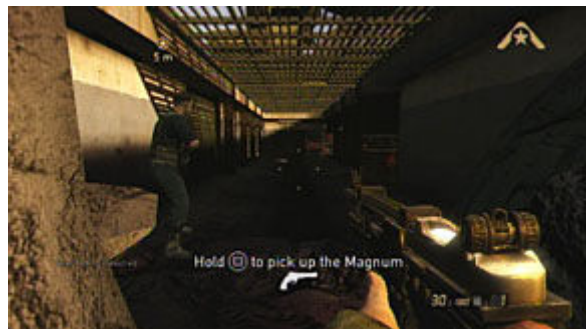
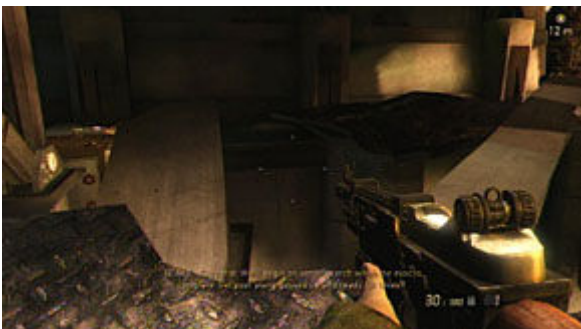
Now, Blake will direct you to pick up a LAARK (the rocket launcher). There is an infinite ammo supply of rockets here too. You can switch between the LAARK and your other weapon by pressing Triangle. Wait for the exhaust ports to turn your way. They are on the rear of the Goliath (a.k.a. the side that isn't shooting). Switch back to your Carbine.



He'll turn on you immediately so sprint after Blake. You'll travel down to the Goliath's legs and may take some damage, but keep sprinting past the tanks.

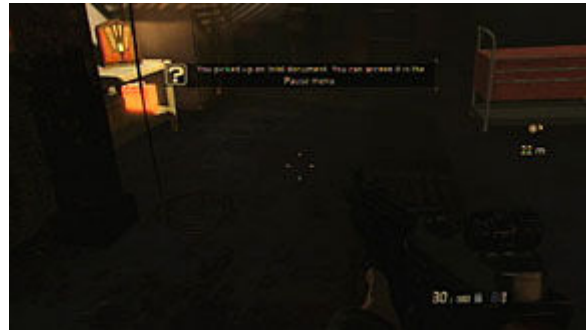


Under the broken bridge you'll need to hop across the remnants. Follow Blake along the cliff and into the bunker.

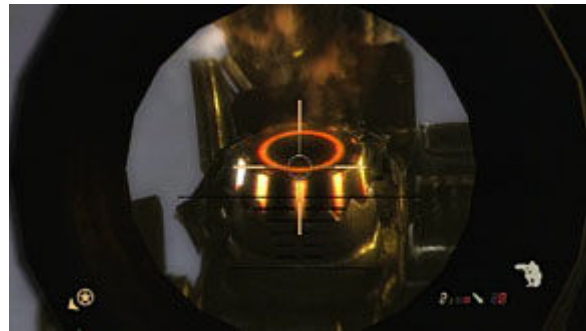


Blake will take a right here inside the hallway—you shouldn't.

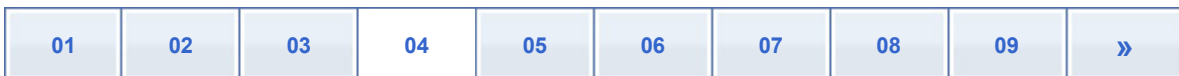
(Intel 1) Just go straight into the end of the bunker hallway instead of following Blake right.



There are a few more enemies in these halls, so just stay back and hit them with your Carbine or Bullseye from a distance. When you come out on the roof, you'll need to pull out your LAARK again and take out the last exhaust port. There's more ammo on the roof if you need it.



Press Triangle to switch weapons, aim for the orange circle, and take that sucker down.

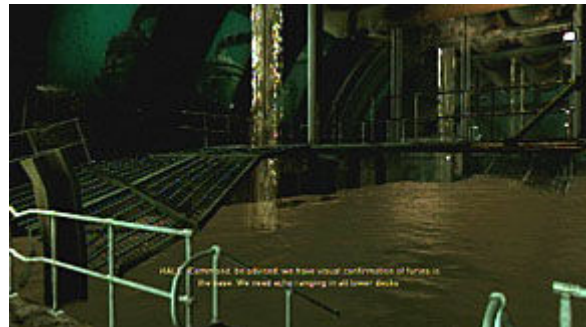
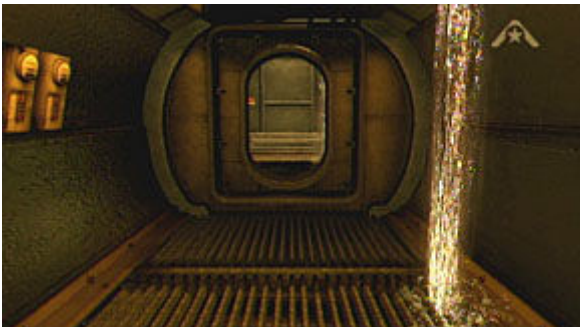


## Chapter 1

SAN FRANCISCO, CALIFORNIA

### MEET BLAKE AT TACTICAL COMMAND

Follow the waypoint to Tactical Command. As you reach Tactical Command, everything goes all BioShock and the place starts to flood.





## FIND AND SECURE THE MOON POOL

In this area the Furies in the water make it deadly (not the uhh electric cables everywhere etc.). You'll have to hop across some platforms to get through the flooded area. On the other side is a Magnum, your first weapon of the level.

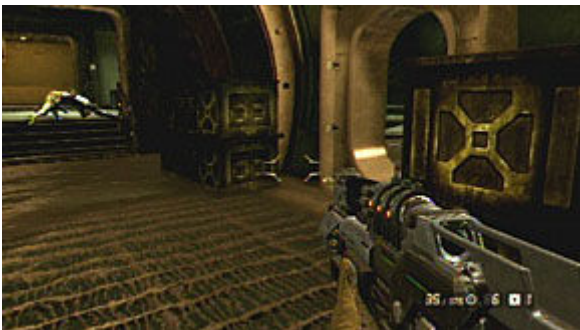


In the flooded hallway Hybrids will appear, at least three of them. This hallway is filled with boxes for cover and little rooms along the side. Pick up a Bullseye from a fallen enemy or Carbine from one of the dead soldiers in the room with the Intel Document...



## INTEL DOCUMENT

After killing them, search for the Intel 6 document in the last room of the hallway on the right. It's in the corner by a dead soldier—a silver briefcase.



Go through the circular room with pipes and down the stairs. The door here will open and you'll arrive at a checkpoint. Head in and turn on your flashlight by pressing right on the D-pad.

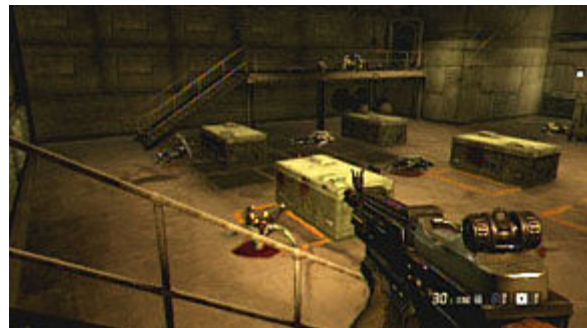




Drones will be your first encounter here. They hover in from above, so take cover in the boxes at the doorway. Next, take care of the Hybrids across the pool.



Go up and over the catwalk by the sub and grab all the ammo and grenades. Peek through the windows to kill the Hybrids in the next room from a safe vantage point.



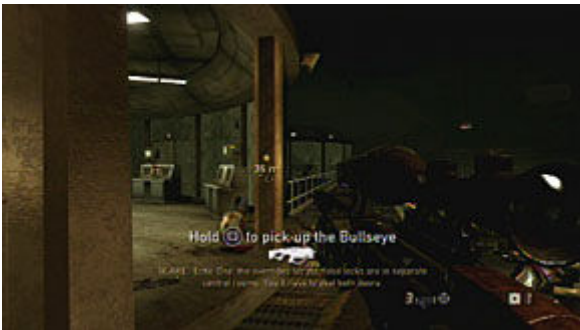
Now head down into the room and grab the Fareye, a large sniper rifle, on the far side—swap it out for the Magnum.



Join up with the soldiers and they'll open the doors to the next area. This huge room is perfect to test out your new sniping ability. The Fareye can zoom with the D-pad. You can also hold R2 to slow down time with this and land headshots every time.



Take out all the enemies from your safe vantage point in the doorway—cover if you take fire and things start to go crimson. They are all over the catwalks in the Moon Pool room and inside the glass-windowed control hubs as well. Go upstairs after things cool down and clear out the glass-windowed control room on the left.



Snipe the enemies in the control room on the right and head over to your waypoint.

INTEL DOCUMENT

In the control room on the right in the Moon Pool room (where your waypoint leads) you'll find Intel 5 sitting on the computer terminal in the middle of the room.



Now go over to the switch that is your objective and activate it.





Go across the room on the catwalk to the other side and do the same in the next room.



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**Chapter 1** SAN FRANCISCO, CALIFORNIA

RENDEZVOUS WITH DR. MALIKOV AT THE MED CLINIC



After the cutscene, enter the elevator. At the bottom things will cool off for a spell. Follow the linear path and you'll come to a room with Air Fuel Grenades and some fallen soldiers with guns to replenish your ammo.

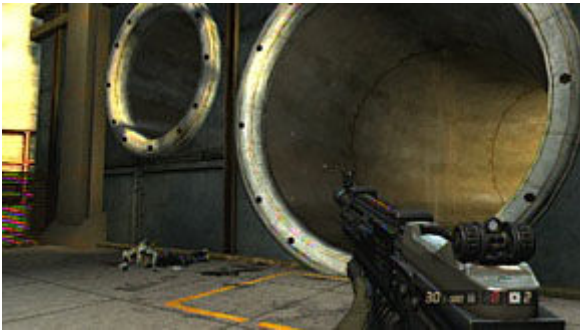
INTEL DOCUMENT

In the next room with all the green cargo crates you'll find Intel 4 on the ground. It's between some crates before the round tube entrance.

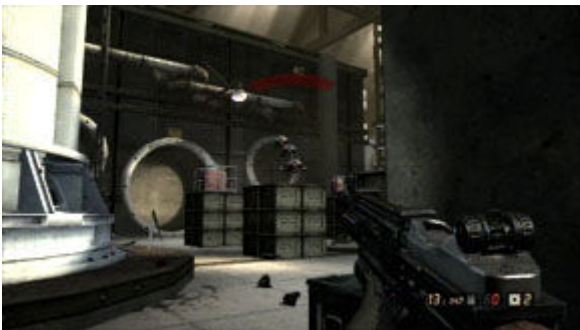




Enter the tube. At the far end you'll see many Drones swarming.



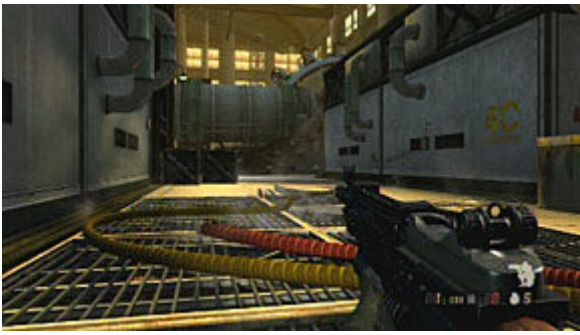
Lead them back to the cargo container room and make the fight easier by detonating the propane tanks on top of the containers.



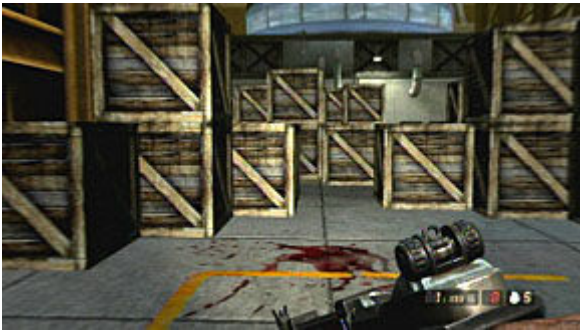
Head back into the tube and take out stragglers before hopping down.



You'll now see a shielded Attack Drone. You'll fight these later, but for now, it ain't happening. Follow the commands to get you through the area unscathed.



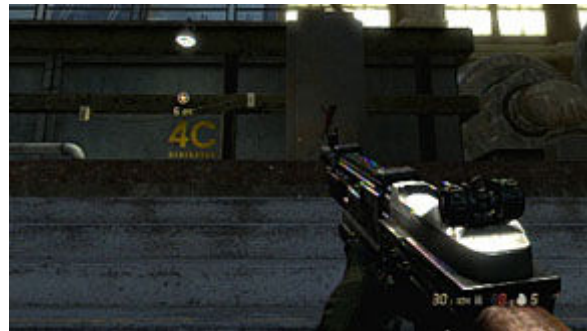
Head left and crouch behind the two boxes, letting the two drones pass.



On your comrade's command, take a left and sprint towards the crates. Weave through them while the drones fire and destroy them. Take a right, then another when you are instructed to and keep tight to the wall.



Hop in the water and swim to the grate. Wait here until the drones pass over.



When told, head to the other side of pool, hang a left and sprint for the door in the distance. It closes behind you, phew!

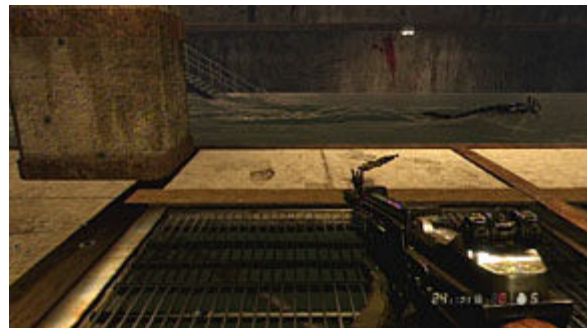
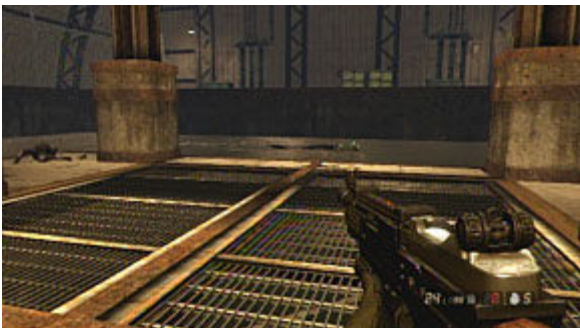




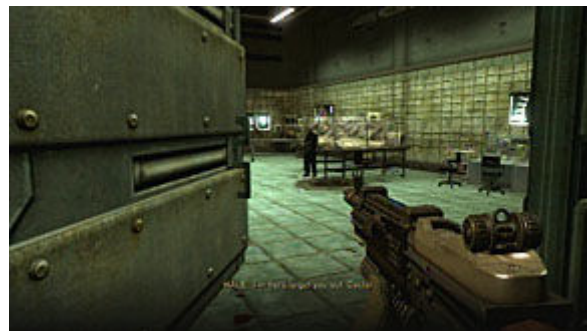
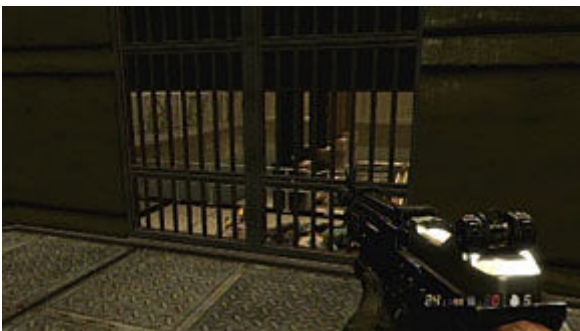
You now have to get onto that middle island and avoid the Fury. Just wait until it's opposite you, hop in the water and move quickly to the island. As soon as you get there, take cover since Hybrids come out the elevator on the other side.



The high ground gives the Hybrids area to spread out to make your cover a bit weak. Take them out on the left, then right. Now, grab the ammo and Grenade pack on the island.



Swim to the other side (watch that Fury) and take the elevator and follow the hallway to the doctor.





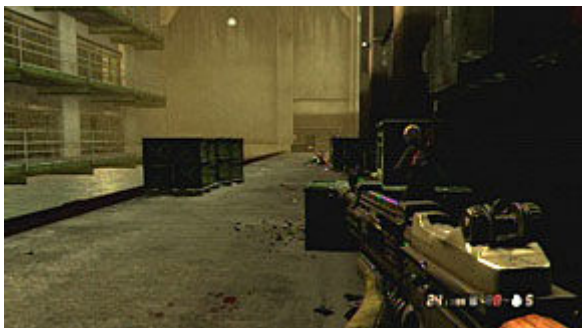
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**Chapter 1**

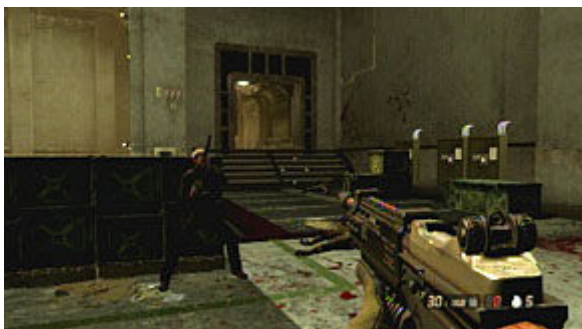
SAN FRANCISCO, CALIFORNIA

ESCORT DR. MALIKOV TO THE SURFACE

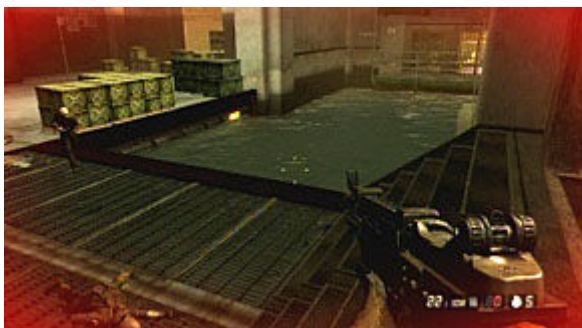
You'll see fighting on your right as you follow the doctor out. Either snipe these Hybrids or take cover and plug them from the doctor's location.



Collect ammo, then prepare for a fight with a Ravager. These guys take more hits, but are bigger targets. Their fire beam is pretty heavy damage-wise, but is also slow and can be avoided by moving constantly. Grenades are your friend here—toss them into the hallway. Take cover in the doorway and he'll run out.



Swap positions to the other side of the doorway and keep shooting and hitting him with grenades from the hall he ran out of. If you have Fareye ammo left, you can run to the other side of the room and hit him in the head for an easy kill, too.



Head down the hallway and you'll come to a firefight in a room with Hybrids shooting from a catwalk. Stay behind cover in the doorway and you should be able to handle them.



The next room has water dividing you and two levels of marauding Hybrids. Take them out from the doorway. When things seem quiet, head right and skip the staircase. Stay under the bridge to the other side of the level.



A Ravager and more Hybrids will come in the room and over the bridge, pausing above. Chuck grenades up at them from the safety of the area under the bridge to take care of them.



Cross the bridge and you'll come to a room where the doctor mentions a Pulse Cannon.

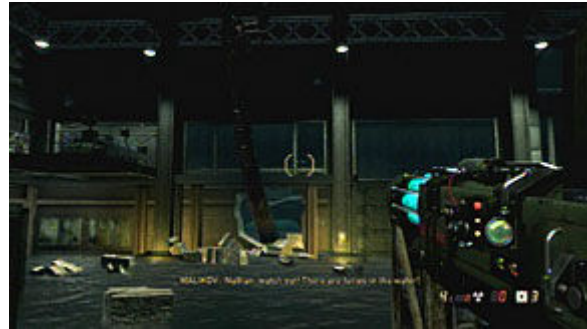




You may also spot a familiar silver rectangle on the giant, round computer console below. The Intel 7 is located here.



Swap out your Fareye for the Pulse Cannon and head into the only open passage out of this room. In the next room, hop onto the middle platform and a tentacle will burst through the wall.



Take cover and crouch behind a box, peeking out to shoot the Kraken in the face every once in a while. Its attack is to scream, and this can be avoided by sprinting right and left—don't face the blast. When it's not screaming, you should be shooting it with the Pulse Cannon. The thing is, the Cannon takes a few seconds to recharge and you'll have to listen to the sounds of it beeping then engaging its fire mode to know when to pull the trigger.



It will retreat after 3 direct hits. Now, hop over the infested waters to the ramp leading up to the doctor. Take the elevator to the surface and take in the sights.





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**Chapter 1** SAN FRANCISCO, CALIFORNIA

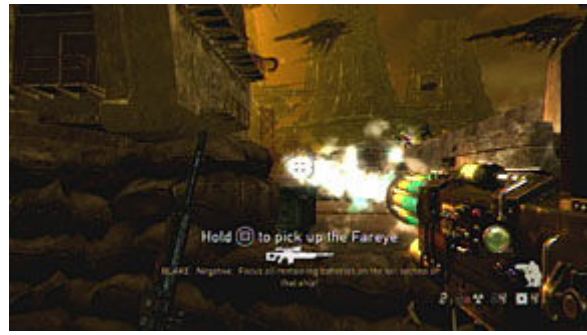
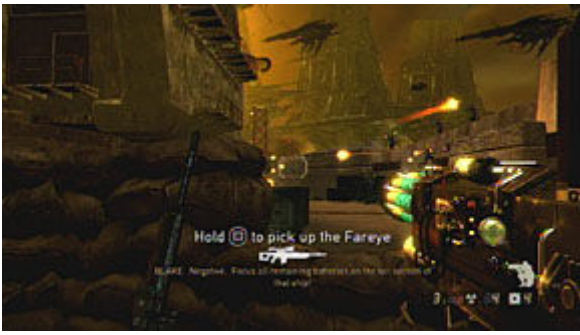
RENDEZVOUS WITH ECHO TEAM AT THE MAIN BATTERY



Go to the right, then down the hill and inside the battery. On the other side you'll join the fight.



Head to the sandbags on the right for a Fareye, but first use your Pulse Cannon rounds on clumps of enemies to the right.



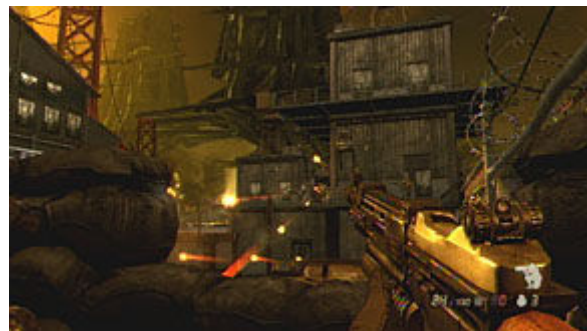
Once you clear out this area, everyone will head to the next.



You'll see a heavy firefight across the way, so instead of joining it, take the opportunity to outflank the Chimera.



Take a right and plug enemies as they come up the hill. Toss grenades into the clump sandbagged below—there are also propane tanks to be detonated, so keep your eyes peeled. Use your Fareye to pick off stragglers and gather grenades and ammo.



Head down the ramp towards the car and you'll see enemies pour out of the building at the bottom. Retreat to the sandbags where your squad has holed up and shoot them with your Carbine. At the bottom, head towards the water.





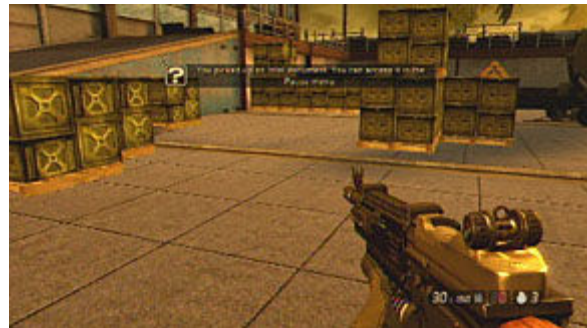
This area is crawling with Chimera but your soldiers do a good job of keeping them off you. Hook around to the left and you'll get a call about a pickup.



See those chopper blades in the distance? That's a good sign. The level isn't quite over yet, but this means you're near another Intel Document.

#### INTEL DOCUMENT

Just before the ramp to the evac choppers Intel 8 can be found in a silver suitcase on the ground—right out in the open.



Now follow the path to the helicopter landing pad.



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Chapter 1

SAN FRANCISCO, CALIFORNIA

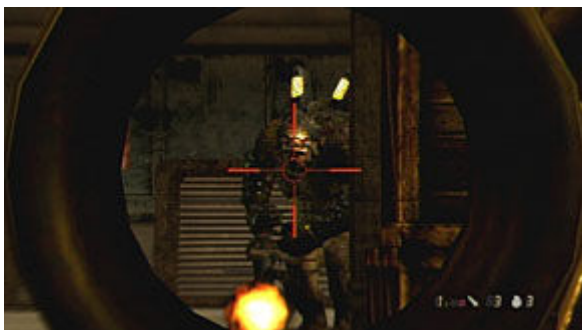
RETRIEVE THE INHIBITORS FROM DR. MALIKOV'S LAB



As soon as you jump down from the helicopter platform, head to the right and grab the LAARK by the fallen soldier in the corner. You'll see why momentarily: two giant Titans come down the passage.



Each can be handled efficiently with two rockets to the face, but you can't waste a single shot. It's best to hit them when they are coming at you so you don't risk missing. The secondary rocket fire (R2) is also effective at killing them if you run low on rockets. When their back catches on fire, they are as good as dead.



Go inside the open garage door and you'll come to a flooded area. To the is rubble you can use as a shallow path across the infested water.



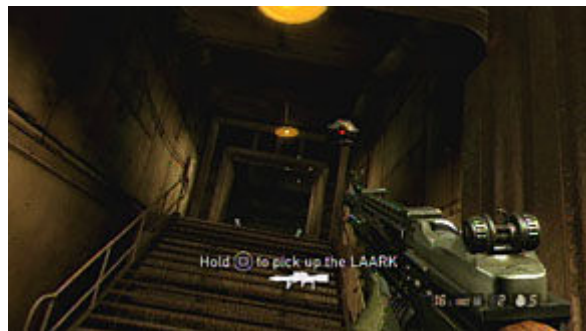
When you cross the building in the middle, be prepared for a lone Hybrid that pops out across the way. Head in its direction, leaping off the girder to the hallway.



Keep going straight past the bluish lab to find a stash of grenades around a fallen soldier at the dead end.



Turn around and there are flying Drones and Hybrids to contend with. Take them out with revolver or carbine and back track to the lab where a cutscene will occur.



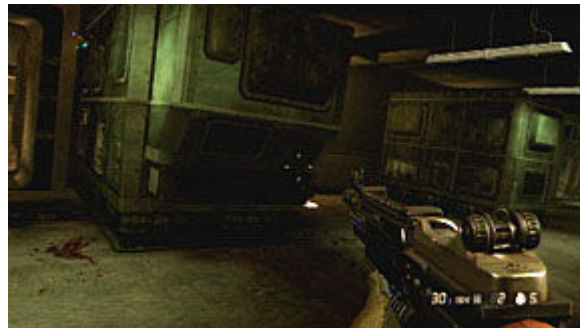


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Chapter 1

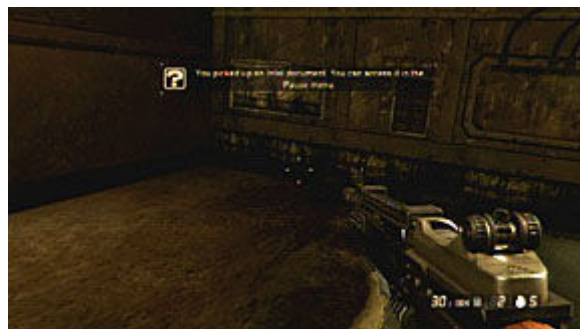
SAN FRANCISCO, CALIFORNIA

EVACUATE THE BASE

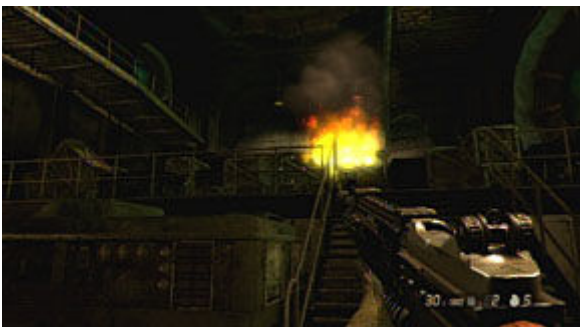


INTEL DOCUMENT

As you head away from the cutscene in which you retrieved the inhibitors, you'll turn a few corners and come to a room with Intel 3 on the floor on your left.

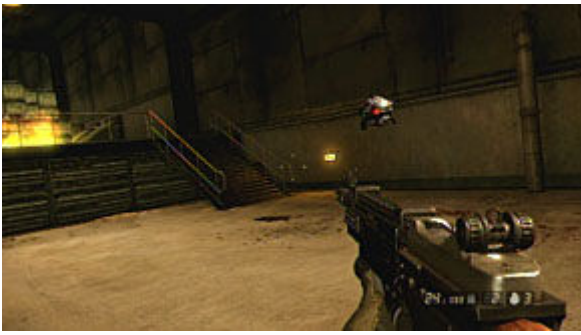


You'll encounter a few Hybrids by a staircase. Use a grenade if you'd like, but save some for what's to come.



A few flying Drones will appear so make sure you have a Carbine or Bullseye handy to deal with them.

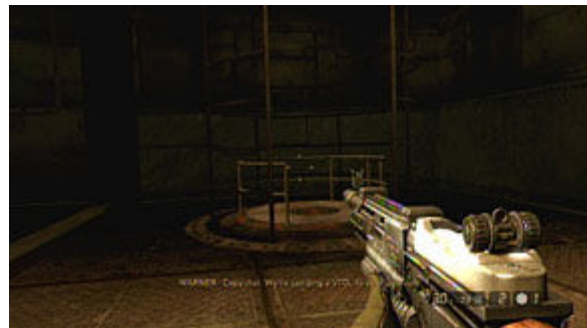
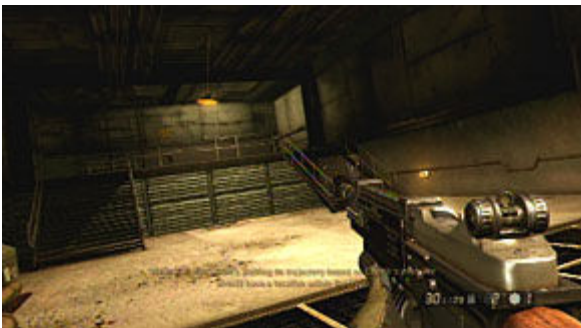




Look for a grenade on a dead soldier on your way up. You'll come to a bottleneck with some boxes on fire and a cadre of Chimera will appear with a Ravager. It's grenade time. Use sniper rounds if you've got 'em.

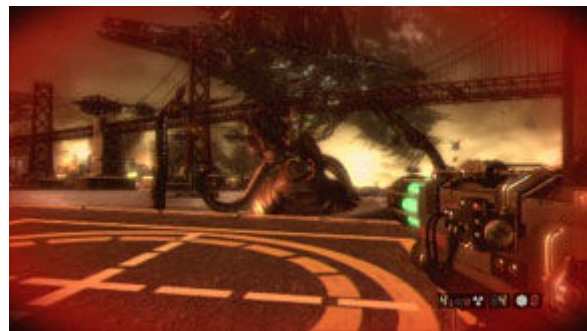
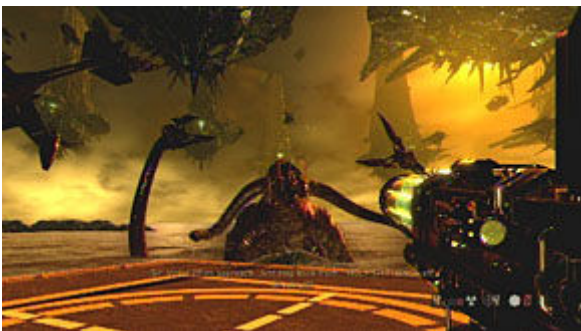


Keep away from the beam the Ravager shoots and just toss grenades. If these don't take out the Chimera, pick them off before going for the big guy.



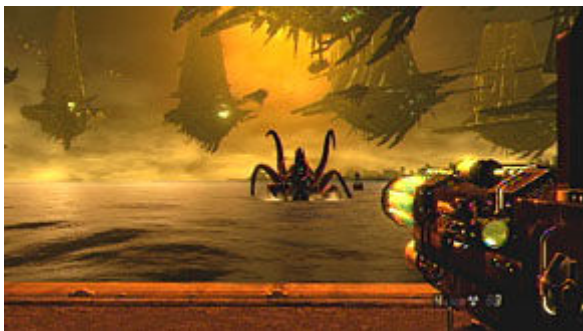
The elevator to the surface is just past this battle.

But it's not over yet! The Kraken battle won't last long, since you'll be given a Pulse Cannon. Its recharge time is its only weakness—learn to listen for the beeps that tell you when its ready to fire.

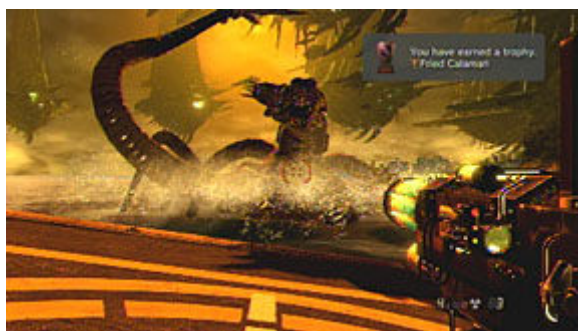
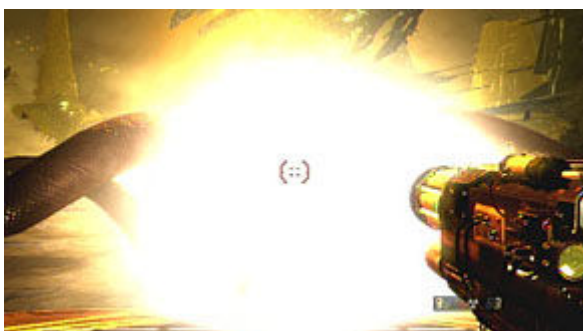


The Kraken's scream and tentacle drills are its main attacks. The latter can be avoided by sidestepping it. You should

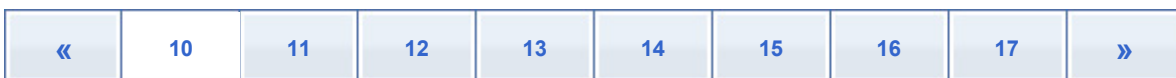
constantly dance around the platform from one side to the other throughout this fight.



Its special attack is to go out into the bay and ram the dock. You can shoot it when its far away and have just enough recharge time to blast it when it puts its ugly face up on the dock.



Regardless, you have to hit when its close or it will kill you. Keep aiming for its head and after about a dozen shots it will go down.



## Chapter 2

ORICK, CALIFORNIA

### FIGHT OFF THE AMBUSH

This level begins in dense smoke, so even if you're a good shot the Revolver isn't very useful. Pick up the Carbine and the Marksman (a very powerful Chimeran rifle, its secondary function is to shoot a slow, power draining energy blast—but its scope and power are the main attraction) and hit the silhouettes of the Chimera with fire from cover spots.



Use the Marksman to pick off enemies on the ridge—it has a good zoom, and you should keep this throughout the level.

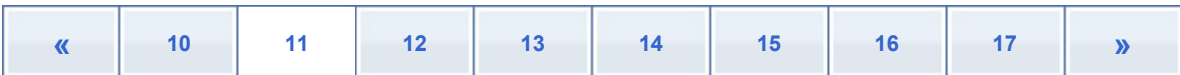




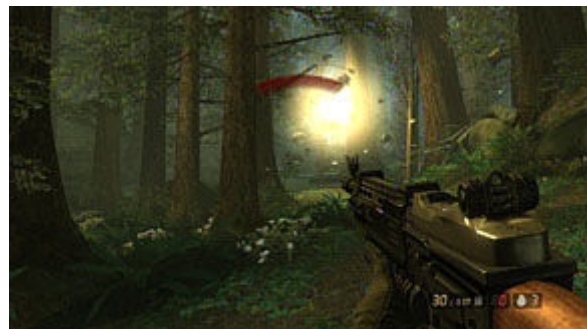
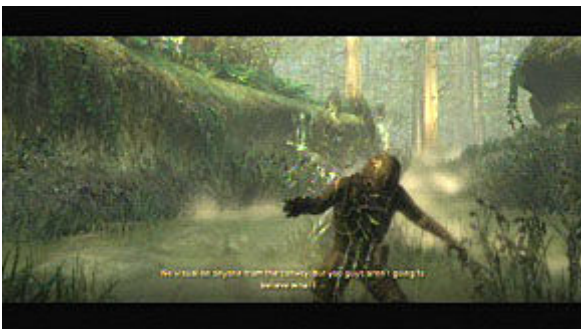
As you move up there are a series of vehicles to take cover behind. Things are hectic, with explosions rocking the highway, but don't let those distract you. As you whittle away the Chimera you'll be notified that there are a few left, and then you'll get an all-clear message.



Hop down into the ravine.



The source of the carnage is soon revealed—Chimera with Predator-esque lightbending cloaks. Before you have to deal with any of these drones appear. Take cover behind a boulder and pop them out of the sky.



Now you'll see a soldier go down after being rushed by a cloaked enemy (Chameleons). Luckily, they are pushovers. A few shots as they run at you take them out. You'll see the shimmer effect and have time to react before they're on you.





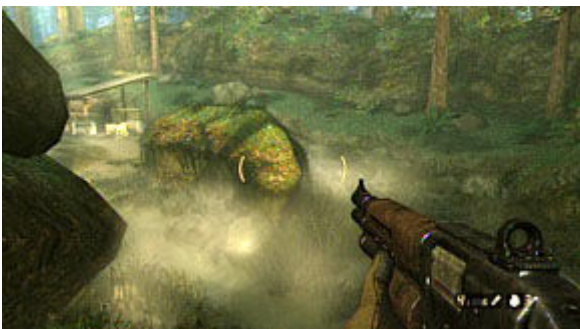
Head for the waypoint on your HUD and when near, look for the Rossmore shotgun, a welcome addition to the ol' arsenal (ditch your Carbine). This is perfect for Chameleon hunting (the secondary fire is a double barreled blast—kind of a waste of ammo, but cool) Keep moving and you'll get another waypoint, this time leading you to a clearcut area.



On the way is another cloaked Chimera, so give him a taste of buckshot when he lunges at you.



Down amongst the stumps you'll be attacked three more times. Three more clouds of lead should take care of these guys—they go down easy, but it's a one-hit kill if they reach you so get that trigger finger ready.



Now you'll hop down into a lumber camp. There are a few Drones here that your shotgun is no use on. Pull out the Marksman and hit them.



You'll see a bridge with three brown lumps and a truck and trailer on it over a river at the end of the camp. Amongst the lumps is a silver briefcase with Intel 9 inside.



Hop into the river and swim until you hit land. On the bank you'll find Marksman ammo.



Just in time for more Drones in the air and some Hybrids on the bridge.



Head under the bridge and you'll come upon Orick. From the overlook, pick off the Chimera on the roof.





## Chapter 2

ORICK, CALIFORNIA

### RENDEZVOUS WITH ECHO TEAM

Hop onto one of the cars and shoot down at the enemies coming out of the far side. One of these will have a big green shield—it's a Ravager. He'll come at you to melee attack, so wait with your shotgun and hit him when he drops his shield.



You can try and grenade him as well or, better yet, snipe him in the head with your Marksman before he puts his shield up.



### INTEL DOCUMENT

Go through the passage the enemies appeared from and you'll see a large yellow house across the parking lot. Go up the stairs and enter the house. In front of the boob tube is Intel 10.



Also next to Intel 10 you'll find some shotgun ammo, nice!



Now hop down through the hole in the house and take out the Drones quickly. Here, another giant flame-throwing Titan will approach so you *know* a LAARK is nearby, right?



Well, head towards the gas station and hook around to the opposite side to find it. Let 'er rip and take out the huge thing with a few rockets. Two to the face will do it, but if you miss just keep hitting him anywhere. Strafe while doing so to avoid his slow shots.



Make sure you grab a long distance gun here if you are out of Marksman ammo. Take out the lone Chimera and go over to his location. Drones will come out of a cargo container.

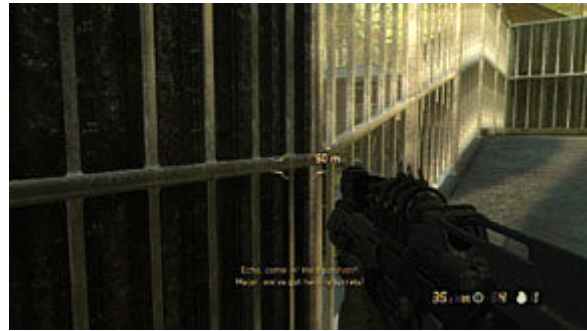


Kill them and head up the container. In the corner is another container you can traverse. Go through the alley and on the other side. Watch out: Hellfire turrets!





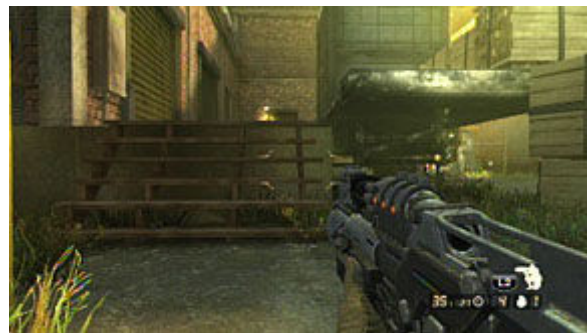
Hop down when it's not shooting to the ramp below. You can't destroy this, you'll have to shut it off.



There's a protective panel there. If you stay low in this area you won't be an easy target for the turret.



Go around to the white car and take out the Chimera around the turret. There may be some stragglers up high from the direction you came.



Regardless, head up the cargo ramp and behind the turret. Hop down to shut it off with a simple press of Triangle.



Go up the stairs and you'll encounter a wave of enemies from behind. Luckily, a commandeered drone appears to save the day.



It's too bad this drone doesn't stay with you, uh, always. It will blow down the wall and mow through the next dozen enemies or so. Weave through the warehouse and meet Echo Team at the top of the stairs.

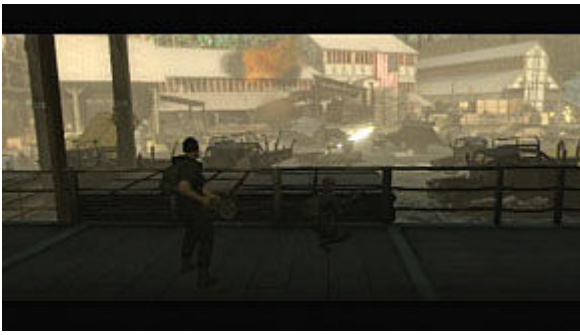


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Chapter 2 ORICK, CALIFORNIA

HIJACK A CHIMERAN SHUTTLE





In this next area you should take cover in a place that allows you to reach Hybrids your team can't. You and the team will move up as you take out Hybrids.



Head downhill towards the warehouse and Ravagers will appear. At the end of this area is a ramp that's great to use for cover.



It's high ground, there's cover on three sides, and those big flame throwing Ravagers can easily be plugged in the face with your shotgun over the truck bed's sides.



Now move into the warehouse. This is a perfect opportunity to flaunt your shotgun skills. In the tight areas between cargo boxes you can spat many a Chimera. Look out for the ones above too.



As you move up the stairs and out of the warehouse your team will make a surprisingly efficient killing force.



Ouch. Another turret. And where's that commandeered drone? Hop down and go past the soldiers and up the ramp.



Go through the passage of boxes and hop up the boxes that form stairs when you get near the turret.



Shotgun the nearby Hybrids and switch off the turret. There's a shielded Ravager nearby you can grenade or snipe with your Marksman. From here it's a straight shot to the shuttle!



INFILTRATE THE CHIMERAN BATTLESHIP

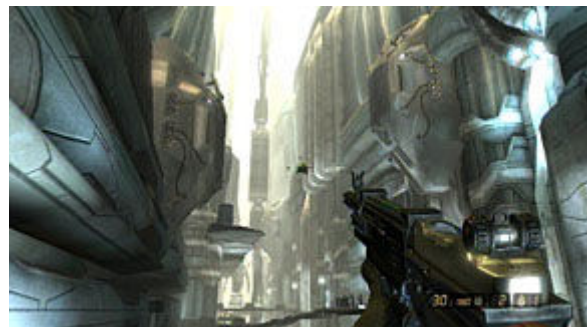
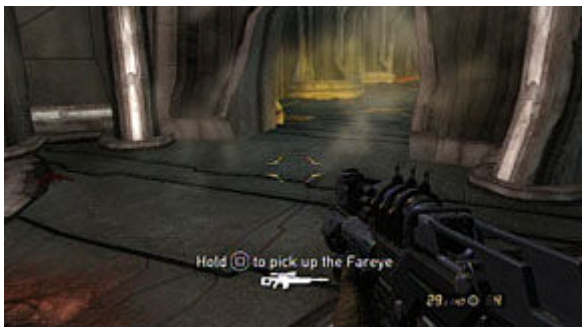
Go down the hallway. Make your second right and first left after that. Too bad you don't have a shotgun anymore... a Chameleon comes down the hall here. By now you should be familiar with its clumping footsteps (or vibrations on a DualShock 3).



Start shooting as soon as you hear its footsteps. You should drop it with your Carbine without a problem.



Now crouch through the infested tubes (the bugs are called Leapers). These don't take many shots, but remember to reload. On the other side is a Fareye, and in a corner there's a grenade and some ammo.



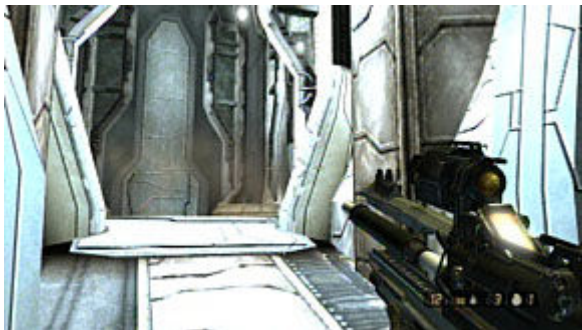
In this next area you'll trip the alarm at some point when a drone spots you, so you might as well start the battle from a tactical location. Get in cover and snipe as many Chimera as you can. Leave the ones below for last as they don't present a threat if the floor is between you.



There is a Ravager below you can grenade and snipe. Crouch at the ramp for cover and take the additional enemies out with your short-range weapon.



Ditch the empty Fareye for the Marksman on the ramp and do some more sniping. Your goal is a door just up the way.



Inside the hallways, the enemies will be using Augers (Steelheads)—which fire through the walls. Really fair, right? Well, you'll just have to keep moving until you balance the playing field. This is a good area to practice your meleeing. Beat the Steelhead down for an Auger and nail the next Steelhead with it.

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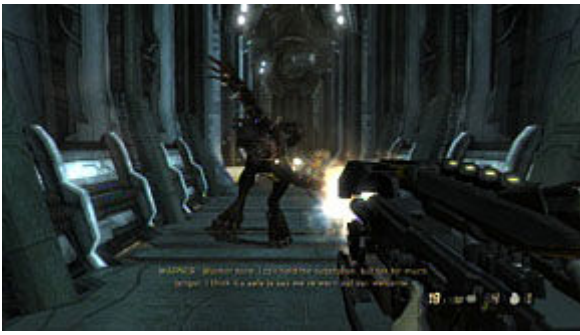
Chapter 2

THE BATTLESHIP

PLANT DEMO CHARGES ON THE BRIDGE

Just past this point you'll encounter two more Chameleons. With the Auger you still can't see them, but your reticule WILL turn red when they appear directly in front of you.





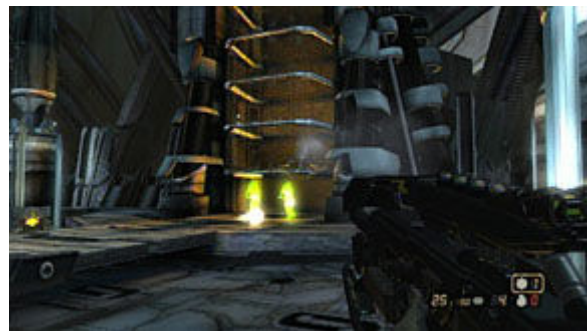
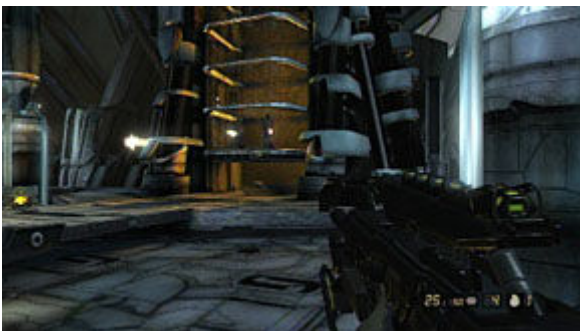
Shoot when you see that happen. Now crouch and get into the tube. Kill the Leapers and—oops! You'll fall down through a weak section of the pipe.



Either melee or Auger this surprised fellow. In the next area bust out your Marksmen and pop some heads.



Move back and forth and get some good shots in. As you move closer some Auger-wielding Steelheads will come down the elevator firing shots.



You can hit them with your Auger or wait and grenade them when they touch down. Load up on their ammo. Get in the elevator and you'll see a cutscene at the top.

Chapter 2

THE BATTLESHIP

EVACUATE THE BATTLESHIP BEFORE IT EXPLODES

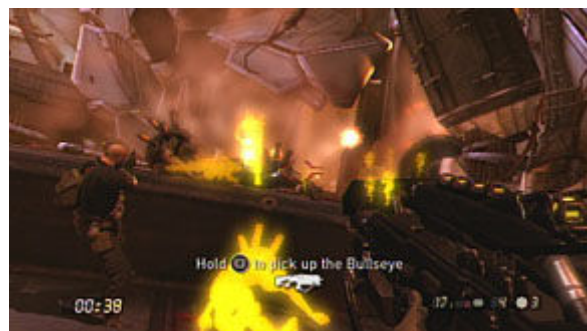
Go down the elevator. At the bottom are more Chameleons. Hit them when they appear in your sites. Go down, then right into the elevator, minding the Chameleon right before you get in it.



You now have two minutes to escape. You won't have to fight—the Chimera will get taken out by the explosions.



As you meet up with your team, you'll come to a dead end. Use your Auger to take out all the enemies through the wall.

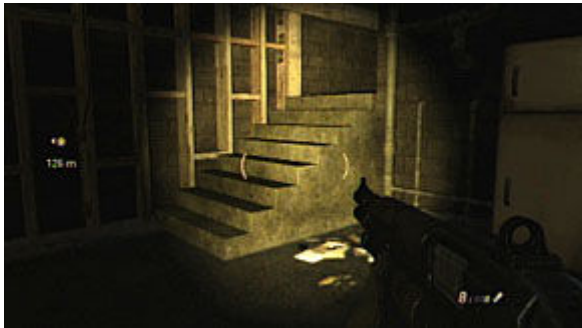


Melee if they make it near, but they shouldn't. With 15 seconds to go or so you'll be able to head right to the escape vehicle.



Chapter 3

TWIN FALLS, IDAHO

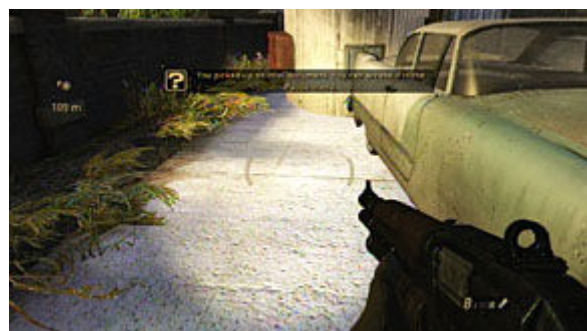


Go into the basement of the house and go upstairs. There's nothing of note here, just your average suburban split-level home filled with naked-people-pods. You can melee attack these to clear them. Head outside into the front yard and look behind the car.



INTEL DOCUMENT

Behind the car in the driveway as you leave the first house is Intel 13. Incidentally, this has a secret message in its text (see those weird caps?) that says "Flee Attack Imminent Go to Baton Rouge." Neat!



Now go through the garage into the next yard.



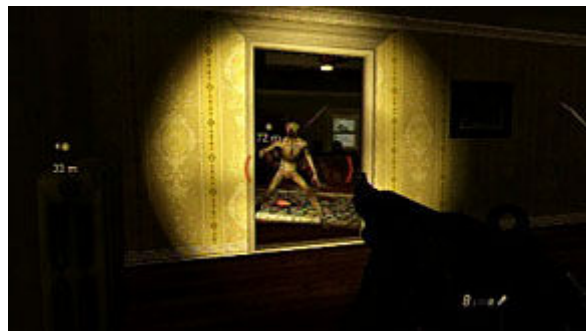
Enter the house and go upstairs through the staircase in the living room. Go out onto the deck and hop down into the next yard with your shotgun ready.



One of these pods will burst and a zombie (a Grim, if you want to get technical) will come out swinging. Soon after, two more will do the same. Go out of the yard into the street.



After your conversation, move into the house on your left. As you enter, go left and kill the zombie. Go out the kitchen door and be ready for another. You'll find a Carbine here.



Go outside and cross the yard, checking the garage for guns and ammo.

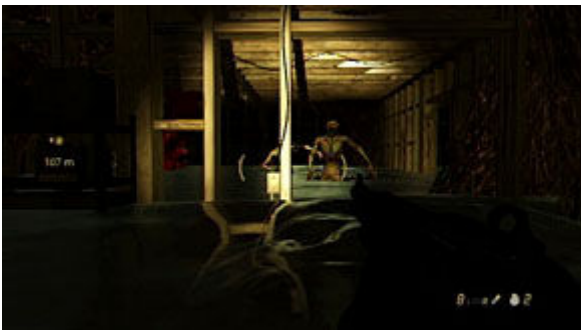




The next house you enter through the storm doors.



Hop into the flooded basement and two zombies will appear. Go upstairs and you'll see your comrade. Don't follow him yet!



There are two zombies on this floor too, one in the kitchen and one in the living room. Also in the living room is an...

INTEL DOCUMENT

Also in the living room of this house is a briefcase with Intel 12 under a tiny table. It's in the corner by the door, across from the TV.



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**Chapter 3** TWIN FALLS, IDAHO

RENDEZVOUS WITH HAWTHORNE AT THE USED CAR LOT IN TOWN

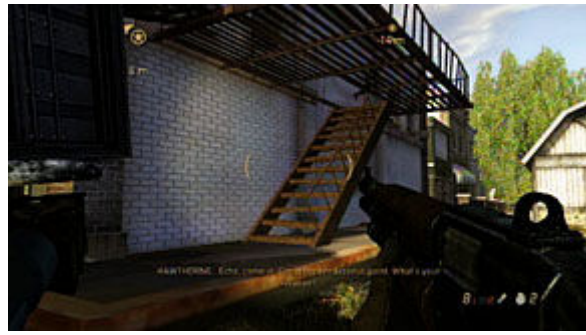


Now, head up stairs and help your comrade fend off the zombies. Hop down into the yard and be ready for an onslaught of pod people. Hit them with your Carbine from a distance and pull out the Rossmore shotgun when they come in close. Melee attacks are a bad idea since these guys slash you when you let them get close.



Go through the yards and enter the house. Kill a few more Grims and follow your squadmate out to the lot. This time you can head up the stairs and around the catwalk to a new area.

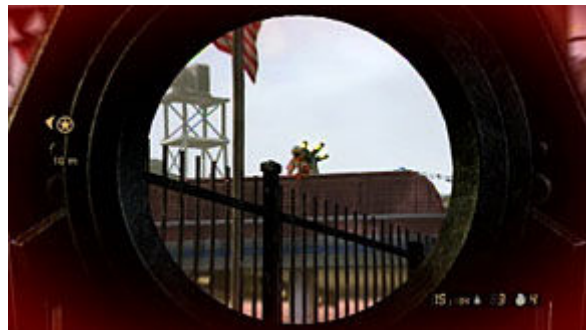




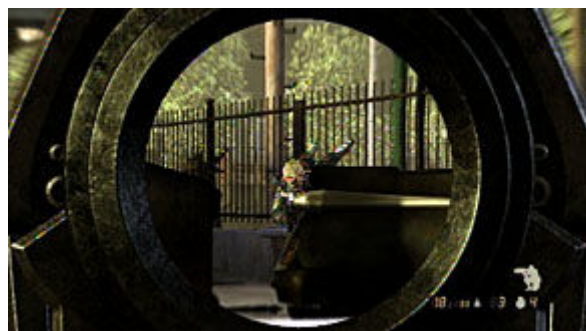
Go up through the cargo container and in the lot on the other side you'll find a Marksman. Swap your Carbine out for it.



Go through the alley and you'll see a massive firefight occurring. Use the Marksman to eliminate the rooftop threats.



Use the cars as cover and slowly whittle down the Hybrids. Some of these are Elite Chimera, which are more powerful and carry a blue-tinted Bullseye Mark II. You can move up when it's safe and try and pick up a Bullseye Mark II when you need ammo. The Mark II is an awesome weapon, more powerful than a Bullseye and more precise to boot.



Use it to take out pods too so zombies won't surprise you. Move up past the gas station and you'll be confronted by Auger-wielding Steelheads in a diner.



Grab the Marksman up here and keep moving back and forth so the slow Auger shots don't hit you. Aim at them through the windows. Don't go into the Diner just after the fight.

#### INTEL DOCUMENT

Facing the Diner, look to your right and you'll see a bunch of military trucks. Head over there to find a briefcase in one of the truck's shadows with Intel 11 inside.



Right in front of the entrance to the Diner is a Bellock. This gun fires flammable grenades, and its secondary function is a long-burning explosive.



Grab that and inside get an Auger and fill up on ammo—these next few areas are all about the Auger. Go through the kitchen, outside and cross the loading dock to an alley. Soon you'll find yourself in a firefight in a department store.





From the safety of the shelves, peek out and get a lock on all the enemies with your Auger. Fire through the walls at them, taking out the hulking Auger-wielding Steelheads first. Grab their ammo after the room is cleared and head down the alley.



Peek into the next firefight to get a visual lock, then fire through the wall at the Chimera. Easy peasy! Before exiting this room 3 more will charge in, so be ready for that.

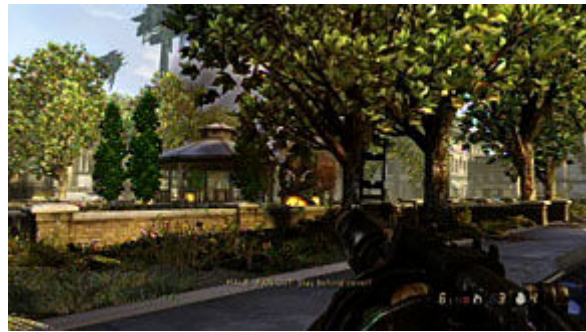


Go down into the back alley area and grab the grenade and Rossmore shotgun—ditch your Auger if it's nearly empty. Go inside the theater and use your shotty to take out clumps of zombies.



HEAD TO THE NORTH TOWER

After this, go outside for the real battle: Three hulking Titans.



Now you'll be happy you saved your Bellock and grenades. These guys will come at you and fire their giant, slow fireballs constantly. Contrary to your team's advice, cover is not the best strategy here since the cars will detonate and kill you when hit by the Titans' fire. The best thing to do is to keep moving back and forth to avoid the slow shots.

Use your Bellock to hit them in the face (remember to exhaust the secondary fire too, but wait until they stop and fire these burning grenades at their feet) and lob grenades. The combined firepower of the team should be enough to take down all three giants.

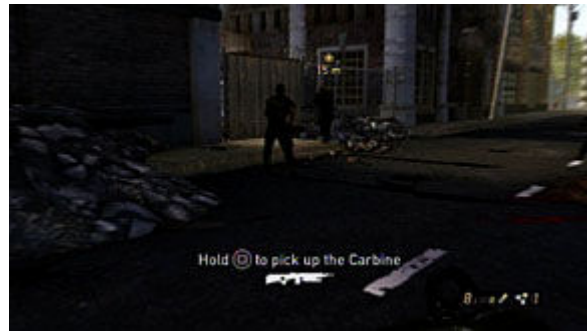


If not, just use Carbine fire and keep on them.



There is actually more Bellock ammo out in the field (a Bellock itself if you don't have yours anymore) on the near side of the gazebo, but it's hard to lead the Titans away to get at it. Be sure to grab it afterwards, nonetheless.





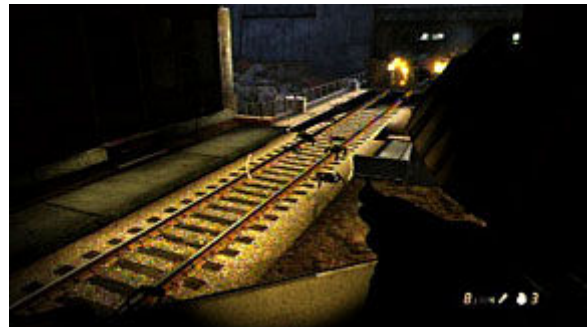
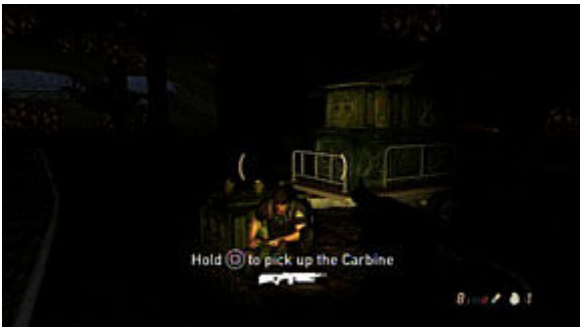
In the opposite corner from where you entered the gazebo square there's shotty ammo and Hedgehog Grenades on the street. Head to the waypoint and your team will encounter some more enemies up high on the buildings so grab a Carbine or Bullseye to deal with them, but try and keep your shotgun and Bellock for the next area.



Go into the train tunnel and, when your buddy tells you to watch your back, get ready to do just that.



The zombies here come from all sides, so the shotgun is very useful. They come in waves and you should move up along the right wall. After the second wave, search the center of the area for shotgun ammo and grenades.



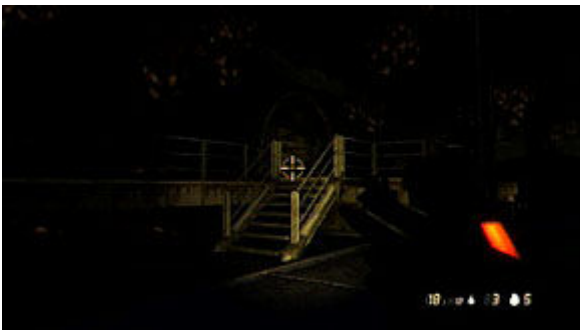
At the end of the tunnel is a cargo container you can run through out into daylight. Here you'll find a Marksman, so ditch your shotgun for that. Hit the Ravagers first with Bellock rounds and take out the rest carefully with the Marksman. The cover is excellent here and there's not much risk.



Move up when your compatriot does and get ready for another dark tunnel.



Actually, this one isn't infested, so just run up the stairs to the doorway on the left. Inside you can pick up a shotgun and some grenades.



Follow the tube down until you come to a flooded hallway. Here you'll encounter spider-like Chimera—Leapers. Go up a nearby staircase and let them group before shotgunning the lot of them. They throw poison and try to crowd you, making high ground necessary for keeping your bearings.



In the next area you'll need to go up the stairs and pull a switch on the middle island. Here you can get some high ground and shotgun the spiders as they group—your buddy says he'll cover you but does a pretty shoddy job.





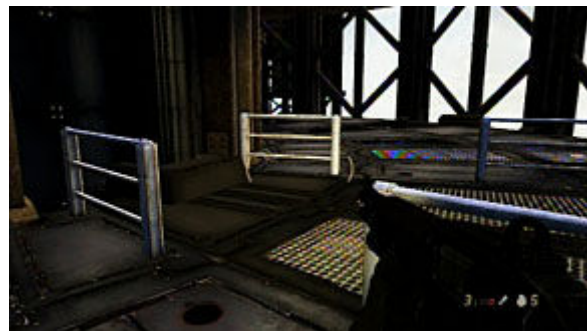
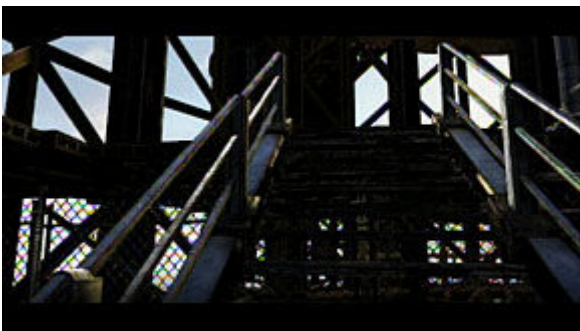
The switch opens the blast doors (great security!). You should melee the spiders when they aren't swarming you.



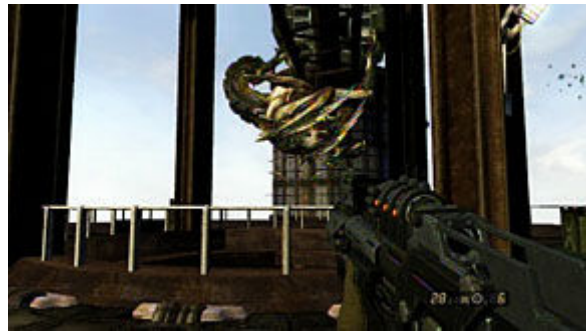
A few more will arrive before you reach the elevator, so swat them at your leisure and use the shotgun to take out groups.



At the top of the elevator, admire the view and go up the stairs. After the cutscene, follow the tower around to the elevator and take it up.



The Mother Spinner is kind of a pushover, so don't be swayed by her ugly looks. You should grab a Carbine and hopefully you'll still have some Bellock ammo and grenades. She has a few modes of attack.



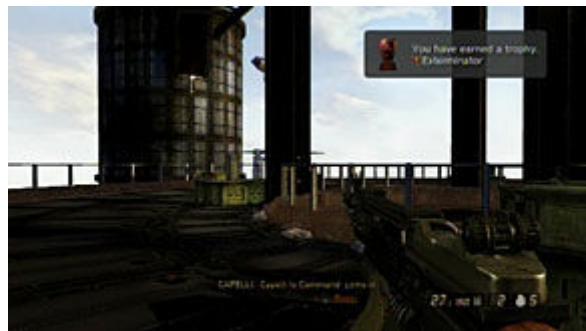
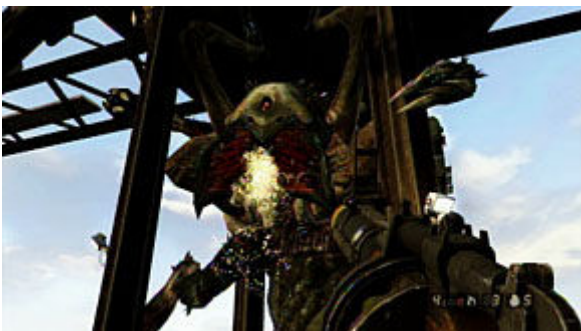
In the first, she'll scream and spit deadly acid on you from the middle of the tower. Just circle here trying to hit her in the face with Carbine fire (or anywhere else).



If you keep moving, you'll be fine. When she climbs down the hole she'll come up on a surrounding tower. Keep plugging here with Carbine fire and kill the babies by melee-ing them or cutting them down with Carbine fire.



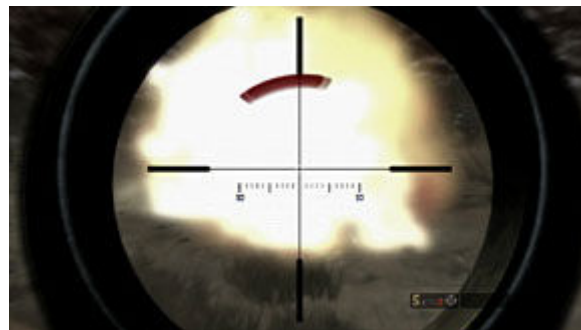
When she lands on the surface with you it's your chance to pull out the heavy weapons. Hit her with the Bellock now (it won't be effective if there's no ground underneath her) and/or grenades. She'll repeat these three modes but if you keep firing you should have her down before she sends a second wave of babies at you.





CLEAR A LANDING ZONE FOR THE VTOL

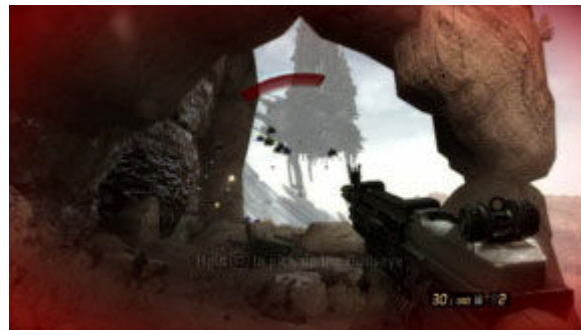
Armed with a Fareye sniper rifle, aim for the Chimera on the landing platform first. When the helicopter repositions, hit some of the Chimera in the dirt—if there's a red tank nearby hit it for an easy couple of kills.



Remember to use the R2 function to make things easier. It's somewhat hard to hit the drones with the bouncy ride and scope but you should be able to pick a couple off. You won't have to kill every last enemy as they'll retreat allowing you to land after you kill a dozen targets or so.

FIND A WAY INTO STATION GENESIS

Follow your men up the cliffside until you see drones. Two waves of seven or so drones should be dealt with before the Hybrids.



Try and flank them by running around the right side and up the hill. Once you take this hill, Chameleons become a problem.



There are two total, and the first will incite shouts from your men. When you hear "Chameleon!" look for it from your vantage point on the hill and take it out with your Carbine. Use your sniper rifle to pick off Hybrids otherwise—you should be able to get five or six before the Chameleons show up.



You can go down the hill to the trench after the Hybrids have been whittled down. As you push them back they'll retreat into the canyon—a good time to send a grenade their way.



Head under the arch and take care of any stragglers. Two Ravagers bust through here, but a simple headshot with the Fareye will take care of each, nice and tidy. Toss a Hedgehog in the middle of their accompanying troops and pick them off with a Carbine. Grab the Rossmore shotgun—it'll come in handy shortly—in the middle of the area and proceed through the hole the ravagers made.

#### INTEL DOCUMENT

Drop down the little ledge and enter the green tent on the left for ammo and Intel 14, in a silver briefcase on the table.



Go along the ridge and when your men tell you to enter the cave, do so with your shotgun equipped.





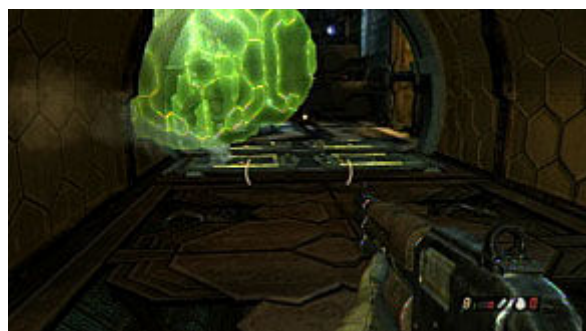
What you want to do here is toss a grenade right before the shielded Ravagers come around the corner and surprise you. As soon as you see them start unloading double shotgun blasts with R2.



They should go down quickly, so immediately start firing single shots at the Chimera grunts. You can keep them all from coming out of the cave. Your men ask you to retreat but being aggressive here pays off—turning your back on these fellows is a death sentence.



As you move forward you'll see a guarded bridge and that will initiate a cutscene. After the split off, grab the grenade off the fallen soldier and exit the little cave. Here you'll be swarmed by Leapers, with little you can do for your weak partner. Shotgun through these and proceed.



In the Chimera tube hallways you can head right for a useful Spider Grenade on some fallen soldiers. Otherwise, go straight and you'll engage some heavily armed and shielded Ravagers again.



The Spider Grenade is very useful here, but so are double shotgun blasts. On the other side of this room is another hallway—when you see the door open, get ready for a Chameleon. Two of these appear, so melee or shotgun them.

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**Chapter 4** BRYCE CANYON, UTAH

LOCATE DR. MALIKOV

Before the elevator is a Wraith with full ammo. This gun is the bees' knees—a high-powered chain gun with a shield as its R2 function.



Grab it and head down. At the bottom, things get a little bit crazy. It's best to take out the shielded Ravagers first, and if you are still lugging around the Fareye, use it on their heads.



Use the Wraith or shotgun on nearby enemies, using the elevator as cover until you can move out. Chances are a Spider Grenade will get thrown your way, and the elevator walls are good for avoiding that. If you head to the right after leaving the elevator you'll find a Pulse Cannon behind the rightmost barricade. Use this to take out the large Hunter Drones.





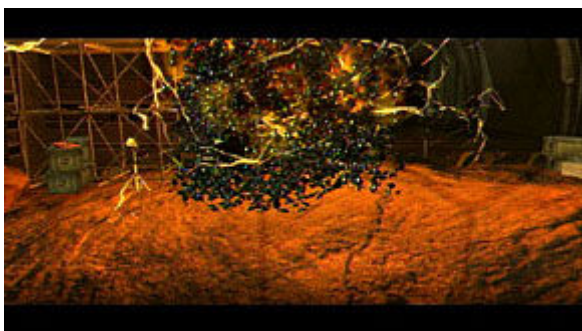
Once they're gone, more Hybrids will come down the elevator. Clear them out with the Pulse Cannon's secondary function if you'd like. Search the side of the bridge your men were fighting on for a Spider Grenade.



Inside the tubes you'll find the way blocked. Follow the wire down the hall and grab the grenades on the fallen soldier. You'll now encounter several Auger-wielding Steelheads and it's essential to be aggressive to keep them off your men (although they'll all be mowed down regardless of your actions shortly...). Get visual contact then nail them through the walls. Don't be reluctant to toss a few grenades. If they hole up nearby melee them.



Down the end of this hall is the switch you're looking for. Throw it and... run!



To avoid the Swarm you'll have to run down the hallways at full clip (hold R2). It seems to help to stick to the walls and take the inside track around the corners.

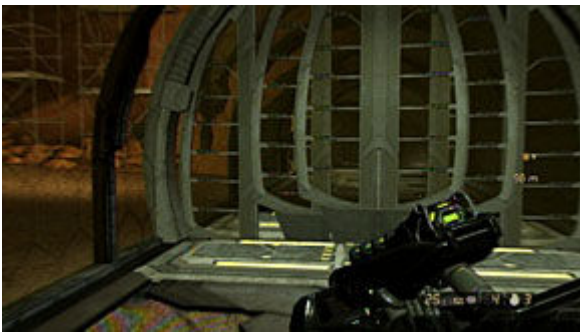


Get to the elevator and you'll be OK.



The next part is a bit confusing. You'll enter another tube from outside and as you make your way down, the Swarm will appear and cut off your path. To avoid them, run backwards, down the tube to the outside area you came from.

They'll come outside too, albeit via different means. This slows them down and confuses them somehow. Now you can run back into the tube and zip right past where they came in. But don't go all the way to the waypoint...



INTEL DOCUMENT

Intel 15 (a silver briefcase) rests by a fallen soldier in a branch of the tube on the right, just past where the swarm entered.





The swarm should disappear somewhere behind you. You will find Malikov just beyond the doors. After the cutscene, follow Malikov down the hallway.



#### INTEL DOCUMENT

When Malikov goes right at a T-junction, you should go left to find a body with some grenades and Intel 16 (a silver briefcase).



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#### Chapter 4

BRYCE CANYON, UTAH

#### ESCORT DR. MALIKOV OUT OF STATION GENESIS

When you come to the overlook, grab the Fareye and take out the Hybrids below on the ledge. Before long, two Ravagers will come up the elevator to the left of the ledge. Try and get some head shots in while moving to avoid their fire, but if they get too close, let them eat grenade.



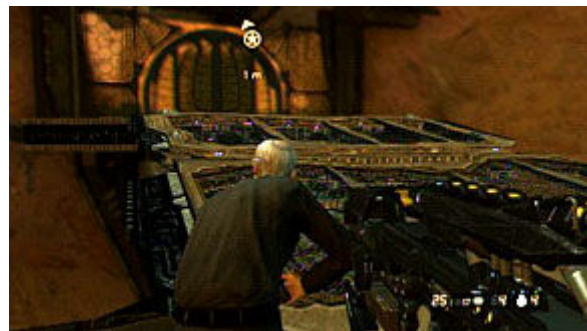
Get in the elevator the Ravagers used and head down.



At the bottom, cross the bridge and hop into the electric field made by the generator. The Swarm will move off and you can follow Malikov to another generator.



Pass through this and on the other side the swarm will appear with a Ravager in tow through a doorway. Retreat to the safety of the electric field and hit the Ravager either with Fareye shots or Auger fire from the safety of a wall. One Fareye to the brain will do the trick, however.

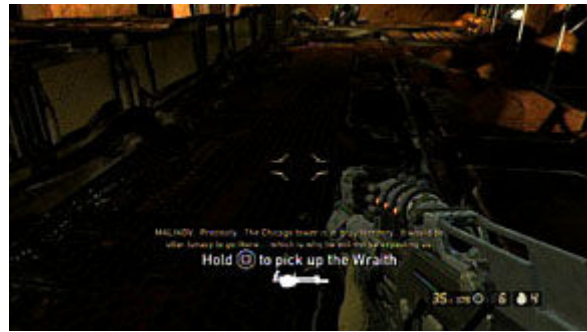


Now you'll just have the Swarm to contend with. The idea here is to wait until it's on the other side of the generator from the bridge leading to the target door. Wait until it's fully behind you and make a mad dash. The doctor will run too, and if he does before you, get going.

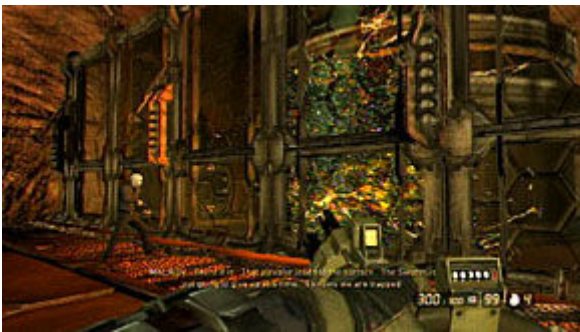




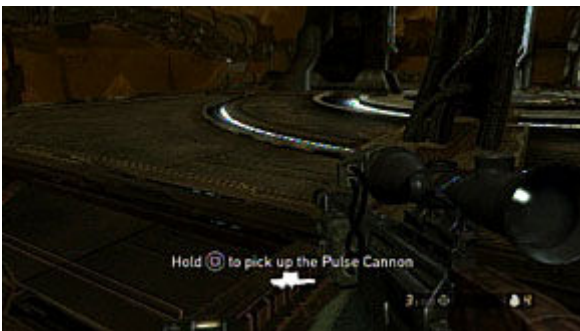
The Swarm backs off for now, and in the next room you can put your Auger to use killing Hybrids. You'll have decent cover until the Ravagers show up. Try and snipe them, but if they get in close, it's a grenade situation.



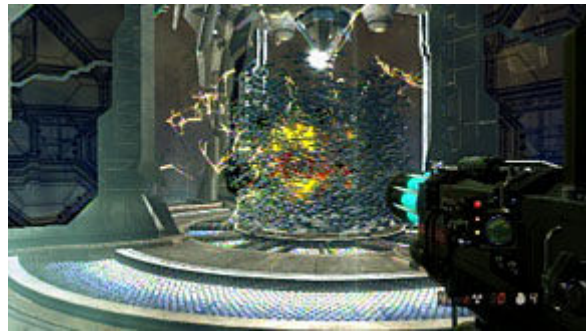
By the way, there's a useful Wraith between you and Malikov if you need the extra insane firepower. Grab it!



Head into the next room with Malikov in tow and he'll inform you that, in his professional opinion, the Swarm must die a horrible death. Take the elevator down, cross the pipes and pick up the Pulse Cannon. You'll have to lure the swarm into three of these generators, but they aren't collectively stupid.



To do this, you'll have to stand off of the platform. They'll circle it towards you, and you should point yourself back at the platform, ready to sprint when they get in close.



You'll have to book it across the platform to the other side, and they'll take the bait. They will get caught in the field and you can then shoot them with the Plasma Cannon.



While they are stunned, sprint through the tube up to the next generator. Remember, if you need a breather, they won't enter the generator ever unless you play matador with them. Inch out, bait them, then run across the platform again. Shoot them again and run through the tubes, upwards, to the final generator. Here you'll just have to perform the same maneuver a third time. Once they are gone for good, you can move about safely.



Take the elevator to the surface. You'll see your ride go down, and not one, but two Titans.



You should have some Pulse Cannon ammo left, not to mention a Wraith—so the LAARK on the ground isn't all that essential. Unload some Plasma shots, then Wraith the first in the face for a few seconds.





Remember, you can turn on the Wraith shield and be a walking, Titan-killing machine. These titans will call Leapers too, so the Wraith becomes all the more useful in clearing them out.



Now all you have to do is head to the landing pad for extraction.

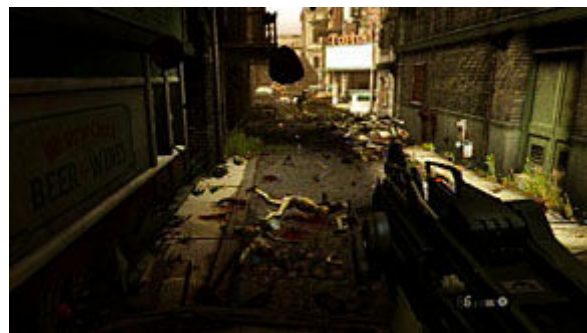
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## Chapter 5

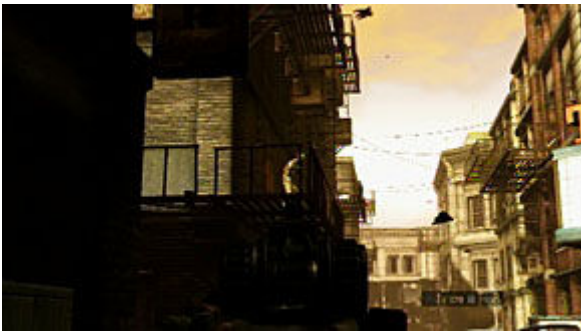
CHICAGO, ILLINOIS

### LEAD ECHO TEAM TO THE CHIMERAN NODE

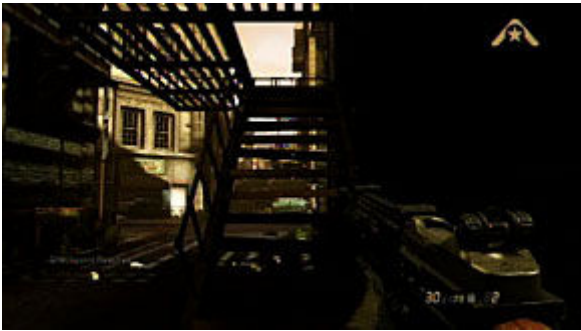
The opening of this level pits you against dozens of those fast zombie Chimera—one the citizens of Chicago. Luckily, you'll have a neat new weapon at your disposal, the V7 Splicer. This thing fires saw blades that do a bit more damage as they bounce around. The first part of the zombie onslaught should be dealt with by exhausting this gun's ammo. The secondary fire seemingly isn't so useful, as it requires you to get in close and risk your own neck as a melee weapon, but when you let go of R2 it fires off an even more powerful round.



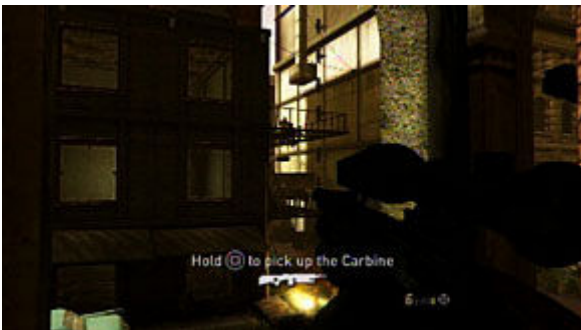
Stand on the hill and fire away. Things will thin out and you'll be able to progress up the alley. It's best to stand on cars and hit zombies from up high here. Just fire bursts at their heads and you should be OK.



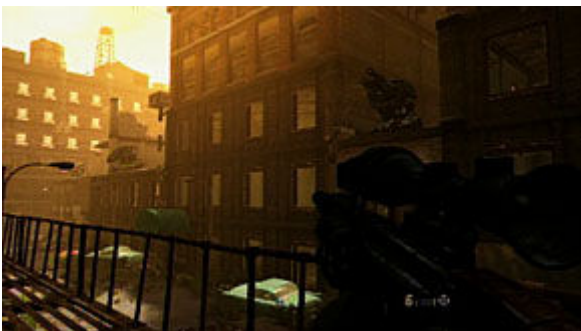
At the end of the alley you'll get a cutscene—Hellfire Turrets!!!



Head up the stairs and inside the building. Drop down through the hole and disable the turret by pressing Triangle. Pick up the Fareye sniper rifle beside it. Stay away from the windows—the turret across the street is still armed.



You need to cover your man while he goes up the building. The three windows starting at the green car across the street on the ground each have an Auger-wielding Steelheads in them. Snipe each one, stepping back if you get hit to rest.



Now, your partner will make it safe for you by switching off the turret. Head out on the fire escape and into the next apartment. Go out the back, where you'll find more ammo by a fallen soldier, and up the staircase to the next turret. Power it down.





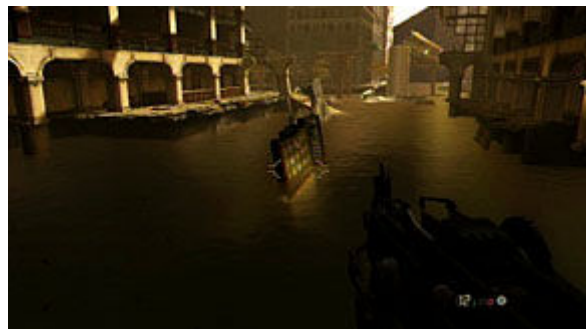
Now, snipe the incoming troops straight across the way. When your buddy warns you an enemy is below you should come out of sniping mode and melee a lone zombie.



Continue over onto the next building and deactivate the turret. Now three Hunter Drones will show up. Grab the Carbine by the turret and take them out with steady fire—or used charged Splicer rounds to make things easy.



Cross the girder and go into the hole in the apartment. Kick open the door. Jump down and enter the water. There aren't any Furies... yet.



Avoid the Bullseye fire by using the broken wall. Make a beeline for the ramp after the second cover spot as a Fury hops in the water to hunt you down.



On the top of the ramp melee or carve up the Hybrids with your Splicer. Hit the Drones with one of the dropped Bullseyes, but keep your Fareye handy—there's another on the ledge here if you need ammo.



Take cover and kill the four Drones, then snipe the Hybrids across the water.

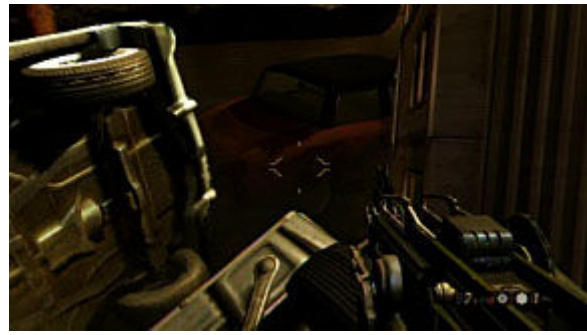
INTEL DOCUMENT

Nearly a straight shot back from the ramp out of the water is a room with a dead soldier in it. Lying beside him is a solver suitcase with Intel 17 inside.



The next part requires some first-person platforming skills. While it's fairly simple to navigate the linear path of fallen cars, hopping from one to the next (the shallow parts on their hoods and trunks are safe), you should bring a Carbine for some Drones midway.

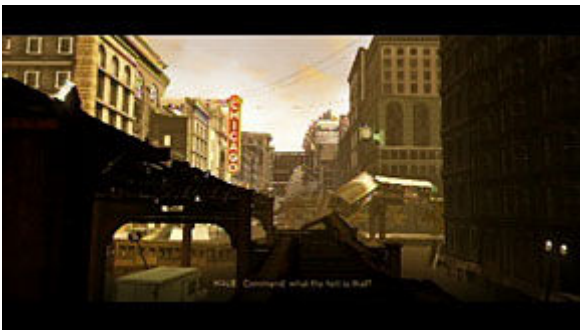




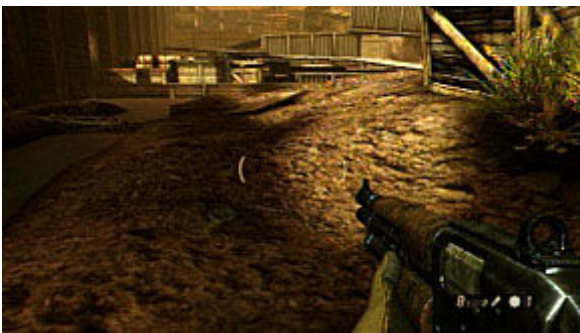
Eventually you'll get to a ramp up and railway cars you can take to a new area.



Unfortunately, this new area begins flooding as soon as you cross.



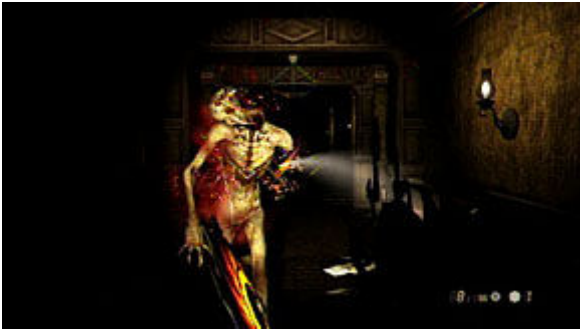
Go across the ground, aiming for high points. A series of boards, girders and other things will be your path upwards. Sprint when you can, and don't worry—there are no enemies but the Furies below in the water.



Once in the building, grab the Splicer and go downstairs for a grenade. Go up the stairway until you reach a dead end. Hop down the hole. Zombies. Ugh.



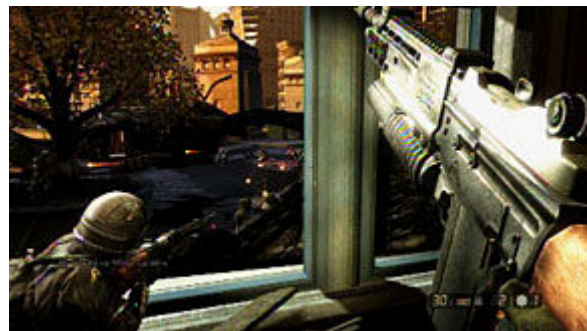
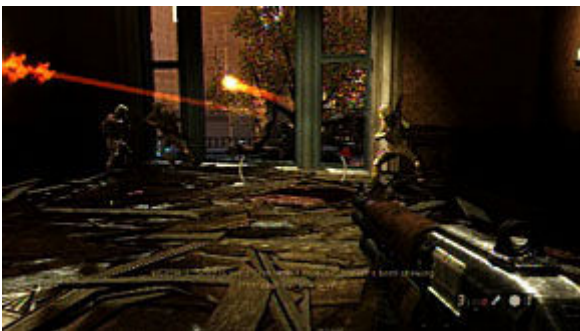
Take out your splicer and begin carving your way through them. In the kitchen down the hall grab the shotgun in the corner by the radio, but watch your back—these things are everywhere.



Hop down the hole in the kitchen and move down the hallways. At the bottom level there's a dead end, and when you turn around, four zombies burst through a door. Take that path out.



Pick up a Carbine and ditch your shotty. Take out the Hybrids in the distance. Chuck some grenades under the Stalker, a giant spider droid, to take it out with ease. These things are tough, but you have an army to back you up here so you can pretty much wait it out and the thing will go down.



As you move up in this area, pick up a Bullseye Mark II from the fallen Elites—it is an essential weapon for a bit down the road. Your focus should be on the Elites that stand on top of things. Aim high and let the soldiers take out the ground forces. On the right side, as you face the turrets, are grenades and ammo. Try and save a full supply of Mark II ammo—



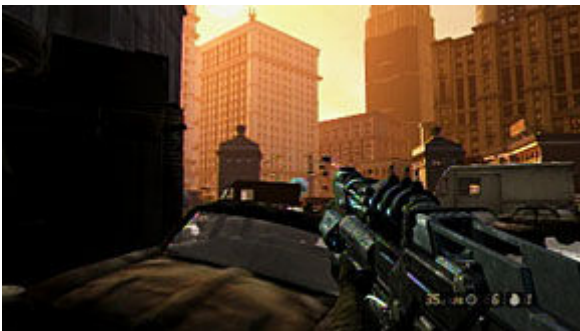
you'll need it in a bit.



When the shielded enemies are unleashed, grenade them immediately or snipe them from afar. If you don't have adequate weapons for the job, keep a steady stream of fire on them to overcome their shields and stay in cover. If you hit cars near them, they'll explode for splash damage.



Now for the tough part: Drones. On the left is a stash of LAARKs, by the army truck nearest to the Hellfire turrets. You should pick one of these up, but they are a bit tough to use on the shielded Attack Drones to come since they fire slowly. Their secondary spray of rockets is OK—but you may want to save the LAARK for later.



The first wave of small Drones should be sprayed from afar, but retreat back to the downed heli area for the blue shielded Attack Drones. Your secret weapon here is the Bullseye Mark II. Its secondary fire capability locks onto the drone, turns it yellowish-green, and your stream of fire whittles away its shield with ease. Who knew? Also, you can send a rocket or some secondary rocket fire its way when it pauses in the air (watch its movements, it pauses to turn around every pass).



Otherwise, use the Bullseye to take the shields out and they'll go down in seconds. You may have to move out of cover and get ammo or a better shot, so do so at your own risk. The Attack Drones should be distracted by the other soldiers enough so that you may be able to get around back for a shot after the shields are diminished. It hardly matters with a Mark II lock on them, though.



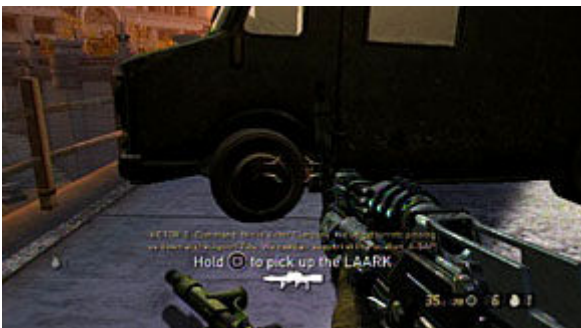
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## Chapter 5

CHICAGO, ILLINOIS

### CLEAR AN AIR CORRIDOR FOR THE VTOL

There are three Stalkers that need to be destroyed before the VTOL can land. The best place to launch your attack on them is from a stash of LAARKS to the left of the ramp that overlooks the area—it takes a bit of patience to get over there, though.



Grab any remaining LAARK ammo from the army truck area where you fought the Attack Drones and hop down.





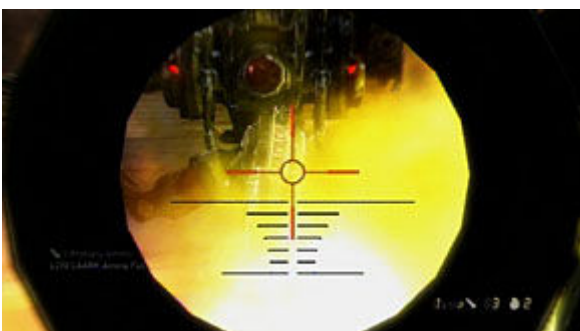
Fight your way up the stairs to the left and your soldiers will follow. There are likely Hybrids everywhere here, and down below by the tree. You'll need to find cover that protects you from the Stalkers first and foremost, but also from the Hybrids. You can press the enemy back all the way to the left side of the plaza.



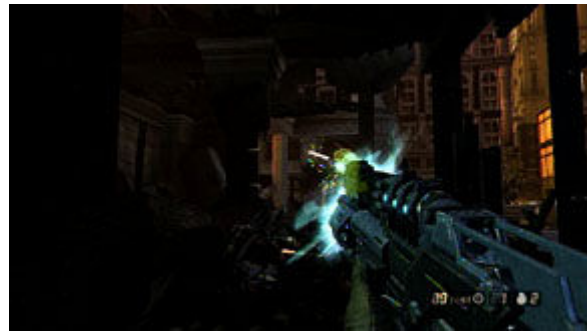
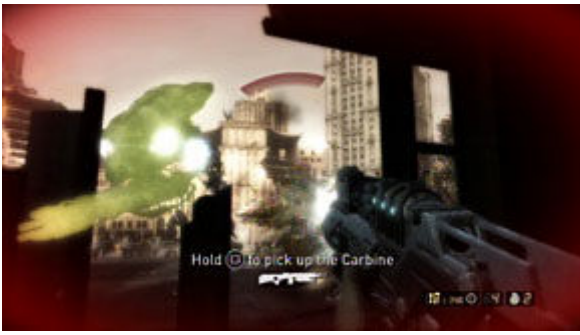
They'll send kamakaze zombies your way now, Leeches, which must be eliminated before they detonate in a blue flash of pure zombie energy—that means no shotgun.



Keep pressing down the left side of the plaza to the point where you can enter the building filled with pods. In the building you'll encounter more zombies. Once cleared, you'll find a hefty stash of LAARK ammo here. That's what will bring down the Stalkers.



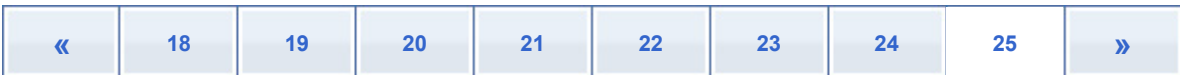
Take out the nearest one first. Use primary and secondary fire on them from the LAARK. If you can hit them in the yellow spot on their rear while they are turned away you'll get a fast kill. If not, it's going to take three or four hits.



Once that one is down, start on the next—although by this point Hunter Drones may become a problem. Lock on to them with your Mark 2 second mode fire and destroy all nearby ones. Your primary goal should be getting rockets into the Stalkers though, as when that's done the battle automatically concludes in this area.



Clear out any stragglers around the waypoint and you'll witness a cutscene when things are clear.



Afterwards, turn on your flashlight and seek out the hole that will lead you out of the building. Kick down the doors and kill the footsoldiers.



Go up to the bridge and hop down to the left for a Bellock. Continue along the path and at the next bridge, send some Bellock rounds in the general direction of the shielded Ravagers to fry them easily.

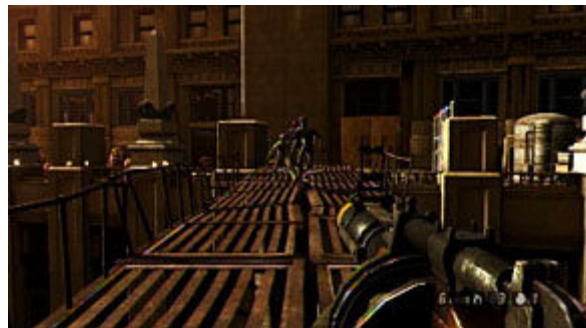
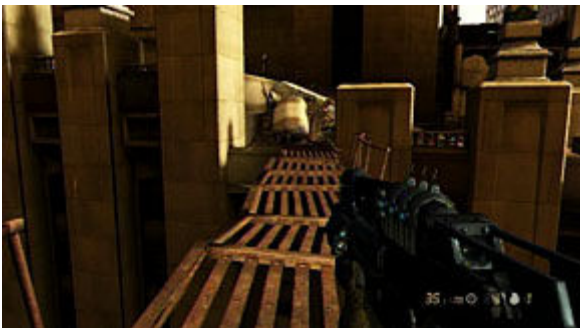




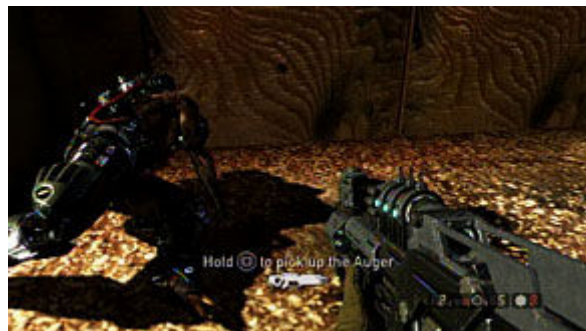
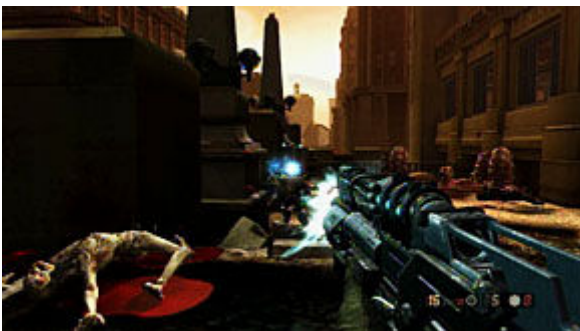
Backtrack along the parallel bridge for a grenade. Go up to the vantage point and grab the Fareye. Use it to not only kill the Hybrids, but the detonating zombies that come across the bridge. Ditch the rifle for your trusty Mark 2.



Cross the bridge and you'll be warned about approaching Hunter Drones. Before those show up, you'll come to another bridge.

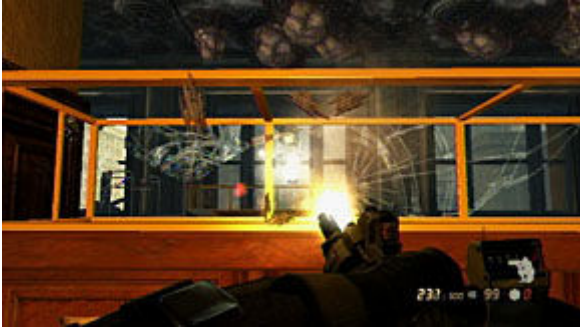


As the zombies pour across, use the secondary Bellock fire to leave a burning slick to prevent them from swarming you. Use some grenades and lots of bullets to clear the rest. Keep moving to avoid the Auger fire. On the other side take the Auger-wielding Steelheads on aggressively and grab the weapon. 'Bout time!



Enter the building and watch out for the zombie-bomb. Go up the stairs and the Drones will show up. Use the conveniently located Wraith to make short work of them from cover of the center column. Drones big and little will melt in the stream of the Wraith. These should be standard issue! Just remember to watch your back. While the Hunter Drones

remain outside, a dozen or so smaller Drones will come in the building and likely take up position behind you.



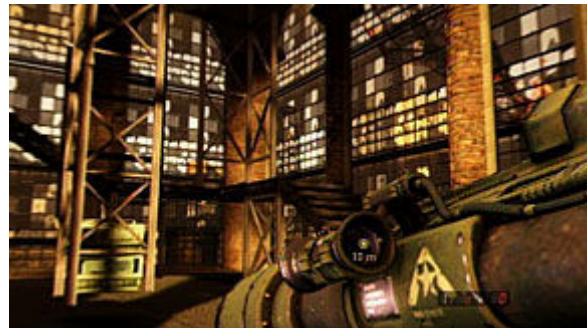
Now head up the stairs and follow the path through the goey room and out to the rooftops through a kickable door.



Grab the LAARK and wait for the Leviathan to grab you. When he opens his mouth, shoot a rocket. When he pulls you towards his open mouth after recovering, let him have another.



As you reload, he'll reel and come back for a third try at making you his human bubblegum. Send him rocket three.



He'll put you down across the street and you'll need to hightail it into the building.





Head up the ramps all the way to the roof.



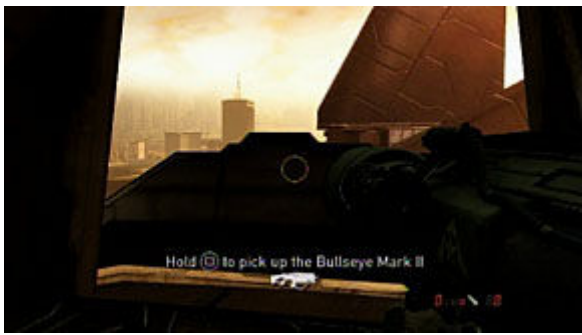
Cross the bridge. Start going down the staircases, one under the other. Two floors down is another LAARK.



Go out through the busted window and around and he'll pick you up again.



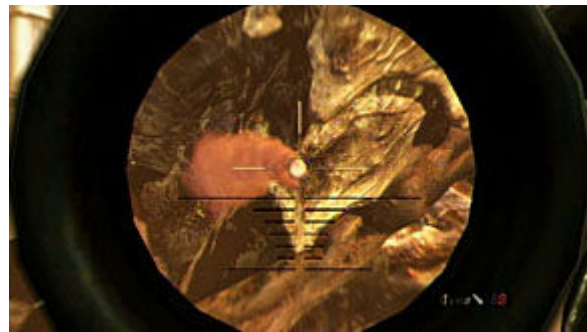
Three rockets when he's agape will do it, just like before. Now he'll toss you across town—straight through a sky bridge full of explosives. Ditch your LAARK for a Bullseye Mark II and head down and into the building.



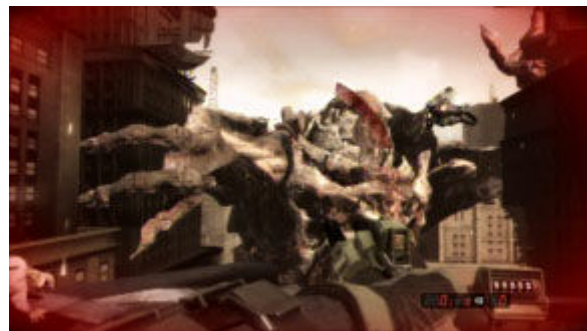
Hybrids will greet you so mow them down with the Wraith if you still have it or your Mark II. Head down the spiral ramp. At the bottom there's a tunnel out—but watch the left side for a sucker-punching Hybrid.



Kill the ones below and pick up a LAARK. Fire one off at Big Boy to get his attention—save the rest!



He'll take the bait. Now get rid of those pesky Drones with some Bullseye fire. Not surprisingly, the bridge won't detonate as planned. Instead, you'll have to hit it with a rocket. Do this when you're ordered to and you'll finish the level in gory style.





INFILTRATE SRPA STATION IGLOO

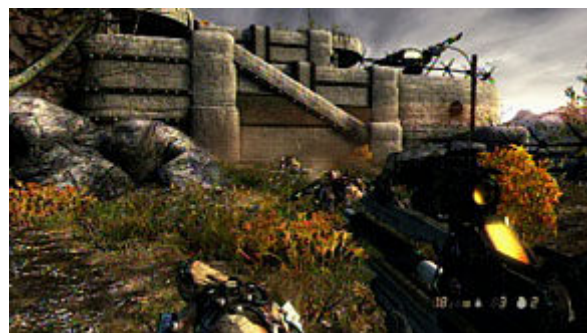
Go down the road and up the stairs on the right.



Far across a field you'll see enemy activity. Pull out your Marksman and start sniping them from the block of cement a ways up.



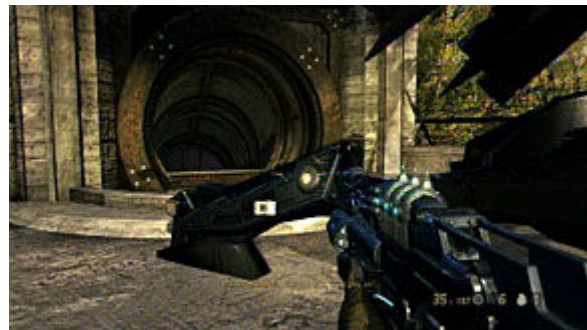
Try and move along the left side and into the rocky overhang after killing a half dozen Hybrids.



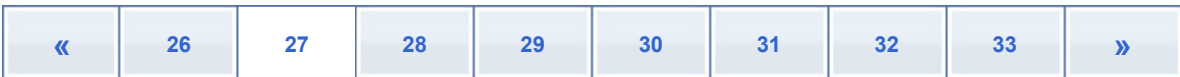
They'll run up the right side so you can pick them off as they do so. When you see them retreat up the staircase, don't get too excited and run after them.



Hybrids will pour out of a tunnel on the left, so grenade the group or be prepared otherwise. Pick up a Mark II if you haven't done so. On the stairs you'll encounter a shield-wielding Ravager. You can cover at the bottom and safely take him out when he switches to fire mode—or just 'nade him. A Marksman hit to the Ravager's head will take him down immediately.



At the top of the stairs a cutscene will occur. Turn on your flashlight and head inside.

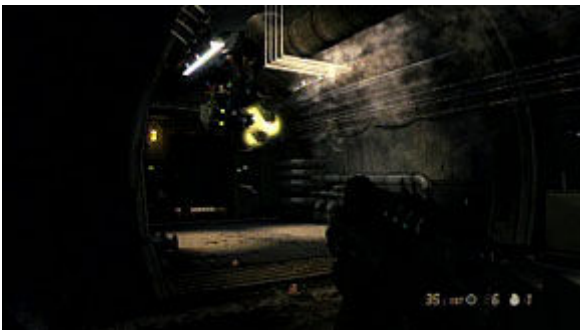


## Chapter 6

HOLAR TOWER, ICELAND

### PLANT DEMO CHARGES ON CHIMERAN AAGS

Immediately down the stairs is a turret guarded pass. Run across the right entrance to narrowly avoid death from the beams.



In the hallway, take cover in the nook on the right and prepare for a shielded enemy and a group of Chimera by tossing a grenade down the hall. Keep firing at the shielded Chimera when he drops it. Now head down the hall and look left.





There's Auger fire headed your way, and more Chimera down the tunnel. You can actually take out the Auger-wielding Chimera by shooting through the gate he's behind. Take cover in the nook on the right and shoot the remaining Chimera.



INTEL DOCUMENT

Enter the locker room and head into the far left corner. Here you'll find a silver briefcase sitting upright on a bench with Intel 18 inside.



There is a Spider Grenade next to the Intel as well.



Go through the hall but don't drop down yet—grab the Auger from the Chimeran corpse behind the gate. Drop down and run to the other side of the room and turn around. Drones will arrive from where you just came and from outside the hangar door. Destroy them quickly before they shoot with your Mark II.



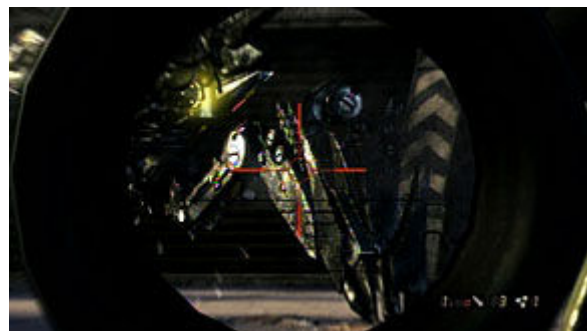
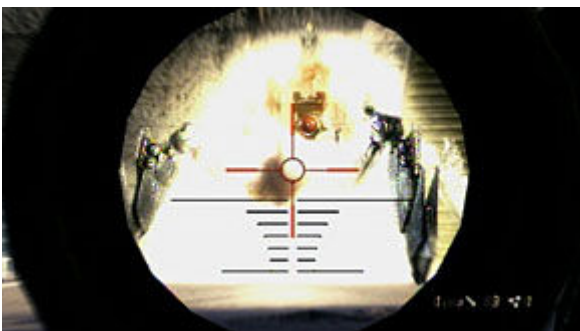
Outside is a bigger robotic threat. The Stalker is not alone either, there are two Hybrids above on catwalks as well—one above your position and one to the left—so take them out from the cover of boxes.



Under the open area is a series of tunnels which, of course, house a LAARK. Make a break for one of the ramps down and grab it.



To make Stalkers easier, you can try and aim for the glowing yellow fuel tank on their rear.

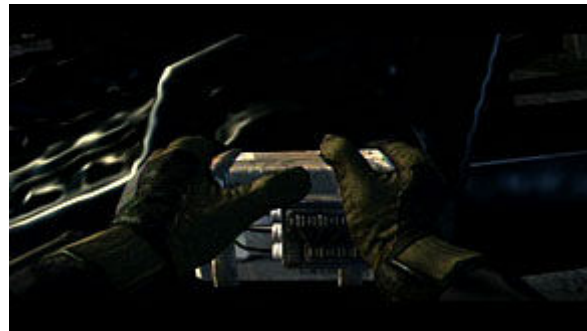




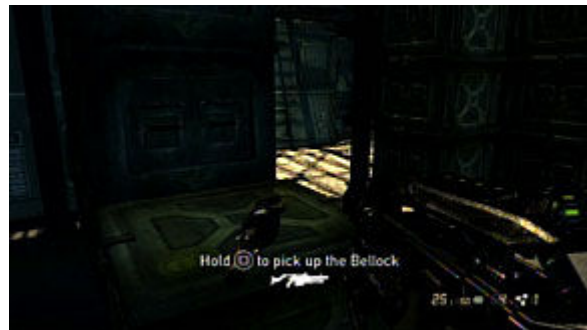
This fight makes this easy because you can lure the Walker across the lot by peaking out of a ramp, then sprint to another to catch it off guard. Try and get the LAARK rockets to that yellow cell—although four direct hits should do the trick anyway.



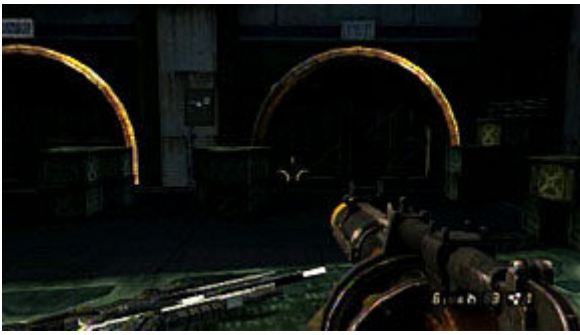
Kill the Auger wielders as soon as the Stalker is down—one high and one low in the hangar across from where you entered. Grab an Auger and ditch your LAARK (there's a shotgun in the tunnels under the Walker too, but we chose to keep our Marksman). Make sure you grab an Auger and all the ammo you can before the next segment—it makes things *much* easier.



Follow the waypoint to the rendezvous. After the cutscene, drones will appear. Let your team handle them and grab the Bellock.



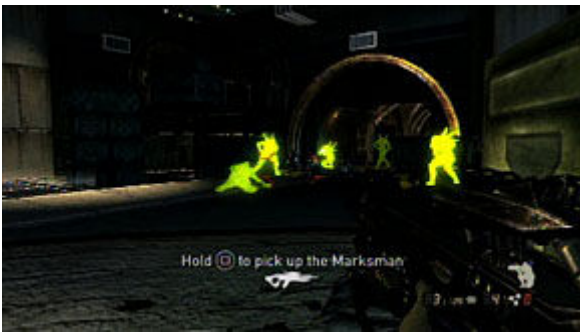
Take up position in the center of the level. Hybrids will now come through the doors in alarming quantities. There are always four or so on each side, and two shielded ones as well.



Peek out and get an Auger lock so you can make easy head shots through your cover. Use the Bellock if you'd like to clear the area every once in a while so they don't move in. If you stretch your Auger fire thin it will last the whole fight.



It even kills the shielded Ravagers in a handful of shots if you hit them in the head.



The Chimera will actually retreat down the hallway. Ditch your Auger if it's almost empty for a Marksman—the next battle is long-range.

«	26	27	28	29	30	31	32	33	»
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**Chapter 6** HOLAR TOWER, ICELAND

CLEAR CHIMERAN DEFENSES FOR AERIAL ASSAULT

At the bottom of the tunnels, the remaining Chimera are holed up among sandbags. Use your Marksman from your high ground to easily clear them out. To the left is the real battle.

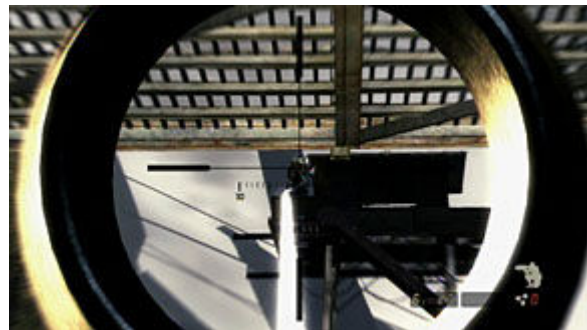




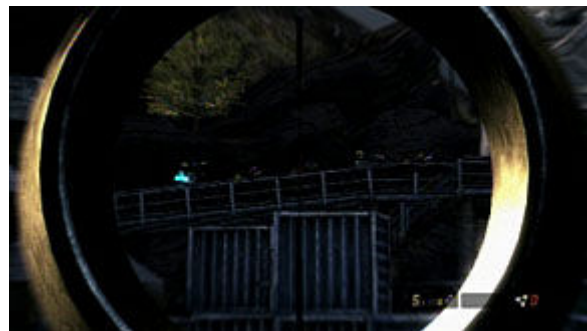
Your Marksman is helpful here, but not as much as the Fareyes leaning against the sandbags. Grab one of those for some good old-fashioned head popping.



Your first order of business are the Ravagers—one in the tower and one below in the plaza. A shot to the head is all it takes for these brutes, from either the Fareye or the Marksman. Remember to use the Fareye's R2 function to slow things down.



Next, take care of the Steelhead sniper up in the right cylindrical tower. Now it's just a matter of cleaning up the stragglers.

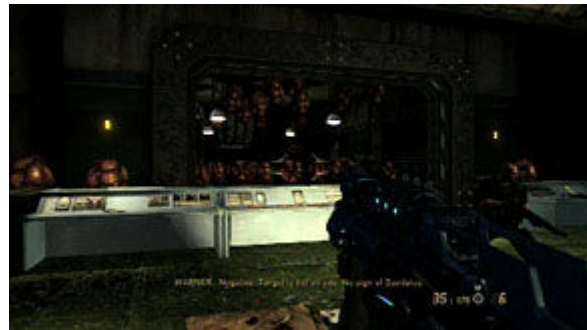


Be sure to check up high—and always duck back to cover of the sandbags when overwhelmed. Soon enough an Attack Drone appears. If you have a Mark II (and there are plenty down below—but it's risky to approach the Drone) then you can send a tracer round at it and kill it easily. Alternately, expend a dozen or so Fareye rounds to take it out safely from

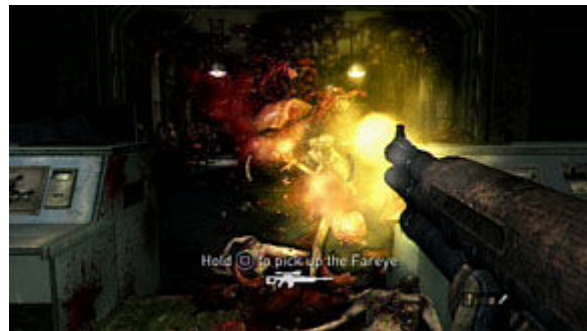
cover. There's ample ammo, after all. Try to hit it through its shield, and be sure to take cover when it fires missiles.



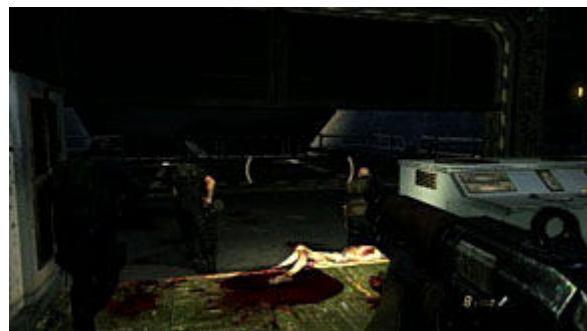
Grab a Mark II from the ground and a lot of ammo—you will need it for the zombie massacre to come—and keep a full Fareye on you for much later if you can. Follow your squad inside.



You'll first listen to a radio exchange, then move inside the building. Here, you'll have to defend the computer terminal area from countless zombies. You should defend the side your team isn't handling. They'll keep their side at bay, so just worry about yours. Pick up a shotgun (temporarily replace your Fareye) and stay near the ample ammo on the terminals.



As the zombies come, you may run out of shotty ammo, so use the Mark II from a distance and melee only in emergencies. Try and get to more shotgun ammo if you can, but it's likely you'll be pushed out of the area by zombies.





Eventually, the doors will close. Now you'll have to finish up the room, which your comrades will essentially do for you. Hop on the lift and head down into the fray.

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## Chapter 6

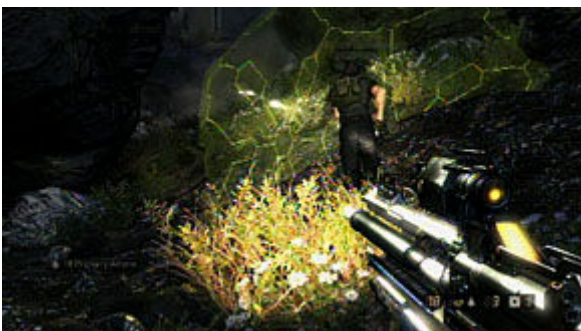
HOLAR TOWER, ICELAND

### ENTER HOLAR TOWER

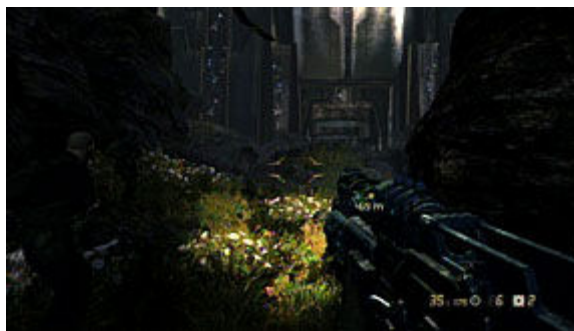
At the bottom, grab the Air Fuel Grenade and hop down into the trench.



There's a Marksman at the bottom. Your shielded companion will take care of the ground forces if you hit the Hybrids on the ridge with the Marksman.



At the bottom of the trench is a downed heli.



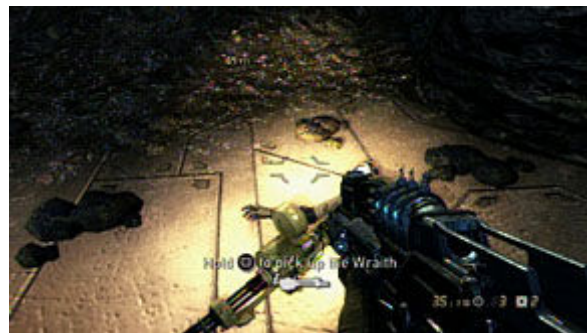
Above it on the right are more Hybrids. Soon, they'll start streaming in to the left of the heli. Use it for cover and nail them with the remaining Marksman ammo. Grab the Mark II a bit up the trench towards the direction you came for more ammo. Now head towards the tower.



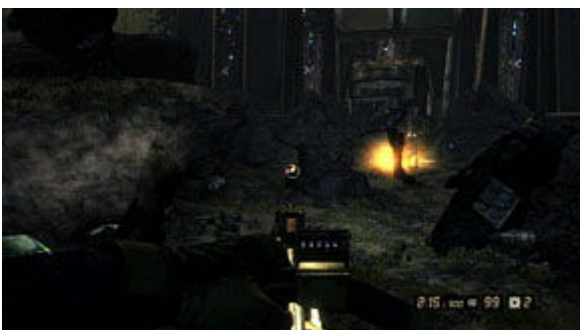
Three Chameleons will hop out as you move in that direction, so be ready to swat them or shoot them. Here you'll see a hill jutting out in the middle of the canyon. Take up a spot there, backing down for cover.



Your Fareye can come in handy here if you've still got it. Use it to snipe the Titan's head for an easy kill (it'll still take a few rounds). You are relatively safe on the hill. As the Titan approaches, hit him from up high, and if he goes around back, hop off and keep the hill between you and him. Of course, where there's a Titan there's a LAARK, and this one is down a ways in the center of the canyon by some rubble. Grab it to make the task even easier—although another Titan is on the way. Now you'll need to clear the ridges of threats. Head towards the tower and grab the Wraith.



When the Leapers appear, retreat all the way back to the hill. They'll swarm your squad and you can send some bursts of Wraith their way.



Use the LAARK now from the hill to destroy the second Titan. The Wraith can help with this too—just stay on the hill and



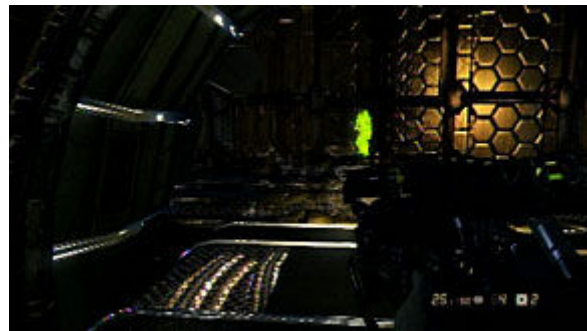
you'll be fine.



Now head down the elevator. In the next room a cutscene will occur. The first thing you'll come to after this is additional Wraith ammo, so fill up. Move down the hallways until you come to a room full of enemies. Hang back and let your Wraith do the work by peeping out. Not much strategy is needed with this baby.



Lastly, grab an Auger before moving out. Kill the Steelheads at the top of the ramp by beating him at his own game and fill up on his ammo.



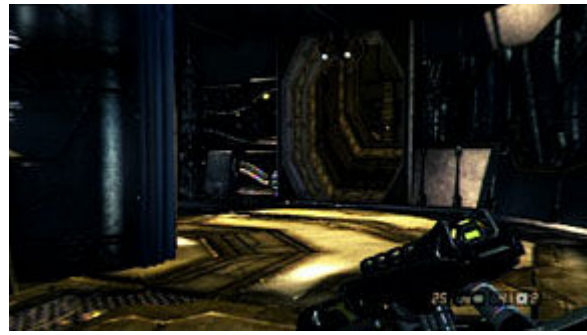
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Chapter 6

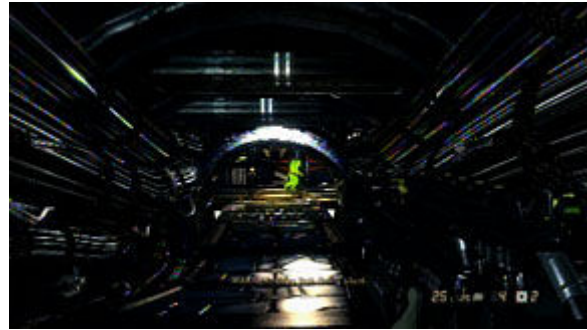
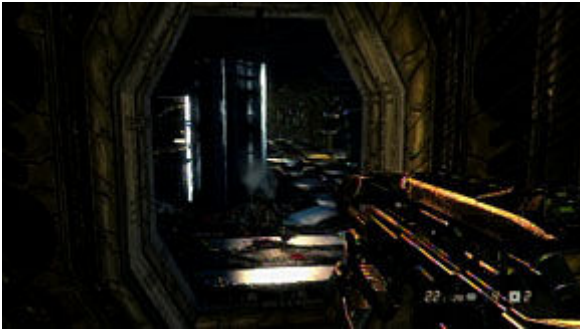
HOLAR TOWER, ICELAND

TRACK DOWN DAEDALUS

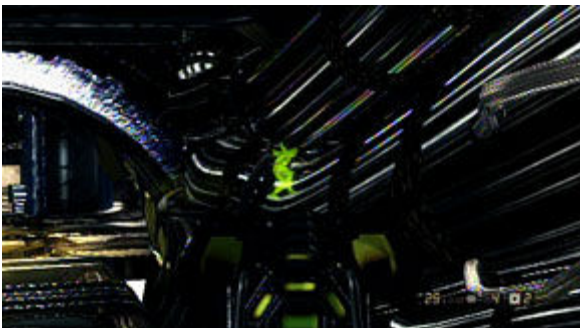
Now you'll all split up. Go straight, and have your Auger ready. Eight or so exploding zombies will rush you in the large blue room—take them out through the wall easily with your Auger or just stand your ground and shoot accurately. Follow the passages back.



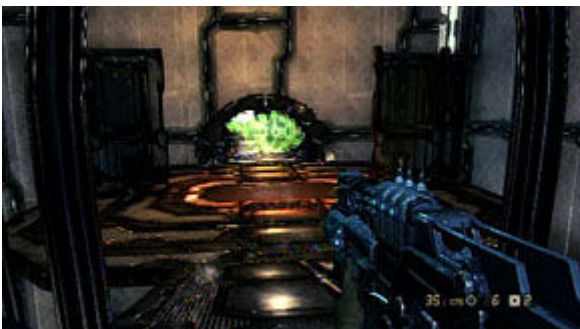
Take a right at the area with all the closed doors and you'll find a path up into a side room, as you head back through the small door watch out for a Chameleon.



Take a right past the Chameleon's corpse and go down. Several Chimera will walk in front of you and hopefully not notice, allowing you to take them out through the wall. Go down to their level and hang a left.

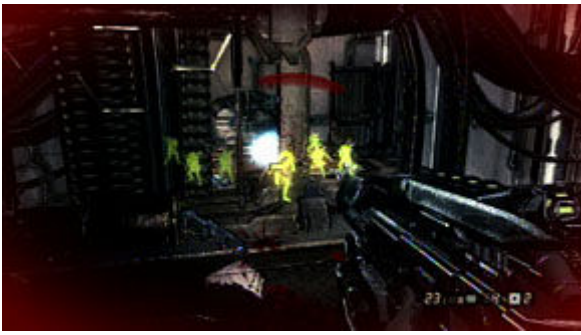


You'll see more scurrying by in the far distance when you come to an open room. Up the ramp here are a few grunts. Auger them and head to the top and turn around.



Use your Auger to drop some shields and break out the Wraith. Use it on the incoming shielded enemies. Use your Auger now to destroy the 3 explosive zombies through the wall from cover. Kill them near the Hybrids to detonate the lot of them with a zombie bomb.





Now a large pack will come through the doors. Throw up some more Auger shields and let 'er rip with the Wraith. Hit a zombie and BOOM! Problem solved. Now, sprint towards the waypoint.



«	26	27	28	29	30	31	32	33	»
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## Chapter 7

COCODRIE, LOUISIANA

FIND THE FISSION BOMB



Cross the river via the overturned boat. At the mansion, immediately snipe the Ravager patrolling the porch—he has a shield, and that can get ugly.



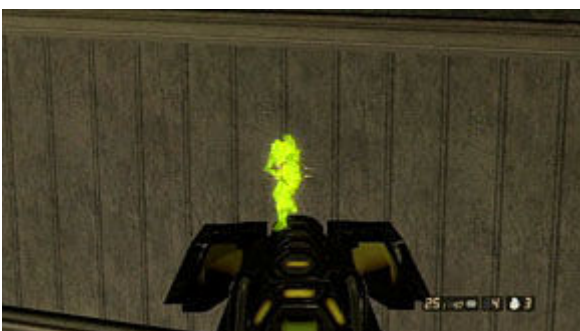
Kill the four around him with the Fareye—directly across the boat/bridge you can find more Fareye ammunition—and then move in for a Bullseye.



Running out of the house are more Hybrids. Use the door as a bottleneck and kill every Hybrid, then search for the Auger—which we OCCASIONALLY found on the ground outside the front door—it makes this part much easier. If not, keep the Fareye, and grab a Mark II.



Go upstairs. On the second level are four more Hybrids. Melee the ones on the left, then kill the remaining two with your Mark II. Now the cavalry arrives—and you don't have a checkpoint. Peak out onto the porch and get an Auger lock on the enemies below.



Kill the ones on the far left and right—they are Steelheads with Augers. Now kill the rest, but be careful—reinforcements are heading up the stairs too. Take them out with your Mark II.



A "No Auger" strategy is as follows: If you don't have an Auger, head out on the second level porch immediately after clearing the second level. You'll see some Auger-wielding Steelheads arrive from the river. Use R2 slow-mo on your Fareye to take them out—there are three. Following them are two Ravagers with shields and a half dozen hybrid which enter the house first. Snipe what you can—but get the Steelheads first or you won't have anywhere to hide!

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## Chapter 7

COCODRIE, LOUISIANA

### NEUTRALIZE THE MARAUDER



Time to head up into the attic. Here you'll not only find a LAARK but...

### INTEL DOCUMENT

Next to the LAARK in the attic is Intel 19.



Now, the best technique we've found for dealing with the Marauder is to be aggressive—grab that LAARK in the attic, go down a level and out side to the front porch of the second level and empty all four rockets into the Marauder before it has time to react.



After that, get an Auger lock and use your remaining ammo to kill it if it isn't already down. Grenades work too, as well as any other weapon fire. If you get poisoned, shake your controller to fight it. Obviously, aim for the head. It's a simpler battle than it seems—especially with the right weapons. Lastly, if it just isn't going down after all that: the Marauder makes a bridge to the next area with its body, so your last shot may need to be fired when it's in the rear of the house, so it falls into place.



Grab the Marksman in the attic (by the Intel and LAARK) and follow the Marauder bridge to cross the water. Inside the building, don't leave until you've found the Spider Grenade on the dead soldier.



Head straight down the alley and double back using the stairs. Jump down on the boxes and follow them to the river.



At the head of the river are three Titans on a riverboat. Before taking them on, you'll need to run a bit of a gauntlet. Sprint towards them and take the bridge to the right.





Stay to the right on the bridge as the left side blows up at the end. Hang a left and mind the explosive barrels—this part can take a bit of luck. Go up the stairs and grab the Bellock in the middle of the room and ditch the Auger.



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## Chapter 7

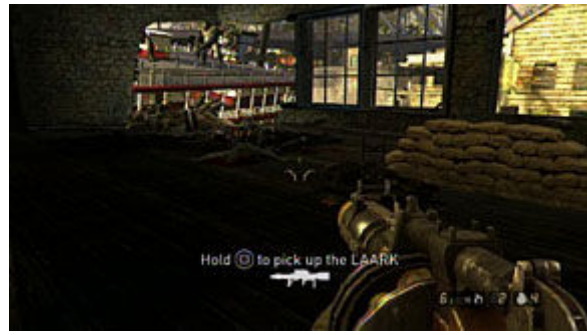
COCODRIE, LOUISIANA

### NEUTRALIZE THE TITANS

Go down the stairs and take out the incoming Hybrids with your Marksman.



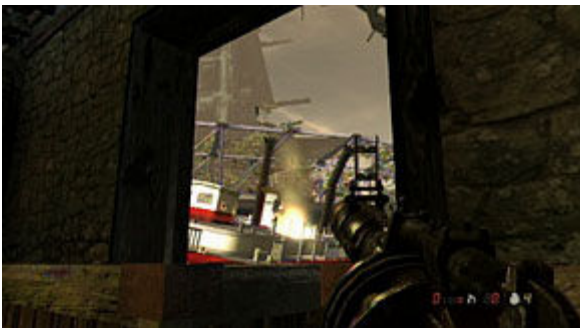
Use the Bellock to kill the shielded dude across the way. Pick up the Fareye in the doorway and use it to pick off the Chimera in the windows. Drop that and pick up the marksman and go across the broken bridge.



Use the Marksman to clear out the building as you go up—at the top there are two rooms. One with a LAARK and one with lots of Drones. Kill the Drones before anything else. From this room you have a safe shot at the three Titans.



There are many entertaining ways to take them out. We did all three by firing Bellock, then finishing them off with Marksman shots to the face.

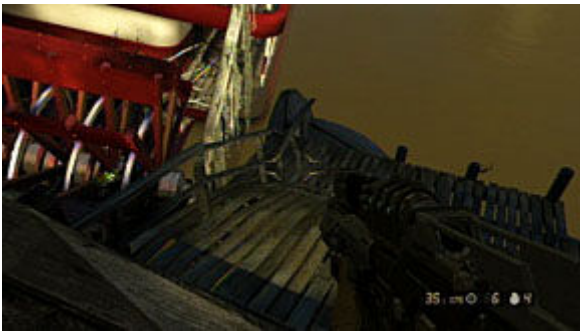


The secondary mode of the Bellock sends a highly damaging flare, but you have to aim it a bit higher to get at their feet. That does quite a bit of damage. Otherwise, there's always the LAARK!

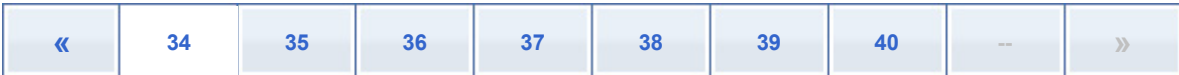


Heck, there's even a second LAARK if you take the back route out of the room with the Drones—grab it and save it for later after the three go down.





Follow that way out after taking out the last Titan. Hop down and across to the close corner of the Riverboat.



## Chapter 7

COCODRIE, LOUISIANA

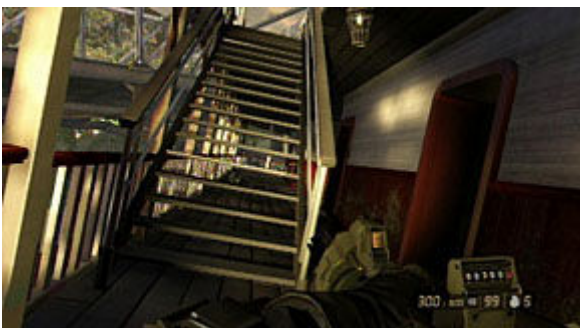
### CLEAR THE RIVERBOAT

Now, search the rooms for Frag Grenades if you need them. Head up the stairs and you'll encounter some Chimera. They are easy to mow down, and seem to be caught off guard. Look to the right at the middle of the boat for another Chimera. You'll see stairs up in the opposite corner from where you came up.



### INTEL DOCUMENT

In a room under these stairs is Intel 20—not to mention a Wraith! Party time!



Go up the stairs and you'll come face to face with number four. Remember that extra LAARK? Put it to good use. Just stay by the stairs for cover and aim for the Titan's head.



He should go down in three shots. Grab the Auger on the roof and continue over to the building across the plank bridge. Kill the Hybrids below with the Auger and head to the waypoint.

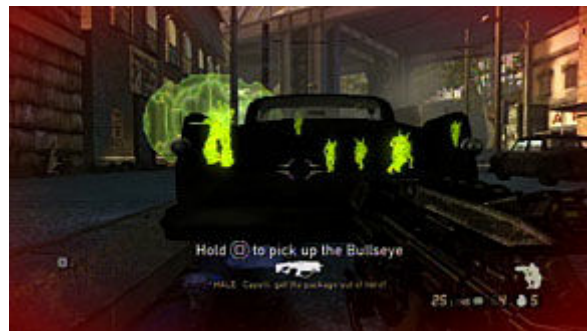


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**Chapter 7** COCODRIE, LOUISIANA

SUPPRESS THE ASSAULT

This is an Auger-friendly area. Not only can you detonate the cars as the Hybrids come down the street, but you can shoot right through them from cover.

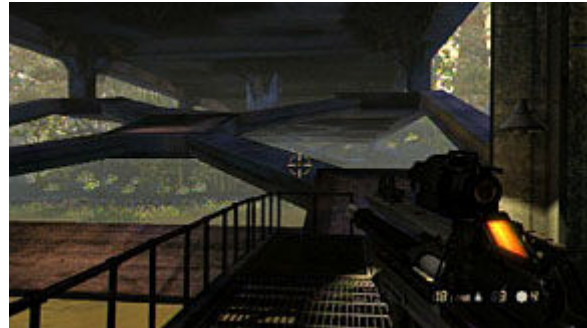


Across the way is a nook with more Auger ammo. As you continue to pick them off, a pack of shielded Ravagers come over the wall in an ambush.

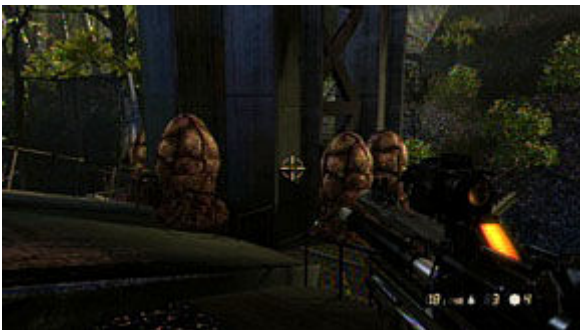




Set up your Auger shields then and grenade them as you continue to lay down precise Auger shots. When you run out of Auger ammo, retreat to that nook along the right side and grab a Marksman to finish the job—and hey, you still have a Wraith, right? May as well save that if you don't need it.



Cross the bridge by going up the stairs and carefully following the metal struts underneath. On the other side you'll find some grenades. Go up the stairs for a cutscene.



Follow the troops through the water. When you blast into the sewers, pull your Wraith out. As you walk forward, Leapers will stream in. Back up, get some high ground on the side of the pipe and let 'er rip. Try firing in bursts to just keep them back. It's a short swarm, but a heavy one.



Now you'll go through another sewer. On the other side is a Rossmore shotgun. Grab—you can come back for your Marksman.



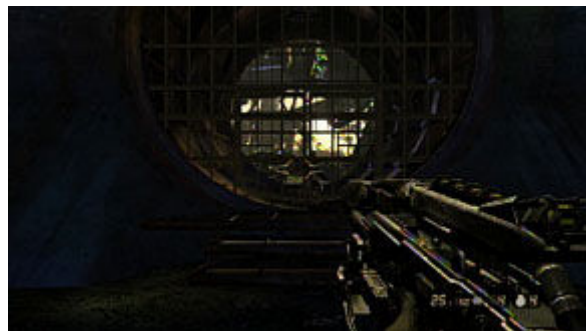
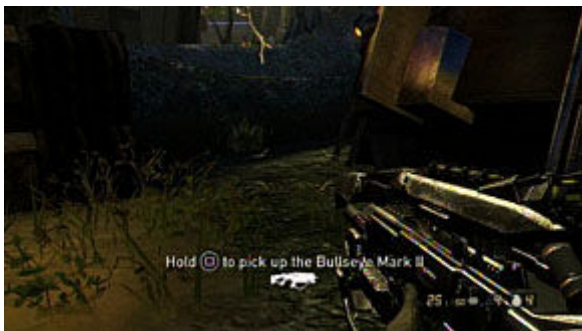
There are six Chameleons in the brown swamp ahead. The first few go for your point man on the left, so aim to defend him. Don't even inch out until four are down. There are two more out in the middle, and they come from the right-middle of the area.



On the bank on the other side, grab the Fareye and snipe the dozen or so Hybrids from the hill, backing down it for cover.



There are Auger-wielding Steelheads on the right side, so take them out first. Grab the Auger and clean up any remaining Hybrids in the base. A few will run around the left side at the end. Follow the way they came from.



The troops will let you through to the other side. Here, there's a large ramp and enemies already pouring down it. Use your Auger to start picking them off.

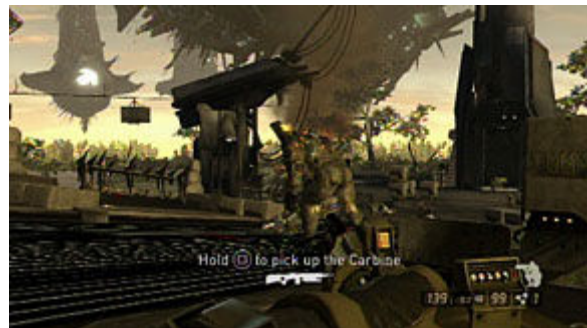




The shielded Ravagers may take a few grenades—Spider Grenades work nicely—but you'll want to save your Wraith. Take headshots with your Auger from cover and you should be fine.



Move up the ramp and you'll see a Wraith on the left that you can use for an ammo refill. Bust out the Wraith as the two Titans come down the ramp.



They'll end up moving right past you as their goal is the bomb at the bottom. Just keep Wraith fire on their faces, and toss grenades when they're in range. They can take a lot of Wraith rounds, but you'll have plenty in that nook where you found the Wraith. Just crouch for cover and keep at them.



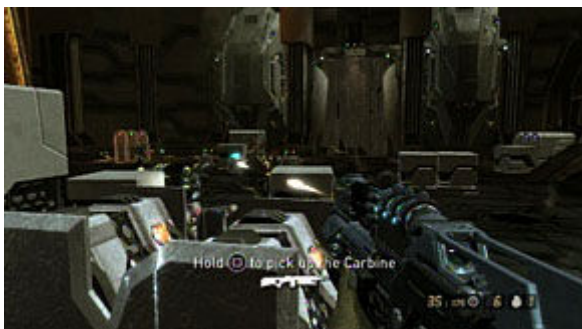
Once that's done you'll just need to clear stragglers with your Auger—pick up a Mark II if you run out of ammo.

FIND THE CONTROL ROOM

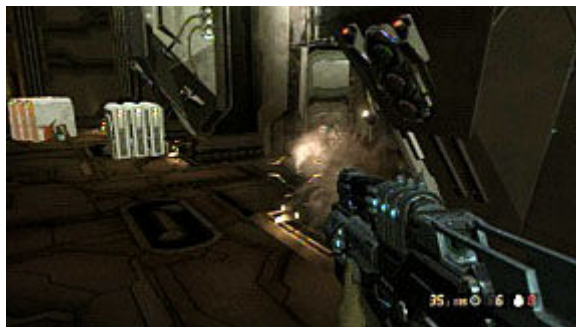
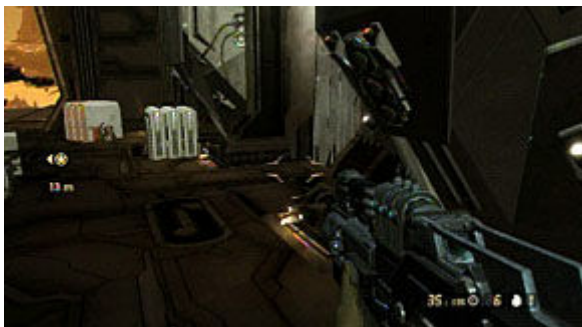
Follow your partner to another hangar—don't shoot the Drones, though. Instead, surprise the Hybrids below by the pod. You can grab a Mark II off of a dead body to make this easier.



Before pulling the switch after the room is cleared you should be prepared for what follows. Facing the door with the switch, just to the left is another door, which will open to reveal a Titan and three Auger-wielding Steelheads.



There is an easy way to handle this situation. Simply perch atop the boxes to the left of the door switch and toss a grenade into the enemy door as soon as it opens.



Follow it up with some Mark II fire and you should have the Steelheads stopped dead in their tracks. Now you can grab an Auger, take cover, and fire at the Titan's head. It actually doesn't take that much to kill him.





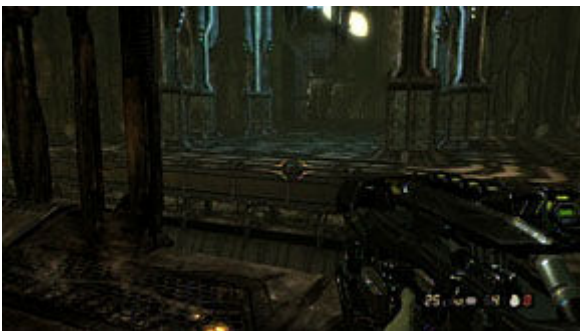
After this, you'll run unopposed through a cylindrical room with uninterested Drones, up a ramp, through another cylindrical room and finally come to a room with Auger-wielding Steelheads and a ramp down. You won't be able to get a lock on the Steelheads below until you run down, so be careful.



Now go out the door on the bottom level. Follow the linear path until it opens into a large room with enemies. There are two Hybrids on the right side and a few more on the left of the giant platform across the crevasse.



Use your Auger to take these jokers out from cover. Run all the way to the left after they are cleared and you'll see a door on your left open.



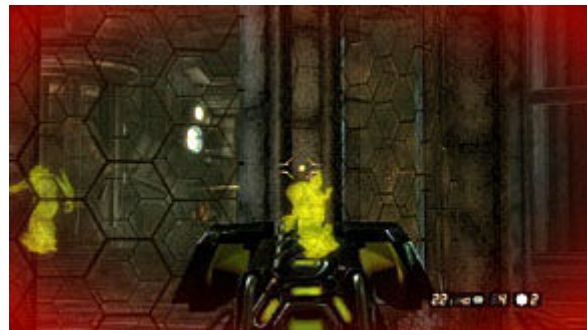
Go in and get an Auger lock on the enemies down the ramp. Use that to hit them in the head and clear them easily.



Do the same at the bottom—most of the enemies are just to your right as you peek out the door, including Steelheads and Ravagers. These are the immediate threats, so try and get them through the wall.



Now clean up the riffraff across the chasm. Gather as much Auger ammo as you can and go up on the large platform. Here, two more shielded Chimera will come out. Use your Auger from behind cover to deal with them swiftly—headshots work wonders.



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Chapter 7

CHICXULUB CRATER, MEXICO

FIND THE CONDUIT HUB

Now you'll have to go it alone. The rooms here are filled with "white hot water"—it's not boiling or steaming, but it is glowing a scary orange, so watch out. You will be guided by radio through this part, which is rather helpful.

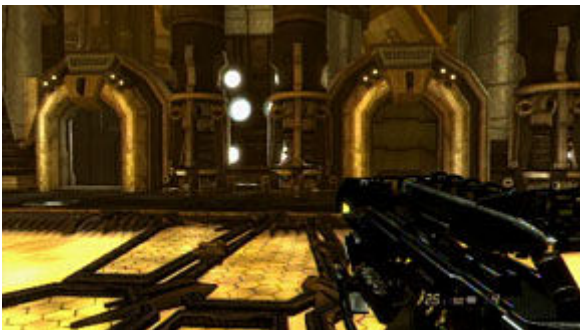




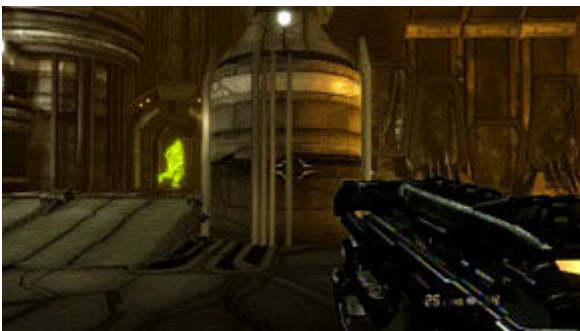
When you are warned about enemies behind you, Auger them through cover and grab the ammo. Cross the long room over the orange water.



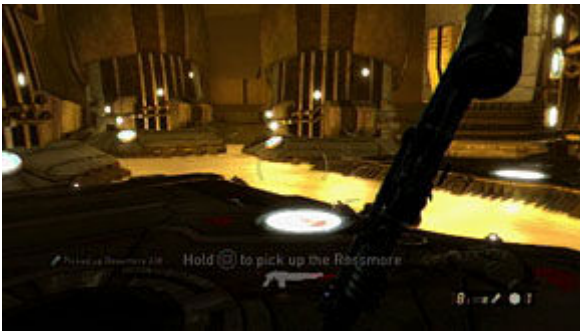
Just through the left door is a Chameleon.



Following the Chameleon you'll find a brief battle with some Steelheads. Be aggressive and go up the ramp so you can get a lock, then take them down while strafing to avoid their fire.



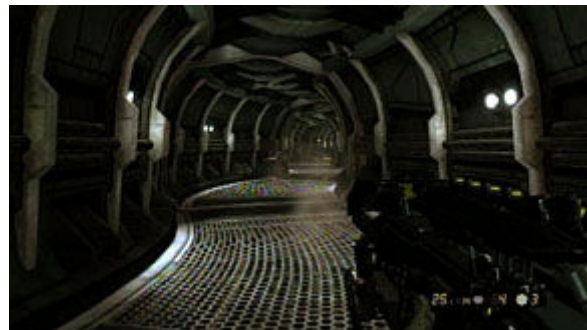
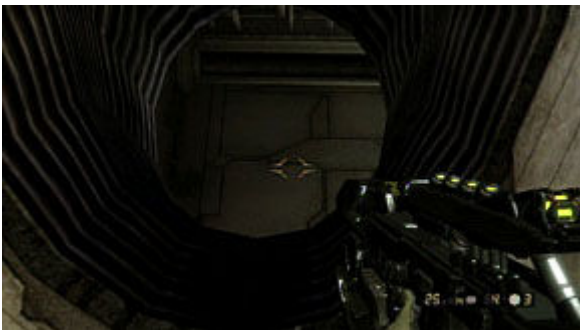
In the next room is a shotgun, but you can just use your Auger.



Three more Chameleons approach in this room, with one more in the next area.



Next, there's a room with two holes Drones pop out of. There's cover across the room, just inch out from behind the glass wall to kill them with a Bullseye—you can ditch it once you're done.



Now, hop in one of the Drone holes. Follow the path up to the switch's level. Here you'll find a Wraith, sweet!



Hit it the switch and go out through the dropped forcefield.





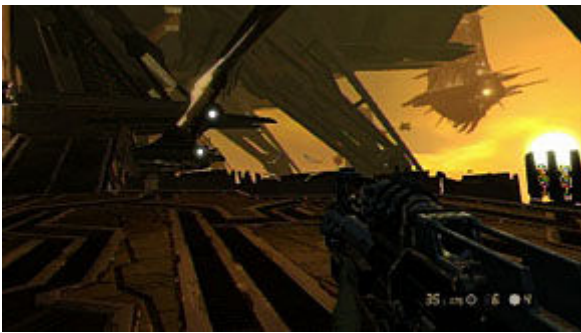
Auger the incoming Hybrids and shielded enemy. You'll probably be running low on Auger ammo so grab a Mark II.

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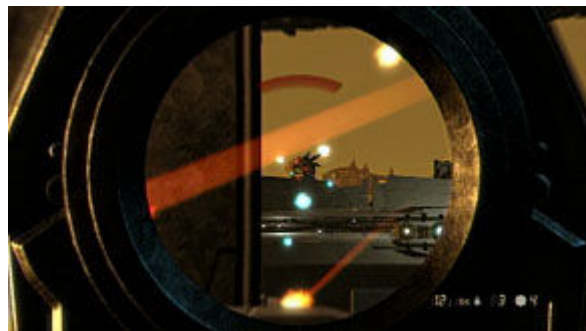
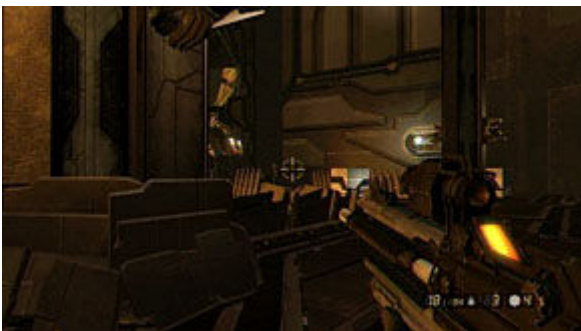
## Chapter 7

CHICXULUB CRATER, MEXICO

LOCATE DAEDALUS AND THE FISSION BOMB



After the radio scene, take the elevator down. Outside, go left and grab the Marksman. In the next room you can use the Marksman to start taking out the enemies up high, just watch the shielded Ravager below, as he'll start coming at you.



It's best to hit him with a grenade and then use some Wraith ammo.



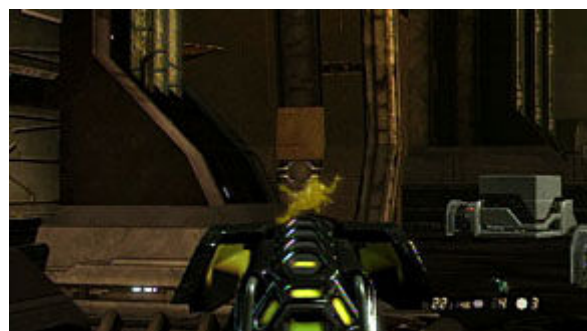
You can take out more Hybrids up high and move forward. You'll find an Auger before the ramp and plenty of ammo, so grab it!



On the next level there's trouble: two Titans. Immediately sprint to the LAARK to the left and take cover behind the box. Get three rounds into a Titan to destroy it, then spend the rest on the other. If you hit it in the face it's a one-hit kill. Throw on your Wraith shield on use that if you run out of ammo..



Go up the ramps and you'll come to a familiar-looking hangar bay. There are a handful of Hybrids in here. Next is another hangar bay with approximately the same threat-level. In these areas you should take the time to fill up on Auger ammo.

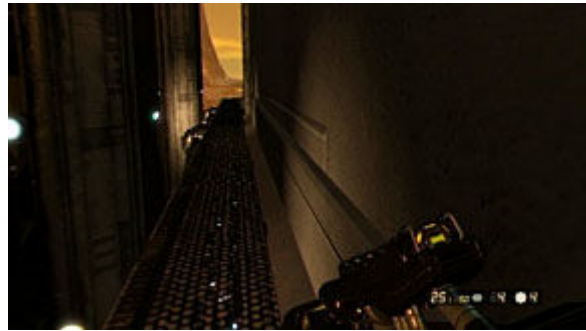
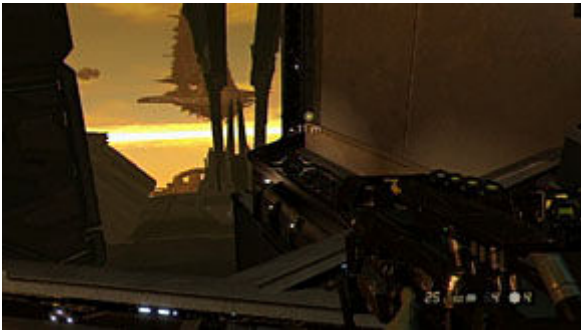


In the next area you'll see a few Ravagers moving across a bridge. Let them have some Wraith fire and a grenade.





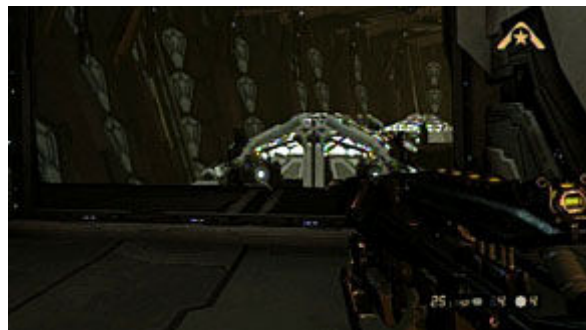
Hope off the ledge to the left and head around the building.



Pick up the Fareye and snipe the Ravager below. You could also just rain Auger fire on him—it doesn't matter. But use the Fareye to clear out the rest. Now you can hop down.



You should go into the next area with an Auger and a Wraith or Mark II. The former is of utmost importance.

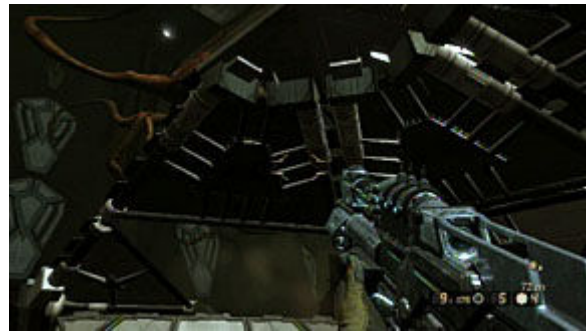
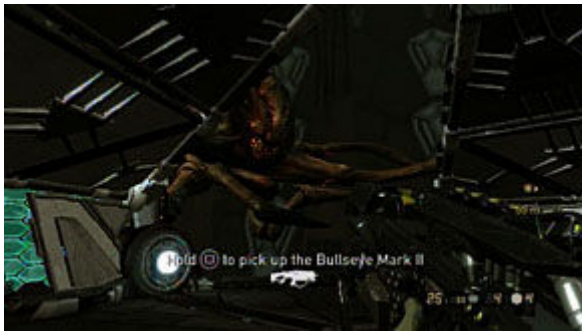


BATTLE YOUR WAY TO THE FISSION BOMB

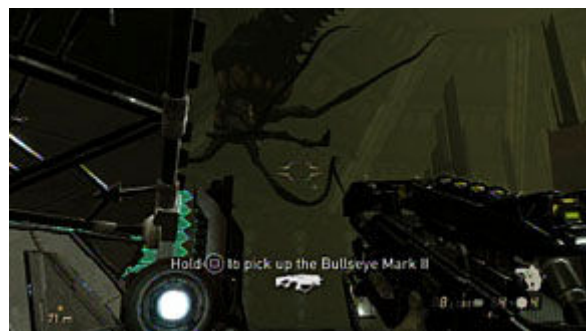
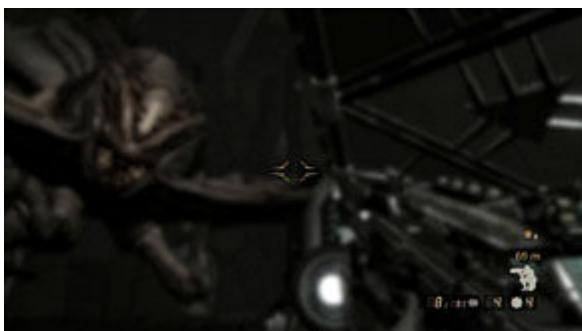
Once again, by now you should have a full Wraith and some Auger ammo—this will make the next few parts easier.



The final showdown begins with a series of guarded domes. Auger your way past the Hybrids and enter the first dome.



It may seem like a pretty dangerous place to be, what with Daedalus ripping his way in and swiping at you with the claw he killed your comrades with... but it's not so bad. You can stand in the center of the dome and he won't be able to touch you!



Moreover, you don't even need to shoot him—it doesn't do any good. He'll occasionally unleash a mental attack which kind of pushes you slightly aside, but you just need to reposition yourself after the color is returned to the screen. We think this is to prevent you from making a sandwich while waiting for him to move on.





And move on he will. He's ripping the dome apart in order to make a ball of rubble to toss at you. The key to getting to the next dome is to take out the Hybrids that show up from the protection of the ripped apart dome. So inch out to get them to confront you. When you see them come out, retreat to the dome doorway.



These are just your average Hybrid soldiers, but you don't want to risk dying—especially since Daedalus will toss rubble at you if you leave the doorway. And there are no checkpoints here, so you'll have to wait through each dome-ripping sequence all over again if you die. Basically, if you Auger/grenade the Chimera from the safety of the dome you'll be fine. Use whatever grenades you have since you won't need them for anything else.



You'll do this two more times. He'll rip the second dome to shrapnel, with you safely in the middle, and you can take out a second wave of Chimera. Grab the grenades under each dome to help make things easier.



Make sure things are clear before sprinting to the third and final dome. After Daedalus rips it up, there are yet more

Chimera, so be cautious—you don't want to do this all over again.

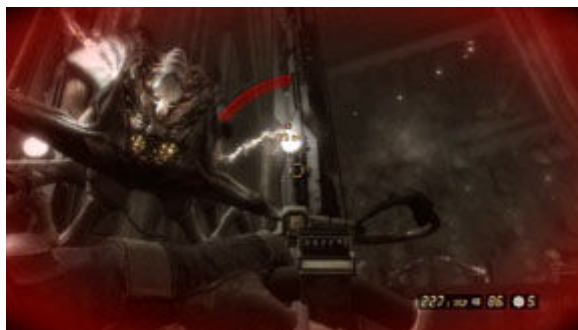
Feel free to use your Wraith—you won't really need it much longer. Grab a Mark II and ditch the Auger so you have plenty of ammo for the next segment.



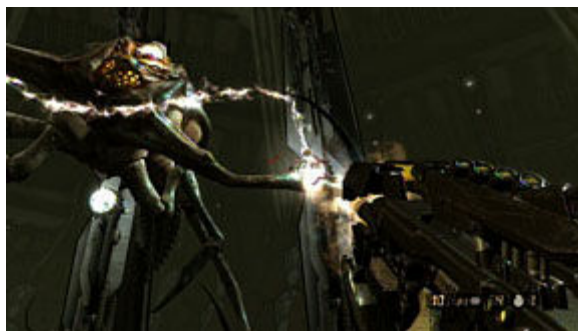
Run down the ramp to the final battle area.



Here, Daedalus will circle the center of this ring trying to jab you. To avoid him you'll constantly need to sprint around the center, stopping only to shoot at the white orbs above—these are marked on your HUD.

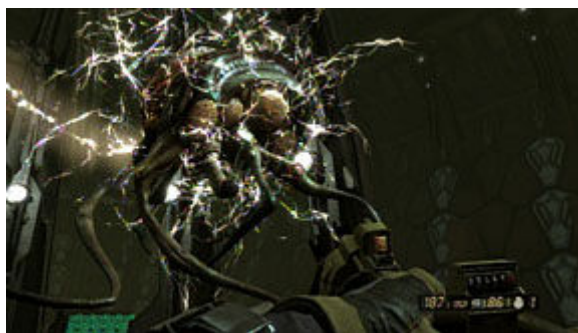


Only one is vulnerable at a time, so you'll need to lead Daedalus around to it and fire at it. It only takes a short stream of fire to activate an orb.





If Daedalus is near it, it will shock him. Feel free to use Wraith fire on these to make it go fast—but a Mark II will do just fine. And after this segment, you won't need guns anymore...

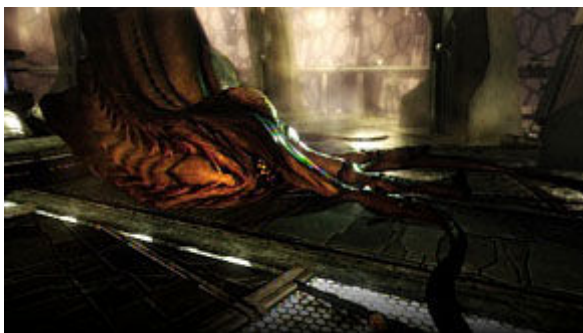


You need to do this 4 times before he'll go down for good.

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**Chapter 7** CHICXULUB CRATER, MEXICO

EVACUATE THE SHIP BEFORE THE FISSION BOMB DETONATES



You no longer need guns—tap R1 to do a mind attack. You now have four minutes to get to your pod, so sprint when you can and don't stop to fight for too long (you won't have to). Go up the ramp and back out the way you came—down the long stretch of domes.



Use your new power to detonate the Chimera with a tap of R1.



Once outside, hang a left and mind the hole. Go up the ramp, duck under the door and enter the room. Go up the ramp on the left side and cross to the far side of the room, past the impassable fire in the middle.



In the next room are more Hybrids. Send some invisible mind bombs their way and take the passage up to the left.



This winds right, then left again. Take a right at the T for an open door.



Jump across the two pits to your left. On the landing, kill the three Hybrids.





Duck under the barely open door straight past the carnage.



In the next large room, clear the Chimera and go up the right ramp and head out the top *left*—the right way leads to a dead end.



Go straight at the top left side and make a right and go down into the next room. Here you'll find a shielded Ravager and more Hybrids. Go around to the far right of the room—where the hangar is open to the sky—blow up the enemies and head straight out.



Hop down and take out the Auger-wielding Steelheads. Go left and hit the next Hybrid. Keep pressing on and you'll come to a Battle Drone—give it a taste of mental TNT.



Hop down and face three more shielded Ravagers, no problem!



From here it's a straight shot over a makeshift bridge of fallen junk to the ship.



Fire some psychic victory blasts, you've completed Resistance 2!



## Resistance 2 Trophies

There are 26 Bronze Trophies, 8 Silver Trophies, 4 Gold Trophies and 1 Platinum Trophy (39 Trophies total) in Resistance 2. For detailed information on how to attain these Trophies, check out Sterling McGarvey's [Resistance 2 Trophy Guide](#) on GameSpy.

Trophy	Type	Requirements
<b>Rampage!</b>	BRONZE	Kill 40 hybrids in the Single-Player Campaign
<b>Covert Ops</b>	BRONZE	Collect 5 pieces of Intel in the Single-Player Campaign
<b>Nowhere to Hide</b>	BRONZE	Tag and kill 30 enemies with the Bullseye in the Single-Player Campaign
<b>Sharpshooter</b>	BRONZE	Get 30 headshots while scoped in with the Fareye or Marksman in the Single-Player Campaign
<b>Explosives Expert</b>	BRONZE	Get 150 kills with the Carbine 40mm, LAARK, or Frag Grenade in the Single-Player Campaign
<b>They Go "Boom"</b>	BRONZE	Get 30 kills with the Magnum secondary fire in the Single-Player Campaign
<b>Pyromaniac</b>	BRONZE	Set 100 enemies of fire with the Bellock Semi-Automic, Air-Fuel Grenade, Spider Grenade, or environmental hazard in the Single-Player Campaign
<b>Spitting Lead</b>	BRONZE	Kill 50 enemies using the Wraith with the force barrier engaged in the Single-Player Campaign
<b>I See You</b>	BRONZE	Kill 50 enemies through solid matter with the Auger in the Single-Player Campaign
<b>Talk To The Hand</b>	BRONZE	Use the Auger force barrier to stop 150 incoming enemy shots in the Single-Player Campaign
<b>For Close Encounters</b>	BRONZE	Get 10 one-hit head-shot kills with the Rossmore shotgun in the Single-Player Campaign
<b>Pincushion</b>	BRONZE	Get 50 kills with the Hedgehog in the Single-Player Campaign
<b>Up Close and Personal</b>	BRONZE	Get 50 melee kills with any weapon in the Single-Player Campaign
<b>Wrecking Machine</b>	BRONZE	Destroy 40 vehicles in the Single-Player Campaign
<b>Mind Your Surroundings</b>	BRONZE	Get 50 indirect kills using explosive objects in levels in the Single-Player Campaign

<b>Berserker</b>	<b>BRONZE</b>	Use every berserk at least once in Online Competitive Multiplayer
<b>Specter Recon</b>	<b>BRONZE</b>	Collect 50 pieces of gray tech in the Cooperative Campaign
<b>Specter Initiate</b>	<b>BRONZE</b>	Complete 20 missions in the Cooperative Campaign
<b>Team Player</b>	<b>BRONZE</b>	Complete 5 missions with a full party of 8 in the Cooperative Campaign
<b>Tour of Duty</b>	<b>BRONZE</b>	Complete one mission on each region in the Cooperative Campaign
<b>Recycler</b>	<b>BRONZE</b>	Defeat the Goliath in the Single-Player Campaign
<b>Fried Calamari</b>	<b>BRONZE</b>	Defeat the Kraken in the Single-Player Campaign
<b>Exterminator</b>	<b>BRONZE</b>	Defeat the Mother Spinner in the Single-Player Campaign
<b>Flyswatter</b>	<b>BRONZE</b>	Defeat the Swarm in the Single-Player Campaign
<b>The Bigger They Are</b>	<b>BRONZE</b>	Defeat the Leviathan in the Single-Player Campaign
<b>Big Game Hunter</b>	<b>BRONZE</b>	Defeat the Marauder in the Single-Player Campaign
<b>Salute Me</b>	<b>SILVER</b>	Achieve the rank of Lieutenant
<b>Exotic Weapon Collector</b>	<b>SILVER</b>	Get 20 kills with each weapon in the Single-Player Campaign
<b>Master Spy</b>	<b>SILVER</b>	Collect all the Intel documents in the Single-Player Campaign
<b>Snipe Hunt</b>	<b>SILVER</b>	Kill 30 Spinners in the Single-Player Campaign
<b>Xenocide</b>	<b>SILVER</b>	Kill 1000 enemies in the Single-Player Campaign
<b>Point Man</b>	<b>SILVER</b>	Earn 1 million XP from ranked games in online Competitive mode



<b>Specter Officer</b>	<b>SILVER</b>	Reach max level (30) with one class in the Cooperative Campaign
<b>Primarch Hunter</b>	<b>SILVER</b>	Kill 200 Elite Chimerans in the Cooperative Campaign
<b>Killing Machine</b>	<b>GOLD</b>	Score 10,000 kills in ranked matches in Online Competitive Multiplayer
<b>Specter Intel</b>	<b>GOLD</b>	Collect all Intel in the Cooperative Campaign
<b>R.I.P. Jordan Shepherd</b>	<b>GOLD</b>	Defeat Daedalus, Complete the Single-Player Campaign
<b>OMGWTFBQQ</b>	<b>GOLD</b>	Complete the Single-Player Campaign on Superhuman
<b>Platinum Trophy</b>	<b>PLATINUM</b>	Obtain all Gold, Silver, and Bronze Trophies for Resistance 2