



The Saboteur Guide


Pandemic Studios may be gone, and their final game buried under an avalanche of holiday blockbusters, with hardly any advertising to help it, but those willing to take a look at The Saboteur may find vindication for the So Cal studio. The Saboteur is a compelling blend of Grand Theft Auto and Assassin's Creed, plus a whole lot of Nazi killing and giant explosions. The dramatic missions and blend of stealth and action rival the best in the sandbox genre, even if it lacks the sheer amount of content or quality writing that Rockstar's efforts boast.

Inside this The Saboteur guide...

- » [Survival Guide Basics](#)
- » [Game Walkthrough](#)
- » [Achievements & Trophies](#)

Guide by: Travis Fahs

© 2010, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.



IGN Insiders get exclusive access to extra guide features:

- Downloadable PDF guides for offline viewing and printing.
- PSP-formatted guides for instant access, anywhere.

▶ JOIN TODAY

The Saboteur Survival Guide Basics

The Basics of Stealth

The Saboteur's stealth system is unlike most others, and understanding it is the key to survival. It's unusually complicated, so make sure to read up and digest all of this information before jumping in.

First, there are two kinds of areas in the game, normal and restricted. In normal areas, you can walk freely up to any Nazi without fear of repercussions, but if you are within line of sight of a Nazi and you perform a suspicious activity (climbing, brawling, brandishing a weapon, or sneaking), a yellow bar begins to fill around your mini-map. You must disengage the suspicious activity or leave line of sight in order to lower this gauge. If it fills up fully, the alarm will sound and you must escape.

In restricted areas, Sean will raise suspicion based on his presence alone. In these areas, you must either kill Nazis before they sound the alarm, or wear a disguise. In indoor areas, it's often very possible to kill guards consistently before they sound the alarm, because of the constrained line of sight. Sean should also not tread into yellow areas of heightened suspicion, caused by bomb blasts or gunfire.

Escaping an Alarm

Escape is based on line of sight as well. You can't lose an alarm while Nazis can see you. If you're inside, on the roof, or in a similar controlled area, killing all the Nazis in sight is a good first step. You can then find a hiding spot or an alarm switch, both which appear as green dots on your map. In many missions, once the alarm is sounded, you won't have the opportunity to end it, and you will have to complete the mission by killing everything.

If you're on the streets, you can hop in a car and escape in exactly the same manner you would in a Grand Theft Auto game. Just drive as fast as you can until you escape a certain radius of your pursuers. Once you slip outside of this radius, it's usually good to slow down, lest you race right into the line of sight of another Nazi before the alarm is deactivated.

Stealth in Disguise

If you're able to kill a Nazi without getting caught, you can don his uniform. This allows you to enter restricted areas without arousing suspicion, but it also changes the rules of stealth.

When disguised, you have a circle of suspicion that appears on your mini-map. When a Nazi enters your circle of suspicion, your bar will begin to fill, and when your zone is clear, it will go back down. Different actions can increase the size of the zone of suspicion, like running, sprinting, fighting, or brandishing a firearm. You can do all of these activities sparingly, as long as you get in the clear quickly enough.

Certain activities, however, will not be tolerated. If there is an explosion (regardless of who causes it), the area around the blast will be highlighted yellow. The same is true for gunfire. Within this yellow zone your radius of suspicion will be massive, so it's best to flee the area entirely. When planting sabotage, get out of the way as quickly as possible. If you need to re-enter the area, just wait a minute for the interest to cool down.

Checkpoints

Throughout the city, there are checkpoints to restrict travel for those without the appropriate papers. This is The Saboteur's way of opening up areas of the city gradually. Checkpoints that appear as yellow are safe, so long as you have no heat on you and you stop and wait for them to open the gate. Red checkpoints are inaccessible.

This isn't as restrictive as it is in Grand Theft Auto. You are perfectly free to smash through red checkpoints and explore the city at any time, but you will have to deal with escaping the Nazis when you do. You'll get the appropriate papers to travel before you have to accept missions in these areas, however.

Garages and Cars

After your first mission for Santos, you'll have access to garages throughout the city. These can be used to summon any vehicle you've "collected" throughout the course of the game. To collect a vehicle, simply drive it to any garage, and it will be added permanently to your collection. This is handy for driving missions, or those where you'll need a good getaway vehicle. If you're ambitious, however, the garage can even store things like tanks, which can make for an interesting approach in certain missions.

The Saboteur Walkthrough

TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Prologue Walkthrough Table of Contents

01	Spark One Up
02	Better Days
03	Old Friends, New Enemies
04	Pole Position
05	A Sunday Drive
06	The Darkest Night
07	Out of the Frying Pan and Into the Fire

Act I Walkthrough Table of Contents

08	Slaughterhouse
09	Bottle Shock
10	The Black Market
11	Thirty Pieces of Lead
12	Grand Theft Limo
13	Liberty or Death
14	Special Delivery
15	Belly of the Beast (optional)
16	Doppelganger (optional)
17	Unforgiven Sins (optional)
18	The Wrath of God (optional)
19	Red Wedding (optional)
20	Slipped Me a Mickey
21	Buried Secrets

22	A Trip Up the Coast
23	Vive Le Vengeance

Act II Walkthrough Table of Contents

24	Legio Patria Nostra (optional)
25	Behind the Convent Gate (optional)
26	Better Dying Through Chemistry (optional)
27	A Whisper or a Roar
28	Jailbreak
29	Fahrenheit Four Fifty (optional)
30	Bulletproof (optional)
31	Symphony of Destruction (optional)
32	The Big Gun
33	On Your Marks... Get Set... (optional)
34	Rolling Thunder
35	South of the Seine
36	Loose Lips (optional)
37	Hunter or the Hunted (optional)
38	The Bavarian Candidate (optional)
39	Guardian Angel (optional)
40	Deutschland Uber Phallus (optional)
41	Set Up Us the Bomb (optional)
42	Repo Man
43	Boiling Point
44	Lambs to the Slaughter
45	Dark Reign

46	Needs of the Few... Or the One
47	From the Ashes

Act III Walkthrough Table of Contents

48	C'est ici l'empire de la mort
49	Deja Boom
50	Angel of Death

TOC	01	02	03	04	05	06	07	08	»
---------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	-------------------

Spark One Up

Luc is hanging out just outside. Head out and speak to him, then get in the car and take the wheel.



This is just a driving tutorial, basically. It's a leisurely ride to La Bourse.



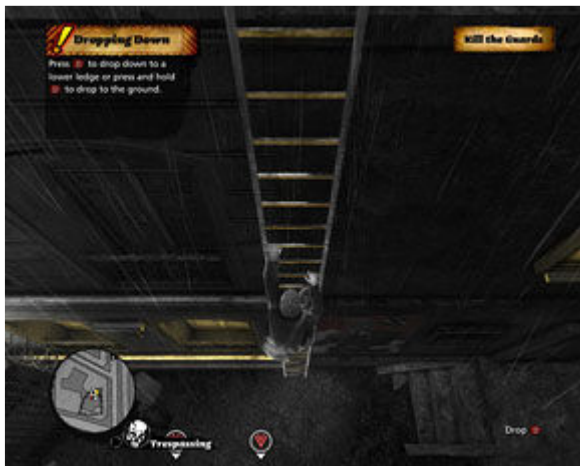
You encounter a few men bothering a woman. Just a quick chance to get a feel for cracking Nazi skulls.



Now you have to climb a wall. Scurry right up, and then approach your opponent from behind in combat mode, grapple him, and throw him off or beat him up quickly.



Slide down the ladder quickly, and then give the guards the ol' 1-2. Luc will be there to help.



Pop the two boxes, grab the dynamite and roll out.



It's a short drive northeast to the Fuel Depot.



Scurry up the wall of the building across the street from the depot and take your mark by the wire. Wait for the truck to go boom.



Jump to grab on to the wire and shimmy down. You'll be safe in the area where you drop, and you'll have a clean view of your target. There's a patrolling guard, so wait for him to face the other way and move in and place the dynamite.



There's only one way out and it's heavily guarded. You can just run though, however, assuming you're doing good for health. Get in the vehicle and remember to wait for Luc.



It's not far back to Montmartre, and there's not really any heat.



Now enter the Belle and head back into the dressing room. There's a picture that slides away to reveal Sean's room.

TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Better Days

This leisurely exposition chapter doesn't have much gameplay. Hop in the truck and ride. At the checkpoint you'll have to stop and wait for the word from the Nazi guards. After this, it's not much further.



TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Old Friends, New Enemies

Time to start trouble. Go to the nearby watering hole, and a brawl breaks out. These guys aren't tough, so just crack skulls with your basic weak punch into strong punch combos. When the German racing team is downed, leave.



Now you have to escape the Nazis. They're tenacious buggers. The best strategy is to run them off the road rather than just trying to outrun them. If you can create a bit of a pile up you can escape more easily. Heading onto the race circuit also works well since there's a roadblock that will slow up the Nazis.



Head back to the Hotel for now. In the morning you'll have to jack a car to take Jules to the track. One of the ones parked nearby will work nicely.



TOC	01	02	03	04	05	06	07	08	»
---------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	--------------------	-------------------

Pole Position

The big race isn't as tough as it looks. Getting a good start helps a lot as you can move into the top 5 very quickly. You don't actually have to win the race, you just have to take the lead at any point during the three laps, which isn't too hard.



TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

A Sunday Drive

You have to tail Dierker. The gauge at the top of the screen will let you know when you're getting too close. Which, incidentally, is very close indeed, so if you hang back, you'll have plenty of slack.



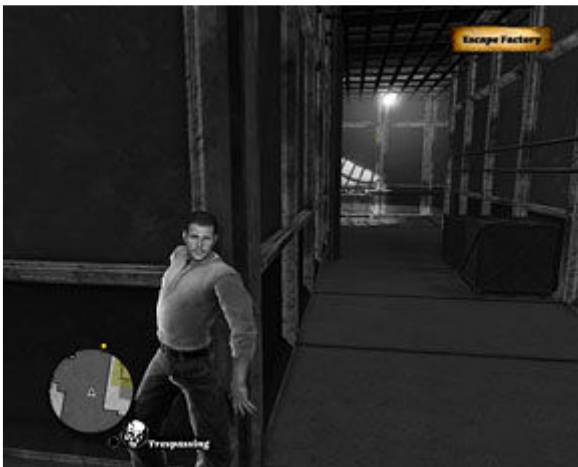
After you arrive, hop the wall and get in the car. Gun it, pick up speed, and then bail out before the car goes over the cliff.



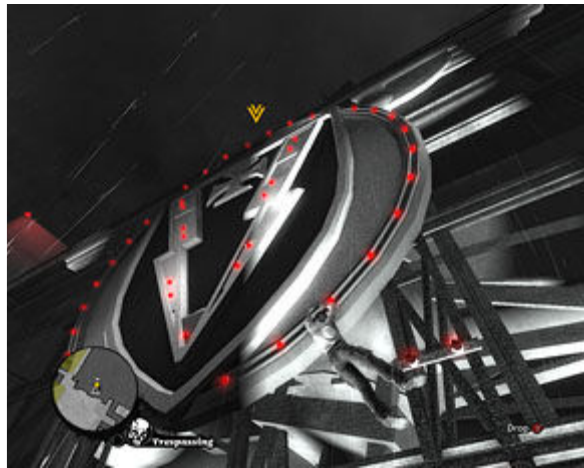
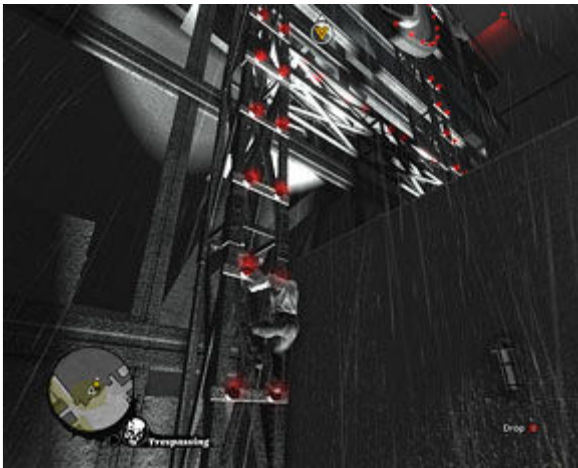
TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

The Darkest Night

The halls are mostly abandoned. Once you reach the stairs, sneak up on the guard for a stealth kill, collect his Luger, and head outside.



When you step outside, take a headshot at the guard and then climb the sign. Shimmy over to the right side and then climb all the way up. Pop the guard waiting at the top before he sees you.



Go down the ladder leading to inside the building. You'll go down a second level and then get an MG and a lot of ammo. This is where you can start to get a little messy if you want. As you make your way down the hall you'll encounter enemies, mostly alone. Just pop them with a headshot before they reach their whistles.



When you get to the big, open room, you'll want to crouch as you approach, or you might be spotted by guards out of your view. The heavy gunners move in now, and you'll just have to rely on shooting from cover, as stealth is no longer much of an option. You're not far from the exit.



TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Out of the Frying Pan and Into the Fire

The escape isn't too hard. You don't actually have to lose the Nazis, so just keep moving.



Eventually you reach the flaming building where Vittore is waiting. Bust through the gate, and survey the area from behind cover.



Once you reach Vittore, head into the burning building. There are some suicidal guards waiting inside, around each corner, but if you're ready for them, they're no problem. Veronique is all the way in the back.



TOC	01	02	03	04	05	06	07	08	»
-----	----	----	----	----	----	----	----	----	---

Slaughterhouse

Go upstairs and talk to Luc. Once you're done chatting, go outside. Jack a car and take Luc to the target point.



Luc explains to Sean about disguises. Cross over the bridge, get behind the guard (as long as you aren't carrying a gun or in sneak mode, he won't think twice about you) and do a stealth kill. Take the uniform.



Act casual as you infiltrate the base. When guards are around, walk instead of running. Approach the building from the south and climb the ladder when the guards' backs are turned. There are more stationed above and they'll be suspicious, so jump inside out of view as quickly as possible.



Walk down the stairs and stealth kill the guard by the cell. Let your friends out and then head to the opposite side of the building and down into the basement.



Bottle Shock

Santos sends you on a mission to fetch a bottle of high end champagne. Get in disguise. You can slip right by the guards, but you have to run past them quickly and then let your suspicion cool down. The road is narrow. When you reach the area with all the seated Nazis at the end, just run for the bottle and grab it.



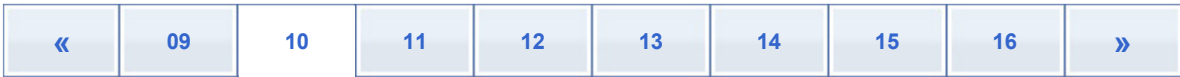
There's a hiding spot nearby that the camera is kind enough to point out to you. Just scale the building and hide.



Santos is waiting outside near the Slaughterhouse. Talk to him and then find Veronique, still waiting in the basement.



From here on, things are less linear. You'll see icons for your different contacts on the map. Speak to them to engage a mission. We'll try to take you through as many as we can.



The Black Market

This is a Santos mission. He lets you stock up on supplies. Now climb the roof nearby and place some dynamite at the base of the comms tower on the roof.



When it blows, you'll get a chance to assassinate a general. This is best done from the safety of the rooftops. It's not much of a snipe. The final target is a tank nearby. To pull this off you need to get in costume. Once you're disguised, you can walk right up to the tank, plant your dynamite, and slip away for a nice escape before the charge blows. You'll have to lose the fuzz before you return to Santos.



«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Thirty Pieces of Lead

This is a Vittore mission. Go find Kleib and pull a slow tail on him. This is easy, since you're on foot. Eventually you'll see him meet his contact.



Wait until the informant walks out of eyesight of Kleib, and stealth kill him to keep it nice and quiet and complete this mission.



«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Grand Theft Limo

The second Santos mission will give you access to garages. A bit east of the Belle, you can see the limo, parked in a heavily guarded courtyard. Go to the east of the building, out of the line of sight of the guards and climb the building. From the roof, make your way over to the limo.



When you drop down, it'll be on immediately, so hop right in the car, bust through the gate, and then lose the Nazis at the first opportunity. Afterwards you can rendezvous with Santos at his garage by the Slaughterhouse.



«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Liberty or Death

Now that you've completed the last three missions, Luc has had time to recover and can give you this mission. Grab a car, as your destination is all the way down in Marais.

This mission requires a stealthy approach. You'll need a disguise if you have any hope. The nearby guard towers are a good spot to steal one if you don't have one. There is a Gestapo agent who will see through your disguise, so wait for him to leave before you open the cage. Also, make sure you have a car ready and in position for your escape.



Once the cage is open, everything goes nuts. The alarm is sounded and you have to run around, under fire, and open the other three cages in their respective corners. You can fight if you like, but speed is the most important element.



After the cages are open, you can hop in your car and get to work on losing your pursuers. Check in with Luc when you're done in order to open up the next set of missions.



You now have main story missions (yellow contacts) and optional missions (gray). We'll start with a story mission and then do some side quests.

«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Special Delivery

This mission with Veronique is mostly for story purposes. Get a car, preferably a speedy one. The drive to pick up and deliver the package is uneventful, and gives you and Veronique a chance to chit chat.



After she drops off the package, wait for her to get in the car and floor it immediately. The head is coming down, but with a few seconds head start you can lose them quickly. To complete the mission, talk to Luc at the slaughterhouse.

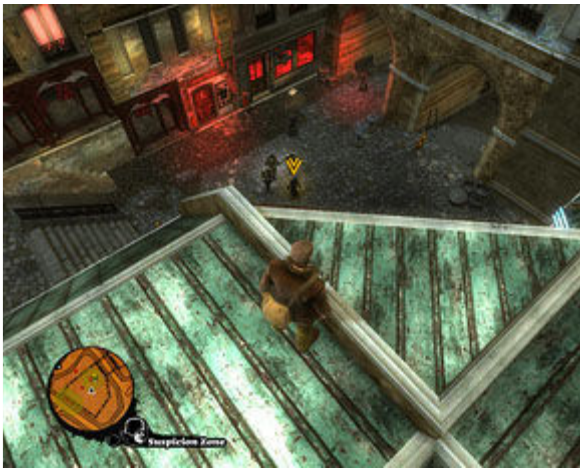


«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Belly of the Beast (optional)

Le Crochet gives you this side quest. Go to the red light district. The entrance is guarded by Gestapo, so climb the walls out of their line of sight.

You can see Gower, accompanied by three men. Picking him off would be quite easy, but stupid Crochet insists you drop down right in front of him to "deliver his message" first. A well placed grenade will take out a few of them at once, so this is the best way to do things, but no matter what weapon you use, this puts you right in harm's way.



Climb one of the surrounding buildings to get to a hiding spot before the reinforcements show up.



«	09	10	11	12	13	14	15	16	»
---	----	----	----	----	----	----	----	----	---

Doppelganger (optional)

Continuing on with Crochet's story. First, go meet up with Katz. He's waiting in a shack.



When you reach your destination, climb the arches and get on the roof. There are a few decoys, but the first one the cut scene shows (the one with the red arm band) is the right one. Go for a body shot, as it's a one hit kill regardless.



The escape is tricky. There's a newsstand nearby that's tempting, but you can't get to it without being seen. Instead, jack a car (even one of the Nazis' cars as they pull in) and escape on wheels or drive to where you can get to a rooftop hiding spot.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Unforgiven Sins (optional)

Let's begin Father Denis' story. Make your way to the Cathedral. On the side closest to the street, there's a ladder up, and another above that to the roof level. There's one lone guard up here so take him down, loud or quiet, before he sounds his whistle. Follow the path around to the other side to get into position.



Father Denis is at the podium. He will forgive the first few waves of people, but when he talks about paying for sins, pop off one hit. Easy win.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

The Wrath of God (optional)

Father Denis is waiting in the back of the church in the north. He needs a wheelman. Go outside and find the best car you can (a Dugati will do nicely).



The drive to the embassy is uneventful. Pull over and let Dennis out. Take him to the courtyard, and then, while he's inside, get the car in position and ready to book. If you have a speedy car you can lose the heat pretty quickly. Try to escape south and save yourself some time when you drop Denis off in Place de la Bastille.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Red Wedding (optional)

Time to finish Father Denis' story. The wedding is way in the east. You'll have to park the car on the far side of the bridge and hoof it from there. Get into position at any of the hiding places.



Pick off the Nazis quickly during the ceremony. They'll be going after Denis more than you, so you shouldn't be too badly overwhelmed, though you might find yourself wishing for a machine gun if you don't have one.



The escape is the tough part. They have the bridge blocked off with vehicles. The advantage is that they have a very narrow approach. This makes grenades very effective, but also helps if you can just get them before they get out in the open and gun them down one by one. Eventually you'll want to commandeer one of their vehicles and high tail it out.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Slipped Me a Mickey

When you want to move on with the story, head way to the northeast in the boonies and find Skylar. This is strictly a story mission.

«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Buried Secrets

Skylar is waiting way in the southeast, so you have a long drive from the last one. The mausoleum is right nearby. The easiest way in is the blunt approach. Grab some wheels, smash through the front gate and ride back to the mausoleum.



When you reach it, there's chaos all around. Even though it seems suicidal, rush into the front of the mausoleum. This is a checkpoint, so if it takes a few tries, that's ok. Get inside so you're sheltered from fire from outside, and you'll only have to kill maybe four or so guys. The double-barrel shotgun does nicely.



Now climb down into the lower level using the ladder in the sarcophagus. When you get near the end, the enemies start pouring in. In the closed space of the hallways, grenades can be great, but the shotgun will continue to work just fine. Check the box when the coast is clear.



Now you have to escape in a slow-moving truck. Drive to the marked point and you'll have a defense mission. You're defended from behind and the arches also offer some cover, so you'll mostly have to concentrate on the street from either side. Grenading the vehicles as they pull up can give you a head start. Luckily the narrow approaches mean they bunch up a lot, and you'll also mostly be fighting at close-to-mid range.



Afterwards you can make your escape, which isn't too big a deal, luckily.

«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

A Trip Up the Coast

Skylar is waiting in your room at the Belle. Exit out the back after you talk to her and take her car. You have a long, uneventful drive out to the countryside.

«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Vive Le Vengeance

Head into the church to drop off the chest, which seems to contain the suitcase from Pulp Fiction. Time for the dramatic climax of Act 1.

Head down to the garage and get in the truck. You'll be disguised automatically. Drive to the Citadel and don't draw

attention to yourself. At the checkpoint, wait for them to check you out and open the door, but don't hang around too long after that or they'll get too suspicious.



Just beyond this is the gate. Stealth-kill the lone guard and plant dynamite on the gate. After the charge blows, you're going to be outed, so best get locked, loaded, and ready. There shotgun works well in the first area, but once you go through the arch, you'll need a rifle to take out the gunners on walls above in front of you.



Fight your way up the stairs on the right, and around to the south side of the bell tower and climb up on the left. Work your way down the stairs, and watch for the enemies waiting. At the bottom, underneath the stairs, there's a supply crate.



This is a checkpoint. You'll start to run into flamethrower enemies. In the large area beneath the zeppelin, you'll find a rifle

and some ammo, which will help you to do some long range fighting.



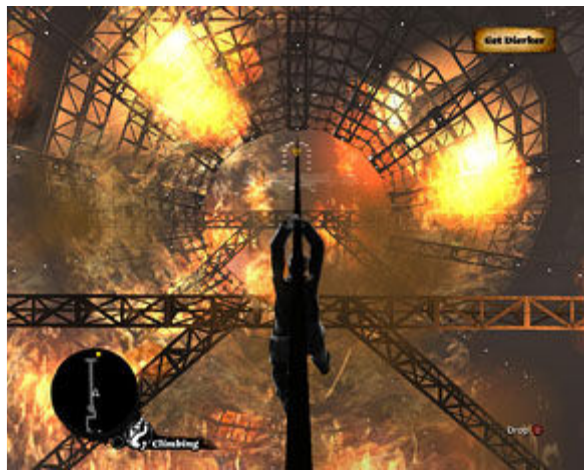
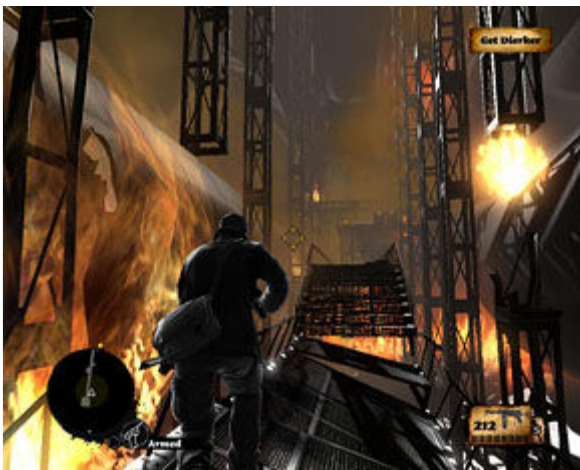
Work your way up. From this point on, you'll need to use cover a lot, especially when you're in range of the minigunners. Grenades are very useful for flushing these guys out.



When you get to the top, you'll be met by a lot of machinegunners. Quickly take cover behind the large crate. Luckily these guys take a defensive formation and won't do much to keep you from recovering behind cover, so just line up your shots and take them out. When they're all gone, you can reach the zeppelin.



After the cut scene, climb up the ladder and begin your Indiana Jones-esque pursuit, leaping over caps, shimmying on ropes and climbing ladders as needed. So ends Act 1.



«	17	18	19	20	21	22	23	24	»
---	----	----	----	----	----	----	----	----	---

Before we begin any real missions, you'll have to talk to Wilcox, Veronique, Luc, and Vittore, in that order. You'll now have a main story threads open, and two side stories. We'll start with the side quests and get them out of the way.

Legio Patria Nostra (optional)

Meet with Crochet again. This is a pretty epic demolition mission, but solving it with grace seems near impossible. You can disguise yourself and slip into the Palais, but once you destroy a target, the jig is pretty much up. Luckily, you can scrub your way through this mission, since the targets stay demolished even if you die and restart the mission.



You don't have to dynamite targets. You can just shoot down many of them, like the smaller zeppelins and the fuel tanks. If you climb the ladder in the middle on the left side, you can get onto the upper path, which has some cover and a good shot at a lot of the targets. Some, like the rocket, you will want to dynamite, however.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Behind the Convent Gate (optional)

This is a lot like the last mission. You have to invade a large installation and raze all the key targets. Do not approach this mission without stocking up on weapons first. A machinegun and lots of dynamite are a must. By the sniper tower outside of the base there's a crate with a grenade launcher, too. The three big satellite dishes are the easiest targets, thanks to the stacks of explosive barrels nearby.



With them out of the way, go inside the convent to shoot up the control panels. On either side, there are minigunners, so use grenades to take them out from the safety of the nearby boxes.



Afterwards, you'll have to play cleanup outside, because you have to take out all those big comms towers. To accomplish this, you need to place some dynamite on one of the corners. Easily done, you have to patrol the whole grounds to take out the towers in front and in back.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Better Dying Through Chemistry (optional)

When you reach the entrance, there's a gunner behind sandbags by himself. If you take him out quickly and disguise yourself you can actually play this level pretty quietly. There are two basic kinds of targets, the smaller, thinner tanks, and the bigger, darker tanks. The big tanks you can blow with dynamite and as long as your out of the zone of suspicion in time, you'll be fine. The same is true of the smaller ones, too, but you'll be taking those out with guns, and without the delay of the fuse, it can be harder to get out of the way in time, so you need to plan these out.



When you get to the big hangar, you might want to abandon the stealthy approach. If you blow the big tank in the middle (or one of the ones close enough to it to make it blow) you'll take out most of the enemies inside, and then you can hold down the area and clean up the remaining tanks without too much trouble.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

A Whisper or a Roar

Santos is looking for help again. When you get to the convoy, Sean points out that there are two very different ways to complete this mission. You can get a disguise, sneak up close to the convoy, and plant some dynamite, which would be the conventional route.

We prefer the other approach, because it's reliable, requires less finesse, and makes for an easy escape. Climb the wall and sneak up on the guard by the turret (not hard at all). Now you can easily shoot down the three trucks, and then leap to the nearest rooftop hiding spot.



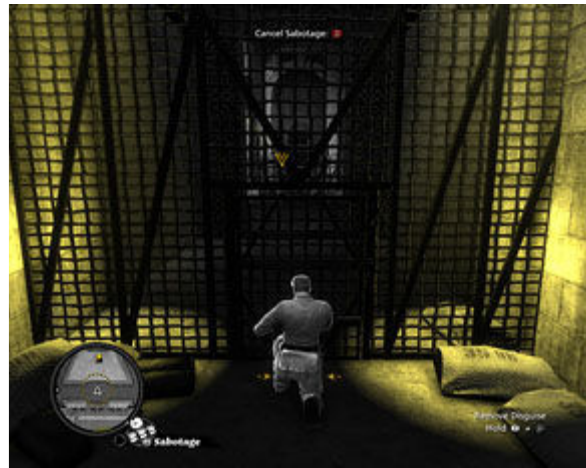
«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Jailbreak

After completing the last mission, Santos will be willing to sell you papers in exchange for 250 Contraband, which you should absolutely have on you by now. This will allow you to travel further west and meet with Margot, who gives you a mission to test your loyalty.



When you get to the building, get a disguise and approach from the west. You can slip inside and let your suspicion cool down. Plant some dynamite and then run back outside out of the area of interest.



Wait for the yellow circle to disappear on your mini-map, and then head back in. Carefully make your way to the cell and let Bryman out. Casually walk out the same way you walked in, without running and keeping your suspicion low. You can walk right out the door without sounding the alarm and have a nice, relaxing ride back to the drop point.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Fahrenheit Four Fifty (optional)

Now that Margot is on your side, you can do some side missions for her. This is a nice easy one. Travel to the Arc de Triomphe and get a disguise from one of the guards patrolling on the outside. Now slip in behind the tank and place some dynamite on the back. Run off to the right and out of the way and you'll completely avoid detection.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Bulletproof (optional)

Another fairly easy assignment from Margot. Head to the Grand Palais. On the outside you should be able to the lift from a good distance. Take it up to the roof. When you get there, quietly take out the lone guard patrolling near the radio, and then use it.



Now grab the conveniently unattended rocket launcher and wait for the armored limo. One direct hit will do it. Now go back the way you came and you should see about 10 yards away a green blip on your map, indicating an alarm box. Shut it down to end the pursuit and finish the mission.



«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

Symphony of Destruction (optional)

Now it's time to go out big. Slip through the small opening in the wall, and you'll see a tank just left unattended.



You can't really get far before the alarm sounds, but screw it, you have a tank. Blast your way through anything in your way and work your way to the other side. Take out vehicles, the bunker, anything.



The last bit has a very narrow entrance, and it's difficult but possible to get through with the tank. The big comms tower is your target and it takes a few blasts. Alternately, you can plant dynamite.



To make your escape, go back out and kill anything left in range of the alarm switch. This will cool things down and give you a mission complete.



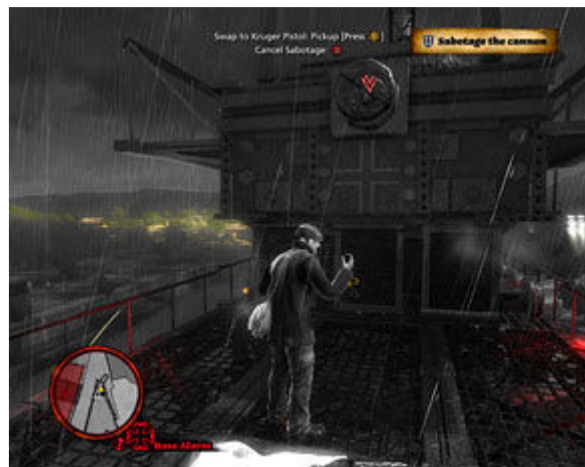
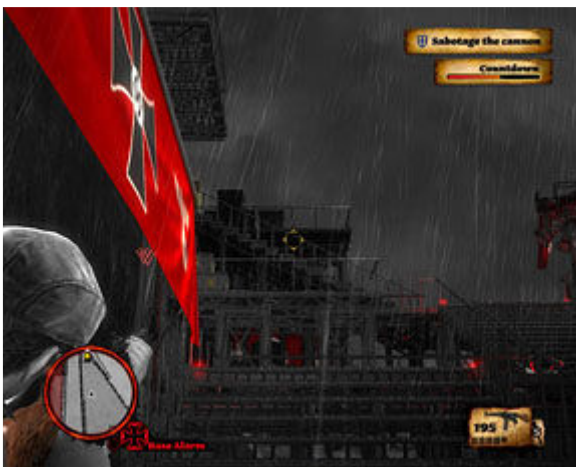
«	25	26	27	28	29	30	31	32	»
---	----	----	----	----	----	----	----	----	---

The Big Gun

Talk to Luc, and he'll send you to Bryman, who gives you this mission. Head down the alley. You can easily stealth the first guy and disguise yourself, which works well for the first leg of the mission. Things might get a little tricky, so if you're comfortable switching over to shooting at any time, that's fine, since we're going there anyway.



When you get to the more open area where you have to go up stairs, just start firing away. Fight your way up to the cannon, and pack a rifle, since there are some guys shooting from the other way at further range. Place some dynamite on the cannon, and victory is yours. No need for a daring escape.



«	33	34	35	36	37	38	39	40	»
---	----	----	----	----	----	----	----	----	---

On Your Marks... Get Set... (optional)

Horst is waiting with a good car right near Margot's base. This is a solo race mission to unlock the races throughout the rest of the game. The key to these is really just practicing the route. There aren't waypoints, so you can take some shortcuts, but the highlighted route is the most direct, so this won't amount to much more than corner cutting. We won't be covering the rest of the races in this guide.



«	33	34	35	36	37	38	39	40	»
---	----	----	----	----	----	----	----	----	---

Rolling Thunder

Talk to Bishop, and then find Skylar near the Arc de Triomphe. This is a big mission. First, Skylar goes with you to sabotage a bridge. You need to find the four points (highlighted with red lights) to plant sabotage. You're not using dynamite this time. You'll see little ghosts of the sabotage at the exact points to plant the charges. You'll have to climb to reach some of them.



Doing this part disguised is kind of pointless, as there aren't that many enemies, and it's easier just to shoot your way out. When all four charges are planted, take the stairs up to the tracks and plant the detonator on the tracks. Now run back to Skylar.



We're not done yet. After you meet back up with Wilcox, you get the second part of this mission. Slipping onto the train is easy enough, as is planting the initial charge, but things get a bit crazy once the ride starts.



This is more or less a run and gun mission. You can generally stop between cars and recover, before advancing. There is some time pressure, but not much so don't rush it. Recover, take out the enemies ahead, and keep moving.



When you reach the engineer car, flip the switch, and then head back to the prison car to end this mission.



«	33	34	35	36	37	38	39	40	»
---	----	----	----	----	----	----	----	----	---

South of the Seine

After returning the good doctor to safety and speaking to Veronique and Luc, you can purchase papers from Santos for 500 Contraband. Now, return to Luc to begin this mission.

This is more or less a story mission. When you meet with the other resistance leaders, you'll have to fend off some Nazis for a few seconds, but as long as you're armed, it's not trouble. After this get in the car and gun it toward the small color pocket south of Montparnasse.



«	33	34	35	36	37	38	39	40	»
---	----	----	----	----	----	----	----	----	---

Loose Lips (optional)

Side quest time, again. Talk to Duval Mingo now that you've unlocked the Catacombs (You also have to talk to Luc).

You can walk to your destination, but you may want to stash a getaway car nearby. The concert is in a courtyard, surrounded on all sides, so you have to climb. It's not such a long shot that you need a sniper rifle, so the kill itself isn't too hard, but you might want to get close so you can drop down and make the grab.



Getting the locket is the hardest part, but if you make it, it's a check point, so worse comes to worse, be reckless. Make your escape up the ladder. There are some alarm switches up here you can use if you feel like killing everyone in eyeshot. Alternately, you can get down to street level and lose them on the road. Check in with Mingo when you're done.



«	33	34	35	36	37	38	39	40	»
---	----	----	----	----	----	----	----	----	---

Hunter or the Hunted (optional)

This is the second Duval side quest. When you meet up with the resistance leader, he tells you of a few snipers just down the street. There are three standing on the roof, in range of conventional weaponry. Despite this, having a sniper rifle is a boon for this mission, so you may one to collect one from one of your victims. There's a fourth just inside.



After this you have to kill Wolf. Work your way down the alley, making heavy use of cover. Do not advance too quickly. Toward the end, you'll be glad you packed that sniper off one or two at a time and recover. When the coast is clear or close to it, you can safely climb up and kill Wolf.



«	33	34	35	36	37	38	39	40	»
---	----	----	----	----	----	----	----	----	---

The Bavarian Candidate (optional)

Now that we're done with Duval for now, let's switch over to Dr. Kwong. This mission is pretty simple. Grab a car (preferably an appropriate getaway vehicle) and pick up the Nazi. Take him to his destination.

When everything goes wrong, you'll have to do the assassination yourself. You could just blast your way through. Alternately, with a good car you could do a quick drive around the block, lose the heat, and then pull off the kill quietly, which we prefer.

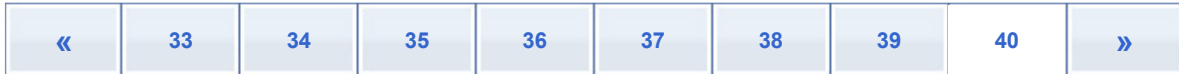
«	33	34	35	36	37	38	39	40	»
---	----	----	----	----	----	----	----	----	---

Guardian Angel (optional)

Kwong's second mission. Head to the cathedral. Getting to the vantage point on the second level isn't super obvious. On the north side of the building you can see some scaffolding under a red light. Use this to get up one story, and then a little further west on the same face you can find another.

As you get into position, there are two Nazis. Ideally you want to kill them both quickly, but there's an alarm switch up here so if you screw up, you can just kill them and shut the alarm off. If you don't have a sniper rifle, be sure to collect one from the downed guard. Use the radio to begin the next part.

You're supposed to keep an eye on Kwong now, but you're really just scanning for assassins. The first one appears on a balcony on the left and is easily identified by the red marker over his head. Find him in wide view and then zoom in. The second guy is in the analogous position on the right. After this three men move in, and you can hit them or not, because Kwong gets away.

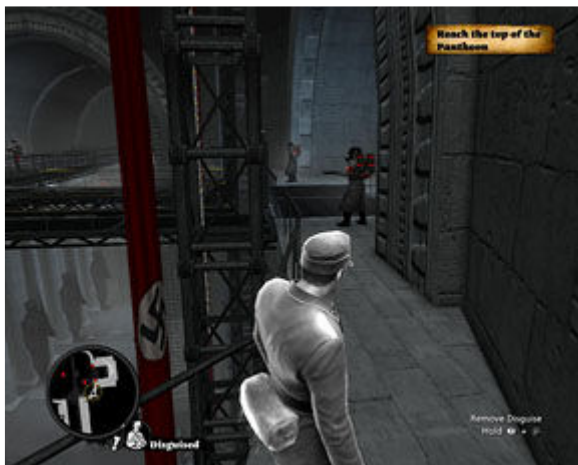


Deutschland Uber Phallus (optional)

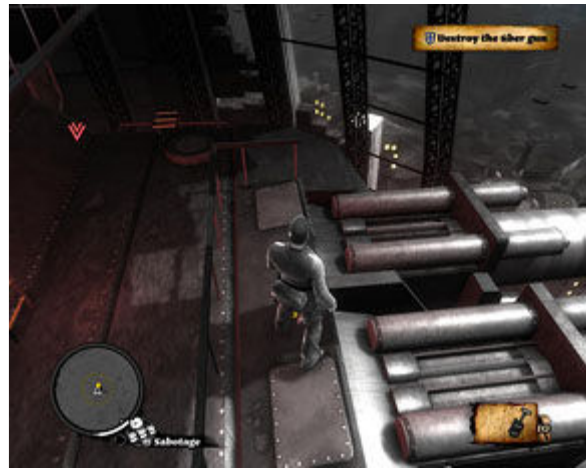
One more Kwong mission. Get in disguise and walk right into the pantheon. On the north side, behind the two guards, there's an elevator you can take without setting off the alarm.



Once you're on the upper level, cross over to the south side and climb another ladder to the lift. There are a couple more ladders in the room with the giant gears.



When you get to the top level with the gun, climb up on top of it. You should still be able to do this without setting off the alarm if you're any good. To blow the gun, place two charges (sabotage or dynamite) and climb the ladder into the top area when the charges go off to avoid suspicion.



«	41	42	43	44	45	46	47	48	»
---	----	----	----	----	----	----	----	----	---

Set Up Us the Bomb (optional)

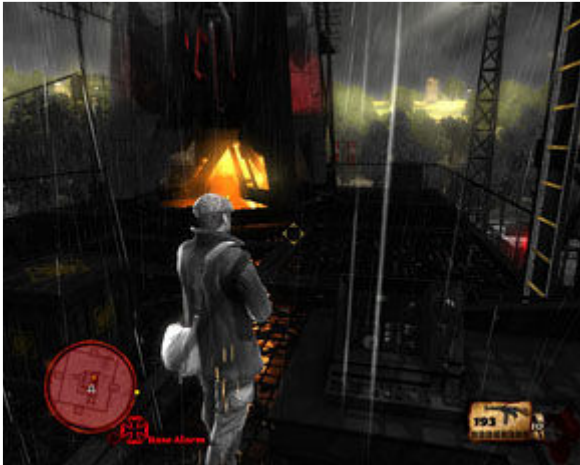
This is another Wilcox demo mission, and it's pretty fun. Stealth is irrelevant here. You can raze the whole place without dying and with guns blazing. Your targets are those big canisters with the light blue electric glow. You can pop them from a distance with a machine gun. You'll also notice many of them are on the roof, some of them a bit less obvious, so be sure to check your minimap as you go.



Destroy the points visible from the front and then swing around the side. When you get to either rear corner, take the stairs up to the upper level, which will give you a better vantage point as you swing around the back and take out the two on the ground and four on the roof.



Lastly, take out the rocket. Shoot your way up there, climb the ladder all the way up and plant some dynamite. When it blows, that's that.



«	41	42	43	44	45	46	47	48	»
---	----	----	----	----	----	----	----	----	---

Repo Man

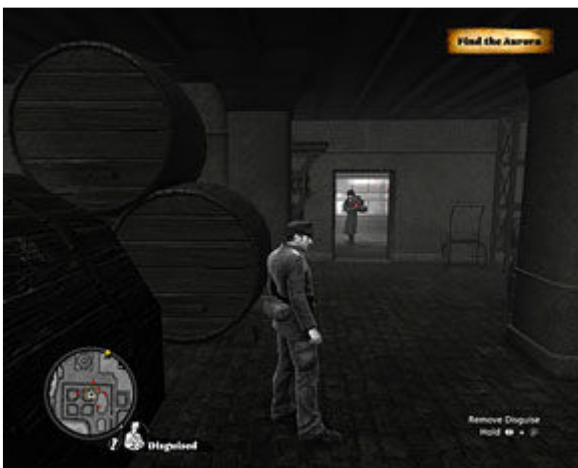
Only an asshole gets killed over a car. Vittore gives you this story mission. Get into disguise before you get to your destination, because the place is crawling and doing once you get there is a pain. Carefully make your way toward the tank and hop over the wall.



When you reach the garden where all the cars are on display, make your way over to the area under the red light. Take out the one guard attending this area quietly and then plant a charge. Get out of the way and wait for the suspicion to cool down, and then head down below to the next checkpoint.



Now that you're underground in a controlled area, it's time to start shooting. The shotgun is a perfect choice here. When you reach the brief cut scene where Sean spots the Aurora, the alarm will sound if it hasn't already. You can safely clean house down here without millions more Nazis swarming in.



When the coast is clear, flip the lever by the Aurora to lower her down, and then begin your mad escape. Just try to force your pursuers into head on collisions and go as fast as you can. With the Aurora and miles of open countryside, there's no way they can catch you.



«	41	42	43	44	45	46	47	48	»
---	----	----	----	----	----	----	----	----	---

Boiling Point

Bryman gives you this mission. He describes two possible way to complete it. We're going to recommend the quiet approach. Climb the building across the corner and slide along the phone wire to get to the building. When you reach the ledge, climb up and go in the window.



Suspicion is raised and guards are Gestapo, so being disguised won't help much here. However, the guards are isolated enough that if you're thorough and quick, you can kill each guard before they have time to sound the alarm. When you reach the upper level of the library, hop down and pull the book to enter the passage.



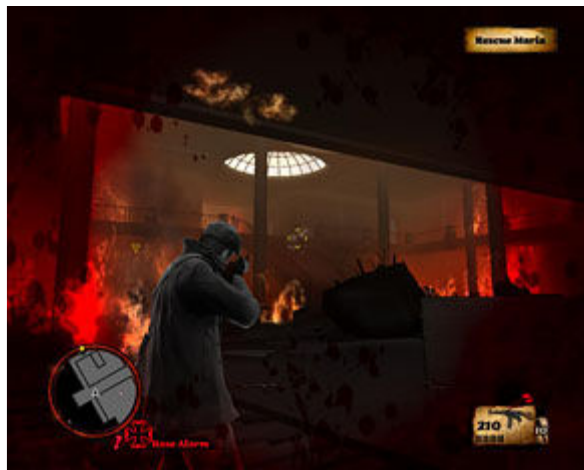
Once you get down to the basement level, it's time to turn cowboy. There are too many to go quietly, and now it's pretty much classic shooter stuff. At the next checkpoint, a few very heavily armored troopers storm you. Throw a grenade and take cover.



Just past this, you'll find an area with cells. Flip the switch to open them. This should also open the door ahead (though we've found a glitch where this doesn't happen sometimes). Just beyond this is the boiler room. Place some dynamite on either one and get out of there. Enemies will start pouring in from behind as the way ahead is opened up.



The escape through the burning building is dramatic to say the least. Look for large pieces of debris to use for cover, and get upstairs as soon as possible where it's easier to defend yourself.



Now you have to fight your way over to the elevator. There's good cover, here, but you'll also start running into those more powerful Terror Soldiers you saw earlier. Grenades are perfect if you got 'em.



Once you take the elevator, you'll come to a balcony where your mission becomes fighting three Terror Soldiers below. Stay on the balcony, use a machinegun, and throw grenades if you have them. Also watch your back for lesser soldiers coming from behind. Once you've killed all three, you can talk to Maria and take the elevator out.



Lambs to the Slaughter

Time to hold down the fort. This mission begins automatically when you return to the slaughterhouse with Maria. The initial wave is a cakey warm up. Go to the back and use the minigun to take out the vehicles and oncoming soldiers.



After the wave ends, head to the front. This time they'll be sending guys with dynamite to blow up the walls. There's pretty adequate cover and if you get into real trouble you can go inside. You'll have to rely on your machine gun mostly, since there's no minigun.



The final attack comes from the side. This one is tepid in terms of soldiers, so use the crate for cover and mow them down. After this a tank shows up. Run up and plant some dynamite on it (or two) and watch the fireworks. As soon as the tank is gone you're good to go.



«	41	42	43	44	45	46	47	48	»
---	----	----	----	----	----	----	----	----	---

Dark Reign

After dropping everyone off, this Bryman mission becomes available. Head to the point and climb up. Stealth-kill the first guard. Grab his sniper rifle, too. Don't bother disguising yourself, you're going to end up fighting most likely. When you flip the first switch, the timer starts.



Slide down the wire to the next destination. From here, it's easier just to start shooting. The wires neatly connect the different radio points. After the fourth one, you'll want to climb the sniping platform and jump across the gap.



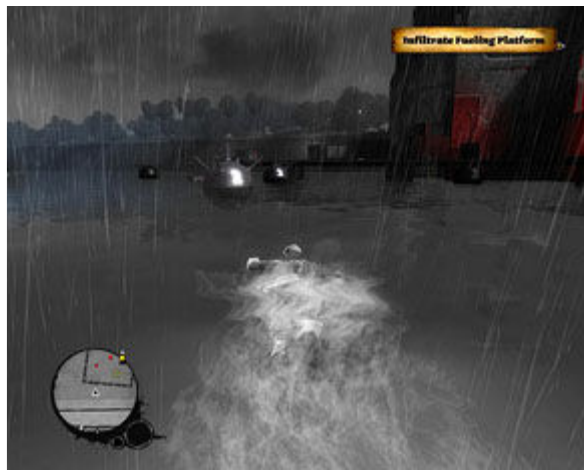
The last one is the hardest. It's down at ground level. This one is a real shootout. Take cover behind the wall before going all the way down and try to do some counter-sniping. If you get pressed for time, just go for it, as the mission ends as soon as you activate the last one.



«	41	42	43	44	45	46	47	48	»
---	----	----	----	----	----	----	----	----	---

Needs of the Few... Or the One

Bryman is hanging out in the sewer. Once you talk to him, don't take the ladder out, just follow the sewer out to the water. Approach on the east side.



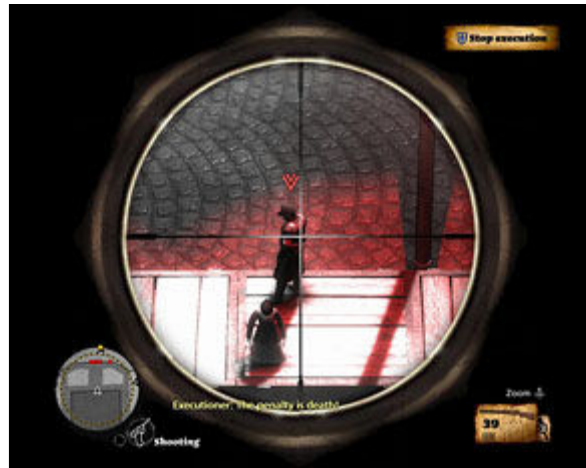
There are some of the strong guys here. When you get inside it's a little easier, and there are a bunch of supply crates. Go upstairs. At the top there's a concrete formation that makes for perfect cover. Use this as you clean out the Nazis up here. When the coast is clear, climb up the ladder to the radio room and call Bryman.



The Zeppelin drops off a couple Terror Soldiers, but the radio room is good cover to fall back to, so taking them out is no problem. Climb into the zeppelin and enjoy the leisurely ride to Notre Dame.



Jump off when you reach the cathedral. Start to work your way down. There's an inattentive sniper you can kill quietly and claim his sniper rifle if you need one. When you get the signal, snipe the executioner.



Now you have to defend Veronique. Climb down the two ladders and slide across the wire to the gunner. You can use this mounted gun, or use your position for sniping, and you'll have a very good view of Veronique's surroundings. When things cool down a bit, go down the ladder and meet up with Veronique.



Bryman saves the day when he shows up with a truck with a mounted gun. The last leg of this mission is a rail shooter. Prioritize the vehicles, because they're easy to hit and the explosions can take out other nearby targets. The planes are killable but not huge threats.



From the Ashes

This is another race. There's typically a big gap between the top five and the rest of the pack, but once you close that, you're golden. You have nitros now, so use them in the straightaway. They charge fast, so you can be pretty liberal about using them.



You have to escape afterwards. Head to the Chinatown fightback zone. This is well defended and easy to rack up the needed Nazi kills to clear things up for a bit. After this you need to make your way back to the Belle.



C'est ici l'empire de la mort

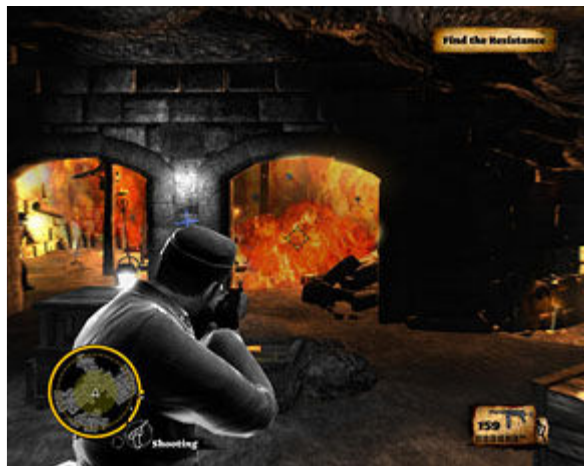
"This here is the empire of the dead," in case you failed high school French. Ride to the Catacombs. They turn you away and send you to the alternate entrance across the street.



It's a restricted area, which pretty much means that you have to be in disguise. Once you are, hop the fence and mosey over to the entrance. You shouldn't even have to kill anyone.



You can stealth the first leg of the catacombs. When you get to the area where Sean talks about the explosion, shoot the explosive barrels and begin the shooter phase of this stage. It's easy to fall back for cover in the winding catacombs, but the armored flamethrower guys are formidable regardless, so use grenades.



After you go through the door and make your way down the zig-zag hallway, you can enter a more open, two-tiered area. If you enter from the top level, you'll come across a lot more ammo and have a high ground advantage.

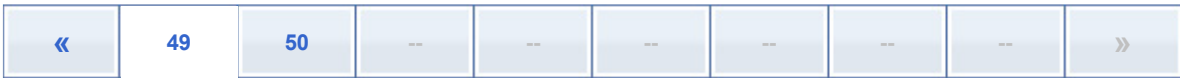


Things heat up from here. There are lots of explosive barrels to use, so don't waste them. Eventually it becomes clear that the resistance is fighting the Nazis and they've found the entrance. When you reach the large, open, underground cave, help out your friends by sniping the Terror Soldiers out.



You have to make your way around the cave to rendezvous with the resistance. Look for the blue markings. These show the right places to make jumps.

When you meet up with everyone, you'll have to join the fight. Grenades are great here, since the enemy tends to bunch up. There are lots of supplies stashed around here, so don't worry about conservation. The same applies when they start to come from behind. Their approach is narrow, so grenades are very effective, and a good way to stop the flamethrower guy who can be extremely deadly in these closed quarters.



Deja Boom

Skylar is waiting for you in the northeast. When you land, grab the Tommy gun, the ammo, and then get in the flatbed nearby. Drive and just swerve around everything you can until you smash through the gate.



When you get to the building head in through the door. There's a lone soldier you need to kill quickly. Down the hall the real firefight begins. This is a lot like the last time you fought here, but now the enemies are more powerful and you'll need to rely heavily on the Tommy gun as well as on the ample cover around.



The narrow hallway parts aren't too bad. At doorways and other choke points, use grenades to make a big impression. Maria is just down the hall.



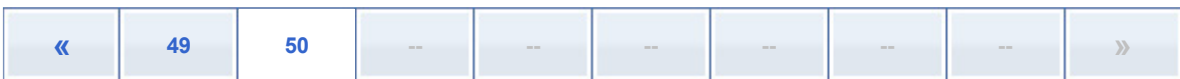
After the cut scene, make your way to Kessler's holding area. Throw a grenade at the three guards to do them in quickly. Once he's out, follow him to the corner of the room. You have to play defense for a minute here, but it's easy since you have a nice little corner to fall back into when you need to heal, and a crate full of grenades to use.



Go back to the control room and flip the switch on Kessler's signal. Now you have to destroy the Cyclotron. The first coil is in the corner, and you can just shoot it out. Same for the second. When the Cyclotron powers up, you can lob some grenades at it and fire away if you have ammo to waste. Otherwise, fight your way down to the middle and plant dynamite.



Now you have to defend Kessler as you make your exit. Not every enemy is critical in this case. The ones with red markers over their heads are the ones bothering Kessler, and should be considered priority targets. On the far side of the room, there's a good point to defend with three large crates, the middle of which is a bit smaller so you can fire safely from behind cover. Once this fight is done you can make it outside easily.



Angel of Death

When driving to the Eiffel Tower, just smash through the checkpoint. It doesn't matter.

Get in the elevator on the northeast leg of the tower. The climb is uneventful, and the Nazis here aren't that interested in you. It doesn't need a walkthrough, so we'll just let you enjoy the end of Pandemic's final game for yourself.



The Saboteur Achievements / Trophies

The Saboteur Achievements / Trophies...	
» Bridge Buster (Secret)	30G / SILVER
You destroyed the train.	
» Buried Secrets (Secret)	25G / BRONZE
The Resistance was born.	
» Casanova	10G / BRONZE
Kiss 50 women.	
» Crashlander (Secret)	30G / SILVER
You sent the Nazi zeppelin up in flames.	
» Chain Smoker	5G / BRONZE
Spend a lot of time idling around doing nothing.	
» Coast Guard	15G / BRONZE
Complete 76 ambient freeplay in Le Havre.	
» Commando	10G / BRONZE
Complete each type of ambient freeplay.	

» Demolition Derby	15G / BRONZE
Destroy 50 vehicles.	
» Fatherland Fighter	15G / BRONZE
Complete 53 ambient freeplay in Saarbrucken.	
» Fenderbender (Secret)	10G / BRONZE
You crashed Dierker's car.	
» First Blood	5G / BRONZE
Complete your first ambient freeplay event.	
» Gold Medalist	20G / BRONZE
Obtain your first gold perk.	
» Guerilla Warfare	15G / BRONZE
Complete 425 ambient freeplay in the countryside.	
» Hell on Wheels	10G / BRONZE
Complete and win all freeplay races.	
» High Diver	15G / BRONZE
Jump from the Eiffel Tower and survive.	
» Into the Fire (Secret)	40G / BRONZE
You reached Paris.	
» Knockwurst (Secret)	10G / BRONZE
You bested your opponents in the bar fight.	
» The Legend Begins (Secret)	100G / GOLD
You completed The Saboteur.	

» Liberator of France	110G / GOLD
Inspire the people of France.	
» Master of Disguise	15G / BRONZE
Complete a story mission with disguise intact.	
» No Witnesses	10G / BRONZE
Complete a mission without raising alarm.	
» Northern Command	10G / BRONZE
Inspire the people of Paris Area 1.	
» Not On My Watch	15G / SILVER
Stop the Nazis from executing 40 civilians.	
» Out of the Frying Pan (Secret)	30G / SILVER
You escaped from Germany.	
» Payback (Secret)	50G / SILVER
You blew up "Doppelsieg."	
» Pigeon Parfait	5G / BRONZE
Find and play "Bird Blast."	
» Pint and a Shag (Secret)	10G / BRONZE
You got lucky with Skylar.	
» Pole Position (Secret)	40G / SILVER
You beat Dierker in the Parisian race.	
» Repo Man (Secret)	30G / SILVER
You recovered the Aurora.	

» Rescue (Secret)	40G / SILVER
You rescued Veronique.	
» Road Trip (Secret)	10G / BRONZE
You've arrived in Germany with Jules.	
» Saint Honore	15G / BRONZE
Spend 75,000 contraband.	
» Silent Death	10G / BRONZE
Stealth kill 50 or more Nazis.	
» Silver Streak	10G / BRONZE
Obtain your first silver perk.	
» Solid Gold	50G / SILVER
Complete all gold level perks.	
» Southern Command	10G / BRONZE
Inspire the people of Paris Area 3.	
» Top o' the World	15G / BRONZE
Climb to the top of the Eiffel Tower.	
» Tourist	15G / BRONZE
Collect all monument postcards.	
» Trick or Treat	5G / BRONZE
Stealth kill a Nazi General while disguised.	
» Unnatural Disaster	15G / BRONZE
Complete 212 ambient freeplay in Paris Area 2.	

» Vive la Resistance (Secret)	25G / BRONZE
You inspired your first area of Paris.	
» Walking WMD	15G / BRONZE
Complete 239 ambient freeplay in Paris Area 3.	
» Weapon Master	35G / SILVER
Purchase all weapons available in the shops.	
» Western Command	10G / BRONZE
Inspire the people of Paris Area 2.	
» Wrecking Crew	15G / BRONZE
Complete 333 ambient freeplay in Paris Area 1.	