



Introduction

The hellish landscapes of Clive Barker's imagination will make the Jericho Squad wish for death, and then realize even that would provide little relief. It's a struggle of those already doomed, fighting for humanity, or perhaps just to fight. The seven members of Jericho will battle their way to the beginning of time in order to prevent its end. Think you're up for the task?

In this Clive Barker's Jericho strategy guide, you'll find:

- **WALKTHROUGH** // Our detailed Jericho walkthrough takes you step by step through every level and every fight in the game.
- **ENEMIES** // Strategies for fighting all of the nightmarish denizens of Al-Khali
- **EXTRAS** // A reference chart of all the game's unlockables and achievements.

Guide by: Travis Fahs

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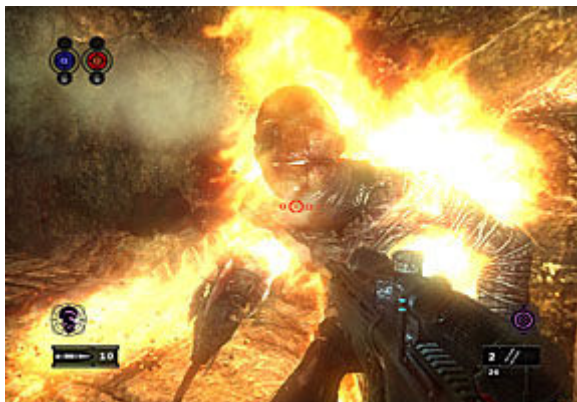
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Jericho Enemies

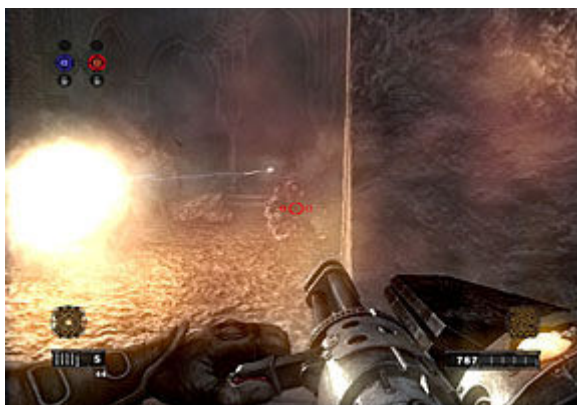
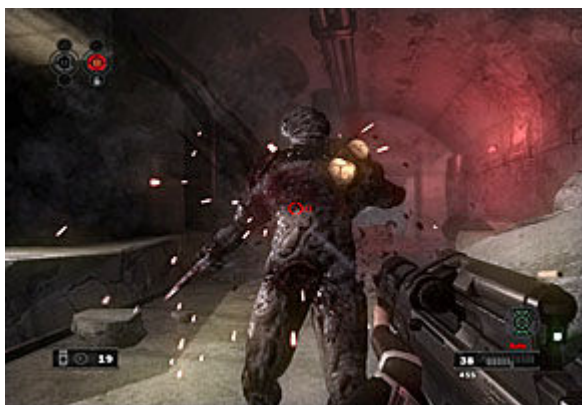
Cultist

These are Leach's basic grunts. They don't have any long range attacks, so they'll just rush you as soon as they spot you. They do have a mid-range attack where they can shoot a spike at you, but by the time they get close enough to attack you should be able to easily pop them in the head for a one-hit kill. These guys are rarely much trouble on their own but they're fast and they can be a pain if you're trying to deal with something else.



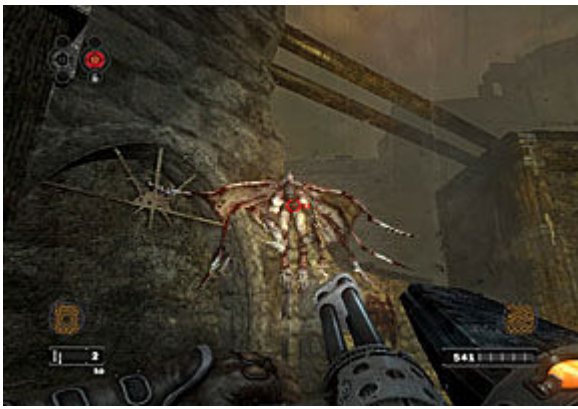
Explosive Cultist

These guys are one of the worst headaches of the normal enemies in the game, thanks in no small part that your squad-mates' AI doesn't deal well with them. These guys will blow up when they get too close. To take them down you need to shoot out each of the big yellow pustules on their body. This means you'll need a good firing rate and good accuracy to take them out. Grenades work well too, but when there are too many of them, that might not be an option.



Flying Cultist

The winged menace can be pretty powerful when there are enough of them. They have a moderately powerful long range attack, and they'll swoop in for a more damaging attack. They're hard to hit at a distance to begin with, but their shields make it even more difficult. It's best to wait for them to get closer and then hit them with everything you have.



Machinegunner

easy for you to grab a clean kill.

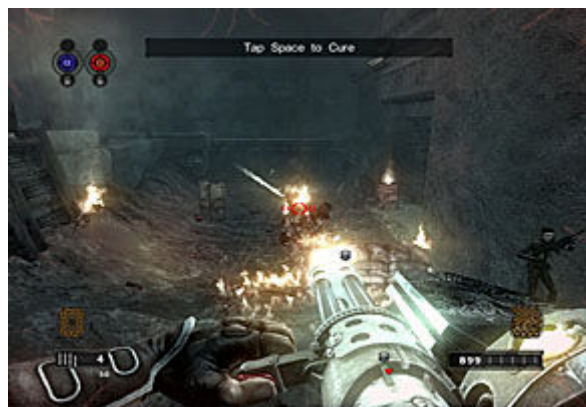
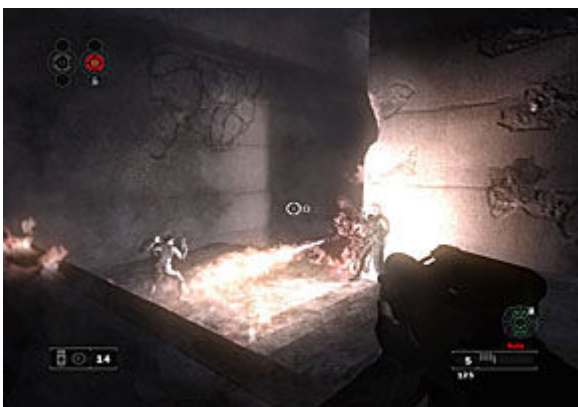
These twisted WWII soldiers pack some major long-range firepower. Fortunately they're slow, huge, and poorly defended. Their bulk means that even when they take cover, part of them will often be exposed, making it



Flamethrower

lumber forward.

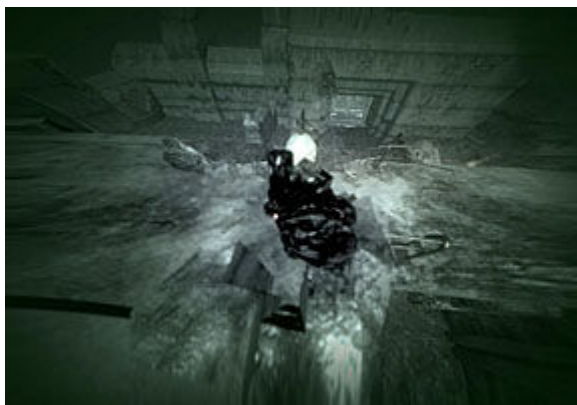
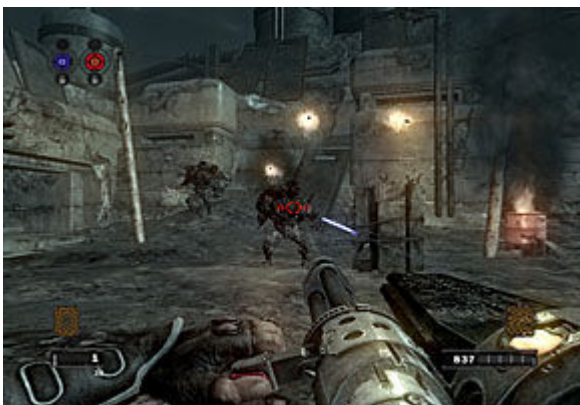
Don't even try to tangle with a Flamerthrower up close. Their flames are deadly at short-to-mid-range. They have no long range capability at all, though, and they're very slow, so keep your distance and shoot them as they



Grenadier

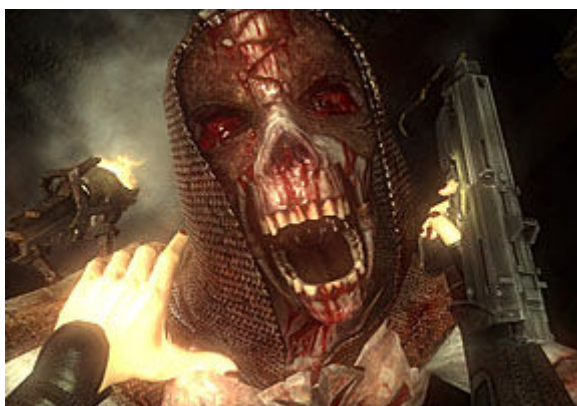
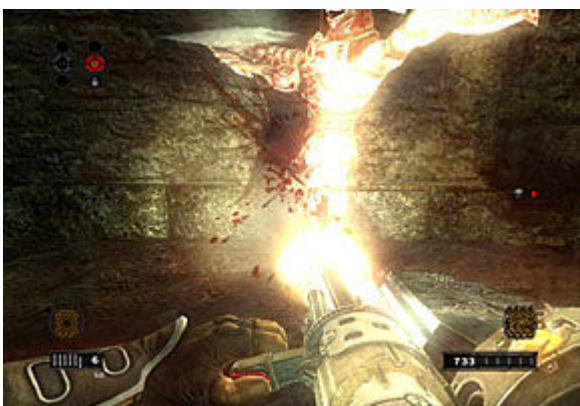
eye on them when the grenades are flying.

This is the third kind of WWII soldier-turned-monster. Their grenades can easily take you down, but they're easy to spot and slow moving, so you won't have much trouble dodging them. You squad might, however, so keep an



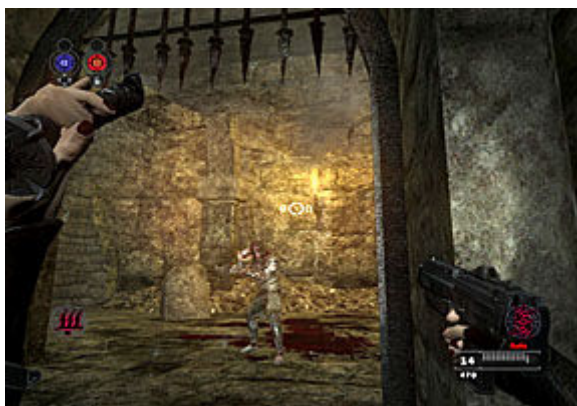
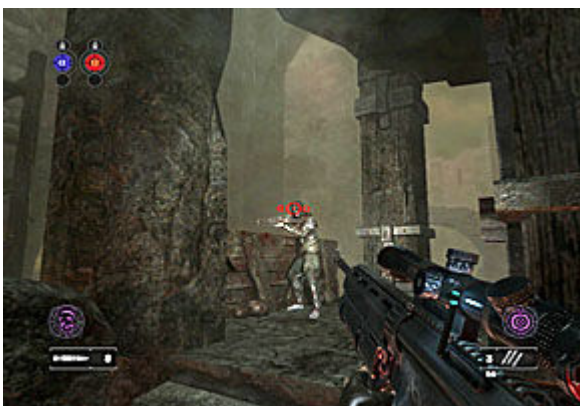
Warrior Crusader

Like the Cultist on steroids, these axe-wielding warriors are defended by shields, carry a devastating battle axe, and have a long-range attack (although it's fairly weak). They'll still rush you the same way an ordinary Cultist will, so it's a good strategy to blast them in the face when they come near.



Crossbowman Crusader

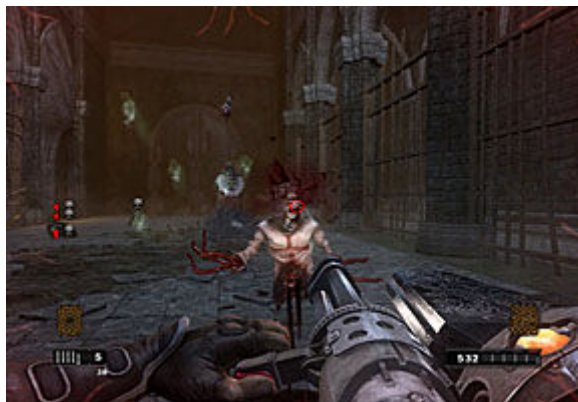
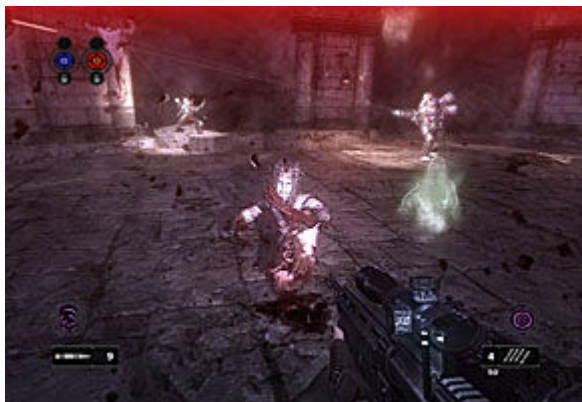
Their fiery arrows can be quite deadly, but they are very slow, visible, and easy to avoid. Still, when there are enough of Crossbowmen, they can be a pain, and they like to hide in harder to reach places. Try sending Abby's Magic Bullets into an area to take out the Crossbowmen from a safe distance. Most of the time they won't even know what hit them.



Maltheus Crusader

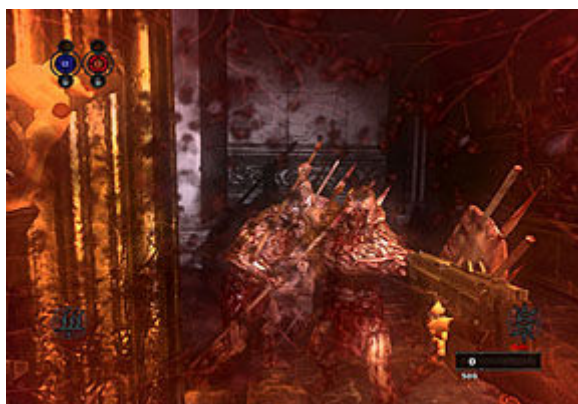
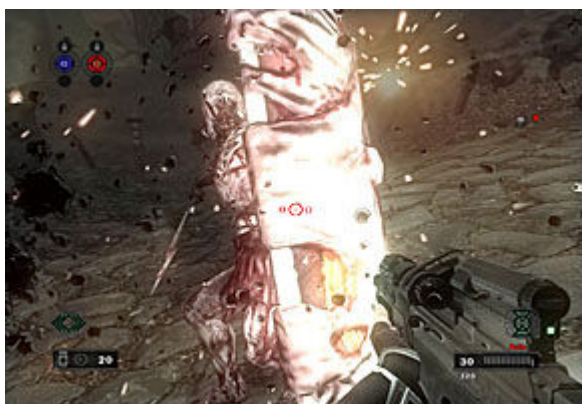
The angry spirits of the victims of the Children's Crusade. These kids first appear as greenish apparitions before taking their fleshy form. They're not nearly as strong as Flying Crusaders, and they can only attack at short-to-

mid range. Try to hit them as soon as they materialize.



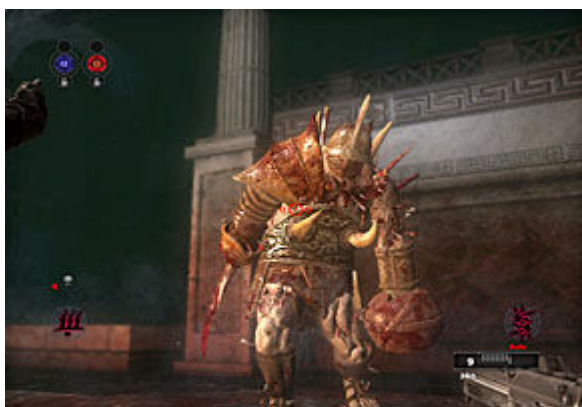
Legionary

These soldiers will be the bane of your existence while you're in Rome. Their giant shields keep them well defended, and they can throw their spears a lot further and more accurately than you'd think. To take them out at a distance, use Abby to snipe their heads when they peek over their shields. Up close, just keep strafing and work around them.



Gladiator

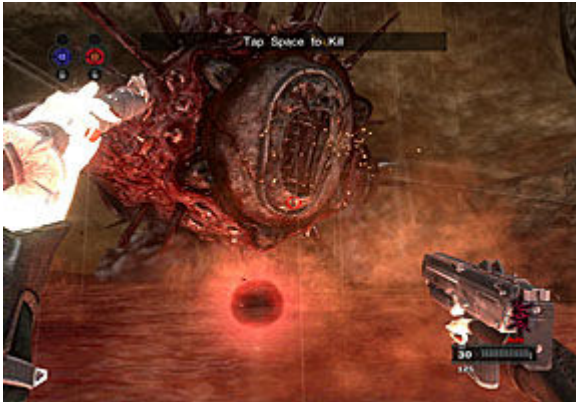
A mercifully rare menace. They can only be destroyed by attacking a wound on their back. They can be very aggressive in pursuing you and once it has its sights set on you, don't expect to be able to get behind it. Switch characters and attack its back while it chases one of your squad mates around. It'll then turn to you and you'll have to switch again and repeat the process.



Corpses Behemoth

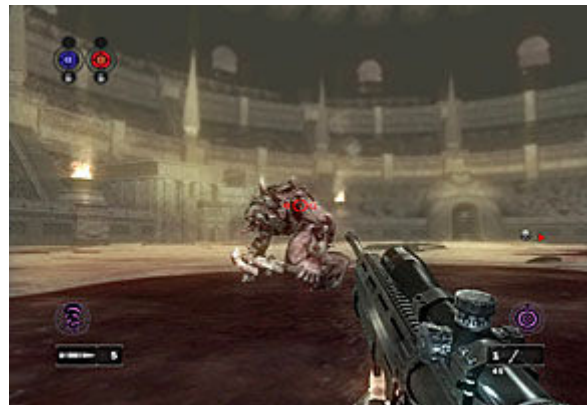
This one might look intimidating, but luckily it can barely move. They belch a dark red mist that is very toxic, but this is their only attack. Shoot the seals on their mask and they'll fall. Some of them will require Church to run in to

finish off the last seal.



Blind Behemoth

These animalistic giants aren't as much trouble as they look like. They're not very fast and they can only really focus on one of you at once, so if you focus your attention on shooting them in the chest you should have no trouble.



Jericho Walkthrough

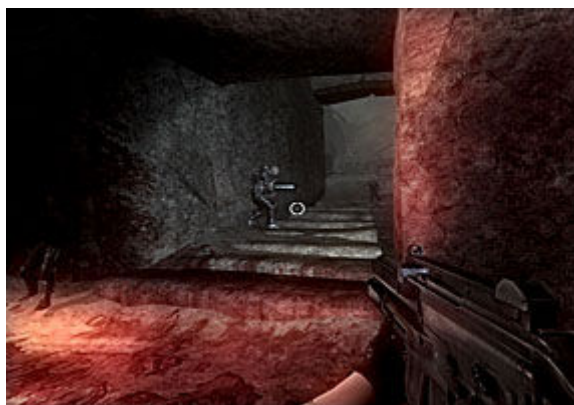
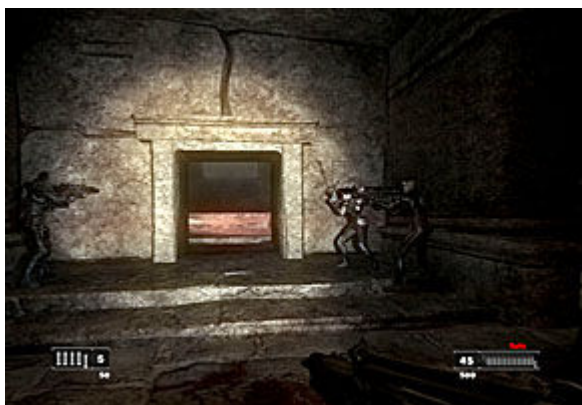
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Welcome to Al-Khali. As you begin you'll find yourself at the foot of an intimidating storm. Ignore all of those normal survival instincts, and make your way down the path toward the storm. When you reach what appears to be a sealed off gate, you'll be asked to do a weapons check. Lock and load and then move ahead and Abigail will take out the wall with her telekinesis.



Inside you'll have to quickly evade falling to your doom with a quick button-pressing sequence. Get used to these. Turn on your flashlight and make your way up the stairs, and then turn left twice and take the path outside.



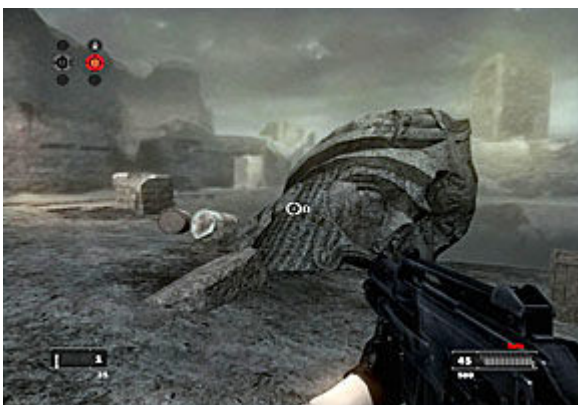
When you get outside, head down the first right. Follow the path and you'll encounter your first enemies. They're called "Cultists." Once they're dispatched with, order your squad to move out and make your way up ahead. Abigail will again clear the way.



Down the path you'll encounter some light enemy presence. Make sure to take care of any wounded after the battle.



Just up ahead you'll come to a more open area with a chasm in the ground. Some enemies will attack you from behind. Make your way around the chasm to the left. You'll find an enclave with an enemy that you should be able to sneak up on and catch off-guard. Abigail will break down yet another barrier.



Up ahead you will see a shadowy, child-like figure. As you approach it will disappear and move a little further up ahead. Follow it. When you enter the small tunnel near where he appears the second time, you'll be ambushed by a few enemies. Just outside you'll have to take on a few more.



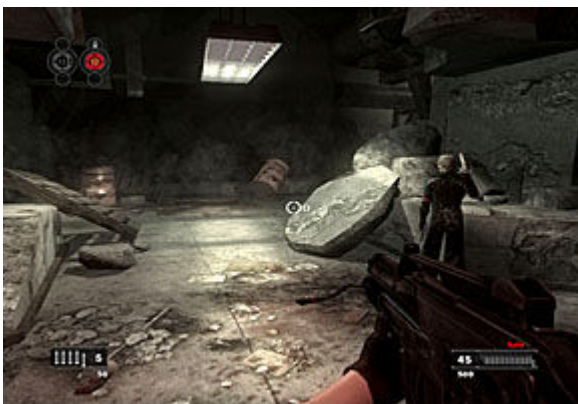
Off to the side you'll find a building face and a conspicuous door. Ms. Church will do the honors this time.



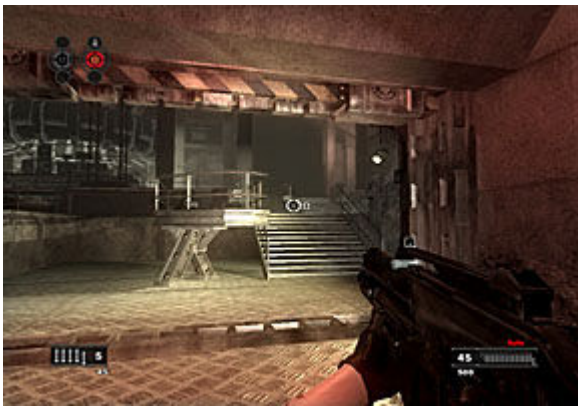
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Operation Vigil

It's just you and Rawlings now. Follow the corridor around the corner and you'll come to some stairs leading down. At the bottom of the stairs you'll find another one of the usual baddies.



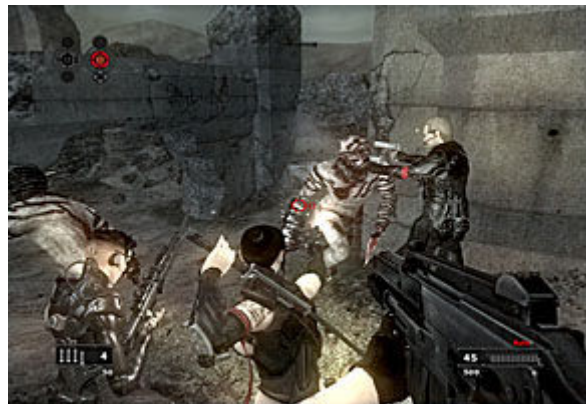
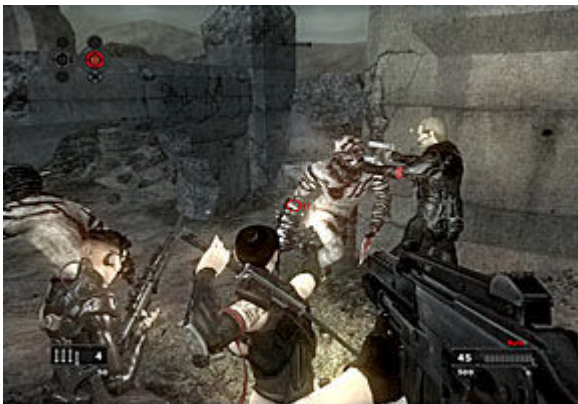
Down below you'll enter a large room and the door will shut behind you. You'll reunite with an old friend of Rawlings and then get an urgent call for help from your squad-mates outside. Head up the stairs and to the right (opposite the large control panel). Just down the hall you'll find the way out.



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Al Khali

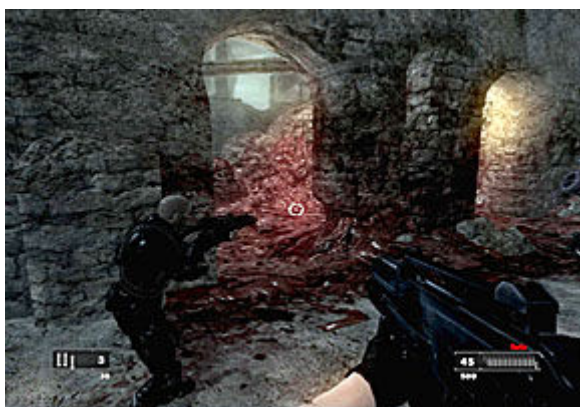
Your friends will be waiting for you just outside. You'll run into a couple more cultists, and shortly thereafter you'll be ambushed from the front and back, so watch out.



At the top of the stairs you'll find another Cultist. Just beyond that you'll come to a courtyard where the remaining separated squad members will be holding down a fight. The enemies here are a little different. They're taller, slower, and they explode when you shoot them. Keep your distance and this will be an easy fight. Get too close and you'll go down quickly. To kill the Exploding Cultists, you'll need to shoot all of the yellow pustules on their body. Abby will break down the barrier to the next area and the checkpoint.



Around the corner you'll see a Cultist rush you. Keep an eye out; you're going to start getting Exploding Cultists from the front and back, alternating. Keep your distance, plug them before they get near your squad, and then quickly turn around to get the next one. You'll come do an outdoor area with a small closed off area full of blood and gore, pictured below.



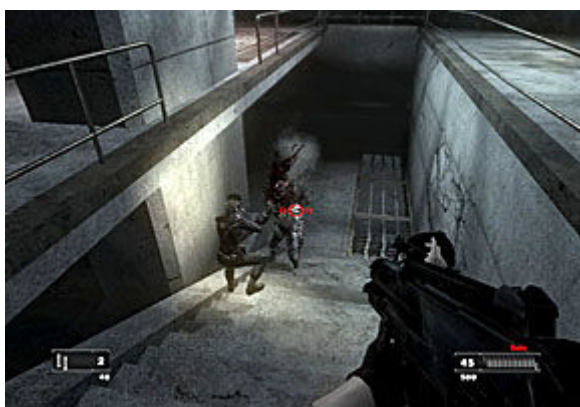
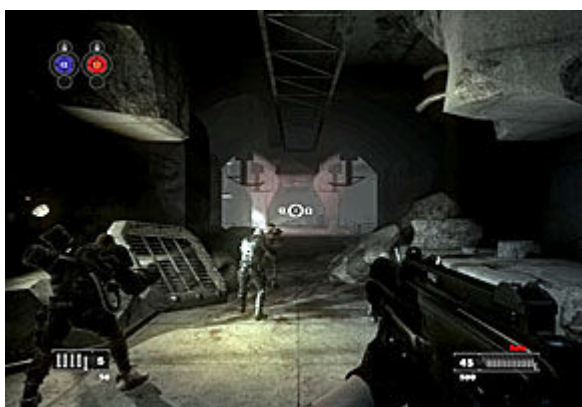
Just beyond is a heated firefight. There will be many enemies, including a lot of exploders. Order your squad to hold their position; It will make it easier to protect them. When you've finished them off, press onward and make your way past the columns. You'll find the entrance to the building you entered before amidst the wreckage. This time the door is destroyed.



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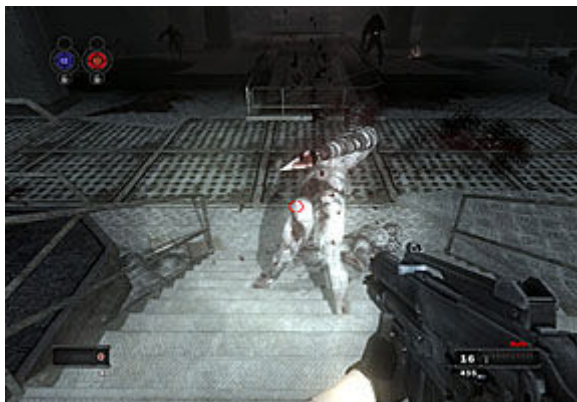
Green

Inside, it won't take long before you encounter heavy resistance. The enemies will be coming from below, so once you clear out the initial opposition, guard the stairs, and pop some guys below from the overpass. When all is quiet you can proceed.



Down the stairs and down the hall, you'll find the control room. You're too late to answer the call to help. When you step up to the controls you'll be ambushed by dozens of enemies. Set your gun to rapid fire and hold them back at a distance as best you can. When they get too close, use the shotgun. This can be a very intense fight. Be careful not to let the exploders get close to the rest of your squad or you can go down quickly. When you're done, go around the control

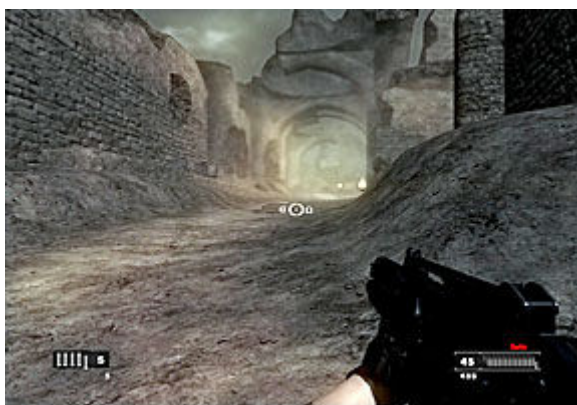
panel and up the stairs behind it, and exit through the door.



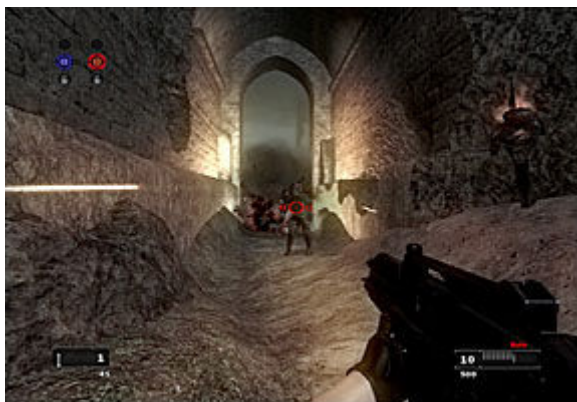
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Man Down!

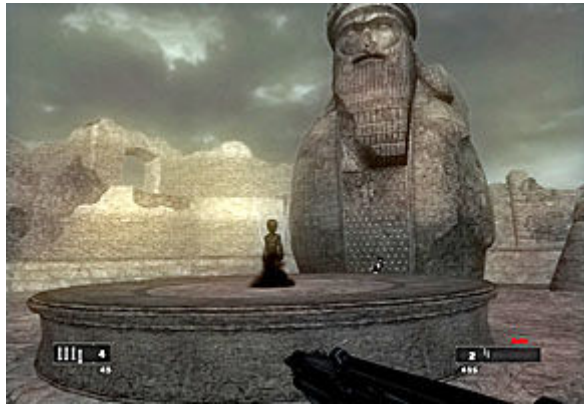
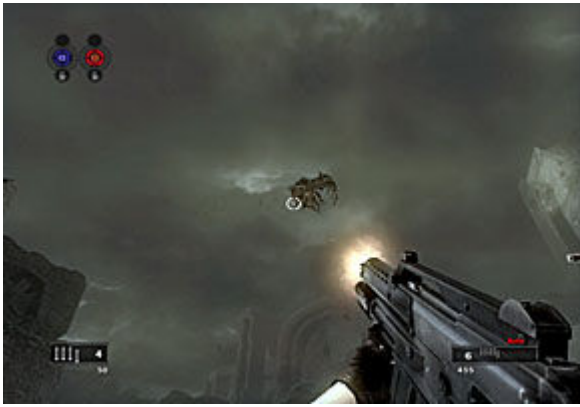
You'll be greeted by the ominous voice of Leach. Move out and just around the corner you'll see some enemies to deal with. Once they're dead, head straight down the path until it comes to a forced-right turn.



The path continues on, and it will wind, but it's very linear. The nice thing about this stretch of the game is that the enemies always appear in front of you, so you won't need to stay very aware of your rear. Keep your efforts mostly focused on the exploders, and keep a good eye on your team to heal them when you can.



Eventually you'll find your way to a large clearing with an altar in the middle. Leach will send Flying Cultists after you. If you're low on your secondary ammo this can be a bit of a pain, but it shouldn't be too bad. When the battle is over, the First Born will appear on the altar. Go to him.



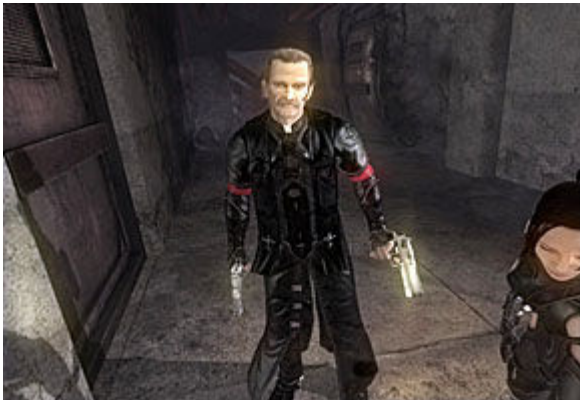
Congratulations. You're dead.



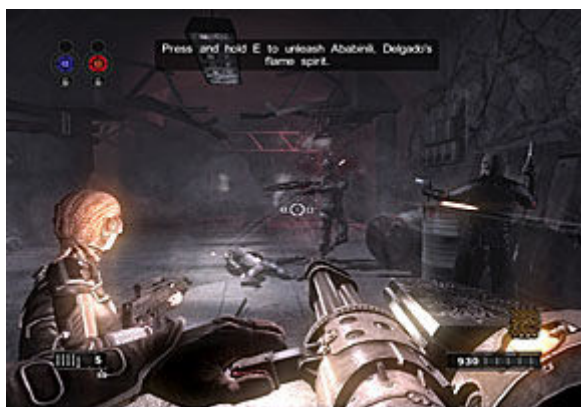
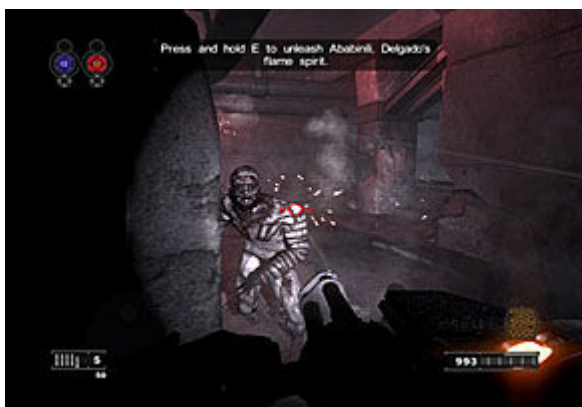
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Still With You

Fortunately, death isn't what it used to be. You'll wake up inside your squad-mate Frank. He doesn't much seem to want you there, and you have a barrier up ahead you need to take down, so switch to Abigail, and then use your telekinesis (or her telekinesis, depending on how you look at it).



You can switch back over to Frank now. He'll be better to deal with some of the cultists up ahead. You'll encounter a few of them on the way to the second floor.



Upstairs you'll travel through a broken wall and continue to the left. Billie will allow you to possess her body at a certain point. When you do, a pair of cultists will attack. Billie can freeze them in their tracks with her Blood Ward, but she's not a great offensive character.



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The Path of Souls

You'll begin this level in a dark area, and you'll quickly be given access to Simone Cole, the squad's Grenadier and "reality hacker," but you won't need her skills just yet. Make your way up and outside.



Follow this linear path along, and expect to be ambushed a couple times as you go. Just your basic Cultists, nothing to worry about.



Once you round the bend, however, you'll come across a new enemy: the Machinegunner. These guys will line the path to the next checkpoint. Delgado is your best bet, as these guys are slow and will always pop up in front of you. Mow them down one by one until you get to the checkpoint.



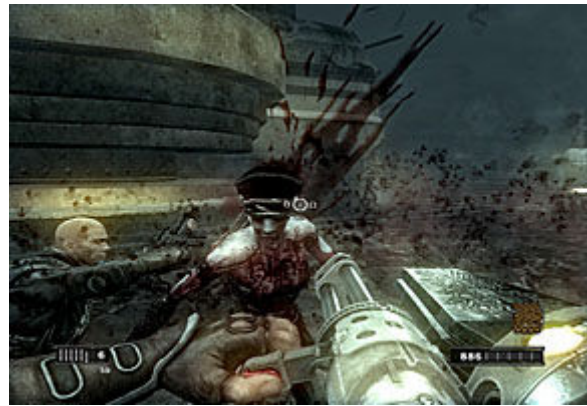
Now we finally get a chance to start using some of your powers to solve a difficult situation. You *must* be in Cole's body to complete this segment. Activate your Infinite Loop ability to slow time, then run around to the back of each turret, and press Interact to drop a grenade inside and disable it.



When you disable all three turrets, you'll have a Survival Event where you'll need to tap the directions in time to survive. After this you'll be able to move on.



Now you'll have to fight Hanne Lichthammer. This Naziess can spawn enemies from her perch atop the roof and occasionally teleport down to give you some hell. Just use Delgado to mow through her spawn. She won't do anything too nasty directly when she's on the roof. Also, as of this writing, in the PC version we found a bug that can cause her to stay on the roof, invincible, and prevent the game from continuing. To avoid this bug, don't enter the menu during this fight, and if you do encounter it, know to restart from the checkpoint.



When you're done with the fight you can go inside, and you'll finally have access to Rawlings.



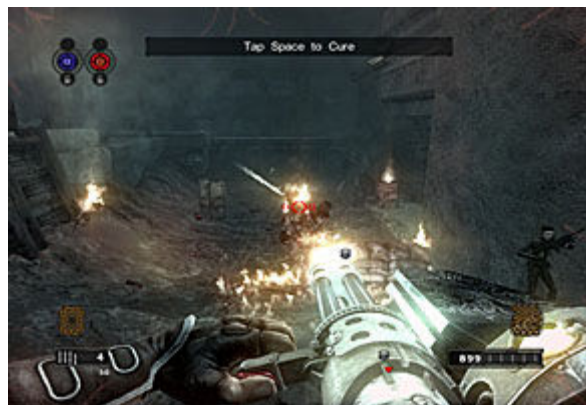
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Blackwatch

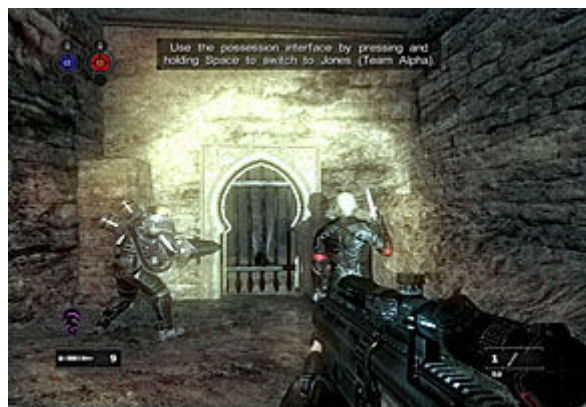
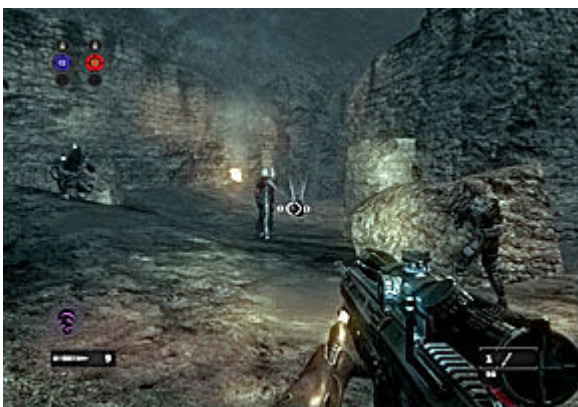
A little down the way you'll come to a huge fire fight. Delgado is good here, as is Black. For Delgado, crouch behind the stacks and come up to take on the Machinegunners. Black can play more defensively and hang back a bit.



Beyond here you'll go through a tunnel and then come to another fight. You'll be introduced to a new version of the Machine Gunner: the Flamethrower. These guys are very deadly up close, but they can't do much from a distance, so play defensively. Abby's explosive rounds are great for holding the Flamethrowers at bay.



Beyond this you'll encounter the First Born again. Follow him each time he disappears. You'll come to a small closed off gate.



You'll gain access to the last of your squad mates, Jones. Switch to him and activate his astral projection on the First Born. Find the lever behind him and pull it to open the gate.



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Ambush

You'll meet the old Jericho squad from the last mission. They're still kicking around. That doesn't bode well for you.



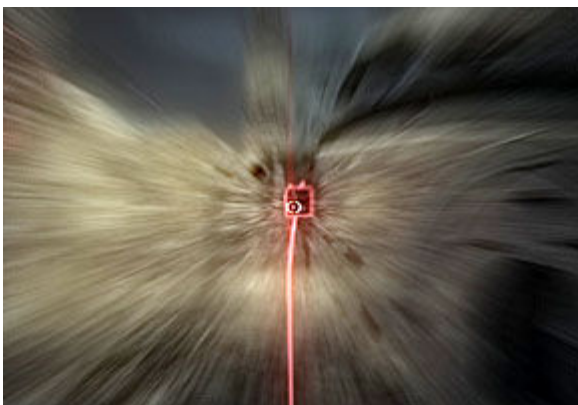
You're going to face some major opposition from Machine Gunners and Flamethrowers. Proceed slowly and don't move on until the heat dies down. Abby Black is once again a good choice for mowing down these lumbering slowpokes.



Now you'll have to deal with exploders and Flamethrowers. If you can pop the Exploding Cultists at the right time you can throw off or take out the Flamethrowers.



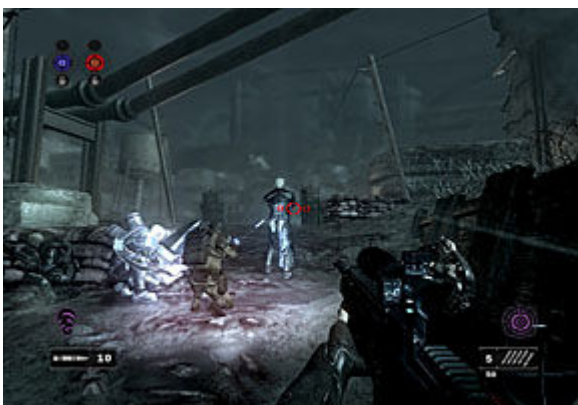
Beyond this you'll come to an area where you'll be instructed to use a magic bullet. Find the glowing red beacon and guide the bullet right to it. Your squad will come under attack while you're attempting this, so hurry. When it blows up, the way will be clear and you can move on to the next level.



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Flames of Anger

The first battle you'll come to will introduce Grenadiers. Once you clear out the non-rocket-equipped enemies, you may want to consider rushing in with Delgado or Black, as these guys have a solid defensive position and could be difficult to take out from behind the stacks.



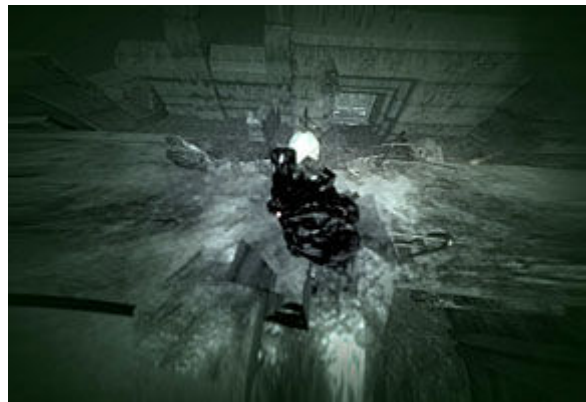
Go through the door on the left and just inside, be prepared to take out a Flamethrower. Outside you'll come to an open area with a small water tower. We had good luck using Abby to snipe the enemies as they attempted to take cover. After this fight you can move ahead and to the right to reach the next checkpoint.



Follow the path along until you see a large sewer pipe, and then look to your left for a well defended area with Machine Gunners up ahead. After you take out the gunners, Grenadiers will spawn up on the walls. If you kill them they'll just come back.



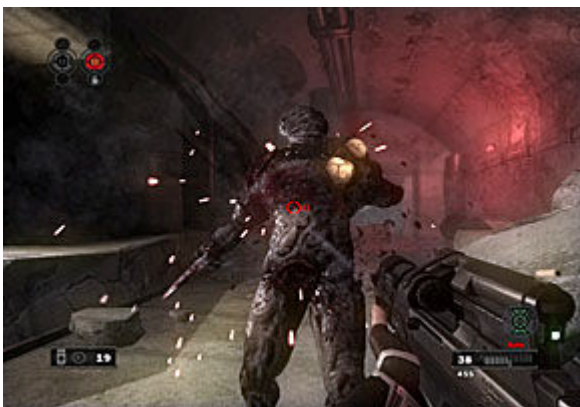
Switch to Jones, and then run down to where you have a good view of the Grenadiers. Use your Astral Projection on one of the ones near the middle (doesn't matter which side). Look around for a white fuel tank and then blow it up. The way will be open now. Just beyond the gate the level will end.



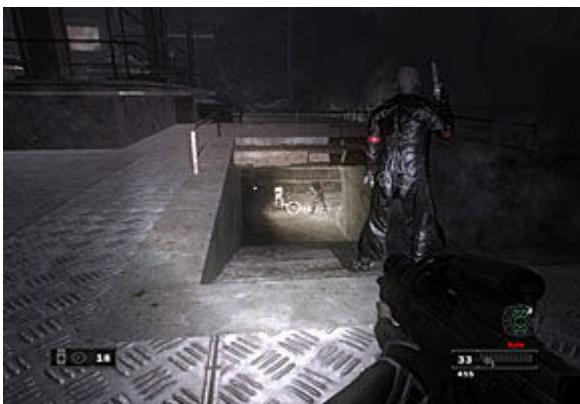
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Exorcism

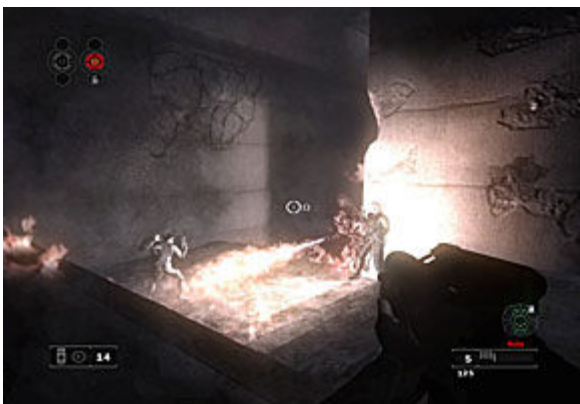
It's just Rawlings, Church, and Cole for this mission, so you aren't going to be packing a lot of big firepower. Cole is probably your best bet. You'll be attacked by some Cultists and Exploding Cultists right off the bat.



Across the room and to the left you'll find stairs leading down. Play it quiet and the Machine Gunner and Cultist at the bottom of the stairs won't see you and Cole can lob a grenade their way. When you get all the way to the bottom of the stairs, you'll have a big fight with Machine Gunners and Cultists, along with a few Flamethrowers. Stay covered and play this fight slow. You don't have the firepower to play Rambo, here.



Just beyond here are some stairs down, with a Flamethrower waiting for you. Church's Blood Ward is a great defensive move to take this guy down easily. Around the corner you'll encounter a pair of exploders, and then more Flamethrowers. When all of these are done for, you'll have a much-needed checkpoint.



Now it's time to rock and roll. Lichhammer is waiting in the area ahead. She'll spawn a lot of cultists. Billie's Blood Ward will be invaluable for slowing them down. When Lichhammer comes near, use the Blood Ward to stop her in her tracks and end the fight.



Now Father Rawlings will have to take over. This is a very slow-paced Survival Event.



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Brandenburg Gate

You're reunited with some of your squad members and a pair of the British soldiers. Just up ahead is another long corridor fight with some Grenadiers and Machine Gunners. As usual Black and Delgado are most effective here. Just around the bend is another fight with Grenadiers and Exploding Cultists. Black is less effective against the exploders unless you use her Grenade Launcher, and you won't have enough rounds to get through this entire fight.



Through the tunnel on the far side of the battlefield you'll find an open area in front of a closed gate. This is time for Jones to shine again. Project to the Grenadier on the roof and detonate the fuel tank to open the way.



You'll come to a large triple arch. Switch to Billie and run around to the right side of the arch and climb the ladder. The others are waiting for you up there to spill Lichthammer's blood.



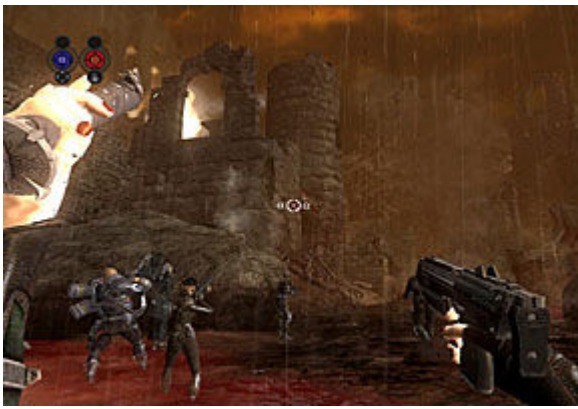
After the sacrifice, the gate will open, and Jericho will pass through.



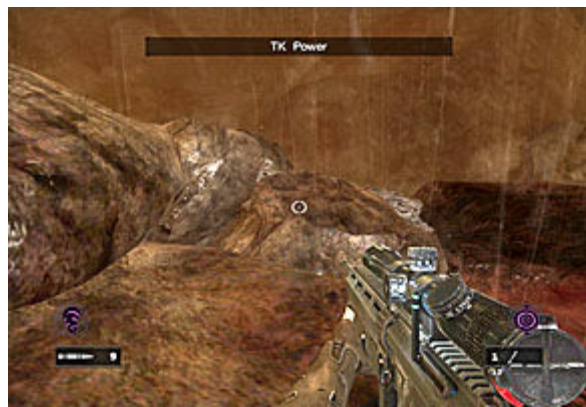
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Rivers of Blood

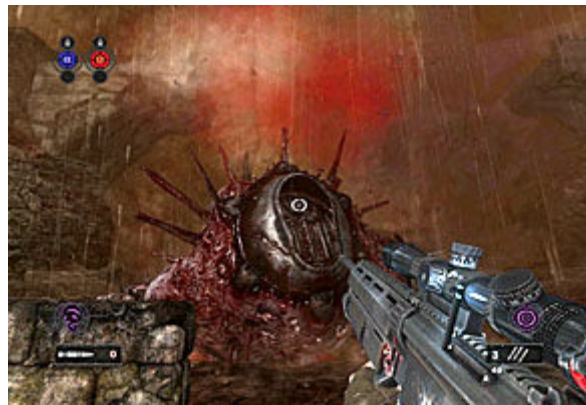
It's the 13th century. Time to get medieval. Follow the river of gore. Right near the start you'll have an easy fight with some Flying Cultists, and then just a bit further along be prepared to switch to Frank Delgado for some waves of Exploding Cultists.



The river will narrow and take you through a cave. As you come out, prepare to be ambushed by exploders supported by Flying Cultists. Again, Delgado can mop up. When the situation is clear, switch to Abby and use her telekinesis to take out the pile of rocks blocking the path off to the right and earn the next checkpoint.



Take the winding path down the hill. At the bottom you'll see some conspicuous spikes protruding from a fleshy mound. As you get closer, you'll find it's a big nasty monster, the Corpses Behemoth. Abigail Black is great for this fight. Use her Sniper Rifle to pop each one of the glowing orange runes around the Behemoth's mask, and he'll sink back into the muck.



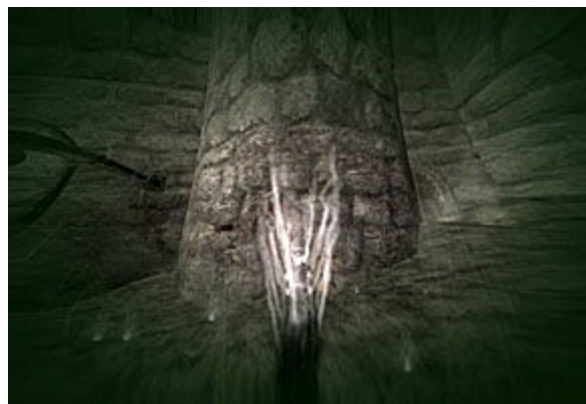
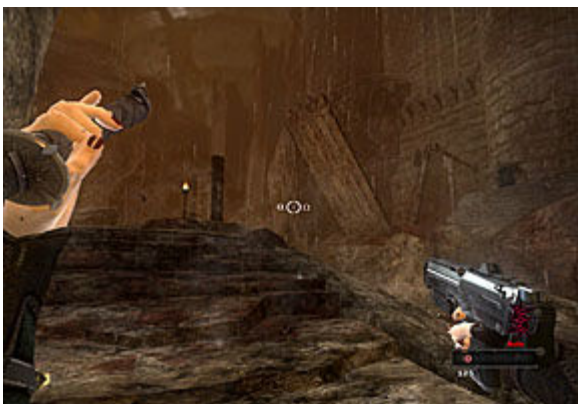
The fun never stops. Up ahead you'll have two of these giants to deal with at once. You'll still have plenty of cover, so just have Abby pick the runes off one by one.



Don't breathe easy yet. There's one more Behemoth to deal with. This one has a special yellow seal at the top of its mask. Take out the orange ones, and then switch over to Ms. Church. Move in close (not too close, though) and the game will indicate to press Interact. Billie will rush the Behemoth and you'll have a Survival Event to play. Make it and the giant is finished.



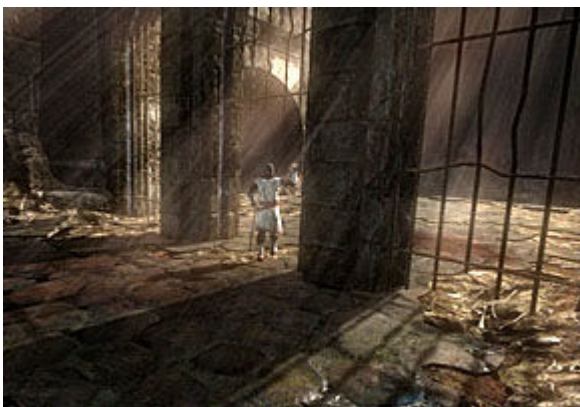
Follow the path and you'll come to a castle drawbridge. The Firstborn will appear on the far side of the river. Use Jones' projection to flip the switch behind him, and then have Delgado open the gate. Enjoy the chaos that breaks out shortly thereafter.



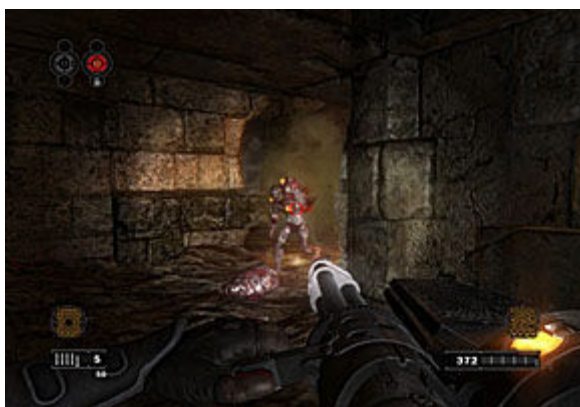
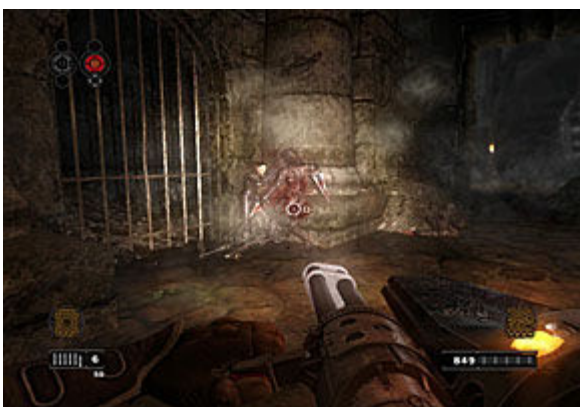
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Motley Crew

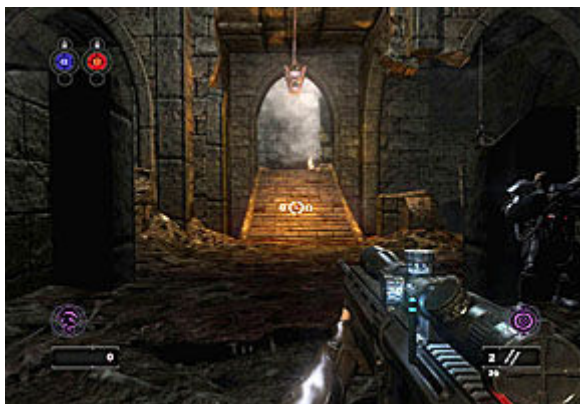
Your new friend seems to be a bit misguided. His idea of what an angel looks like is a bit peculiar, as well.



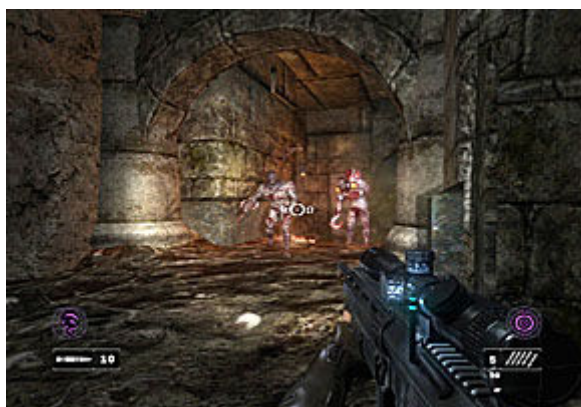
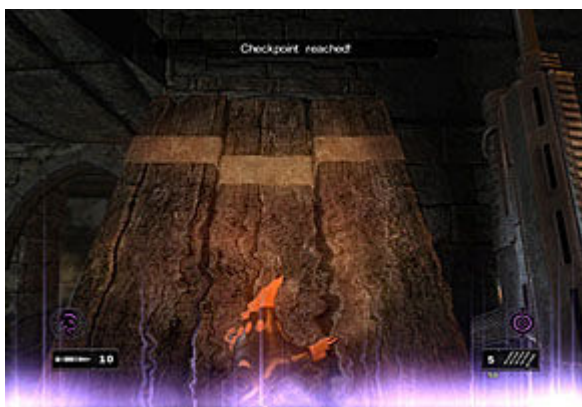
Turn away from the gate and take the stairs into the dungeon. You'll deal with some basic Cultists. Around the corner to the left and through the gate you'll have some Exploding Cultists that Delgado should easily mow through along with a few more of the plain variety.



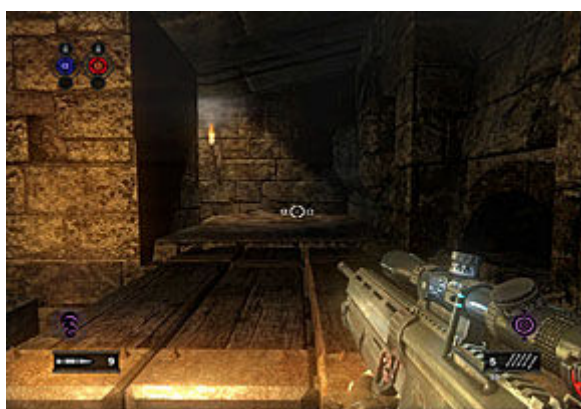
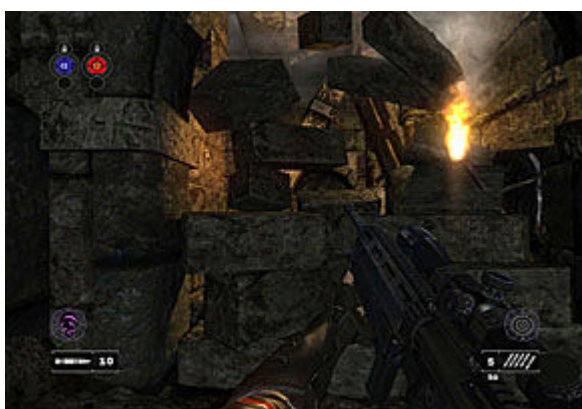
Up ahead you'll be able to sneak up on a Cultist mauling some poor victim. Beyond this is another fight with exploders and vanilla Cultists. If you have Church do a Blood Ward at the top of the stairs you should have no difficulty shutting down the opposition. Up the stairs, turn left, then right and follow the path.



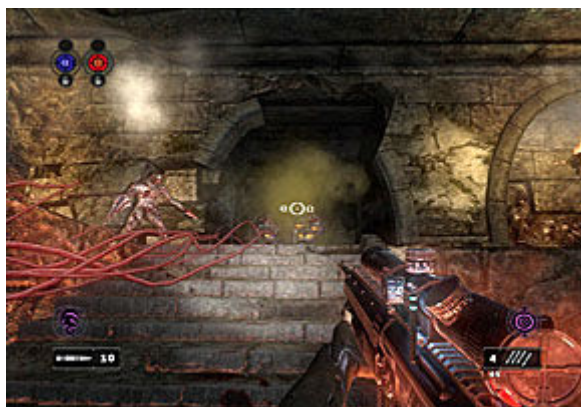
You'll come to a small drawbridge that Abby can take down with her TK. This will mark the next checkpoint. Expect the same enemy pairing you've been dealing with up ahead. The next checkpoint will come surprisingly soon.



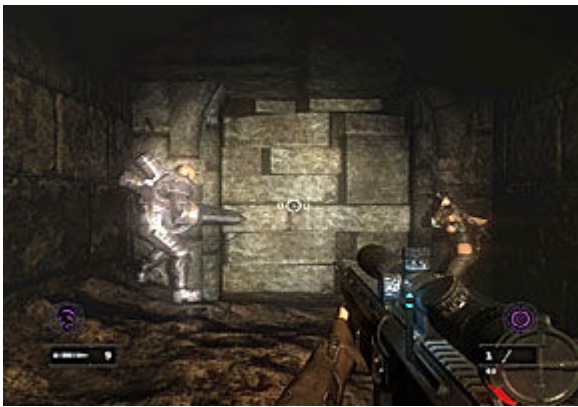
Now you'll find a wall with some loose bricks Black's TK can take out. With them out of the way, shoot out the beam holding up the drawbridge and go around.



When you come to a small set of stairs, expect to be ambushed by a Cultist. When you shake him off he'll be joined by more and some exploders.



A little ways ahead is another wall for Abby to break through. You'll meet a new ally and the level will end.



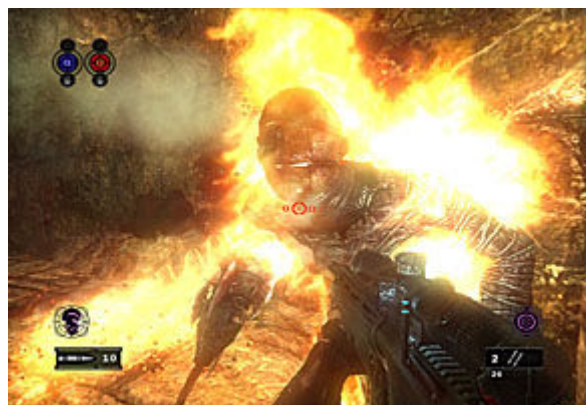
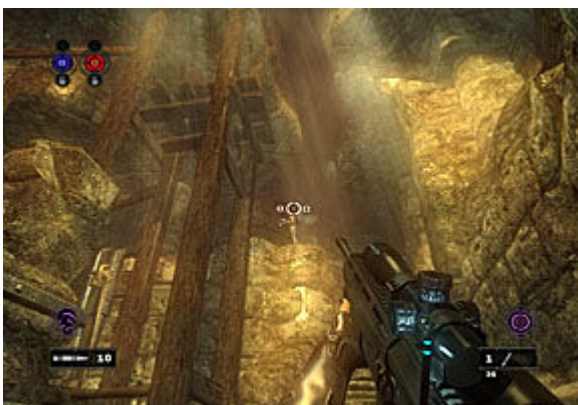
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Sewers

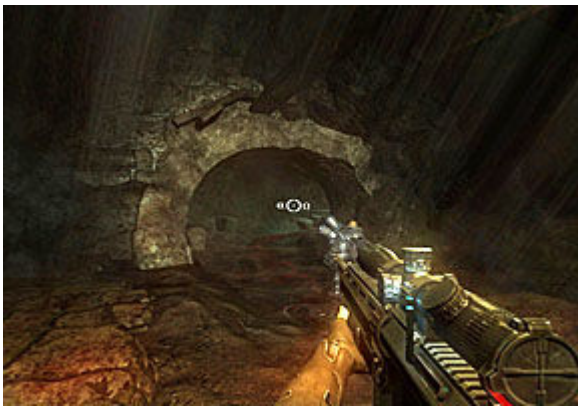
Inside you'll encounter a new enemy: the Crossbowman Crusader. If you remember the Imps from Doom, you'll know how to deal with these guys. They launch slow-moving fiery projectiles that are easy to dodge by strafing. After you kill them, use Abby's telekinesis to clear the path ahead.



There's a big stairwell with a Cultist at the bottom. Above are a few more Cultists and some Crossbowmen. Have Abby pick them off with headshots. At the top there's a small set of stairs nearby. Go up and around and take out the Cultists along the way.



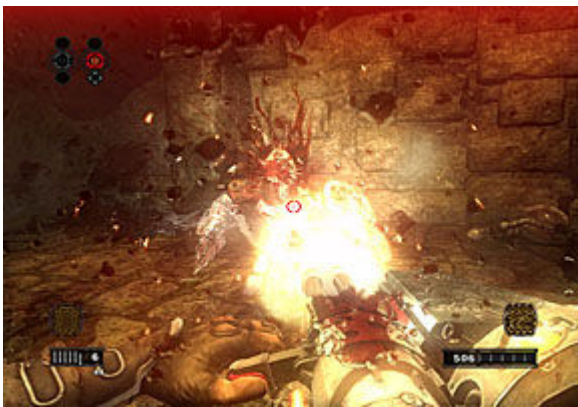
Follow the path along until you get to a bloody sewer. You'll quickly be ambushed by another new enemy: Warrior Crusaders. Think of these guys as more powerful Cultists. They're dangerous up close, but if you hang back they're not much trouble.



Up ahead is another stair well. There are a couple well-placed Crossbowmen and a whole bunch of warriors. Delgado is good for taking out the Warriors, and Black can pick off the marksmen.



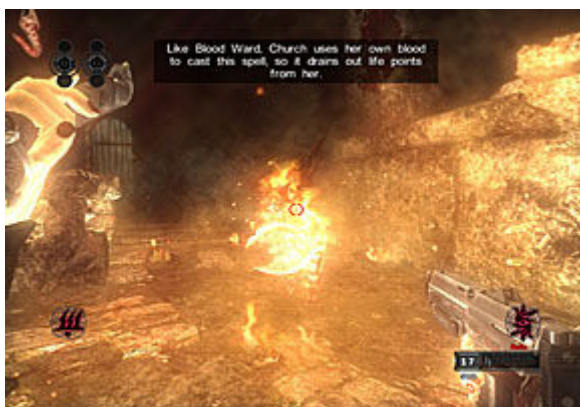
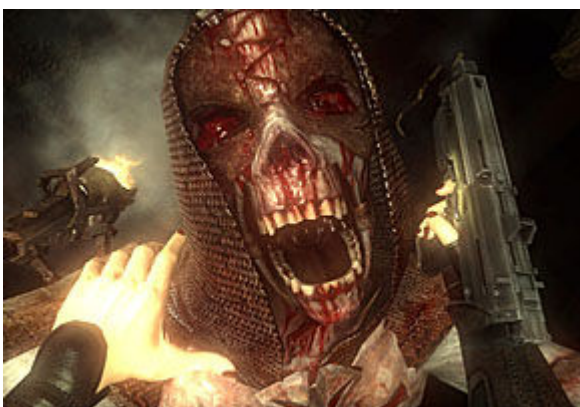
Upstairs you'll come to a large double door. When you do, look out for the tunnel above on the wall to the left. You'll be ambushed by a Crossbowman, and a bunch of Warriors. When you clear them out, switch to Church and climb up.



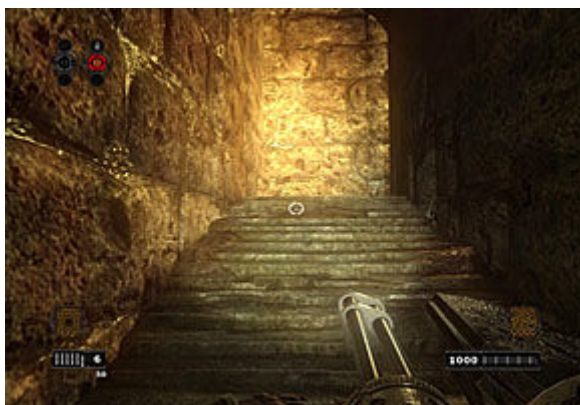
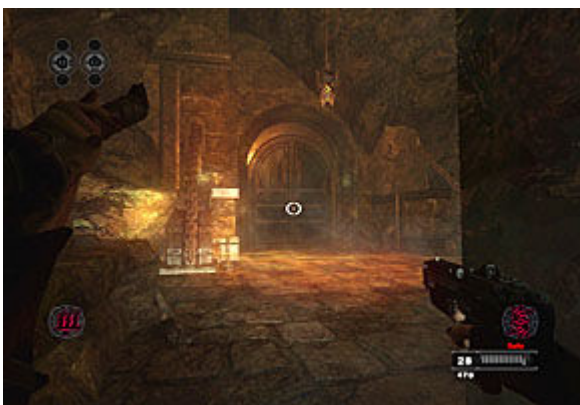
Play defensively here. Church will be all alone, and the last checkpoint is a ways back. There will be plenty of Warriors ahead. The Blood Ward will make this much more manageable. On the other side of the tunnel hop down and find a hole in the ground.



You'll have to play a Survival Event, and when you've finally shaken the bastard loose you'll have to fight off a bunch of Warriors. Luckily you'll have a handy new Fire Ward move.



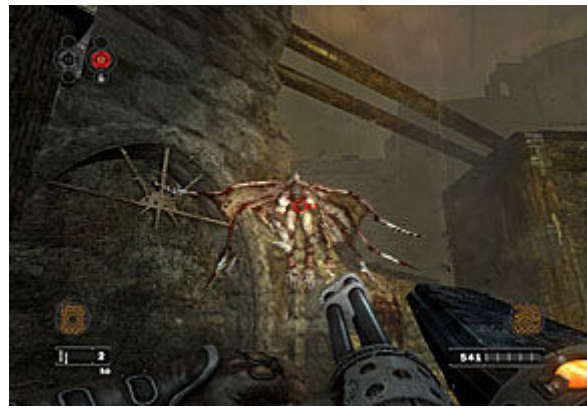
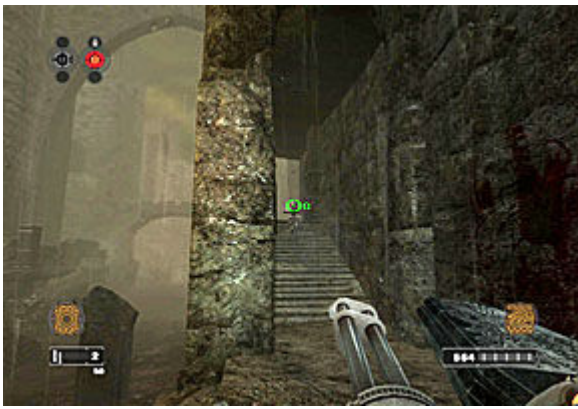
Upstairs you'll find two more of those axe-wielders. There's a lever by the door. Pull it to reunite with Abby and Frank. Through the small portcullis behind you you'll find the path to the end of the level.



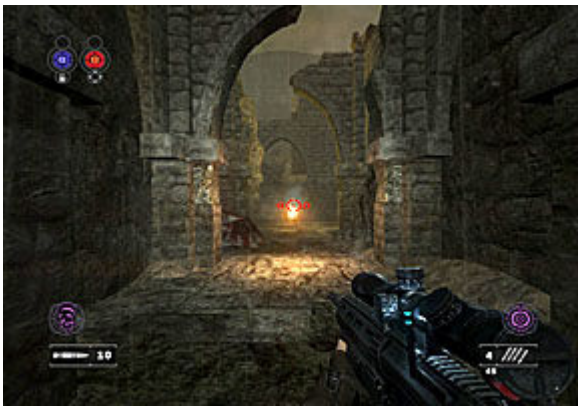
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Out of the Frying Pan...

When you get outside you'll be met by two Crossbowmen hiding behind cover. These guys can be a pain so you may want to be aggressive in working your way around. There will also be plenty of Warriors along the way. When you find your way all the way up the stairs and back outside again, you'll be swarmed by Flying Cultists, and a pair of Warriors.



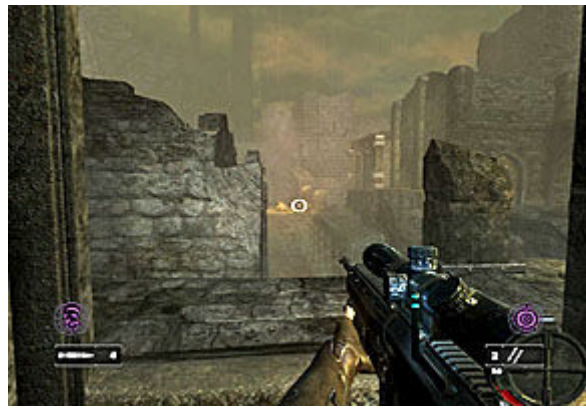
The road ahead is lined with a lot of Crossbowmen. Keep moving so you don't get caught by any stray fireballs. Some of them will be perched or covered and a little harder to get at. Follow the fireballs and use Abby to pick them off.



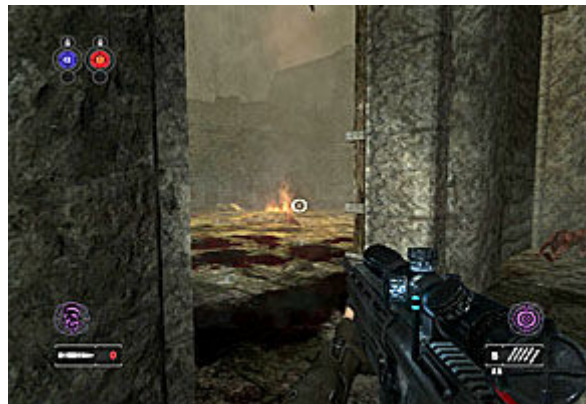
Eventually some Flying Cultists will join the fray at which point you might want to switch to Delgado. When you kill them all you'll earn the next checkpoint. Have Abby break the boards off of the nearby doorway to move on.



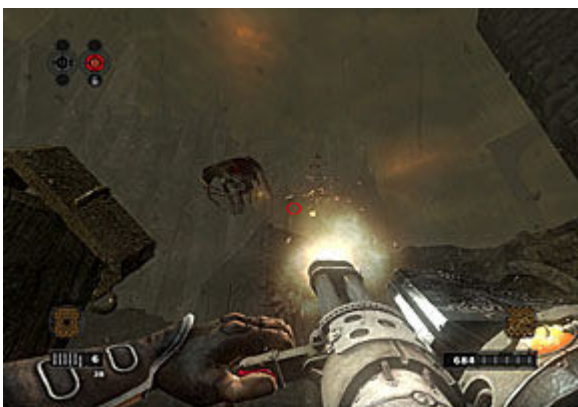
Warriors and Crossbowmen again line the path ahead. Rushing ahead and using Abby's Grenade Launcher is an effective way to clear the path quickly. When you reach the area pictured below to the right, stay put and use Abby to snipe the two Crossbowmen off in the distance. When you step outside you'll be swarmed by Flying Cultists and those Crossbowmen in the distance will be a pain if you don't clear them out first.



After you kill the flying baddies, start pressing ahead. You'll encounter a lot of Warriors along the way, and when you reach the area pictured below on the right, use Abby's Magic Bullet to take out the three Crossbowmen before you go outside. These Crossbowmen can be a real pain otherwise, since your squad-mates' AI is not very good at strafing and dodging.



When you walk through this door the way will be closed behind you and a big explosion will blow a hold in the ground. You'll be swarmed by Flying Cultists. Keep a close eye on your squad-mates, as they'll likely be falling a lot. Billie's Wards can be great for defense here, and also opening up the enemy for a well placed attack, since their shields can make things difficult. When you clear them all go down the hole made by the explosion.

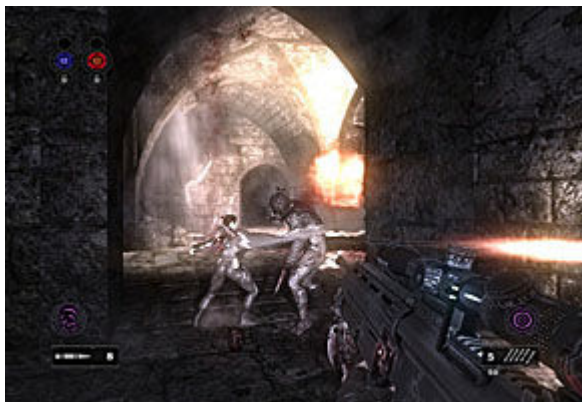


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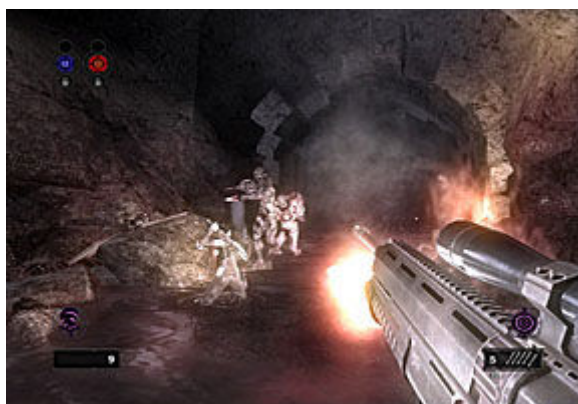
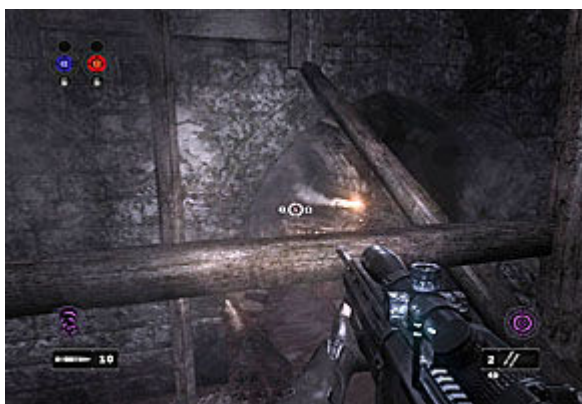
Tortured Souls

Just ahead you'll encounter a pair of Cultists that shouldn't give you much trouble. Turn left and follow the bloody trail down to the corner, where you'll be ambushed from both sides by Exploding Cultists. Camp in the corner so you can cover both directions and try to keep an eye on your idiotic squad-mates that haven't yet learned to run when things

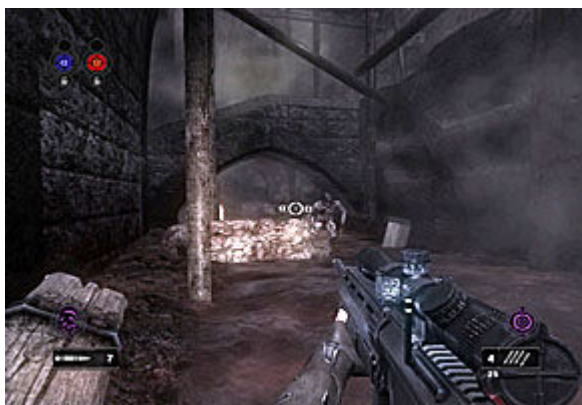
blow up.



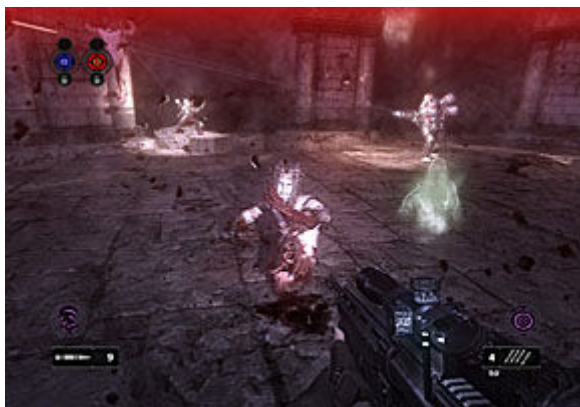
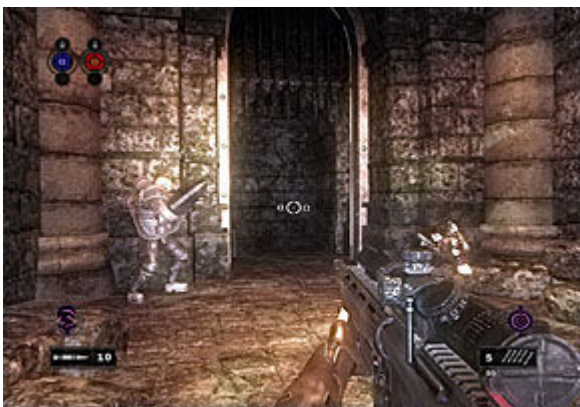
Pressing forward, things are pretty easy. You'll mostly have plain old Cultists to deal with, and a pair of Crossbowmen, but you'll have the high ground and they won't stand a chance. Then you'll have some cultists mixed in with exploders. If Abby has grenades left, keep your distance and use them on the exploders.



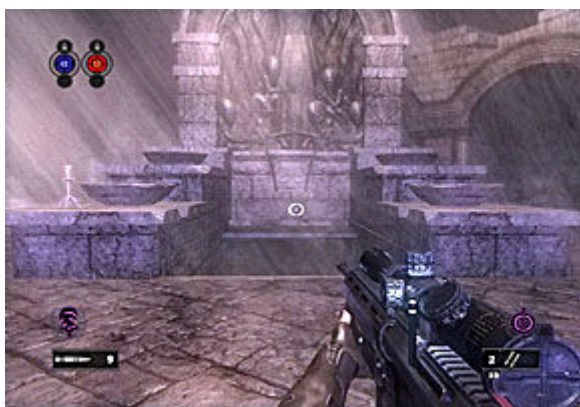
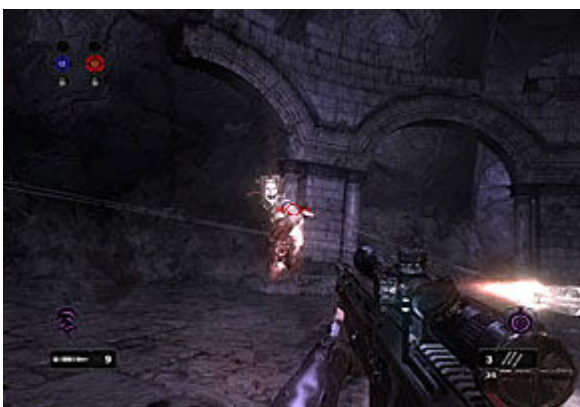
You'll come to another corridor much like the last one, but with some stacks lying around for cover. There are a lot of Crossbowmen mixed in with the usual Cultists. You have a few options here. Delgado's Ababanili power will attack the Crossbowmen even as they hide behind their cover. You can also play Rambo and run ahead taking out the Crossbowmen and leave the rest of your squad to cope with the Cultists. This can be dangerous if you screw up, but it's a good way to clean up quickly.



After taking out a few more stray Cultists, you'll get the next checkpoint (pictured below, left). Up the stairs you'll notice a lot of children's coffins. Just beyond here, the flying ghosts of the fallen from the Malthus' Crusade will swarm you. These guys don't have shields so they're generally a lot easier than your usual flying cultists. All of your team members can be useful here. Church's Fire Ward can mess up the enemies, and the others can handle the firepower.



You'll have two more fights like this before you get out of here. Try to pick off the Malthus Crusaders as they summon their fleshy forms. When you're done, head down the stairs that will open up to end the chapter.



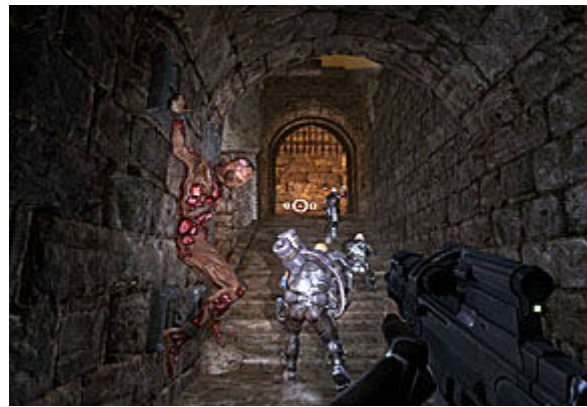
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Black Rose

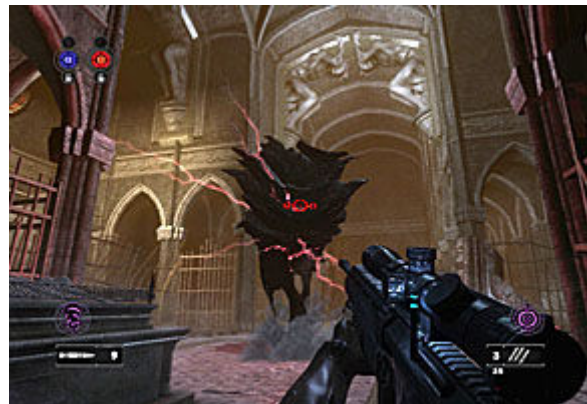
Hail, hail. The gang's all here. Cole seems to be in bad shape, but the crew is reunited at last.



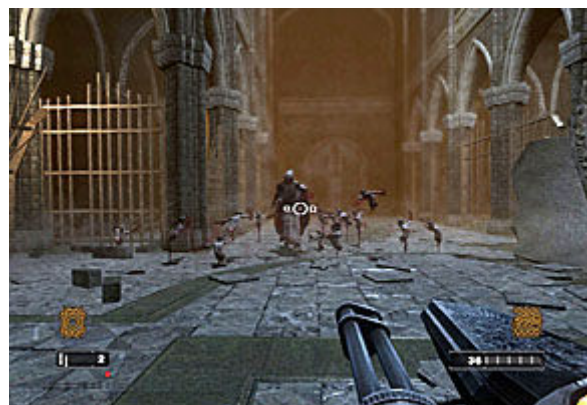
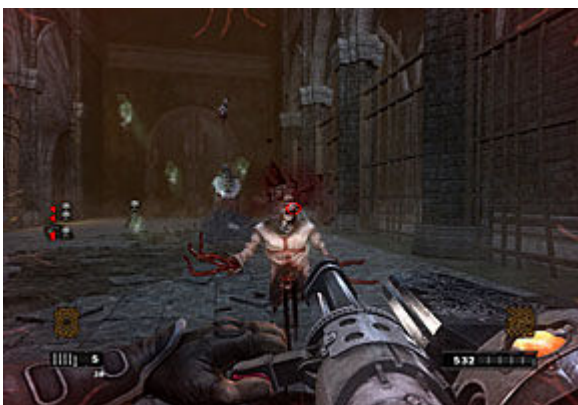
Take out the Malthus Crusaders. There aren't that many of them, so it shouldn't be hard. When you're done head down the stairs and into the narrow corridor and follow it until its end.



You'll encounter Malthus, the leader of the Children's Crusade. He has a protective shield so you won't be able to deal any damage. He has a very deadly attack in which he'll form a shell (below, right) and then blast the shell off. This is an insta-kill move. To avoid it, take cover so that your view of him is obscured. Afterwards he'll be vulnerable for a few seconds, but you'll also have to run around and heal up your fallen squad.



Cole's abilities can be very useful for making the most of the short time Malthus is vulnerable. If you have adequate ammo, Abby's grenade launcher is also great. While it's risky, running in for the slice with Billie's Katana can do some serious damage, too. When you've finally wounded Bishop Malthus enough, the children will finish him off for you. Go through the breach to end the level.

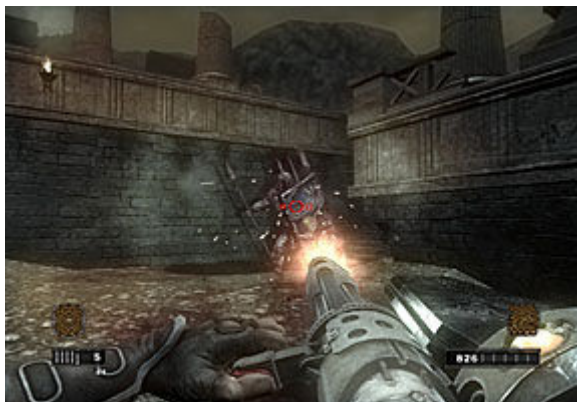
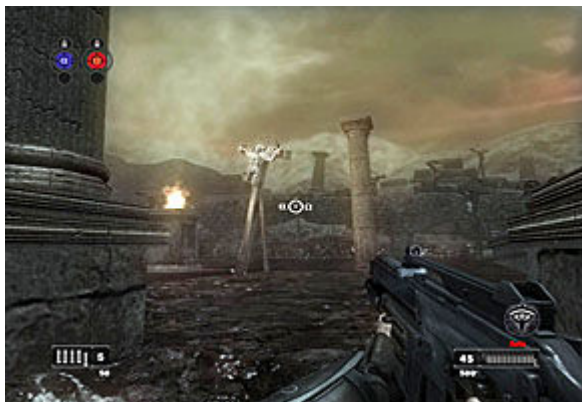


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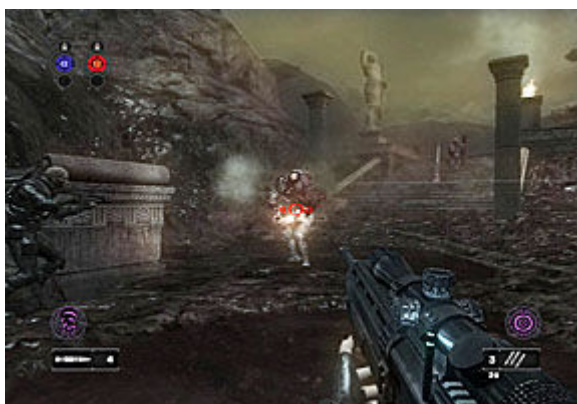
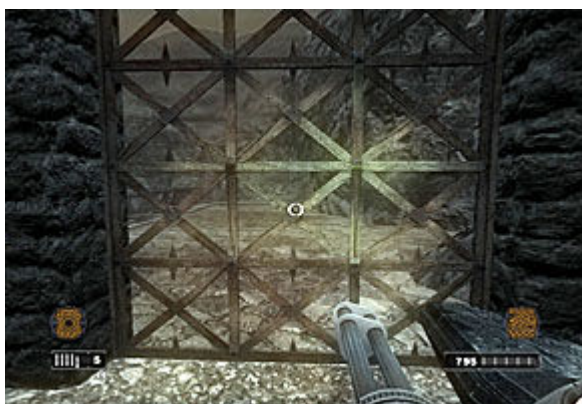
Imperium

This is still Al Khali, all right, but the year is now 38 A.D., under Roman rule. The way is lined with the crucified. The enemies here are new. They're called Legionaries, and they can be quite deadly. They hide behind their large shields and when they reveal themselves they pitch spears. Hope you're good at aiming and strafing because this attack is the

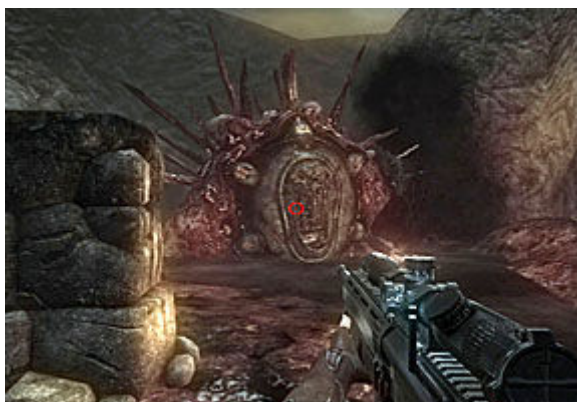
main time they'll be vulnerable.



You'll eventually come to a door that you'll need Delgado to open. Not far from here is a graveyard that will be swarmed with Exploding Cultists and Legionaries. Keep your distance. Use Delgado to take out the exploders. Cole's not bad for running around the Legionaries with her Infinite Loop. As will all segments with a lot of exploders, you're going to have to be really diligent about healing your teammates. Rawling can help with this duty, so make it a point to protect him.



The path ahead is lined with a few Legionaries. Play aggressively and they shouldn't give you too much trouble. Just beyond this is another Corpses Behemoth. This one is like the last one you fought. Take out all the seals on the mask except the top one, and then have Church run in and complete the Survival Event for the kill.



Just beyond this you'll have to tangle with a few Warriors at the top of a flight of stairs. If you sneak up on them, Abby can pop them with her Grenade Launcher and make this a little easier. Beyond that you'll have a nice chat with a crucified man.



Find your way down the winding mountain path. Just past the checkpoint, you'll be able to see some Legionaries off in the distance. Pick them off if you can, and then prepare for the real fight. Flying Cultists will swarm you, and, after the initial wave of Legionaries, some Exploding Cultists will lumber over. Try to stay on top of them before they get close. Near the end of the fight more Legionaries will join the battle. When you're done, find the stairs on the far side of the battle field.



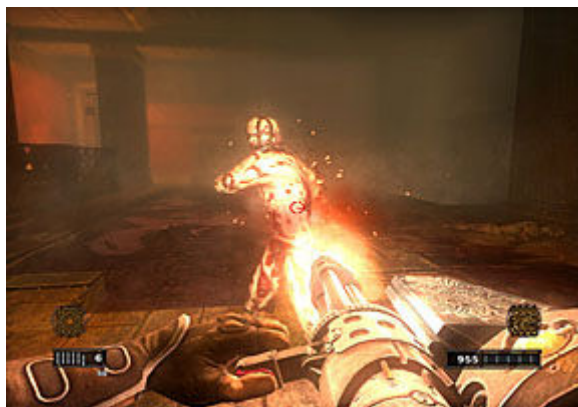
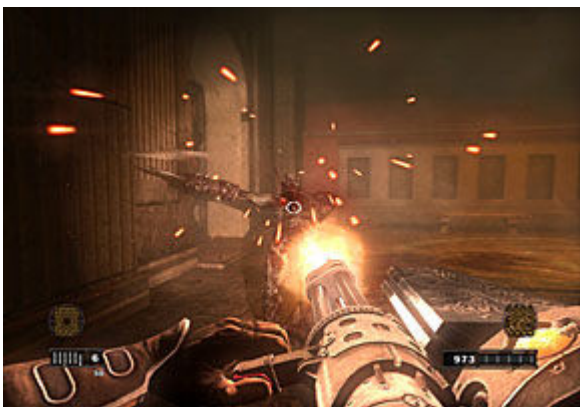
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The Low Road

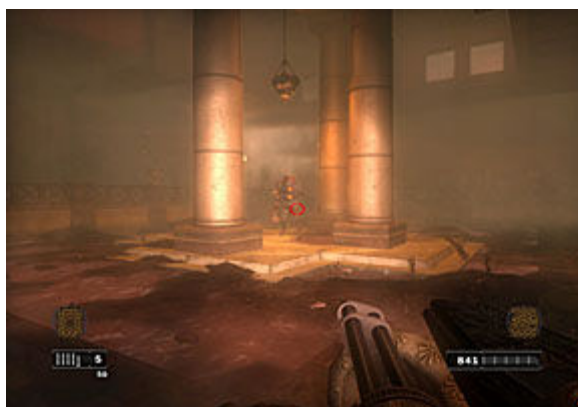
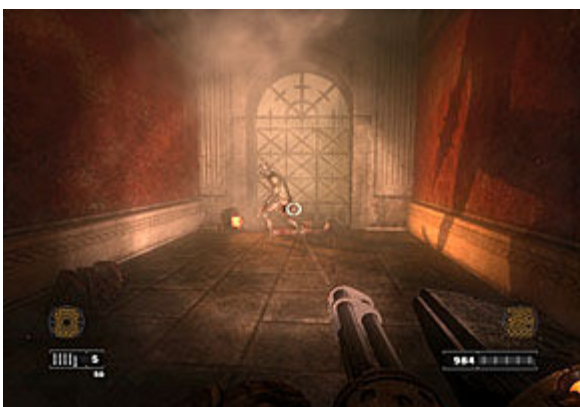
The Roman bathhouse is not nearly as luxurious as you'd hope. Look around until you find a corridor with the floor broken out and a fire down below. Switch to Delgado, and hop over the rubble. As soon as you get down below, activate the Fire Barrier and hold it while you navigate around the rubble and find your way out.



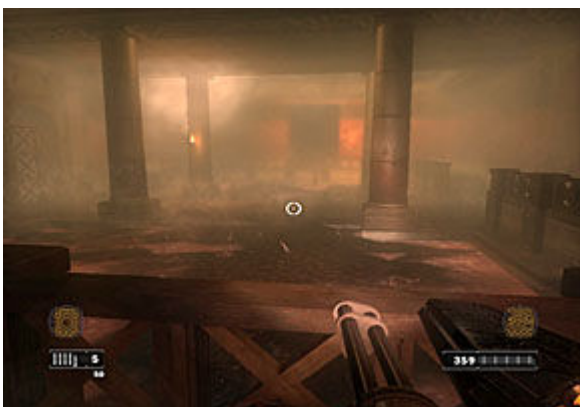
Back above you'll have some Cultists to deal with. No problem for Delgado. You'll hop over a rail and a couple more Cultists will pop up. More problematic are the two Exploding Cultists that can take you out if they get too close. Since Delgado doesn't move very quickly, be prepared. When you're done open the big portcullis into the fiery corridor.



Watch for the flaming Cultist that will charge you. Back out to fight him. You'll have to fight a couple more Cultists before you reach a room where the exploders will keep on coming. After fighting off all of them (around a dozen) you'll get a much needed checkpoint.



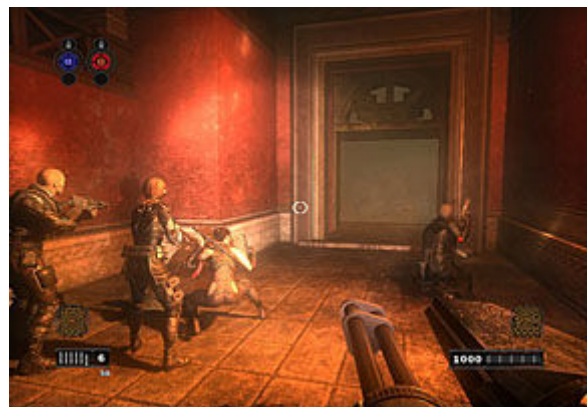
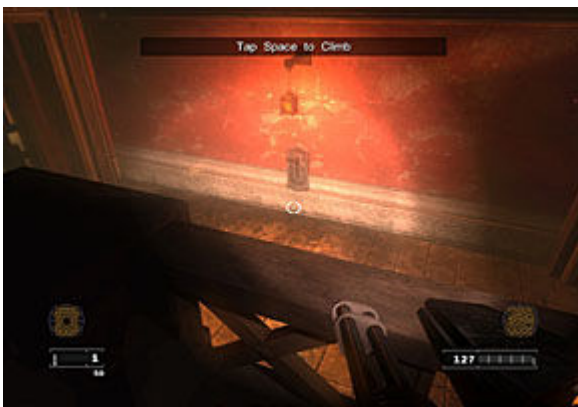
Hop over another rail and get ready for more Cultists of the vanilla and explosive varieties. Focus on the exploders. If they get too close you're finished. The regular cultists you can just take out with a head shot when they get up close.



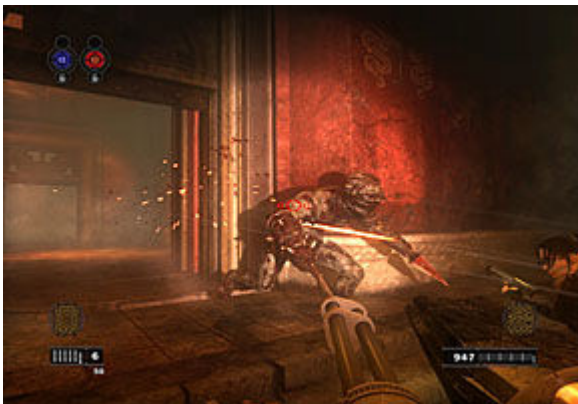
Up the stairs and into the next area, find your way to the corner of the room and hop the rail (below, left). In the hallway, don't go down the stairs, but take the small path to the right instead (below, right).



Just ahead here is an exploder that can ambush you for a really cheap kill, so be ready for it. Hop down below and flip the switch. You'll finally be reunited with the rest of your squad.



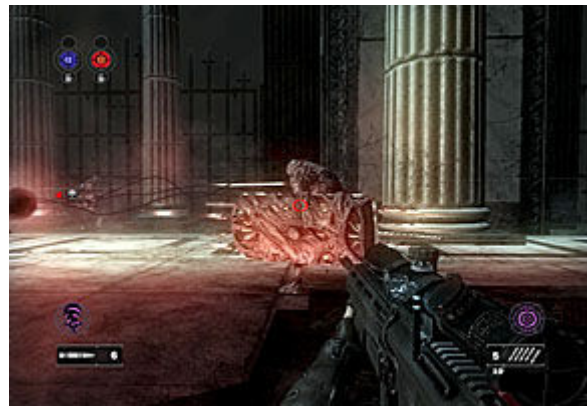
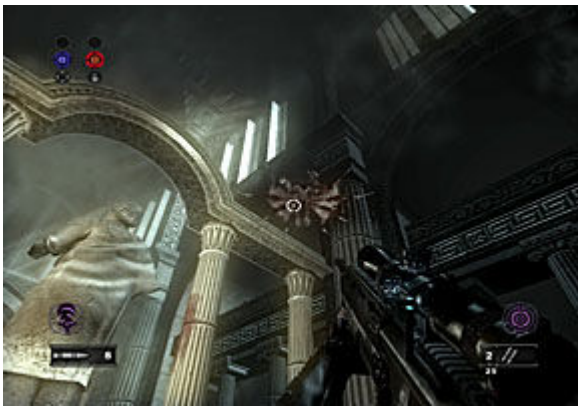
Through the portcullis you'll be swarmed by Cultists from the back and Exploding Cultists from the stairs up ahead. This is a long, repetitive battle. They'll just keep coming and coming, but eventually it will end, and the door at the bottom of the stairs will open. Up ahead you'll face some light resistance from 4 or 5 enemies, but it's a short road to the end of the level.



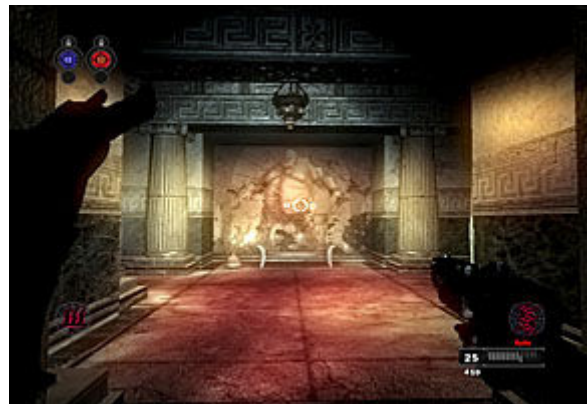
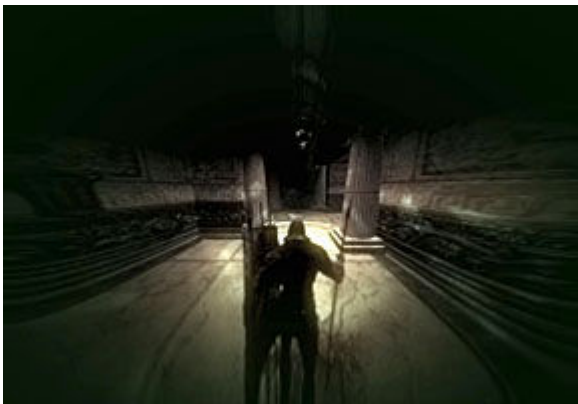
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Decadence

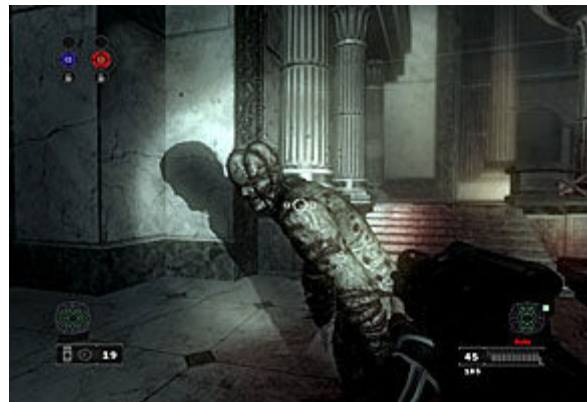
Just off to the right you'll find the passage leading to a large, decadent hall lined with broken statues. There are a few Legionaries inside. If you're quiet you'll get the first strike. When they're dead, move inside. You'll have to fight off a few Flying Cultists, and some Legionaries. This area is so big you shouldn't have much trouble moving around and taking out enemies one by one.



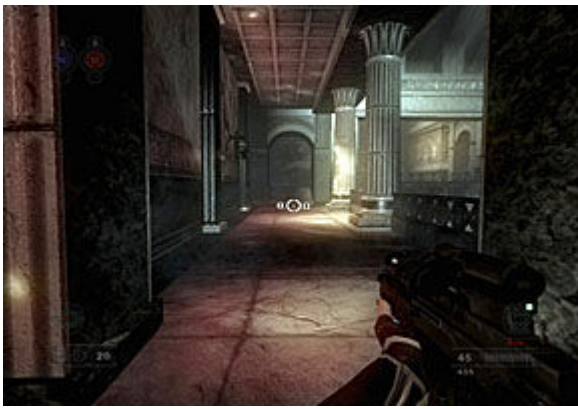
Beyond the gate, the Firstborn will appear. Use Jones to project to him. Off to the right is a Legionary. Jump to him, and then continue to jump from one Legionary to the next until you reach one that is patrolling back and forth. When this Legionary comes within range of a lever, flip it to open a door near the squad. You'll have to fight a small number of Legionaries, and then you'll be able to proceed unimpeded to the next checkpoint, a portcullis that Delgado must open.



This next room has about a half dozen Legionaries. There's a lot of room to move, so strafe around them. After you finish them off, you'll be swarmed by Cultists, but they shouldn't be much trouble for you by this point. After this fight you'll get another checkpoint.



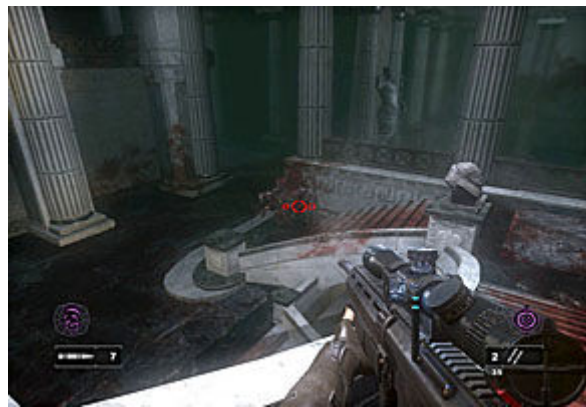
From here it's just a leisurely stroll to the end of the level. Not a single enemy. Go figure.



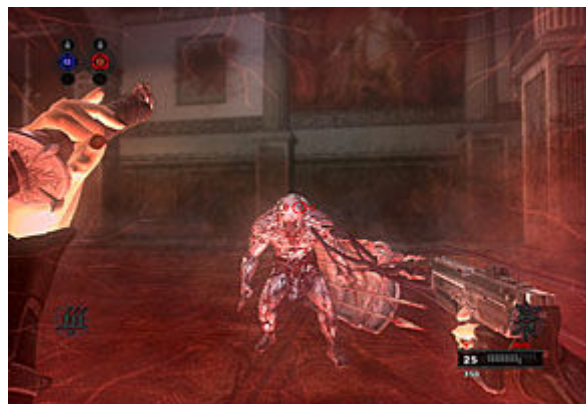
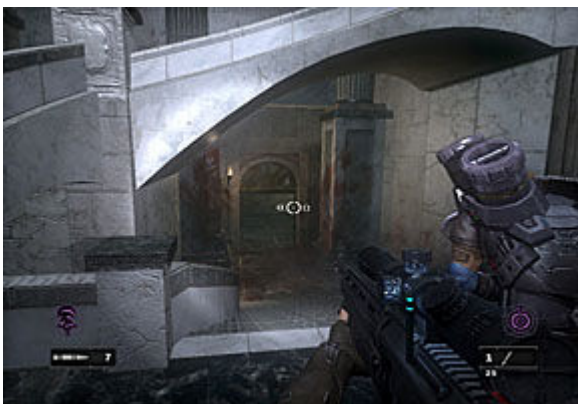
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Temple of Pain

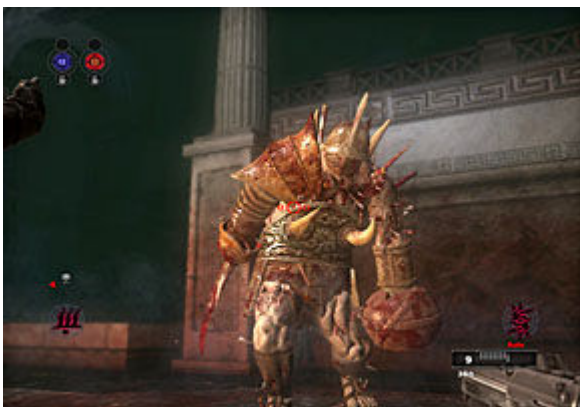
The first encounter here is in a narrow path without much room to move. Try using Billie's Blood Ward and slicing up the initial Legionaries. Once these guys are out of the way press onward to the stairs. Here you'll have the high ground and a clean shot on the rest of the Legionaries as they work their way up the stairs. Black will be able to pick them off long before they're able to get close enough to attack.



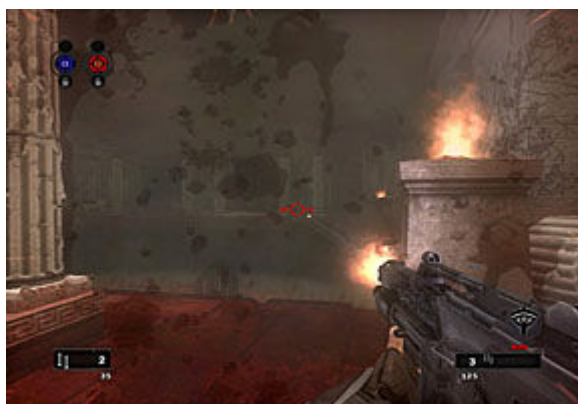
Head all the way down the stairs and through the dark hallways. The next encounter is a large room with some Legionaries. Billie's wards are less helpful here but could still be effective. The simplest approach is strafing around with Delgado and being aggressive.



Three more Legionaries will come wandering out. They're not much problem, but lumbering up behind them is the Gladiator. This towering giant doesn't seem very fast, but the size of his strides makes him a problem for slower team members like Delgado. Even worse, he can only be damaged by shooting the gash in his back. We had good luck alternating between Cole using the Firestorm ability and Black using the Grenade Launcher to take him down quickly.



When you reach the next area you'll have a few Legionaries to take care of and then a chasm of spears with some Legionaries across the way. Use Jones to project to the Legionary all the way to the right (you can also project to another one and work your way right if you like). Use your telekinesis to flip the lever down, and then return to your body and finish off these enemies. Abby's sniping is helpful for this.

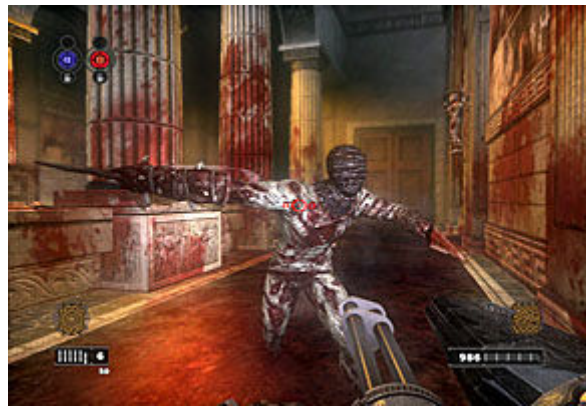


When the coast is clear, switch to Church, go over to the left side of the chasm and press the Interact button. You'll play a Survival Event and end up safely on the other side. There's a small raised area with a tile that you can depress by standing on it. Take your perch there, and face the rest of the squad on the other side. You'll see two more areas like the one you're standing on. Line one up in your crosshairs and order the Alpha Squad to move there, and then send the Omega Squad to the other. When all three tiles are depressed, a bridge will extend and you can move on.

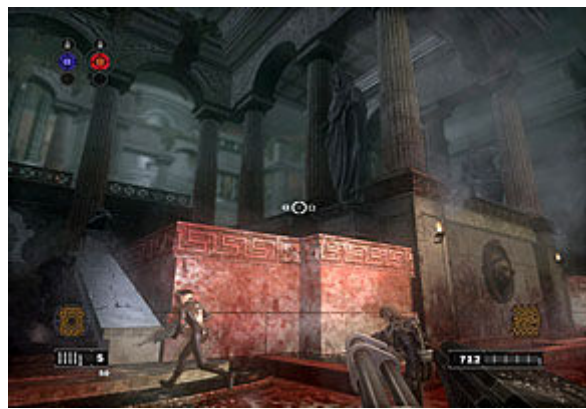


Gardens of Hell

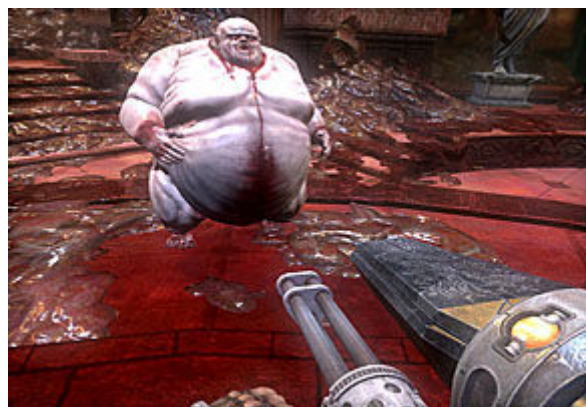
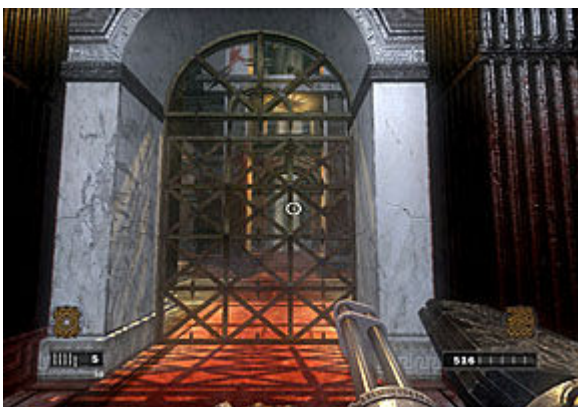
A pair of basic Cultists will greet you just beyond the starting point. Delgado will need to open the way ahead. Legionaries and Cultists wait in the next room so be prepared.



The road ahead is guarded by Legionaries, but never more than a few at a time, so Delgado can run through them without too much trouble.



Delgado will need to open the gate just inside. Here you'll finally meet Vicus face to face. That was a short level, wasn't it?



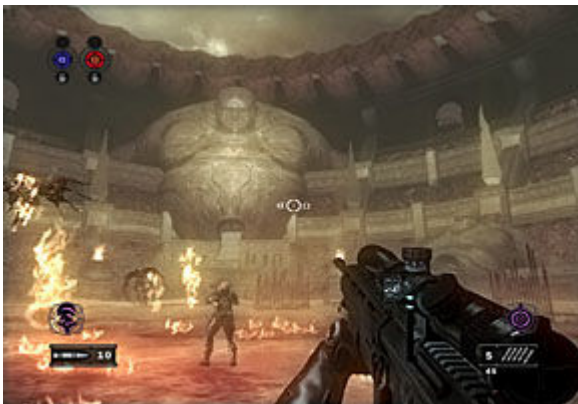
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Mortituri te Salutant

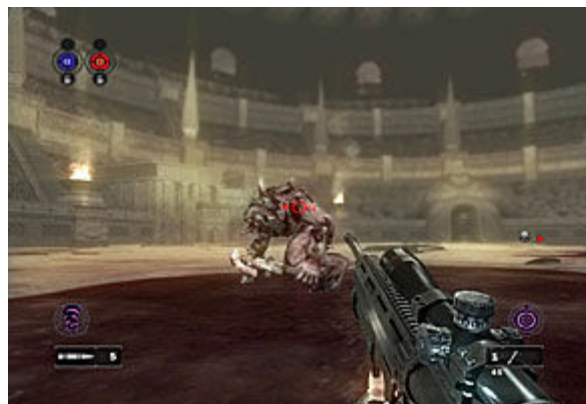
At first this looks like another sewer level, but as you make your way up the stairs, you'll realize exactly what you're in for. Ready up, Christians. The Lions will be here shortly.



You'll kick things off with some Flying Cultists. Not many, fortunately, so you shouldn't have much problem. After that some Legionaries will spawn across the gaps on either side. Have Abby pick them off. When you finish them off the iron bars will lower and there will again be three pressure switches. Send Alpha to one, Omega to the other, and then go stand on the third one. Checkpoint!



A couple more Flying Cultists will come out to tease you, but the real fight begins when the Blind Behemoth is unleashed. There's not much of a trick to this guy. Try to pop him in the chest and keep moving. As soon as you finish one off, another will come from the other side of the arena.



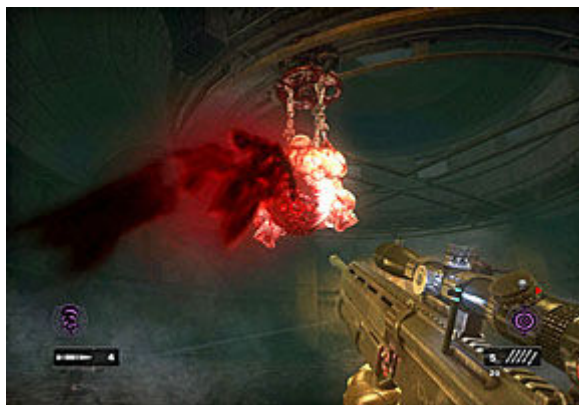
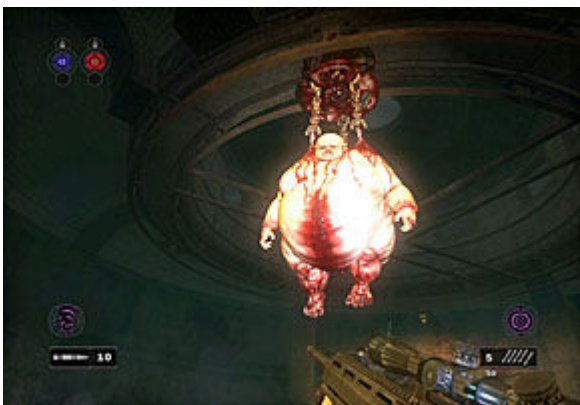
Next up is another Gladiator. Handle this guy just like the last one, using one character to lure him away, and then using Black's Grenade Launcher or Cole's Firestorm to mess his back up. Once he falls, go through the door nearby to end the level.



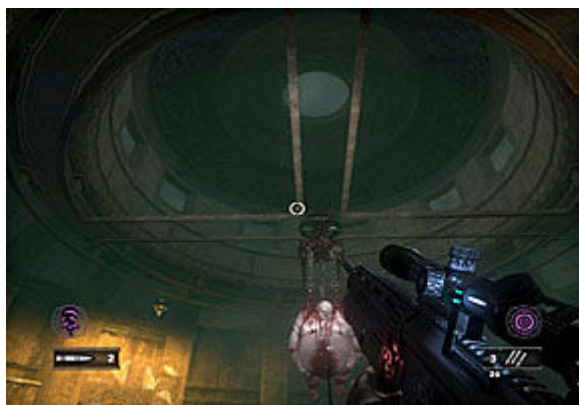
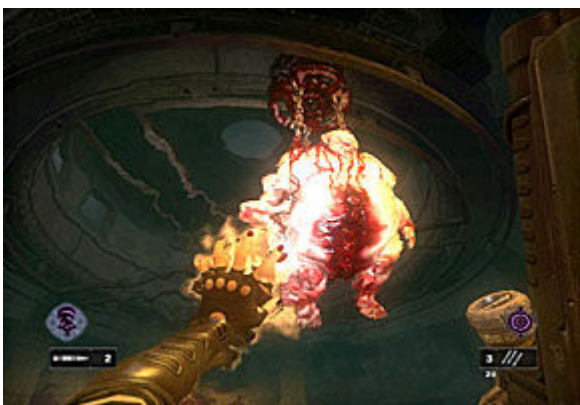
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Guts

That sexy mofo Cassus Vicus is waiting for you inside. There's a Gladiator in the center of the room, but he's stuck there so he can't move. His weak spot on his back is armored, so you won't be able to kill him. Just focus on Vicus. Strafe around and open fire on his insides when he exposes them. Abby's Grenade Launcher is perfect for this.



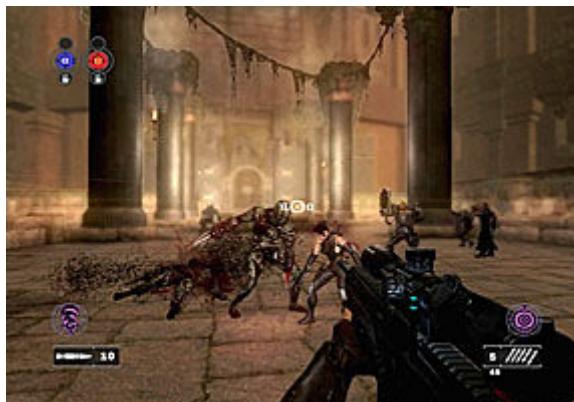
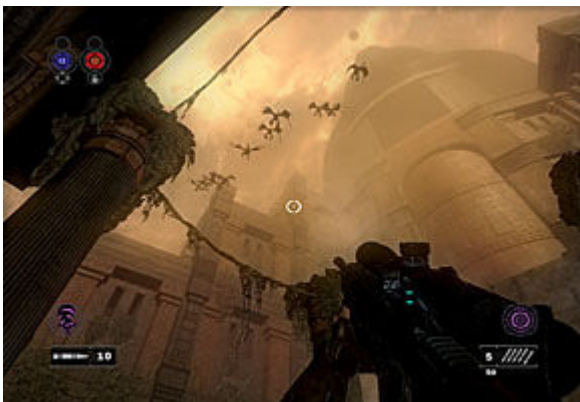
When he's dead the Gladiator will fall as well. Use Black's telekinesis to line up Vicus' corpse with one of the four rails to the center of the room, and then push him into the center. The breach will open up and your time traveling exploits can continue.



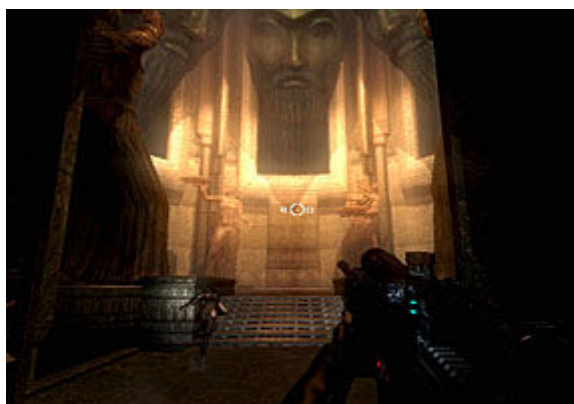
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The GodSeal

Ancient Sumeria. This is where it all went down. Leach is here, so you must be on the right path. As he flies off, Cultists will move in. They're no trouble, but keep an eye on the few Exploding Cultists mixed in.



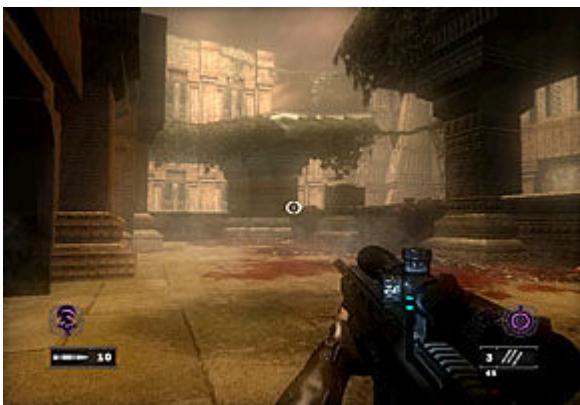
Jones will be possessed by Antadurunnu for a moment and you'll find out more about your mission. Inside, the squad will be split up. Another very brief level.



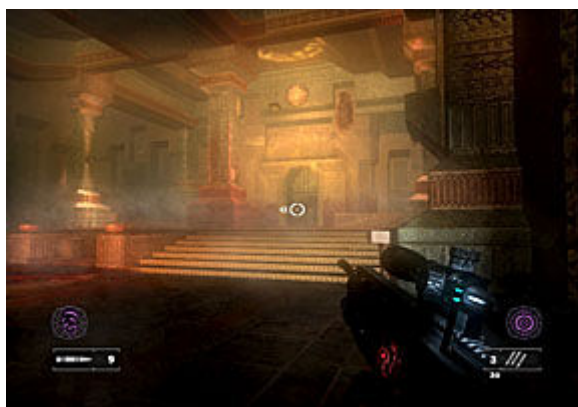
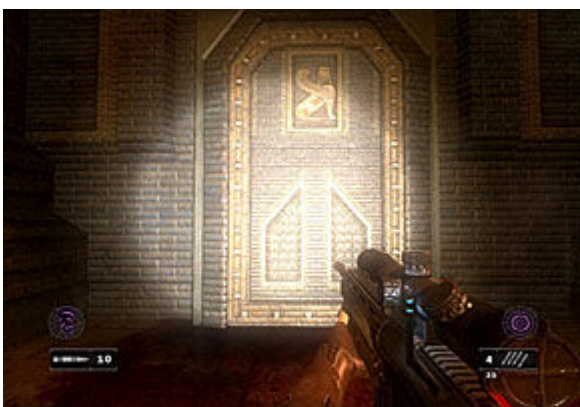
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Spiritual Guide

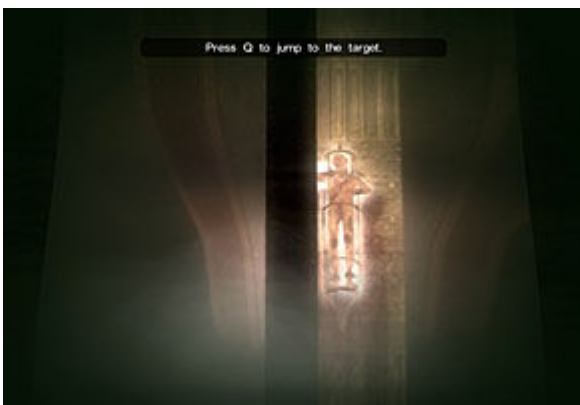
The squad has all been separated. You'll start out in Abby. The only enemies ahead are regular Cultists, and all of them will be visible from a distance. Use your sniper rifle to get head shots and you can clear the way unharmed. It'll help get your head pop count up, too, if you still need that achievement.



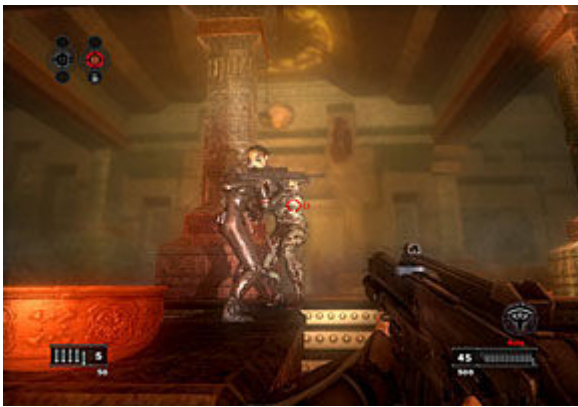
There's a door to take down with Abby's TK (below, left). At the intersection ahead go left, and then follow this path to the end without taking any unnecessary turns. You'll eventually come to a room with Jones locked in a cell.



Switch to Jones, and use your Astral Projection on the tortured soul pinned up across from you. From there jump to the next unlucky chap opposite that. Next to him, over the cell is the switch you can flip to open the cell.



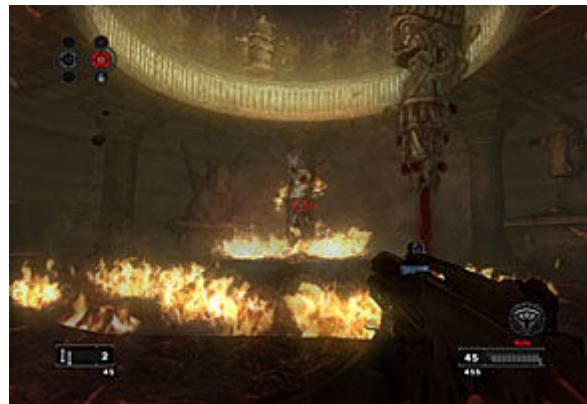
The gate to the right of Jones' cell will open and the Cultists will swarm in. You won't get to sneak up on these guys, so Jones is better equipped to handle them. Once you're done, move ahead to the level's end.



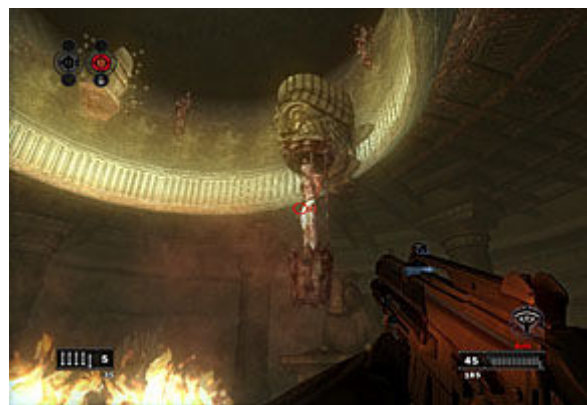
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Skin

Guarding Antadurunnu's skin are Ki and Ninnil. This fight starts out simply enough. Focus your fire on the one over the fire in the center, strafing to avoid her fireballs. When you've killed her you can focus your attention on the other.

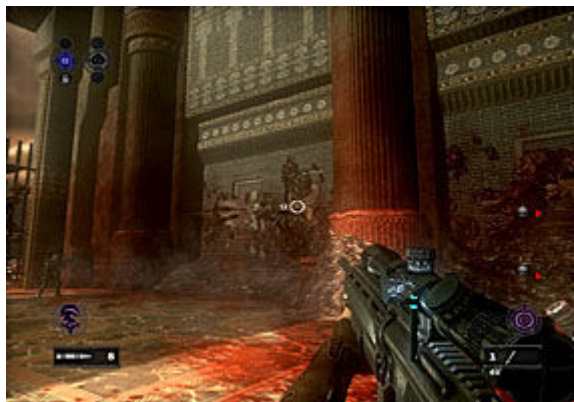


Use Jones to project up to one of the people pinned in the cages up above. From here look at the top of the pod that has been spawning Cultists and use your TK to press the switch. This will expose Ninnil inside and it's your chance to open fire. A couple of Abby's grenades should do the trick. After the fight the way ahead will open up and you'll soon be joined by Rawlings and Delgado. Switch to Delgado and open the portcullis that leads ahead.

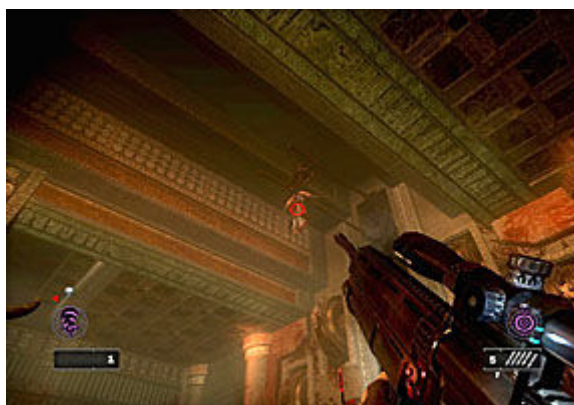
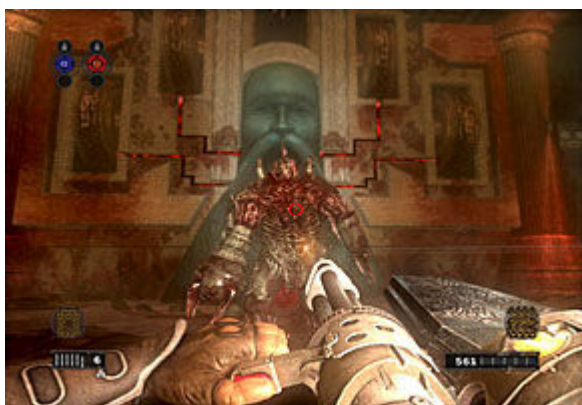


Flesh

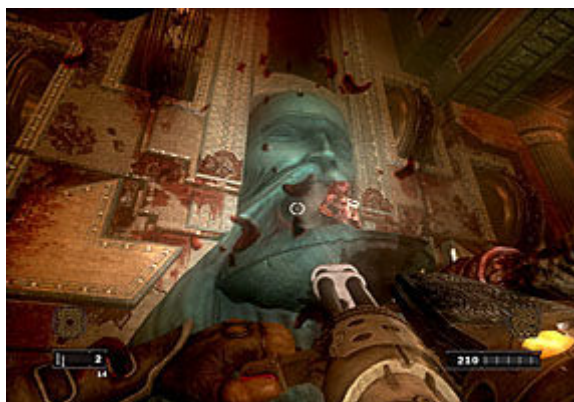
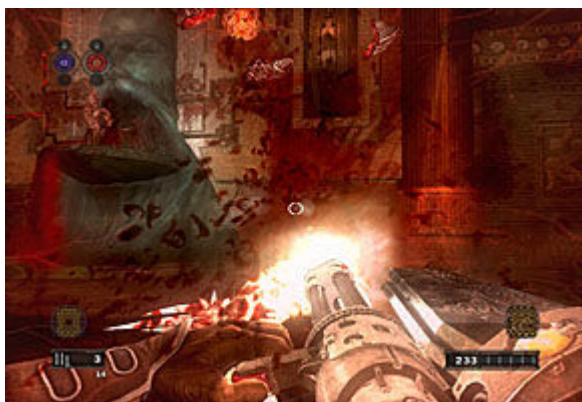
You'll start out by fighting a few Flying Cultists. There's room to move and this fight is nothing you haven't done plenty of times before, but don't let your guard down all the same. Those winged bastards are never to be taken too lightly.



Down the hall you'll find the chamber where Enlil and Inanna are waiting for you. Inanna, the one standing on the pedestal, has a shield that renders her invulnerable. As you approach she'll spawn a headless Gladiator. He's much easier than his headed brethren, but as soon as you kill him another will pop up. Let your squad hold it off and focus on destroying the four men impaled on the wheels on the wall. When you do, Enlil will be wheeled out from the wall along the ceiling. When his back is exposed hit him with everything you've got. Rinse and repeat until he's dead.



Cultists will start spawning out of the woodwork and making things difficult for you. Splatter the guys on the wall again. Rawlings will shout when her shield goes down. Let it rip and the battle is over.



Head for the door where you came in and the lovely ladies you've been searching for will make their dramatic entrance.

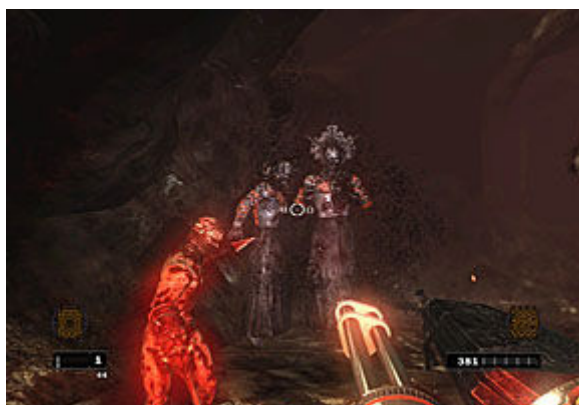
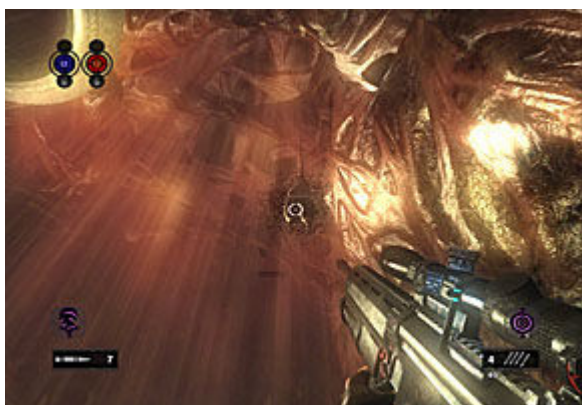
That teleport laser will start zapping you away, but you'll stick together this time.



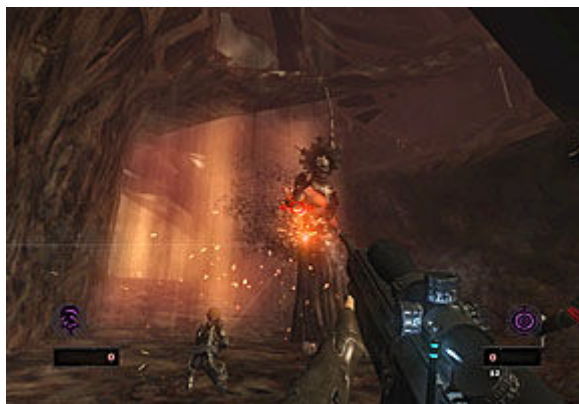
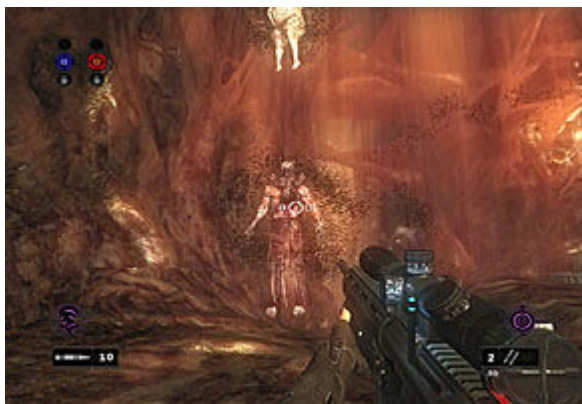
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Blood

You'll find yourself in a corridor apparently made of the title screen. You'll have to fight two bosses here, Nanna and Utu. They draw their power from flies. These flies are kept happy by the fat corpses hanging above.

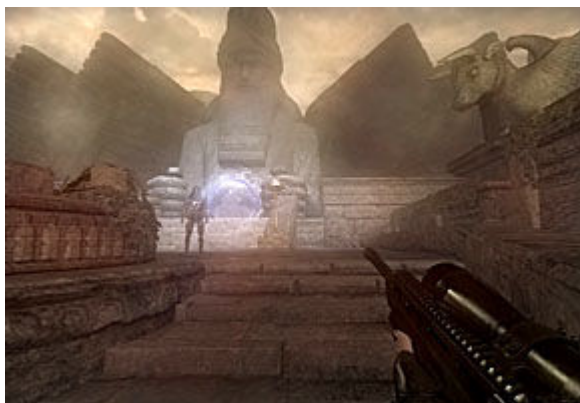


Run around the area and take out the bodies hanging above, and mind the Cultists that are spawning everywhere. Nanna and Utu can teleport around, and when one shows himself in front of you, hit him in the chest with all you've got. When both are dead you'll watch the urns you've collected come together to complete the resurrection ritual.



Sacrifice

Story-only chapter. Enjoy.



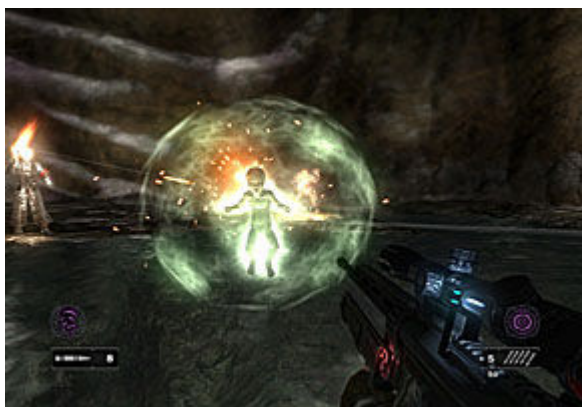
Pyxis Prima

To kick the fight off, the Firstborn performs his nastiest move and you'll be permanently down two soldiers. Luckily, he forgets how to do this once the real fight begins.

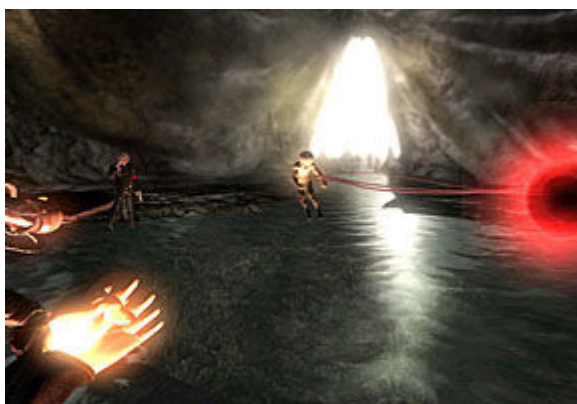


Your weapons are useless against the Firstborn's shield. In addition to his basic lightning attack, he'll copy the powers of your squad, and the only way to beat him is to use those same powers against him. First he'll try using telekinesis to

grab you and throw you against the wall. Use Abby to give him a shove when he hovers over the watery cave where you swam in. After that he'll use a health-draining magic that appears as purple orbs around your party. Switch to Rawlings and use Vlad's Curse to knock him out quickly.



Sparks will fly when he unleashes his own demon to do combat with Delgado's. Just hold down the button to summon Ababinili and watch the show. Lastly, the Firstborn will do a Blood Ward and tie up everyone but Church. Act quickly and have her cast her own Blood Ward. You'll then rush in for the kill.



Billie will give him a good spanking before Leach decides he wants the honors to finish him off. Let him; you have to make your escape.



Jericho Extras

#	Criteria	Reward
01	Kill 50 enemies using melee attacks	Cpt. Devin Ross
02	Kill 50 enemies using Ghost Bullet	Lt. Abigail Black
03	Pop 50 heads!	Sgt. Frank Delgado
04	Complete "Al Khali" on Hard	Sgt. Wilhelmina "Billie" Church
05	Complete "Man Down" on Hard	Cpt. Xavier Jones
06	Complete "The Tomb" on Hard	Cpl. Simone Cole
07	Pop 100 heads!	Fr. Paul Rawlings
08	Complete "The Den of Souls" on Hard	Agent Muriel Green
09	Complete "Al Khali"	Arnold Leech
10	Complete "Still With You" on Hard	Deceased Devin Ross
11	Kill 100 enemies using melee attacks	Cultist
12	Disintegrate 50 enemies!	Explosive Cultist
15	Complete "River of Blood" on Hard	Corpses Behemoth
16	God of Boom! Disintegrate 250 enemies!	OSS British Commandos
17	Complete "Brandenburg Gate"	Psychic Commander
18	God of Ghost Kill 250 enemies using Ghost Bullet	Machinegunner
19	Disintegrate 100 enemies!	Flamethrower
20	Kill 100 enemies using Ghost Bullet	Grenadier
21	Complete "Out of the Frying Pan" on Hard	Sir Richard de Gray
22	Complete "Motley Crew" on Hard	Brother William of Auxere
23	Complete "Sewers" on Hard	Warrior Crusader
24	Complete "Tortured Souls" on Hard	Crossbowman Crusader
25	Complete "Tortured Souls"	Child Crusader
26	Complete "Black Rose"	Bishop Malthus St. Claire
27	Complete "Decadence" on Hard without being incapacitated	Centurion Textius Longinus
28	Complete "Guts"	Governor Cassus Vicus
29	Complete "The Low Road" on Hard	Legionary
30	Complete "Morituri te Salutant" on Hard without being incapacitated	Blind Behemoth
31	Complete "Temple of Pain" on Hard	Gladiator
32	Complete "The God Seal" on Hard	Antadurunnu
33	Complete "Spiritual Guide" on Hard	Enlil
34	Complete "Skin" on Hard	Inanna
35	Complete "Flesh" on Hard	Ki
36	Complete "Skin" on Hard without being incapacitated	Ninlil
37	Complete "Blood" on Hard	Nanna
38	Complete "Blood" on Hard without being incapacitated	Utu
39	Complete "Flesh" on Hard without being incapacitated	Sumerian Puppet
40	Complete "Pyxis Prima"	Pyxis Prima
42	Complete "Rivers of Blood" on Hard without being incapacitated	The Jericho Team
43	Complete "Exorcism" on Hard	Operation: Godseal