



## Darkest of Days Guide

Some would say that mankind cannot exist without war, and within the world of Darkest of Days, this assumed truth is practically gospel. Though the organization known as KronoteK can travel back and forth through time, they will not dare tamper with the grisliest chapters of humanity's past. As a matter of fact, their goal is to ensure that history is never disturbed, regardless of the costs to its protectors...

As their newest unwilling recruit, you've no choice but to serve their whims, as rejecting their proposition would result in certain death. Though this surely means you will be an unsung hero, you won't have to endure this fate alone. IGN Guides will see you through these Darkest of Days, letting you know when to hunker down and fight it out, or take off running! Don't assume the latter to be cowardly, either—when you realize how many foes you'll be pitted up against, you'll know why...

*In this Darkest of Days strategy guide, you'll find:*

- **BASICS** // Control, reloading and futuristic weaponry tips to get you through the darkest of days.
- **WALKTHROUGH** // A complete Darkest of Days walkthrough covering all stages and goals.

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## Darkest of Days Basics

### Controlling Yourself

As with any first person shooter, **familiarizing yourself with Darkest of Days' controls is essential**. Before leaping into the fire, visit the *Controls* menu on the title screen.

Likewise, **you should customize your Look Sensitivity in the Settings menu**. This directly affects how rapidly your viewpoint moves, and is one of the most important adjustable features in a FPS. Though you needn't worry about skilled online competition, tweaking these sorts of settings will nonetheless provide an advantage against the AI.

While you're there, **modify the rest of the in-game settings to your liking**, as you'll shoot better when you're comfortable. What kind of *Aim Reticle* will you easily notice? Is there a type of *HUD Color* that your eyes won't reject at a quick glance? Further—and perhaps most importantly—what *Game Difficulty* do you want to fight through?

### Reloading at Key Times

Many times, you'll empty your gun of its bullets. Although this process starts automatically, **the actual success of your reload depends largely on your reflexes**. An on-screen meter will fill in a clockwise pattern, and if you depress the fire button when it touches the green marker, you'll rapidly reload. Pressing it at any other time could jam the weapon. As for the less dexterous, you can avoid utilizing this feature altogether—doing nothing yields a normally paced reload that cannot fail.

Beyond mastering the meter, **you should get used to reloading whenever you're standing around**. This could save your skin if you get into a ferocious firefight, and haven't any time to spare. Furthermore, if there is extra ammunition laying around and your reserve is at maximum capacity, you should reload your weapon, and fill it right back up again. There's nothing nicer than having a full clip and a ton of extra bullets backing you up.

### Snatching Futuristic Weaponry

Though it will take a few missions, you will eventually encounter other people from the future. Not much later, you'll learn that they can be forced out into the open by killing people surrounded by blue auras.

If a mission is particularly tough, and you want some hardcore weapons to even the score, drawing out these people is how that's accomplished. Specifically, you'll kill a blue aura bearer, and manage to defeat the futuristic foe who appears afterward. It's not a cakewalk, but you'll be able to take and use their gun when they're dead.

The trade-off, of course, is the loss of upgrade points. It's up to you to decide whether the weapon or a point is more worthwhile.

## Darkest of Days Walkthrough

TOC	01	02	03	04	05	06	07	08	»
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This walkthrough will assume you've selected the Normal difficulty setting. If you decide on something simpler, the Easy mode will throw less enemies at you, while the toughest type—With Chest Hair—brings in many more.

Walkthrough Table of Contents	
01	<a href="#">The Battle of Little Bighorn / Introduction to KronoteK</a>
02	<a href="#">Germans on the Run</a>
03	<a href="#">Germans on the Run (cont.)</a>
04	<a href="#">Back at the Briefing Room / Night Moves</a>
05	<a href="#">Night Moves (cont.)</a>
06	<a href="#">Onward to Frankenau</a>
07	<a href="#">A Harvest of Carnage</a>
08	<a href="#">The Trap / Learning About KronoteK</a>
09	<a href="#">Stairway to Petrovich</a>
10	<a href="#">Battle for Holy Ground</a>
11	<a href="#">Eye on the Competition</a>
12	<a href="#">Hide and Seek</a>
13	<a href="#">Hide and Seek (cont.)</a>
14	<a href="#">Trestle Goes Boom</a>
15	<a href="#">Trestle Goes Boom (cont.)</a>
16	<a href="#">A Burnsides Too Far</a>
17	<a href="#">Been Here Before</a>
18	<a href="#">A Rebel Yell</a>

19	<a href="#">The Thin Red Dot</a>
20	<a href="#">The Thin Red Dot (cont.)</a>
21	<a href="#">The Vesuvian Man</a>
22	<a href="#">The Vesuvian Man (cont.)</a>

<a href="#">TOC</a>	<a href="#">01</a>	<a href="#">02</a>	<a href="#">03</a>	<a href="#">04</a>	<a href="#">05</a>	<a href="#">06</a>	<a href="#">07</a>	<a href="#">08</a>	<a href="#">»</a>
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## PART 1: The Battle of Little Bighorn

Spears are raining down upon your men near the Little Bighorn, and you—defenseless and wounded—are knocked off your horse, and ordered to run. Follow the two other soldiers as they complain about the Native Indians and run through the brush. You'll dip down into an area near a pond, and then climb out into the open, where an awful firefight—Custer's last stand, to be specific—is taking place.

Position yourself up on the hill, and face the direction you came from. Ignore the horse riders, and try to pick off anyone running around on foot. You will take damage, but you needn't worry, as it's an inevitability you'll survive. Simply focus on blasting your opposers until you're knocked to the earth, and keep right on shooting.

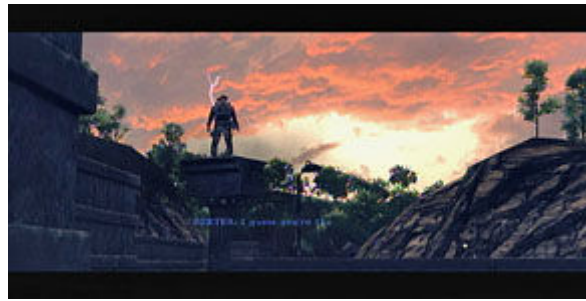
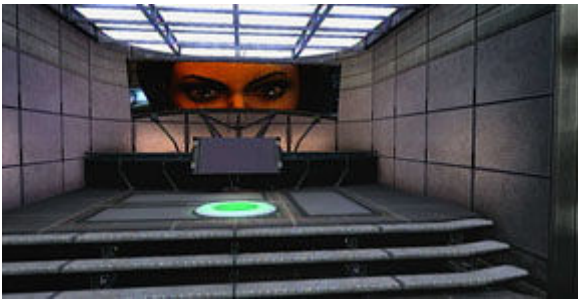
After you watch spears tear down your fellow men, a man in a futuristic suit will suddenly rush forward from a time-space anomaly, and you'll be sucked into it.



## PART 2: Introduction to KronoteK

When you regain control, obey the Mother's beckoning by stepping forward. She will tell you all about KronoteK, and prepare you for a meeting with Agent Dexter. The portal she recommends to you is located where you once stood, and all you have to do is walk into it.

Before long, you'll appear before the gruff Agent Dexter, who will get you started on weapons training. There's a small blue circle on your screen, and it represents the next waypoint—namely, the area you should be running toward—which is just ahead and to the right. A neon-colored pseudo-soldier will come running out of hiding, and you'll want to fill them with lead.



As Dexter warns, the majority of your targets will be mobile, and several moving soldiers will be dispatched to prove it. They won't fight back, and you aren't timed, so you may take them out at your leisure. Use this opportunity to grow accustomed to aiming, firing, and reloading. Once you're confident, turn around, and proceed to the next waypoint.

Now, it's time to use grenades. Step up to the plate, and lob them straight ahead to blow up the glowing, mobile dummy, Hans. You may continue tossing grenades till you deplete your stock, but only one must be used to complete the objective. When you're satisfied, turn on your heel, and take a right 'round the corner up ahead to reach the third waypoint.

Like the prior goal, using artillery is finished the moment you've successfully blasted a soldier to bits. Enjoy the cannon till your heart's content, and start off toward the fourth destination. You won't be able to reach it without pulling out your map, however, so listen to Dexter when he suggests it by depressing the World Map button.

Finally, you can walk on to your last objective, which teaches you about blue auras, and Chasers. The former surrounds people whom you absolutely cannot kill, as you are now a time traveler, and their place in history mustn't be disrupted. As for the unique little orbs called Chasers, they are incredibly useful, as they will knock these precious people unconscious. During firefights, you may select them by pressing the Directional Pad downward. If you don't have time for them, however, simply deliver a non-fatal injury to the blue fellows, and you'll be fine.

When it appears, charge right into the portal to complete your training.

TOC	01	02	03	04	05	06	07	08	»
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### PART 3: Germans on the Run

After Mother and Dexter share a short discussion, step up to the computer, and this will load the Mission Select screen. Choose the first option, and you will be briefed. Accept the mission, then walk into the portal behind you, and you will be whisked to Tannenberg.

#### Rendezvous with Dexter

In the beginning, you will not need to actually engage your enemies. Instead, follow the trenches forward until you reach the first waypoint. You will not find Dexter there, but your map will be marked anew. Use the World Map function to pull it up, and the Left Trigger to zoom in on it, if necessary. To help orient yourself with the map, rotate your body until you're pointed in the right direction, and then, trudge on.

#### Goals

1. Rendezvous with Dexter
2. Locate Cpt. Petrovich
3. Repel German Attack
4. Keep After Petrovich
5. Speak With Dexter & Secure Your Exit



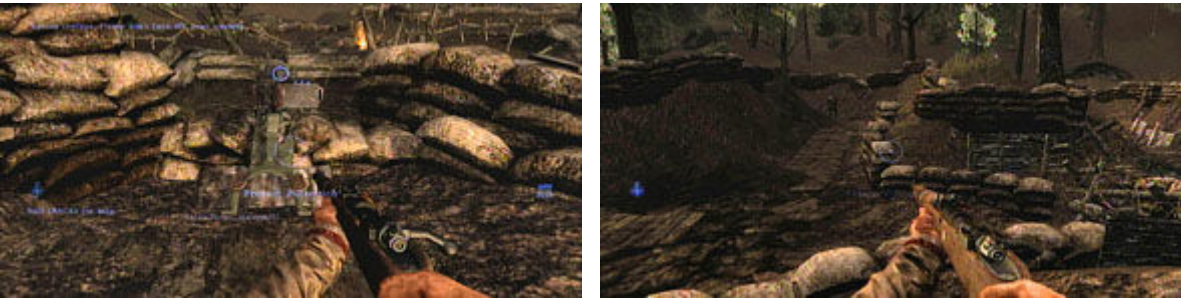


Once you've met up with Dexter, he'll inform you that the man you're meant to protect is pinned down.

Locate Cpt. Petrovich

Fortunately, there's a machine gun to the right of you, and it's yours for the using. Mount it with the Use/Interact button, and mow down the opposition. Watch its on-screen meter, as—when that turns red—the gun will occasionally overheat. Whenever that happens, you must wait till it's turned green again before you can resume firing.

Your foes will enter from the left and right sides of the screen, and take cover behind rocks and fences. No matter which of the two they choose, you will practically always be able to see their heads and shoulders at the very least, enabling you to constantly pick them off.



Once Petrovich is safe, Dexter will tell you as much, and you can leave the machine gun behind. Turn left, and follow your guide southward, through the trenches and up into the hills. Remember, if you ever lose your orientation, pull up your map via the World Map function to regain it.

You will run past several groups of soldiers and dash through a firefight before finally reaching Petrovich.

TOC	01	02	03	04	05	06	07	08	»
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PART 3: Germans on the Run (cont.)

Repel German Attack	<b>Goals</b>
As Dexter commands, you should climb the nearby hill as rapidly as possible. Continue running forward to wrap around the back of it, then follow the coiling path to the plateau. Stare toward the oncoming German forces, and pick them off whenever they run out into the open, or reveal themselves from behind cover. Although some of them will hide well behind brush, they'll come out eventually, so don't worry—you'll get them.	1. Rendezvous with Dexter
	2. Locate Cpt. Petrovich
	3. Repel German Attack
	4. Keep After Petrovich
	5. Speak With Dexter & Secure Your Exit

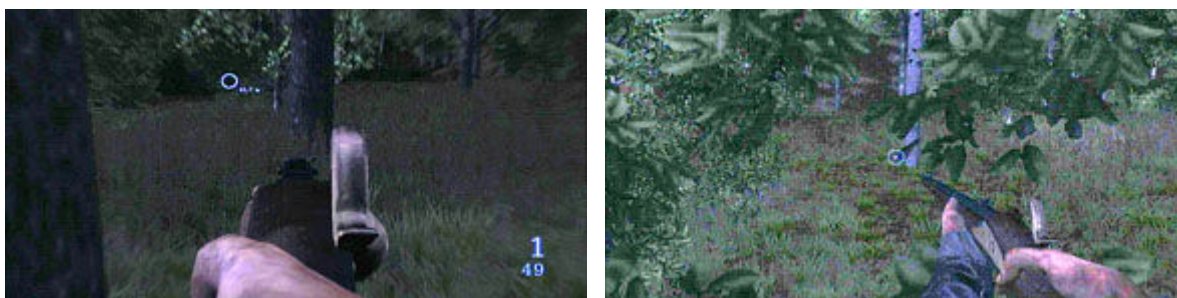
Once the Mustard Gas is thrown, ascend to the top of the hill—if you aren't already there—to reach your next two waypoints.



Follow the path leading away from the hilltop, and after the gas clears away, you'll automatically remove your mask. Dexter will yell at you to keep on running, which is precisely what you should do, as Petrovich has run rather far ahead. Before you reach him, you'll come upon a couple of men with blue auras. Use your Chasers to evacuate them immediately, then take cover.

Most likely, your fellow soldiers will kill off the opposition before the Chasers activate, leaving you free to hide. However, you can return fire on the Germans if you want to. They'll pour in along the very path you were following, and once they are gone, continue running eastward.

Although more enemies will come running after you, you needn't fight them. Simply toss Chasers at any blue auras, wait for them to take effect, and then keep right on going. As always, use your map to re-orient yourself if you ever fear you've fallen off track.



Eventually, Dexter will order you to climb a hill. By the time he does, it will be at your right. Follow the path all the way to the top and down the other side, and you will see a waypoint just ahead. Although the area is being bombed, you can sprint to the waypoint, and you will take little to no damage along the way.

After you've cleared it, continue trudging forward until you see a building in the distance. This is where Petrovich has holed himself up. Once more, you can ignore the firefight going on around you, and dash straight into the structure. The man you've fought to protect will have a chat with Dexter.

#### Speak With Dexter & Secure Your Exit

Pursue Dexter outside, and he will explain that you're to return to KronoteK. Run alongside him to reach the necessary portal.

TOC	01	02	03	04	05	06	07	08	»
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#### PART 4: Back at the Briefing Room

Mother will give you a brief update, and when you turn to Dexter afterward, he will talk to you about upgrade points. Whenever you successfully save people surrounded by blue auras during a mission, you will receive additional points at its conclusion. Although you can spend your first three points immediately, you may want to conserve them, since these stages are naturally easier than their later counterparts. However, what you do with them is your decision to make.

When you are satisfied, return to the Mission Select board to pick your next assignment.

## PART 5: Night Moves

### Join Union Scout Patrol (Meet With Union Scouts)

Set down on a dark, leafy, and deceptively peaceful path, you will want to follow it downward, and around a bend. This will bring you to the next waypoint. You and the rest of the soldiers will be briefed, and your specific assignment will be traveling westward, through the swamp.

Though there are some enemies along the way, if you are careful, you can easily sprint straight to the second waypoint. To avoid exhausting yourself in the middle of crossfire, slow to walking speed whenever you pull up your map, and resume running afterward. If you are shot, simply nevermind it, and continue rushing toward your destination.

Once you have reached the waypoint, your fellow soldiers will order you to hide in the trees. Disobeying them will trigger a deadly battle, so you best heed their advice. Retreat to the thick, western edges of the forest, and stand still. If your opposers don't notice you, the next objective will activate automatically.

#### Goals

1. Join Union Scout Patrol (Meet With Union Scouts)
2. Make Your Way to the Gully Pass
3. Locate Joseph Welsh
4. Reach the Gully
5. Get to the Manor
6. Move to Overlook & Cross the River
7. Move to Union Camp & Secure Your Exit

### Make Your Way to the Gully Pass

If you're interested in surviving, keep up the stealthy, easy-does-it approach. Stick to hugging the leafy trees for cover, and keep an eye out for your foes, who will be marching along the western road. Meanwhile, keep trudging northward, only halting whenever you are warned. Eventually, you'll be told that it's safe to carry on, and at that point, you likely won't be spotted—make a break for it!



### Reach the Gully

Before long, one of your men will alert you to an enemy beacon, which is waiting up ahead. Soon afterward, they'll advise taking the hill to your right to evade it. While making your way there, it's possible you will be shot at—ignore that if it happens, and sprint up the path. You won't get very far before someone tells you that this doesn't feel right, and when you reach the top of the hill, you'll understand why.

Look out over the valley, and you'll behold a campsite packed with foes, who are just waiting for you to disturb them. Though you can try to sneak through it, it's unlikely that you will manage without being spotted. Fortunately, if you stick to the west side of the camp, you will be able to run through most of it. You may be shot several times, but if you are brave enough, you can try to sprint through the whole thing.

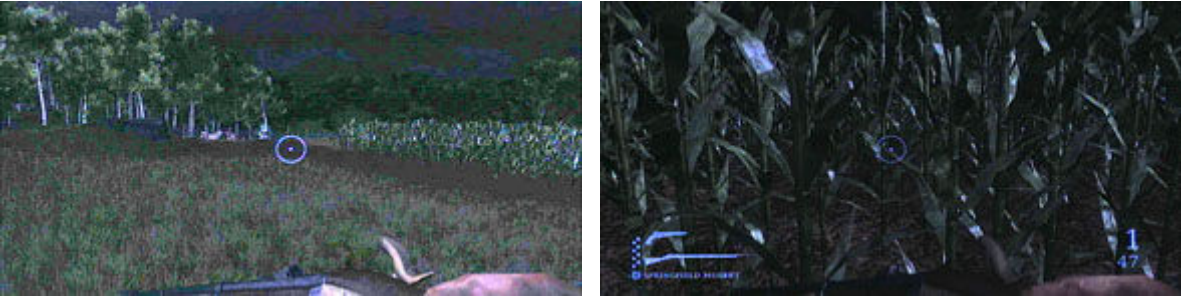
Along the way, you will likely spy an enemy soldier with a blue aura. Sling your Chasers at them as you go tearing by.

### Get to the Manor

Once you've come upon the waypoint, your men will observe that the rebels are ransacking the manor. This provides a perfect opportunity for sneaking up on them, but you must avoid the main road as you do so, else you'll tip their friends off to your presence. To prevent that from happening, travel northeast toward the corn fields, but don't run through them yet.



To both the northwest and southeast of the maize-laden cover, there are glowing blue rebels waiting to be plucked from danger. You should be able to find anywhere from four to five of them, if you're diligent enough. After you've used your Chasers on all of them, prepare to head through the corn fields, resuming your northeastward path.



Whenever you are warned to, slow down, or wait for a few seconds before proceeding. If a firefight ever breaks out, you can run for it, and—once you reach a certain distance—you will be out of your foes' range.

Soon enough, you will reach the other side of the corn fields, and the burning manor will be on the horizon. As there are still a lot of enemies present, you will want to hug the furthest, southeast side of the pathway as you continue toward the north.

TOC	01	02	03	04	05	06	07	08	»
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PART 5: Night Moves (cont.)

Kill Rebels at Manor	<b>Goals</b> <ul style="list-style-type: none"><li>1. Join Union Scout Patrol (Meet With Union Scouts)</li><li>2. Make Your Way to the Gully Pass</li><li>3. Locate Joseph Welsh</li><li>4. Reach the Gully</li><li>5. Get to the Manor</li><li>6. Move to Overlook &amp; Cross the River</li><li>7. Move to Union Camp &amp; Secure Your Exit</li></ul>
<p>You will see the manor burning in the distance, and when you try approaching it, a bevy of enemies come pouring out onto the plains. Though you should try lobbing Chasers at any blue auras you see, be careful about it, as standing around in the open will bring death upon you quickly.</p> <p>Use the noticeably large rocks for cover, and pick off any soldiers heading toward you. If required, you can retreat behind the hills, and wait for your foes to reveal themselves as they come looking for you. Whatever method you choose, do your best to stay away from their firing range, as there are a lot of them, and only a small handful of you.</p>	



After their numbers have been thinned, and you are successfully closing in on the manor, your next objective will automatically begin.

Move to Overlook & Cross the River

The overlook you seek is directly behind the incinerated housing. When you stand there and behold all the tents below,

your fellow soldiers suggest bringing word back to your men. To do this, you must cross the river, which is almost directly north of your current position. Unfortunately, a cliffside prevents you from going straight there.

Descend from the overlook by heading northwest, and you will encounter some particularly ornery opposers. As there is little effective cover, your best solution is to run back a ways, and pick them off from afar. When they're out of your way, one of your men may express relief, and then, you may resume crossing the river.



Move to Union Camp & Secure Your Exit

Now that you're on the other side, you have a long way to run. Pull up your map, and you'll notice that the next waypoint marker is near the upper left corner of the map. Start sprinting there. Along the way, you will come across more blue auras. If you're out of Chasers by now, remember that you can fire an incapacitating, non-fatal shot, and it will be just as effective.



Any firefights you come upon will be short-lived, but don't get cocky, or you'll be sent reeling back to your previous save point. If you ever fear you've swayed off-path, pull up your map, and continue on westward. Your fellows will let you know when you're close, and the waypoint will be within plain sight. After you reach it, you'll have to secure your exit.

Run off to the west-northwest field beside the camp, and the portal will be awaiting you there.

TOC	01	02	03	04	05	06	07	08	»
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PART 6: Onward to Frankenau

Move to Frankenau & Acquire Shotgun	<b>Goals</b>
After you've spent some points on upgrades, revisit the Mission Info screen to select your next assignment. During the briefing, you'll learn that a powerful shotgun has been hidden in a barn, and it's waiting to be claimed by you. Though you can charge right for it, there's a fair chance you will die if you do. Instead, run to and press against the eastern barrier of the map. From there, charge northward, running right past the enemy soldiers.	1. Move to Frankenau & Acquire Shotgun
	2. Rendezvous with Dexter & Defend the Russian Trenches
	3. Lead Patrol for Petrovich & Secure Your Exit



Unfortunately, your foes will have the barn surrounded. Take your time in picking them off, as their weapons are powerful, and some will throw grenades. Once you can sneak inside, make a break for it, as the incredible shotgun will help you make a quick and bloody getaway.

Now that you're properly equipped for it, start running north-northwest in search of Frankenau. If you reach the river, and cannot travel further north, simply follow it westward until you find the beaten path. Numerous German soldiers will come after you, but dancing around them while unloading your shotgun should keep you alive.



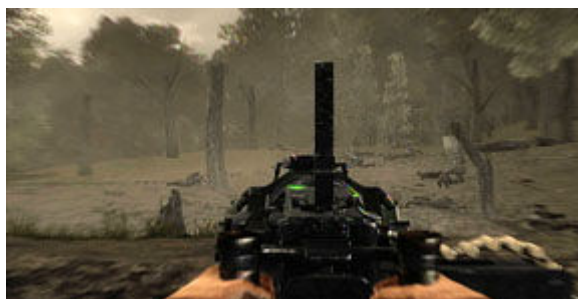
If you want to conserve your bullets, you may try sprinting past these clusters of enemies, and it is entirely possible that you'll survive the effort. To ensure that you aren't trapped by the map's barriers and left a sitting duck, do your best to stay on or right next to the obvious path.

When you see your comrades and cross the waypoint, your third assignment begins.

#### Rendezvous with Dexter & Defend the Russian Trenches

Run along the sun-dappled pathway until you reach the next waypoint, which is where Dexter waits. He'll express regret over your having essentially brought the German soldiers here, and it will be your job to kill them off. Join the others within the trenches, and take up one of the mounted machine guns.

Keep your eyes on the horizon, as the Germans will come running over the hills like targets scrolling into a shooting gallery. If you watch your gun's overheating meter and keep an eye on where they appear, you will mow down many of them before they even have an opportunity to fire back.



After several waves have been downed, you'll need to rendezvous with Dexter again. He's up in the hills, just east of you. Clearly, he's fed up with your enemies' seemingly endless numbers, and entrusts you with another devastating futuristic weapon.



## Hold Back German Assault & Regroup With Dexter

Walk to the nearby hillside, and look out over the battlefield you recently fought on. Enemy soldiers will resume spreading themselves all over it, and your weapon—a grenade launcher of sorts—can make quick work of them. Aim for the foes, and fire away. Don't be distraught when your ammunition goes sky high, as their payload will follow a trajectory according to your original target.

Once a suitable amount of enemies have been eliminated, you'll want to return to Dexter's side. He'll take the lovely launcher away, alas. Before proceeding, you may want to return to where you dropped your shotgun, and pick it up again. If you would like, you may abandon your handgun by replacing it with this. This will ensure the shotgun sticks with you throughout a few more missions.

## Lead Patrol for Petrovich & Secure Your Exit

From where Dexter stands, follow the pathway east. You will not get far before an unexpected assault leads to aborting your mission. Rush to the waypoint to successfully escape.

TOC	01	02	03	04	05	06	07	08	»
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## PART 7: A Harvest of Carnage

### Join Union Ranks

As stated during your briefing, you will want to journey to the next waypoint. Upon reaching it, you will be automatically placed within the ranks. Shortly afterward, your march will start. When it ends, you will have to hold your ground, and take out as many opponents as possible before your second objective starts on its own.

### Goals

1. Join Union Ranks
2. Escape Through Irrigation Ditch
3. Repel Confederate Attack & Rescue Welsh
4. Escape With Welsh & Secure Your Exit



### Escape Through Irrigation Ditch

When it comes to your companions, remember what Dexter said: you're not here for them. After you take the ditch away from the cornfield and reach open land, look at your map quickly, and take off running toward your destination. Though other foes will appear, the soldiers you leave behind can fight them.

Although people will yell about oncoming forces, you can ignore them. Once you reach the small barn that your waypoint sits within, Dexter will give you a potent gun with which to wipe out your foes.





#### Repel Confederate Attack & Rescue Welsh

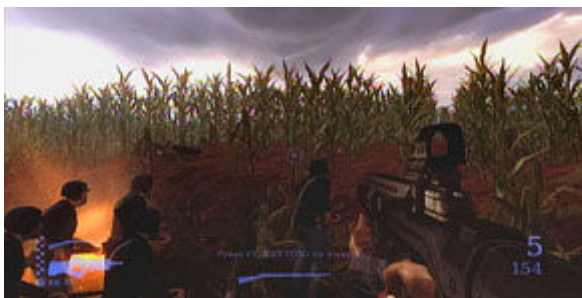
From the barn, you will want to trudge toward the south-southeast. This brings you back into the cornfields, and up against a thick row of Confederates. Thanks to your overpowered firearm, you can lay waste to them like fish in a barrel—as long as you don't stand too close.

Fortunately, your gun has admirable range and accuracy, enabling the aforementioned waste-laying at a distance. Keep up the killing until a companion says they're on the run, and then, charge on into the cornfields toward the next waypoint.

#### Escape With Welsh & Secure Your Exit

Once you find Welsh, he'll express his disdain toward dying in a cornfield, and you'll want to rush off toward the church. Don't worry about whether he's following you or not—trust that he will be. Pull up your map and sprint to the next waypoint, which returns you to the ditches. From there, use your Chasers on the blue aura you see, and take off northward.

When you reach a fork in the path, there will be a couple Confederates to your left. Take them out, then head off running toward the right. Before long, you will find the waypoint you're seeking, and will be ready to evacuate. This time, you will face opposition on your way there, but—considering the power of your gun—there's no reason to fear them.



Upon reaching your would-be escape portal, the time traveling aggressors you encountered none too long ago will reappear. As Dexter says, you'll be dead meat if you try to fight them off. Thus, you should take off running toward the right, and a second portal will appear for you just down the road.

TOC	01	02	03	04	05	06	07	08	»
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#### PART 8: The Trap

After stopping in at the weapons upgrade screen, choose your only available assignment, The Trap, which will bring you into a much more familiar era. As Dexter advises, you must kill off as many of the Native Indians as possible, but first, you must understand the trap he's set. He will lead you downhill to show it off, and then, you'll need to run right back up to where you started.

From there, you will continue to the cliff side. Dexter will stay in a spot he deems suitable, and an Indian will unexpectedly attack you from behind. Take them out, and charge back downhill. You will run into numerous Indians as you reach and pass the trap, and continue down into the shallow waterways. You mustn't dawdle here, else the fire from

above will make short work of you. Keep heading toward the waypoint to the north.



Upon reaching the target whose life you would normally save, take them out. You may fire a non-lethal shot—if it makes you feel any better—but the end result will be the same. After this, you have no choice but to run off as rapidly as possible.

Be patient during this segment, as it can be very challenging, and it's likely you will die multiple times before successful completion. There are numerous save points which help alleviate the frustration, fortunately enough. As you sprint, you cannot fight back, so you must run, occasionally throwing your map up to ensure you're still going the right way.

Once you pass the trap, one of your futuristic foes will run right into it. From there, climb back uphill to meet Dexter again, and leap into the portal he creates.

**PART 9: Learning About KronoteK**

Following Mother's latest message, speak with Dexter. He will let you know why you're here, and why you cannot return to where you originally came from. When he's through, visit the weapons upgrade panel if you haven't already, and brace yourself for a more brutal series of fights.

«	09	10	11	12	13	14	15	16	»
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**PART 10: Stairway to Petrovich**

Scout Forest Trail & Scout Along Roadway	Goals
As your incredibly explosive exploits frightened both the Russians and Germans away, you've now quite the task: sniffing out Petrovich wherever he's hiding, without any real indication as to possible locations—supposedly. In reality, you have waypoints you may follow, just as you would during any other mission.	1. Scout Forest Trail & Scout Along Roadway
	2. Secure the Airfield & Enter Forward Gondola
	3. Pursue Petrovich

The first isn't far away. Run a short distance southeast, and Dexter exclaims that there aren't supposed to be so many soldiers dwelling about. As you'd rather avoid the whole mess, begin trekking east.



When you reach the seemingly impassable rocks, take a slight detour to the left, and continue your eastward journey. Once you arrive at the waypoint, Dexter and your fellow MIAs will debate whether your next task is a wise idea or not. In the end, Dexter wins out, and you're to hijack a Zeppelin!

## Secure the Airfield & Enter Forward Gondola

Charge straight forward, and you will see a wooden tower which you can climb. Do so, and at its top, you will find a mounted machine gun. While using it, you will inevitably take heavy fire. Your best strategy is to wipe out as many foes as you can, then dismount the gun, retreat a few steps, duck, and heal off the damage.

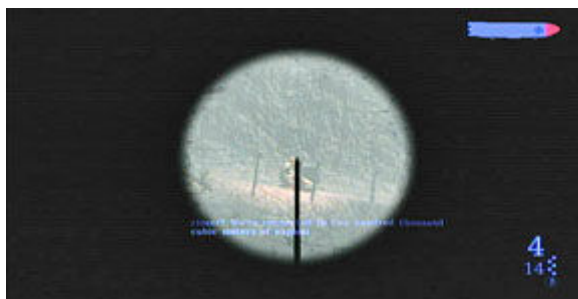


After you've cleared some Germans from the air, climb down from the tower, and start carefully making your way north-northeast. By now, you've already noticed the troublesome machine gunner based over there, and he's one of a few guys who you're going to eliminate. Hide off to the left side of their bunker, and you should be able to plant bullets in their skulls fairly easily.



With the machine gunner down, rush to the aircraft's gondola. You're about to begin a long, slow-moving journey, and along the way, you must near-constantly endure fire from below. Although you *should* counter it with the mounted machine guns, technically, you won't need to. In fact, until Dexter alerts you to the rocket launchers, you don't need to fire a single shot. Just duck and hide—moving every now and then—and you'll be fine.

Once the rockets start coming your way, get your butt up, and take the launchers out with sniper shots—quickly. If you scan the area, you'll notice spots with a slight reddish glow, and that's where they are.



Should you fail to hit any of them right away, the entire Zeppelin will be annihilated in roughly twenty seconds. Considering, if you perish a few times, don't lose heart—it's a very time-sensitive section. The most recent save is right before this area, so you will not have to replay the entire Zeppelin segment.



After you hit the next save point, breathe a sigh of relief, but don't let your guard down. Petrovich will be attempting an escape beneath you, and several German soldiers will be pursuing by truck. Pick them off with sniper shots, and keep an eye out for more rocket launchers, or you won't make it to the end. If you don't have time to shoot them, use grenades to ruin their day.

Before long, your Zeppelin will take an incredible amount of damage, and you'll not be able to do anything about it—but Dexter will. He'll create a portal, and you'll use it to escape. Mother will give him a good chewing out, but neither of you will suffer, though you've no time to rest.

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## PART 11: Battle for Holy Ground

### Join Union Forces & Hold Out for Reinforcements

From your starting point, go south to reach a dirt road, and follow it southwest. Your comrades will notice that the cannon fire has completely ceased, and this is a sign of bad things to come. Dozens of Confederates will suddenly burst out of the cornfields, and you'll want to hide behind the nearest form of cover, which is the overturned wagon at the roadside.

Keep your cool, take out any rebels who close in on you, and soon, Welsh will reveal himself.

### Goals

1. Join Union Forces & Hold Out for Reinforcements
2. Protect Welsh
3. Secure the Church Area
4. Rendezvous With Dexter & Defend the Church
5. Secure Your Exit

### Protect Welsh

Earlier, Dexter let you know that the others are essentially your meat shields. That still holds true here. Stay behind them, and take out whatever Confederates you can till they turn and run. When this happens, you'll notice that three of them have blue auras. Pursue them and launch your Chasers, as they'll not bother looking back to fire at you.

Let them get a head start, then march on south. You will have to cross a very long, unforgiving stretch of farmland, and will surely take a lot of fire along the way. There's a large amount of blue auras to be captured, and if you aren't already out of Chasers, prepare to use them up. Otherwise, remember to fire non-lethal shots.



When your comrades suggest taking the battery, just keep on doing what you already were: taking cover, blasting Confederates, and slowly moving south all the while. You will eventually trigger the next objective.

### Secure the Church Area

From the wasted farmland, trudge on southwest. You will be able to sprint for some ways before bullets begin flying in your direction. Take cover behind the hay, and gradually pick off your opposers. It will take time, but your companions will catch up, and help you clear them out.



When things have quieted down somewhat, search the hay bails for a fallen soldier's sniper rifle. Unless you actually use your handgun, replace it with this. You'll be able to pick off the enemies surrounding the church without stepping into danger, but you should be conservative—specifically, switch to your normal rifle whenever you can make a shot with it.



It won't be long before your foes turn tail, and when that happens, you'll want to enter the church. On the table in its center, there's a Henry Rifle, which you can replace your musket with.

Rendezvous With Dexter & Defend the Church

Step into the waypoint, and Dexter will arrive. He'll let you know that Welsh needed to be left alone, so you'll be stuck defending the church. Of course, no one said you actually had to stay *inside* to do so. Since it's a cramped space, you're best off running outside into the trench, and hiding underneath the log bridge.

In your hiding spot, soldiers will rarely fire upon you, and you can duck in the shallow water to heal any damage sustained. Crawl out every now and then to pick off some rebels, then return. After a while of this, you'll automatically be prompted to get the heck out of there.

Secure Your Exit

Pull up your map, and you'll see that the portal isn't far away. Don't worry—you won't have to deal with any surprises this time. Step into it, and you'll be back at KronoteK.

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PART 12: Eye on the Competition

Mark Targets at Munition Depot

Rain is complicating your day, so you must travel to three separate areas—clearly marked on your map by pulsing waypoints—to mark targets. From your starting point, head to the southeast section first.

You will reach a large munitions camp that's both filled with and surrounded by soldiers. Although their firepower will seem fearsome at first, it isn't really—taking out just a handful of them will alleviate your aggravation significantly. Unless you make a scene, the rest won't immediately notice you.

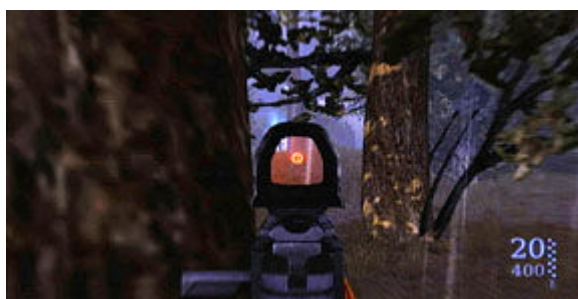
You'll be a sitting duck while marking these spots, as you have to hold down Y the entire time. Considering, you should heed Dexter's advice, and do so as quietly as possible. If you see any blue auras, *don't* toss Chasers their way immediately, as that always draws lots of attention—wait till you've marked the nearest target first, *then* do it.

Goals
1. Mark Targets at Munition Depot
2. Mark Targets at Artillery Encampment
3. Mark Targets at Radio Tower Garrison
4. Rendezvous With Dexter



After you've marked all three points, high tail it out of there, or you'll be blown to bits by the incoming fire. Your next destination is directly west of the munitions depot, though you will have to take a wide trip 'round the lake's southern edge to reach it.

Along the way, you will encounter a bevy of German outposts. The first one won't be so troublesome, and if you notice it ahead of time, you should be able to pick off its four occupants from above. The second one, however, houses a machine gunner, and two blue auras separate you from them. Take them out safely by shooting their feet, then gradually make your approach toward the gunner, using the thickest, yellowed trees for cover.



You can either run up and put a bullet in their head, or lob a grenade behind their bunker when you're close enough. The choice is yours, and after the coast is clear, you'll be able to reach the next trio of waypoints with minimal opposition.

#### Mark Targets at Artillery Encampment

The path you're following will eventually take a sharp dip right into this area, and when you see it, you should proceed slowly. The soldiers within are spread out far enough to make a mad dash deadly, and there is little cover to take advantage of. To compensate, you'll find yourself running back uphill frequently. Once you've escaped their weapons' range, abuse your superior one.



There are more blue auras waiting to be saved, and they're going to stick with their less important allies, which makes firing non-lethal shots difficult. Nonetheless, try shooting the ground near them if Chasers aren't an option, and don't let your kindness give them a clean shot. You may be trying to rescue them, but remember, they couldn't care less about you!

Continue creeping through the area—taking cover wherever you can, and picking off enemies from far away—until you've reached the final waypoint. As before, you must rapidly flee once you've set it.

The best exit route is the path leading west-northwest, as this will take you right to your next destination. However, you

may want to take a slight detour to the map's center, as revisiting Dexter provides an opportunity to restock your ammunition.

Mark Targets at Radio Tower Garrison

Although the first wave of defenders will surely hurt you, the garrison is almost completely vacant, otherwise. This makes for relatively easy infiltration and marking. You may come upon some blue auras, but they'll normally be alone, and some well-timed foot shots will get them out of your hair.



Rendezvous With Dexter

Return to the map's center, and—following a short encounter with your futuristic "enemies"—you'll return to KronoteK.

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PART 13: Hide and Seek

Find Welsh & Evade Confederates

Start off by sprinting southward until you see a blue aura, and try sniping their shoes from afar. Whether you succeed or not, you'll soon have to turn right to head west. Follow the red path until you reach a bend, then walk off into the wetlands to continue traveling westward. Though you'll only fight a few rebels along the way, you'll be ambushed almost immediately upon finding Welsh.

Before you turn tail and flee, you'll undoubtedly notice that there's tons of blue auras in that cluster of Confederates. Feel free to sling your Chasers at them, run away, and then return to throw out the remainder. This will deplete your stock, but that's fine.

Goals
1. Find Welsh & Evade Confederates
2. Get to Farmhouse & Escape
3. Find Potter
4. Rendezvous With Dexter
5. Repel Confederate Attack
6. Escort Welsh to French
7. Lead Flank Attack & Disrupt Confederate Support
8. Drive Back Confederates & Secure Your Exit





Now that you've saved a few butts, get to running, else you'll be rapidly shot apart.

Get to Farmhouse & Escape

Shortly after you and Welsh duck into the grasses, he realizes that his ever-important orders aren't in his own hands. Your destination is halfway across the map, so it's as good of a time as ever to start running southeast. Fortunately, you can probably run all the way there without taking a single bullet. If anyone does start firing upon you, ignore them, and carry on.

When you do reach the farmhouse, Welsh will demand to know where the papers are, and the man who supposedly held onto them handed them over to another soldier. You already know this means you'll have to track them down, but your goal is complicated when the area is ambushed.

Run east through the fences, then start sprinting south. Don't stop for anything. When you reach the waypoint, your next objective begins.

Find Potter

Unfortunately, the Confederates chasing you are going to re-group with their companions waiting up ahead, forcing you into a would-be death trap. It's a perilous place, and it's going to try your patience more than anything you faced before. You can save yourself some headache by not charging directly into the cornfield. We'll go through a strategy that avoids this first, then two others that deal with it directly.

Follow the road leading east, and take out any rebels you come upon. If you progress slowly, you'll only have to face—at most—three simultaneously. Handling them now will make a difference later on. You may also be able to pick up a nice Henry Rifle from one of their corpses.



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PART 13: Hide and Seek (cont.)

When there's no one left along the road, you'll want to head into the dreaded cornfields from the furthest east side. Luckily for you, your enemies are drawn out by gunfire, so try shooting into the waypoint area. This will also inspire Welsh to get closer and begin firing away, and that's a big help, since they won't kill him.

Try to take out your opposers while strafing in circles around them, and don't stay still for long, especially if you don't have any form of cover—you usually won't. The advantage to your approaching from the east side, however, is the duo of trees there. They may be thin, but they're still substantial enough to take bullets for you.

If this isn't working for you, you may want to attempt running right into the waypoint area and simply blasting away with your handgun.

Goals
1. Find Welsh & Evade Confederates
2. Get to Farmhouse & Escape
3. Find Potter
4. Rendezvous With Dexter
5. Repel Confederate Attack
6. Escort Welsh to French
7. Lead Flank Attack & Disrupt Confederate Support
8. Drive Back Confederates & Secure Your Exit





Finally, there's the desperate fool's strategy—running into the waypoint, waiting for Welsh to slander his fallen companion, and dashing right on out of there like your butt is on fire. This method is made easier by clearing the road of enemies beforehand, else they may shoot you while you try to make a getaway.

Whatever way you do it, you'll eventually get a hold of those papers, and will need to relocate your long-time friend.

#### Rendezvous With Dexter

Start moving south, and you'll notice a path forking off and away from the bridge. Follow it into a narrow area, and you'll thank the stars that the waypoint saves your progress. From there, you must run to the far north-northeast, and Dexter will be sitting pretty in the middle of a dilapidated building.

Talk to him, and shortly thereafter, your enemies will come running into your campsite.

#### Repel Confederate Attack

To survive this onslaught, you may want to run to the far east fence, and shoot at your foes from there. There's various forms of cover to hide behind, and the horse riders won't travel out that far. Although there are a few enemies and allies running around with sniper rifles, it's not worth your time to fight for those—they're nice if you happen to find one, though!

#### Escort Welsh to French & Advance on Confederates

When a suitable amount of Confederates have been defeated, you're free to carry on. Pull up your map to spy the next waypoint, then sprint the short way to it. When you arrive, you'll be ordered to fend off even more Confederates, and you've no choice but to obey.



Your fellow men may be heading southwest at a reasonable pace, but you're not going to wait for them. Run as fast as you can down the roadway and into the brush, and you'll be able to reach the next waypoint without firing a single shot. Dexter will spout a few lines, and your next objective will start up.

#### Lead Flank Attack & Disrupt Confederate Support

As you're going to engage in the bloody battle you hoped to avoid, you'll want to be swift on your feet, and fast with your trigger finger. Rebels are everywhere, and—to reiterate, since it deserves emphasis—you're going to be both shooting and running for your life. Occasionally toss up your map to re-orient yourself, use your fellow soldiers as shields, and run from waypoint to waypoint.

Though you're supposed to be fighting valiantly, this is yet another section that you can run right through. There are tons of Confederate soldiers between you and the next waypoint, but you shouldn't let that stop you. Run, run, and run some more! When you finally reach it, it'll be time to get the heck out of there.

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## PART 14: Trestle Goes Boom

### Secure the Beach & Kill Remaining Germans on Beach

Before you head out, Dexter makes it clear that this isn't going to be an easygoing assignment. You aren't sure of Petrovich's location, and there are Germans everywhere. Luckily, you have waypoints to guide your path. Pull up your map, and head toward the southwest-most one first, which is the shoreline.

If you run through the forested areas to the south of the dirt road, you can sprint to the first waypoint without engaging in a single firefight. Although there are various German bunkers and checkpoints positioned along the way, none of them will notice you if you stick to the brush. Additionally, this will put you at an advantage once you do reach the area near the shoreline, as being up in the hills enables picking off enemies from afar.

### Goals

1. Secure the Beach & Kill Remaining Germans on Beach
2. Secure the Forest & Kill Remaining Germans in Forest
3. Secure the Train & Kill Remaining Germans on Train
4. Help Organize the Assault & Assault the Trestle Defenses
5. Plant Explosives at First, Second, and Third Supports
6. Push Forward Off Bridge & Move to the Farm
7. Locate Petrovich & Move Into the Barn
8. Hold Back Germans & Secure Your Exit



There are some blue auras dwelling near the waterside, so ready your sharp shooting skills, and disable them as quickly as possible. If you don't, they may do some dreadful things, such as manning machine guns after you've killed the original gunner. Unless you don't mind calling out the Opposition, that kind of behavior can really put you in a bind.

That aside, you'll want to hold out by hiding behind the trees, and gradually taking down numerous soldiers. Eventually, your Russian comrades will arrive, and the next objective—namely, to kill the remaining Germans on the beach—triggers. You won't have to live up to its title, however, as clearing out just a handful more soldiers—and keeping your butt safe behind cover—will do the trick.

Once Dexter talks to you again, the first segment of your mission will be satisfied, and you can move on by heading back southeast. Remember, stick to the forest! Coincidentally, your next waypoint waits within it.

### Secure the Forest & Kill Remaining Germans in Forest

You may want to circle 'round the north part of this waypoint, and actually approach your German aggressors from the southeast-most area. This will help you avoid the machine gunners, and ideally, you'll be able to take soldiers out two at

a time. It will also make disabling the blue auras easier, as they'll be hiding behind bunkers if you try closing in at virtually any other angle.

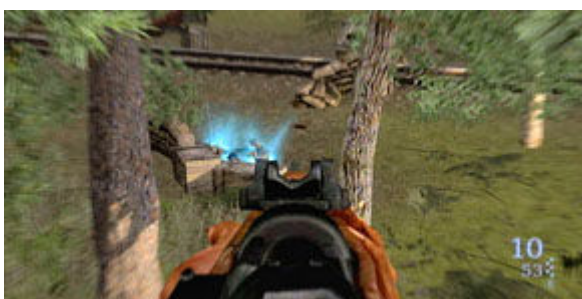
As with the beach, you needn't put too huge of a dent in their troops before the Russians will show themselves. Though you're told you must clear out the rest afterward, you won't need to here, either. Your buddies will do a perfectly good job of that. Just keep fighting until Dexter mentions that you're done there, and then, trek on over to the train tracks.



#### Secure the Train & Kill Remaining Germans on Train

Be careful about approaching this area, as there's a lot of wide open land surrounding it, which is hardly good for your health. Venture as far south as you possibly can, and slowly make your way down to the train tracks themselves. If you're able to do this, you can use the Germans' own bunkers to your advantage, ducking behind those and crates while you steadily move northward.

Use the Chasers you've been saving to snag any blue auras here, and happily cap everyone else. Although you may have taken quite a few bullets while descending the hill, this area isn't very fearsome once you've actually infiltrated it. Just keep on using cover, and before long, not only will the Russians show themselves, but Dexter will tell you to move on.





## PART 14: Trestle Goes Boom (cont.)

### Help Organize the Assault & Assault the Trestle Defenses

Follow the train tracks northward, and you'll pass by a variety of friendly campsites before reaching your commanding officer. You'll have to clear out the opposing Germans occupying the trestle to the north.

Though it sounds foolish, one of the best ways to attack is by running into the trestle defenses head-on, taking out everybody on the front lines, and using the centered series of bunkers for protection. Whenever you've eliminated the Germans on the northern side, simply leap over the barrier and run to the next one.

Eventually, the path to your next waypoint will be clear. Walk into the building housing it, and you'll find explosives neatly organized in the northeast corner.

### Plant Explosives at First, Second, and Third Supports

#### Goals

1. Secure the Beach & Kill Remaining Germans on Beach
2. Secure the Forest & Kill Remaining Germans in Forest
3. Secure the Train & Kill Remaining Germans on Train
4. Help Organize the Assault & Assault the Trestle Defenses
5. Plant Explosives at First, Second, and Third Supports
6. Push Forward Off Bridge & Move to the Farm
7. Locate Petrovich & Move Into the Barn
8. Hold Back Germans & Secure Your Exit

This fairly straight-forward assignment requires returning to the train tracks, and wandering out onto the trestle. As your Russian companions steadily progress northward, you will place various charges along the way. Though there are Germans trying to impede your progress, every waypoint is hidden behind plenty of cover. Thus, you can let your fellows handle those foes while going about your own business.

After the third charge is planted, your support will rain fire down upon your opposers, annihilating their hill-based bunkers and tank. Since you've set the goods, you'll now want to keep charging forward, and get the heck off the bridge.



### Push Forward Off Bridge & Move to the Farm

There may be dozens of Germans waiting directly in front of you, but you don't need to worry about them. Once you're off the bridge, follow the dirt path leading southward, and Dexter will update you on Petrovich's location. Since your enemies are busy, they won't pursue you. Keep on running from waypoint to waypoint—ignoring any Germans who pop out of the forest—until you see the farmhouse waiting up ahead.

### Locate Petrovich & Move Into the Barn

Entering the farmhouse results in absolutely nothing, as Petrovich isn't there. However, Dexter does overhear something telling on the radio, and urges you to sprint into the barn before you're blown to bits. Exit the house, and run straight south to find it.





## Hold Back Germans & Secure Your Exit

Now that you've found Petrovich, you need to ensure that he and Dexter escape alive. Climb to the top of the barn, mount the machine gun, and fire away at whatever Germans you see. You can't concentrate on any one area, as you aren't supposed to let a single one slip by, and they'll be charging in from every direction.

Hold out until Dexter tells you to evacuate, and take the man's advice. Run into the portal, and you'll get back to KronoteK in one piece—but you definitely aren't done yet.

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## PART 15: A Burnsides Too Far

### Follow Dexter

Behind your good friend Dexter, you'll take a short jaunt northward. It stops when enemy fire begins pouring in, and you're told to hide behind cover. From here on, you'll have to carefully progress from waypoint to waypoint. All of them are behind cover, and Dexter will usually describe their visual appearance, which is an additional aid. He'll also order you to give him covering fire, but you don't really have to do that—he'll be fine on his own.

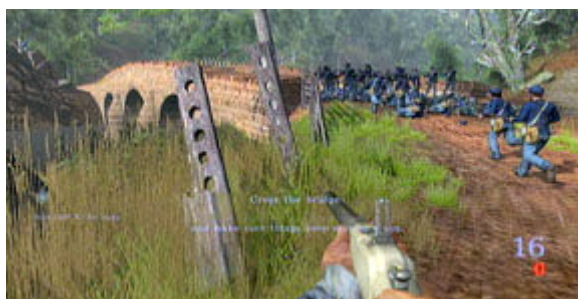
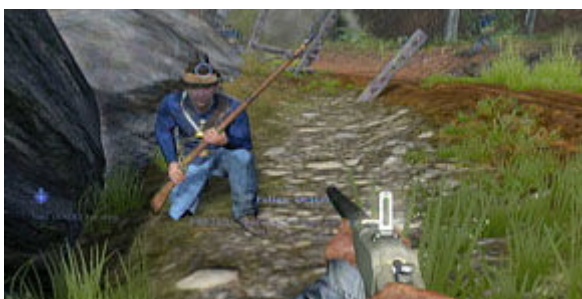
When you reach the wide brick bridge, charge on to the rock to the right of it with the wagon wheel in front, and hide behind there. This will bring Dexter to you, and start the next objective.

### Goals

1. Follow Dexter
2. Dislodge Sharpshooters & Cross the Bridge
3. Break Confederate Defense & Head Back for Welsh
4. Find Union Camp & Leave the Valley
5. Locate Welsh & Secure Your Exit

## Dislodge Sharpshooters & Cross the Bridge

This section can either be terribly frustrating or incredibly easy, and unfortunately, it depends almost entirely on luck. You cannot effectively pick off the sharpshooters from behind the giant boulder, but walking out onto the bridge is a death sentence.



To find a somewhat happy middle ground, you'll want to switch off between hiding behind Union men, and crouching near trees. If you can't get a fair shot in without coming close to death, relocate, as you won't be able to progress until

you've put a healthy dent in their forces.

When you've dealt enough damage, you'll be prompted to cross the bridge. From there, run uphill toward the north. After passing through the waypoint, you'll have some more shooting to do.

#### Break Confederate Defense & Head Back for Welsh

Steadily fight through the lines of rebels while trudging on southward. Once you've reached the bridge, you can take off running southward, following the well-beaten road as far as possible. When you reach a fork in the road, Dexter will appear in front of you, and he'll advise you're not going to follow the others. Instead, you'll need to head northeast to find the second Welsh.



Pass through the opening in the fencing by Dexter, and race along the leaf-laden path. You'll sneak up behind a couple of rebels, and you should take them out quickly, then stand still. Numerous Confederates will rush by on horses below. When they're gone, continue charging toward the next waypoint.

Take out the three foes standing on the mountain range, and exchange your weakest weapon for their sniper rifle. Your next waypoint will have already appeared. Start your eastward descent, and prepare yourself, as a cluster of enemies are going to try blocking your path. If you're brave enough, you can lob Chasers at the blue auras, and sprint right on through.

When you reach the bottom, run across the pier and through the water, then keep right on going.

#### Find Union Camp & Leave the Valley

Though two new assignments will appear on-screen, you'll be doing the same exact thing—running like your life depends upon it, because it does! Keep on hopping from waypoint to waypoint, steadily making your way north, until you finally see a portal, and receive a new task.

#### Locate Welsh & Secure Your Exit

Upon reaching the tall grass fields, keep right on running. There aren't Confederates milling about, but the moment you enter the camp and speak with Jonathan Welsh, members of the Opposition will come out of nowhere. If you really want a futuristic gun, you can try killing one of them, but it won't be easy. Chances are, you'll prefer to play it safe, and in that case, get right back to running!

The portal Dexter conjures is located in the northeast corner of the map. Get there, and do it quick!

## PART 16: Been Here Before

Defend German Position & Clear Russians From Camp

The lines between good and evil are blurred with this mission, as you must assist the Germans in ensuring your former Russian companions' deaths. Follow Dexter to the perfect vantage point, and peacefully wait until the bridge explodes. Afterward, pull up your map, and you'll see that the next waypoint is to the west.

### Goals

1. Defend German Position & Clear Russians From Camp
2. Investigate the Train Depot
3. Reach Artillery Post & Man the Artillery Cannon
4. Destroy the Farmhouse, Maxim Nest 1, 2, 3, and 4
5. Destroy the Large Barn, Lead Farm Assault, & Secure Your Exit



When you're getting close to it, you'll be able to look down from the hillside, and see a variety of Russians. Many of them will have blue auras, and your Chasers will handle those gentlemen nicely. Once you're through with them and their friends, continue descending until you're on the bottom, then trudge onward.



Run alongside the train tracks until you reach a path that ascends the hillside, and follow it. It will bring you to your next destination.

There will be a lot of Russians scattered about, but most of them can be taken out easily, since there are plenty of tents and bunkers to hide behind. After you've taken out enough of them, it'll be time to trek on.

Investigate the Train Depot

As you follow the waypoints westward, your companion is at first satisfied with the Germans' tenacity, but the excitement is short-lived. When you close in on the thick smoke between the buildings, Opposition soldiers will appear, and this time, you're not going to run away. Start firing on their portals the moment you see them to get in some "free shots," and take them out quickly.





The moment you've defeated one of them, go ahead and pick up their gun before taking on the others. This will make things much easier for you. There's a total of four Opposition men, and when they've all been defeated, you'll need to rush southwest.

#### Reach Artillery Post & Man the Artillery Cannon

You won't have to fight the soldiers you'll see as you rush toward the battery. Instead, just follow the waypoints. When you reach the top of the hill, and find that all the Germans have been massacred, it's your responsibility to ensure that everything else happens according to history. Mount the large artillery cannon on the hillside, and follow Dexter's directions.

#### Destroy the Farmhouse, Maxim Nest 1, 2, 3, and 4

For starters, you'll want to explode the farmhouse you once holed up in. It's at the far left, and one shot is all you'll need. After that, fire off more shells at the maxim nests, which are also marked by red circles on your screen.

#### Destroy the Large Barn, Lead Farm Assault, & Secure Your Exit

Finally, blow up the big ol' barn. This will trigger the arrival of numerous Opposition forces, who are best eliminated with the DNGr Pistol you picked up earlier. Since they don't move much, you may safely strafe in circles around them. When they're all dead, you must head south—down into the farm—and lead the assault.



Sprint into the center of the field to reach the first waypoint, then continue on into the actual farm. There will be Russians positioned all over the place, and you don't want to run into the middle of them. Instead, find a nice hiding place—any piece of cover that isn't swarming in soldiers will do—and wait until the rest of the Germans join in.

Once the field is overwhelmed by them, it's time to get the heck out of there. Enter the burning farmhouse, and pass through the portal which appears there.



## PART 17: A Rebel Yell

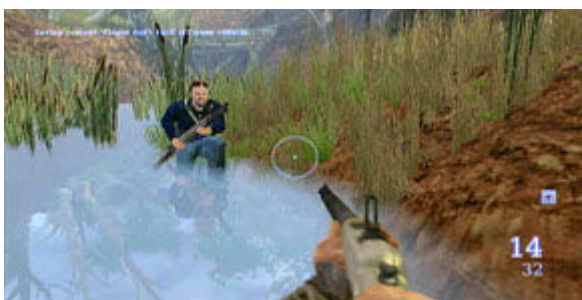
### Secure the Area & Recover Future Weapon

Once more, you must fight for history's enemies, and this time, it's the Confederates. After you touch down, travel northward until the men in blue start showing up. Though you're supposed to fight them, you can get away with only taking out a few. To accomplish this, move forward until you've dipped into the water, then hide underneath the log bridge.

Face the hill above the burning wagon, and wait for a bold Union soldier to position himself at its top. He'll go on about this being the Great Reckoning for you and your companions, and then he'll reveal the futuristic firearm at his side. Naturally, you have to snatch that away from him.

### Goals

1. Secure the Area & Recover Future Weapon
2. Rendezvous With Dexter & Resupply
3. Save Toombs & Man the Artillery
4. Cover Toombs' Exit & Rendezvous With Dexter
5. Find Opposition Source
6. Destroy Opposition Telesync

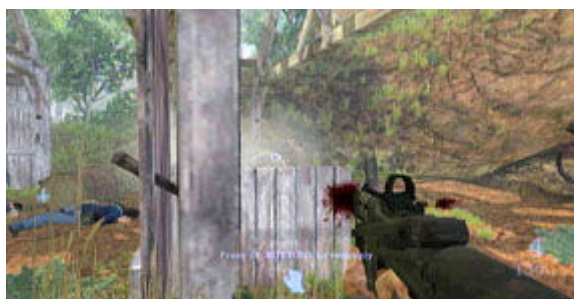
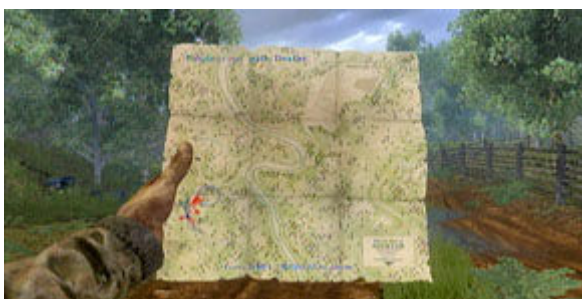


Your primary foe has become a quickly moving waypoint. Quickly climb to the hill he was sitting on, and pursue him until he stops in a dead end. At that point, pump him full of lead, pick up the firearm, and sprint off. His allies will try annihilating you, but several rapid-fire bursts will send them running.

### Rendezvous With Dexter & Resupply

Head north-northeast to meet Dexter. Although you can successfully sprint through the clusters of Union soldiers, it's unlikely you'll survive, but whether you try it or not is ultimately your decision. Regardless, when you reach Dexter, tuck and hide beneath the nearby rocks, and wait until he's done talking. He'll explain that he's placed some more ammunition for your firearm up ahead, and that he'll hang back while you proceed.

Your next destination is in the near northwest. Before you leave Dexter's company, face the waypoint, and then, take off running. If you get stuck on the fence, leap over it, and keep an eye out for the structure on the roadside. It's packed with Union men, and your bullets are in there, too. Since there isn't much cover to utilize, take them out however you can, and grab some ammo. You can hold up to 1,150 bullets in reserve, so stock right up!



Before you leave, eliminate whatever other opposing soldiers are in your way, reload, and restock yet again.

Once you find Toombs' glowing orange aura, listen to the man's orders, and mount the artillery waiting on the southwestern hill.

The first swarm of Union soldiers will storm in on the bridge directly in front of you. Afterward, another cluster will come from the path that's just right of there. Once it's done with, the third wave will come over the hill, which is a little further over to the right.

By this point, you may want to dismount the artillery and start clearing out the excess soldiers with your firearm. While you are expected to use the artillery on them and everyone else who follows, you technically won't have to. As a matter of fact, you're better off forsaking the artillery altogether.

Instead, take out some men, retreat to the ammo drop to restock, and return to the firefight. Whenever you're bloodied up, hide near the ammo box to recover.



#### Cover Toombs' Exit & Rendezvous With Dexter

Eventually, a tremendous horde of Union men will come running over the hills, and you'll know there's absolutely nothing you can do to stop them. Nonetheless, you must try your best while Toombs flees. Use the aforementioned "hiding by the ammo box" strategy until you're told to locate Dexter, then run toward the bridge as fast as you can. Shortly after you cross, a blinding light will fill the area...

#### Find Opposition Source

There are still Union soldiers everywhere, and things are going absolutely crazy. As you may have guessed, you should do what you're best at—run for your life! When you reach the next waypoint, turn left, and get ready to fill some Opposition men with bullets. As you travel the narrow waterway, you'll come upon four of them before finding their campsite.

#### Destroy Opposition Telesync

Dexter warns you that more Opposition men are on the way, and in order to stop them, you must reprogram all of their time travel devices. Don't worry about the key code he mentions, as you won't need to remember it—simply get to the machines, hold down the Use/Interact button, and watch as your work is done.

Time is of the essence here, but if you simply run around without fighting any enemies, there's a fair chance you'll not live till the end. Even so, prioritize reprogramming the equipment. When you're through, a friendly portal will be open, and it will be time to leave.

**PART 18: The Thin Red Dot**

Eliminate Target & Set Up at Second Position	Goals
<p>This time, Dexter will bring along a futuristic sniper rifle. Follow him to place it in the specified, glowing mount. From there, man the beastly thing, and zoom in on the opposition. The red waypoint circle indicates an enemy you'd like to snipe, but don't just aim and pull the trigger.</p> <p>To use this rifle properly, you will need to focus the red dot on your foe, and depress the Aim/Zoom button. This will activate a moving reticule. Now, aim the red dot inside of this new reticule, and—once it turns red—fire away.</p> <p>Naturally, the first successful kill will send all the soldiers running. Zoom out and move your sight downward to find the second target. Kill them in the same way, and dismount the sniper rifle, as you won't have to take anyone else out—yet.</p>	1. Eliminate Target & Set Up at Second Position
	2. Take Out the Tower Guards & Move to Sniping Position
	3. Protect Petrovich
	4. Get to Next Sniper Position
	5. Activate Rifle Self Destruct & Escape
	6. Find Petrovich
	7. Acquire Weapons & Jailbreak
	8. Cross Into Guard Quarter & Destroy Main Gate
	9. Escape
	10. Clear the Camp & Get to Truck
	11. Intercept Soldiers
	12. Launch Distraction Flare & Secure Your Exit



Once more, follow Dexter to the set-up point, and get ready.

**Take Out the Tower Guards & Move to Sniping Position**

When you reach the second position, you will have to eliminate three tower guards. Strangely enough, they'll not move when you kill off each of their comrades. Since that makes things easier for you, take advantage of it by knocking them off quickly. After they fall, you'll start closing in on the tower, but you'll stop at the third sniping spot along the way.

This time, the soldiers will take notice, and they'll start firing upon you. As you're likely used to this fancy sniper rifle by now, they shouldn't be a real threat to you, regardless. If any of them ever wander away from your line of sight, dismount the rifle, take a few steps back, and try again.

Once you've defeated them, continue climbing to the tower. Though you will encounter more enemies along the way, their numbers have already been thinned out, and your overpowered pistol shall make short work of them. If you don't hunt down every last one of them, Dexter will not mark your next sniper targets, so retrace your steps if necessary. Once they're done for, you'll hear your companion mention the two new targets.



Although the majority of your enemies are off to the left, you should take out the two men in front of you, first. One is near the right side of your view, while the second is the middle of the three targets. Finally, you'll focus on the huge group to the left. Petrovich is among them, and you *can* accidentally target him, so you must endeavor not to.

Don't sweat it if the big group vanishes beneath your view. They will come out onto the bridge in the distance, giving you a second chance. After that, however, you must move on.

## Get to Next Sniper Position

Descend into the mostly abandoned campsite below, and make your way—counter-clockwise—toward the very bridge you sniped that man off of earlier. You will encounter fearsome soldiers along the way, and if they're overwhelming you, don't be afraid to retreat. Dexter will cover you during your recovery.



Once you actually do reach the aforementioned bridge, walk over it, and you'll find the next sniper position. Mount it, and zoom in on all the soldiers in the distance. They won't suspect you, but the moment you kill one of theirs, they'll all spread out. Though you will have plenty of time for eliminating them all, some may close in on you, and—in that case—just ease off the sniper rifle and unload your handgun into them.

After you've cleared the air, pull up your map to view the next waypoint, and move on. You will not run into any opposition along the way, so take your time, if you wish. When you reach the fork in the road, follow it left, and pass through the narrow space between the rocks to reach your vantage point.

Shortly after Dexter settles himself, an unexpected tragedy strikes, and you must take out your foes fast. Mount the sniper rifle, and prepare for their red circles to appear at the lower left. When you eliminate them, more will rush in from the middle north. After that, they will pour in from both the right and left sides. Thus, you should zoom out whenever you clear a group, and scan the area for the next.

Once you have finished them all off, you'll see a portal open, and disappear shortly thereafter.

## Activate Rifle Self Destruct &amp; Escape

Hold down the Use/Interact button to activate the rifle's self-destruct, then turn around and flee via the way you came.

## Find Petrovich

Pull up your map, and you will immediately understand your next objective. In the interim, calmly walk faster than the rest of the men, making your way deeper and deeper into the camp. Don't ever dawdle by a guard, or they'll smack you around. When you come out into a wide-open area with just a few men, progress to its far corner, and look into each building until you find one packed with men. One of them will be Petrovich.



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## PART 18: The Thin Red Dot (cont.)

After he tells you about his escape plans, a German soldier picks up on the conversation, and you'll be set outside to witness his execution. Dexter will hand you a gun, and you'll need to wait until a bright flare goes off in the sky. When this happens, take out the Commandant, and Petrovich will handle freeing himself.

### Acquire Weapons & Jailbreak

There's a patrolling German soldier nearby whom you should immediately kill. Take their rifle, and follow Dexter while the masses of POWs try to flee. Use the buildings as cover, and whenever you take out a German with a new weapon, use it to replace your handgun with.

Instead of trying to rush out of the camp, stick with your companion, and kill off any soldiers who oppose you. Pick up their bullets afterward to ensure you're fully loaded. On top of that, when you reach the next waypoint, you'll be able to stock up on even more goods.

Once Dexter tells you to leave some things behind for your new Russian friends, climb the nearby tower, and mount the gun. Aim at the red circle to set off a charge, and kiss those clueless German soldiers goodbye.

### Cross Into Guard Quarter & Destroy Main Gate

Take the wooden bridge leading away from the tower to cross the next waypoint, and Dexter will order everyone to follow you.

When you reach the overturned truck and bunch of crates, leap over them, and that will trigger both a save point and the next objective. Since his life is valuable, you will need to protect Petrovich, but he—like Dexter—isn't the *real* squishy target. You are.

From this point onward, take your time. There's practically two German soldiers for every step you take, and many of them have more advantageous cover than you. If you ever find yourself under fire, run backward and 'round a corner to absolutely ensure you're out of their range.

### Goals

1. Eliminate Target & Set Up at Second Position
2. Take Out the Tower Guards & Move to Sniping Position
3. Protect Petrovich
4. Get to Next Sniper Position
5. Activate Rifle Self Destruct & Escape
6. Find Petrovich
7. Acquire Weapons & Jailbreak
8. Cross Into Guard Quarter & Destroy Main Gate
9. Escape
10. Clear the Camp & Get to Truck
11. Intercept Soldiers
12. Launch Distraction Flare & Secure Your Exit



When you do reach the main gate, you may have a hard time setting its charge, as there's tons of fire coming from seemingly nowhere. If you can't find the guilty parties, there are three soldiers above it—two on the walkway, and one in the tower—and many more Germans are positioned directly behind it. As aforementioned, you should take them out carefully.

Once you have set the charge, run away, and wait for it to blow.

#### Escape

Dash through the main gate, and keep right on running up the mountain. Don't stop for anything, as there are other KronoteK soldiers nearby who will eventually cover you. Once you reach the highest point necessary, Petrovich will be safely taken away, and Dexter informs you of your next assignment—saving yourself.

#### Clear the Camp & Get to Truck

Descend into the camp, and eliminate every German you see. KronoteK men will appear to help you out. While they're not exactly good shots, the guns they drop will be very useful to you—stick around, wait for a few to keel over, and nab their weapons.

#### Intercept Soldiers

Before you can reach the truck, a whole cluster of Germans will tear off toward the nearest radio tower. You don't want them alerting their companions to the presence of futuristic soldiers, so you must run after and take all of them down. Although you will encounter some fire along the way, the people you're hunting won't turn around for anything. Kill them, and run back downhill to finally claim the vehicle.

When you leap into the truck bed, press yourself up against the cab to get things started. Unsurprisingly, you will run into German soldiers along the way. Though you may not succeed at taking most of them out, you should still be able to survive. Stay ducked down, shoot whoever you can, and hope for the best.

#### Launch Distraction Flare & Secure Your Exit

Once you're off the truck, run to the waypoint, which is to your left and down the hill. While activating it, you will take fire, but it shouldn't matter. Once it's airborne, the nearby soldiers will scatter, and you'll want to run back toward the truck. That's where your portal awaits.



**PART 19: The Vesuvian Man**

Rendezvous With Dexter

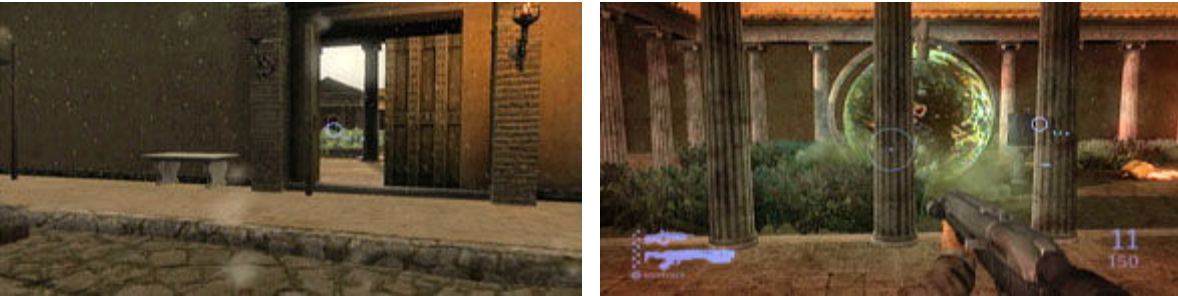
At last, you have a map again! Go to the northeast section of this fenced-in area to find a path, and follow it until you're inside the city. When you get there, continue running through toward the waypoint. You'll pass many people attempting to evacuate, and—soon enough—you will be able to look to your right, and notice the waypoint within a courtyard.

Disable Opposition Telesyncs

When you exit the building, turn right, and run along with your KronoteK fellows. The three waypoints are relatively close together, and—although they're housed within building structures—are not too tough to find. However, if you ever do get lost, simply open up your map, and re-orient yourself.

**Goals**

1. Rendezvous With Dexter
2. Disable Opposition Telesyncs
3. Plant C4 on Opposition Turret
4. Breach Opposition Perimeter
5. Eliminate Opposition Heavies & Secure Your Exit
6. Locate Dr. Koell & Get to the Arena
7. Disable Opposition Telesyncs & Get to the Arena
8. Breach Opposition Perimeter
9. Secure Dr. Koell



Along the way, you will encounter angry locals who will attempt to crack open that shiny suit of yours. Don't ignore them, as they'll tear you up even faster than the Opposition could hope to. Mow them down, and continue along your way.

When you're closing in on the third Telesync, you'll see a group of Opposition soldiers setting up an automatic turret. After you've changed the aforementioned Telesync, you'll need to work on that.

**Plant C4 on Opposition Turret**

Pay attention, and you'll see that this turret's red laser sights will occasionally blink off. These brief moments present your opportunities to draw closer. Using them, gradually close in on the turret, set the charge on its cannon, and drop down to the ground. Once it's blown, wait for your KronoteK companions to catch up.

Now that the cannon's gone, you're back to reconfiguring Telesyncs. There's a lot of them, and more than enough Opposition soldiers to go around, too. Considering how thickly populated the place is, there isn't any real strategy you need employ. In fact, one of the quickest ways to conquer this mission is through complete recklessness.

As you've noticed, reconfiguring the Telesyncs is a rapid process. Thanks to that, you can run up to them and change their settings successfully, even if you're surrounded by Opposition. On top of that, every time you change a Telesync, your progress will be saved. All things considered, your strategy is thus: run up to one, change it, die, reload, and resume.

When they've all been modified, you'll have a new objective.

The amphitheater—which is located near the bottom center of the city—is where your enemies have holed themselves up. When you reach its front doors, set another C4 charge, and back away. A few seconds will pass, and your passage will be cleared. Walk right on through, and Bob will stop you when he realizes something's amiss.



Now, you must activate their three generators. The first one—located on the east side of the amphitheater—is easily accessed. As for the second, it's on the upper floor, and is a little trickier to get to. In order to reach it, you must enter the north-most area of the amphitheater, and take a narrow staircase on the west side.

The final generator can be reached similarly. Return to the southern, indoor section of the amphitheater, and look for a gently curving staircase leading upward. Follow it to the upper floor, then run all the way to the other side of it, where the third generator's waypoint sits.

Bob promises you're about to see something incredible, but it definitely isn't what he—nor you—were expecting.

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### PART 19: The Vesuvian Man (cont.)

#### Eliminate Opposition Heavies & Secure Your Exit

As your fellow soldier suggests, you don't want to get close to these guys. Fortunately, they're slow moving, and—if you have a M7 Rifle—you can take them out fairly fast. Load up a full clip, create some distance between you, and let 'er rip. They can take nearly a hundred bullets, and you should have more than enough.

Once all the heavies have been eliminated, leave the amphitheater behind, and take the time portal right outside.

#### Locate Dr. Koell & Get to the Arena

There are a couple of Opposition soldiers in your way, but they're nothing to fear. Eliminate them, and run down the passageway. You'll soon find Dr. Koell at its furthest point, painting a picture of the eruption. Shortly thereafter, he vanishes into a portal, forcing you to track him down anew.

Start off toward the west, and you'll witness the sudden death of numerous innocent people. Although Dexter provides you with a flamethrower for exacting revenge, it isn't very useful. Ditch it for an ordinary firearm.

#### Goals

1. Rendezvous With Dexter
2. Disable Opposition Telesyncs
3. Plant C4 on Opposition Turret
4. Breach Opposition Perimeter
5. Eliminate Opposition Heavies & Secure Your Exit
6. Locate Dr. Koell & Get to the Arena
7. Disable Opposition Telesyncs & Get to the Arena
8. Breach Opposition Perimeter
9. Secure Dr. Koell



Continue making your way along the path, tearing through whatever enemies come your way. Soon enough, you will receive your newest assignment, which will be very familiar to you.

#### Disable Opposition Telesyncs & Get to the Arena

Once again, the most effective strategy for claiming these points is to run up, reprogram them, die, and resume. Considering how limited your visibility is here, it's practically required.

While deactivating these devices, continuously make your way toward the southeast-most area of town, as that's where the arena is located. When you reach the courtyard just outside of it—it has a large pool in its center—the best thing to do isn't to charge in. Rather, find a nice corner to hide in, and wait for tons of KronoteK soldiers to run in for you.

After a few waves have saturated the place, go ahead and enter. Don't charge out into the open, though. Instead, turn right, and hug the wall all the way to the interior's south side. From there, head east, and you'll find a huge pile of dirt that leads over the wall.

#### Breach Opposition Perimeter

There are a few Heavies and regular soldiers on the other side of the dirt hill. Charging over there will surely result in death, so try to lure them out one or two at a time instead. After the area is cleared out, walk over the wall, and set the C4 charge. Back away, then—once the path is clear—proceed.

You, Dexter, and Bob will run down a long hallway before actually emerging into the open. Shortly after you do, you'll be riddled with bullets, as the Opposition has yet another turret set up here.

Since there are numerous Opposition soldiers running all about, you have two options. One is to find a reasonably effective hiding place and kill all of them off. Another is to run right up to the scaffolding in the arena's center, follow its stairways right to the top, and immediately set a charge on the cannon.

Unlikely as the latter option sounds, it's truly possible. Since the majority of foot soldiers are on the ground, you'll be able to climb the tower largely uncontested. Although you may die shortly after reaching the top, your progress will be saved as soon as the charge is set, ensuring that nothing is lost.

#### Secure Dr. Koell

Descend the tower, and face north. There's an open passageway leading out of the arena, and to the staircase you'll need for reaching Dr. Koell. Walk out to greet the man, and watch the remainder of the story unfold...





Congratulations, as you have conquered Darkest of Days!