



## Introduction

*Splinter Cell Double Agent* is a fast and furious stealth action game detailing the missions of Sam Fisher, top agent of the NSA's "Third Echelon". While people may have heard of the National Security Agency, the "Third Echelon" is not something you hear about on the evening news.

The modern, state backed, ultra-secret 'society' of spies and intelligence experts give all they can so *you* can sleep safe and sound under the cover of night, and this is one of many battles they fought. However, they may or may not win depending on your actions as Sam Fisher.

No one will claim government work to be boring after a jaunt with the intelligence community -- so if you have trouble locating an objective, have issues with tactics, or a flub in your strategy anywhere in Sam Fisher's single players story mode campaign, consider taking a stroll through our guide with thrice-tested methods (i.e., tested three or more times under different conditions).

IGN also covers the new version of *Spies Versus Mercs* -- but since Ubisoft can patch their maps via Xbox Live Marketplace (or for the plain old PC version -- just patch), this guide will focus more on the single player mode.



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# Basics

*The central -- and not very surprising -- conclusion that emerges from the documentary and historical record is that the U.S. international and security policy, rooted in the structure of power in the domestic society, has as its primary goal the preservation of what we might call the 'Fifth Freedom,' understood crudely but with a fair degree of accuracy as the freedom to rob, to exploit and dominate, to undertake any course of action to ensure that existing privilege is protected and advanced.*

-- Noam Chomsky, *The Culture of Terrorism* (1998)

## Stealth Re-training

By far the most important change between *Chaos Theory* and *Double Agent* is the simplicity of the stealth. The amount of noise you have Sam Fisher create is *relative* to your ears -- if it's loud enough to be heard on your speakers or headphones, it's potentially loud enough to be heard by enemies nearby.

Visual stealth is different. As explained in the Training A and Training B courses, you have three stages of alerts:

**Green** - Sam is invisible. Unless you force him to touch an enemy, fire a weapon, or make a lot of sound, he cannot be seen visually (up close or at range). Before moving around and exploring, make sure your light is green before you commit to an action.

**Yellow** - Sam can be seen at range. Depending on the difficulty, the weather conditions, and the time elapsed during the sighting, the result of an enemy sighting ranges from piquing their interest to inciting a full-scale alert (see below).

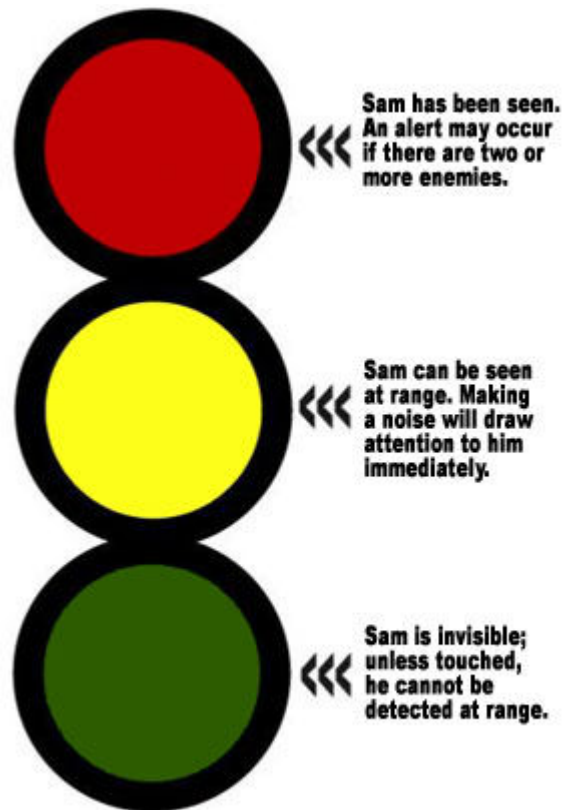
You are given **no warning** when Sam slips from green to yellow, so you must constantly be aware of Sam's surroundings or wind up getting the metal F-U from your JBA "buddies".

**Red** - Sam has caused an alert or is being fired on by enemies. Alerts are bad since enemies upgrade their weapons and protections after alerts have sounded. Aside from that, you lose score from "being spotted as an intruder", not to mention the potential loss of bonus equipment when you are trying to nail down the "starred" objectives.

Unless you are playing carelessly, this light is almost never seen since you re-load the game from save or checkpoint.

*In war, death is incidental; loss of time is criminal. Haste and speed are not synonymous.*

-- Gen. George S Patton III (dec.)



## Speed Versus Stealth

Some players are always tempted to run at full speed. This is what IGN calls the "FPS disease". For a stealth game, you better learn to slow the hell down. However, speed sometimes comes into play. It all depends on the current situation, forcing you to constantly evaluate the benefit-cost of *speed* versus *stealth*.

**Stealth** - when Sam is approaching a new or unknown area.

**Stealth** - even if you are revisiting a stage and "know all the routes"; enemy patrols are randomized each time you load a map.

**Stealth** - when you are near enemies who are unalerted to Sam's presence.

**Stealth** - when sneaking up behind an enemy.

**Stealth** - when stalking enemies in a large area; enemies won't cluster, but they will react to the loss of their buddies.

**Speed!** - when you need to run to a spot to hide, and enemies are too far to hear you.

**Speed!** - when you know you are going to transition an area or map and can speed past enemies before they trigger an alarm.

**Speed!** - when you have no choice but to attack one enemy among many in a closed space. Use Sam's one-hit strikes to quickly end the battle.

*The pacifist actually refuses to defend what defends him -- his country. In the final analysis, this is the most basic immoral position.*

-- Gen. George S Patton III (dec.)

## Fighting The Enemy

Unlike most other spies in other stealth action games, Sam Fisher carries a SpecOps knife. Completely dependable in a fight and quite lethal. In fact, Sam is probably more lethal up close than far away, since his close combat training is nothing short of superb.

**Knife Attack** - Press the **Primary Attack** to deliver the one-hit knife stab and that will be the end of any enemy (there are no fantastic super-soldiers in the real world). The "knife attack" while very effective, is very messy, often loud, and completely detectable since the scuffle makes a lot of noise. A dying body's thrashing limbs alert enemies and lowers your score. Unnecessary violence is often necessary to interrogation, but once an "interviewee" is disposed, you cannot recover information!

**Palm Strike** - Press the **Secondary Attack** to deliver Sam's bone crunching "palm strike". This is a fast, effective and clean method of knocking out (KO'ing) enemies since they are struck unconscious and cannot be awakened unless a conscious enemy renders medical aid. A "palm strike" attack is the best even if Sam is under fire, since tapping the key will let you hit and move in close combat. Once enemies are KO'ed, you can survey the mess you made.

**Strike/Attack to Carry** - Hold either attack keys to do the specified attack and Sam transitions to a fireman's carry. This is useful if you do not want the body to hit the floor and alert people.

**Posture/Duck/Roll** - The **Crouch** key is used to switch Sam between ducking and standing. It also lets him drop from grappling ledges, ropes, and ladders. While running low, holding this key will let Sam do a dive roll (hint - don't do it unless you are pressed for time). When crouched, Sam may be placed behind obstacles that reduce his visibility from yellow to green.

**Jump/Mantle/Vault** - The **Jump** key lets Sam jump and mantle on ledges. His jumping is not artificially increased like he was on a space-borne ringworld, but more realistic. Sam cannot jump very high and uses it mainly so he can grab onto ledges just out of reach. When used near fences and railings, Sam will vault over the obstacle and transition to another stance.

**Aim/Weapon Draw** - The **Weapon** key toggles Sam from aiming mode to his normal stance. When aiming a weapon, Sam cannot move quickly and cannot jump, mantle, climb or do other things. He can still duck to get a better shot.

Generally speaking, if you are aiming a gun, you are going for the last resort. Other gadgets like laser mics and voice analyzers are used in weapon mode, but many are not. Sam in aiming mode is considered hostile by anyone who sees him, so "look normal" by not using this stance unless necessary.

**Drop Attack** - This is a special attack resulting from Sam dropping (bodily) on top of an enemy. He can do this while hanging on a ledge, or from a split-jump, or just by running off a ledge and landing on an enemy's head. Doing this attack requires practice, but it is non-lethal and almost always in your favor.

**Grab Hostage** - This move is done by pressing **Context Action** when Sam is behind an unsuspecting enemy. *Double Agent* on the 360 and PC allow Sam to grab any enemy in almost any stance (hanging from a pipe, when enemy is sitting, through paper partitions, etc). Once they are grabbed, you can interrogate them for information, and proceed to "sleep hold" them (**secondary attack**) or "back break" them (**primary attack**). Like the non-grab attacks, one is lethal and one is non-lethal -- you can transition to the fireman's carry by holding the attack keys.

**Corner Grab** - This new trick vaults Sam to the top spot in stealth action spies. Sam can "press against a wall" by using the **Wall Press** key. Moved to the corner (where the camera will stop), Sam can do a "grab hostage" against any one enemy who is incautious enough to get close. Press the **Context Action** key and watch Sam in action!

This move is crucial in remaining undetected (you have a wall to block line of sight). Used conservatively with the "whistle" command, sam can effectively take out a ton of enemies just at wall corners and ditch the bodies nearby.

**Door Bash** - Double-tap **Context Action** twice or select it from the actions menu at a door. If an enemy is on the other side, he is knocked unconscious by the slamming of a door into him. A noisy but fast method to take down one enemy. If you cannot see through a door, you can use thermal vision to glimpse people past thin doors.

*People have killed only when they could not achieve their aim in other ways ... There is a broadened strategy, with intellectual weapons ... Why should I demoralize the enemy by military means if I can do so better and more cheaply in other ways?*

--Adolf Hitler, *Hitler Speaks* (1940)

## Factions, Trust, & Objectives

Factions have been present in several games before Double Agent, but unlike those, *this game* makes your trust dynamic -- based on your actions. Draw a gun on a terrorist, and Sam has a one-way ticket back to semi-retirement. Like-wise, you attack a terrorist and you're screwed.

While "trust" with each faction is gained and lost by fulfilling various objectives, doing more isn't necessarily "doing better". If you run the risk of losing more trust by fulfilling certain objectives and your trust levels are solid (like both meters are 75% or greater), then you may opt to skip some objectives to contain your potential losses.

For the most part, JBA and NSA objectives can run together since the JBA isn't aware of NSA involvement and the NSA is careful to dance around the JBA's heavy handed tactics. There are several objective types which fall under the NSA and JBA scope:

**Assignment** - This level of objective is crucial and results in mission failure if you screw it. The whole reason of Sam's mission is to fulfill this assignment. Failure ... is not an option.

**Primary** - This level includes some big basic objectives that carry forth the story of Sam's latest mission. Some primary objectives are tasks that let you do the assignment. Failing these are a bad idea since the amount of "trust" lost is quite crippling. You want to do your best for these objectives, or you will find later stages very difficult.

**Secondary** - This level of objectives are "minor" but "quite important". Sometimes they are tied to primary objectives, but most of the time, these tasks are "starred" -- meaning you unlock bonus equipment if they are completed. Failing one secondary objective is not a big issue, but failing several in a row will get you in trouble.

**Opportunity** - These are optional objectives and there are not that many. Throughout the game, you will only have the JBA background objectives in the JBA HQ as this objective type since completing them won't even unlock equipment. IGN's recommendation is to ignore these unless you want to make your life difficult.

**Conflicting/Choice** - These objectives are the ones that divide you between JBA and NSA. By choosing one, you increase the "trust" level of one faction, but similarly decrease it from the other. For the most part, you will want to choose the objective that is easiest for you -- *unless* it unlocks something like an extra stage, or the "best ending" (i.e., don't shoot Lambert). Since completing all other objectives will bring your trust level fairly high, you really needn't anguish much over these objectives -- these are only virtual game characters after all.

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## Undercover

When undercover at the JBA headquarters, Sam needs to avoid staying near "restricted areas" of the base, avoid being spotted loitering in these "restricted areas" (game will warn you), hacking a PC or lock, and avoid pointing anything remotely looking like a gun at or attacking a fellow JBA member

Doing any of those will result in loss of trust (anywhere from 5% to 100% -- meaning game over!).

Since Sam cannot crouch, jump or run while "undercover", you need to use guile and sneak by enemies to restricted areas (where upon Sam can do all of his normal actions once more). Since Sam cannot disable or kill anyone, you need to avoid all enemy contact. Keep an eye on your green light and move silently.

This of course, would not be so hard if all the undercover missions were not *timed*. Failure to return to the point where Sam got his primary JBA assignment when his JBA boss flunkie returns means "he can't follow orders" and he gets booted out of the JBA. Mission over!

IGN suggests using the checkpoints until you get a clear idea of the compound's layout (same compound in four stages, with additions to access here and there).

The second JBA HQ mission (assemble mines) pretty much lets you roam the entire place, but you may want to play this mission and the first JBA HQ mission (crack the safe) and compare notes (the first mission has slightly more time). Once you have the ins and outs of the JBA HQ, you can pretty much go about your extra missions with greater ease.

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### Miscellaneous Basics

**Lock Picking** - Check the Spy Gear page on page 3 of the guide.

**Hacking PCs** - Check the Spy Gear page on page 3 of the guide.

**Safe Cracking** - Check the section regarding the training safe in the JBA HQ#1 (in the walkthrough).

**Mine Assembly** - Check the section regarding the mines in JBA HQ #2 (in the walkthrough).

**Email Decryption** - Check the section regarding the encrypted email in JBA HQ #3 (in the walkthrough).

# Spy Gear & Equipment

*Wars may be fought with weapons, but they are won by men. Put your heart and soul into being expert killers with your weapons.*

-- Gen. George S Patton III (dec.)

Sam Fisher has access to a variety of gadgets, many of which are used automatically when **Context Action** is pressed in relation to a situation, person, or geographic spot. However, there are a variety of "weapons" and "spy gear" that must be used manually when the situation calls for it. Here is a quick run down from the equipment screen with more notes:

**SC20K** - A fictional name for the *FN Herstal F2000* (to avoid licensing issues), this is Sam's primary assault weapon, although you will find the handgun much more useful. The rifle is louder, has a hair trigger (like the early FAMAS), and has a scope that's pretty worthless for zooming.

However, it's main strength lies in the various grenades and devices it can launch using compressed gas. Unless you are ready to take out a lone enemy and need the extra range, or need to take out several enemies using bullets, do not use the rifle. Some attachments for the SC20K include:

- **Sticky Cam** - This is a remote camera that emits a KO gas. It lets Sam view the area before moving in (the camera can be retrieved). The camera can make a cricket noise, but can be noticed by enemies and destroyed. Using the gas attack or the explosive attack (an upgrade) will destroy the item.
- **Air Foil** - A heavy band of metal that does stun damage. This item no longer knocks enemies out in one hit, but requires two (one to stun, one more to KO). Stunned enemies cannot move or attack, but for those of you relying on the silent and effective treatment, you will need *two* foil rounds to drop an enemy in this game.
- **Sticky Shocker** - A small ejectable tazer (disposable). This weapon is non-lethal and instantly effective on any enemy -- if you had infinite of these items (or say 50 from a PC hack), you can effectively drop any enemy you face. Shockers work better in water; enemies standing in a puddle will all be shocked and dropped from one of these items.
- **EMP Grenade** - This grenade is like the old *Chaos Theory* spy's chaff grenade and disrupts electronics in the blast zone. All grenades are loud, so don't use these unless you have a deathwish.
- **Smoke Grenade** - This grenade is like the old *Chaos Theory* spy's smoke grenade but without the KO effect. It only obscures vision unless you use enhanced vision modes. All grenades are loud, so don't use these unless you have a deathwish. If you have several of these to spare, you may consider using them for a loud "distraction" if you need it.
- **Sonic Grenade** - This grenade is like the *Rainbow Six* flashbang grenade. It disorients guards and is certain to cause alert, but it will let you stun enemies before you go in for the kill. All grenades are loud, so don't use these unless you have a deathwish.
- **Gas Grenade** - This grenade is like the old *Chaos Theory* spy's smoke grenade with the KO effect. All grenades are loud, so don't use these unless you have a deathwish.
- **Frag Grenade** - This grenade is like the merc's grenade -- loud and messy. All grenades are loud, but using this grenade means you really want some one dead.
- **Shotgun** - This is the only attachment you get in the 360 and PC version of *Double Agent*. The 20 mm sniper attachment is on the previous generation versions (the version developed in Montreal). This weapon is seldom used since you need to remain very stealthy in *Double Agent*; however, you do find use with this in times when you want a group of close standing people dead in an instant -- without the warning of a grenade being thrown. To reload this weapon, you need to reload the SC20K first (basically, press **Reload/Context Action** twice).

**SC Pistol** - The handgun for Sam is a 20 round silenced weapon with an EM disruption device capable of interfering with electronics (meaning lights). It is far more silent than the rifle, but its EM disruptor is perfect for infiltration since you can play havoc with electronics from afar. Always have this weapon handy -- you never know when one bullet to an enemy will be effective or if the OCP will come in handy with a light down the path.

**Pneumatic NERF Gun** - This gun is available only in the prison stage (Ellsworth Prison, Kansas) and is a non-lethal



gun. Fire it on any enemy and they drop like babies. This effect is similar to the old air-foil round but works anywhere on the body and is quite noisy.

**Grenades** - The various grenades described are available separately as tossed objects and not in the SC20k's attachment column.

**Enhanced Vision** - Sam has access to nightvision, infrared, and non-visual EM spectra detection. Each mode is advantageous and disadvantageous, but you can use each in various situations such as:

- **Darkness/Low-light** - Use nightvision.
- **Looking for enemies** - Use nightvision or thermal.
- **Looking for things to OCP** - Use EM detection.
- **Enemies past walls** - Use thermal.

**Lockpicks** - This lock-picking game is similar to the original Splinter Cell. Hold the movement joystick or keys in one direction until you hear clicking (PC) or vibration (360). 360 owners -- turn on your vibration from the Guide menu (big ass center button) under your personal settings.

When upgraded, the **electronic lockpicks** will unlock a door in 3 seconds -- the minigame will no longer appear (unless you choose to play the prison stage, since you won't have any bonus gear).

**Hacking Device** - This lets Sam hack any computer or electronic lock. Basically, you lock the stationary numbers in each of the four columns -- since the results are random, you need to be quick with **Context Action**. Once all four columns are "locked", the hacking is successful. Failing to hack or "quitting" the attempt at 10 seconds or less will trigger an alert (fail any no-alert objective).

Upgrades to this will single out the numbers faster and help in later stages. The **Force Hack** upgrade is not all that great -- using it will trigger an alert automatically.


**OpSat/3D Map** - Press the **OpSat** key to view the "mini-map" above the HUD's visual alert button. This map is satellite imagery that lets you see the landscape near Sam, as well as any enemies. But that's completely useless since the map blurs when you move.

Instead, go for (and constantly rely on) the wonderful **3D Map**. This is available from the OpSat screen and lets you see the exact position (the game pauses on this screen) of all enemies in the *whole stage*, including each enemy's "alert" stage. All enemies are yellow blobs ... even the unconscious ones. However, the red ones are alerted (and have weapons drawn). Depending on Sam's state of stealth, you can rely on this handy map (better than the *Soliton*) and plan out exactly where you need to go.

**Time Control** - Sam Fisher can control time via his checkpoints and the save/load game system. Checkpoints warn you of impending danger or timed sections when they occur. Once you play through a little while, you will understand what to do after a given checkpoint, and at that point, you can opt to create manual saves on your system.

When you are about to do something obnoxiously stupid like try to sneak up on three guards in bright light, you can save your game (or fall back on a checkpoint), try your theory, and if it fails, you reload the game or checkpoint.

Checkpoints only stay until you create a save after the checkpoint, or if you turn off your system. When saving, do it when Sam is absolutely safe -- otherwise, you may save right at the point where you have Sam draw his gun (not the good kind) on Enrica and shoot her in the face.

No matter how you load the game, you won't be able to recover from that *faux pas*. 

# Spies VS Mercs VS Aliens VS Predator VS Robocop VS Terminator VS Rayman VS That Hot Dead Chick From The O.C.\*

*\*(sounds like a neat game).*

Since *Pandora Tomorrow*, Splinter Cell has one of the most unique multiplayer modes available. Players choose teams whose abilities and goals are vastly different -- spies (stealing flags) and mercs (defend flags). The training videos are fairly comprehensive about all the comings and goings of both sides.

You are treated to either the basics video, or another random video each time you load a session or map, so you get plenty of practice. Since each map is subject to being patched, your best goal in life is to play the crap out of each map in single session mode (with merc bots) so *you* will know where a spy may potentially be.

It's a long laborious process, but that's the only way for you to learn (through actual first-hand experience) rather than reading it in a guide. You also learn quite fast that any information in a guide like this will quickly spread -- so your advantage here in multiplayer diminishes once you go out there.

There are some pointers with Spies and Mercs not found in their respective Hint Videos:

- **Spies** - are extremely fast -- so fast in Double Agent, you may find yourself flying off ledges if you are too careless in controls. A light touch is needed with spies at edges or you wind up falling off.
  - **Spies** - carry only one gadget, so communicate with your team if you are running distraction or going for a data terminal. Since your enemies can see your hacking progress, it will be obvious who is doing what after a while, so make a "cover" attempt at hacking -- you may find your battle plans changed midway.
  - **Spies** - Jammers are useful only if you keep moving. Drop one near a terminal and move on.
  - **Spies** - the drop attack is still deadly but using it is harder since enemies can detect you on the proximity sensor.
  - **Spies** - there are three levels of "closeness" to a terminal -- one bar, two bars, and three bars. Each level requires a real time investment to get 100% of a file. One bar is 100 seconds, two bars is 50 seconds, and three bars is 25 seconds.
  - **Spies** - getting killed wipes out your download progress, so if you cannot decide what gadget to carry, take the syringe and heal yourself.
  - **Mercs** - have it tough if you don't know the map. Not only can you not get to an escaping spy once they get fairly close to their base, but spies can hack from anywhere. Plus the proximity sensor gives you away to a pursued spy.
  - **Mercs** - need to play as spies first to know where to aim at. This is still the best lesson in Spies VS Mercs.
  - **Mercs** - the drone gadget doesn't alert spies, but it is slow and you cannot move while controlling the drone. Drones cannot catch spies once they start moving, so you need to out-stealth the spy and explode the drone without the spy moving.
  - **Mercs** - drones can be heard by spies if their players are alert to the humming sound, but the count-down cannot be heard. Sneak behind spies and detonate your package.
  - **Mercs** - watch your grenades. Destroying lights will make the spies' job easier. Opt to use the drone or when you feel the "warning" pulse near an attacked terminal, start looking around with EM vision -- the flashlight alerts spies that you are looking in a specific direction.
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## Multiplayer Challenges

When you hit your **OpSat** key after selecting a challenge, you will see the specifics about each challenge. You can do that for your "practice runs" against three AI bots. The problem is you actually *want* a good spy player (or two) to help you get the gold medal on these challenges.

A team of three spies is needed to get the gold medal for these challenges -- although it is possible to do one or two in the first tier of challenges, you will find a marginal increase of the bots' capabilities or a tweak in the challenge limits will dramatically increase your difficulty.

So, you make sure your buddies know about these challenges and work quickly and efficiently to take out the challenge. Progress is shared by all, so it's in your vested interest to do well to unlock your library of multiplayer goodies.

If you want to find players, try visiting IGN's Splinter Cell board or the Xbox 360 (or PC) lobbies via our message boards starting with this root URL:

- <http://boards.ign.com>

# Splinter Cell Double Agent Guide

*The common assumption that atomic power has cancelled out strategy is ill-founded and misleading. By carrying destructiveness to a "suicidal" extreme, atomic power is stimulating and accelerating a reversion to the indirect methods that are the essence of strategy -- since they endow warfare with intelligent properties that raise it above the brute application of force.*

*Now, the atomic deterrent to direct action on familiar lines is tending to foster a deeper strategic subtlety on the part of aggressors. It thus becomes all the more important that this development should be matched by a similar understanding of strategical power on our side. The history of strategy is, fundamentally, a record of the application and evolution of the indirect approach.*

-- B.H.Liddell Hart, *Strategy: 2nd Ed.* (1967)

## Stage 001 - Iceland Geothermal Plant

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	.

### Assignment

NSA - Investigate the thermal plant  
NSA - Extract by chopper

### Primary

NSA - Stop the missile launch

### Secondary

NSA - Infiltrate the plant without alert  
NSA - Infiltrate the base without alert

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## Outside the Plant

This first stage is kind of like the training stages. You may wonder why IGN didn't cover the very simple training A and training B stages. The simple fact is you're there to learn about them. Take the basics and the explanations and *apply them*. Simply looking up the most basic answers when you need to rely on them will do you no damn good.

Consider the Iceland mission to be your first taste of Double Agent's stealth action. If you find yourself unable to cope with it, it is unfortunate because you'll simply wash out of a robust stealth action game.



(ABOVE) Infrared cannot pierce the ice very well, but you can make out the enemy. Speaking of which, this man is about to die ....

Hop into the "volcanic lake" and follow the rookie spy under the ice. He will crack the ice and kill one of the guards, but may sometimes alert the second guard patrolling on the lake (rare). Sam can wait for the guard to stroll over thin ice and get the "hand action" to execute the enemy without a fuss or simply emerge from the water and shoot the guy in the head. Your choice.



(ABOVE) Locate the moon in the sky and head towards the outbuilding. Watch out for the guard inside.

Emerge from the ice and get your bearings at the "pump house" area. An outhouse is a bunk and has the power switch to the electric fence. Go inside the bunkhouse, execute or sneak past the sleeping enemy, and cut the power line. This enemy will wake up if you make any noise, so do yourself a favor and kill him when you have a chance.

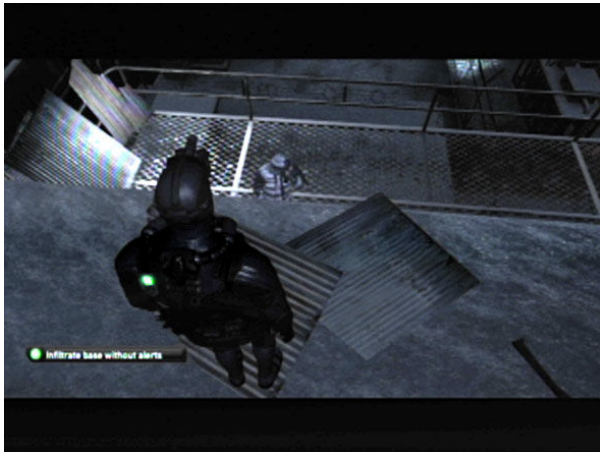


(ABOVE) Sam takes one zip line and behind him, the rookie takes another.

Head back outside and Sam and the rookie will get in. Sam will need to climb the fence where the rookie jumps up to. Climb the ladder and zipline across into the plant. Easy!



## Inside the Plant



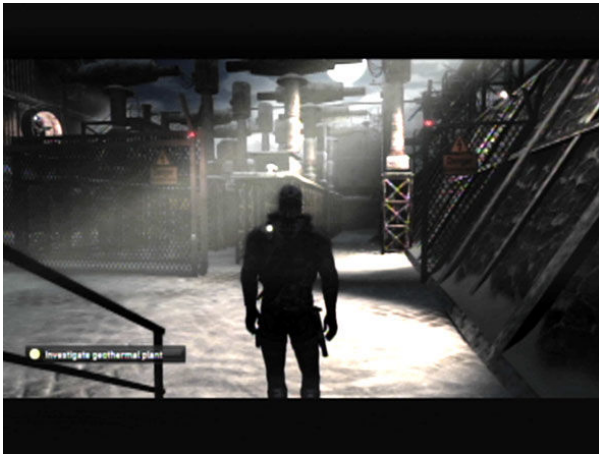
(ABOVE) Sam says, "I crush you."

At the first checkpoint, watch the enemy near Sam's drop off. When you have the chance, move right off the ledge you're on (quickly) and by landing right on top of the enemy. This is by far the easiest kill you will have. Remember that anyone below Sam when he drops is a dead duck. Leave the body where it is too. No one will come up here. If you are uncomfortable, save before heading down the stairs in the area "transformer station".



(ABOVE) The cargo box is a safe and dark place to kill the moving guard.

At the crane operator cabin, you can choose to shoot out the blue light permanently or stalk your prey individually once they are done talking. There are three guards on this side of the gate. Stash the ones outside in the cargo box or at the stairs by the crane cabin, press JUMP near the railing to drop down on the cargo box and assault them from there.



(ABOVE) The gate is very well lit -- open it from the guard house and lure out the guards with whistles or darkened lights.

A wall mine is available (once unlocked) inside the cargo box. The gate can only be opened if you interrogate an enemy -- although the code is the same each time, unless you actually interrogate an enemy, the option to input the code never appears. An easier way to open the gate is by the PC in the guardhouse. Deny the guard within using means that will not jeopardize your objective bonuses and slide the gate open.

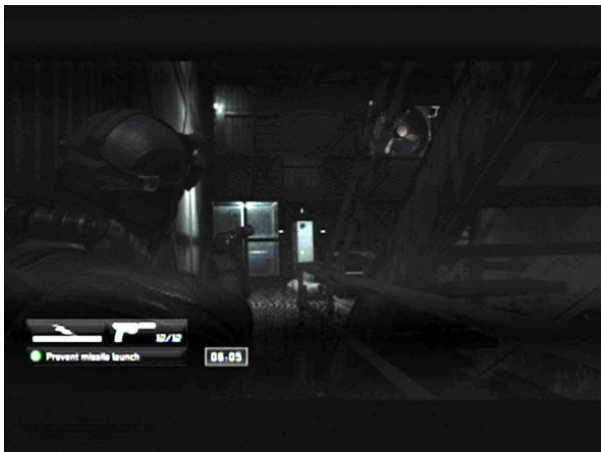


(ABOVE) Kill the rest of the opposition and get the checkpoint at the fan.

There are two more guards past the gate and you should have enough rifle or handgun ammo to take out both easily. A third guard will be barring your way once the rookie heads into the base prematurely. Sucks. There's no time limit, but you may get the feeling this changes later. Don't forget it. Take out the opposition from afar, or avoid them by going around them silently. As you near the base's ventilation fan, a checkpoint will save your progress.

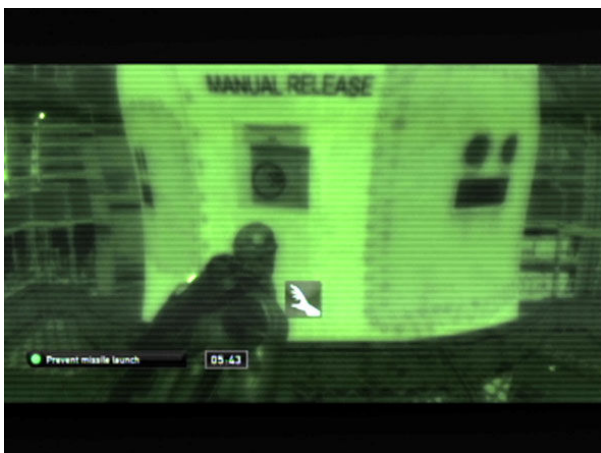
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## Inside the Super Nuke Rocket Silo Disguised Like a Power Plant



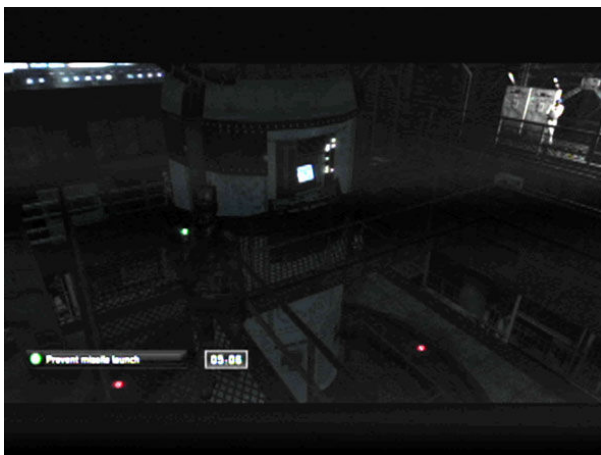
(ABOVE) The rocket bridge control booth - note the stairs to Sam's right are the ones you need to go to the rocket's middle area.

Inside the base, you have six minutes and thirty to complete your mission, or you die. Simple? Yes. From the siddling at the vent, crawl left and let the rookie act as the decoy. Mantle over the railing and select the handgun. A variety of methods are available to reach the rocket, but none are as pragmatic as moving invisibly down the stairs (follow the flashlight carrying tech) and shooting him in the head.



(ABOVE) Use the "release" panel and take the elevator (behind Sam) back to the bridge control booth.

The stairs are at the far end from where Sam mantles onto the rocket platform. A second tech will be in the rocket bridge control booth -- leave him alone for now or shoot him in the head if he decides to see what killed the first tech. Follow the stairs down, or drop down the hole to the lowest level of the rocket platform. Sam can reach the rocket and activate some kinda switch to the control panel on the rocket nose.





(ABOVE) Use the control booth, extend the bridge and hack the computer to stop Mr Rocket.

A lift (default lower level) can be used to reach the level where the rocket bridge control booth. Use the panel inside the booth to extend the platform to the rocket's nose. Hack the rocket nose to stop the launch and climb the ladder once you do.



(ABOVE) Sam says, "Gotta go."

The exit is by rope at the top of the ladder, right on top of the rocket's nose. You have one minute to get out alive and that should be easy if you know where you're going!

---

### Unlocked Gear

If you accomplished all the "starred objectives" in this mission (very easy), you should have the following gear unlocked when you replay this mission (load mission) and when you carry on to the next mission.

- EMP Grenades
- Explosive Sticky Camera

*I do not understand objections to 'cruel and unusual' punishment. While a judge should be benevolent in purpose, his awards should cause the criminal to suffer, else there is no punishment -- and pain is the basic mechanism ... by warning when something threatens our survival. Why should society refuse to use such a highly perfected survival mechanism?*

*As for 'unusual', punishment must be unusual or it serves no purpose ... It means that such punishment is so unusual as to be significant, to deter, to instruct.*

**-- Col. Jean DuBois (ret.), *StarShip Troopers* (1959)**

## Stage 002 - Ellsworth Penitentiary (Prison)

Stage 1  
Stage 7

Stage 2  
Stage 8

Stage 3  
Stage 9

Stage 4  
Stage 10

Stage 5  
Stage 11

Stage 6

### Assignment

JBA - Prevent Jamie's re-capture

JBA - Escape with Jamie using a hijacked chopper

### Primary

JBA - Help Jamie Washington escape prison

### Secondary

JBA - Open cells to start riot

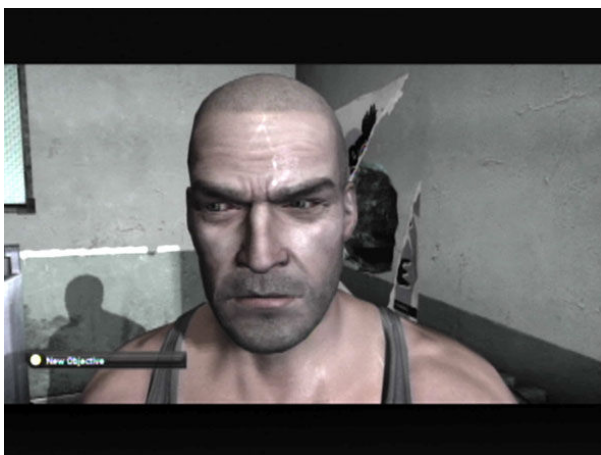
NSA - Don't kill the guards

NSA - Reach central tower without alerts

NSA - Escape without alerts

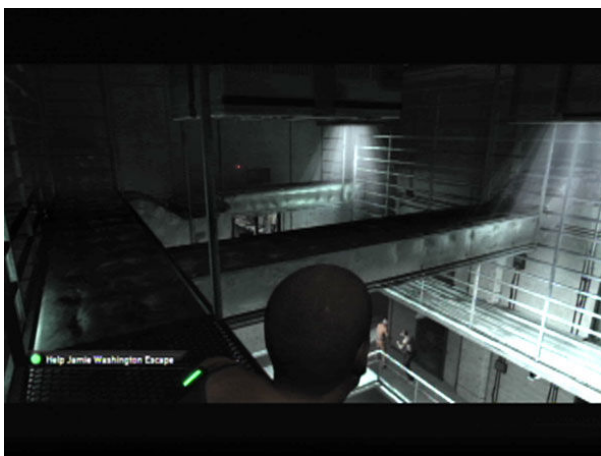
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## Federal Pound-You-In-The-Wii Prison



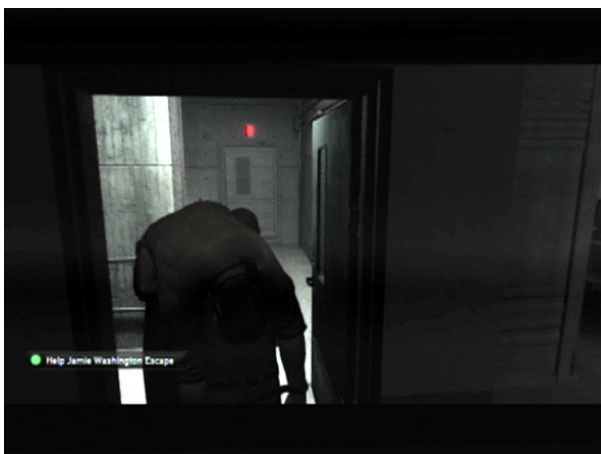
(ABOVE) Sam says, "Only losers stay in prison."

You reach the security station fairly easily -- rip the "Down the Rabbit Hole" poster on the wall and make the escape. Sam cannot be detected while this high. Head up the pipes and through the vents to the space above the security station, nab the checkpoint and get ready to stalk.



(ABOVE) If you're having trouble after escaping your cell in locating the security office, follow the air vent to the sweet spot and a free checkpoint.

The lone guard inside the room is your ticket out of this place if you somehow miss the second guard (outside) who is usually caught up in a gun fight. Interrogate the prison guard for the door code and take the smoke grenades from the arsenal. If you want, you can also hack the terminal -- it's riskier but it keeps you in practice.

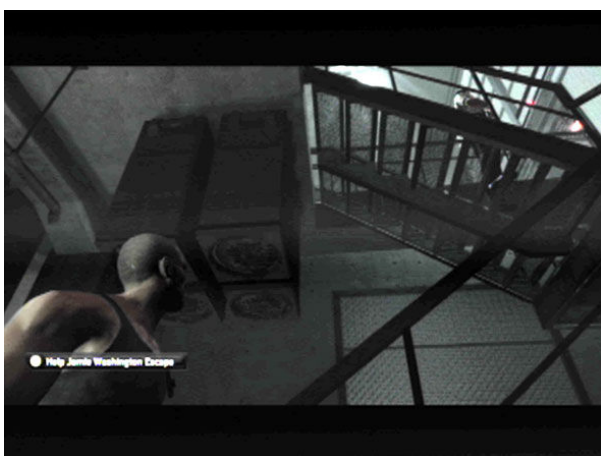


(ABOVE) Take a body to open the doors that don't open or have any interaction. The bank from *Chaos Theory* taught you everything you need to know about high-tech security systems.

If the second guard doesn't come into the room, you need to take the first guard's body along through the locked door. It's just like the situation in *Chaos Theory* when the lasers and doors opened for the guards but not for Sam. The secret? Microchips in the clothing. If you doubt us, check the email from the various PCs that explain the backstory of the security.

---

#### Past the Security Room to the Control Tower



(ABOVE) The two guards on the catwalk are nothing compared to the guy on the stairs. Run fast and palm strike him to drop him.

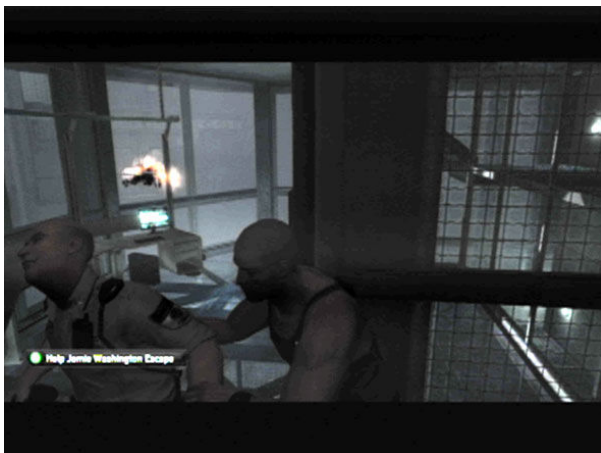
Take out the two (or one) guards past the security room by palm striking them quickly. The third guard up the stairs you need to dash in fast and hit (non-lethally) or he will kill Sam with a shotgun. Take any guard body and go past the security door to the rec yard and over the bridge to the "control tower" area.

This fulfills the no alerts if you were fast enough to get there. KO the guard outside the "control tower" and consider saving once you are inside the darkened tower.

---

## Control Tower

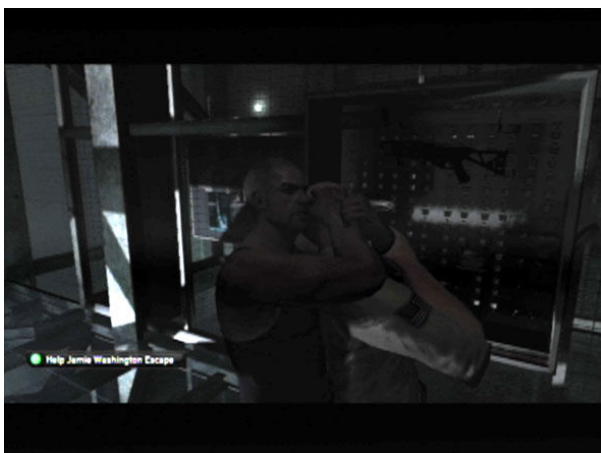
In the tower, consider going down the tower for a non-lethal pneumatic shotgun. This weapon won't kill guards but it will let you KO them from a range -- a good idea since you don't get close. The one problem is a guard down the tower stairs. This is a good time to use the "corner grab" move if you haven't already.



(ABOVE) The corner grab will let you take out the guards inside the control tower without an alert.

As you go downstairs, watch for the guard's flashlight and press Sam's back to a wall when you are at a corner. Move Sam to the very end of the corner and press the LURE or WHISTLE key to get the guard to come your way (gauge the AI actions -- sometimes they are already alerted enough so you don't need to provoke them further).

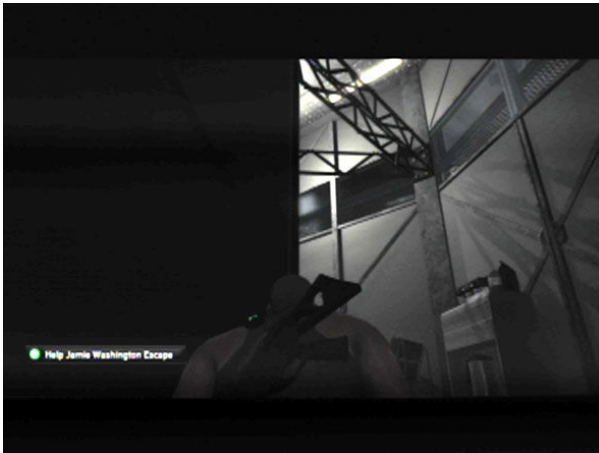
Once the enemy is close enough *and* if Sam is in the correct stance, you can press ACTION to instantly grab the enemy with no fuss and no muss. Not even Naked Snake can beat Sam Fisher!



(ABOVE) Don't miss the non-lethal shotgun.

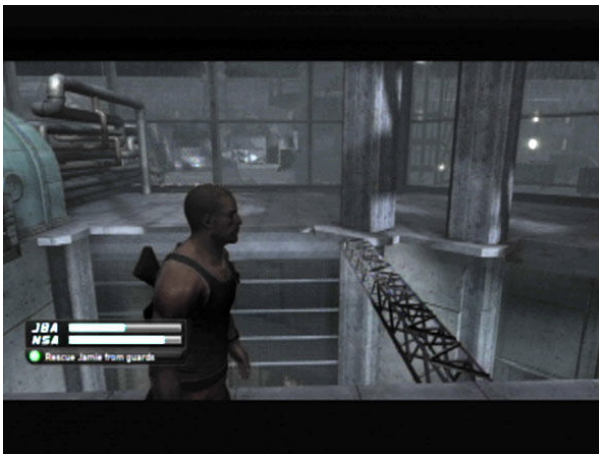
The stun shotgun is seven rounds only but you can pick up the ammo next to it before you head back upstairs. Hack the PC (or save, then hack if you are concerned about being detected). Open all the jail cell doors and head up the tower's stairs to hack the lift. Before leaving, there is a smoke grenade or two in the "control tower" area. Check the desks.

Note -- you may notice your NSA "trust" decreasing if you take too long with this mission. Move quickly through this stage to minimize your loss of NSA trust -- you can lose a lot and make it up by not killing people in later missions, but that will crimp your stalking style!



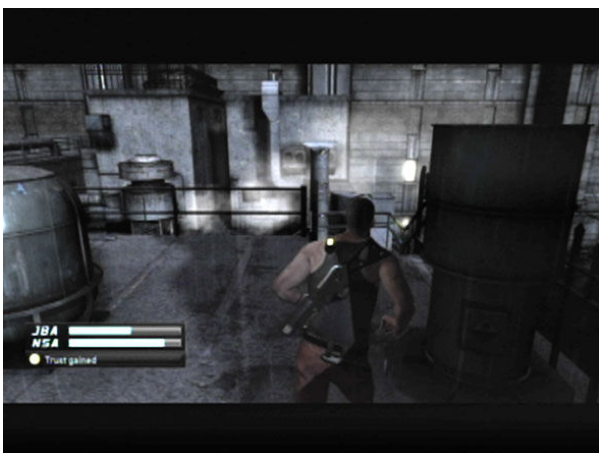
(ABOVE) At the top of the stairs (right before the lift) stop and look up. Sometimes guards upstairs will spot Sam through the windows and sound an alert, wrecking your "no alert" objective.

Lastly, this game is 3D -- be sure to note windows and such that are above Sam. Guards may sometimes see Sam when he's "yellow" and sound an alert (screwing with your score). If you consistently get spotted in an area, you're not paying enough attention to the world and missed detecting an enemy.



(ABOVE) Go through the window (across the girder) and use the shotgun to quickly take down Jamie's captor. Holster and start running immediately when the guard drops.

At the top of the lift, head out and move left (avoid the guards busy with the other prisoners). Climb the pipes to the rooftop and go through the broken window. Jamie is captured by a guard and is being marched to captivity (again). Rescue the little runt by downing the guard and rely on the checkpoint (or a save game) to quickly let Sam run down the rooftop to a dark alley.



(ABOVE) Run forward (Jamie is off the screen on the left) and head for the alley seen ahead. There's a door you open into a room

where you can't be seen. Climb the ladder and end the stage with your objectives all successful.

Enter the small building (see illustration), climb the ladder, and you escape the stage without any further alerts. The crucial part is knowing where to run once you down the guard who captured Jamie -- the police chopper is a scripted event and will spot Sam quite quickly.

---

### Unlocked Gear

If you accomplished all the "starred objectives" in this mission (very easy), you should have the following gear unlocked when you replay this mission (load mission) and when you carry on to the next mission.

- previously earned - EMP Grenades
- previously earned - Explosive Sticky Camera
- Ultrasonic Emitter (i.e. noisemaker arrow)
- Wall Mine - Stun

*I deny everything but what I have all along admitted: of a design on my part to free slaves ... Every man in this Court would have deemed it an act worthy of reward rather than punishment ... I have always freely admitted I have done in behalf of His despised poor, I did no wrong, but right.*

*Now if it is deemed necessary that I should forfeit my life for the furtherance of the ends of justice and mingle my blood further with the blood of my children and with the blood of millions in this slave country whose rights are disregarded by wicked, cruel and unjust enactments, I say, let it be done.*

**-- John Brown, Speech to Court at trial (excerpt)**

### Stage 003 - JBA Headquarters #1

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	.

#### Primary

NSA - Upload trojan to JBA server  
NSA - Bug roof antennae  
JBA - Complete the safe cracking course

#### Secondary

JBA - Practice at firing range

#### Opportunity

NSA - Get JBA medical files (5)  
NSA - Get background info files (1)

#### Choice

Kill or spare Cole Yeager (civilian news pilot)

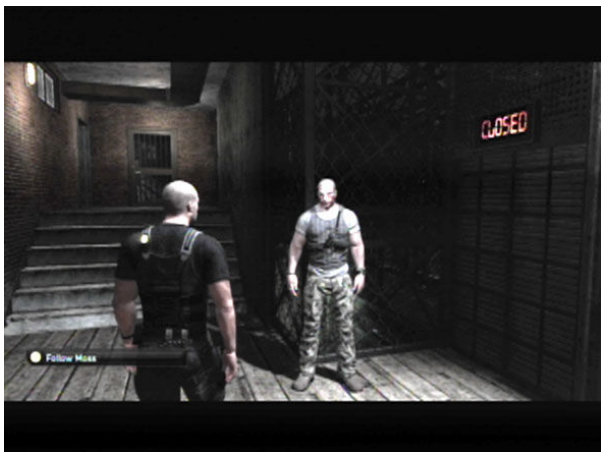
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## Enemy of the State

Follow Jamie, then follow "Moose" to the safe-cracking course. You may want to re-start this mission several times (or play it again from the 'Load Mission' option) to get a feel of the JBA compound. It will not change much but some rooms you can access are already there.

Once you get a feel for the place, you can quickly get to places you didn't know about before. The place is large and complex if you've never been inside before, so you need to re-visit the stage several times to "get familiar" with it, or you will wind up being lost again and again.



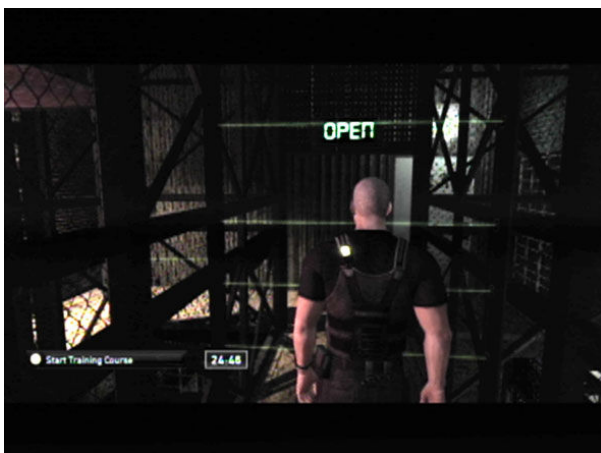
(ABOVE) Get back to this spot before time runs out, or you fail.

---

## The Obstacle Course

Once Moose leaves and the checkpoint occurs, you have 25 minutes to crack the safe and do your other missions before someone catches on. **You must return to the start of the course before time runs out or you fail the mission.** But once you get the hang of the mission, you won't be really sweating. Exploit the checkpoints and saves for your benefit and you'll do fine.

IGN will now run you through the obstacle course *without a single error* -- if you make a mistake, you will need to exit through the nearest green door (possibly back-tracking) and use the alternate route. If you trip the alternate route, the original route will be available again. However, this will quickly drain your time running back and forth.



(ABOVE) The first obstacle is the vertical lasers. The top laser will never turn off, but the other lower ones will. Run to the door while standing to reach this door.

The first major obstacle are some vertical lasers. The top laser will never turn off, but the other ones will -- but at

different intervals. They only all turn off during one short period of time. Run to the door while standing to reach this exit when the laser briefly disappears.

Don't look down if you intend to run quickly -- this slows Sam down since the game considers him to be creeping on an edge.



(ABOVE) The second set of lasers are horizontal. There are three lasers and any of them will trigger the alarm. Wait at the door you lockpicked for a completely clear zone and run to the exit.

The second set of lasers are horizontal. The three lasers will trigger the alarm -- any of the three. Wait at the door you lockpicked for a completely clear run to the exit. Patience here pays off while hot-heads can quit now and drop any notion of being a "stealth action gamer". You're otherwise wasting *our* time 😊



(ABOVE) The next puzzle is less devious -- press against the wall to move quickly. Then rappel down to the window, press down on the stick or keyboard to disengage the rappel line and move through the window.

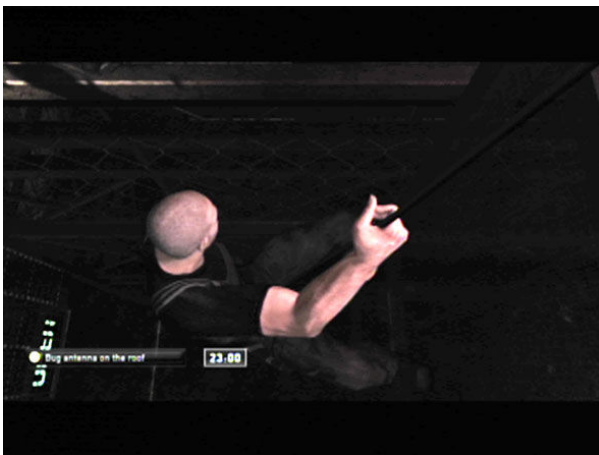
The next puzzle is less devious, but you can injure Sam seriously if he drops prematurely. Press against the wall to move quickly. If you just move Sam (standing) to the narrow part, he will move much more slowly at a creep.

Rappel down to the window and press down on the stick or keyboard to disengage the rappel line. Move through the window and look for a thin space between fence and wall to move through.



(ABOVE) After going through the window from the rappel point, find this tin space to move Sam through.

After going through the narrow place, climb the very plain, very visible rope. This is neither the Indian rope trick or the Indian nope trick -- just get Sam's ass up that platform.



(ABOVE) At the top of the rope platform, Sam rappels back down but cannot risk tripping two moving lasers. Moving slowly will not trip the lasers - fast rappel with the jump will.

After climbing the rope, rappel back down to the exit. The two lasers move at different speeds and distances. Descending slowly will not trip the lasers but a fast rappel using the **Jump** key will.



(ABOVE) Second to the last puzzle (before the safe). Two lasers -- follow the top laser as it recedes to the exit, but stop at the hole and wait for the lower laser to pass under Sam before you shoot to the exit.

A two laser puzzle. Follow the top laser as it recedes to the exit, but stop at the hole and wait for the lower laser to pass

underneath before going to the exit. You need to be ducking (and centered) at the hole to move forward, so if Sam is caught on something, jiggle him a bit and he should move through without incident.



(ABOVE) Last laser puzzle. Try to get to the second opening before the laser turns back towards Sam. Once it passes, climb out and get to the safe.

The last laser puzzle should be easy. Try to get to the second opening before the laser turns back towards Sam. Once it passes, climb out and get to the safe. If you are feeling antsy about this, you can always save the game before trying, but if you do, the checkpoint at the start of the course is void.

---

### Cracking the Safe

Safe cracking is easy once you know the details. If you have good time (like 18 minutes left) after the obstacle course, consider making a save before trying the safe. If you take too long (like over one minute), you can try again from the reload.



(ABOVE) Use the keyboard or left stick to turn cycle each of the wheels onto the tumbler.

The goal in safe cracking is to make all three of the wheels rest their notches on the tumbler. However, the wheels do not all turn when you rotate your stick or press hold the keyboard keys. The keys only move the rearmost wheel, which turns as you'd expect. The other wheels turn when the rearmost wheel has turned further on on its radian.

It sounds confusing, and unless you do this plenty of times, you may have no idea what to do. IGN recommends you focus on the following (in order) to crack safes quickly:

- Focus matching the notch of the first wheel (the one nearest the surface of the safe's door) so you don't have to move it later.
- Match the middle wheel by turning the rearmost wheel the other direction (or you dislodge the first wheel and wreck your work).
- Once both top and middle wheels are "notched" and green, turn your rearmost wheel in the opposite direction (or if you like, the same direction as the first wheel) and notch it.
- Safe opens automatically.

A checkpoint occurs automatically once Sam opens the safe door. Exit the training course through the door marked exit, climb the ladder, and drop back into the start of the training course.

---

### Bugging the Roof

Once the course is run and the safe is opened, you can do the other two tasks for the NSA to repair the damage done during the prison riot. Both objectives are easy, so it should not take you long -- however, being impatient will wreck your trust and that's not good.

Locate the roof entrance by heading left from the course's exit (it is across from the garage). A small medical room with a young woman named "Enrica" marks the spot where Sam needs to make a right. The ladder to a catwalk is nearby. Take it.



(ABOVE) Enrica's medlab. The training course (and garage) is on Sam's right and the ladder you want to use is on the left side of the screen (in the dark).

On the catwalk, wait in the corner while eye-balling the two losers. Once they turn around, walk into the fan duct on the side and enter the restricted area.





(ABOVE) Enter the obvious hole when the two terrorists repairing the fan are turned around from the hole.

Don't move quickly, or the sound will alert the enemies and Sam will be prevented from going into the restricted area. If you incur their attention, head back to the ladder and wait for them to turn around again before retrying.



(ABOVE) Stop and look before mantling up. Head right to be safe after this.

At the top of the ladder, stop and wait for the enemy to clear out before you head right. One more enemy will be there between Sam and the antennae.



(ABOVE) Wait for the enemy to look at the gate, then move away before ushering Sam to the antennae.

The second enemy will face away for brief periods -- Sam needs to hide behind boxes on the right while not making noises to escape attention. Once the enemy looks at the gate entrance (above illus. left side) and moves away, that's Sam's cue to go through the gate to the antennae.





(ABOVE) Undo the lock and place the bug on the antennae.

Bug the antennae and wait for the checkpoint. From this checkpoint, wait for the enemy to look at the gate and move off before you move Sam. Retrace your route to the rooftop hatch and quietly (but quickly) drop back down into the compound to be safe.

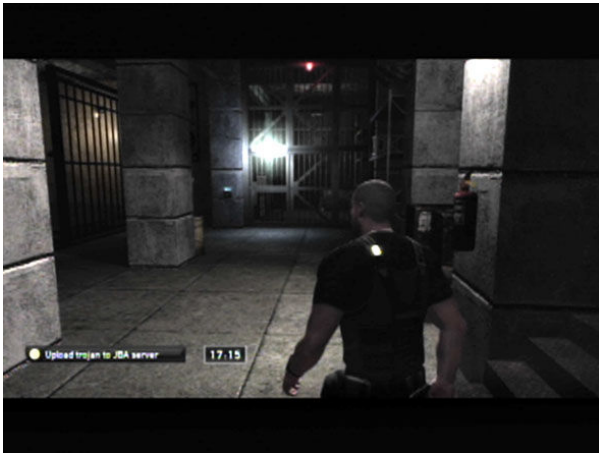
### Bug the Server Room

Go back to Enrica's medlab and locate the stairs down to the first floor. A hallway (see below illus.) at the bottom of the stairs leads to the "mine assembly room" and the entrance to the "server room". Go there now and consider saving the game.



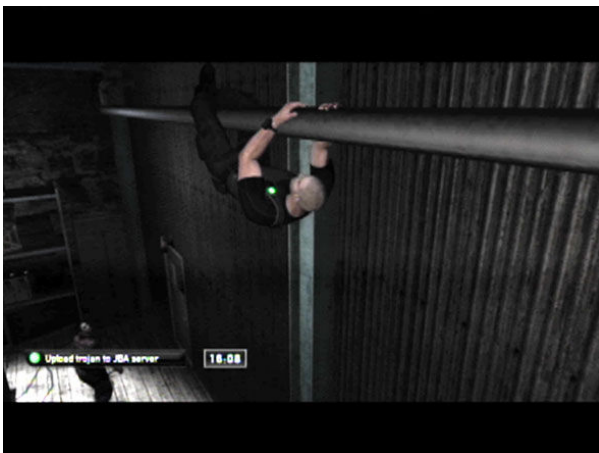
(ABOVE) Outside Enrica's medlab, you can see the stairs to the common area -- notice the hallway on the lower level on the right side? Go there for the server room..

Outside the server room, you can turn off the lights so Sam can quickly hack the door to the Server Room. Since the lights off will draw suspicion, consider turning them back on after you hack the door. You can get away with a darkened room if no enemies notice it however.



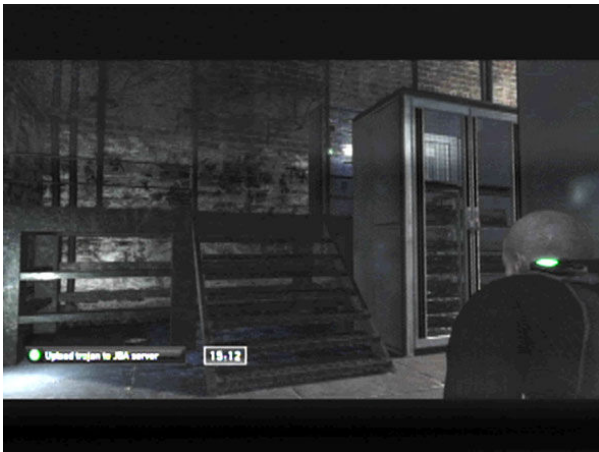
(ABOVE) Turn off the lights to the server room entrance or you may get caught hacking the door.

Once inside the server area, you are in a restricted zone. From the gate entrance, look up and locate the pipe seen in the illus. below.





Mantle onto the box seen in the illus. above and use Sam (all fours) to traverse the length of the pipe. Hang at the end of the pipe and wait for enemies -- like Jamie Washington -- to leave the room before you attempt to drop down (makes noise).



(ABOVE) The top of the stairs is fairly dark and Sam cannot be seen if he hides there motionless.

Inside the server room, locate the stairs while the two guys are talking -- if the enemies stop talking, you may have to leave the room (or find a dark spot in the room), hide, and wait for the coast to clear.

At the top of the stairs, in the corner (of the wall), there is a floor hatch Sam can use to go under the catwalk and sneak by -- careful though, the grating is see-through, so being yellow under the catwalk is the same as being seen.



(ABOVE) Sam says, "Server hacked."

At the end of the crawlspace, you can mantle up and hack the server. Exit this room the same way you came in. To get by the camera above the door (outside the server room), wait for the camera to move away from the stairs, then stand and run for the exit before the camera turns back around.

---

## Killing Time

Before time runs out, consider going to the practice course and locating the firing range. Use the sniper rifle like the SC20K -- you hold breath for a still shot by holding **Secondary Attack**. Score a 75 score with 20 bullets (reloading will reset the score) and you increase the JBA trust.

The scoring is as follows:

- 1 point -- the outer ring of the target
  - 3 points -- the inner ring of the target
  - 5 points -- bullseye
- 

## I Like People. That's Why I Kill Them.

Meet "Moose" at the start of the course and follow him down to the interrogation room. Note where this is (and note you do not have a laser mic to record Moss' voice or a finger print scanner to rip his identity). You will be back here later in the game, so keep in mind where this room is in relation to the rest of the compound.

For the most part, you need to lean to the NSA in later missions to get your bonus gear. The best thing to do right now is aim (anywhere) on the target's body and pull the trigger (**Primary Attack**).

Any other guide that tries to morally justify actions is feeding you poor quality *Double Agent* information -- the trust gained by this one act with the JBA gives you the luxury of being detected in both restricted areas (after fulfilling the NSA objectives of course). In one clean shot, Sam just hoarded a load of trust with both sides without a sweat.

---

## Unlocked Gear

If you accomplished all the "starred objectives" in this mission (very easy), you should have the following gear unlocked when you replay this mission (load mission) and when you carry on to the next mission.

- previously earned - EMP Grenades
- previously earned - Explosive Sticky Camera
- previously earned - Ultrasonic Emitter (i.e. noisemaker arrow)
- previously earned - Wall Mine - Stun
- Electronic Lockpicks
- Gas Grenade
- OPC Recharge Speed Upgrade

*War is not violence and killing, pure and simple; war is controlled violence, for a purpose. The purpose of war is to support your government's decisions by force. The purpose is never to kill the enemy just to be killing him but to make him do what you want him to do. We supply the violence; other people supply the control.*

-- Career Sgt. Zim, *StarShip Troopers* (1959)

## Stage 004 - Okhotsk Sea (Oil Tanker *Rublev*)

Stage 1  
Stage 7

Stage 2  
Stage 8

Stage 3  
Stage 9

Stage 4  
Stage 10

Stage 5  
Stage 11

Stage 6

### Assignment

JBA - Disable the entire crew and the captain  
JBA - Exfiltrate on chopper

### Primary

JBA - Retrieve equipment  
JBA - Destroy the ice wall to the Rublev  
NSA - Contact Lambert

### Secondary

JBA - Seize the Rublev without alerts  
JBA - Reach the Rublev without alerts  
JBA - Disable comm antennae

---

### ZOFMG Drama!

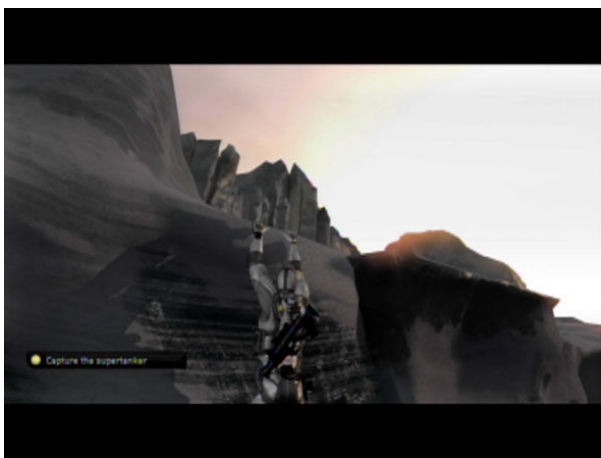
Sam will need to press **Action** to deploy his main chute and when it fails, move the appropriate stick mouse, or keyboard key to his spare chute's pin and press **Action** before he falls too far and makes a deep impression in the permafrost.

---

### Killing People North of the Arctic Circle

At the "landing zone", take out the two jerk-o-las with a handgun. Use the low rise in the ice shelf to head shot the porkers one by one as their noggin clears the landscape.

Naturally, you need to hide the first body to avoid rousing suspicion, but you can leave the second body where it falls.



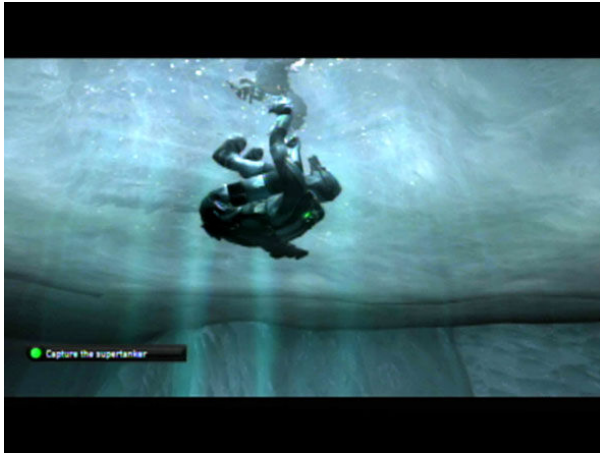
(ABOVE) Hanging here and grabbing enemies as they come near the edge is dicey since you need to get there while the enemies disembark to avoid being seen. It's far easy to just shoot them and kill them from behind cover. You can also practice a corner grab if you are so inclined to lure enemies.

Take the equipment on the ground -- two sticky cameras and two sticky shockers -- and dive into the water. Sam will swim to the mercenary camp while under water.

---

### Ice Camp (Ice Shelf)

Stay under water and use the 3D map to plan your attack. Take out the guy near where you emerge -- underwater -- at the camp. This enemy should not cause any alarm.



(ABOVE) First guy can be killed without an alarm.

There are five more moving enemies here -- and if you alert one, you will soon alert the rest in a chain reaction. Two of them you can nuke by detonating the ice wall when they are close to it; however the other three require you to snipe or stalk them to death.



(ABOVE) This generator is the lure you want for all the enemies.

Begin by drowning the enemy near the generator. You can do that by continuing to swim in the water and reaching the thin ice near the generator. Take him out by permanently freezing him in the arctic.

You can now use the generator to repeatedly lure enemies there and dragging them into the water -- simply turn off (do not puncture) the generator and enemies will come to the generator, inspect it, and turn it back on.

While they go through the animations for that, have Sam come out of the water (**Action** is best) and then face behind them (while still treading water) and press **Action** to drown them. Repeat for each of the enemies -- making sure that they are coming to the generator in single parties.





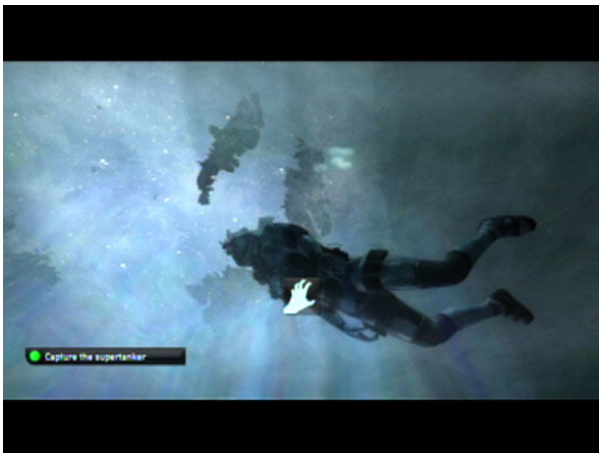
(ABOVE) This detonator is what you can use to blow up the final two enemies in one go and without any alert. Once that happens, you are clear and get the first of two "no alert" objectives completed.

Once there are only the two enemies left near the ice wall, hack the detonation laptop but don't trigger the explosives yet. Exit the laptop, check your 3D map and make sure the two enemies are as close to the obstruction as possible. Once they are, go back into the laptop and blow them both to bits. Exit to the next area.

---

### At the Rublev

The Rublev tanker is trapped in ice -- not a real shocker in the arctic or antarctic. The "ice shelf" area has three enemies -- all of whom you can stealth kill using drowning as a method. Easy if you keep an eye on the 3D map and are aware of the options around you.



(ABOVE) Wait for these two to separate before you start the killing.

Wait on the first pair of enemies to split up before you kill the first enemy. Wait at the second patch of thin ice for the second enemy to stop and drown him as well. For the third enemy on the boat you will need to go behind him (in the water) and then you take him out.



(ABOVE) The life raft dock is the better of the first choice for boarding since you can quickly kill two enemies right off the bat.

Now you get to choose which method to egress onboard the Rublev. You can take the life raft winch or you can use a rope near the stern to climb up. There are two enemies on the port side of the rear deck near the crane -- use that method of entry first and take them out. Then you can head back down to the water and then up again to get closer to the stern enemies and take them out as well.

### Rublev Rear Deck

From the crane on the "rear deck", you can snatch the lower level enemy after the scripted conversation and take him behind the bulky generator to stash his body. The enemy on the top (who was talking to the enemy you just hid) can see both top and bottom and can often catch you while you run around downstairs.



(ABOVE) The corner grab is basically designed to work with the whistle. Too bad Snake doesn't have anything to compare with Sam Fisher.

Whistle or lure the enemy with a fast glimpse and hide behind the object near the crane. Sam's new corner grab move can take out this guy when he gets close, or you can shoot him in the head when he is turned around on the catwalk.

Once these two guys are out of the picture, drop back into the water, swim to the back of the ship, and locate a rope to climb up on.



(ABOVE) When grabbing enemies, note that enemies on high ground can see what you're doing. In this illustration, there is one enemy in the crow's nest who will see Sam if he grabs the guy on the deck. The lesson is to isolate - simplify - complete -- clear thinking before action will let you progress. The save and load system will let you undo your mistakes.

Take out the nearest enemy to the rappel point but watch for the high-standing enemy. When that guy on the perch is facing away *and* you have a clear way to ambush the first enemy, grab him and chuck him over the port to get rid of his heat signature. Grab the guy from the perch when he comes down to look at an electric panel. Easy.

Consider saving and move onto the starboard side's enemies (still on the 'rear deck'). Grab or shoot the guy ambling back to the stern and stash him.



(ABOVE) Multiple enemies in a close space will be alerted if you fire guns of any kind. When in doubt about distance, check your 3D map for enemy positions, alertness, and even their facing.

There are three enemies on the starboard and stern areas left if you systematically knocked out enemies this way -- you could have fewer if you got lucky with the airfoil or if you sniped someone and got away with it.

You can use the (unreliable) weather to sneak and kill the guy near the rifle ammo (center of stern deck, upper walkway), or just stalk the guys as they come across your path. You need to disable all of them, as opposed to just avoiding them (as you would in some stages).



(ABOVE) This red pipe leads to the ventilation room. Beware the lone enemy at the top who will spot Sam if you move too fast.

Once the starboard side is clear, you must locate the red pipe leading to the top of the tanker. There is a single enemy there you can enviro-kill. This lets you access the ventilation shaft and use knockout gas to take out the whole bridge. This is not only easy on your game, but also awards you by conserving ammo.



(ABOVE) At the top, locate the steaming vent for the ventilation room (the 3D map is too small to let you see the whole stage). Go in and knock out the bridge crew to take over the ship.

The gas objective will not occur until you climb down the ladder, so once you place the gas bomb, don't worry about it going off. Hack the antennae and contact Lambert before disabling it for the terrorists. To move from the stern to the bow (in pursuit of the captain), you need to go back to the life raft crane.

---

## Rublev Bow



(ABOVE) On the middle level, back deck, there is a switch to move the crane so you can get to the bow of the tanker. This is in this shot -- you can see the portside Sam came up on from the life raft crane.

There's a switch on the upper walkway near the life raft crane (see pic). Hit the switch to move the crane and the boxes out of the way to the next area. The next area -- "ship bow" -- has more enemies and they are close together. You can snipe one and let the other two come to investigate, but it will depend how the enemies are randomized (from their spawn spots) when you and Sam get there.



(ABOVE) There's an enemy on the crow's nest and a dark hiding spot in the cargo box on the left (this picture).

There's a cargo passage you can take to avoid detection (and get closer to the central tower structure), but you will need to use the handgun or rifle to headshot anyone you cannot grab. Frankly, you have more bullets than they have heads, so you should use the ammo when you can.





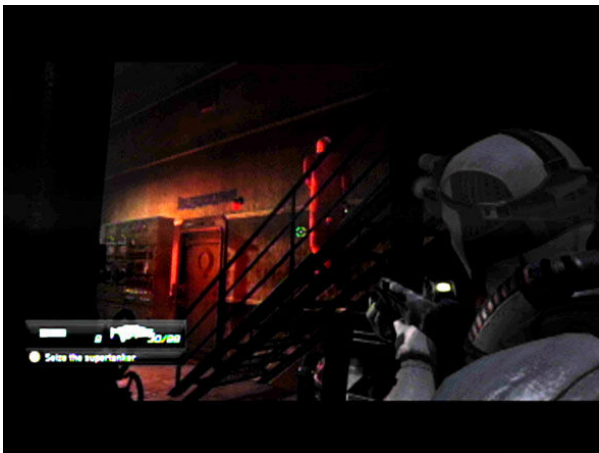
(ABOVE) Sam says, "Hatch open. Captain went in. I go now."

Once all the enemies are gone, you can follow the captain down to the fuel room (i.e., the *Pandora Tomorrow* nightmare) and kill the enemies in the Lower Decks A and B.

---

### The Lower Decks

In the area "lower deck A", kill or incapacitate the engineer in the room. If you haven't heard Moss say, "That was messy" -- or something to the effect of killing people, you may want to head back upstairs and shoot a few of the unconscious to sate the blood lust (it will not affect trust). On the other hand, sniping people should've covered this already.



(ABOVE) The only danger in the room with two enemies is one of them scoring lucky shots on Sam and killing him. Use the handgun or sticky shockers to take down all the enemies. You cannot use weapons for the last enemy in this stage.

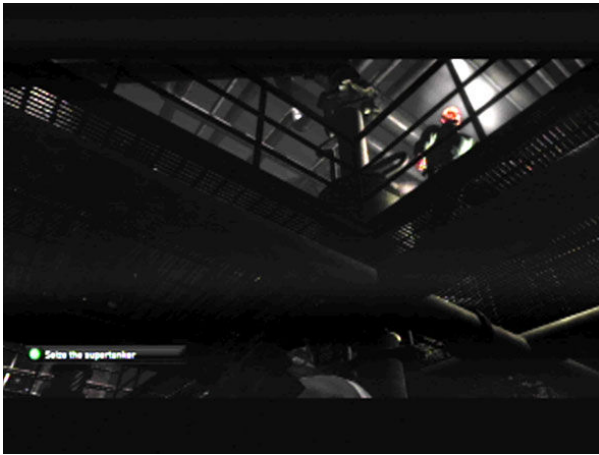
Take out the two enemies in "lower deck B" by silently shocking or shooting the lower enemy, then wait for the guy from the top to round the stairs down. Once both are dead, go to the "ballast room" and operate the switch to turn off the fan. Hop the railing and fall right into the black soup (the crude).

---

### Fuel + Fire = BOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOM

In the "fuel room" -- *Pandora Tomorrow* players will remember this puzzle -- take out the demented captain by sneak grabbing him from behind. You have a checkpoint here, and it is better to use that instead of a save (you may save right as the guy drops the torch and mess up your checkpoint).





(ABOVE) When coming out of the fuel, stay in the dark (green) and make no noise. The barest suspicion and the whole ship explodes. Save only if the captain has walked by Sam several times (thus making sure you are not seen).

The great thing about SCDA is you can kinda move semi-quickly while crouched and tap the ACTION key repeatedly to instantly grab the captain once you are in range (and behind him). Remember that one bullet or stray action that causes the captain to draw his gun will drop the torch and you will have human barbeque.



(ABOVE) Do not hide once you get up -- you need to sneak (crouched) close to the captain to grab him and the torch to prevent it from dropping into the fuel below.

Once you grab the captain (and the torch disappears mysteriously!) you exfiltrate from the tanker using the shortcut ladder to the helipad. Leave by that and you're done!

---

### Unlocked Gear

If you accomplished all the "starred objectives" in this mission (very easy), you should have the following gear unlocked when you replay this mission (load mission) and when you carry on to the next mission.

- previously earned - EMP Grenades
- previously earned - Explosive Sticky Camera
- previously earned - Ultrasonic Emitter (i.e. noisemaker arrow)
- previously earned - Wall Mine - Stun
- previously earned - Electronic Lockpicks
- previously earned - Gas Grenade
- previously earned - OPC Recharge Speed Upgrade
- Wall Mine - Flash
- Shotgun - SC20K

*'Value' has no meaning other than in relation to living beings. The value of a thing is always relative to a particular person, is completely personal and different in quantity for each living human -- 'market value' is a fiction, merely a rough guess at the average of personal values, all of which must quantitatively different or trade would be impossible.*

*This very personal relationship -- 'value' -- has two factors for a human being: first, what he can do with a thing, its cost to him ... and second, what he must do to get it, it's cost to him.*

*Nothing of value is free. Even the breath of life is purchased at birth only through gasping pain and effort ...*

**-- Col. Jean DuBois (ret.), *StarShip Troopers* (1959)**

### Stage 005 - Shanghai High-Rise

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	.

#### Assignment

JBA - Reach Aswat's Room

JBA - Exfiltrate on Emile's chopper

#### Primary

NSA - Record the secret meeting

NSA - Infiltrate the hotel

NSA - Sample the Red Mercury

NSA - Kill Aswat

JBA - Get Aswat's notes from his room

#### Secondary

NSA - Infiltrate hotel without alert

NSA - Complete mission with no alerts

NSA - Do not kill civilians

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### Chopper Ride Of Death

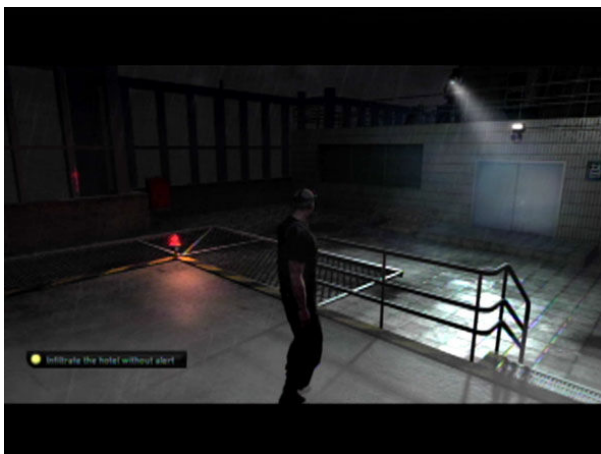
Balance out the chopper by listening to the vibrations (PC) or feeling them (360). Do you have vibration turned off? You still do (or running this on a PC)? You will have to use your ears to hear how the bird levels out.

For your X360 owners, you can feel the vibration steady as the chopper levels out. For you folks with dead senses, simply level the distant skyline horizontally and make sure none of the skyscraper lights are visible in the cockpit. The chopper will land by itself and both Emile and "Moose" Moss will leave Sam by the chopper.

Time to "go into action".

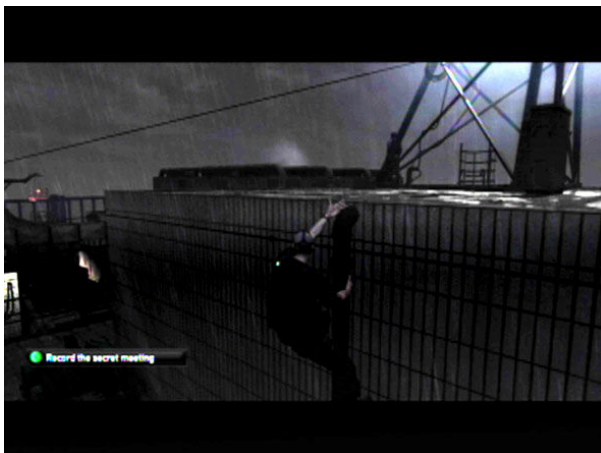
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## Rooftop Follies



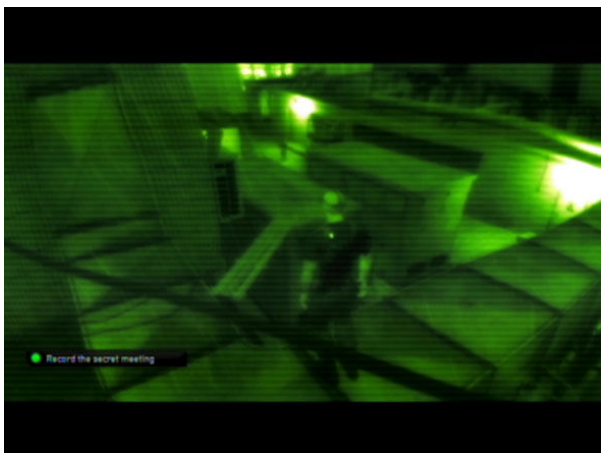
(ABOVE) You can accidentally climb the fence if you get near. Don't or you fail the mission right now.

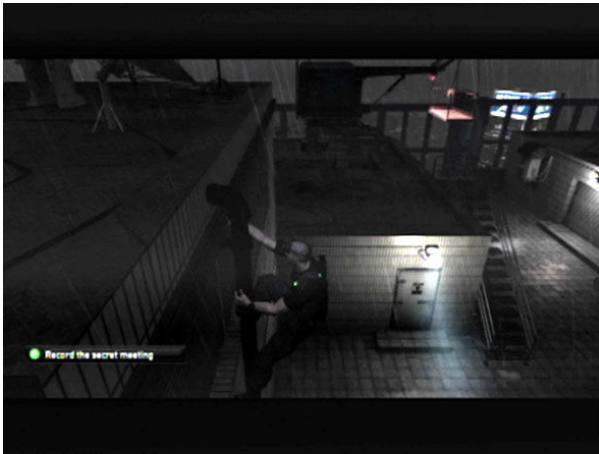
To get out of the landing pad, have Sam head "left" of the door the two bald jerk-o-la's to locate a stack of wood pallets. From there, mantle to the rooftop and head "left" towards the back of the structure. The picture shows the fire escape ladder where the guards in this area will be talking -- you want to avoid that and look for a drain pipe to shimmy up.



(ABOVE) The zip line is visible. Get on it before the dumb-ass guard turns around from his conversation.

At the top (next to the comm dish), look for a zip line to the next section. Jump straight up (never while moving or you fly off and sound alerts) at the edge and Sam should auto-grab. Stay high in the next set of buildings. Unless you are **not** exploiting the environment, you almost never go face to face with enemies on ground level.



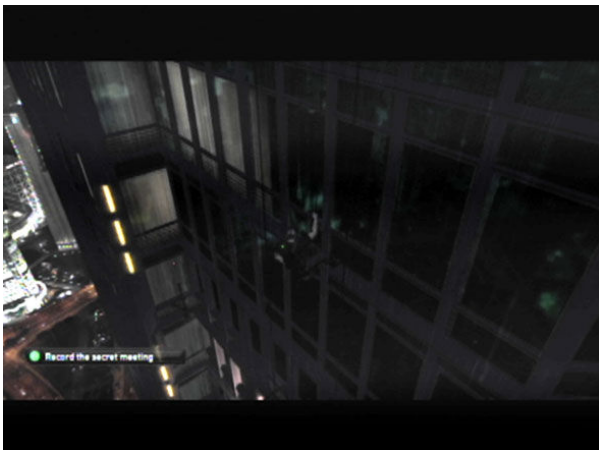


(ABOVE) Use the plank, the pipe and some stealthy action to reach the crane controls.

There is a plank of wood that lets Sam stay above the patrols. A broken stand pipe will let him saddle to the crane controls. Consider saving if you suck at the hacking game. Hack the crane to deploy it with no lights. The ladder to the top of the crane is behind it (faces the control panel). Rappel down the side of the hotel from the top of the crane.

## Outside the Hotel

Fast rappel down the building (push the **Jump** button while rappeling) and try to select the laser microphone in the inventory so you have it when you go into **Aim** mode. You need to be very quick with the laser mic or you will miss the NSA objective.



(ABOVE) Keep moving -- for you rSplinter Cell newbies, Sam will adapt to the environment if you continue to push him in that direction. Sam stops when he cannot find a way to move onward.

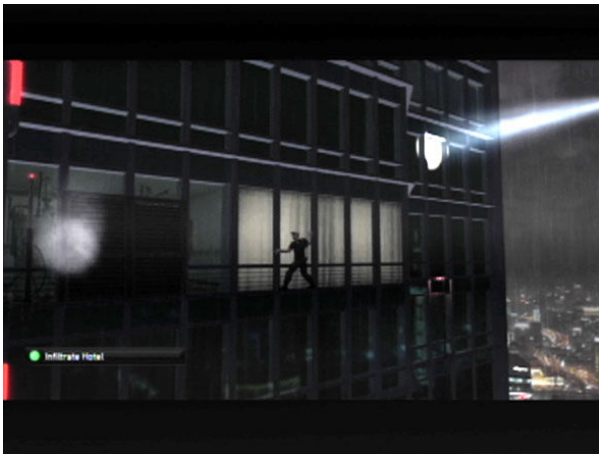
Stay on the ledge to move quickly -- to turn a corner, you need to drop down and hang by the hands -- but for the most part, you only need to move fast to the next architectural element and get to the secret meeting room. You will be warned amply about it before hand since there is a checkpoint.

From the checkpoint, fast rappel down to the window (you may need to do one big jump and then a second less forceful and mild jump). Don't worry about sound and about being seen, since the light inside reflects against the glass and darkness outside (see -- real science works). Whip out the laser mic and aim it right in the center of the three weiners talking on the sofa.



(ABOVE) After the checkpoint, jump down twice and aim the laser mic at the center of the group so the reticule turns red.

You need to start recording as soon as you drop down to the meeting room level since you are on a timer. A chopper will turn on a search light and spot Sam if you don't finish recording quickly and drop down to the next spot.



(ABOVE) Keep moving once the NSA objective is met and the chopper is triggered. By the time you are warned about the chopper, Sam should be at the windows seen here if not even further towards the vent (left side in the illus.)

Watch the progress bar for recording the meeting. Once you see it fill and disappear, holster your gear and jump rappel down until Sam disengages and can start sidling to the left. Keep moving fast -- speed is all important not stealth -- and when you reach the laundry vents, hang by hands below the vents.



(ABOVE) Hang and wait here. Sam is safe. Pull the enemy out when he appears and enter the hotel with no alerts.

The searchlight will stop short of the laundry vents (meaning you stay undetected and bag your bonus gear on mission completion). This also lets you execute the guard who comes to inspect the vent at behest of the chopper pilot. Sucks for him (that guard is not an innocent, so you will not be penalized). Enter the Chinese laundromat via the vent.

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### Inside the Hotel

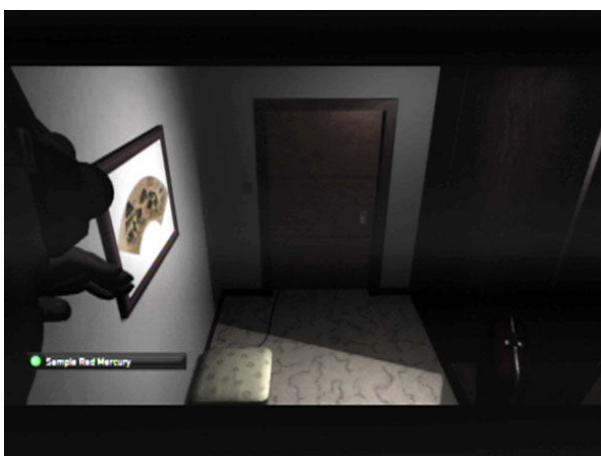
The laundry has a floor vent that runs into the next room and pops Sam out into the darkness. Do not try the door unless you like shooting out lights and palm smashing people in the face. There are three enemies in the next room and they are so close, gunfire will sound an alert.



(ABOVE) Power lines and a row of machines on the left. The exit from the laundry is at the end of the row of machines ... on the left.

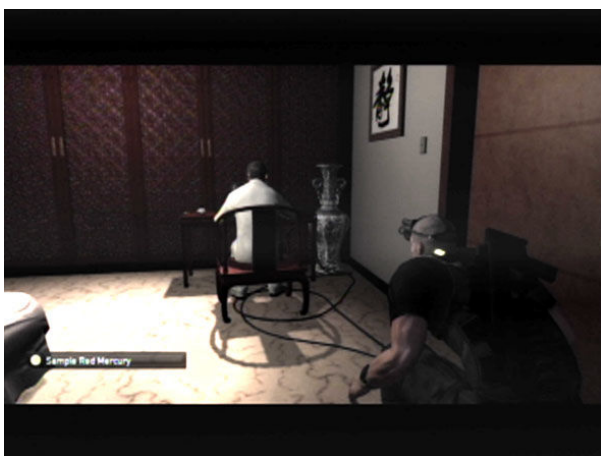
Pop open the floor tunnel exit and you will want to "go left". The exit is a vent behind the laundry machines. The opening is at the end of the machine row. If the way is clear there, go for it. Climb into the vent and drop into the small room at the end. You will be near two or three enemies outside, so don't make too much noise. Do turn off the lights and maybe save the game.





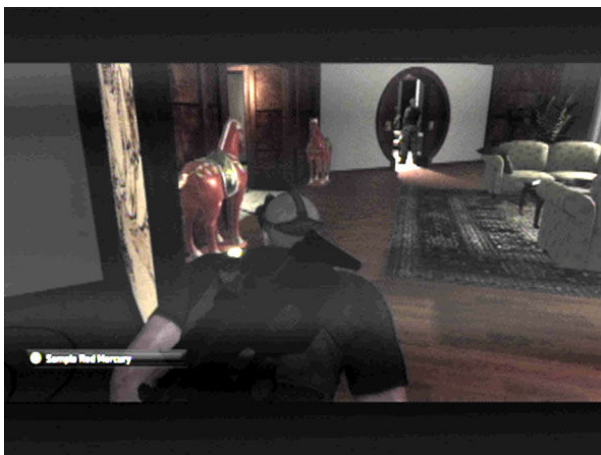
(ABOVE) Use this room as a base to take out the guards outside.

You are near the area "meeting room". The patrolling enemy outside can be grabbed through the Japanese window screen (note - Chinese buildings don't use these unless the building is Japanese owned). Put him somewhere safe and enter the small closed room with a guy and a PC. Secure this room (we need not say how ... you should know) and hack the PC.



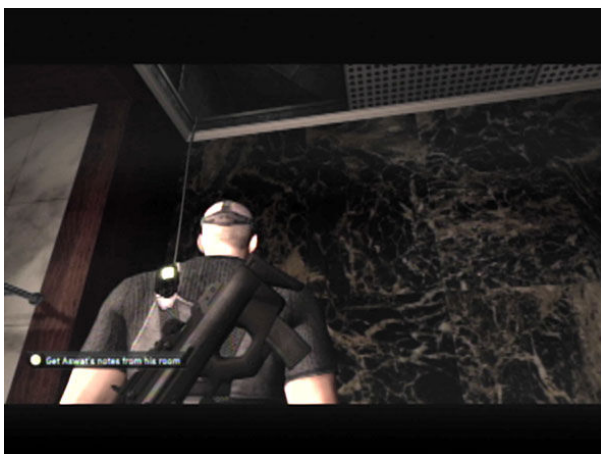
(ABOVE) This room's PC disables the cameras. Do that or you get sighted later on.

It's imperative to hack the PC and turn off the cameras. You will regret that later if you don't. While you are inside that small room, **be sure to pick-up the free sticky cameras** -- you can use them later to save you time if you have the explosive modification.



(ABOVE) Go into the left room and crack the safe with the bio-weapon.

With the main cameras in the hotel hacked (they will not sound off an alert), go past the Japanese window screen and left into the small room with the Red Mercury safe. Crack the safe, grab the ammo, examine (magnifying glass) the Red Mercury, and then close the safe (not necessary if you are in a hurry) and leave by the closed door to the bathroom.

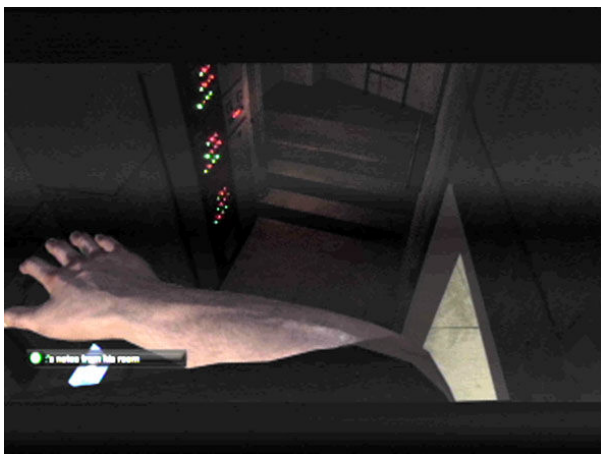


(ABOVE) Vent in the bathroom is buggy -- stand still and jump straight up to catch it.

Around the time you reach the safe or thereabouts, Moose will contact Sam about breaking into Aswat's room. Since you're halfway down already, you might as well oblige. In the bathroom by the safe, remain still under the vent and jump (greater height). Sam should catch the lip of the hole and mantle up.

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### Going to Aswat's Room

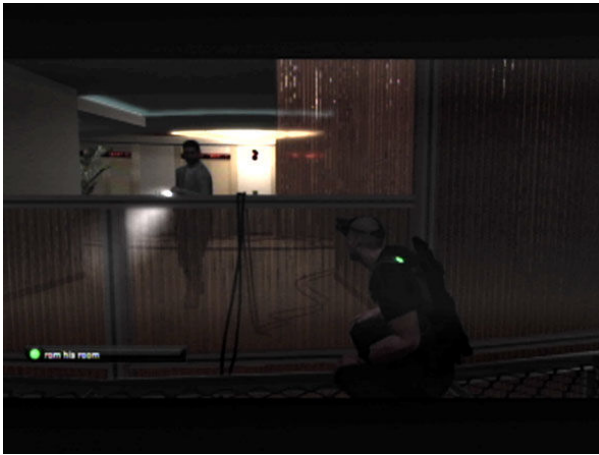


(ABOVE) Stop and make sure the coast is clear before dropping down, or you run right into a guard instantly. A checkpoint at the ladder will help you save the progress.

Go to the end of the vent and stop. Sometimes a guard will come into the area briefly before leaving. There's no way around him but wait for the S.O.B. to leave, so wait. You have the luxury for now.

With the way clear, drop down into the small side room and head for the ladder ahead. Someone will blab more crap into Sam's ear as the checkpoint occurs near the ladder. Whatever. Sam will supply the B.S. -- IGN will supply the strategy.

Head up the ladder and rappel down near the edge. The rappel point is near the middle of the precipice. Fast rappel down to the catwalk and go to the ends. Use the lifts coming up and down as yours to go down to the next level. At the third catwalk, consider saving once you jump off the lift.



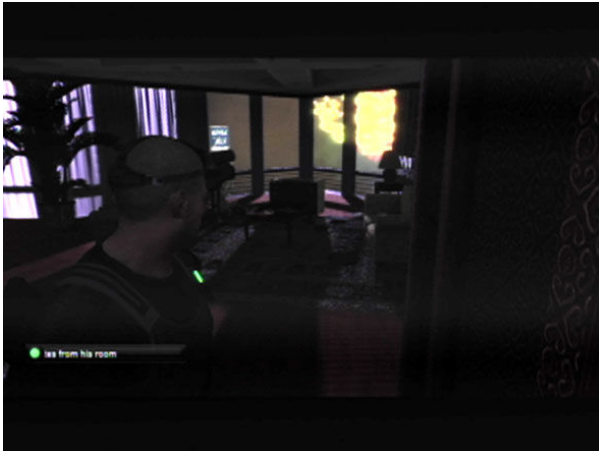
(ABOVE) Sam says, "Goodbye head". Note the camera behind the enemy. If you did not disable it, you will need to OCP it before you march out into the light.

There are two enemies in this area. One will be near where Sam jumps onto the catwalk and may see you. You can of course, shoot him in the head (easiest solution) when he nears the opening by the catwalk. Take down the other guard depending on his distance from Sam and where he is. With the camera disabled, you can take the bodies and transport them from the side to near Aswat's room (check map). Until you approach the door to Aswat's room for a checkpoint, you won't be docked for time or faction status.

Clear the whole "middle floor" of enemies and dump their bodies near the entrance to Aswat's room. If you have at least two sticky cameras and the explosive camera upgrade, you can use a shortcut to kill Aswat (alternate version -- set an explosive wall mine). Aswat "patrols" back to his room in a counter clockwise direction. Set a sticky camera (or a mine) in a dark area along the hallway so its explosion will kill anyone on the path. Head for Aswat's room and break into it now.

---

### Aswat's Room



(ABOVE) There are four guards in this room. You need to disable them all to explore the room safely.

Aswat's room has four guards and they may see you if they are hacking the PC and the fireworks light up Sam. Since there's a checkpoint, you can leverage this and get all the enemies by drawing them to a specific spot and plugging them with the handgun or if they are all in one spot, palm-striking them quickly in succession.

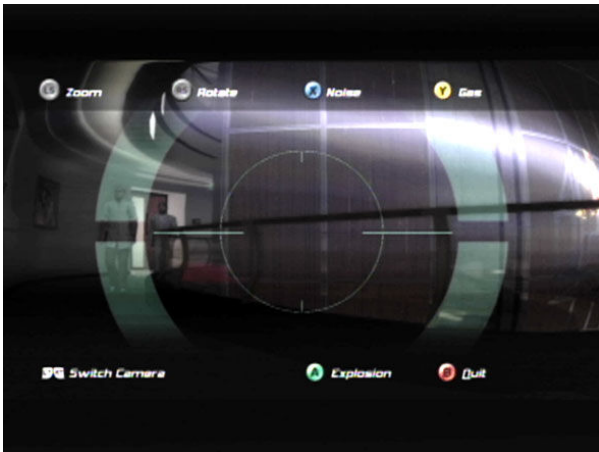
Note that on Hard difficulty, one enemy with a gun will kill Sam with two shots. On Normal, you can take down two enemies if you are quick and one of the enemies needs to turn around to find you; any situation more serious than that will require you to use the sticky shockers, sticky cameras, or other gadgets to nuke the porkers before they nuke you.



(ABOVE) The meeting will be "over" when Sam nears the safe. Crack it quickly for the notes and be ready to kill Aswat.

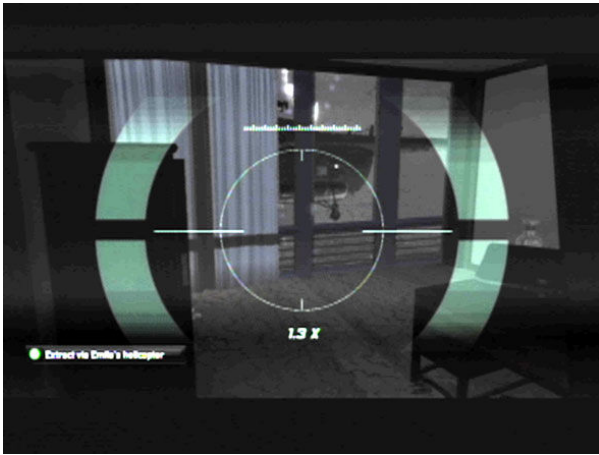
Once the room is secure, make sure no bodies are really in the hallway and open the safe. Take the doctor's good notes (from the safe) and equip your most lethal weapon. Aswat is a terrorist, so the NSA wants him dead. Sam's on hand and you can settle this by killing Aswat as he makes his way back to his room.

Now if you set a wall mine before, it should take care of him and his bodyguard and your objective will update. If you used a sticky camera instead, you need to fire a second sticky camera (anywhere -- just don't get disoriented) and use the PRIMARY and SECONDARY fire to change cameras -- the first camera can be used to kill Aswat long before he reaches the room (explosive upgrade only). It takes about 30 seconds for the JBA chopper to come down.



(ABOVE) Using the explosive sticky cam method, you can kill Aswat once he marches in on the ambush path. A wall mine will do this automatically if you place it in his path.

Note too that the blue box objective is not Aswat -- he's actually one of the yellow blobs on your 3D map (usually the one in the lead). Once you enter the room, a timer does start ticking (about four minutes), so you need to be fast with the four loons in the room, crack the safe, and be ready to receive the doctor before the chopper breaks you out.



(ABOVE) The exfil room is in Aswat's bathroom. Wait for the zip line to appear and then jump underneath it to get out of town.

Once the JBA chopper breaks into Aswat's room, your "trust" will decrease incrementally as time passes, jeopardizing your next mission (in JBA HQ). Kill Aswat quickly by leaving no bodies for him to find from the lift to the room (his route seems to be counter clockwise on the floor -- just like the guards) and braining him instantly when he shows. Zipline to the JBA chopper to end the mission.

### Unlocked Gear

If you accomplished all the "starred objectives" in this mission (very easy), you should have the following gear unlocked when you replay this mission (load mission) and when you carry on to the next mission.

- previously earned - EMP Grenades
- previously earned - Explosive Sticky Camera
- previously earned - Ultrasonic Emitter (i.e. noisemaker arrow)
- previously earned - Wall Mine - Stun
- previously earned - Electronic Lockpicks
- previously earned - Gas Grenade
- previously earned - OPC Recharge Speed Upgrade
- previously earned - Wall Mine - Flash
- previously earned - Shotgun - SC20K
- Hacking Device Speed-Up
- Smoke Grenade - SC20K

*I am here to tell you about America, back before the Combine, when disagreeing with the government was the national sport and every soul could go to hell in its own way. I'm here to tell you about when Germany and Japan were our allies, and our only enemies were petty dictators and terrorists. I'm here to tell you about capitalism, and electoral colleges, and the First Amendment.*

*I'm also going to tell you how to make bombs out of soap. How to make guns that don't show up on metal detectors. How to crack datalines. How to vanish in a crowd. We need to destroy this country if we're going to save it.*

**-- Home of the Brave cell leader**

### Stage 006 - JBA Headquarters #2

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	.

#### Primary

JBA - Assemble ten mines

NSA - Scan blueprints in Emile's quarters

NSA - Record a JBA officer's voice to access door locks

### Secondary

JBA - Complete safe cracking course (again)

JBA - Practice at firing range

JBA - Get rid of the JBA pilot's corpse

### Opportunity

NSA - Get JBA medical info files (5)

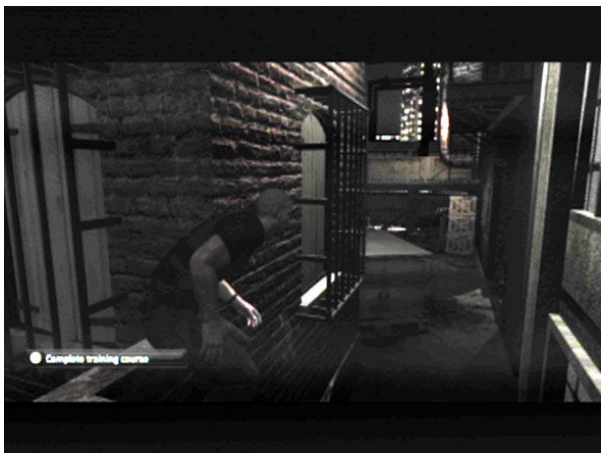
NSA - Get background info files (1)

NSA - Get personal info files (4)

NSA - Get voice samples (5)

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### Get Back Inside



(ABOVE) The entrance is past the two morons doing the break dancing in the alley. Once you get back into the garage, you are safe.

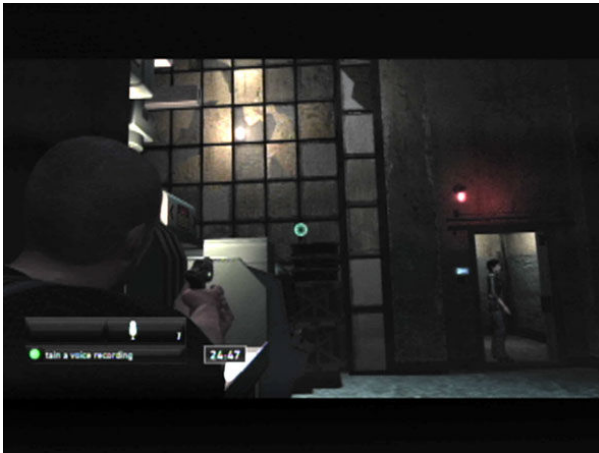
Head back to the garage via the cut-scene route (seen in cut-scene). Select the laser mic but don't equip it in weapon mode. Enter garage to meet Enrica. The faster you get back inside, the nearer to the detached hallway where you can record Enrica's voice in safety. Don't dally.



(ABOVE) This loud mouthed intellectual radical is about to be microwaved with a laser mic so her voice can let Sam access various parts of the JBA HQ. Note -- you obviously need to laser mic the dumb broad from the back. Hehehehehe.

Follow Enrica and while she is talking (and walking away), laser mic her head and get easiest voice sample for the voice lock. If you somehow miss Enrica or don't feel like recording her voice, you can laser mic Emile once Enrica goes past the door in the mine assembly room.





(ABOVE) This spot is the greatest for recording Emile's voice. Aim the mic at the checkboard windows after Enrica leaves you with the mine assignment and goes past the door.

If you want to get Moose's voice, look for him in the bathroom (by the bunkroom) yelling at a JBA recruit. For that, you may want to do it after the mines (from the checkpoint), since there is a lot of traffic in the bathroom area and you may mess up.

---

### I.E.D.s Assemble! (Making Mines)

Mines are assembled by pressing **Primary attack** to push in (or pull out) the detonator of the mine. You use the mouse or joystick to center the pin in the mine's body and ram it home. It's very sexual.



The thing is the robot claw isn't steady and you need to constantly correct it. If the detonator tip hits the side of the mine, it's destroyed and you can only miss five times before you fail (Sam runs out of detonators).

The neat thing is the detonator's sides can touch the inside of the hole -- so once it goes partly in, the claw will no longer deviate and you are free to speed connect the mine and be done with it. The best strategy is eyeball the bird's eye view and keep the pin in the green and descend slowly. Once it stops moving (regardless how much you deviate your stick or mouse), you have it in the hole -- ram it in and move to the next mine.

---

## Random Dead Body Search

If you want to get rid of the pilot's body to increase the JBA trust (not needed if you succeeded in all the previous objectives), you can take the body in the medlab (Enrica's medlab) and carry the body down to the "common area" (big two level room with the HDTV). A small second entry leads to the furnace -- this is not the same hallway to the server room or mine assembly room.

Get rid of the body and climb the stairs to the training course's start or back track and head back to where you need to go.

---

## Going to Emile's

If you did not get Enrica's or Emile's voice on the mic, you need to get Moose's voice to access the area to Emile's safe. Moss is in the bathroom yelling at a recruit. Hide in the next stall and record his voice. **Head to the mine assembly machine and use the voice print lock to access the restricted area.**



(ABOVE) Two guards -- one sitting (seen here) can be avoided by staying quiet and sneaking by, even under the bright light. Watch out for the moving guard though. He can spot Sam from down the hallway.

The hallway past this is called "low security corridor" since it is only allowed for top JBA members to do their thing. There are two guards here -- one stationary and one sitting in a chair by a voice lock door you cannot go past. This "back entrance" by the mine assembly room is Sam's only method of entry (short of killing people).



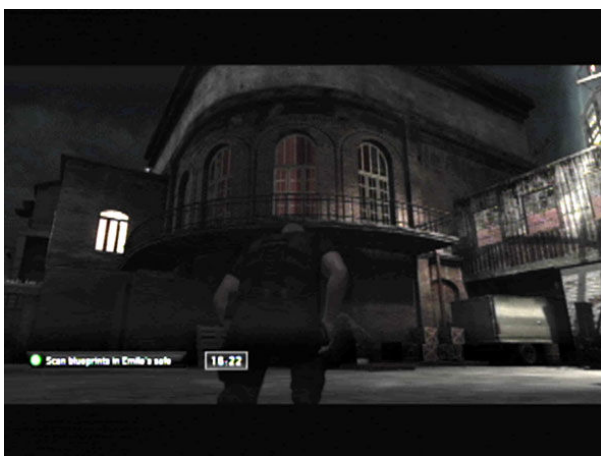
(ABOVE) Past the moving guard and looking back. The guard sits in the chair and fiddles with the radio before getting up to do a round of patrol. Sam is safe if he reaches this corner without provoking contact.

Since you have nothing except your wits, you need to stay in the shadows and use the "dead end pipes" in the dark spots to avoid being spotted in this restricted area. The moving guard alternates between walking and listening to the radio -- you can easily get by him after examining his pattern. There is no substitute for experience, so *watch*, **watch**, **watch**. And you will learn the guard will pretty much stay in the main area of the hallway between his chair and the other guard.



(ABOVE) Same corner, but the white door in the far (brightly lit) hallway is Enrica's room -- you need to go there if you want to complete this mission. Be careful though -- going in there is one way.

Sam can get by quite easily. His goal -- Enrica's bedroom. Ethnic booty call aside, Sam's best bet is to use Enrica's room to reach Emile's quarters -- it's the shortest way and there are no enemies (except Emile in his office). Plus this is also the shortest way *back* to the mine assembly room; you want a short distance since there will be nearly no chance for discovery.



(ABOVE) Drop out of Enrica's room and head for Emile's place across the courtyard. Climb onto the truck and onto the balcony.

In Emile's office, hide in the darkness. As Sam nears the safe, a checkpoint happens. As soon as this occurs, back up until Sam is safely "green" and take out the laser mic.



(ABOVE) sam can be this close and remain hidden. You can record Jamie's or Emile's voice if you want from here.

Watch, wait and when Emile goes to bedroom, you can attempt to crack the safe (he is gone for 30 seconds). Alternately, you can wait for him to sit down and crack the safe (again 30 seconds of 'safe time').

Naturally, once Emile puts the blueprints back in the safe, you should save before attempting any foolishness.

As an option, you can always crack the safe, then back off and wait for Emile to leave before you scan the plans. Once done, head back into Enrica's room to end the mission.

---

### Unlocked Gear

If you accomplished all the "starred objectives" in this mission (very easy), you should have the following gear unlocked when you replay this mission (load mission) and when you carry on to the next mission.

- previously earned - EMP Grenades
- previously earned - Explosive Sticky Camera
- previously earned - Ultrasonic Emitter (i.e. noisemaker arrow)
- previously earned - Wall Mine - Stun
- previously earned - Electronic Lockpicks
- previously earned - Gas Grenade
- previously earned - OPC Recharge Speed Upgrade
- previously earned - Wall Mine - Flash
- previously earned - Shotgun - SC20K
- previously earned - Hacking Device Speed-Up
- previously earned - Smoke Grenade - SC20K
- Sonic Grenades
- Force Hack Upgrade

*Violence, naked force, has settled more issues in history than has any other factor, and the contrary opinion is wishful thinking at its worst. Breeds that forget this basic truth have always paid for it with their lives and freedoms.*

**-- Col. Jean DuBois (ret.), *StarShip Troopers* (1959)**

## Stage 007 - Cozumel Ocean Liner

Stage 1  
Stage 7

Stage 2  
Stage 8

Stage 3  
Stage 9

Stage 4  
Stage 10

Stage 5  
Stage 11

Stage 6

### Assignment

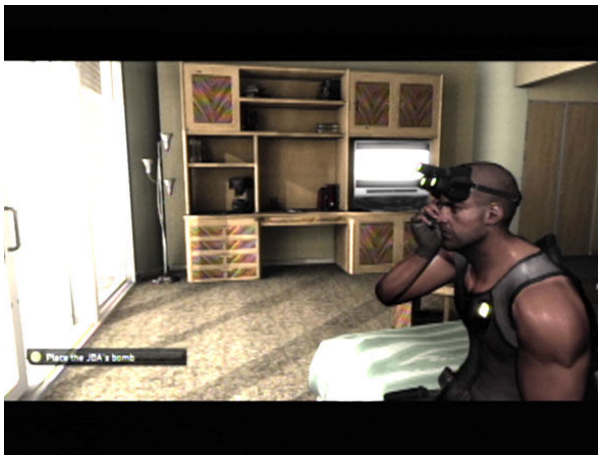
JBA - Place the bomb on the ocean liner  
JBA - Dive to extraction

### Primary

NSA - Get the detonation frequency  
NSA - Place smoke bombs

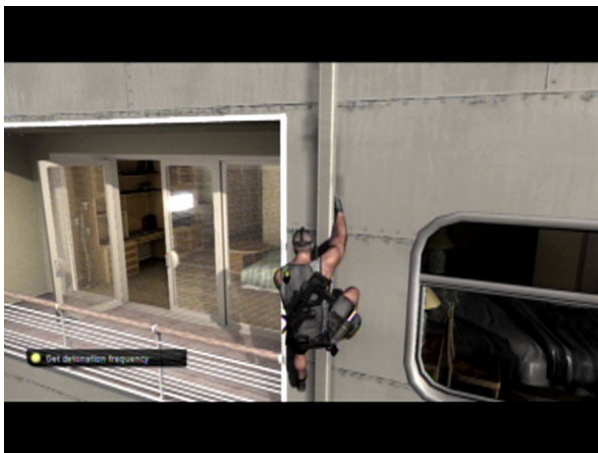
### Secondary

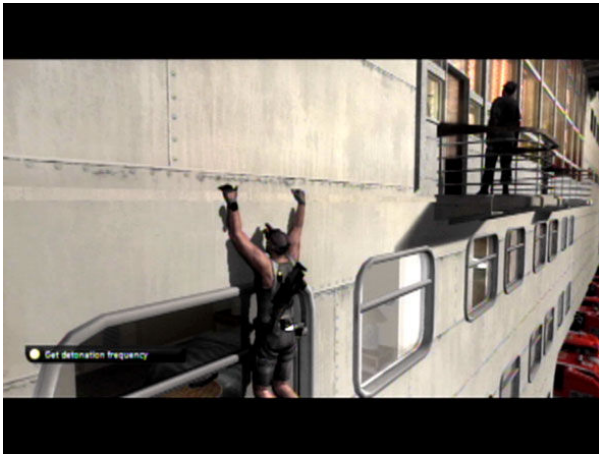
NSA - Do not kill civilians  
JBA - Reach the pool lift without alerts  
JBA - Place bombs without alerts



(ABOVE) Sticky cameras on the hotel counter. Take them -- you will need them later.

Take the sticky cameras in the room (near the TV) and leave by way of window. Sam can vault over the fencing and bear right to grab onto something interesting. Time to "go into action".





(ABOVE) Move out, up, and over to the balcony. Mantle into the casino once the guards leave. Avoid killing or having contact with them now.

Wait for the two Mexican guards to head into the casino and follow them in silently. Someone will hack the slot machines to distract the guards once Sam goes inside. Move deeper into the casino to get the cover of darkness.

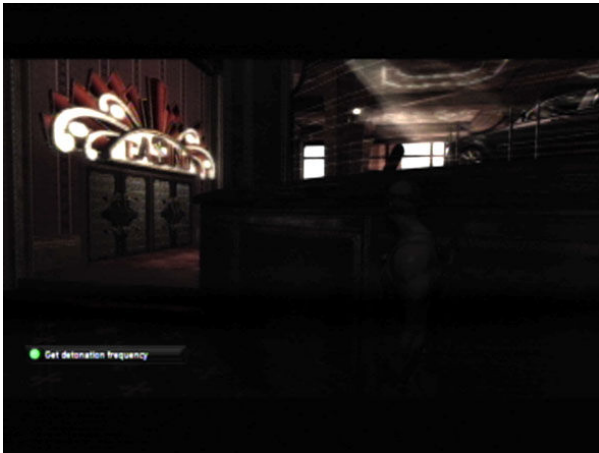


(ABOVE) You should consider placing smoke in the vent in the cashier room since you can easily take down the four guards in the casino as opposed to the seven in the bar.

In the casino, you have an NSA goal to place smoke in the vent in the cashier's office. Since there are only four guards in the casino, you can slowly lure each one and stalk them down one by one. Once that's done (with the requisite saving and loading), you can darken the cashier's room to avoid the camera and then proceed to hack the power supply to cut the lights.

The darkest areas of the casino are surprisingly near the car. Just don't go too near and you can slowly chip out the enemies or use the sticky cam (or sticky shocker) to take down enemies if you're insanely pressed for KOs. If you clear the two enemies near the cashier office, you can OCP the light, hack the lights and slowly stalk the enemies and KO them when they go investigate.



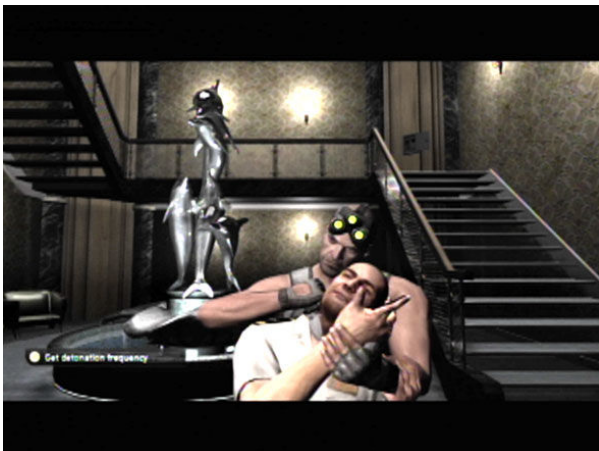
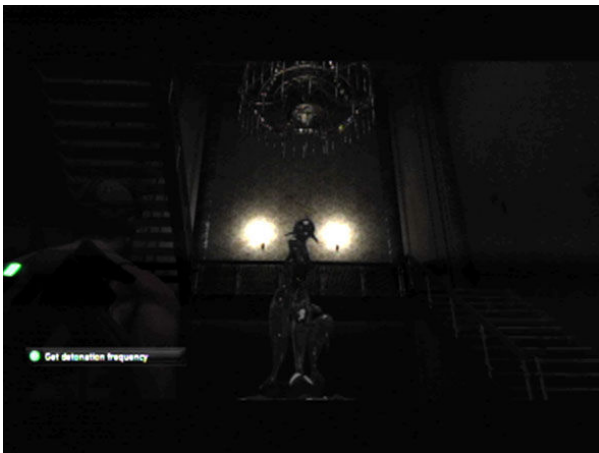


(ABOVE) The four doors are the exit and all are locked. Break the left door locks if you want to egress and close it again or you may arouse suspicion.

Some grenades are inside the safe if you care to stop and open it. Once you are done with the casino, you leave by the large "Casino" door (comprised of four doors) and get a checkpoint.

---

#### Bar to Pool Lift



(ABOVE) The darkened stairs are better than the lit version. Once lit up, Sam can be spotted by the technician. Get rid of the tech while the lights are out or you will have a harder time upstairs.

While the room is still dark, move close to the tech while he works on the panel and subdue him quickly. If the lights go in, it will reduce the dark area Sam will have upstairs when he assaults the guards in the bar.



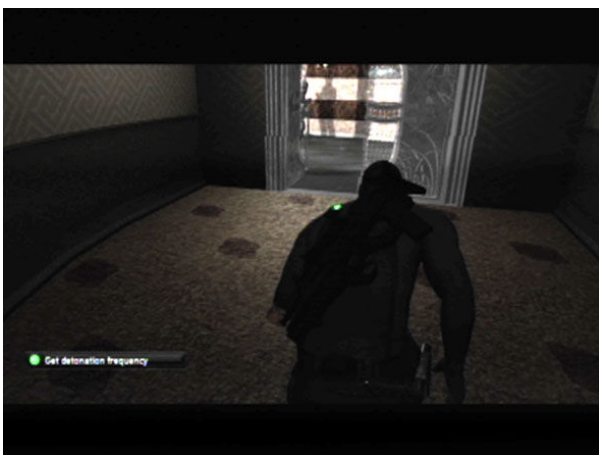
(ABOVE) The guy near the first tank can be lured out or corner grabbed if you choose to whistle in the other room.

The bar is more of a pain -- you need to selectively lure enemies to the dark area at the top of the stairs and KO them -- the trouble is that about half of the enemies are in bright daylight. Although you can sneak by the majority of the enemies, sooner or later, one of will catch sight of Sam as he moves from dark to light towards the pool lift.



(ABOVE) The bar can only hide Sam from enemies for a little while.

Sneak into the hallway to the lift and select the sticky shocker on the SC20K. It's important to have this or you will find the room at the pool lift to be very difficult to clear stealthily.



(ABOVE) The floor is wet in the lift room. Wait for the enemies to start talking and shock both at once.

Wait for the enemies to start talking at the lift room and shoot the shocker into the water. Both enemies should be KO'ed right there. Close the door and leave this part of the ship by the pool lift.

---

### The Pool



(ABOVE) Press against the wall and wait for the lift to stop and open. Corner grab and save the game.

Press against the wall in the lift and corner grab the enemy. Wait for the enemy down the pool to turn away and move out and left (ducking) behind the stacks of pool chairs.



(ABOVE) Go behind that table and follow the obstacles to get past the guards.

Exit the lift and go behind that table. Follow the obstacles to get past the guards while the fountain spouts water and stop at the middle of the banquet table (behind it). If you have airfoil rounds, now would be a time to use them.



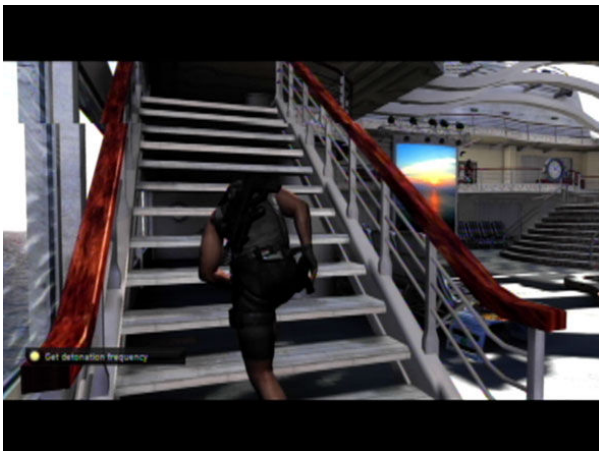
(ABOVE) Select the airfoils and use them on the guard around the end of this table.

Remember that you need *two airfoil* rounds to KO an enemy -- not one. So KO the guard and stash his body in the corner. At this range, Sam cannot be seen unless he was very noisy (like firing a gun). Consider saving the game here.



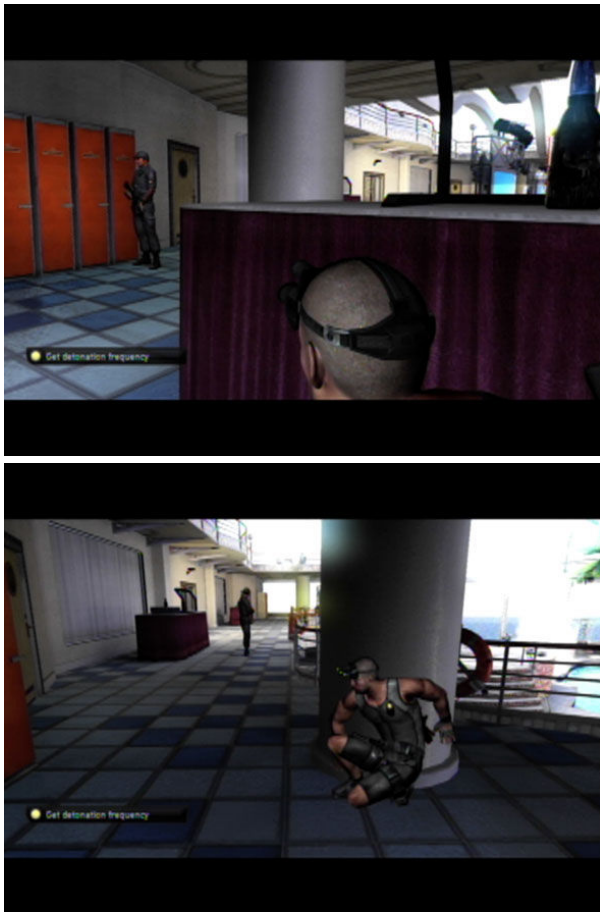
(ABOVE) The goal -- it's a long way down the pool side. Stay behind cover and move fast.

The goal is to reach the top of the stairs by the pool to the steam room without alert. Use what cover on the far side and -- while ducking -- move quickly behind obstacles while keeping an eye on the lone enemy near the section exit.



(ABOVE) Keep an eye for the poster and move up the stairs when the enemy (on the balcony) is walking away.

Go up slowly on the stairs and stay ducked behind the table. Wait, wait, and wait some more for the enemy to come back to your end of the balcony and then move away before you make a move. Any noise while this easily seen means you fail the no-alert and no-killing objectives.

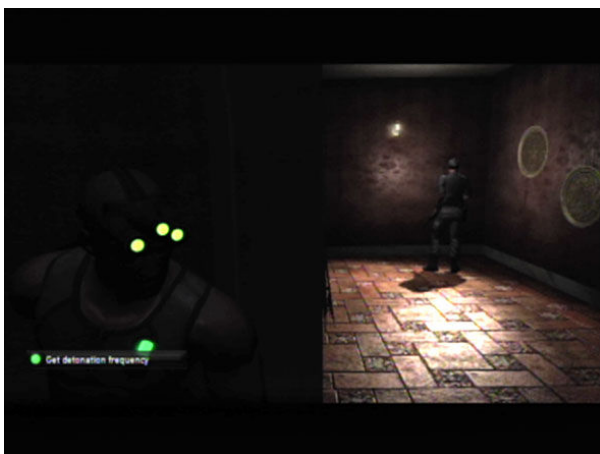


(ABOVE) Move in planned steps to get behind the enemy. He will turn around occasionally, but at predictable spots.

The enemy will turn around when he reaches the table near the pillar (see the illus.). Move in and KO the enemy -- but watch out for the camera near the door -- when he moves off and you will clear the area to the steam bath.

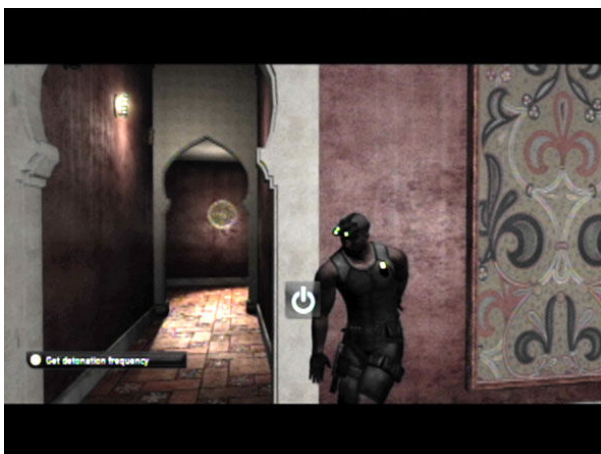
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### Steam Bath & Bridge



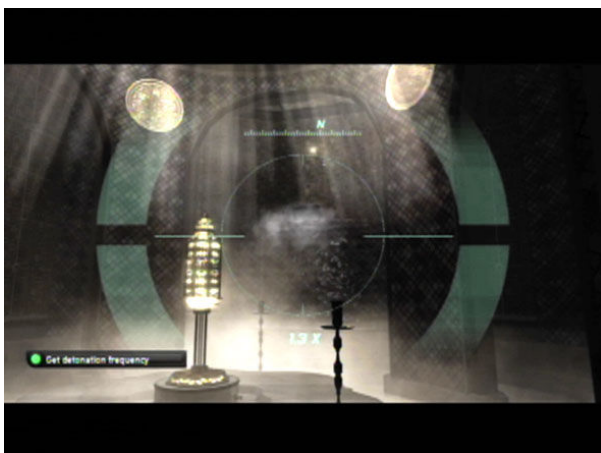
(ABOVE) If you whistle, enemies from all the rooms come out. Instead, rely on the 3D map to determine when you whistle or when to move in and stalk.

Turning off the lights in the steam house may cause all the enemies to come inspect the place. Instead, remove each one individually by watching the 3D map and planning their patrols. You can always sneak behind each one and take them back outside.



(ABOVE) Once the area is somewhat clear, turn off the light switch and use a split jump on the above hallway.

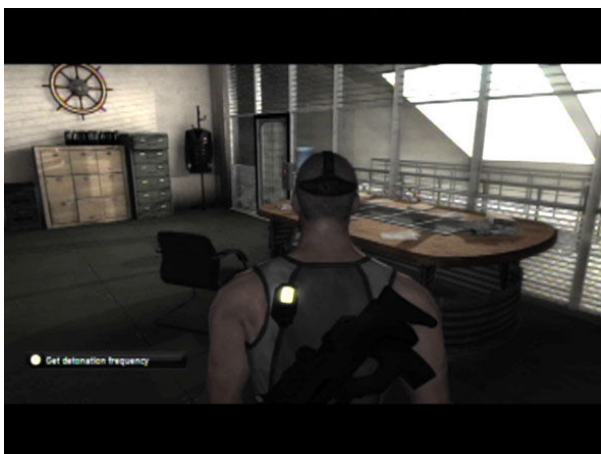
The hallway above can hold a split jump. Turn off the light and bounce on the enemies as they appear. You only need to slip past this room to the bridge -- the option to ignore all enemies aside from the two in the steam room proper is valid.



(ABOVE) Steam room exit. It's the vent.

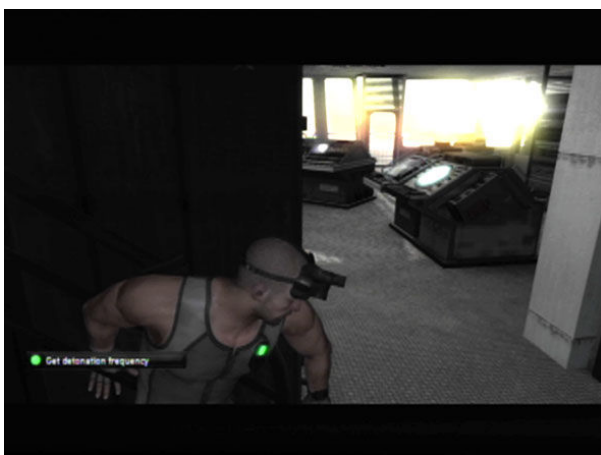


The third guard is in the massage parlor near the steam bath. Corner grab him or KO him if you want to reduce your stealth score slightly. Climb into the vent and wait for the officer to appear in the room. Grab him or he will sit down outside in the daylight. He has the code for the door, but you can find or hack it easily in the navigation room.



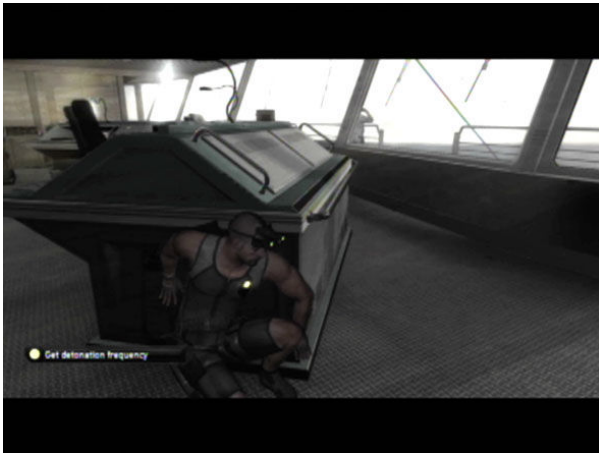
(ABOVE) Here is where you will trap one of the guys from downstairs. The sticky camera (gas function) can be fired at the door jamb or water cooler and aa second camera will let you "get back on" to the camera view and gas the crew.

There are three people in the bridge -- one is outside. Lure one up the stairs and gas him with the sticky camera. Alternately, you can just corner grab him and haul him upstairs.



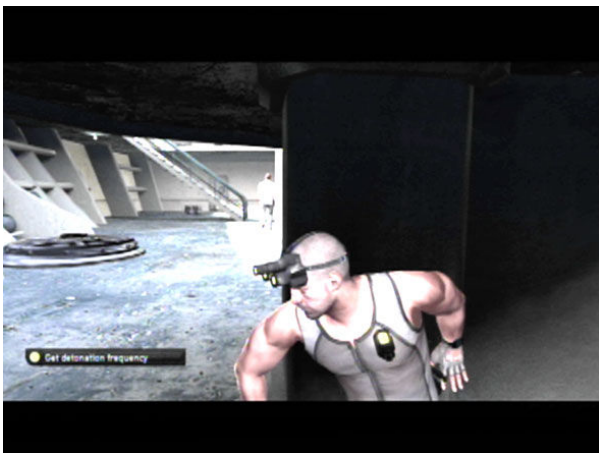
(ABOVE) You can corner grab the second enemy once you get rid of the first one. Luring two at once is too much for Sam to handle.

You can also use a sticky shocker or another non-lethal means to take down the enemy in the bridge, but you may want the shocker or camera later.



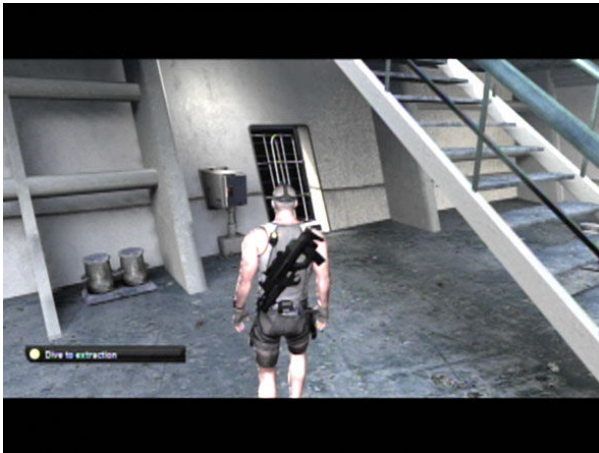
(ABOVE) The enemy outside is best tazed or KO'ed quickly. He can see you through the glass, so hide until you are ready to move.

Take down the guy outside with a sneak up grab or rushing palm strike. The next goal is to take the zip line down to the empty pool to set the bomb.



(ABOVE) The small building has two enemies. Gas them or shock them -- no matter how you do it, you're done with enemies once these last two are gone.

The enemies in the small room where you set the bomb are easily gassed (bombed) or you can stalk each one individually. If you take the handler's advice to go around sneaking about, you will get spotted. If you've been clearing all the "starred" objectives, you should have some powerful knock out items in your inventory, so use them. You don't carry them over to the next level.



(ABOVE) Leave by the escape hatch once you place the bomb and hacked the code to Lambert.

Place the bomb inside the small building but before leaving, hack the bomb so the NSA can stop the bomb. Leave by locating the escape hatch, hack the switch and leave by the tunnel.

---

### Unlocked Gear

If you accomplished all the "starred objectives" in this mission (very easy), you should have the following gear unlocked when you replay this mission (load mission) and when you carry on to the next mission.

- previously earned - EMP Grenades
- previously earned - Explosive Sticky Camera
- previously earned - Ultrasonic Emitter (i.e. noisemaker arrow)
- previously earned - Wall Mine - Stun
- previously earned - Electronic Lockpicks
- previously earned - Gas Grenade
- previously earned - OPC Recharge Speed Upgrade
- previously earned - Wall Mine - Flash
- previously earned - Shotgun - SC20K
- previously earned - Hacking Device Speed-Up
- previously earned - Smoke Grenade - SC20K
- previously earned - Sonic Grenades
- previously earned - Force Hack Upgrade
- EMP Grenade - SC20K
- Gas Grenade - SC20K

*Patriotism is the last refuge of the scoundrel.*

-- Dr. Samuel Johnson

### Stage 008 -- JBA Headquarters #3

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	.

#### Choice

NSA - Jam the bomb signal  
 NSA - Stop the bomb and frame Enrica  
 JBA - Destroy the ship

#### Assignment

JBA - Decrypt the email

**Primary**

NSA - Get visual proof of the bomb

NSA - Scan fingerprint to access High Security area

**Secondary**

NSA - Obtain Enrica's disarm code

JBA - Practice at firing range

JBA - Complete the training course

JBA - Assemble ten mines

**Opportunity**

NSA - Get JBA medical info files (5)

NSA - Get background info files (1)

NSA - Get personal info files (4)

NSA - Get voice samples (5)

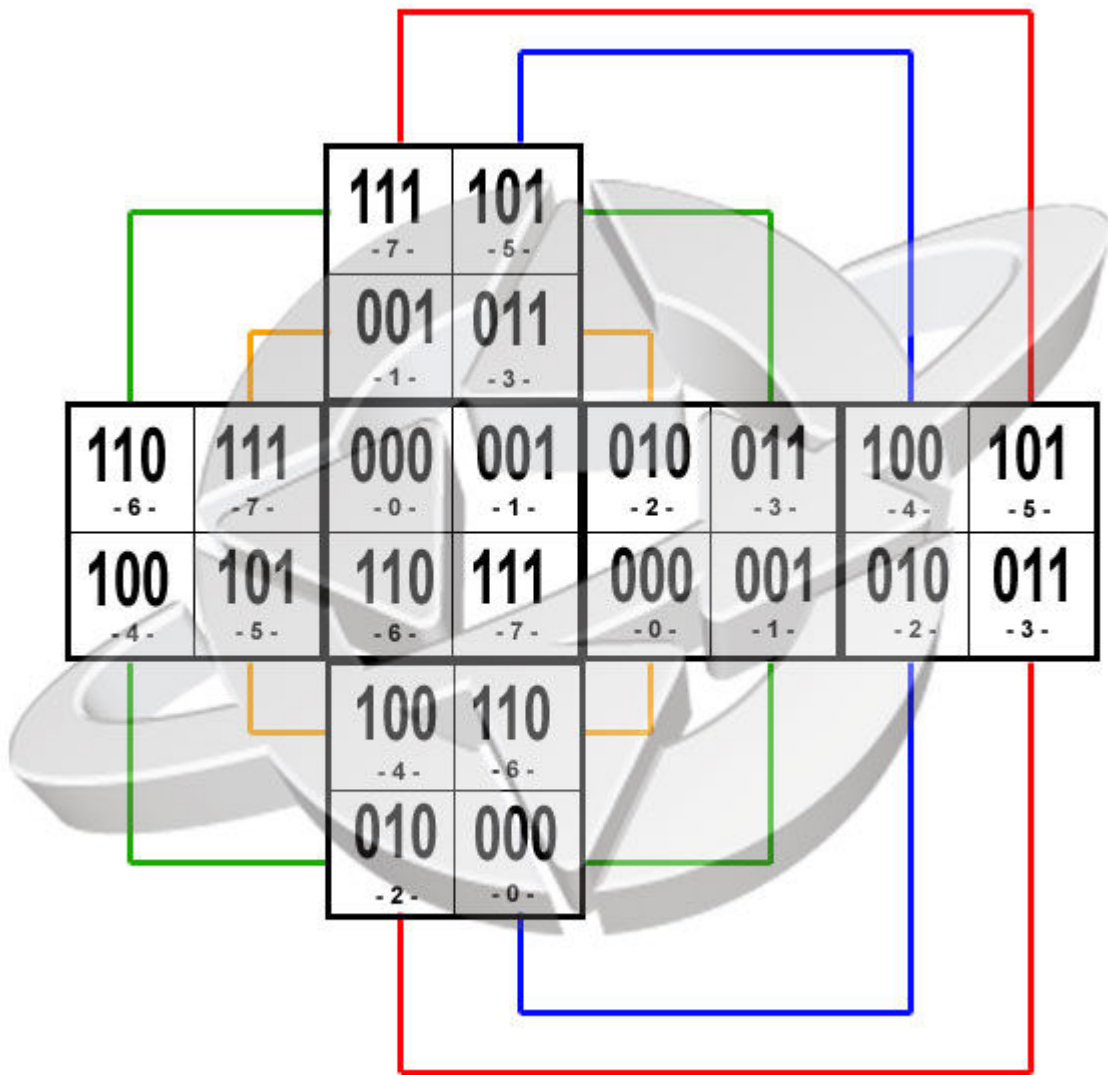
NSA - Get fingerprints (5)

Try to accomplish the other primary objectives so you can unlock all of Sam's kick ass equipment so you can impress your friends or start a new game on a higher difficulty (you could have unlocked the gear on a lower difficulty and used it for normal and hard). *Make sure* that you "load mission" (Iceland Geothermal Plant) or your unlocked equipment will not show up.

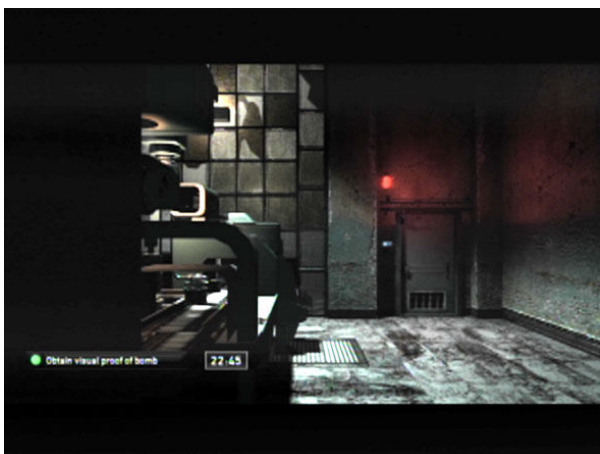
Now for the hard part. Emile will take Sam to the electronic warfare room to decrypt an e-mail. You have 20 or so minutes, but the puzzle is kinda hard until you realize some things (IGN short form below):

- The numbers are binary, but are basically 0 to 7.
- You cannot have a repeated number in any of the four cardinal directions.

The obvious solution is to "off-set" the two rows around four of the faces so their numbers cannot match "up and down" on the crypto-cube. However, the top and bottom faces are tougher to figure out. You can "keep trying" or whatever some jerk-o-la guides try to tell you, or you can try this solution:



The face you face is *unimportant* as long as you remember how you want to organize the crypto-cube and put your numbers in. The colored lines are for the cryptologists who want to "follow" the path of the rows and columns across each face and check if the numbers repeat (they don't).

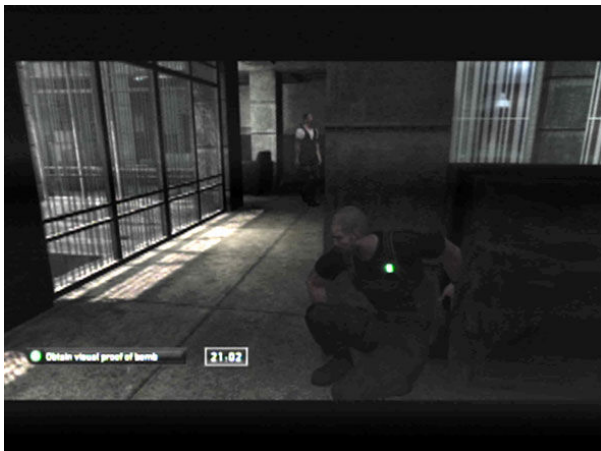


(ABOVE) Head back to the low security hallway through the landmine making room.

## Scan The Fingerprint & Enrica's Disarm Code

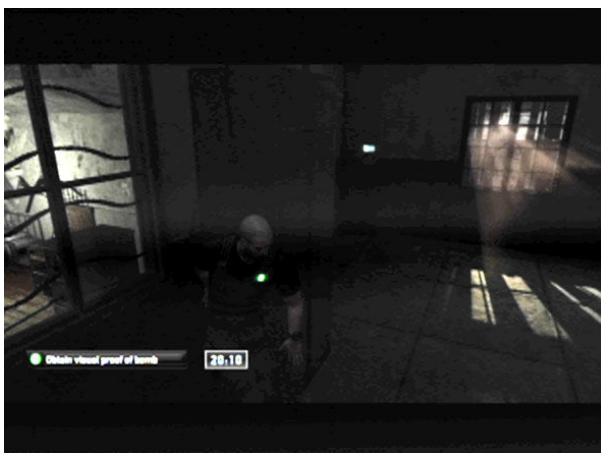
Emile leaning on the keypad of the PC you hacked the email is your ticket to getting this stage over quickly. Scan his fingerprints (you only need his set) and head out to the landmine assembly room to get to the "low security hallway".

At the top of the stairs of the "low security hall" (next to the mine assembly room), you can take a left to Enrica's workshop. Enter the small room (save the game first) and move quickly in the narrow area to her PC and fast-hack it for Enrica's disarm code. This gives Sam a third option to frame Enrica at the end of this stage.



(ABOVE) The enemies here are numerous but they can be avoided by staying still and making no sound.

Note that Enrica will wander around the room if she is contacted (scripted) so be alert and disengage the hack if you are in danger of being discovered. Note too, that if you loaded the mission (not the progress), you will need to do this mission to stop the bomb, since the code hacked from the previous stage may not "carry over".



(ABOVE) The door to high security is at the end of the hall near Enrica's bedroom.

## Moose & the High Security Hall

Moss the Moose is in the "high security hallway". Find the entrance from the "low security hall" near Enrica's bedroom. Beware that the moving enemies are differently placed from the last stage, but they can be avoided.

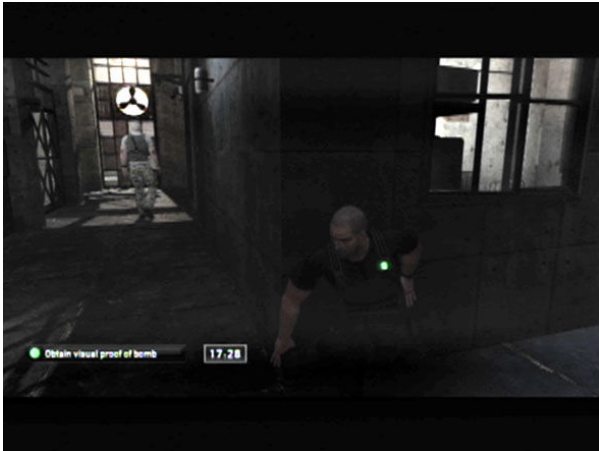
Once you move into the high security hall, Sam finds himself next to a retina lock elevator and a very brightly lit hall with a very active Moss walking around.





(ABOVE) Once you trick Moss' script to come back to his room, run back to the corner near the entrance or you can attempt to hide in a locker in his room to eavesdrop on him.

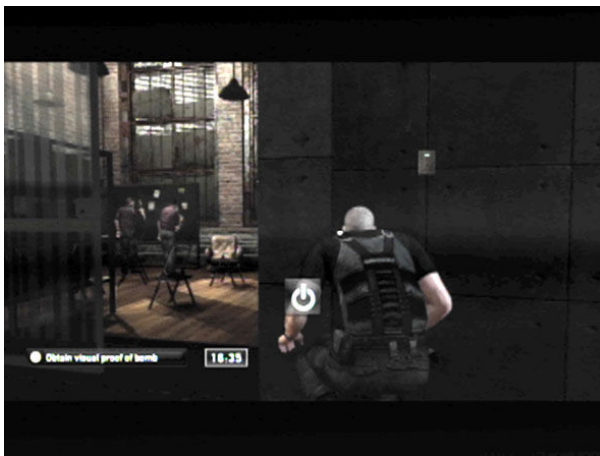
Moss comes back to his room (the first white door in 'high security') if Sam does certain things. Save the game before you try this -- in case you're too fat and slow or if the A.I. glitches a little and pursues you to no end. Pick the door to Moss' bedroom and leave the door open. Run to the cabinet where you can "investigate" his profile files and either hide in the locker (Moss is coming back) or run back out to the spot shown above.



(ABOVE) Hide with Sam pressed against the wall at the corner outside the bedroom so Moss can walk by (he does this after two minutes of bag punching) or you can reload and hide in the locker in his room for the Ubi-planned solution.

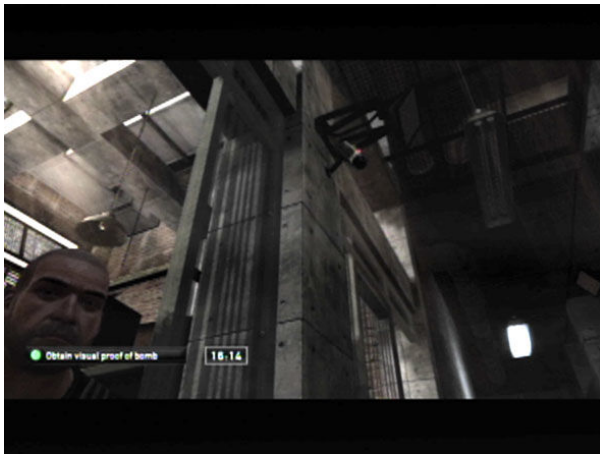
Wait for Moose to work on the punching bag at the corner -- or if you hid in the locker, he will leave after a brief work-out. Once Moss takes off from his room and heads down the hall, consider saving the game.

The route to the office now is to head down the lit hallway and make a silent detour through the gym (or class room) to the "security office". Beware that a camera is situated right at the corner of the hallway, so carelessness will screw you over.



(ABOVE) Don't touch the switch and silently head into the class room to go around the security camera without being seen.

None of the chairs move in the classroom, but don't rush, or the enemies will turn around and immediately spot Sam.



(ABOVE) At the other exit of the classroom, wait for the camera to move away from Sam's spot before you head quickly into the darkness.

Once you are past the danger area and in front of the "security office" with the keycode lock, try saving the game again. Hack the keycode without alarm and go in. Wait for Moose to move off into his personal office before you attempt to move again.



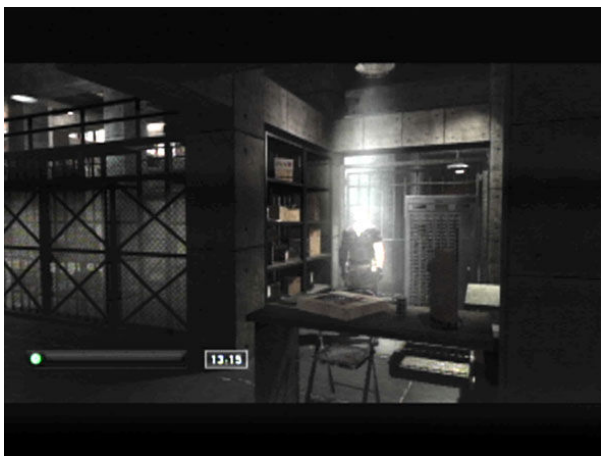
(ABOVE) Left PC is the one to hack -- silently!

The PC you want is the one seen in the illustration above. It's the left PC. Hack it silently and locate the bomb (it's in a room you cannot enter yet). Once you get this objective completed, head back outside the office for an easy checkpoint!

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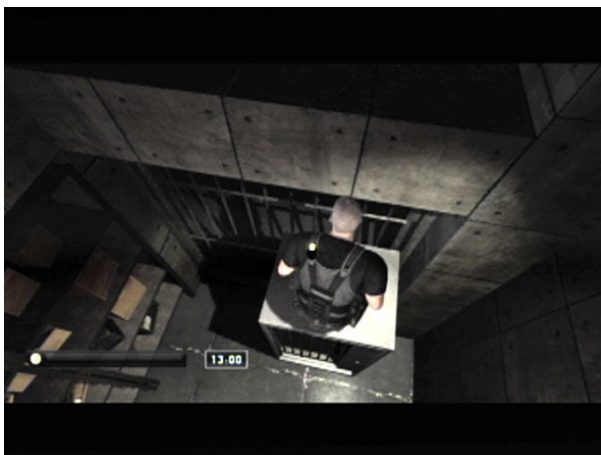
### Back to the EW Room + BOOOOOOM in Cozumel

Wait at the entrance to the security office for the guy to pass. The way back is blocked (trust IGN) so you need to make a quick shortcut to the low security hallway.



(ABOVE) Wait for the guy to pass, then mantle on the object to the airduct.

Once the guy moves off, mantle on the object past the table and onto the airduct. Drop down quietly (or quickly) and head for the dark area of the hall. If you are quick and quiet, consider closing the door so Sam is in the "-in-between" area between the high and low security halls.



(ABOVE) Mantle, mantle, then drop.

Getting out is merely waiting for the enemies in the low security area to move off so Sam can get to the door to the staircase -- you know the stair case where Sam entered the JBA HQ in stage 3? Leave by that door (it's a voice lock door) and you're back in the clear.



(ABOVE) A door from low security hall leads back to the familiar stairs where Sam went into the JBA.

Head back to the EW room or if you want, fulfill some of the other objectives at the course or range if your JBA meter is low (should not be a reason so). Emile will be in the common area; once he gets up (timer is zero), he expects Sam to be in the EW room. If not, you fail.



At the cinematic, you can destroy the ship, or stop the bomb in one of two ways. Note that if the bomb doesn't go off, Emile does and brains Enrica (not the good way but with a firearm). Enrica -- alive or dead -- won't matter much, but your trust with JBA or NSA is seriously altered by the bomb.

Considering the next mission has an NSA exclusive portion of the map, you may want to simply blow up the ship. Those left on the boat are not Americans anyway -- and by an extension of logic -- more expendable for the purposes of Third Echelon.

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## Unlocked Gear

If you accomplished all the "starred objectives" in this mission (very easy), you should have the following gear unlocked when you replay this mission (load mission) and when you carry on to the next mission.

- previously earned - EMP Grenades
- previously earned - Explosive Sticky Camera
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- previously earned - Electronic Lockpicks
- previously earned - Gas Grenade
- previously earned - OPC Recharge Speed Upgrade
- previously earned - Wall Mine - Flash
- previously earned - Shotgun - SC20K
- previously earned - Hacking Device Speed-Up
- previously earned - Smoke Grenade - SC20K
- previously earned - Sonic Grenades
- previously earned - Force Hack Upgrade
- previously earned - EMP Grenade - SC20K
- previously earned - Gas Grenade - SC20K
- Frag Grenade - SC20K
- Night Vision Enhanced

*Generals, in spite of the lessons of war, want to behave like chivalrous knights. They think war should be waged like the tourneys of the Middle Ages. I have no use for knights. I need revolutions.*

**--Adolf Hitler, *Hitler Speaks* (1940)**

## Stage 009 - Kinshasa

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	.

### Choice

NSA - Rescue Hazma  
JBA - Kill Hazma

### Assignment

NSA - Bug the meeting room  
JBA - Return to the parking lot  
JBA - Find Hisham Hazma

### Primary

NSA - Retrieve the plans from the camp

### Secondary

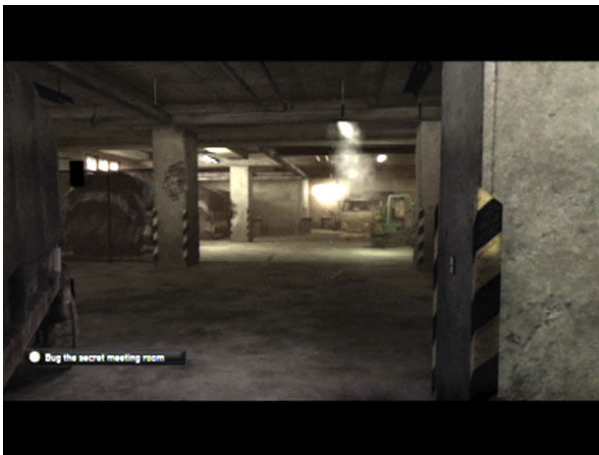
NSA - Avoid all alerts  
NSA - Prevent the execution  
NSA - Rescue the woman in the bus

This mission consists of three maps (NSA) or two maps (JBA). Go with both sides until you have the choice - then go for the NSA option to get more from the game!



(ABOVE) The exit for the first map is that door behind Sam. It's a bathroom.

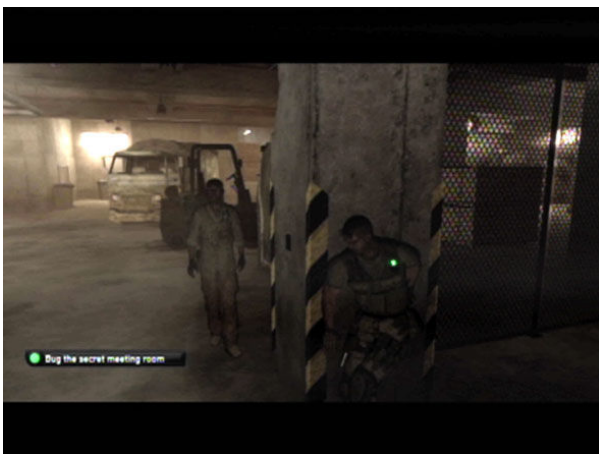
When Sam drops out of the truck, take inventory of your weapons. If you collected all the bonuses in equipment (by fulfilling starred objectives), you should be quite loaded out with gear. However, Sam will not have his goggles in this mission. Instead, he gets a pair of shades that won't help much in the African sun.



(ABOVE) Light switches will be hard to find since Sam has no EM Vision for Africa.

When Sam leaves the truck, start looking for dark spots on the pillars -- these are light switches you can use and darken the area so you can stalk the three enemies in this area easily. Throughout this mission, Sam will be seen instantly since there's so little dark areas in Africa (despite it's name 'Dark Continent').

The rule here is to find a dark spot or remain motionless until you can quickly dispatch enemies once you learn their patterns. Otherwise, you cause an alert (no big deal) and several enemies open fire on Sam and he dies.





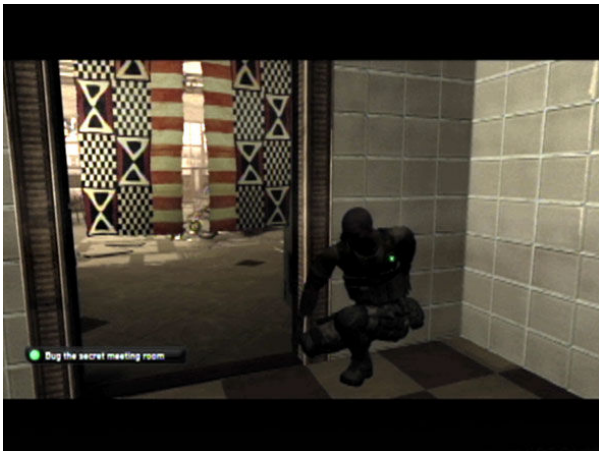
(ABOVE) The dark area near the fences can be used for corner grabs and executions.

A truck will appear once Sam goes into the other parking lot, or cuts the fence and egresses through it. The three enemies here will be spooked by the darkness and will try to turn the lights back on -- corner grab the ones you can and execute them. No more penalties for killing rebels here. Locate the elevator and take it up with the SC Pistol drawn. You'll need it.



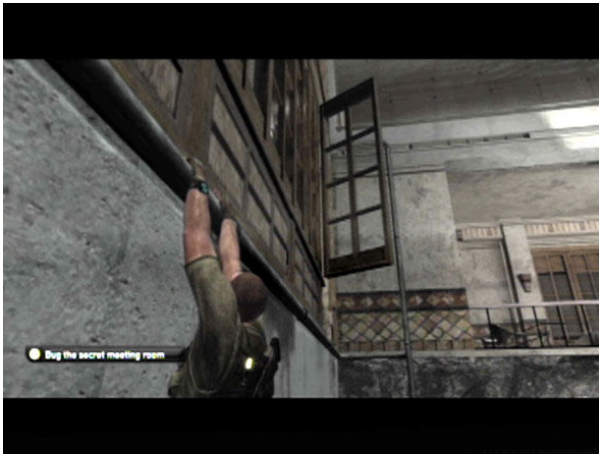
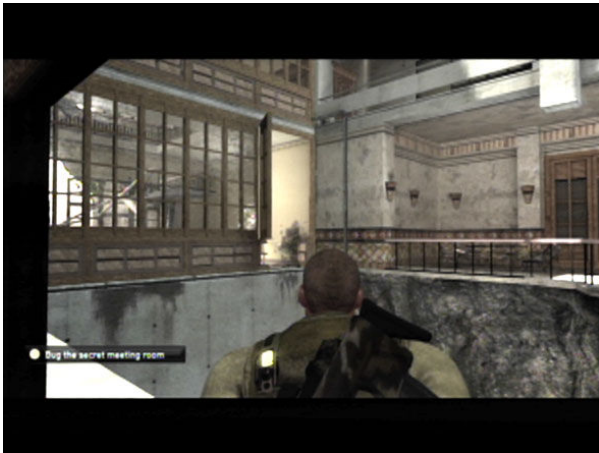
(ABOVE) After the checkpoint in the lift, OCP the light and turn it off permanently by throwing the switch on the wall (see pic).

Past the checkpoint in the lift, OCP the light and turn it off via the switch. Corner grab the enemy when he comes to investigate. Interrogate and execute. Consider saving the game at this point.



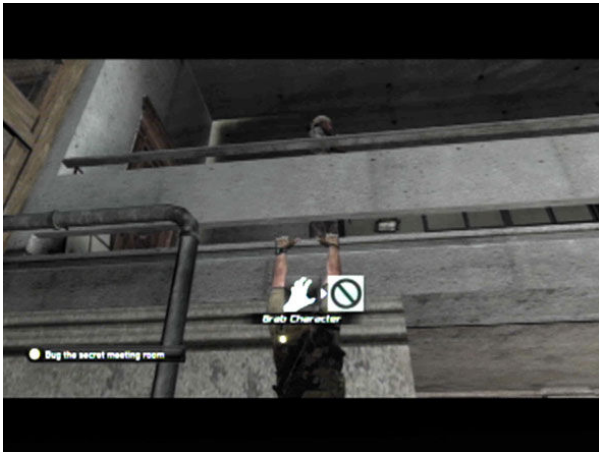
(ABOVE) Wait for the chopper to pass or make your silent dash during the attack. Your choice, but that's why you saved.

With so much bright light, you will be spotted if enemies where not already firing at "unseen" enemies outside the hotel. From the kitchen entrance, turn and head right to the outside of the hotel. You will be in the "interior courtyard".



(ABOVE) The window from the dining hall is behind Sam. His goal now is to move along the catwalk to the corner and use the drain pipe to hand-over-hand to the vertical pipe in this photo.

Go along the walkway and hand-over-hand the pipe to the drain pipe. Climb the pipe but stop short of reaching the very top. Wait for the enemy to show up (or check your 3D map) and environment execute the enemy via a grab and toss.



(ABOVE) Drag his ass over the top and laugh with glee.

Once the enemy is overboard, mantle up to the hallway and mantle over the window into the reception area. Time to kill, so consider saving the game.



(ABOVE) Turn off the light and wait in the dark for the smooth guy to show up. With the lights out, if the enemy comes in the other door, you know he will head for the light switch. Break his ass.

There are four more enemies in this area -- three are in the rooms, and the fourth is patrolling the hallway outside. You can ambush and crack the enemy in the hall when he comes into the reception room to check things out, or wait for him at the corner of the hallway and corner grab him.



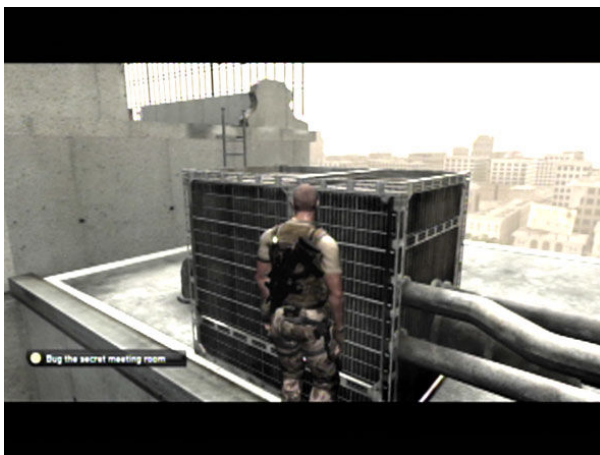
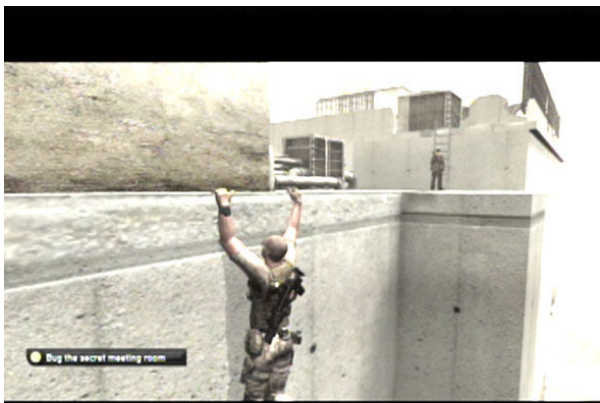
(ABOVE) Clear out the rooms if you want, but scrimp on the ammo or you may run out of ammo in the next map.

Clear out the two rooms of the last three enemies (not necessary but satisfying). Leave nothing standing -- it doesn't give you *carte blanche* to piss ammo away like water. Take the time to head shot people with the handgun. You will need the ammo later. Head onto the balcony and go to the roof.

---

### **On the Rooftop, the Mighty Rooftop, Fisher Kills Tonight.**

Climb onto the sign, head to the top and use the ledge to hand-over-hand to the rooftop. Quickly dash any notion of chasing after the guy who went up and instead, locate the air-conditioning unit on Sam's part of the roof and hide behind it. Simply walk behind it and wait. You'll see.



(ABOVE) Go onto the roof, hide behind the conditioner unit and wait for the loser to appear on the lower area so you can shoot him in the head repeatedly until he falls off the building. Borat say, "Nice!"

There should be an enemy who drops down to attack enemies. You can ignore him and evade him for stealth, or simply shoot him in the head and get rid of one of your three latest problems. The two other enemies on the roof can be "body-lured".



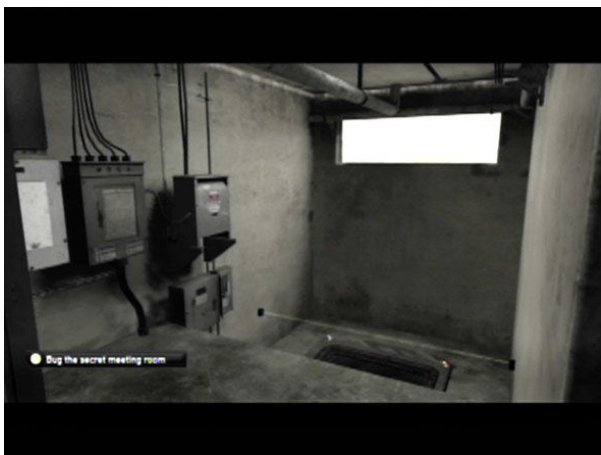
(ABOVE) Whistle and corner crack the sum'bitch or shoot him dead to lure the other enemy there and brain the bunch.

Drop one of the enemies from where you come up from the ladder and wait for the last enemy to inspect the corpse and drop him too. Your 3D map should be your guide here. Go into the roof area and break into the electrical panel for the next part.

---

### To the Meeting

With no enemies around, you can "force hack" and quickly disable all the wall mines. Open the maintenance hatch in the same panel as well.



(ABOVE) Several traps, all easy to by pass via Sam's upgraded abilities now.

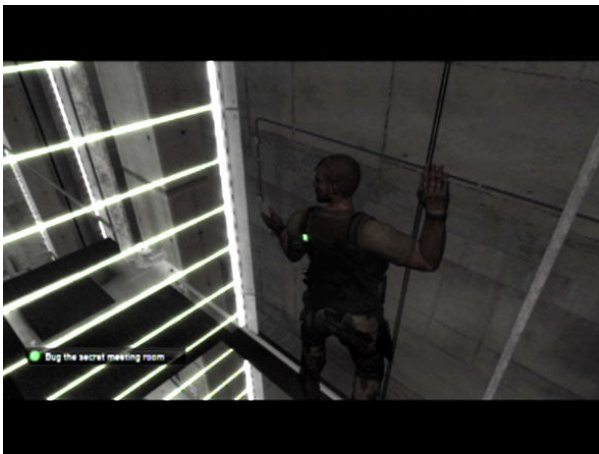
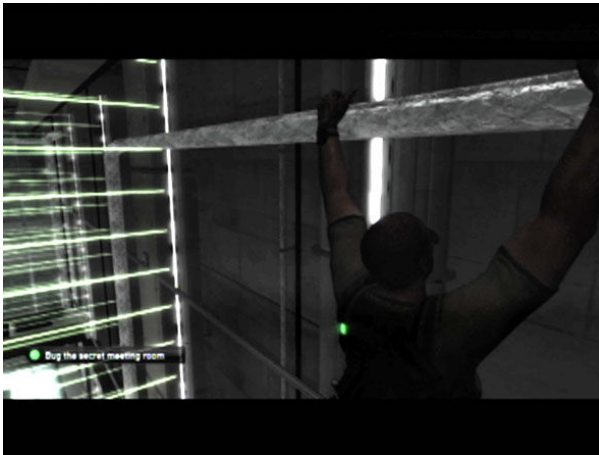
Grab onto the pipe and rappel down into the tunnel. Sam will now need to go down the ladder, under the room, and up and over (via vertical pipe) on top of the laser-guarded meeting room. On top of the meeting room, unlock the hatch and get a checkpoint. You will want to save later, so this checkpoint is really temporary.





(ABOVE) Open the hatch, and head down.

The goal at the hatch is to drop to grab the pipe -- make sure Sam faces the pipe before you do that. Move on the pipe and avoid the lasers or you trigger an alarm and fail the mission. Easy. Save the game only *and only* if you are clear of the lasers.







(ABOVE) Avoid the lasers and follow the pipe to the middle of the room to plant the bug.

Consider saving the game mid-way through the lasers, and once more before Sam rappels down to place the bug. Sam must immediately head back up to the clinky chandeliers and remain motionless. *Ground and freeze* is the order, or the enemies will immediately look up at the sound and fail you.

When the enemies get up and the meeting is over, wait for Emile (or the last person) to completely turn the corner and leave the room before rappelling down to the meeting room itself. Detach the line and head out (all the enemies took the lift and are gone), and look for a spot to climb down.





(ABOVE) Rappel down here and look for the exit vent to the bathroom back to the JBA truck.

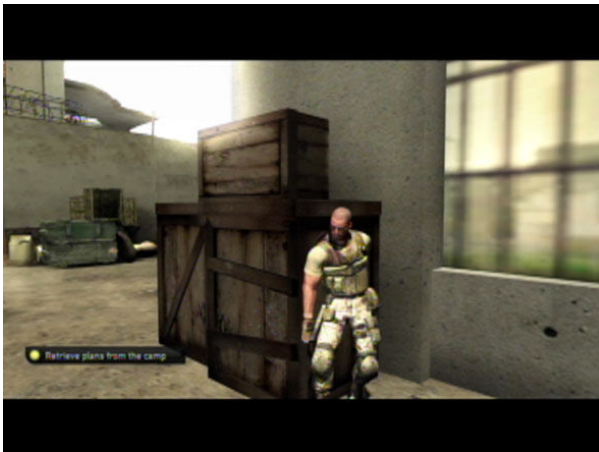
Fastline down into the interior courtyard and look for the door to the bathroom. Once you locate the vent, head through it and meet Emile by the truck. Once he's done talking, you can save and test out your neat spy gear in front of him (note that once you assault Emile, you fail the mission), but a motionless enemy in front of Sam is too good a chance to ignore.

Once you're done messing with Emile, you can head up the ramp to load the next map.

---

## Kinshasa - Part 2

All manner of stealth at this map is gone. Although you want to stay stealthy to avoid being shot to death, Sam can be as violent as possible against the rebels or the Presidential forces. You will need to in order to fulfill NSA objectives. Begin by equipping the rifle or handgun and be ready to kill.



(ABOVE) Break the lock and hide here if you can. Depending on the randomization, you may have to kill a few people to get here. The way to the roof and a good spot to save the civilian women from being ethnically cleansed is "up there".

Break the lock on the gate and see how many of the enemies survive the truck explosion. Sometimes, one or both will die in the fire (sometimes both survive). Kill them both using any method chosen, keeping in mind that sound here will cause enemies from the next area to come looking for Sam.

Locate the stack of junk near the building wall (see illus.) and mantle up -- use care and kill the enemy from below or just knife the s.o.b. to death. *Tears of the Sun* our ass.

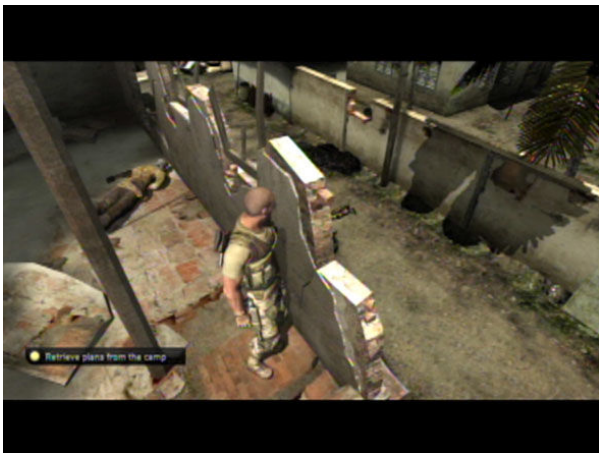


(ABOVE) A method of elimination – kill the guy around the corner and snipe the roof enemy before climbing up. Either method works.

---

### Executions for Some. Miniature Kinshasan Flags for Everyone

The executions of the ethnically-disadvantaged women in the street will start as soon as you catch sight of the group and the enemy rebels start yelling crap in their tribal tongue. Refer to the image below.



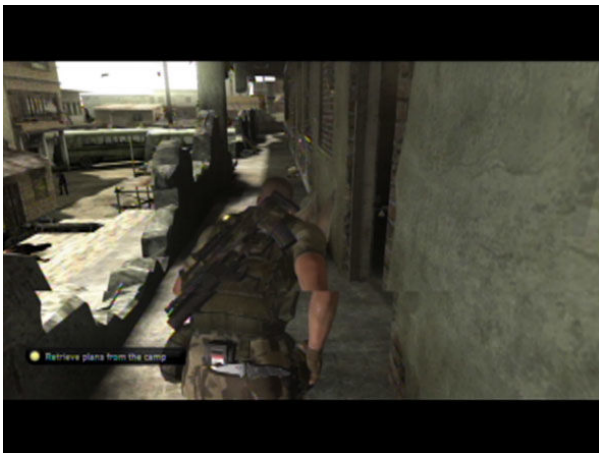
(ABOVE) Gas grenades will work, but stick shockers (2) will also do if you can hit the enemies from afar.

There should be two enemies (assuming you killed everyone who looked at Sam wrong up to this time) left and both can be knifed, eviscerated, choked, slammed, punched, shot, or blown up to prevent the execution. Sam can grab and punch the civilians, but that's not necessary for him to move on.

---

### HellFire Avenue or that scene from Blackhawk Down

Leave the street Sam is on to the "market street". All hell is breaking loose and Sam needs to stay in houses, alleys, and balconies or he gets shot and blown up. Stay close to the edge where you entered the area and mantle through some windows. Ignore the civilians (they do not trigger any alerts), and locate a ladder on the side of the street to let Sam get to an upper walkway.



(ABOVE) The balcony shortly after meeting the woman in the house.

Stay high and move along the balcony unseen until Emile radios Sam. A checkpoint will occur around this time as well. Now the tricky part is upon you. A flaming bus on the street will explode after 3 minutes. A woman is trapped inside and Sam can help her for NSA points.

The problem is the enemies down on the street will shoot Sam, but reaching the bus will require Sam to move fully exposed in the street sewers. Tough choice? Not really. This is the point when Sam can abandon stealth and opt for speed.

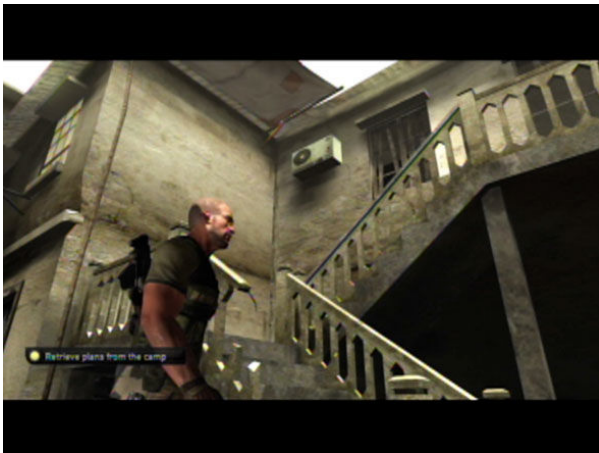
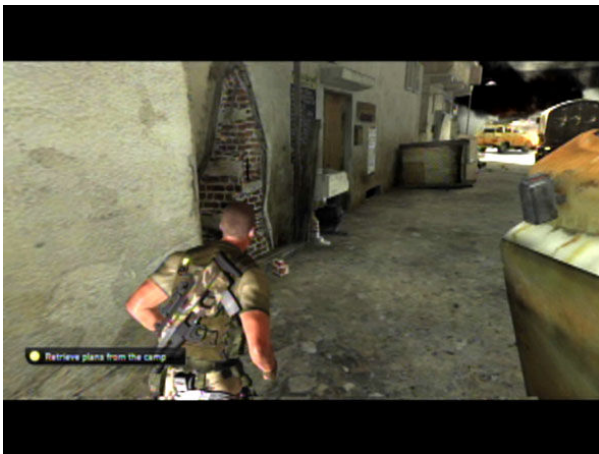






(ABOVE) The balcony shortly after meeting the woman in the house.

Take the rifle and -- if the opportunity arises -- snipe a few of the enemies on the street. Otherwise, you can simply move fast by dropping down into the sewer from the zipline (causes damage) and move to the bus. Mantle back to the street on the right side and enter the burning bus on the tail end. Rescue the woman and follow her out the flaming end of the bus.

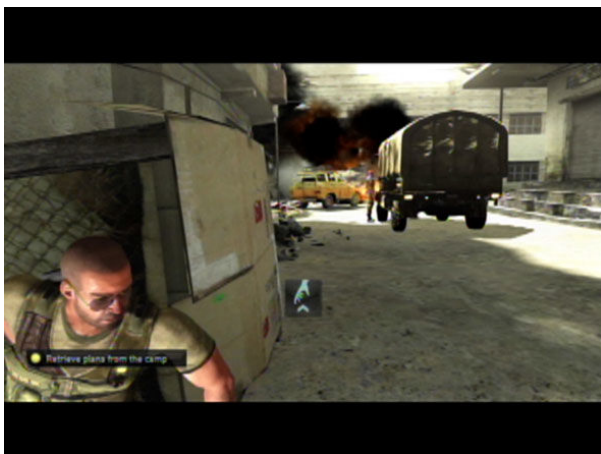


(ABOVE) Follow the fleeing woman (kinda) but head straight ahead. Duck into the alley on Sam's left.

### Approach to the Republican Guard camp

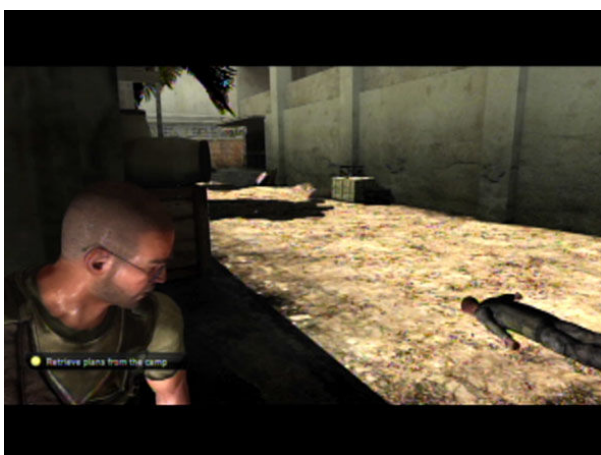
Follow the fleeing woman out the bus, but keep going straight ahead. Turn left into an alley (if you are fast enough, you avoid alerts). Once in the alley, take things slow and head up the stairs. Execute the rebel in the room and take all the wall mines and ammo. Reading the email on the PC will warn you ahead of time about the landmines on your approach to the radio tower.

Head back outside the alley and wait.



(ABOVE) Wait for the enemy to drive off the truck or catch him, kill him and move to the small door past the yellow car. You can see it in the bottom photo (above).

The enemy will drive the truck off after an inspection, but you can hurry things along and kill him. The next section is on the left side of the truck -- duck into the door to the radio station and consider saving the game before Sam goes BOOOOOOOOOOM.

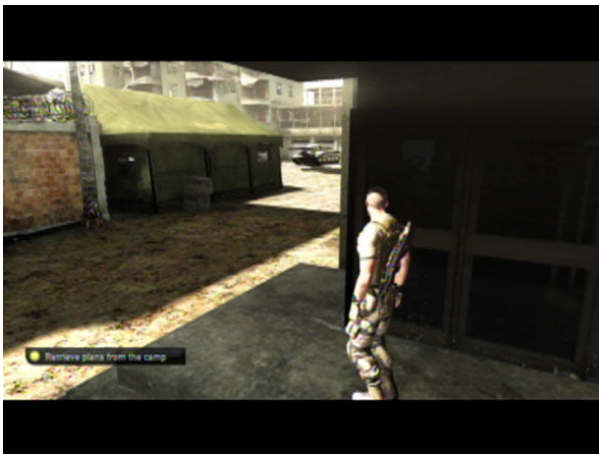


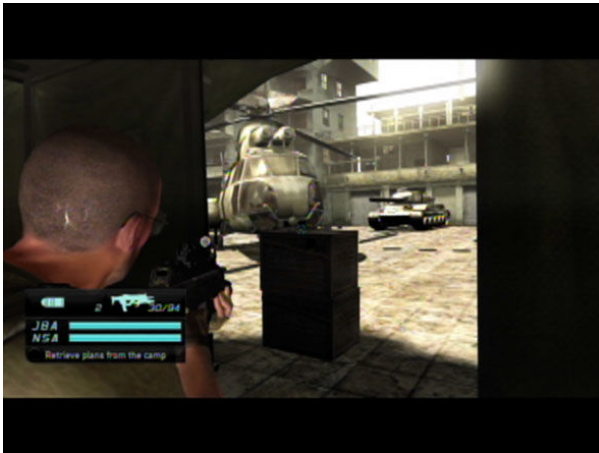




(ABOVE) Landmines are detected using the EM vision, but moving around with the scope out is impractical.

There are landmines in the alley to the army camp. Stay on the far side of the field (by the wall) and move quickly to the steps of the building. You can detonate the mines using grenades, but that's not practical. Neither is using the EM vision from the rifle scope. This is why you save -- reload if Sam blows up. The landmine won't move for that session, so you can reload and avoid that spot on your next run. Time control is "the awesome".





(ABOVE) Landmines are detected using the EM vision, but moving around with the scope out is impractical.

Move quickly into the camp past the checkpoint and circle around the back of the operations tent. Cut the fabric, go in and shoot the soldier at the PC or knife him quickly. You need to take out the gas grenades or something similar to get rid of the enemies off-loading from the helio.

If you cause enough of an alert, sometimes the game will glitch and leave the soldiers sitting in the chopper like so:



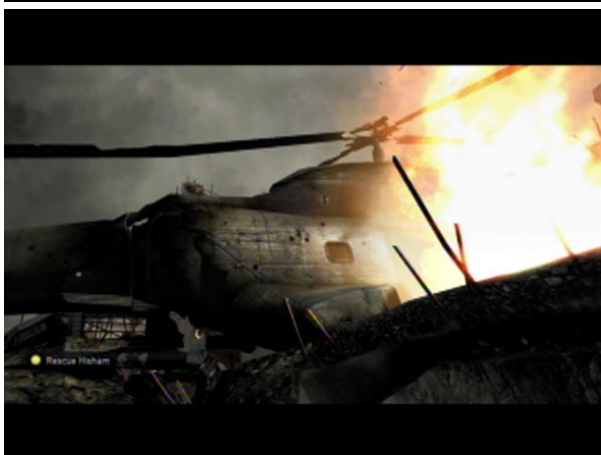
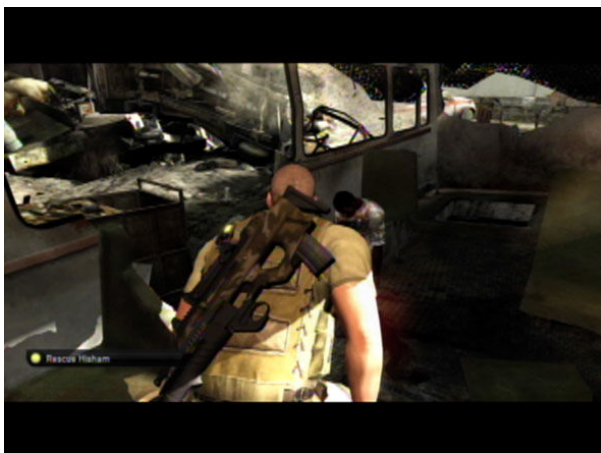
Feel free to shoot them in the head and move back to the operations tent. Hack into the PC (force hack if there are no more enemies) and download the Republican Guard's OPLAN. Once you have them, head for the radio tower.

Break the lock on the gate door and climb the ladder. To fulfill the JBA requirement, you need to wait for Hazma to finish explaining himself to the Presidential Guard before you can brain him. However, if you want to save Hazma, simply shoot the red beret guard (he will be on the lower right most of the time) and move to the next map. Note that if you kill Hazma, you will end the mission right there and miss out on the third map.

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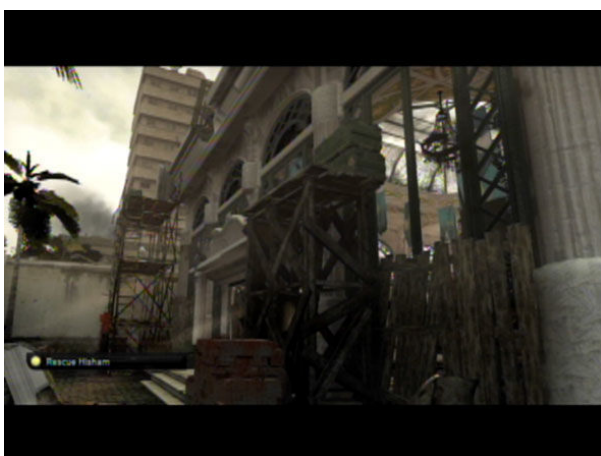
### Kinshasa - Part 3

After that cut-scene of the radio tower exploding, zipline down to the wrecked building and consider saving. Moving through the wreckage across a free fire zone occasionally gets Sam killed, so you need to move low, and move fast.



(ABOVE) Stay in vehicles when you can and move quickly to the spot where the helicopter crashed. Enter the back to leave.

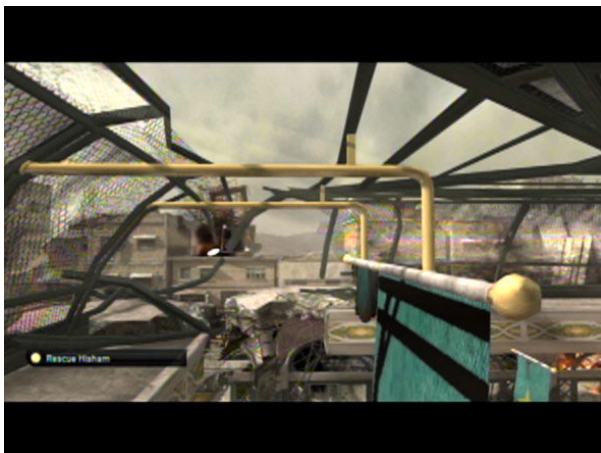
Move through the vehicles across the field of fire and stray out when you can to drop into the sewers. Locate the crashed helicopter and enter its back for a checkpoint. You can take some sonic grenades and some handgun ammo in the cockpit before dropping out.



(ABOVE) Climb up the scaffolding and get to the roof, or quickly cross the gate entrance after killing the enemy and hit the ladder.

## Getting to Hazma

Kill the enemy from the ground (or shoot from the chopper cockpit) and locate the scaffolding to enter the palace. You can move on the inside or the outside to get to the roof (outside is far faster). Mantle onto the rooftop and consider saving the game.



(ABOVE) From the roof, you can kill everyone that has a pulse (except your target). When you want to get down, use the yellow pipes to rappel down.

Snipe, explode, or shock all the enemies downstairs and either climb the scaffold down or rappel down from the pipes. Free Hazma and leave for the extraction point. One more enemy stands between you and freedom, so nuke him however you wish. Once you "extract Hazma", you clear the mission.

---

## Unlocked Gear

If you accomplished all the "starred objectives" in the previous missions, you will have access to all your upgrades, but nightvision is not used in this stage (or the next one) until you get Sam's goggles.

*In the Name of God, the Beneficent, the Merciful ... whoso saveth the life of one, it shall be as if he had saved the life of all mankind.*

-- Sûrah, v.32

## Stage 010 - JBA Headquarters #4 & Final Showdown

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	.

### Choice

NSA - Save Lambert; kill Washington  
JBA - Kill Lambert

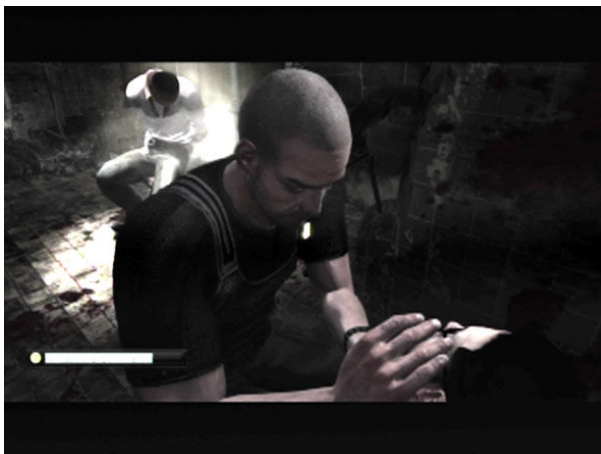
### Primary

NSA - Find and defuse the bomb

### Opportunity

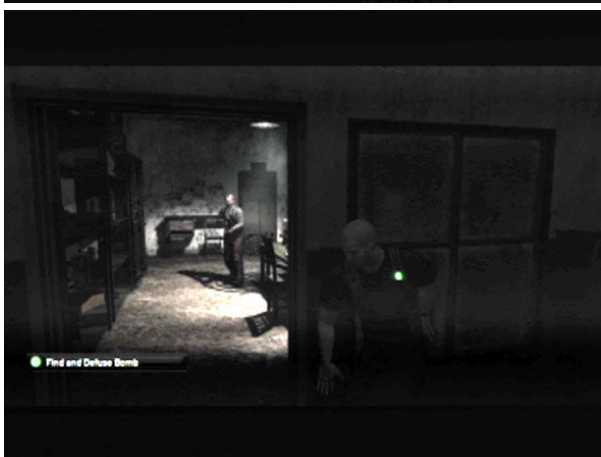
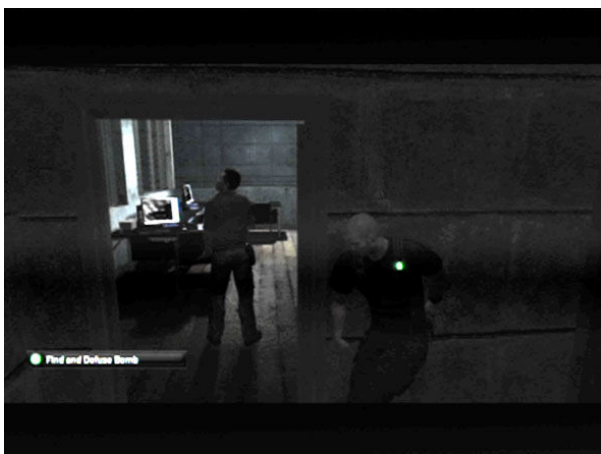
NSA - Get JBA medical info files (5)  
NSA - Get background info files (1)  
NSA - Get personal info files (4)  
NSA - Get voice samples (5)  
NSA - Get fingerprints (5)  
NSA - Get retina scans (4)

Follow Emile through to the common area (big place with the HDTV) and save the game to save yourself some time later. Once Emile hits the retinal lock, Sam needs to kill Lambert or kill Jamie. Killing Lambert doesn't net you the "best ending" and doesn't unlock the Stage 11. But you do get to wander up to the high security hall without much suspicion, so it's easy in that regard.

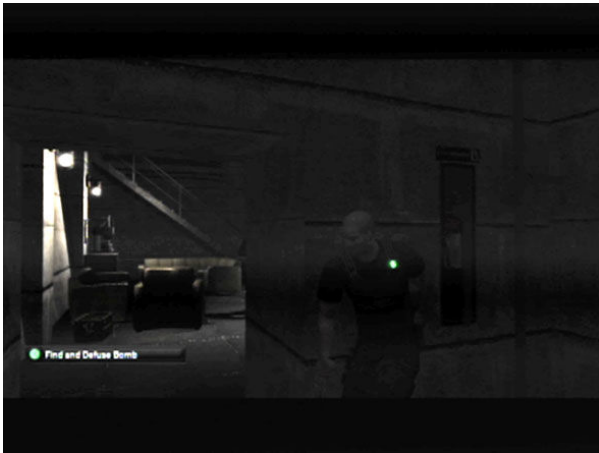


(ABOVE) Sam says, "It's been nice knowing you, runt. Now to feast on your sweet, sweet eye juices."

However, Fisher's psych-profile doesn't cover that kind of crap, so brain the little runt Washington and scan his eyeballs. You are actually safe in this room since only Emile or Moss can open the door. Enemies outside will quiet down once they stop searching for Sam. Just don't go near the door or it opens automatically.







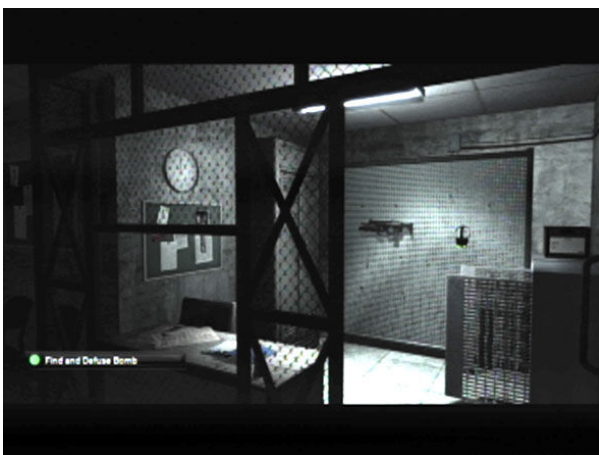
(ABOVE) Stalk all three enemies to clear the surveillance hall.

Head outside when the 3D map says you're clear. Turn off the lights in the hall (it's the right side once you leave Lambert's room) and slowly torture all three suspects to death. Sam has no weapons -- *he is a weapon*. However, Sam (the weapon) can be enhanced if he can reach the firing range.



(ABOVE) Enrica's dead body is here if she was killed previously.

Head down to the furnace and locate the ladder that leads to the garage. If you stopped the bomb in JBA HQ#3, Enrica's corpse will be in the furnace area. Otherwise, nothing will be there. From the garage, head across the hall to the firing range and take the SC20K and goggles.



(ABOVE) Sam says, "Time for an ass-forking."



With the gear back on, head to the mine assembly room or the staircase. You can take either path, but the mine assembly room has more doors at the stairs where you can bash an enemy senseless. Plus you can kill that perverted wiener Stan Dayton in the server room. Scan his eyeballs if you want.



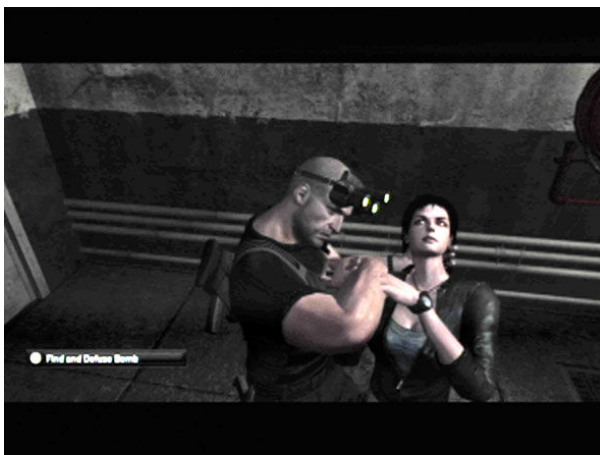
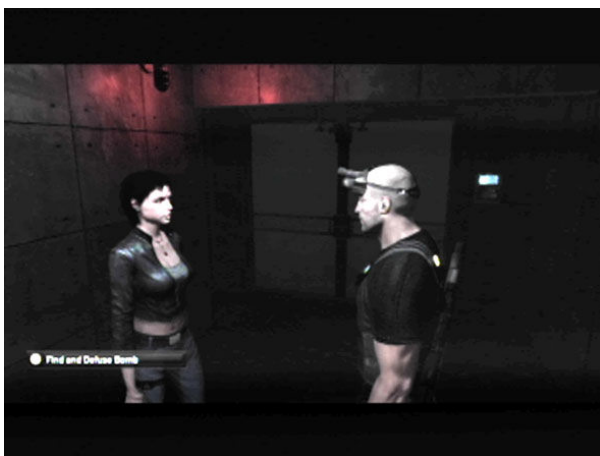
(ABOVE) Sam says, "Time to die you child pornographer."

Head up to the low security corridor and kill both of the enemies at the top. They are not that hard and they are only a minor nuisance compared to what comes later.



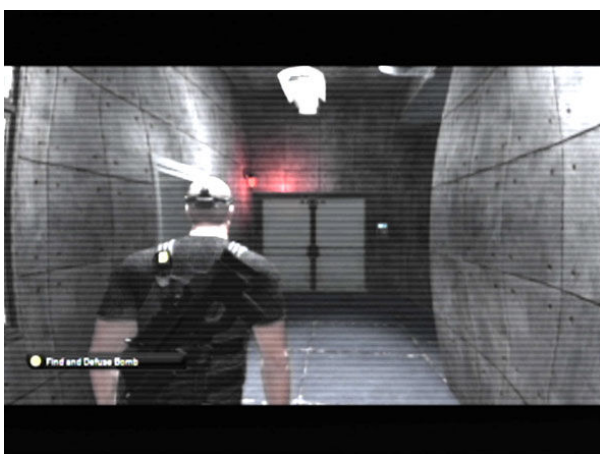
(ABOVE) Two enemies in the low security hallway and one in Emiles' quarters. Kill all of them.

There is one more enemy in Emile's room. Get him if you want. You only want such freedom in the JBA base to scan profile objectives. But none of them are necessary since they do nothing useful. Instead, head for the high security hall.



(ABOVE) Live Enrica will open the elevator for you, but that's not needed with Jamie's retina scan. You can also scan Enrica once you render her unconscious. Most dates with IGN editors also start off nice, but often wind up like the bottom image.

If Enrica is alive, she will open the lift to the secret lab for Sam. However, you can kill her (whoops!) if you attempt to disable her. If you want to KO her non-lethally, grab her and press teh **Secondary Attack** to knock her out. Scan her eyeballs if you want. The map loads once you enter the secret elevator, but you can search Moss' quarters and any other place you want before leaving.



(ABOVE) Once you go in, you can never go out (of that elevator). Loot the place before leaving.

One thing you do want to do before leaving is to kill the guys in the high security hall and loot the armory near the classroom (next to Moss' quarters). Sam will need the ammo and smoke grenades later.

---

## JBA Final Showdown

Wait for the enemy to turn away and locate the light switch on the right side of the girder hallway. Corner grab him and all of his other terrorist buddies and excuse them from trial by a swift execution. Neat and not messy.



(ABOVE) Corner grab in the dark hall by switching off the lights.

There is one final enemy in the flood area. You can shoot the final enemy in this immediate area and rummage through Washington's lab for profile info, but that is not necessary. Instead, you really just need to reach the decontamination area, get a checkpoint, a movie, and ten minutes to live.

---

## You Now Have Some ... 10 Minutes Left to Live

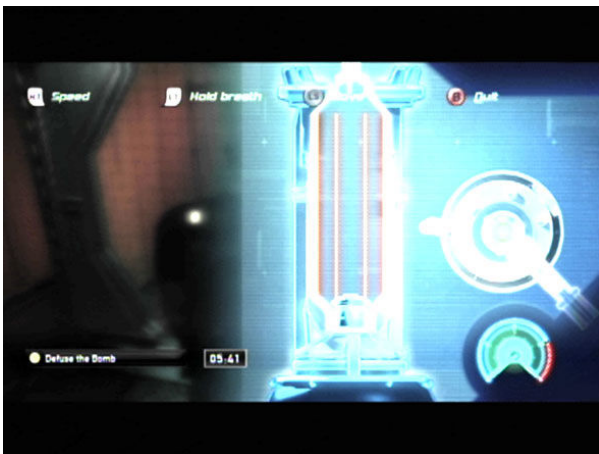
Emile has the bomb on a timer. You need to get to it, kill everyone, and defuse the bomb in *ten minutes*. The hard part will be the seven remaining enemies you have to take down before you defuse the bomb.





(ABOVE) Two of the enemies are above in the cut-scene, but the third will be in the hall when you regain control over Sam. Take out all three without much damage.

Take out the first three on the bottom part of the lab using any means you have. Save some bullets (about 60 or so) for the remaining four. The door to the lab is sliding, so you cannot bash it. Consider saving the game if you have ample time after killing the enemies on the bottom.



(ABOVE) Not much finesse at the top of the ladder, just turn around and head to the dark to remain as unseen as possible to kill the enemies quickly. Scan Emile's eyeball if you like, but that takes precious time from bomb defusing.

At the top of the ladder, turn around and head into the dark tunnel. There are three JBA soldiers and one Emile Dufraine. Pop them all with the rifle -- switching quickly to the knife if you must. Once all of them are dead (you can use smoke grenades and infrared to take down enemies), head into the bomb room and save the game.

Break the lock (electronically) and force hack the bomb for the defusing icon (no more enemies mean no more alarms).

To defuse the bomb, you need to adjust the **Primary Attack** and your stick (or mouse) and bring the detonator out of the bomb safely. Consider it reverse mine assembly.

Like the mines, you want to look only at the bird's eye view, but glance occasionally at the vertical thing for progress (you are under time). Unlike the mine, you can press **Secondary Attack** to hold Sam's breath, much like the SC20K's sniper mode. Slow or stop the extraction when Sam needs to catch his breath -- speed it up when he is holding breath and once the detonator is out, you end the mission.

---

### Unlocked Gear

If you accomplished all the "starred objectives" in the previous missions, you will have access to all your upgrades, but nightvision is not available until you get Sam's goggles.

*Here's to the Army and Navy, and all the battles they have won; here's to America's colors, the colors that never run ...  
May the wings of Liberty never lose a feather. Burp.*

**--Wang & Jack, *Big Trouble In Little China***

### Stage 011 - Coast Guard Cutter

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Stage 7	Stage 8	Stage 9	Stage 10	Stage 11	.

#### Assignment

NSA - Defuse the bomb

#### Opportunity

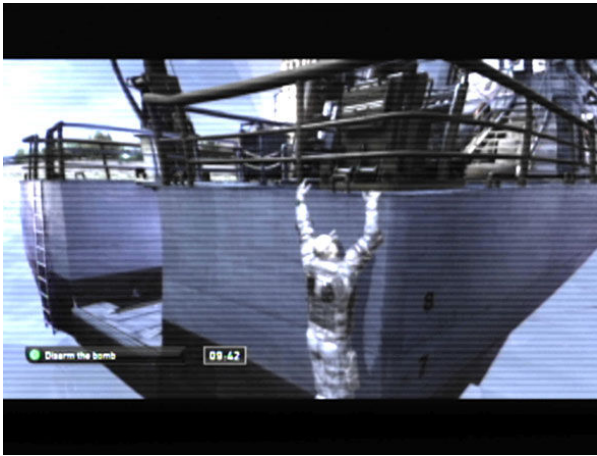
NSA - Scan JBA retina (1)

Sam has ten minutes to kill everyone and disarm the bomb. Unlike the other bomb, you only need to hack this bomb and that's it. Sam is unarmed except for his knife and OpSat watch, so you need to be careful. There are five enemies (including Carson Moss).



One of the easiest methods is to simply get back down the ladder and shimmy left. Once half the party of enemies is gone, you can whistle and drag the enemies down as they come. Sometimes, you get lucky and you can drag down all four (one at a time) at the beginning, but that's rare.





It's important to note that the deck offers no shelter, and the prow of the boat prevents you from side switching. To switch sides, Sam needs to move around the back of the boat (without falling off) and get to the starboard side door to the cutter's bridge. You can also use this to drag people to their deaths. Once the deck is clear, there should be only one enemy and Moss in the bridge.



In the bridge, Moss and any enemy who isn't dead will be there. The bomb's there but that's easy. You only need force hack and 5 seconds to undo the lock on the hatch. Kill Moss if he hasn't been tossed into the briny drink and defuse the bomb by undoing the lock and then force hacking it. Upon successful defusing, Sam will have ten seconds to live. Sam leaves by the stern door -- once he's out, he's safe if the timer hasn't reached zero.