

Alpha Protocol Guide

by [Nick Akerman](#)

Alpha Protocol is a game of choice. As agent Mike Thornton, there's many ways to go about accomplishing each mission. You may be a man of force, ready to splatter brains at every conceivable moment. Alternatively, you may like to stroll into a hostile base, offer your hand and perform a rendition of Ke\$ha's "Your Love is My Drug" to lighten the mood. Whatever the situation, the choice is yours.

This guide covers the game if it's played in numerical order. Most situations can play out differently depending on your choices through conversations and at vital moments. Here, we provide you with a base to make those decisions. With that said, there are some basic tips that cover everybody's backsides.

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Alpha Protocol Basic Tips

Gun Selection

It is generally a good idea to always pick an assault rifle, as it has penetrating power, decent range and a fast rate of fire. Accompany this with either a pistol or a shotgun depending on the situation coming up

Stealth or Force

At almost encounter in this game you'll have the decision to sneak your way round or go in like a madman. Of course, the latter may clear the area quicker, raise a few alarms and spill some blood, but the former is often the most prosperous way of doing things. Sometimes, either method cannot be helped.

Picking locks/hacking computers: If you're struggling to pick a lock or hack a computer, always abort before the time runs out. This reduces the risk of raising an alarm, and means you'll have a good chance of trying again in peace.

Tranquilizers

Be wary that some enemies will stay conscious for a few seconds after hitting them with a dart. They may fire and alert other guards if you haven't dealt them an instantly critical blow.

EMP Help

Upgrade your sabotage skills so you can use EMP's to automatically unlock doors. This becomes hugely helpful in the later stages of the game, and will make hacking computers easier too.

Dossiers

These provide extra information on missions, but obviously, gives you less money to spend on weapons and armour. Only use dossiers when prompted throughout the guide, as sometimes they provide a huge advantage for the mission ahead.

Alpha Protocol Walkthrough

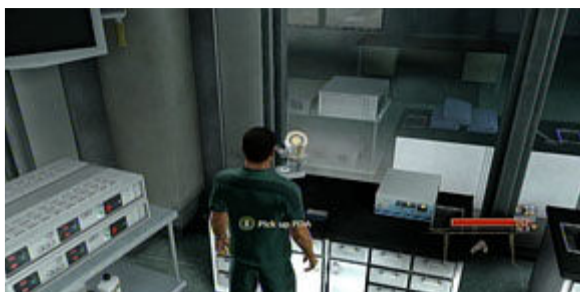
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Mission 1

Wake up Michael! It's time to become a super agent. The first mission is all about learning the basics that'll save your life in the rest of the game, so have your thinking cap on. To get the ball rolling, pick up the PDA that continues to vibrate by pressing the action button.

This'll begin your first conversation with Alpha Protocol Intelligence Analyst Mina Tong. Exchanges are timed, and you have a few seconds to choose an answer by pressing the corresponding button shown on-screen. Each answer you provided will start to build Michael's personality, so think wisely when picking one of the following:



Suave	The usual response for someone smooth like James Bond. Michael will respond with a hint of sarcasm, bags of charm and a dousing of humour. If you like the ladies, this is the one for you.
Aggressive	Ever wanted to irritate someone for no reason? How about happy-slap an innocent granny at a bus-stop? If so, go for this option.
Professional	Michael will have an air of calmness about him, and also be respectful to his new ally.
Recruit or Veteran	A final option is added if you chose this at the start of the game.

The final stance of the conversation will initiate your first major decision of the game. There's a guard waiting to be taken down outside the room your in, and there's a number of routes you can take to accomplish this. The options are as follows:

Improvise	Use the fire-extinguisher to smash through the window. You'll then be pitted with a one-on-one martial arts fight when the guard breaks into the room. Damage may be taken.
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Ambush	The guard will rush into the medical room after Mina sets off an alarm. It's likely he'll fire upon entering, so damage is likely to be sustained.
Distraction	Mina will unlock the door and then cause a malfunction to the short-circuit near the guard. Take cover as he passes, and then knock him out from behind. If done correctly, you'll avoid any damage.
Ignore	The waiting game. Mina doesn't help you in any way, so you're free to throw the fire extinguisher through the window to meet the guard that way, or the alarm may sound and he'll pop in to see you. Either way, it's likely you'll get out with some bruises.

How to Deactivate the Alarm

Once the guard is stewing in his own blood, go through to the next room and approach the alarm system that so happens to be glowing red. This will start a short tutorial, and with the rest of the upcoming challenges, make sure you take notice of what needs to be completed.

The task is simple; clip the circuit numbers in order before the time runs out. You'll need to trace the route of the circuit to each number, and more often than not you'll be able to work it out without needing to follow the route to each digit. If you clip a circuit at the wrong time time will decrease, so it's better to take a little longer and get it right rather than making a complete hash of it. If the timer hits zero, the nearby enemies will usually be alerted by the alarm, so be aware of incoming threats if you make a mistake.

Be aware that each time you try to deactivate an alarm, a random formation of circuits will appear. Do not try to memorise which you need to clip first, as it will change if you get it wrong anyway.

All done fiddling with that irritating alarm system? It's time to get yourself a weapon. We're talking, the type of weapon that could put an elephant on it's back with only 27 well-placed shots. Yes, that's right, the Tranquilizer Pistol.



Make your way into the lobby, where there will be two guards snooping around to spot your presence. Enter a crouched position by pressing down on the move button, and sneak across the lobby until you see a guard inspecting the alarm system. There's decent cover behind him which will provide you with the perfect opportunity to wait for him to turn his back.

He'll soon walk towards the main control desk, so approach him from the rear and strike. Wait for the takedown cue to appear, and press the corresponding button to ensure he hits the deck. Michael will dispatch the guard in various ways depending on your distance from him and the angle you approach him from, but alas, they all result in one badly-dropped human.

After taking him out, turn round and pick up the Tranquilizer Pistol from the desk. Rounds for this gun can be

found on the seat beside the entrance to your original room, and also on the desk where you just took the guard out.

How you deal with the next guard is up to you. Either way you need to silently approach his position, making sure you stay crouched all the time. Any sudden movements will alert him and will make your live a hell of a lot tougher once the alarm system begins to sound. You can sneak up on him and take him out in the same way as the previous goon, or you can utilise your trusty new friend. If you're going to use the gun aim towards his head, and wait for the crosshair to narrow down. This improves your aim and will ensure accuracy when firing.



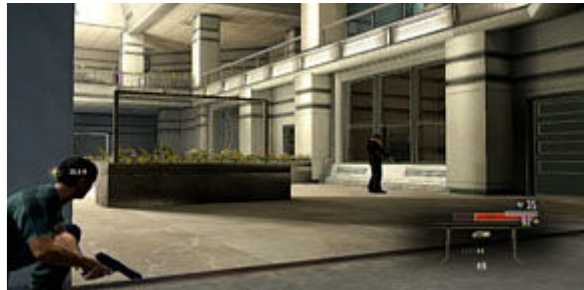
If you've been injured at this point, there's aid at the next door you need to go through.

Getting Past Surveillance Cameras

Those who got past the last guard without setting an alarm off will have to perform another takedown here, as the clumsy amongst us will have already met Nasty Gunman 3 if they alerted either of the previous two. If you look at the station opposite this guard, there's more rounds for you to gobble up.

Getting past the camera is actually very simple, as the field of vision is highlighted vibrantly. Just wait for the camera to start moving to the right, and stroll past without alerting any nearby threats.

You need to act quickly in the next lobby or else the guard's pattern or movement will make it more difficult. When you enter head straight for the guard who's patrols closest to you. Take him out and then head up through the lobby to eliminate the guard who is at the computer. If you don't do this quickly enough both will start to move around and it becomes more difficult to pass without being spotted.



Tranquilizer rounds can be found in the room to the south of the lobby.

Once safely through, you'll enter a corridor full of locked doors. Approach the double doors and begin your first lockpicking exercise.

Picking Locks

Carefully read the tutorial here, as subtle movements make all the difference when unlocking doors. Apply pressure slowly and make sure the keyhole diagram is highlighted yellow before you commit to setting the pin. As with alarm systems, making a mistake will reduce your time, and generally make things tougher. Be precise, careful, and above all, calm.

Once through the door, pick up the ammo and health (if needed). Quietly walk down the stairs and take cover so that the closest guard does not detect you. In order to advance you will need to take him out without alerting anyone in the vicinity. There's cargo near the truck, so when the guard has turned away, hide behind the overhang.



He will then walk away, giving you the perfect opportunity to strike. Once he's out of the equation, climb up the ladder and follow the route through to the next door.

Hacking Computers

This is one of the simplest tutorials you'll see in the game, as all you need to do is use the left and right sticks to align numbers with, you guessed it, numbers. Each stick is used for the corresponding code, as you're forced to look for matching numbers in the data stream below. Once you've moved the numbers to the correct location, lock them in as the tutorial shows you. Be wary, the data stream will continue to update, so you may spot where you need to place one of the codes, only for it to change a second later.

After the computer has been hacked you will need to retrieve a briefcase from under a surveillance camera's nose. A pesky guard will be patrolling the area, so wait for him to check out the alarm system and then pop him with a tranquilizer dart. Now make a dash for the brief case when the camera starts to look towards the sedated guard, pick it up, and head towards the door opposite the briefcase. You will have just unlocked dossier information on Alpha Protocol, and pocketed a useful \$2500 for your troubles.



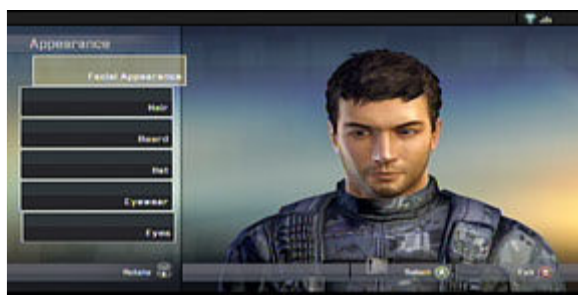
Meeting Westridge

You'll naturally find yourself stuck in the interrogation room, and this is where Michael will come in contact with Yancy Westridge, a CIA Agent who's looking for young blood.

There are certain attributes that Westridge doesn't like, and sarcasm is one of them. Choose "Impatient" when it first appears, as he will admire your ruthless nature and will increase Michael's rep.

Surviving this conversation will allow you to level Michael's skills up, meaning you can alter his proficiency in combat and other areas. No skills are permanent, so you can alter them later on by opening up the PDA and selecting "Service Record."

It's now time to head to the training centre and customise your hero. Changes aren't permanent, so don't worry if you give him a hair cut you later regret. After moving past Michael's locker, there's a laptop waiting to be hacked. This'll provide you with some interesting emails from the Alpha Protocol staff, and also rewards you with 25 XP. Turn around and turn on the flat-screen television after doing this, and Internet terrorist Shaheed will explain the downing of the passenger jet in the opening scene.



Now you have the choice to enter three doors. Although orientation sessions are optional, they introduce simple mechanics that you may want to practise before heading out on a real mission. You can complete Technical Ops to the east, Marksmanship to the south and Covert Ops on the west. Each will put you in conversations with characters who appreciate different personality traits, so be alert when they're talking.

Covert Ops Orientation

Alan Parker's course shouldn't fill you with much dread, as it involves techniques you would have used already to escape. He is a professional, and responds well to players who aren't suave and trying to be cocky.

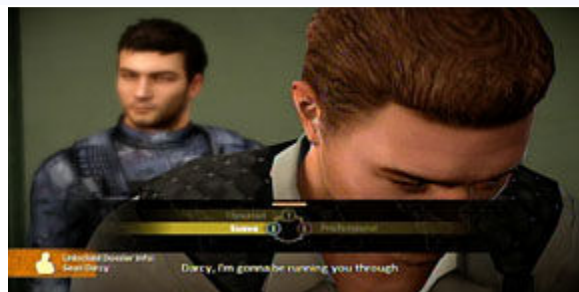
The course is straightforward until you come to a zip-line. Here all you need to do is hop on, and if the guard is in the landing zone, Michael will automatically take him out. If he isn't, you'll need beat him up until he doesn't poses a threat.



If you score over 100 on Parker's challenge an additional mission will be unlocked. This is similar to the objective you completed earlier in the level, where you must bypass guards and retrieve a briefcase. By using your initiative here you'll be able to successfully complete the mission without being seen. Follow each of the guards on the bonus mission and you'll be able to nail them with minimal hassle.

Technical Ops Orientation

This will be your first meeting with Sean Darcy, someone who Mina quickly identifies as a rival for Michael. You can gain points with him by being suave or annoy him by being aggressive. After talking to Darcy you need to go to the gadget range, and approach the cabinet at the bottom of the stairs to get your hands on Concussion Grenades and EMP Charges.



It's rewarding to take part in this orientation process, as not only are you introduced to the most irritating ally in the game, you'll be able to use the Concussion Grenades which aren't available anywhere else.

All you need to do is lob a few grenades to take out the targets, and then throw an EMP Grenade to get through the locked door. After going through the next door, there's another cabinet full of goodies for you to use. Both the Shock Traps and Sound Generators will help you get rid of three incoming guards, so listen to

Darcy and follow his instructions. Remember, if the traps fail, martial arts is your best friend.

If you manage to score 100 on this course, Darcy will challenge you to complete the last part of the course again for money. If you manage to deactivate three alarms while holding off numerous guards he'll give you \$20,000, and the Betting Man perk will be unlocked. Utilise all the techniques you've just been taught here, as Shock Traps and explosives will turn this gamble into your favour.



Marksmanship Orientation

Saving the most fun until last, it's time to use some real weapons. Mina is the obvious love interest, so when she asks you if you remember her name, make sure you get it right if you want to be Alpha Protocol's number one playboy.

From here on in, this orientation is rather simple. All you need to do is pick up guns and fire them at targets while Mina guides you on how to improve your accuracy. There's no need to aim for critical shots here, as any contact will send the target down with a bang. Everything here is self-explanatory, so follow the on-screen prompts as avidly as possible.

After the course has been completed Mina will state that Darcy is trying to beat your score. Now you can begin to make her fall for you, so act suave and she'll appreciate your tone.

Scoring 100 or more on this task will unlock a humorous bonus event. Armed with rubber bullets, you must shoot Darcy while he practises on the range. Simply climb up the exit ladder, move to the end of the ledge and shoot him when he appears. Before long, he'll be on the floor and announcing he's going to tell his mummy what you just did. Completing this will unlock the Cage Match perk and will force Mina to like you even more.



Once all tutorials are complete, head back to the interrogation room and flirt with Westgate once more. Depending on the orientations you finished, the dialogue will alter slightly, but will always come round to discussing dossiers and other vital information.

		Mission 1	Saudi Arabia	Moscow	Rome	Taipei	Endgame
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Saudi Arabia

Terrorists? Missiles? Potential disaster? Not if Mike can help it! Your first assignment lands you in Saudi Arabia, where you'll quickly encounter Westridge on the flat-screen in front of you.

Once you've finished with the boss, there's a few simple tasks that need to be completed before you can set out on your mission. Check your email, and make sure you download the attachment from the first message from Mina. This'll give you a handy \$10,000, and won't require you to message the king of Nigeria for details.

The screenshot shows a web browser window displaying an email. The email is from 'Fu-Mike Thornton' to 'Stéphane Fauriol'. The email body contains a large black rectangular area with the text 'Downloading Funds...' and a progress bar below it. The browser's address bar shows 'http://www.foxnews.com/...'. The browser's toolbar includes buttons for 'Back', 'Forward', 'Home', 'Print', and 'Stop'.

cations.

The last screen of the Clearinghouse allows you purchase intel. This provides some decent help on the upcoming missions, and may make all the difference if you take notice of the information on offer.

[illegible]

oom for a quick change. It's time to head into your first
our pants down and jiggle Mr Johnson like nobody is
guaranteed to work.

As the first mission, this is your best way to make a good impression on Mina. You'll engage in a conversation before it starts, and by luring her onto the subject of Alpha Protocol, and then comforting her, she'll begin to appreciate your support. Once onto the field of operations, you must work alongside her to get the job done.

If you are wanting to access extra supplies and money, head to the building further south and wait for the guard to stop behind the truck. Take him down and infiltrate the building to access the computer controls that allow you to hack open the gate. This creates a short cut, but there is another way of getting into the base.

There are two control towers with guards looking out, but they should naturally be facing away from Mike's position. If you do happen to trigger an alert, you need to get to the centre of the base to deactivate the alarm. In between the two sweeping cameras it sits on cargo, but beware, it's likely you'll have to whip out the guns to battle against hostile forces.

Inside the north building there's a decent batch of ammo for your troubles, but you need to ensure you hack the keypad successfully so that alarms aren't raised. If you prefer to kill over hacking, climb up the nearest guard tower and take out the watcher. Jump from the tower onto the balcony and you'll be in the clear.

After collecting numerous items and cash, you'll be ready to get through the dreaded checkpoint. You may zip-line over or stroll through, either way you'll end up in the same place. First thing's first; get rid of a few threatening guards.

Use the truck parked in the centre of the area to follow the guard who constantly moves in a circle. Track his movements and stay close to him. Once he passes the truck, start moving behind him until you get close enough to take him out. You need to be quick and quiet, so don't get too excited and accidentally insert your nose into between his buttocks.



There's now a guard with a rather large machine gun in the north watchtower, and one supporting him on the ground below. Move up to the truck that's parked vertically in the area, and then progress so you're covered by the back of the vehicle. The guard on the ground will walk past, so sneak up to him and cut his lights out. Avoid the other guard completely, as he's facing the wrong direction and won't see you putting his friends to sleep. If you'd rather take him out, do so from cover, and ensure you get a precision shot right on his head.

Either way, enter the building to the right of the tower and proceed with caution.

Sneak up on the closest guard and eliminate him. Now climb the ladder and head outside. A guard patrols below, so take him out with a quiet tranquilizer, as there's also someone manning a machine gun you don't want to alert. Move round to the side of the building and leap across. Pick the lock and enter the control room, where Mike will speak to Mina.

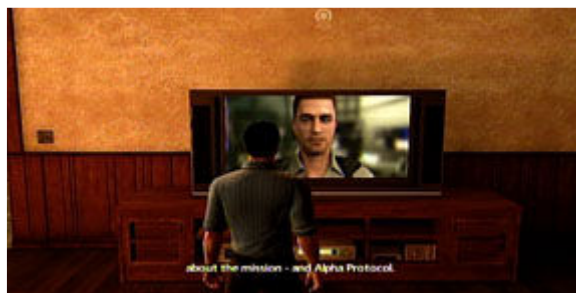
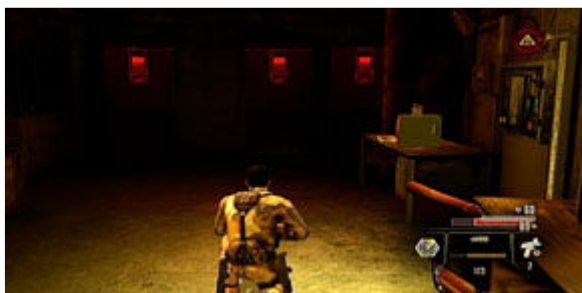


If you followed this guide to the letter or didn't go along with it at all, you'll always end up here. Be war when inside as guards patrol the area. On the bottom floor there's the opportunity to gather intel. One guard patrols the stairs, so wait until he turns round and follow him up. Take him out, and then head back down to spot a guard patrolling one of the control rooms. Follow him to the computer room and eliminate him, before hacking the computer.

Now head back along the corridor to the communications room. Perform a takedown on the guard patrolling the room as he stops while facing the doorway. Crack the safe and gain \$5000, before moving on to the final push. There's now two more to get rid of, with the first at the doorway across from the bottom of the stairs. When he moves, take cover at the right hand side of the doorway and then wait for the next guard to appear. Take him out, and let the carnage ensue.

After the second guard comes over to look at his mysteriously fallen friend, he's a goner too. Now enter the control room and obtain the flight records.

The mission ends after you go up the tallest set of stairs at the entrance you previously came through (if you followed the guide). Make your way up and ensure the elite guard isn't sniffing round for blood. Adjust the camera so you can see him and he can't see you, then take him down when he turns round and heads off to the right. Pick up the items, hack the computer and do a little celebration dance for your first mission's success.



Investigate Jizan Weapon Stockpile

As a second mission, this one is a lot tougher. It's handled by rival Sean Darcy, and as ever, there's various ways to get the job done. When dealing with Darcy, always opt for the Suave option when available on this mission.

You need to progress through to the main camp, and Darcy provides some instructions that are pretty straight forward. Use the sandstorm for cover, and eliminate guards as you move up. Once the first guard is down, there are two waiting for you after the cave. It is a good idea to tranquilize the guard in the watchtower and then go for the other guy, as this way alarms will stay quiet.

Once these two are down, stick to the wall on the left and make your way round. There's a large boulder sticking out that you need to use as cover. When the guard in front turns away from Mike, drop him.

Now into the camp, things get tricky.

Slide down the two ladders and then drop to the ground. Wait for the guard to move away and then head up the ladder until you can see across the level above. Wait until the next guard is facing away and then get forward to take him down. Get to the far side of the destroyed building and then drop down.

Pass underneath the arch and climb up the closest ladder. If you jump over the wall to the side and head across the roof there's \$1500 to be had in the opposite watchtower. You can now see a guard on the north building, so equip a gun with a silent takedown method and wait for him to stop closest to the edge.



Move across to the next building and pick up another duffel bag, this time containing \$2500. There's a stack of crates that allow you to peak at guards near the watchtower to the north west. One will start to stroll towards the tower, so get up behind him before performing a takedown. If everything has been followed to the letter at this point, the guy on the turret will require little effort to dispose of. At this point, if you've riled any alarms expect shots to come in from the opposite side of the base.

Now head back the way you came and up the first ladder on your left. You should see the radar dish.

Open the door on the left, but do not show yourself. A guard will appear, so take your time and sneak up on him. Now collect the intel and more dosh from the briefcase, and if you've set off an alarm, this is also the time to deactivate it.

Now proceed upstairs to disable the radio communications.



As the cut-scene shows, new guards have entered the base and the barricade blocking the door of the south building is now open. Hop onto the zip-line and take out the guard who stands directly beneath Mike's position. Then take cover behind the archway and kill the two guards who patrol near your position.

Go down the stairs and follow the corridor to the left. Stop at the next doorway and hit the guard who walks back and forth. Now get to the crate on the right hand side and take cover, before looking at three more guards.

The first guard who walks past doesn't pose a threat, as he doesn't come back after moving away. When the two remaining guards face away from Mike, sneak up on the closest and deliver a quiet finish. Get back to your original position and then pick the lock of the door behind you.

Climb down the ladder and pick up a duffel bag with \$2000 inside. Open the nearby door and take cover either

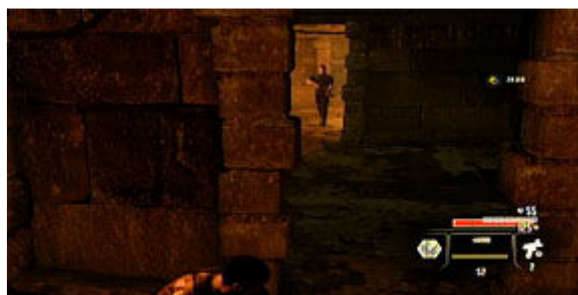
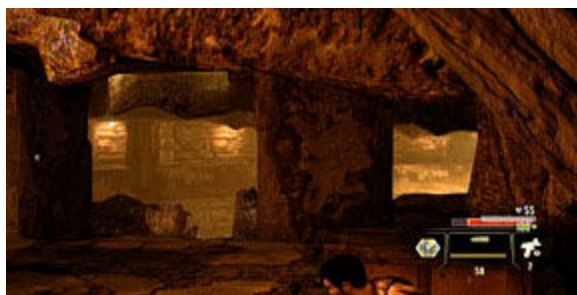
at the nearest column or the doorway itself. You can get through here without suspicion, but it needs to be perfectly timed.

When the guard on the lower level is walking to the left, and the guard above facing away from your position, enter the tunnel directly beneath the latter. If you're spotted, expect a fierce gun battle.

In the tunnel beneath the high guard there's a briefcase with \$1500 inside. Proceed through this tunnel until you arrive at the bottom of some stairs, where you'll need to take the guard out when his back is turned.

There's one more guard at the top of the stairs, so wait for him to move across the opening and then track him. Take him down as quickly and quietly as possible, then make an exit to the north west. If you need health at this point, you can find it in the next room.

Crouch before heading into the next part of the base, as a guard waits for your arrival. Once he's down follow the tunnel round to the keypad that needs to be bypassed. Move round to the final part of the new opened area to pick up a lockbox with \$1500 inside and \$2000 plus dossier info from a briefcase. Handy.

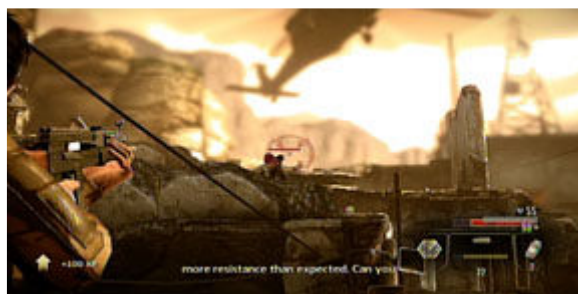


Head back to the main passageway and pick the lock on the door at the far end. Go through the double doors and move up the stairs quietly. Two guards will appear above you, so wait for them to move away and then hide on the left of the doorway directly ahead.

Now wait for the guard to approach the doorway. After he stops come out of cover and put him to sleep. Move down the corridor and then take out the next guard.

If you've got through unscathed equip an assault rifle or shotgun and prepare for five new guards to appear. Once you've hacked the computer they will enter, and will not play nice. Find yourself some cover in the corner of the room and take them out as they appear. If you want to prepare for their arrival, throw some EMP Charges or Explosive Grenades down. There's some remote mines in the computer room if you want to use those.

After the guards hit the floor, search the area for ammo and as many goodies as you can find. There's Detention Records near the incendiary bombs and remote mines. Picking these up is worthwhile as it completes a minor objective. Deactivate the alarm before you leave, make sure your guns are fully loaded and then follow the objective marker outside.



Open the double doors and immediately begin firing at the guards below. Darcy is trying to get the helicopter to pick you up, but hostile forces are preventing it. Use the sandbags as cover and get rid of everyone in the area. Your focus should be the two elite guards with RPGs, who are located directly opposite from your position and to the corner in the southwest.

Once the chopper is safe it'll land. Climb up the ladder to the right hand side (leading up to the watchtower you entered earlier in the level), and drop down to the chopper's level. There will be guards shooting, so either take cover and kill them or run straight for the end of the level.

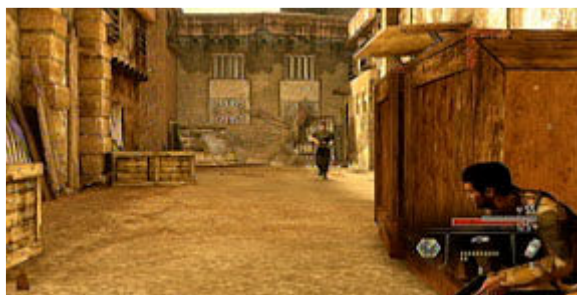
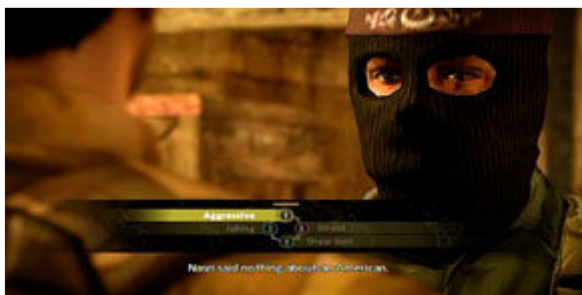
Darcy will now debrief you at the safe house. If you missed out on conversations about Alpha Protocol before, here's your chance to act suave and gain some reputation with him. If you annoy Darcy, cooperate with him to get the points back.

Intercept Nasri The Arms Dealer

Yancy Westridge is your uncompromising boss on this mission. Yancy? Who could be intimidated by a man who has a name suited to a female goat?

There's no briefing, and your first encounter with another human will be face-to-face with guards. When talking to them, choosing an aggressive or direct stance will ensure they let Mike inside the base without any fuss. Opt to joke or show your weapon, and there's trouble. If you do decide to go gung-ho, ensure you eliminate all guards before proceeding, and turn off the alarm to left.

If you got past the guards calmly, the area will be clear. Move east and enter the door. Pick up the ammo and continue through. There's a large brown crate for you to utilise, so take cover and wait for the guard to approach after he's finished talking. Take him out as he moves past with a single press of the button.



You need to get inside, so pick the nearest lock and then climb up the ladder. Go through the hole on the wall and leap to the platform. Before descending, pick up the pistol laser sight. Crouch down the stairs and wait for the guard to move towards the right of the building. Either use a tranquilizer or take him down with your hands. If you want to eliminate the next guard and don't mind alerting him, hide behind the crates in the middle of the room and shoot the first guard. This will send two more running your way, who will wait in the doorway and be an easy shot. Risky, but there's no alarms in the area so it can be hugely rewarding if you don't want to do it in a composed manner. Pick up the lockbox on the table for an extra \$5000.

If however, you choose to stealthily eliminate foes, then follow the guard outside down the alley and get to him before he turns round. The third guard will only be a threat if disturbed.

Now move west, up the slope, and follow the street to the right. Take cover at the building before the fountain area, where you'll see a number of guards.

As Westridge says, there's no need to risk a confrontation here. If you want to take some guards out, move to the door just down from Mike's position. Climb up the ladder, waiting at the top so you can see the guard. When he turns round take him down, and then pick up the ammo that lies on the roof.



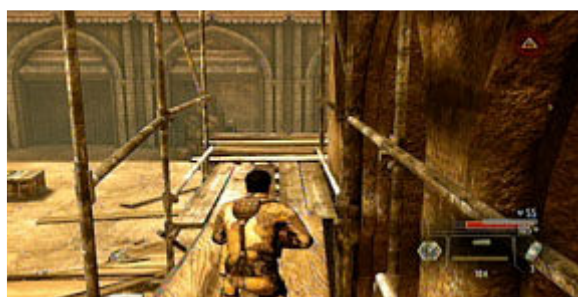
Now climb back down the ladder and take cover behind the boxes. Move to the door across from Mike's

position when the nearest guard turns away, and aim to pick the lock as quickly as possible. Once inside, move round the corner and take cover when you see a stationary guard.

Hop over the mini-wall and then take cover at the next set of boxes. If you want to take out as many guards as possible at this point, it may be worth risking an alarm. You're in a narrow alley area, so shooting a guard with a gun that creates noise will send others to your position. It's streamlined and will allow you easy shots to their craniums. The alarm is just inside the next room to the left, so can be shut off quickly.

If, however, you want to get through quietly, wait for the guard opposite the boxes to pass and get inside the aforementioned room. There's an opportunity to heal and pick up \$4500 here too. Stop at the top of the stairs and wait for the guard to stop opposite Mike. You may have taken him out already if you went in all guns blazing, but if not, get rid of him now.

Drop off the roof and turn left. Head towards the large double doors and turn right into the building. Follow the building round and go up the stairs. If you've set off an alarm it's a good idea to take out guards from this position. If not, slide down the ladder and crouch onto the scaffolding. Drop down, and head to the container. Use the columns as cover, and move round until you have to change direction. Look round and you'll see special ammo and another weapon mod.



Now wait for a guard to come and look at the crates for a while. When he turns to move away, creep up behind him and go for the hit. There's a guard on the scaffolding in front of you that needs to be taken down. Ready up the tranquilizer and give him a dose of the sleepy stuff.

There's a ladder on the right hand side, quietly climb up it and wait at the top. As usual, take out the guard when he is facing the opposite direction. If all is completed correctly you now have a free shot at the guard patrolling the area you came from. There's also a duffel bag with \$2000 in on the west wall. Happy with your progress? Enter the door on the scaffolding.

Bare left and drop down into the storeroom. If you need to heal, this is certainly the time to do it. Open the door to the right of the Medical Aid Station and pick the lock of the next door, before picking up \$3000 from the briefcase. Head back into the storeroom and through the double doors.

Enter the courtyard but ignore the first guard. Using the columns for cover, move round until you see the next guard. You need to strike when he passes behind a column. It's now you versus the other guard, so use the cover well and get him down without a fuss. There's also ammo in the northwest corner of this area and the ability to deactivate the alarm if you've set it off. Go through the nearest door and into the heart of Nasri's base.

Crouch to the right hand corner and take cover behind the last column. You'll see two guards, and they need to be dealt with carefully if you don't want to raise an alarm. When the guard on the scaffolding is closest to your position, and the lower guard is looking away, shoot him with a tranquilizer. Now wait for the guard on ground level to walk away and take him down. If you set off an alarm, go back to the previous area to disable it.



Return to the entrance and go up the ramp to the scaffolding, picking up the special ammo on the way. Drop down, and then climb up the ladder to the next structure. Leap over to the container, and take a tranquilizer shot at the guard in the centre. Another guard will come over to see if his buddy is dead, so pop him in the head too. Once all guards are down check the room for items and cash, as there's \$2500 in the middle.

After cleaning up, go to the southwest corner and head through the door. You're now entering the toughest part of the level, and should take cover quickly after going through the double doors on the left.



Wait for all the guards in the centre to be moving towards the right, and follow suit. Take cover next to the missiles and watch the three guards in the back. When they're all facing away, climb up the ladder in the southwest and take down the guard. Now go inside the room and change the label on the cargo box in the corner. Come out of the room and fire on the guards. Make sure they're all eliminated before searching the room for goodies.

If you set off an alarm before getting this far, head to the high ground near the entrance. Here you'll be able to return fire and have some advantage-giving cover.

Now head through the double doors and confront Nasri. If you're aggressive he will reveal information, but you also need to decide how to deal with him. Each has it's own perks:

Arrest	Perk acquired, +1 with Mina, and Nasri is no longer a dealer at clearinghouse. Can also lead to further intel in other Saudi Arabia missions.
Shoot	-1 with Mina, Nasri no longer a dealer at clearinghouse.
Extort	Perk acquired, \$15,000 gained and Nasri continues dealing at clearinghouse.

Intercept Shaheed and Recover Missiles

You need to complete any two of the previous missions for this one to unlock. This is a hugely important mission that will see Mike infiltrating another base, destroying valuable missiles and eliminating Shaheed.



It's a good idea to pack a silenced pistol with enough tranquilizers to take down a small army of elephants.

Assault rifles are reliable too, so take one with a scope for those tougher situations.

You'll be in familiar territory when you first arrive, as this is the same location as the first mission. Collect the items inside the hangar but be crouched while you do it. Any noise in here can be picked up and guards will come storming in.

Machine gun nests are placed in two areas, so leave through the door to the southeast and sneak over to the watchtower. Climb to the top, take down the guard and use the zip-line to reach the control tower.



Climb up the ladder to your right and head across the building. On the other side there's money to pick up. When you're happy drop down the latch on the roof and collect more cash. Hide at the wall past the control room and wait for the guard to turn his back before taking him out. Take out all guards and sneak into the familiar control room, cracking the safe and capturing another \$5000. Failing to crack the safe first time will set off an alarm.

Head down the stairs and hack the computer.

Now you need to locate the missiles, so return to the stairs and move to the tip of the control tower. There are plenty of guards around this area, and unless you've already set off an alarm, this'll be the first time you meet them. Wait for the first guard to walk down the stairs, and take him out as he starts to ascend back towards the top.

Sneak to the top of the stairs and position the camera so you can see the elite. He will eventually face the window, providing your opportunity to strike. Quietly approach the guard on the computer and take him down.

Now hack the computer.

Retreat down the stairs and wait at the crates to the left of the first doorway. A guard will burst through the door, so take him out when he moves past. Now go through this door and move round the building to the gate in the east. Open the gate and move into the graveyard.



Move down the slope and take cover at the nearest crate. There's two guards here, and taking one out at the wrong time will allow the other to see your position. Only take the closest guard down if the other one isn't facing you. Sneak through the remains of the plane on the right and catch the next guard as he moves past.

There's a low gate in the south that is your best bet for progressing. Camera movements make everything much more difficult, so beware. Move through the fuselage and up the ladder when it's clear. Crouch to the end of the fuselage and then wait for the guard to stop below your position. Stomp him like a dirty rat. There's \$600 at a nearby crate, so quickly pick it up and take cover.

One more guard patrols the open area. It's a good idea to hit him with a head shot, taking him down in one. Fail to do this and an alarm may be set off. However you deal with him, move through the gate and into the canyon, deactivating the alarm and healing if necessary.



Stop well before the sealed gates and continue right, following the guard for an eventual take down. Head to the door of the radio tower and watch the guard in the front window. Take him out when he stands in front of the door and is facing away. Pick up the \$600 in the centre of the room and then quietly eliminate the guard using the computer. You may want to open the front gates, but this route into the compound is heavily guarded and difficult to penetrate. If you decide to

open the route is far more direct and full of fire fights.

For the more thoughtful, finish collecting the items in the room and go back down the slope. Go past the gates and head into the cave, bypassing the keypad to open the door. Take cover behind the nearest crate in the building and wait for the nearest guard to turn away. Sneak through the doorway to the right and turn round, entering the room to pick up the data disk. Quickly take cover in the doorway and watch the guard walk past.

Now move up and take out the same guard. Move up and dispose of the final guard, and then head towards the stairs. Open the door quietly and sneak up on the stationary guard. It's best to dispose of the next one before picking up items, so go into the next room and do the business.

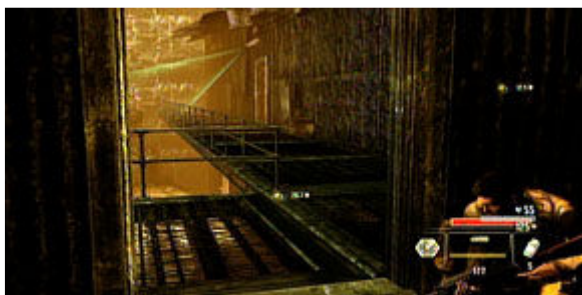
You can take out guards with the sniper rifle in the first room, but this is likely to trigger an alarm. If you can clean up the area quickly enough, this is a good way of minimising threat when progressing. Similarly, shoot the generators and an explosion will rip through the base.



In the next room you can ever overload the generators so that all the guards rush to see what's happening. If you do this, head outside and use the zip-line to drop onto the roof. If you haven't already taken him out, tranquilize the guard on the opposite balcony. Move to the other side of the building and accurately shoot the guards looking at the generator.

Drop off the roof and enter the building, where you'll most likely encounter a guard. Take him down any way you see fit, and mop up the items in the room. Head to the south door and pass under the surveillance camera and into the next room. Pick up the briefcase with \$1200 inside and then go up the stairs to collect the \$800 data disk. Enter the warehouse by heading onto the balcony and underneath the next camera.

Collect the duffel bag and hack the computer. This will shut off all surveillance cameras in the missile room, and be a huge help as you make your way round the building. A guard patrols outside, so take him down when he gets close. Move across the upper level and go through the door on the opposite side. Hide beneath the window and take out the guard when he passes from left to right. There's also another guard that needs seeing to, so follow him and thwack him to the head.



Head back to the centre of the room and you'll see another guard. Predictably, take him out when he stops and turns his back. Do the same for the next guard. Check the entire warehouse for some SMG ammo and money. Now bypass the keypad and go inside.

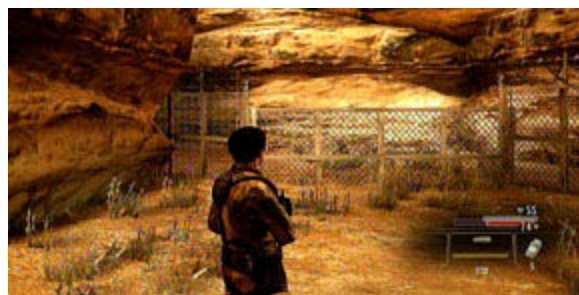
The serious business begins. Move to the right hand side of the boxes even though it exposes you briefly. Take cover behind the cargo, and when the guard stops in front of you, get him to the floor.

Now climb the ladder to the watchtower and stop at the top. Wait until the guard's back is turned and take him down. Use the zip-line to get from one watchtower to the next. You'll knock down the machine gun wielding guard when you land, but finish him off with a well-timed stomp.

Use the turret to take out the guard below, then climb down the ladder and head west towards the canyon. You'll come to two paths; one high and one low. Go down the lower path and kill the first guard. Then move back up top and sneak up on the guard waiting. Eliminate him and pick up the briefcase he drops. Shoot the remaining guard and follow the canyon until you can drop down.

It's now time to face the first boss of the game. Shaheed's Lieutenant prowls on the bridge at the south of the camp you're in. After dropping to the ground take cover behind the missile boxes. Catch the nearest guard unaware and head to the concrete blocks in the centre.

Go to the building to your right to heal and get some ammo (this stash actually reappears with different bullets types every few minutes).



Before taking on Al-Samad Lieutenant it's important to study his movement. His weapon can pick you out from long range so do not move when he's facing your cover. You need to cross back to the east side of the area and take as much cover as possible. Get to the largest stack of crates and shoot the nearest guard with a tranquilizer. Circle round the next guard and take him out from behind.

If you've not alerted the Lieutenant then sneak up the stairs for an instant kill. If you have, get the assault rifle out and battle him to the death. It's important not to wait for your crosshairs to contract unless he is reloading here, as he'll have time to aim his impressive weapon. There's no need to use gadgets or grenades as he will athletically flip out of the way. Simply keep shooting until he is spewing in his own blood.



After killing Shaheed's oaf you'll be under heavy fire.


Run off to the left and pick up any ammo and medical kits you see. Take cover behind the crates and kill the guards on the ground floor and the snipers in the watchtowers.

If you hear the bleeping sound of the Stryker, adjust your position. This is when it has locked onto Mike and is about to fire a missile his way. When all guards are dead, use the zip-line to get back to ground level.

To take down the behemoth, you need to pick up a missile launcher. Use the bridge's support beams and crates as cover, move towards the back of the trucks in the area. Before you get too close, shoot the barrels near them so that the Stryker can't blow you to smithereens. When you've picked up the missile launcher, prepare it and aim towards the Stryker, ensuring you're going to make contact. Keep moving towards trucks and repeat the process until the tank is destroyed.

You'll meet Shaheed at this point. This is where your previous actions will start to intervene, but by acting curiously and provoking Shaheed you will come out with plus points.

In your exchange with Mina, choose suave in third stance, as this will give you another reputation point with her. After this, get ready to go rogue!

	Mission 1	Saudi Arabia	Moscow	Rome	Taipei	Endgame
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Moscow

No matter which safehouse you choose to travel to first, you'll meet Scarlet on the plane. Act suave and professional around her, and if you want to gain extra points, talk about Halbech when you get the chance.

Your first exchange in Moscow is with Mina. This will allow you to gain some rep if you haven't got the maximum already. Choose suave in opening stance, professional in second and suave in third, and you'll make up any ground if you've missed out already.

The missions available in Moscow are dependent on your choices, as some become unavailable and new ones up for grabs depending on the order you choose. For the sake of the guide, we're going to follow the path of

doing them in the logical order.

When entering the Russian missions, ensure you tool up with some heavy weaponry. There's less stealth in these sections and certain areas where Mike cannot escape confrontation. Pack an assault rifle and ditch the pistol, swapping it for something a little more powerful. Also, make sure you've got some strong armour to take the heat.



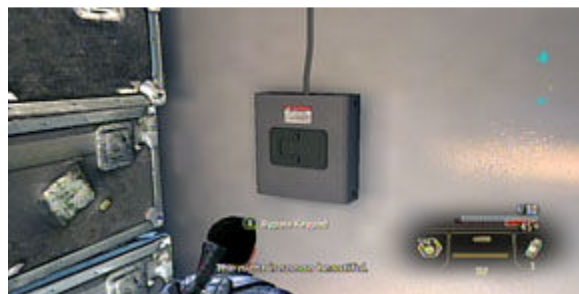
Assault Lazo's Yacht and Retrieve Data

The guards on the deck are don't need to be taken down, so it's up to you. If not, sneak up the stairs, past the camera and through the door. Immediately take down the guard in the centre and pick up the \$3000 on the coffee table. Now head downstairs, turn right and take out the guard in the far toilet.

Beware: If you kill any of the prostitutes on the boat, you'll lose reputation points with Mina.

Now move across the hall and bypass the keypad.

This will disrupt Lazo's entertainment and send a guard your way, so take cover and eliminate him when he comes round the corner. If you happen to get caught out before killing him, stay in the corner as other guards will run to your position, and you'll secure some easy kills.

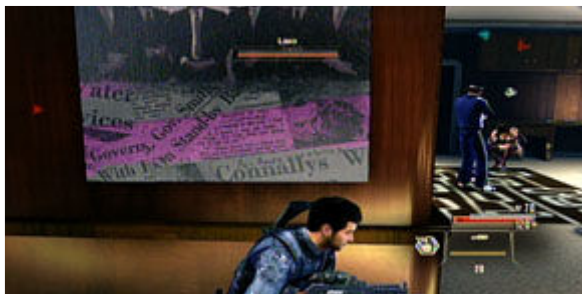


If not, continue to where the woman is dancing. She'll scream if she sees you so take her down with a tranquilizer if you have any on you. Pick up the money on the table and then take out the guard who stands in Lazo's room. Once again, if you have a tranquilizer, use it now.

On your way to Lazo's room pick up two lots of ammo and \$4000. Depending on how much of an impact you've made on the ship, you may be able to sneak up on Lazo and take him out. Either way, once he's dead, new guards will enter the room, so stay in the corner and kill them one-by-one.

Before leaving, make sure you search the room.

The yacht will now be empty, so return the way you came and head up to the second floor. Here you can hack the computer and gain information on Lazo. When hacking the computer, Mike will be ambushed by some intimidating scuba divers, and a girl called Sis!



Take cover when the action begins, and wait for Sis to fire her revolvers before returning fire. This is the best cover and you should stay here for the duration. Kill Sis' minions first, and wait for her to reload to start hounding in the fire. When she's the only one left alive, start inflicting pain with grenades.

Once Sis is down, you have the chance to spare her life or execute her, Your actions here will decide what happens next. Sis is a mute so will not respond to questions. To open up mission 3:2, spare her life.

Contact Albatross

It's a good idea to keep Sis alive, as she'll provide you with allies on vital missions. In the next part of the Moscow stage you'll encounter Albatross, leader of the G22. Act professionally around him and give him respect, as after all, his organisation will be backing you up. If you bought Sis' intel before the conversation choose the Lockett stance when it appears. Next choose Sis and you'll receive extra points.

Accept the alliance offering at the end of the conversation to receive backup during certain missions. If you turn this down you'll be on your own.

Contact Grigori the Informant

After dealing with Albatross you need to find Grigori the Informant. He'll be drunk in a bar, and this is something you can use to your advantage. The impression you make on him will have an impact on what others think of you later on. You need to choose Professional stances until Grigori offers his help in exchange for cash. If you can play it right and act aggressively without getting violent, he'll offer the help for free.

Whatever the outcome, you'll get some information on Sergei Surkov.



Investigate Weapon Shipments

Arriving at the station, there's a hell of a lot of mess to contend with. Russian Mafia goons are being destroyed by the mysterious SIE. She acts well to Mike if you respond aggressively, and will even appreciate your efforts if you completed the Rome missions first.

At the end of the conversation with SIE, accept the alliance. It has no bearing on any other missions and you'll receive extra support, as long as you don't shoot them.

Once the conversation is over take cover behind the crates. Kill the two mobsters who enter.

Head up the stairs and into the room on the right. Pick up the ammo and the cash and then take cover whilst looking into the next room. Take out as many mobsters as possible before moving in to help the VCI soldiers. Move into the loading bay and get rid of the enemies on the far side, before heading up the stairs in that area.



Open the nearest door and hack the computer inside. Also, if you've set an alarm off, deactivate it here. Now head across the level and into the door opposite. Fire up some subsonic rounds and shoot the two guards on the tower, as this'll stop any alarms being raised. Move along the bridge and take out the remaining guards with the same rounds equipped. Move to the far door and bypass the keypad.

Now take cover at the nearest crates and take out the guard quietly.

Once he's done take out the other guy in the courtyard with an assault rifle. Now hack the computer and search the room for ammo. There's a subtle way of taking out guards here, and it all requires expert precision and timing. Head outside, climb the ladder and wait for the nearest guard to walk away. Shoot him, then turn around and shoot the two highest guards when they're facing opposite directions. Now get down to the lower floor and take out the rest by using the trains as cover. This must be done with subsonic rounds.



Move across the courtyard and ascend to the other side. On your way to the highest level you can heal if need be. Climb the ladder and pick up the cash, before heading to the crane.

When activated you'll see a number of mobsters coming towards your position. Fend these off as you ride the crane through the barricade. This is where having SIE on your side pays dividends, as the VCI soldiers do most of the work for you. Watch out for grenade fire here.

When the storm has washed over drop down to the ground and search the far area for \$2000 and some dossier information. Head back to where the crane stopped and follow the objective marker. Open the door and take cover immediately.

As soon as the train speeds past cross the tracks and head up the ramp to the left. Stop near the top and quietly shoot the guard on the opposite train. Now return to the area you've just come from and head up the nearest ladder.



Sneak onto the bridge and ignore the zip-line. Depending on the intel you uncovered before the level, you may have the option to use a sniper rifle at this point. If you do, take out the targets below. If you're not so lucky, continue across the bridge and watch the guard patrolling the railway area. Move up to the crates and wait for him to turn his back, where you can pounce.

Keep going across to the next bridge where you can take down another guard. After this is done you've got to bring the fire, so lob a few grenades at towards the mounted gun beneath and get ready for a battle. Ensure you use the red barrels to your advantage.

When the area's clear continue across the bridge and drop down. Search the area for cash and ammo.

Now follow your pitch marker to the train car. If you choose to destroy the weapons you need to get out and run away. Choosing to reroute will annoy Mina, but will give you access to more weapons later on. Head to the warehouse and hack the computer. Once this is done pick up the \$4000 and heal up if need be.



When you've got the shipping manifest a few mobsters will walk into the area next to you. Take cover at the nearest stash of missiles, and kill them as quickly as possible. Dimitri will be with the gang, but he'll fall down just like the rest of them.

Now SIE will pop up again, and you'll earn points if you didn't injure any VCI. Be aggressive with her whenever possible. Don't act suave unless you want to lose points with Mina. You have the option to attack SIE here, but this definitely isn't necessary.

By utilising cover and waiting until SIE stops shooting, you'll be able to eliminate her. Be aware that VCI troops will aid her and often use the zip-line to get into the mix quickly. It's a good idea to keep moving and taking

cover when the VCI drop by.

Intercept Surkov at US Embassy

This mission will alter slightly depending on who you choose to be your handler. If you ally yourself with the G22, the VCI will attack the building you're about to head into. However, if you choose SIE as your handler, the G22 attacks the embassy, but SIE warns the building that the onslaught is coming. This means Marines will replace the ordinary guards and will provide Mike with expert support when fighting against the G22.

Ensure you stock up on ammo, grenades, EMP's and first aid kits before entering this mission.

It's favourable to use Sie's support in this one, as getting through the embassy is easier. It also provides the chance to gain some points with Mina. When SIE interrupts at the beginning of the mission, act commandingly in the first stance, as Mina will trust you're loyalty to her.

To get in the embassy, you can either walk right up to the guard at the front door, or choose to sneak in. If you talk to the guard you'll quickly be in the middle of the battle. The best option is go across to the right of the courtyard and head up the ladder.



If a Marine stands at the top of the building, you won't have any trouble at all. You need to watch out if it's a security guard though, as they will attack as normal. Move to where the guard was and then bypass the keypad. You'll feel the effect of an explosion when you walk through the door.

Pick the lock on the nearest door and move inside. There's a computer to hack and goodies to find in here, so check carefully. You'll unlock dossier info on SIE if you overcome the computer successfully.

Move past the corridor that's been blown up and avoid the camera. Sneak under the camera when it turns left and then make your move when it comes back to the right. Continue to the next door, and then drop to the ground level next to the stairs.

They'll be insurgents preparing an ambush on one side, but ignore them and move to the medical station.



Take the elevator to the second floor.

Whatever route you decided to take, this is where they all meet up. Exit the elevator and jump across the ruins, and then wait at the next corner. More enemies will enter the fray, so wait until one is by themselves and then take them down with subsonic rounds.

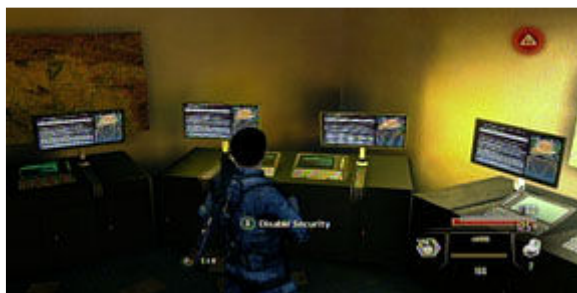
Keep this ammo equipped and move up to the filing cabinet. From here you should be able to shoot the next enemy through the window. Go into the room and pick up the \$500. Move into the next corridor and stop at the doorway, as there's an auto-turret set up and ready to rip your head off. Lob an EMP Charge near the stationary weapon and get past it before it reawakens. If you didn't pack EMP's, use a flashbang and aim it towards the guards. Run past the turret and take cover in the corner of the next office. Here you'll have to fight, and an alarm will be set off.

In the next room hack the computer to gain some information on Grigori. There's also \$1000 on the desk opposite the computer.

Now it's time to meet Surkov. Act professionally and aggressively when possible.

Check the rest of the area for more money. Exit the offices and hack the laptop just outside to gain \$3000. Now enter the newly opened room and pick up the ammo before using the ladder to progress.

When the camera looks right, move underneath it. On the way back get to the next room. Take cover at the end of the desk and eliminate an enemies who pass by. There's a computer which can be hacked for \$3000 in the centre of the desk.



Sneak through the officers until you come to a hole in the wall. Take cover on the right hand side and kill all foes. If you need to shoot the turret do so.

Medical supplies and ammo await in the next room. Now hack the computer to override security.

Enter the next corridor and take cover immediately. Here you'll have to fight off a few hostile troops before hacking the computer in the closest room.

Fight your way through the offices, making sure you move between corridors quickly so that turrets can't focus on your position. You'll need to move down the stairs past the exit and then leap over. Go through the doors and follow the objective marker until you're back with Surkov. You must now protect him by killing all enemies in the area.

When the dust has settled a conversation will ensue with Surkov. Depending on how you treated Grigori earlier, and if you let Surkov's health deplete below the half-way mark, he may draw a gun. If he does, take the option to shoot him in the leg, as this'll impress SIE. If you shot him you'll move on to mission 3.-7, but if you took the better route- it's on to 3-6.

Contact Surkov at Moscow Office

This conversation will once again be affected by previous actions. Surkov will be happy with you if you kept his life above 50%. If you want to keep on Surkov's good side don't get your PDA out when talking to him, as it's rude. Being suave with him will not work, so act as professionally as you can.

Following this meeting you'll see a flash forward between Mike and Leland. Don't reveal too much information or swear towards Leland, but act as calmly as possible.



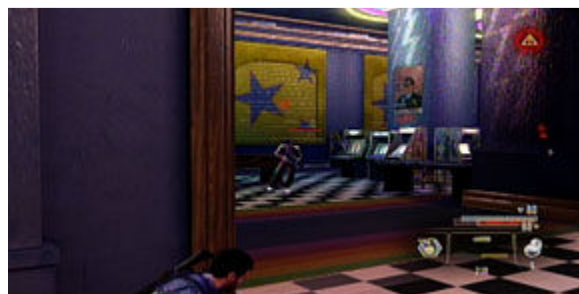
Assault Brayko's Mansion

It's important to know that you're in for a battle with this mission. You should pack an assault rifle, shotgun, and an assortment of grenades to make up for the lack of cover.

Depending on your choices earlier in the game, you may start this mission on a wall or break through the front door in a tank. If it's the latter, get hold of the nearby enemy and take him down. Now pick up the sniper rifle and eliminate all guards before using the zip-line to get to the entrance. Bypass the keypad to get inside.

Alternatively, you'll pull up opposite this door in the armoured vehicle. Mow down as many guards as possible and then enter the building.

An alarm may be raised at this point, so if it is, don't worry about using silenced guns. If guards are still unaware of your presence then stick to the right hand side and take out the two guards with subsonic rounds. Now move down the corridor and kill the three gang members inside the room on the left.

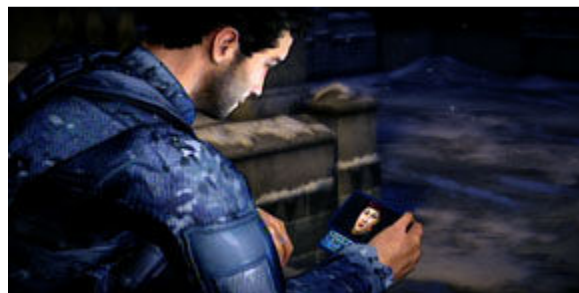


There's ammo and a safe to crack nearby. Come out of the arcade and turn right, where you'll find a weapon mod. Wait by the wall until your allies attack the guards in the next room, and then move in to help them out. Pick up the various items in the room and then move towards the bedroom of big ol' Brayko.

Hack Brayko's bedroom and enter the secret passage. Open the safe for more cash, and move upstairs until another door opens. Crouch round to the next guard and nail him. Now stay behind the railing and wait for the two guards on the landing to walk in opposite directions. Take down the guard on the left first, hide behind the upturned table, and then kill the next one when he investigates.

Enter the game room through on the left hand side. Kill the two mobsters and then wait for another to run upstairs as he hears the stripper's screams. Take cover and eliminate him. Now round up any items left in the room and exit downstairs. Use the medical supplies and pick up another weapon mod before leaving.

You'll receive a call from Mina, who'll announce your ally has been captured. You need to decide whether to save them or go for the Halbech data. Be wary that if you can kill Brayko later in the mission you'll get any information you need. So, it's time to be a hero.



Take cover as your allies storm the courtyard. Help kill the guards and then head to the house on the west. Bypass the keypad and advance to the hostage area. Approach the house with your shotgun and grenades equipped, and wait for enemies to come your way. They'll charge so be ready to move position quickly. Once your ally is free round up all ammo in the area, and ensure you pick up the briefcase.

Follow the objective marker to Brayko and get past the keypad. Take cover on the left hand side and kill all the guards. Pick up any spare ammo and use the medical supplies if needed, before advancing.

Brayko is an extremely tough boss, and one that requires methodical timing if you're to overcome. If you allied with Heck before the mission he will have helped you out by sending over some dodgy drugs for Brayko's consumption.


When the fight begins quickly aim towards Brayko and shoot while his back is turned. If you hit him enough you'll see the first cut-scene before he has time to do any damage. If not, just wait until he stops shooting before unloading into him.



Brayko will change tactics when a quarter of his life has gone, and this is where it gets tricky. He'll whip out a knife and sprint after Mike. Keep running up to the stage and round to the next set of stairs, and when Brayko gets tired, shoot him as accurately as possible.

He'll eventually flash all of the lights and appear on the balcony. You need to take cover on the stage, eliminate the goons and then start shooting Brayko again. If you have the precision special ability, use it when things get

hot so you have more time to shoot down each foe. There's medical supplies in both corners opposite the stage, so pick them up when sprinting round.

		Mission 1	Saudi Arabia	Moscow	Rome	Taipei	Endgame
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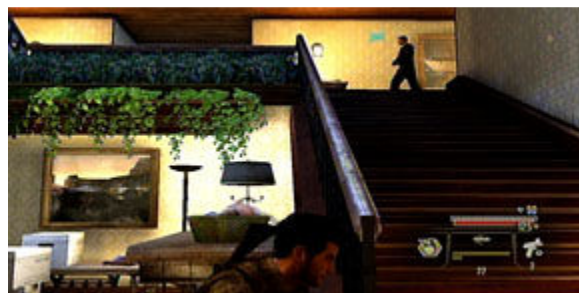
Rome

Bug CIA Listening Post

Plenty of heavily armoured guards lurk through this mission, so stealth is key. In the left corner there's \$7500 to be had. Behind the briefcase you can cut power to the building's surveillance system.

Cutting the power will alert a guard to come downstairs. Ensure you're hidden behind the shelf in the middle, as the guard approaches from the left hand side. Take him down and move to the stairs he's just come from. Go through the door and sneak to the bottom of the stairs. A guard patrols above, so let him stroll past and quickly take him out.

Round up all the items on this level and go to the computer room on the left. Deactivate the camera system and then hack the next computer to complete an objective.



Stay by the wall on the next flight of stairs, and wait for the guard to walk to the left. As soon as he moves take him out. Enter the next room behind the stairs and hack the computer. If you get this wrong you'll trigger an alarm. As the code is smaller, it's best to quite out of the hacking action rather than making a mistake if you think you're not going to make it in time.

If you have to kill any American Agents, Mina will begin to dislike you. Each time you do it'll be -1 from your reputation with her, so triggering an alarm can have monumental effects. If they spot you, get in close and beat them down to the floor.

There's a locked door next to the computer you've just hacked, so get through and pick up a bunch of helpful extras. Head across the hallway and into the next room. Pick up items and hack the computer in there, before modifying the air conditioning unit.

Take cover by the side of the air conditioning and wait for the agents to sprint out. You must deal with them now. Follow the guard who runs directly past you into the next room, and take him out before he enters the doorway to the landing. Get rid of the next guard as he stops just outside the smoggy room.



When they're gone, get inside the room and hack the computer. There's ammo on the coffee table and a briefcase on the side next to the computer.

Now descend the stairs so that you're looking at the front door on the first level. A guard will appear and you need to take him down quietly, so utilise a tranquilizer if you have it.

Go through the front door to complete the mission.

Intercept NSA Intelligence

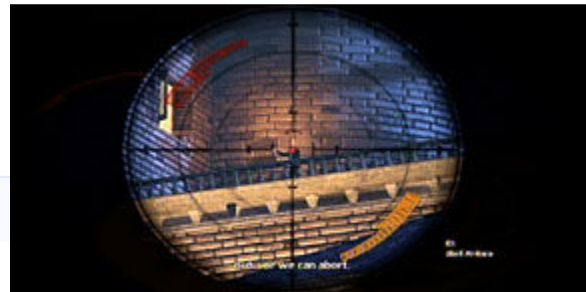
Failure to produce the passphrase on the first stance will annoy Mina. You can either get into the computer room by executing the shop owner or charm your way in without hurting him.



Identify Jibril Al-Bara at Chateau

All this mission consists off is Mike identifying various targets via a specially-equipped sniper rifle. You need to hover the reticule over each target before finding Al-Bara.

In the first area be aware there's a man standing behind the gate. When you've located Al-Bara at the top of the third area, wait until Mina gives you the options to kill or abort and make your decision. Do not shoot anyone else on this mission.



Contact Jibril Al-Bara / Contact Halbech Informant

No matter your decision in the previous mission, you'll meet up with Conrad Marburg here. He struggles to read people so ensure you keep away from being suave or aggressive. Be as transparent as possible with him.

Contact Madison Saint James

Madison will get in contact with Mike, but don't act aggressively towards her unless you want to lose vital reputation points. Act professionally and on the fifth stance, suavely to start the relationship off well.



Investigate Marburg's Villa

The meeting with Marburg has kick started a lot of uncertainty for Mike, so he needs to get rid of him. With Madison in tow, it's time to take down the shadowy figure.

Make sure you pack an assault rifle, pistol, grenades, and EMP's for this misison.

No matter on how the conversation goes with Marburg, you'll be left to fight two of his guards. Your weapons have been removed so use martial arts to get your way out of this one.

Now you need to choose a handler. Mina will provide better tactical advice and Madison has a greater knowledge of the building. Also, if you've met SIE already, she appears as a third option. Whatever your choice, minus points will ensue if you damage the artwork in the building. Before you leave the first room, pick up the money on the bedside table.

Approach the intersection with caution. Wait for the guard down the hall to walk away from the camera and then sprint to the next wall. Pick the lock and listen to the phone call.

Exit via the door onto the balcony. Sneak up on the guard at the opposite end and take him down. Move right into the next room and pick up the ammo, crack the safe for \$1000 and then head back to the balcony for a weapon mod.

Return to the library and open the door to the hallway. Eliminate the guard when he walks off to the right. You can now walk past the camera and into the surveillance room, where you need to get rid of another guard. Crack the safe and hack the computer by the door to gain money. Also, deactivate the surveillance system by breaking into the other computer.

If you happen to activate an alarm, be wary that the deactivation system is the toughest one you'll have witnessed.

Return to the corridor and head down the hallway. In first room on the right there's a medical station, and all of Mike's gear can be found. Pick this up and wait for three guards to enter the corridor. Gun them down accordingly.

Feels good doesn't it? Follow the marker to the door and sneak down the stairs. Stay on the left and pick out the guard on the patio. Take him down when ready. Now kill the guards on the ground level with your assault rifle. There's no need to worry about them tripping an alarm, so you may as well take the slaughtering approach.

Pick up the briefcase by the piano once you're done.

Follow the marker and head to the patio doors. You'll see a guard walking past, but don't attack him yet. Wait for him to walk left, then sneak out and use the columns as cover. There's a stationary guard next to one of the columns, so take him down and quickly put the mobile guard to sleep with a tranquilizer.

Around the next corner there's an auto-turret. When this spots Mike it'll trigger an alarm. Wait for one of the guards to move away from the turret and take him out with subsonic rounds. Now head to the left of the turret and take cover. Take the next guard out in exactly the same fashion.

Load up an EMP Charge and throw it towards the auto-turret. Now sprint past before it comes back to life.

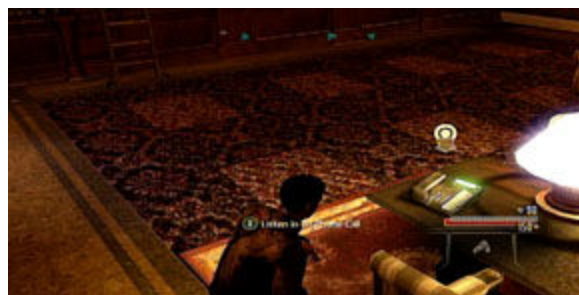
The marker will lead you to the games room. Equip yourself with subsonic rounds and open the door. Wait for a guard to come into view on the opposite of the room, and hit him with a critical shot. Use the columns for cover and make your way across.

There's little point in attempting to out gun these guys, as they're fully loaded with grenades and expertly trained.

Stop at the top of the stairs and wait for a guard to appear. You must pounce when he walks off to the left, and then take cover at the nearest column. Now take out the nearest guard when the opportunity arises.

Depending on how well you do in this room, there's plenty of goodies to find. \$1000 and Dossier Info can be found near the guard to the east, while medical supplies and a safe can be utilised if you mess up and have to gun everybody down. If you want to save yourself some hassle later on, head down the corridor and take out the guy on the balcony. Then pick up the sniper rifle and eliminate as many guards as possible without alerting anyone.

Head towards the objective marker and stop at the first door on the right you have access to. Fire up a tranquilizer and open the door. Shoot the guard down, collect the money and then shut down the auto-turrets.



Come out of the room and head through the next door. Sneak to where the turret is and pick up \$2000. Head to the right hand side of the garden and descend the stairs. There's a hose which also doubles for a secret door if you've followed all objectives correctly, so go inside and pick up the ammo, cash and dossier information. Now return to the courtyard and exit via the gate to the east.

Getting past the guards on the ground floor is actually pretty simple. Sneak down the right hand side and stay crouched when they're walking towards the building you just came from. At the end, wait for the guard to walk away from the gate and exit the premises.

If you didn't use the sniper rifle earlier in the level, a helicopter will appear if you raise any alarms at this point. You can try to shoot it out the sky, but it's easier to just sprint towards the exit.

Investigate Transmissions at Ruins

If you spared Shaheed's life earlier in the game, purchase the intel before this mission and you'll have an easier ride.

Head north from the drop off point and follow the road until you see a terrorist. If you purchased the aforementioned intel then Al-Samad's men will let you pass through this area.

If Shaheed is dead or you failed to purchase the information, take down the three guards without killing them. After descending the stairs turn right and pick up the ammo in the small area away from the courtyard. Hop over the wall and take cover to the right.



This guard is hostile, so wait for him to move into the building on the left and do the business. Set an explosive on the stockpile directly in front of the doorway.

Move west out of the building and take cover on the left. Leave the first guard who approaches, and then wait until the second one looks in your direction for a fair amount of time. When he turns round, head to the doorway on the right and immediately take down the guard who's inside. Pick up the briefcase that's inside.

Now take cover on the right of the doorway. Take out the guard on the right with a tranquilizer and then wait for the remaining guard to run to your position and beat him down with martial arts. Now the area is clear, pick up the ammo to your left, and proceed towards the next archway.

Use the boxes at cover and be aware that two guards stand near.

Eventually they will both look away, so this is the moment to get across to the next set of boxes. When the guard on the lower level walks away again, take him down. Pick up the items at the far end of the columns, then follow the wall round to the next archway. Turn back just before and shoot the guard on the higher level.

You can either use a tranquilizer to do this or take him out with an assault rifle. If you want to stealthily kill the next two guards do the former, but it's really easy to use bullets, as the guards in the next area will sprint to the archway for two easy kills. Before moving on from this area, set the charge on the second weapons cache. Also, pick up the duffel bag and ammo near the ladder before descending.



Head down the stairs and pick up the shotgun shells. Now sneak through the catacombs until you reach a set of boxes. Don't take down the guard who's in front of you until his partner has entered the room and left again. Once he's down, follow the next guard on his way back and put him to the floor too.

Get up the stairs and take the first guard down before he reaches the archway. When he's down search the outpost for a weapon mod and some money. If you move to the next building there's also a safe to crack, which contains another fine extra. Search the area thoroughly before moving onto the platform in a crouched stance.

From the first platform, leap over to the right. Now turn and face the centre and leap across. Use a tranquilizer and take out the guard who roams down one side. Also, one guard stops beneath Mike's position, so do exactly the same for him.

Drop down and take cover near the final guard. He'll walk from one side to the other in a timely fashion, so wait for him to change direction and say goodnight.

Now search the area. There's first aid, ammo, a weapon mod, and \$15,000 up for grabs here.

Only hack the array when you're finished in the area. Defend the console until the mission ends, and watch out for incoming grenades. Use the array for cover when possible, as you can kill everyone from here.

Investigate Delivery at Warehouse

Stay in cover as soon as you hop over the wall. Wait for the guard to lose interest and pursue him. Take him down and eye up the next guard. He can be difficult to remove, so either use a tranquilizer to the head, or sneak back to where you started and watch his pattern of movement. He will move stare towards the open area for a long time and the opposite direction for a short while. As soon as he starts to face where the other guard was, get behind him and take him out.

Head back up the stairs and pick the lock to find \$7500.



Inside the warehouse you'll witness two groups fighting it out. Head to the right until you come to a set of stairs. You'll see a doorway underneath; enter and loot the place for a total of \$8750. Exit the room and head up the stairs, where you'll see some special ammo to pick up. Kill any men on this level and follow the objective marker to reach the computer.

Pick up the cash on the desk and crack the safe before hacking the computer. Once this is complete you have a minute to sprint downstairs, identify the body and get out before the police arrive. Simply run as quickly as possible, press A alongside the corpse and get to the exit. You may have to kill a policeman once outside, but

head to the gap in the fence as soon as possible.

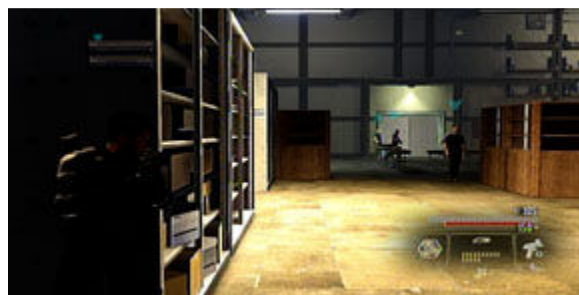
Intercept Marburg at Museum of Art

Follow the first guard to the restroom and knock him out. Exit the room and stick to the right hand side, strolling past the camera when it veers off to the right. Head to the end of the corridor and enter the door on the left.

Hack the computer to deactivate the cameras, and also pick up the lockbox for an additional \$7000. Now return to the corridor and head back towards the elevator. There's a turning to the left that leads to a vault room. Take cover as soon as you get inside, moving to the right side of the vault and into the corner.

A guard will move close to Mike's position, so take him down. You need to quickly move round the room until you can eliminate the second guard, as he'll circle towards his fallen allies position and become suspicious.

Exit through either of the north doors and follow the hallway. Bypass the keypad and take cover by the display case nearest to your position. Keep your eye on the two guards in the middle of the room, and tail off to bookcase to the north.



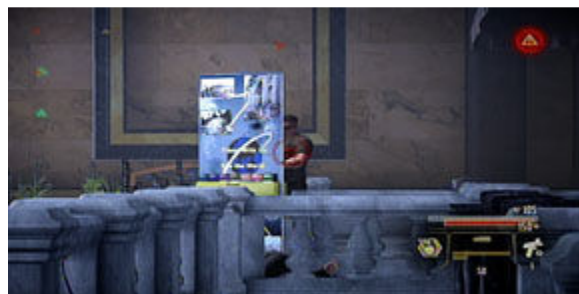
When the coast is clear, head towards the ladder. Stop at the top and wait for the guard above to turn away before taking him down. Although a guard patrols directly beneath your position, he won't notice you even if he becomes suspicious.

Now return to the ladder and see if the guard below is near. When he walks away, drop back down and eliminate him.

At this point three more guards will arrive via the elevator. Head back to the high ground and open fire. Simply take them all down before advancing. There's two briefcases and a computer to hack in this room for extra kudos.

Go through the door beneath the stairs and pick the lock on the right. Collect the duffel bag and then enter the opposite door. Continue past the dead body and into the next room. A guard will descend the stairs, so either take him out with a tranquilizer or some slick hand-to-hand combat.

Head up the stairs and quickly through the next room. Help the security guards fight off Marburg's men. If Mike shoots any security, they'll open fire on him too.



When the lower level is clear snoop around for ammo. Also, head into the bar and pick hack the computer to unveil Marburg's plans. There's also a safe to crack in the corner, providing you with \$8000.

Go up the stairs and cross the bridge. Now you'll be given a choice; do you save millions or lives and let Madison die, or do you save Madison and let millions die? It's a toughy, but any decent human would be letting the blonde take the bullet..

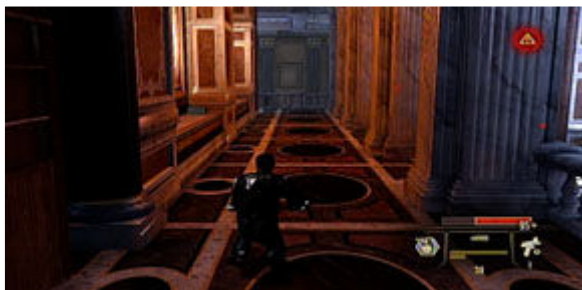
Move down the east wing to disarm and bomb and the west to save the girl. You cannot change your mind once the decision has been made.

For those who choose the West Wing, the same tactics apply. Don't be afraid to gun down guards in cold blood, but realise that once you get to the room full of mines, you need to hack the computer in the centre before moving on

East wingers need to sprint through the first room and then slow down. There's mines on the wall, so sneak left and up the stairs.

Get to the third column and load up either a tranquilizer or subsonic rounds. You should be able to take down the central guard, and then move to the next column down and eliminate another. Now move to the top of the stairs and toss an EMP charge at the auto-turrets. When they're down take out the final guard, then shoot the turrets until they no longer work. Enter the nearby room and hack the computer for more information.

Before heading through the next set of doors, ensure you're fully equipped, with grenades at the ready. Enter the room and turn left.



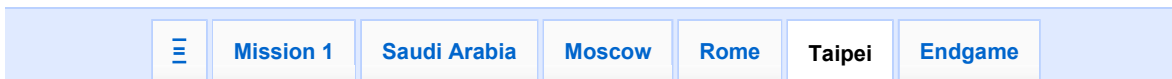
With three minutes on the clock, you need to kill all of Marburg's men and disarm the bomb. Use the final column for cover and annihilate the guard who stands directly in front of you. More guards will appear, so keep tearing them down until you can reach the computers in the lower part of the room.

There's medical supplies in directly behind your position at the first column, and also grenades opposite.

When the room is clear you'll come up against Marburg. Do not kill his men, as this angers him and stronger guards will appear. Instead, aim for the critical shot to his head when he sits behind the first bit of cover. Eventually, he'll begin running round the room. He's extremely proficient in martial arts, so don't take the fight straight to him.

You need to lure him into cover that will expose his head a little more than before. The best way of doing this is by waiting until he gets to the column opposite your original position, and then making your way to the left hand side of the room. At the low cover, Marburg is likely to charge to the centre of the room and sit at the corner of cover. From here, his head is fully exposed, so use your Focused Aim ability to slow things down and unload.

Marburg will flee unless you've been specifically suave throughout the entire game.



Taipei

There's a cool surprise waiting in the Taipei safehouse. Initially bland compared to the previous efforts, heading to the shower will unveil the true set-up.

Contact Hong-Shi

This Triad boss is well protected, and you need to get as much information out of him as possible, so act professionally and do not threaten.

Acting in this manner will unlock the next mission, and will gain support from the Triads later in the game. New options will also be available in Clearinghouse.

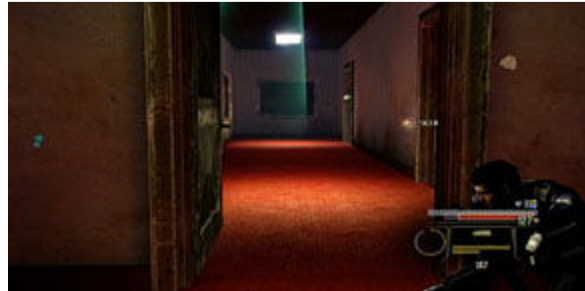


Assault Triad Headquarters in Slums

In the alleyway, crouch and head into the building on the left. Sneak to the end of the hallway and use the doorway as cover. Take the guard out as he passes by. If you triggered the alarm through the first door, the Triads aren't difficult to kill as they aren't wearing armour. If you set off the alarm, you can deactivate in the first room on the right when inside. There's also a computer to hack here for some extra info on the Triad members you've been sent to kill.

Re-enter the corridor and head up the stairs. Once at the top you need to wait for the camera to move to the left and make your move past it.

Pick the lock on the next door and take cover to the right. The first Lieutenant, "Red Eye" Jin waits inside. When he moves past Mike's position and to the right of the room, sneak up behind him and put him to the floor. Now pick up the data disk on the desk and hack the computer to disable the camera outside.



Now head downstairs and visit the room where you received the information on the Triad members. If you did the dirty work earlier, there's no need to take anyone out here, as it's already been done. If not, sneak up on the guard for a single button kill.

Move to left side of the double doorway. You must take out the guard who walks from left to right before he turns. Catch him as he walks past the door.

Head over to the stairs and take down the guard at the bottom. Wait for the guard up top to walk away and pursue him up the stairs. Feel free to open fire with the assault rifle here, as it's unlikely either one of the guards will reach an alarm. Follow the route round and through the next two doors.

Head through the first doorway once inside, and take cover underneath the window. A guard will walk from left to right, and will continue past Mike's position. He enters the alleyway next to the room Mike hides in, so follow his marker until a hole in the wall appears. When he walks past, slip outside and take him down, before heading inside and up the ladder on the left.

Wait for the guard to walk away from the ladder and take him down. Go back downstairs and through the hole in the wall. Sneak across to the building where Tony Tseng waits, and take out the guard who patrols the ground floor.

Move up the stairs and angle the camera so you can see Tony. Follow him when he turns away for a quick kill. Sneak across the connecting platform and hack the computer to gather information on why Hong Sui's lieutenants started rebelling.

Use the zip-line to open the door and then come back to the area. Enter the room beneath the zip-line and pick up \$1000. Equip your tranquilizer and move to the right of the open door. There's an enemy up ahead who needs to be taken care of before advancing.

Move forward to the and search the room round the corner. There's \$500 in a suitcase, and some ammo ready to pick up. Now return to where the guard was and search the bottom floor. Once finished, head up the ladder. Pop through the hole in the wall until you see a turret. Move downstairs to find a suitcase with \$2000 and dossier information inside.



Head back up the stairs to the hole in the wall, and drop down.

Enter the room on the right to find a duffel bag containing \$1500. Exit the room and wait for the guard to move from left to right. When there's enough time, follow him and take him down.

Now move towards the doorway on the left, and ascend the stairs. Collect the ammo in the room and then climb down the ladder, before healing yourself in the next building's medical station (if necessary). Take cover at the doorway and wait for the Triad member to move away. Strike as soon as the opportunity appears.

Equip your assault rifle and head towards the end of the alley. Through the doorway you'll see two Triad goons talking. Gun them down before they finish. There's two lots of cash to pick up on the table, so do this before picking the lock.

Climb down the ladder and take cover at the first wall. Two guards will appear, one on Mike's level and one a little higher. Wait for the lower guard to stop out of sight and shoot a dart into the other guard's head. When the second guard returns, use those mighty fists to erase him from the equation.

In the next room two guards need to be eliminated. In predictable fashion, one will walk towards Mike's position, so take him out when he turns. The other is stationary, so progress straight towards him for a handy double-strike.

Now enter the room to the west to pick up a data disk.

Cross the main room and open the door, taking cover at the right hand side. There's guards looking through the window here, so you can't strike as easily as usual. Wait for the guard inside the room to head away from the window, and quickly put a tranquilizer in him. Only do this if there's nobody looking through from the outside.

There's many ways to approach the next section, and making a party of things certainly works. If you want to go in guns blazing then do, as you'll be able to hack the auto-turrets so they help you out, and also pick up vital information in the room.

Go for Eric Chung first, as he's the strongest. Once he's dead, hack the turrets to your favour and kill the rest of the guards. An ambush will follow, but you're now heavily protected via the turrets and your own position. See off the new wave of opponents and sweep the area for items; of which there are many.



Complete the mission by following the marker.

After the mission you'll meet with Hong Shi again. If you want to gain reputation points, choose a professional

stance in every time you can. Don't try to blackmail him or ask for money unless you want to sever your ties with him and the Triads.

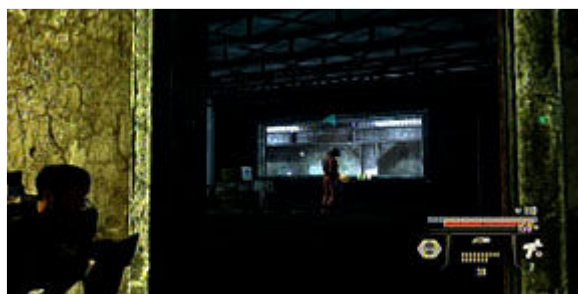
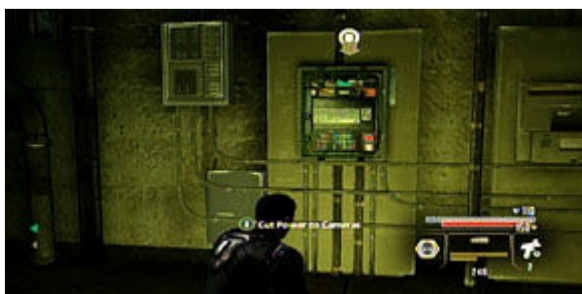
Investigate Warehouse District Trail

Purchase all of the intel for this mission. It makes things so much easier that it's worth spending out on. You'll be able to avoid deadly firefights and turrets with the extra information.

Mike enters a highly patrolled area. There's no way you can take down the G22 guard, so shoot him in the head with a tranquilizer when he's not looking. Instead of sneaking past the cameras, opt for the door on the far side. When the cameras pan away, jump through the hole in the wall and sprint left. If timed correctly, you'll have gotten past the cameras without alerting anyone.

Cut the circuit and return to the elevator.

Bypass the keypad on the elevator and take a ride. Once downstairs, a G22 member will be lurking to the left. Take him out when he stops. Continue through the hallway and enter the room on the left to find a briefcase with \$4000 inside.

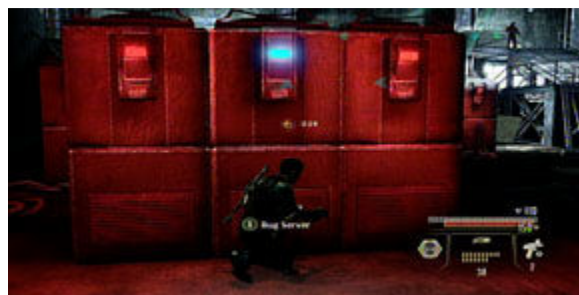


Come out of here and open the next door. Take cover before popping the G22 guard with a tranquilizer.

Enter the room and head to the right, where there's \$8000 to pick up. Ignore the locked door and sneak back into the darkened room. Move into the opposite room and pick up the duffel bag. Now sneak down the stairs.

You need to bug the generator, and this is where your intel really begins to help. If you didn't purchase the intel you'll need to bug three generators to complete the objective. For those who did, it's just this one.

It's not the worst idea to use your assault rifle to kill all of the guards in this room, as you've got some excellent cover with the generator's bulk. However, stealth fans need not worry, as there's a route through for them too.



Firstly, sneak into the room to your right. There's a computer to hack and a briefcase with dossier information inside. Head back to your original cover and watch the guard on the left hand side. Before he enters the view of the camera, take him down.

Move to the third server and shoot the guard to the west with a tranquilizer. Using the side of the third generator nearest the entrance, take cover to the left and watch the conversation between G22 guards. Equip subsonic rounds and shoot one of the guards when he walks away. Follow this up quickly with shots to the stationary G22 member.

Now move across the room so you can see the final guard. Shoot him with critically before he spots the other guards who've fallen. If you didn't purchase the intel you can now bug the other servers.

Ascend the stairs whilst watching the camera, and head towards the door to the south east. There's a serve

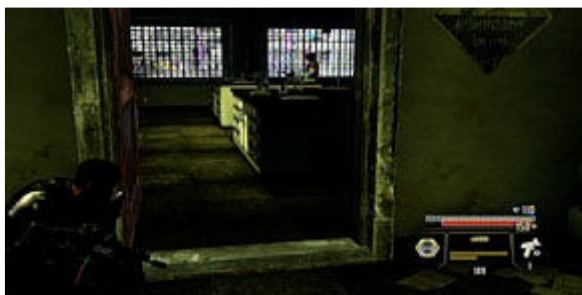
just inside to the left, so bug it. Now sneak forward and shoot the guard on the right with a tranquilizer, before bugging the server directly in front.

Follow the route until you reach a doorway on the left. A G22 guard will naturally pass through the door so take him down with a one-button hit. One final server needs to be bugged in this room, so do it now.

Move into the next room and pick up \$2000. Open the door across the hall, where the guard will never turn, so just sneak in to the right, and creep up behind the guard. Take him down, pick up the dossier files and leave.

Now follow the marker and get out onto the rooftop. You need to take down the guards on your level first, so only move when the higher G22 members aren't looking. Take cover to the right and watch the guard go past. Follow him, taking him down as quietly as possible.

Head back to the entrance and sneak past the higher guard to the left. There's a duffel bag here, so pick it up without firing a shot.



Now it's up to your judgement. Use the air conditioners to advance towards the helicopter, staying as close to the right hand side of the building as possible. You'll come to two generators; one blocked with a mini wall at the end of the rooftop, the other your ideal hiding place. Wait for the guard to circle past the brick building near your position, before taking him down. This must be completed before he enters the open.

Now follow the route the guard used and aim a critical shot at the helicopter gunner. This'll make your job of clearing the area a lot easier.

If an alarm sounds don't panic; your assault rifle is too much for the G22's measly armour. Kill any remaining guards and follow the objective marker down the ladder, where you can deactivate the alert straight away.

In the next room there's a briefcase with \$5000 inside to the right. Now move forward, watching the window to the right. Take down the guard when he passes, and continue until you come to a ladder. Take cover at the cargo and watch the guard to the left. He'll eventually walk off, so move left along the cargo until you come to the end. Wait for the guard to return and take him down with as he moves past.

Hack the computer in the next room, although it's not necessary. Exit the room and head north to the cargo containers. Watch out for the auto-turrets, so sneak along the north wall and turn right until you reach missile containers. Move past the missiles, taking cover when possible, and take out the guard.

Get to the control room in the west, avoiding the view of the surveillance cameras. There's medical supplies inside and a briefcase containing \$5000. Now open the warehouse doors.

Proceed left and take cover at the first lot of crates outside. When the guard opposite your position isn't looking dart to the right. Follow the path round until you see an open container door. Use this for cover and pick up the grenades inside. Use subsonic rounds to take down the nearest guard, and move around the corner until you see the guard in the centre.

Two guards remain, so you can try to take them down stealthily, or use the less subtle approach. Either way you need to use containers as cover, naturally progressing through the level until you see the exit. When you can see the gate head towards the trailer on the right hand side. Pick the lock on it's door and grab the weapon mod inside, before climbing up the nearby ladder. As you can't just walk through the gate, you need to jump across the containers to get away.

Albatross will now contact Mike. If you want help from G22 in further missions, delete the programmes as asked. The G22 leader appears legit, so at this point, Mike could use the support in upcoming tasks.

Contact Stephen Heck



Heck is completely different to anyone you've dealt with, and needs a aggressiveness to get to the point. Act suavely and with an air of authority to get the information from this bewildering individual.

Retrieve NSB Data from Grand Hotel



Do not kill the guards in this mission, take them down via non-lethal means or hand-to-hand combat.

Make sure you pack a silenced pistol, tranquilizer darts and EMP Charges for this mission. In the conversation at the beginning, act aggressively towards Stephen. For extra rep with Scarlet, choose to act suavely on the first stance, but don't do the same afterwards.

Take the ammo in the room, then sprint to the elevator at the end of the hallway. When a guard comes into view, fire a tranquilizer towards his head and help Heck out. Stick to the right wall and pass under the camera's gaze. Follow the path round and enter the first room on the left. Here you'll be able to disable the cameras.

Head across the hall and hack the next computer to obtain a map of the hotel. There's plenty of locks to pick and items to grab around this area, so fully search when nobody else is around.

When you're complete, ascend the stairs to the penthouse. Here you'll meet Scarlet, who'll give you a room key for the hotel.



Advance down the corridor and take cover to the right hand side. A security guard will lean over the rail above Mike's position, so send a tranquilizer his way. Another guard moves into the bar area, stopping in the centre. When he does, use the same method to eliminate him.

A final guard remains on the ground, so take him down when he's not looking. To catch the last guard on the top level, move up the stairs when the camera pans away. You need to be efficient here, so take the guard out when you get a clear shot.

Now go through the corridor past the last guard, and head left after coming up the stairs. Follow the route and go through the door. The keypad here is really difficult to bypass, so make sure you abort before running out of time. Once inside, hack the computer.

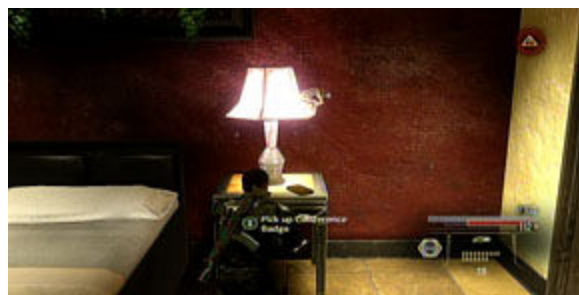
If you purchased all the relevant intel before the mission, check out the painting in the room for an extra cash boost.

Return to the landing and head across to the opposite side.

Inside the room hack the computer on the table. Head into the bedroom and collect the conference badge. There's also a safe to hack in the bathroom, which provides greater intel on Halbech.

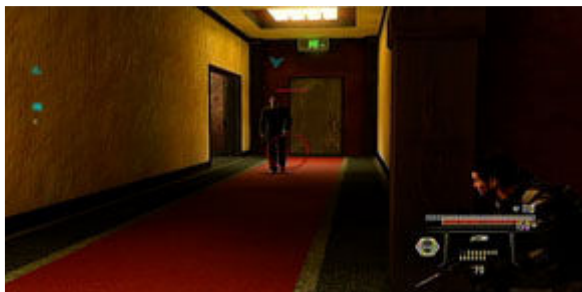
Head back to the lower level where you took out the guards, and collect \$5000 on the bar. Making sure you don't alert a camera, go into the lift and take a ride.

When the elevator stops turn left, taking cover on the right. Mike will overhear conversations in the next room, before a guard enters his field of vision. He'll walk towards Mike and stop just short, so wait for him to turn round and put the reducer in.



Now turn left and pick the lock. Move through the corridor and open the double doors in the centre. Sneak in and take cover next to the projector, as a guard will approach nearby. Take him down, and collect the \$5000 in the briefcase on the table.

You now need to take out both remaining guards with tranquilizers. Do this in quick succession, and head over to the laptop for some hacking action. Once this is done, you have a choice to make: erase the file for Heck, or leave them be. If you delete them, you'll have to fight your way out of the mansion with Heck's help. If you leave them, it's mightily hard to get out of the mansion without fighting, and you'll lose rep with Heck (plus any support if your rep isn't high with him).



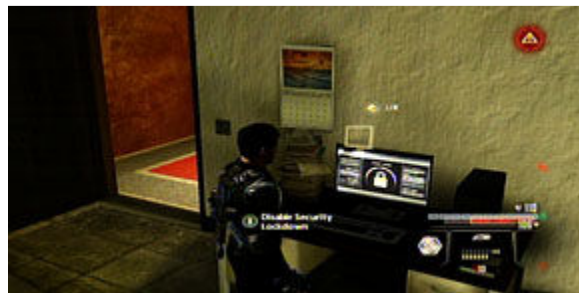
The best option is to erase the file and load up your guns. It's about to get hot.

Two guards will appear after erasing the file, so take them down with martial arts. Head through the double doors and into the lobby. Only use tranquilizers to take the guards out, and if possible, use Chain Shot to ensure they all hit the deck safely before Heck throws a bomb in the way. Any deaths will loss you points with Mina.

Once the lockdown has been initiated, you need to get to the front of the lobby and enter the room labelled "Employees Only." This is situated up the stairs to the left. Avoid combat and make a run for the door; if any guards follow, dispose of them with martial arts.

Hack the computer and if you have time, pick the lock to receive an armour mod.

Head back downstairs, taking down any guards who pose a real threat via non-lethal means. Follow the objective marker to the doors, where you'll realise their locked. Mina will quickly send you in another direction, so simply follow the marker past the registration desk. From here, pick up the ammo in the next room and get to the elevator.



Intercept Assassination Plans

When Omen Deng approaches you, choose a professional second stance. Once inside the locked room, Chinese Secret Police will enter with the intention of executing Mike. Part of the floor is missing, so drop down here when the firing squad approaches.

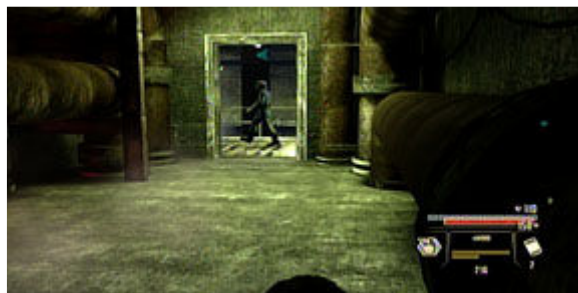
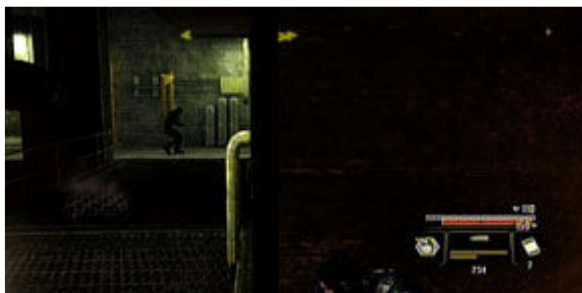
Sneak through the passageway and climb at the ladder. Take cover at the nearest crates, waiting for the

nearest guard to look down the hole Mike came from. If he spots you, don't be afraid to kill. When he's finished follow him for a takedown. If you can complete it successfully, leave the other two guards be.

Enter the next door and ascend the stairs. Sneak across to the right hand side of the room, and slowly approach the guard opposite for an easy elimination.

Move round the room, taking cover at the last column before the ladder. A guard can be seen facing away, so aim a critical shot at his head with the tranquilizer. Sneak back to your original position, and turn to face the guard who is looking at the ladder. Now take him down with a tranquilizer.

Climb the ladder and sneak to the nearest cover. A guard will drop down, so kill him when he does. Check the corner for a duffel bag containing money. Make your way to the top level, and head through the door.



Before reaching the open doorway, let the guard stroll past. Follow him for a takedown.

Use the nearby crates for cover, and wait for the next guard to turn his back before pouncing. Now climb down the ladder and go through the door. Pick up the duffel bag when moving down the passageway. Open the next door and take cover just inside to the right.

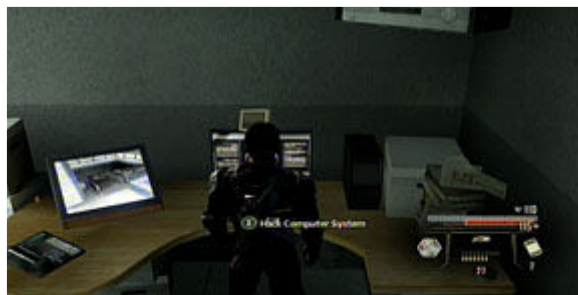
Four guards wait in this area. Wait for the one on the top level to move round to your position, and when the guard opposite isn't looking, take him down. Sneak to the right and drop down at the first opportunity.

When the guard to your left passes behind the machinery, drop down to his level. Now take cover and wait for him to come back before taking him out. Now feel free to kill the remaining two guards, as once they're down you can search the area for a duffel bag.

There's an extremely difficult lock to pick at the top of the stairs, with \$2000 and special ammo inside. Only risk this if you're to prepared to fight off a handful of guards if it goes wrong.

Now drop onto the tracks and progress through the door. Do not use lethal force on civilian guards as your rep with Mina will drop. Wait for the surveillance camera to pass to the left, then take cover at the first column on the right. A guard will approach, so take him down when he turns away.

Sprint to the stairs and take cover on the right. When there's enough room to do so, follow and take down the nearest guard. There's a room to the right that has a safe with a weapon mod on. Bypass the keypad, crack the safe and head upstairs.



There's two guards lurking, but plenty of opportunity to take each out. Utilise both sets of stairs to ensure you get them to the floor without alerting anyone. Once this is done, search the room before picking up the data

disk and hacking the computer to receive cash injections of \$2000 and \$6000 respectively.

You will also open the gates to the boarding platform on the level below. Two guards will enter the room, so use tranquilizers on both. Now head out the double doors and to the left, where you can shut down any surveillance cameras in the area.

Now go down the stairs and to the far side before descending once more. You'll encounter some enemies, but don't worry. If you had are good friends with Heck and helped him out before, he'll come to the rescue. If not, simply take cover and mow the secret police down.

Be aware the normal police may be in the area too, so only kill the Chinese enemies. Once the coast is clear, bypass the keypad on the door opposite where you started. Follow the route and open the door. Take cover as soon as you move into the next area, and be ready to kill more hostiles. Cross the tracks when there isn't a train coming, and kill the guys on the other side. When everyone is dead, search the area thoroughly for a duffel bag containing \$4000 and any other goodies that have been dropped

When the target starts sprinting, you must follow him. After the short cutscene, don't worry about killing him; simply switch the tracks so the train doesn't kill you both. The switch is on the left and the mission will end once it's been pulled.

When the mission ends Mike will begin decrypting the disc. A virus strikes and he only has time to save one vital file. Make your decision without getting aggressive towards Mina.

Contact President Sung

It's important you offer Mina support after the meeting with Sung. Choose an appropriate stance when talking to her.



Scarlet may also appear after the chat. If she does, act grateful for her help so far to score a reputation point.

Stop Omen Deng at Memorial Rally

Before heading into this mission you need to ditch the pistol. Bring an assault rifle and either an SMG or shotgun to make things easier. Ensure you have all types of ammo and some explosives to get you out of trouble. Don't bother buying the sniper rifle dead drop from clearinghouse, as this alerts guards when used in the level.

From your first position, wait for the nearest guard to move towards the bridge. As soon as he does, sneak to the rocks. When he turns round, take him down.

Now head to the base of the stairs to the left. When the guard moves towards the laptop, quickly eliminate him. Hack the computer and pick up the duffel bag.



Move back the way you came and head over to the right. At the bottom of the stone steps, equip subsonic rounds on the assault rifle and take a critical shot at the guard who patrols above. Collect the ammo he leaves behind.

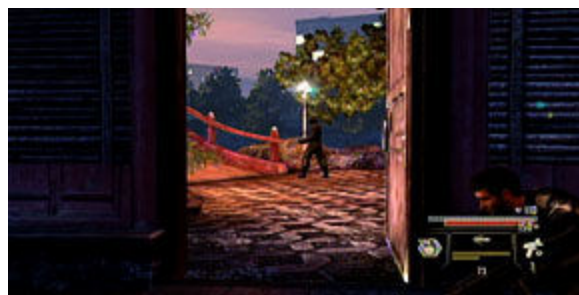
Before using the zip-line, ensure the two guards to the left are looking away. Swing through the window and stomp on the guard inside immediately. Use an EMP to crack the safe, and pick up the armour mod in the room.

Open the door and wait for the guard to come into view. Take him down with subsonic rounds, and then

switch to normal ammo, killing the final guard. There's ammo on the crate outside if needed.

If you've allied with the G22, you'll gain some support here. Help them get rid of the Chinese defence, picking up the duffel bag and ammo in the gazebo. Be sure to check fallen foes for items too.

If you purchased the proper intel before the mission, proceed into the temple. Use the turret to kill the Chinese police and hack the computer to deactivate the bots, picking up the duffel bag in the process. There's also another weapon mod here. Triads will now help you out here if you allied with them.

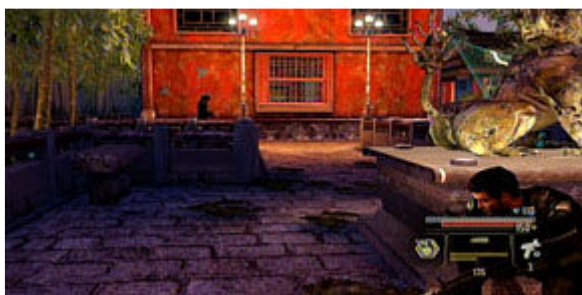


For those who didn't have the correct intel, enter the door to the left of the temple and head down the stairs. After fighting off the resistance, go through the gates and hack the computer on the left for additional information on Halbech. This is also your chance to deactivate an alarm if it's been set off. Make sure you check the far bench, as there's a duffel bag with \$5000 waiting to be taken.

When you get to the gardens take cover to the left. Watch the guard move from left to right and follow him. Take him out asap, making sure you stay out of the surveillance camera's sight.

Enter the next building and collect the lockbox. Continue out the building and take out the next guard. Sneak to the beginning of the bridge. When the guard moves from right to left, follow him for a knock out. Pick the lock on the nearest door and capture \$10,000 inside. Hack the computer to deactivate any cameras. You may want to use an EMP to get inside.

Now take cover on the right hand side of the door and wait for the guard to start moving to the right. Follow him and take him down. You will have passed a building with a shrine inside, so head back and take the \$2500 sitting inside. Once completed, follow your objective marker.



Sneak up the stairs, angling the camera so you can see the guard. Continue moving and quietly put him to the floor. Collect the armour mod in this room once he's down.

With your assault rifle equipped, head onto the balcony. If you're allied with the Triads they will blow through a door and help you here. If not, you've got to take out all the guards/turrets by yourself. Use Focused Aim if things get too difficult at this point.

Head to where the guards were standing and deactivate the alarm. Also pick up the duffel bag containing \$3500. In the opposite building there's \$5500 to pick up and a medical aid station to take care of any wounds.

Now you'll encounter Omen Deng. Any G22 support you have will zip-line in, so use this time to get to cover on the left. Slowly make your way to the stairs, killing any enemies in the process. When you're at the top and your foes are down, collect any items in the area.

Head inside and take cover when you hear Deng speaking. Kill the guard on the ground, and the one on the scaffolding to the right. Now head up the red



ladder and kill the two on that level. Use martial arts where possible to save bullets.

When these guards are dead move up the ramp, sprinting to take cover. Shoot the police around Deng, and then critically hit the boss a few times. He'll use the evasion skill to get away, appearing invisible for a moment. Use the zip-line to the right when he does this.

Be ready to kill guards on both levels here. Two will appear at first, so once they're dead, move up the scaffolding. Keep fighting until you reach another red ladder.

More Chinese secret police will arrive on the elevator, so kill them as soon as they appear. Head to the path they were on and pick up the remote mines in the corner. There's also a medical aid station on the back wall if you need a boost.

Kill the guards on the opposite balcony and use the zip-line to follow Deng once more. Drop to ground level and pick up the ammo on the floor. Now exit and make your way to the balcony.

Deng isn't too difficult to overcome. He'll stand out in the open at first, so take cover and shoot him as much as possible. He'll then turn invisible, so wait until he settles and fire some more. Eventually he'll approach you with some hand-to-hand combat. Continually fight back until his defence drops and he runs off. Repeat this until his live runs out, but do not execute him when given the chance.


If you chose to save the riot data, Sung will now be shot fatally. If you saved the assassination data, a bulletproof vest will keep him alive. Act professionally with Deng to secure some reputation points.

If you've got a positive relationship with Mina, you'll now see her at the safehouse. Keep things going well during this conversation and you'll have the chance to kiss her, thus receiving the Office Romance perk. If you didn't score so well with Mina, the conversation will happen via telecom.



When you're finished with Mina, check your emails. Sending a few well thought out replies may aid your final quest.

Now Mike needs to build an army. Certain meetings may not be available if you killed individuals during the game, but here's who you can gain help from:

		Mission 1	Saudi Arabia	Moscow	Rome	Taipei	Endgame	
Endgame								
Contact Scarlet Lake								

Be professional with Scarlet, and don't act suavely round her. If you have a good enough relationship to see her in person, choosing to stay with her will lead to a a romance, and the Exclusive Interview perk being unlocked.



Contact Sheikh Ali Shaheed

If you let Sheikh Ali Shaheed live in Saudi Arabia, you now need to decide if it's worth keeping him alive. He asks Mike to betray his country in exchange for help, so make your decision quickly.

Contact Albatross

If you allied with the G22 in Moscow and Taipei, this is your chance to gain some extra help or lose the firm's support altogether. If you allied with the VCI, this option will not appear. Be professional with Albatross if the conversation arises.

Infiltrate Alpha Protocol

This is where you need to ensure you have the most advanced armour and weaponry possible. Ensure you have an assault rifle with all types of bullets, and then the secondary gun you're most skilled with. Also, pack as much ammo and grenades as possible.

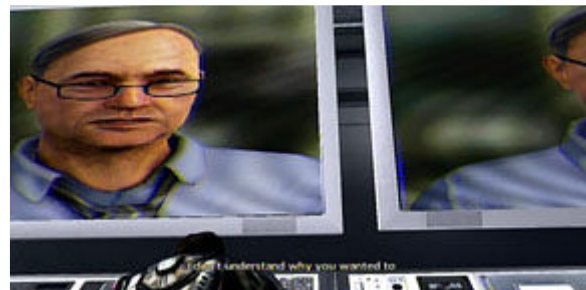
Now you need to choose a handler. Your actions prior to this point will determine who you can choose. If you want a relationship with SIE, choose her.

You will also have a final chance to talk to Leland. You can stick to your guns or join Halbech. This will determine which ending to the game you receive, and which bosses you fight. If you opt to punch Leland and your rep with his is below -3, he'll become the final boss.

Before starting, make sure all beneficial mods have been applied to your outfit and weaponry.

After the chat with Leland you'll meet Marburg. Act professionally towards him. Once this is over, you'll be strapped to a table ready to be killed. Whoever you chose as your handler will secure your release. If you chose SIE, she'll now get the chance to "thank you" how she wanted earlier in the game. If you agree to let her do what she wants, you'll gain the Savage Love perk.

When the scene is over, collect your gear and sprint out of the room. Take cover and kill the two marines. Try and evade the interests of the auto-turret. Deactivate the alarm if you do alert it, and head to the elevator.



Before the doors open crouch on the left hand side. You'll see a guard sneaking towards a door; you must reach him before he enters the room if you don't want to alert the next guard. Simply sneak up behind him for a takedown, enter the room, and do exactly the same to guard who waits inside.

Now search the room for ammo and cash.

Use the keypad at the back of the room to either download files to the PDA or contact Parker. Downloading the files will reveal some secret information about Scarlet, while talking to Parker will provide an excellent opportunity.

Maintain a decent standing with him throughout the conversation. Do not insult him and remain professional. If you manage to do this, the option "Analysis Flawed" will appear. Mike will tell Parker where he is wrong, and can gain up to four reputation points with him for doing so.

The video will cut out and two guards will storm the room with flashbangs, so take cover and kill them. When they're down, deactivate the alarm and move to the end of the corridor.

Take down the first guard. You now have the option to recruit Scarlet Lake as your handler. Bypass the keypad and enter the monitoring room. If you want Scarlet as your handler, pick up all the items and go through the next door. If you don't, simply continue down the corridor you came from.

Head through the door and kill the guards on the opposite balcony. Leap across the gap in the bridge and take cover on the opposite side. Use the corners as cover, slowly moving round to kill any guards who lurk. Be aware an auto-turret sits on the floor too, so you will want to blow this up.

Any guards who climb up the ladders can be dealt with via martial arts, so don't waste your ammo. Before heading to ground level ensure the guard on the mounter machine gun is dead. Collect all ammo before moving up the other side.

You now have the chance to save Mina. This will alter the ending of the game if you do. Bypass the keypad on the door if you want to save her.

There's an obvious route to Mina. After you've killed the two men and destroyed the turret pick up the EMP Charges. From here, locate the safe inside the obstacle course to gain another weapon mod. Kill the remaining guards and grab Mina. There's another weapon mod after you've got here in the confinement area.

Now follow your objective marker to rendezvous with your handler. Enter the double doors and search both sets of offices once all resistance has been squashed.

Deactivate any alarms before entering the next corridor, where two guards will be waiting.

Up the stairs you'll see your handler, and a huge blast out of the wall. Use this to your advantage and kill the guards below.

When the room is clear use the zip-line. Search the room for two computers to hack, and any ammo that may have been dropped. Ascend the stairs and head into the next room, where incendiary grenades can be picked up.

Now you'll either need to kill all the guards and collect the Alpha Protocol data, or kill the guards and Parker. If you got him to change his mind, you'll need to head to his area. Parker will leave the information for you, but will run away. If you remained enemies, you'll need to hack the computer to disable security in order to get to the control room. Either way, your route is the same and will be natural on screen. If Parker's health gauge appears, you need to kill him.

Your handler will help you kill the guards, but that isn't to say it's easy. When reinforcements arrive throw grenades towards their position. You have five minutes to either kill or defend Parker, but don't worry, this is ample time.

After all the guards are gone, search the area for supplies.

Head into the control room when ready. If you chose a specific set of answers throughout the game, and

retrieved all of Marburg's and Parker's dossier information, the latter will now appear as a boss. He's simple to overcome if you focus on him before his men. Do not kill his guards before him, as this will make things more difficult.

Retrieve the Alpha Protocol disc and sprint through the area to the large elevator.

When outside, take down the guard on ground level before shooting the one in the tower. Collect any ammo in the area and then use the tower's vantage point to pick off more guards. When you're finished, climb down the ladder and drop from the small cliff opposite.

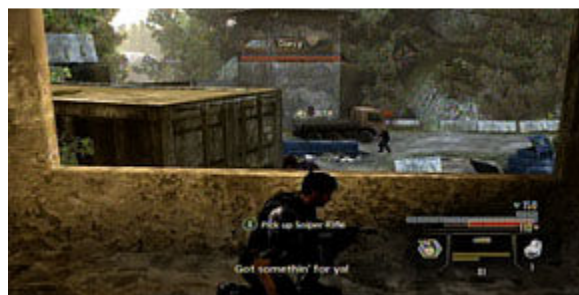


Darcy has now set up a little playground for him to have some fun in. Or so he thinks. If you have an EMP Charge on you, kill the first two guards without moving into Darcy's view, and head to the tower on the left. Use the EMP to get inside. If you don't, check where the first two guards died, as there should be a briefcase with one inside.

Climb up the ladder inside the tower to kill Darcy in the easiest way possible. Simply snipe Darcy until he is dead, taking cover when he returns fire. You can kill him within seconds if you hit his head behind cover too.

If you fail to find an EMP Charge, the premise is the same, just much tougher on the ground. You can use vehicles to blow up groups of enemies; a perfect way to finish off guards once Darcy has fallen.

Drop down from the tower and search the area. There's a weapon mod in the middle, and ammo to be picked up. When you're ready, head past Darcy's sniper tower and take cover behind a truck.



Equip subsonic rounds, and then sneak up on the nearest guard. Quickly aim for the head of the guard in the tower above and take him out. This keeps the guard on the floor guessing a little longer, so kill him as soon as you see him.

Now leap off the edge and grab the missile launcher. Take aim and fire the single missile with haste. Shoot down any other guards who linger before sprinting up the path to the next missile launcher.

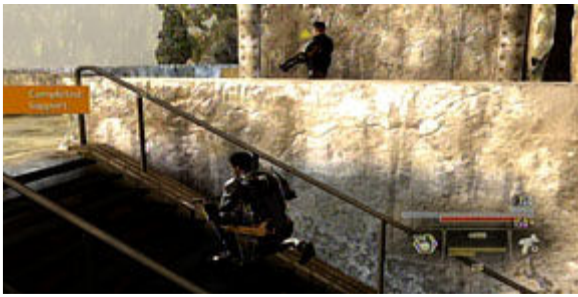
Use your assault rifle to blow up any gas tanks in this area. There's plenty of missile launchers in each tower, so use wisely. If you run out of missiles and the helicopter isn't down, use your assault rifle. In the tower to the left of the stairs, there's plenty of ammo for the assault rifle if needed.

When the bird is down, drop from the ledge your objective marker points towards.

Move up the stairs quietly, stopping before you get to the top. Wait for the guard to appear and take him down when he starts to walk.

Head inside to pick up some ammo, and then move up the next set of stairs. Before dropping, shoot the auto-turret in the tower opposite your position.

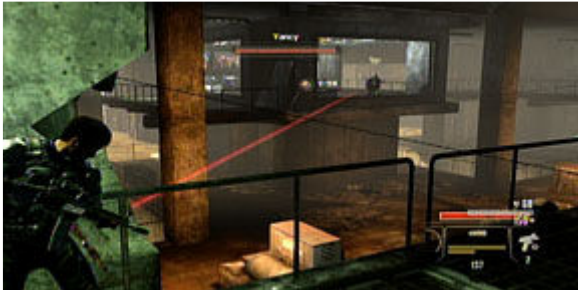
Now all you need to do is take cover and kill all the guards in the area. You may wish to start with subsonic rounds for a few easy kills. Beware of the auto-turrets here too. Inside the tower there's a weapon mod, so go back here when the coast is clear.



Ready for the final boss? Westridge isn't going to make your life easy.

First thing you need to do is stand behind the metal cover. Westridge's gatling gun can't penetrate this material, so it's the only safe cover in the level. Shoot the gas tanks and eliminate any guards on your level. Now sprint across to Westridge, stopping beneath his position. Turn round and kill any guards on the higher levels. Now sprint to the stairway at the back of the level, and use the first column as cover.

Sprint from cover to cover moving right. Use the steel plate at the end for cover, and then sprint round to the opposite steel plate. From here, you have two choices. Make a run for Westridge and tackle him with martial arts, or use your Focused Aim perk and shoot him from your current position. Choose either one depending on your skills.



Once Westridge is dead, one of many endings will ensue.

Alpha Protocol Achievements / Trophies

A Plot Uncovered (Secret)	5G / BRONZE	↓
You discovered the identity of Sung's assassin.		
A Price On Mercy (Secret)	25G / BRONZE	↓
You spared Konstantin Brayko.		
Alpha Protocol	75G / SILVER	↓
Complete Operation Desert Spear.		
Antisocial	10G / BRONZE	↓
Get 3 people to hate you (who must all hate you at the same time).		
Ask Questions First, Shoot Later	15G / BRONZE	↓
Refrain from killing in cold blood.		
Assault Rifle Marksmanship	5G / BRONZE	↓
Score 100 head shots with the Assault Rifle.		
Basic Training	50G / BRONZE	↓
Complete the Training Mission.		
Black Belt	5G / BRONZE	↓
Defeat 50 enemies with CQC.		
Breaking and Entering	5G / BRONZE	↓
Pick 10 locks.		

Building a Deadlier Mousetrap	5G / BRONZE	↓
Have 100 placed devices detonate.		
Circuit Breaker	5G / BRONZE	↓
Bypass 20 electronic devices.		
Crime Buster (Secret)	25G / SILVER	↓
You reconciled with Alpha Protocol and put Halbech out of business.		
Data Theft	5G / BRONZE	↓
Hack 10 computers.		
Desert Spear	25G / BRONZE	↓
Assassinate Sheikh Shaheed.		
Evolution of an Action Hero	10G / SILVER	↓
Complete the Alpha Protocol using the Recruit background.		
Exclusive Interview (Secret)	5G / BRONZE	↓
You and Scarlet Lake had a romantic tryst.		
Friends Before Strangers (Secret)	25G / BRONZE	↓
You saved Madison Saint James from certain death.		
Full Circle	125G / GOLD	↓
Complete Alpha Protocol.		

Hard Choices (Secret)	25G / BRONZE	↓
The Roman History Museum is safe, thanks to your efforts.		
Hard to Read	10G / BRONZE	↓
Use each stance at least 25% across 90 dialogue stance choices.		
Hardcore	25G / GOLD	↓
Complete Alpha Protocol on Hard difficulty setting.		
Judge, Jury, and Executioner	15G / BRONZE	↓
Let your gun do the talking.		
Ladies' Man	10G / BRONZE	↓
Romance all the ladies in Alpha Protocol in a single career.		
Lurker	5G / BRONZE	↓
Evade or Takedown 75 enemies across your career.		
Keeping the Peace (Secret)	25G / BRONZE	↓
You prevented a riot from killing hundreds in Taipei.		
Never Trust A Sociopath (Secret)	5G / BRONZE	↓
You successfully alienated "secret agent" Steven Heck.		
No Compromise, No Mercy (Secret)	25G / SILVER	↓
Choosing your own path, you put an end to Halbech and Alpha Protocol.		

No Time For Love	20G / BRONZE	↓
Complete the game without being seduced.		
Office Romance (Secret)	5G / BRONZE	↓
Your working relationship with Mina Tang turned into something more.		
One Less Gangster (Secret)	25G / BRONZE	↓
Konstantin Brayko is dead by your hand.		
One With The Shadows	5G / BRONZE	↓
Complete 3 missions with less than 5 kills and with no enemies alerted to your presence.		
Operation Blood Feud	75G / SILVER	↓
Complete Operation Blood Feud.		
Operation Deus Vult	75G / SILVER	↓
Complete Operation Deus Vult.		
Operation True Heirs	75G / SILVER	↓
Complete Operation True Heirs.		
Pistol Mastery	5G / BRONZE	↓
Score 100 Critical Hits with the Pistol.		
Price For Lying (Secret)	5G / BRONZE	↓
You killed Surkov for lying to you.		

Ready for Anything	5G / BRONZE	↓
Acquire the vast majority of Intel available in the game.		
Respected Enemies (Secret)	5G / BRONZE	↓
You gained Marburg's respect and bested him in battle.		
Rising Star (Secret)	25G / SILVER	↓
You joined Halbech and put an end to Alpha Protocol.		
Rome-ance (Secret)	5G / BRONZE	↓
You became more than friends with Madison Saint James.		
Russian Alliance (Secret)	5G / BRONZE	↓
You forged a partnership with Sergei Surkov.		
Savage Love (Secret)	5G / BRONZE	↓
You gained the affection of SIE and allowed her to consummate her lust.		
Secret Service (Secret)	25G / BRONZE	↓
You prevented the assassination of President Ronald Sung.		
Shotgun Crowd Control	5G / BRONZE	↓
Score 100 Critical Hits with the Shotgun.		
SMG Havoc	5G / BRONZE	↓
Achieve the maximum SMG Critical Hit Multiplier 7 times in your career.		

Social Butterfly	10G / BRONZE	↓
Gain Liked reputation status of 3 people (who must all Like you at the same time).		
Stay of Execution (Secret)	25G / BRONZE	↓
You allowed Sheikh Shaheed to live.		
Technophile	5G / BRONZE	↓
Complete 5 missions wherein 6 different gadgets are used.		
Thorton, Inc.	10G / SILVER	↓
Turn all your enemies into allies in one single career.		
Youth Trumps Experience (Secret)	5G / BRONZE	↓
By carefully pushing his buttons, you provoked Marburg into fighting to the death.		