



Intro

You are a rookie member of the First Encounter Assault Recon team and your boss is already sending you out into the field alone. All you know is that a man going by the name of Paxton Fettel is controlling an army telepathically and you need to take him down. Of course, if a man can control an entire army, then you know he is going to mess with your mind more than a little bit.

F.E.A.R is one of the scariest and bloodiest games in existence. You're going to need a strong stomach and nerves of steel to make it through this tale alive. You can calm your little gaming self down because IGN Guides is here to help.



Look inside the guide for:

- **Basics** : Info on how to stay alive and enemy recon.
- **G.E.A.R** : A complete rundown of all of the items and weapons in the game.
- **Boosters**: The locations of all of the health and reflex boosters are here.
- **Walkthrough** : A complete guide to surviving the single player experience.
- **Multiplayer** : Read here for help on dominating the world.

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Basics

Combat

Fighting in F.E.A.R is fierce and deadly. It is the type of game that does not allow you to run and gun. You'll have to move slowly around corners and lean out to see what is ahead of you, rather than jumping out into the open with your guns blazing. If you want to stay alive, follow these rules. Stealth is the name of the game.

- **Crouch and Lean:** The less the enemy can see of you, the less likely they are to hit you. Always lean out from behind your cover and try to just have your gun exposed when you fire. Crouching behind boxes and furniture helps a great deal as well.
- **Aim for the face:** Enemies are extremely vulnerable to head shots and bullets through the chest. Only aim for the feet and arms if they are the only target presented to you.
- **Reload and Exchange:** Each time you kill an enemy or set of them, reload your weapon. If one gun is running low on ammunition, swap it for another even if it is less powerful. The last thing you want is to be caught without bullets.
- **Sneak:** Enemies die with one melee attack. If they aren't looking at you when you enter a room, take advantage of this.
- **Set traps:** If you know that some enemies are coming your way, make use of your explosives and heavy weaponry. Traps ensure that you don't ever get hurt because they end the battle before the enemy knows what is happening.
- **Use your SlowMo:** Always hit your SlowMo button when you begin a battle. It allows you to aim and shoot quickly and will give you a steadier shot.

SlowMo

By hitting your SlowMo button, you go into bullet time. However, you can't move faster than anyone else. This means that it is still not a good idea to push the SlowMo button and run out into the open. It is better to use it in small chunks. Press the button and then lean out from behind your cover. Quickly target your enemies and shoot them in the head. Duck back behind cover and deactivate the SlowMo. If you repeat this process on each battle in the game, you won't have many problems winning.



Your SlowMo will run out after a certain amount of time. Keep an eye on it and retreat when the draining bar turns red. The change back to real time can be disorienting and will mess up your aim enough to give the enemy troops an advantage.

Enemy Data

Troopers

Paxton Fettel is controlling an army of Troopers with his telepathic powers. These are the main enemy you will face in the game. They typically will attack you in groups of 3 to 5 and will work as a team.

You'll always know when a battle with them is coming because you'll be able to hear their radio chatter as they search for you. Listen to their voices to determine where they are and what tactics they're using. If you hear that they've thrown a grenade, it would be wise to move your position.

Troopers like to take cover. If they do, keep your sights trained on them and watch for a body part to slip out so that you'll be able to get some shots in.



Armored Troopers

These guys will arrive with a squad of regular Troopers. Always take out their minions before trying to go after the big guy. They'll typically be armed with larger weapons that do more damage.

The armor these enemies have allows them to take more damage than almost anyone else in the game. Aim for the lit area that indicates their eyes and stay behind cover. If possible, try using explosives on them. They are slow moving and will usually try to absorb the blast rather than running away as other enemies do.

ATC Soldiers

These are the trained security force of the Armacham corporation. They carry some decent weaponry and like to employ shotguns. Rushing these guys isn't always the best idea because they are more easily sniped from long distances than other enemies. Beware of them trying to rush you as they will oftentimes try to get behind you with a shotgun. Like the Troopers, you should aim for their heads.



Chameleons

Some of the Troopers have active camouflage. They also move faster and can scale walls with ease. They don't use guns, thankfully. Their sole method of attack is to melee you.

Since these guys move so fast, it is a good idea to back yourself into a corner rather than having to worry about them coming up behind you. When you see the flicker of their movement, hit the SlowMo button. A shotgun works extremely well and you should start firing it as soon as they get into range.

Robot Sentries

Occasionally you will run into these bad boys. They remind us of Robocop and they're just as deadly as anything to come out of that movie. They move slowly and you'll always know when one is near, but they generally fire rockets that will tear you apart.

There is usually a line that these robots won't cross. Try to back into rooms or behind cover and see if they'll follow you. Once you find a safe place, you can attack with explosives and high powered machine guns. Don't ever try to get close to these guys. It will only end in tears.



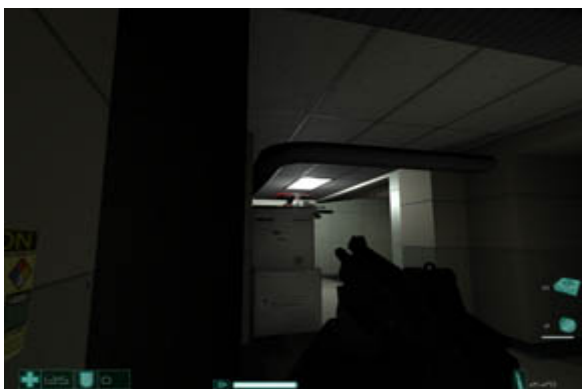
Flying Robots

These starfish shaped enemies make the rare appearance in F.E.A.R. They will typically crash through windows and make their presence known with a flurry of laser shots. Their attacks do a lot of damage, but luckily they are easy to destroy.

Train your weapon on the central area and fire away. They'll almost immediately begin sparking and will blow up with a nice blue cloud.

Gun Turrets

You will sometimes hear an alarm go off and see a turret come down from the ceiling. Immediately duck for cover. The gun that comes down will tear you to shreds. If you wait behind cover long enough, it will stop firing for a moment. Use this opportunity to lean out and unload some bullets into it. It will rotate and start firing again and you'll have to wait out the next round before you get your chance to attack.



Ghosts

Ripped from some alternate dimension, these enemies will try to attack you and bring you back with them. They come in swarms and will appear out of dark clouds or in interactive cutscenes. A single bullet will kill them, but don't let them get close enough to attack you. If they swarm you, you will die almost instantly.

G.E.A.R

Get it? We love puns. In all seriousness, making good use of the weapons and equipment in F.E.A.R is the only way to survive. Read below to learn all of the subtleties of the weapons and how to maximize your item efficiency.

Guns

AT-14 Pistol

The Pistol is your starting weapon, but you won't use it for most of the game. If you pick up an extra one, you can dual-wield them allowing you to fire more shots before reloading. Pistols are only very effective against Ghosts and should be dropped for any other weapon in nearly every situation.

RPL Sub-Machinegun

This weapon has one of the fastest rates of fire and is good for spraying the full body of an enemy with lead. Each shot is not as powerful as the Assault Rifle, but numbers can often make up for it. It is also more accurate than the Assault Rifle because even if you hold the trigger down, it won't have as much of a kick allowing you to keep your crosshairs on your target. Ammunition for this weapon is readily available throughout the game.

G2A2 Assault Rifle

This weapon is strong and can be used both at close range and long distance. If you want to use it as a sniping rifle, be sure to zoom in on your target and fire it in short bursts. It isn't a particularly accurate weapon after the initial few bullets leave the barrel. Like the Sub-Machinegun, you'll always be able to find ammo for this gun.

VK-12 Combat Shotgun

The shotgun is perfect for close up encounters. A blast to the face or chest with this weapon is enough to stop most enemies from moving and will often blow them to bits causing the walls to be stained with their remains. Never attempt to use this weapon in a long range battle, but don't be quick to discard it. You never know when you'll turn a corner and a Trooper will be standing right there. These situations should be met with SlowMo and a quick change to your handy shotgun. Since your enemies like this weapon, running out of ammo is never a problem.

HV Penetrator

This gun fires bullets the size of tent stakes. Shoot a couple of these into a soldier and you'll often find them pinned to the wall with large hunks of metal sticking out. This weapon has huge power, but is sometimes hard to find the bullets for. Keep an eye out for this gun, but don't carry it around with no bullets. You never know when you'll get more ammunition.

ASP Rifle

This is our favorite weapon in the game. Its zoom capabilities allow it to be used at great lengths and its great ability to rip an enemy apart make it useful in short range combat as well. Ammunition for this rifle is extremely rare, so you should reserve it for use as a sniping weapon. Zoom in on your enemy's head and let a short burst do its work. Make use of your SlowMo to enable you to get perfect aim.

MOD-3 Multi-Rocket Launcher

Like the ASP Rifle, this is a rare weapon. Each time you fire it, three rockets will be sent towards the enemy. If your aim is true, they don't stand a chance at surviving. If you find these, it is a good idea to keep them in reserve in case you see any Armored Troopers or Robot Sentries.

Type-7 Particle Weapon

This weapon produces the most lethal single shot in the game. Even shooting the arm of an enemy is often enough to incinerate their entire body. Additionally, this weapon has a great scope allowing you to use it as a sniping weapon. Due to its extreme kick, using the SlowMo while aiming is a good idea. If you miss, it will take a while to get your aim back on your target. The single-shot kill makes this a prized weapon that should be kept until the last shot has been used before discarding it.

MP-50 Repeating Cannon

The Cannon is a great weapon because it creates a nice little explosion wherever it hits. This means that you don't have to be perfectly accurate with it to kill an enemy. This weapon is most effective against large squads of enemy opponents since it can damage those nearby the one you hit. You won't find much ammo for this weapon during the game, so make good use of it.

Explosives

N6A3 Fragmentation Grenade

You'll find a ton of these grenades during the game, but their blast radius is small and underpowered. Additionally, Troopers are very good at recognizing that one has been thrown and will scatter accordingly. Use them as a surprise and scare tactic and you can disrupt an enemies attack. If you are having trouble flushing an enemy out, try tossing one of

these in. They also work well against any slow moving baddies you encounter.

AT-S Proximity Grenade

These bombs are perfect for setting traps. They will activate whenever something walks nearby them and unleash a huge explosion that is easily enough to kill most bad guys. Lay them out if you know an enemy is going to walk in from a certain direction. Sometimes the enemy will employ them against you. Walk far away from them or shoot them out before proceeding.

M77 Remote Mine

These explosives will stick to whatever they first hit after leaving your hand. They won't detonate until they are shot or you press the trigger button. Like the Proximity Grenades, these work well for laying traps. They are also effective against Robot Sentries.

Healthy Equipment

Med Kits

You can find Med Kits throughout the game. They will often be found on tables, shelves, or stuck to walls. Make use of your flashlight to look for them in dark corners. You can hold up to 10 of these in reserve and they will give you 50 HP each time you use one. If your health is below 25, don't use a Med Kit. Duck for cover and your health will restore itself to 25. Then you can use your Med Kit and you will end up with extra free health.



Body Armor

These jackets will absorb a small portion of the damage in lieu of it taking away from your health. For this reason, you should always grab as many as you can. Light Body armor will restore 35 points to your armor rating, which can not exceed 100. Like Med Kits, these can be found throughout the game and should be sought out in dark corners.

Health Stations

Health Stations can only be found in the multiplayer side of F.E.A.R. Standing by them will slowly regenerate your health, 10 points at a time. However, due to the quick deaths and head shots that are so common online, using one as a defensive technique is not recommended. If you see one and are short on health, take a moment to regenerate your health before moving on.

Boosters

There are two types of Boosters; Health and Reflex. Health boosters will restore you to maximum HP and increase your max health by 5 points. Reflex Boosters will increase the amount of time you can engage the SlowMo before having to wait to recharge it. Both are invaluable items that should always be looked for. You'll often have to travel through air ducts and dark passages to find these. Keep an eye out for alternative routes and you will end up finding these.

Boosters

Health Boosters

By finding and picking up Health Boosters, you permanently increase your maximum health by five points. This makes them invaluable resources that you should always be on the lookout for. Below, you'll find descriptions of where to find each one.

Interval 01

Just after you see Jankowski through the blocked door and tells you to find a way around, go to the right of the staircase. Look for the Health Booster sitting on a desk.



Interval 02

In the Blacksand Imports warehouse. Use the boxes on the floor to get up onto the shelf where it rests.



Interval 02

After going down into the basement from the outside shipping area, look for a hall on the right side that leads back to the Booster.



Interval 03

In the underground passage after completing the rotating walkway puzzle. Look for it on top of a barrel.

**Interval 03**

Just after fighting the first armored Trooper. Look for a crawl space to go under the staircase in the next room.

**Interval 03**

In a trench at the beginning of the 'Bad Water' mission.

**Interval 03**

After your first fight in the 'Exeunt Omnes' mission, climb up the ladder on the left side. Walk across the pipes and follow the hallway to an office.



Interval 04

Just after your first indoor fight, go down the staircase and turn around. Look behind the stairs to find it.

**Interval 05**

Just after the flame covered cutscene in the 'Watchers' stage, run up the staircase to the left.

**Interval 05**

After you turn the gas valve off to stop the flames from blocking your way, find a ladder in the back of that room. Up in the air ducts is your prize

**Interval 06**

After the battle with the robot, look for a dark room near the switch to clean up the toxic fumes.



Interval 06

At the beginning of the 'Afterimage' stage, walk down the hall and look into the rooms on the left side.

**Interval 07**

In a meeting room where you fight the last armored Trooper before finding Alice Wade.

**Interval 07**

After going outside and coming back in for the first time when you see the flying robots, look down in the windows to find the Booster.

**Interval 08**

After taking down the snipers and returning back inside, look for a dark room near the first squad of Troopers.



Interval 08

At the end of the Interval after fighting the robot sentries and ATC Soldiers, look for a walkway leading out of the room with the elevator. Take it across to a dark room with the Booster.

**Interval 09**

Near the leaky gas pipe at the end of the first mission, walk to the left of the pipe to find a secret passage.

**Interval 09**

After pressing the 5th panel to turn back on the power, go down the ladder and take a left. Look in the dark corner to find the Booster.

**Interval 11**

While going through the area infested by Ghosts and crates, look in the far corner behind a row of boxes.



Reflex Boosters

Reflex Boosters permanently increase the amount of time that you can use your heightened awareness at one time. Since this SlowMo effect makes even the toughest parts of the game doable, it is a great idea to find all of these. Read below to learn their locations.

Interval 02

Immediately upon starting the mission, you'll be asked to find the gate controls. On your way, duck into the lower level of the warehouse and grab the Booster.



Interval 03

After fighting the second group of Troopers, hop down into the central pit and look for a dark tunnel. Crawl down it to find your Booster.



Interval 03

After you go out into the open area during the 'Escalation' mission, look for the Booster in the central pit during the second major fight.



Interval 03

During the 'Dirty Water' mission. Look for an air duct at the end of the hall after the fight near the dead body in the chair.

**Interval 05**

After going inside for a second time, kill the soldiers and look in the back corner.

**Interval 05**

In the air ducts above where you first see Mapes

**Interval 05**

Just after the explosion blows you back into the pool of water, look for an open gate near where you set the blast off.



Interval 06

After the first Trooper battle that comes after going through the turret gauntlet. Look on a table in the back office where the Med Kits are.

**Interval 05**

In the 'Sayanara, sucker' mission, after overriding security, pick it up on your way back to Mapes.

**Interval 06**

At the very beginning of the 'Afterimage' stage, go down the first long hall, take a right and double back through the dark lab.

**Interval 07**

In the balcony area just prior to finding Alice Wade, look in an office on the ground level.



Interval 07

When you descend the staircase to the 5th Floor after seeing the flying robots, keep going to the bottom to find the Booster.

**Interval 08**

Just before the first robot sentry, look for a ramp back up to the second floor.

**Interval 08**

After going into the air duct in the Pendleton building, you'll have multi-level fight outside. Look for the Booster before you drop into the pit to go on to the next part.

**Interval 09**

In the medical room guarded by a gun turret.



Interval 09

After crawling under the two pipes during the mission to restore power, crawl through the air duct ahead of you. When you emerge, go straight instead of taking the stairs and climb the ladder.



Walkthrough: Interval 01 - Inception

Point of Origin

Just after you're briefed on the situation, you'll be sent out into the field. Although you were just assigned to the unit a week ago, the Team Coordinator feels that you're ready for the real deal. Even if you aren't, this is just a game. And since this is the first level of a game, the tutorials are about to start.



Your mission is to investigate the area for signs of Paxton Fettle. Around the first turn you'll be faced with a broken fence. Shoot or punch out the three boards blocking your way and go through to the courtyard. Go to the left and open the door near the flaming barrel.



Inside you'll find your first moving target; a rat. Kill it if you're the sadistic type. In the next room you'll be taught the intricacies of turning a flashlight on and off. Push down the next door and you'll see Jankowski through a blocked door. He'll inform you to find another way around.



Go to the right and look for a glowing object on a workbench. Grab your first Health Booster and then go back into the

other room and head up the stairs.

In the hallway at the top of the stairs you'll find a door that won't budge. Go to the left and you'll be informed of the proper method for jumping. Keep moving along and the handy on-screen guide will teach you how to duck under the upcoming obstacle.



Shoot the padlock off of the door at the end of the next room and go up the staircase. Jankowski will help you through the final blockade. In the next room, you'll get your first taste of SloWMo. Rather than finding your target, you'll end up seeing a mutilated body. Your next task is to search the surroundings.



Go out through the rear door to the roof. Keep going down the path until you meet a nice surprise. Following your brief encounter with Fettel, return to where you left Jankowski. He and Sun-Kwon are examining the body. Since he's already dead, feel free to pop off a few shots in corpse in the chair to see what happens.



Walkthrough: Interval 02 - Initiation

First Encounter

You'll begin this mission with a new weapon -- the RPL Sub-Machinegun. After you're dropped off by a helicopter, your first task is to find the gate controls to let your squad through. At the gate, turn to the right and run in between the fence and the crates. Crouch and go into the warehouse. Grab your first Reflex Booster from on top of the crate



Go back outside and take the staircase up to the second level of the warehouse. Follow the hallway until you find the switch. Hit it and go back to meet up with your team.



After your team gets slaughtered by some odd little child, your new mission is to rendezvous with Jankowski's team. Time to use that gun you've been lugging around. Go across the shipping and receiving area and you'll find a door. Inside is a dying man. Kill him if you want to put him out of his misery, or just watch him bleed. As you move ahead, the game will tell you how to perform the lean maneuver. The next room has some Replica Troopers.

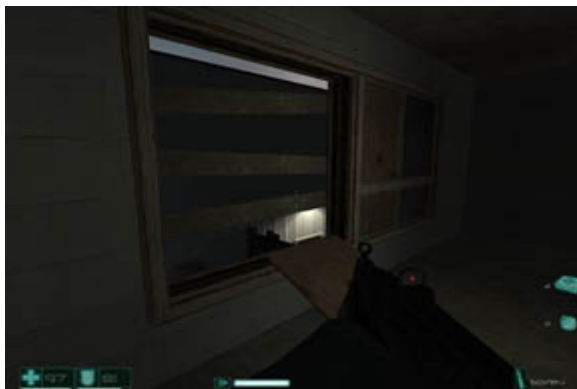


Lean out and shoot the first guy in the back. Another will take cover behind some of the boxes. Watch for him peaking out

to shoot you by leaning around the corner. Once you know his location, lay down some covering fire before going in for the fight.



Head straight down the hall. In the corner room, grab the **Med Kit** off of the shelf. Take the staircase up to the second floor. There is another **Med Kit** in the office at the top of the stairs. Knock out the boards in the window at the end of the hall. Crouch and walk up the plank to get outside onto the ledge. From there, hop down onto the far side of the fence. Open the door underneath the light and go into the next building.



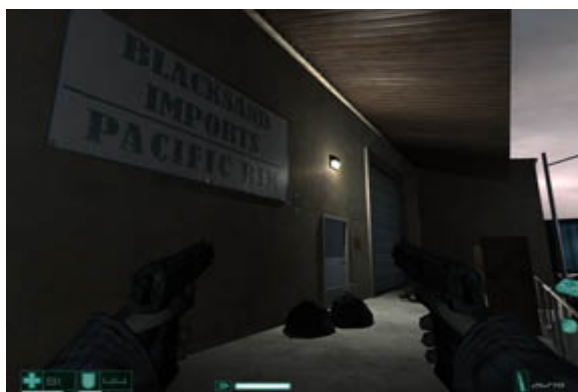
Some radio chatter will alert you to the presence of several more Troopers. Lean out around the corner to assess the situation. You'll see a guard with his back turned. He's just asking for a nice punch to the back of the head. Sneak up and perform the stealthy kill so that no other guards are alerted. Next, hide in between some of the boxes. When the patrolling guard realizes his friend is down, he'll come to investigate. If you're hiding, you'll walk right past you and allow you to get the jump on him as well.



If you shoot at the second guard, several more will hear the shots and come to investigate. If you keep your gun aimed at the entrances (they'll either duck under where the second Trooper came in or enter through a door just to the right), then you can just shoot them before they know what is happening.



Go through the door to the right and you'll find another **AT-14 Pistol**. Pick it up to get some dual-wield action going. Make sure you also pick up the **Med Kit** on the desk across from it. Go outside and you'll find yourself in a maze of shipping boxes. Be on the lookout for any stray Troopers that didn't hear the other gunfire and take them out. Find the sign for the Blacksand Imports and go through that door.



Walk past all of the boxes until you come to a large storage area. Look for a blue glow on one of the shelves. On the far side of the shelf there is a crate on the floor. Use it to get up onto the shelf and pick up the **Health Booster**. As you exit to the next area, some radio chatter will alert you to an upcoming fight. There will be four soldiers in total. The first you can take out before he knows you're there. Watch out for grenades being tossed your way and stay behind cover to kill the other three.



When you're done, look in the two offices. In one you'll find a **Med Kit**. The other will have another **Med Kit** as well as 2 **N6A3 Fragmentation Grenades** and some **Body Armor**. Use your SlowMo as you go into the next room to make easy work of the remaining Trooper.



Upstairs, you'll come across another Trooper. Kill him and then explore the office. There you'll find **Light Body Armor**, the **G2A2 Assault Rifle**, a **Med Kit**, another Pistol, and 2 **N6A3 Fragmentation Grenades**. Grab your goods and keep moving down the hall.



At the end you'll find a door that is stuck, so go out onto the platform and use the boxes to make your way into the next office. Pick up the **N6A3 Fragmentation Grenade** and then listen to the voicemail message. Then, hit the switch to move the crate to the other side of the room. When you do, two Troopers will come running in. If you time it right, you can use one of your grenades to blow them to bits before they fan out. Otherwise, aim for their head or chest. When they're dead, use the crate you just moved as a bridge to get across.



Go to the left in the next area and enter the office. Grab the **Light Body Armor** and the pistol, if you need it. On the opposite side of the hall, you can grab another **Med Kit**. In the next room, you'll find yourself on a walkway above several guards. Drop a grenade down and then shoot any of the Troopers that managed to scatter.



With the inside clear, head outside. More troops are waiting and the game advises you make use of your SlowMo. It's not a bad idea since the upcoming short battle has some wide open area. Shoot out the enemies and then look for a staircase down into a basement on the far right side. Downstairs, you can pick up more ammunition for your sub-machinegun. After you do, you'll go into a heightened state for a bit. Continue down the creepy hall. Once you come out of the alert, look for a path to the right. Follow it back and you'll be rewarded with another **Health Booster**.



Continue down the hallway. Go up the staircase at the end and jump out through the broken window in the office. When the scary girl makes another appearance, run! Keep backing away from her until a cutscene ends the stage.



Walkthrough: Interval 03 - Escalation

Infiltration

Somehow you survived that blast unharmed. That only means you get to keep exploring the area. Look for another staircase leading into a basement. In the second room, look on the shelf for a **Med Kit**. Continue through the halls until you come out into what looks like a water treatment facility.



To get through this little puzzle, cross the walkway to the other side. Go through the door to the left and look for a switch. Hit it and it will rotate the walkway you just crossed. Go outside and walk across it again. Now you'll find yourself near some ladders. Take them down into the next area.



Turn on your flashlight so that you can see and walk through this underground passage. On the far side, look for the **Health Booster** on top of the barrel.



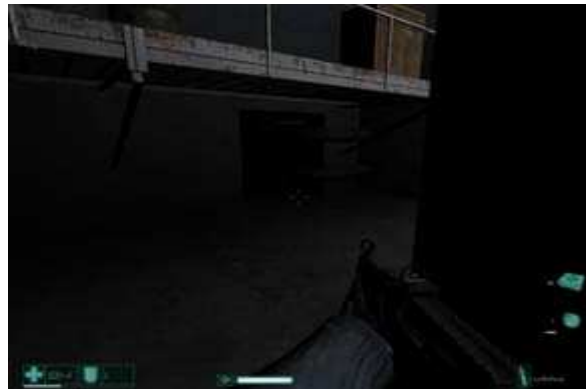
Climb the ladder to get back topside. There is a small area of water with a ladder leading down into it. If you hop down there you'll find a **Med Kit**. Get back onto dry land and go through the door.



The radio chatter inside should put you on alert. Be ready for a fight. If you lean around the first turn you can shoot out the first Trooper before he knows you're there. Keep leaning out and shoot the next guys that come running when they hear your gunfire. After clearing the area, look in the upstairs office for some **Light Body Armor** and down the stairs for a **N6A3 Fragmentation Grenade** and a **Med Kit**.



There will be some Troopers who have taken cover behind various objects in the next room. Lean around the corner and wait for them to peak their heads out. When they do, let them have it. When they are dead, hop down into the central pit. Look for a little tunnel to crawl in. At the end, you'll find a **Reflex Booster**.



Go back and look for a locked gate. Shoot out the lock and climb up into the air duct above. Crawl across the pipes and look for a grate to punch or shoot out. Drop down through the hole you created and continue on. The next room will have some more Troopers for you to fight. Duck down so that they can't see you through the window and get a surprise jump on them. Using your SlowMo helps out a lot in this situation. When the room is clear, grab the **Med Kit** and keep going. Just down the next hall, you'll find some ammunition for your sub-machinegun, some **Light Body Armor** and a **N63A Fragmentation Grenade**.



The next room has a group of Troopers milling about. Peak around the corner to get your bearings and plan your attack. If you just try to shoot out one, they'll fan out and start coming at you from both sides. Try chucking a grenade in and then running around to come at them from the side. Once you've cleared the room, grab the **Med Kit** from the office. Climb the ladder into the next area.



When you come around the first turn, you'll see a door that is wedged shut. Pick up the ammunition as well as the **Light Body Armor** and the **Med Kit**. Use the laptop in the next room to get some details and then continue on. Pick up the **Med Kit** off of the shelf behind the desk in the next room. Take a left at the end of the hall and go inside the office to find a **N6A3 Fragmentation Grenade** and **Light Body Armor**.



Outside you'll have a big fight. Take cover behind some crates and peak out to fire. If you use your SlowMo, a good tactic is to strafe across to some other cover while you have the advantage, all the while laying down fire. Inside the building in the center of this area are a **Med Kit**, **Light Body Armor**, and some ammunition.



Inside the next building, you'll have to take a swim. Dive in and swim up to the ladder to climb out. Just as you start climbing the next set of stairs, look around the corner to grab a **Med Kit**. Keep following the path until you get to a hole in the ground. Drop down into the water for a scary little interactive cutscene.

Walkthrough: Interval 03 - Escalation

Heavy Resistance

Begin the level by ducking into the crawlspace next to you. Turn right when you can to find a **Med Kit**. When you emerge out onto a normal hallway, you should see a shadow of a Trooper being cast on the wall. Sneak up on him and give him a punch to the back of the head. Then, grab the **N6A3 Fragmentation Grenade** and **Med Kit** from the room. When you reach another area with water, turn to the right and go down the stairs. Grab the **Light Body Armor** and the **Med Kit** from the control room.



Continue along the path until you come to another room full of Troopers. Punch the first one in the back of the head and the others will turn to see what just happened. Unload on the two in the room and then train your gun on the staircase and walkways above. Several more troops will come running in, but they really won't begin attacking you until they get a good idea of where you are. Shoot them as they enter the room before they attack. Once you've cleared out the room, collect any **Med Kits** you may need and then go up the stairs. In the office at the top of the stairs, you'll find some grenades, ammunition, **Light Body Armor**, and a phone message waiting to be listened to. You can find more of the same further down the hall just before you go out of the door.



Outside the 'Escalation' begins. You'll find yourself in a wide open area swarming with Troopers. Your best bet is to not let it become a straight firefight. Quickly get down to the ground level and use the series of walls and structures to give yourself cover. If you stay in one of the small little alleys, you can keep the enemy only coming from two directions, which allows you to easily out gun them. When you've cleared out the area, pick up any **Med Kits** that you see or may have left behind before.



After clearing the first area, you'll have to go up the metal staircase across from where you came in. When you round the corner, several more Troopers will attack you so be ready. Several of these enemies have **VK-12 Combat Shotguns**. Don't get too close to these guys. Try to listen for the boom of their fire and take them down from afar. Feel free to take this nifty weapon after you kill their owners. After you hop down to the ground, you can find a **Reflex Booster** in the pit in the center. Go back up and look for a doorway to go back inside.



After dropping down where the broken bridge is, climb the ladder and pick up the **Light Body Armor**. In the next room, grab some more armor, **Med Kits**, grenades, and ammunition before walking on down the hall. Turn the crank outside to start the water flowing. This will fill up the room where the broken bridge was allowing you to swim across and access a new area.



Five guards are waiting in the next room. Sneak up and use your shotgun on the few that are milling about on the ground. When they start coming into the room on the walkway above, switch to a machine gun and mow them down. Go up the stairs and follow it around. You'll run into a bunch of supplies. Be sure to pick up the **Med Kit**, 2 **AT-S Proximity Grenades**, and ammunition for the sub-machine gun. Three Troopers are waiting for you when you step down. Use your machine gun to spray the room full of bullets. Two more will come running when they go down.



Around the next corner, a guy will be waiting to shoot you from above. Take him down and then grab the **Med Kit**, **Light Body Armor** and the grenade.

As you try to leave, your first encounter with an armored Trooper will take place. This guy is armed with an **HV Penetrator** and has a couple of regular Troopers backing him up. If you have your shotgun ready, hit the SlowMo button and unload a few shots in his face. If you don't, hit the SlowMo anyway. Go back and get behind some cover and unload with your machine gun. When he dies, be sure to pick up his weapon.



In the next room, you'll see some retreating troops. Go down the stairs to the left and pick up the **Med Kit**. You probably need it after what you just went through. Walk ahead and then look for a place to crouch and go into on the right. Walk to the end to find a **Health Booster**.

Two Troopers are waiting for you in the next room. Use the crate in the corner as cover. Go through the room and enter the door on the other side. There you'll find more ammunition for your penetrator, as well as a **Med Kit**, some **Light Body Armor**, and bullets for your shotgun. When you've got it all, return to the room with the water tank.



In the center of the water tank is a crank to turn. This one fills up the tank below you allowing you to get into the office that had a blocked door. Get the shotgun ammunition and the **Med Kit** before climbing the ladder. Continue down the hall until

you see a cut scene. After you do, look for a piece of grating in the floor that you can smash in. Hop down and walk ahead to finish the stage.



Walkthrough: Interval 03 - Escalation

Bad Water

Make your way down the ladders and through the office with the radio. When you see a little area with a bridge, hop down. In the crawl space you can find a dead body with 2 **N6A3 Fragmentation Grenades** and some shotgun ammunition. On the opposite side you can see a **Health Booster**, but you can't get it just yet. To access it go across the bridge on the other side. Walk straight ahead into the dark room and hop down into the trench. Turn your light on and look for the tell tale glow.



Once you have the Booster, climb back out and continue past the generator room. In the next hallway you'll get another interactive cutscene. When it ends, go into the next room and look for the piece of grating behind the dumpster. Punch it out and crawl inside.



You'll come out into a dimly lit room with an apparently dead body sitting in a chair. Grab the **Light Body Armor**, **Med Kit**, and ammunition. After you approach the body, you'll find out it wasn't quite dead and hear his dying words. After he dies, Troopers will swarm the room.



Get into the back corner and shoot the Troopers as they try to come out and attack you. Watch out for grenades and stand on the opposite corner from the door so that the body is between you and your attackers. From there you can peak out and look to the next level up, as well as guard the door so that they can't easily enter your level. With them out of the way, go through the door. Shoot out the Trooper as he comes around the corner. Then grab the **Proximity Grenades** and **Med Kit**.



Through the next door you'll find another swarm of Troopers. It would be a good idea to use your proximity grenades you just picked up. Throw one out into the hallway and then fire your shotgun. When the squadron comes after you, they'll end up being blown to bits. Clean up any stragglers and carefully walk past the fiery gas pipe you probably just created.



Rather than going up the stairs, continue to the left. Climb up the ladder and look for an air duct to climb through. Inside, you can find your first **M77 Remote Bombs**. Keep walking along the pipes and you'll get another **Reflex Booster**. When you come to the end of the air ducts, you'll be overlooking a room with more Troopers. Drop some bombs on them or shoot them, but either way, use surprise to your advantage.



When you've finished the battle, explore the area to find a few **Med Kits** and **N6A3 Fragmentation Grenades**. When you've finished, keep walking down the hall until you've reached the area above where you found the dead body. Three more Troopers will run out to attack you. SlowMo with a shotgun works well to take them out. Keep going down the hall and look for a crawl space near some pipes. Move along to finish the stage.

Walkthrough: Interval 03 - Escalation

Exeunt Omnes

Begin by following the hallway. When you reach an office, look for a **Med Kit** in one of the lockers. Climb up the ladder, make your way through the next set of halls. Eventually you'll come to another office. Inside is a pistol and a grenade, but it is what is past the office that is important. Proximity mines have been dropped on the floor. You don't want to go near those, so shoot them from a distance. Doing so creates such a big blast that it damages the electrical wires. Since you can't go straight, look to your left for a grate. Punch it out and climb inside. Descend the ladder and go on down the sewer. At the end, you'll come to an open area where you can see the shadows of several Troopers approaching.



Duck back into the shadows and wait for them to come closer. Use your shotgun to blast a few and then switch to a longer range weapon. Peak around the corner and shoot the final guys out.

Next, look on the left side for a ladder. Climb it and then walk across the pipes to access the area above the sewer you walked through. Keep following the path until you find an office. Inside is some penetrator ammo, a **Med Kit**, and a **Health Booster**.



Go back to where you fought and look for a ladder going up in a water filled room towards the back of where you fought. This will take you to the other side of the electrical sparks. Flip the circuit breaker to turn off the power.

Pick up the **Med Kit** then go upstairs. Grab the **Light Body Armor** and then use the laptop to get some intel. Around the corner you can find a fence with a lock. Shoot off the lock and follow the corridor. At the end you can find a **Health Booster**, 2 **M77 Remote Bombs**, and the **ASP Rifle**. A good trio of weapons to have at this point is the sniper rifle you just found, a shotgun, and the Penetrator.

Go back and descend the stairs. A bunch of Troopers is waiting at the bottom. We like to use the remote bombs here. Toss one against the window and then get their attention. When they come out into the hall, detonate it. After you clear them out, check out the room they were in. Grab a grenade from the lockers and a **Med Kit** from the computer desk.

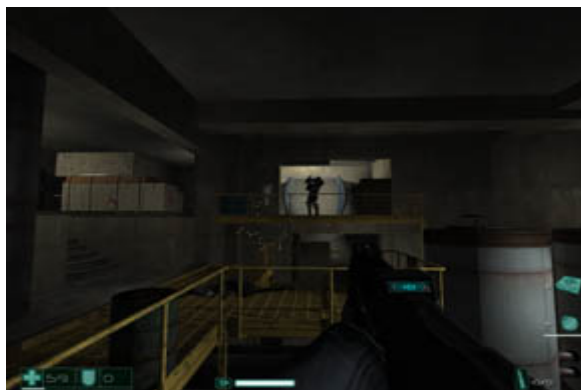
When you come across some windows, activate your SlowMo. Pull out your rifle and shoot out the two guards on the ground below before they know what hit them. Next, continue down the hall. Downstairs you can pick up a **Light Body Armor**, some rifle ammo, and a frag grenade.



When you go outside, a helicopter will fly overhead. It is not there to help you. Quickly run across and up the staircase towards the door on the opposite side. As the helicopter is landing, hit your SlowMo. Troopers will rappel out of the copter as well as storm out of the door. Be ready with some heavy ammunition to take them down before they can get settled.



Inside, there isn't any time to rest. The next room will be swarming with Troopers. Luckily, most of the barrels in the room will explode when they are shot. Wait until the enemies get close to them and then detonate them. After you deal with the first wave, another armored trooper makes his entrance. Go into SlowMo for this guy. If you have any more explosive barrels left, shoot them as he approaches. If not, rush him with a shotgun and blast away.



Once you've cleared them out, move on and pick up the **Light Body Armor**, **Med Kit**, grenade and penetrator ammo. Before you go outside to where you can hear the helicopter, grab the **Proximity Grenade** from the office. The door leading out is jammed, so look for the window you can smash to the left. Hop out and pick up the **Light Body Armor** and **Med Kit**.



The upcoming firefight can be tough, because you'll have to take on a full squad of Troopers as well as an armored trooper. The easiest way to get through this is to use your ASP Rifle in conjunction with your SlowMo. Hit the SlowMo and then lean out. Quickly train your zoomed in scope on an enemy and pop his head off. Staying hidden around the corner will allow you to stay alive. If any Troopers try to advance on you, just pull out your shotgun and point it down their throat. The armored Trooper doesn't move so fast, so you don't even need to zoom in on him. Just hit the SlowMo and then unload your Rifle clip at his face.

Walkthrough: Interval 04 - Infiltration

LZ is hot

As soon as you're dropped off by the helicopter you'll find yourself in a fight. Quickly hide behind the box that is just to your right. If you have any proximity grenade, chuck one out into the area in front of you. That way, if anybody tries to flank you they'll get blown sky high. Peak out around the corners to take the troops out.



Once you have a clear path, run into the room ahead of you. There you'll find some ammunition as well as **Light Body Armor** and a **Med Kit**. Another small squad of Troopers will come out from the door downstairs. Stay in your room. They'll come up looking for you. Set up a proximity or remote detonation bomb to get their scout. When you hear them walking up the stairs to your right, engage the SlowMo and run out with your shotgun. A few shots to their heads will end this battle.



Go down the stairs they came from. When you find the door inside, be sure to grab the **Light Body Armor** and **Med Kit**. When you hear radio chatter about Troopers checking out a breach at the roof, duck into the corridor on your left. Wait there for a Trooper to pause in front of you and then punch him in the back of the head. His other friend will begin to attack you, so blast him in the face quickly. At the bottom of the next staircase, turn around and look for the glowing sign of your next **Health Booster**.



Just after you get the Booster, you'll have another fight. This time, a grenade toss will make them back off. When they do, hop down over the railing. From there you can shoot anyone that comes around the corner, as well as lean over to look into the small opening and shoot anybody there. With the area clear, walk forward into another fight outside.



It's easier to stay inside than to go out into the middle of this battle. There is one guy you can pick off who is patrolling the upper platform. Once you shoot him, several more Troopers will come. Aim for their heads as they come into view and kill them before they can take cover. Once you've killed three guys, run up the stairs and take the long way around. You'll end up getting the jump on another Trooper. Kill him and then look for the ammo, grenades, and **Light Body Armor** in the lit corner where he came from. Quickly run up the stairs and across the walkway to the door to get the jump on another guy who is coming outside.



Back inside, use your SlowMo when you come around the first turn. Blast the three waiting Troopers before they realize you're there. Then, look in the back corner behind the machines for a **Reflex Booster**.



Three more Troopers are waiting for you around the next corner, but the huge amount of cover will enable you to get the upper hand. Go up the stairs and grab the **Light Body Armor**, **Med Kit** and any ammo you need. Walk up the stairs and grab the **Med Kit** next to the fire extinguisher.

This upcoming battle can be tough. Run out into the hall with SlowMo and either shoot the Trooper on the left or quickly duck back out. He'll throw a grenade that will pin you down if you let him. Once you have a clearing, run around the corner and go down the stairs. Duck behind the cover at the bottom of the stairs and situate yourself in the corner. Keep checking each path that comes towards you and listen closely for the call of a Trooper throwing a grenade. Once you've got them all dead, shoot out the skylight if it hasn't already been broken and drop down.



Walkthrough: Interval 04 - Infiltration

Watchers

The level begins with you in lobby. There is a malfunctioning gate preventing you from leaving, so leap over the concession stand and go through the blown out door. Explore the halls and offices. You can find a couple of **Med Kits** and **Remote Bombs**. Use your flashlight to help you find your way in the dimly lit passages. When you come to an open lobby, look down the dark hall to the left for some shotgun ammo. When you climb up the stairs, you'll be introduced to a new enemy.



Chameleons are tough enemies because they have active camouflage that allows them to blend into their surroundings. Additionally, they are ridiculously fast and agile. They will only turn off their camouflage when they get ready to strike you at close range. They love attacking from behind, so keep your back to a wall. Use your SlowMo to give yourself a chance at shooting them and look for the telltale waver of the active camouflage. Your shotgun works nicely because they have to get close to you in order to attack. You'll have to deal with three of these guys right now, so back into a corner and wait their attacks out.



Continue your exploring of the office area. You'll find another **Med Kit** and eventually come to a place where you'll have to smash your way through a window to keep going. Walk through the cubicle room and then leap over the tipped over couch. Grab all of the supplies from the break room before you move on. To do so, you'll have to use the table and soda machine as a staircase up into the ceiling.

Walk along until you fall through the ceiling below you. Two Chameleons will attack you. Once again, use your SlowMo and shotgun. If you lose track of them, try shooting. If your spread out shotgun blast hits them, sparks will shoot out. With them clear, look in the office on the left for a **Med Kit**. Just down the hall you can find another laptop to access. Look behind the receptionist's desk down the hall to find another **Med Kit**. when you walk ahead, you'll come across your first civilian.



Your new task is to disable the security systems so that this guy will help you. Down the hall you'll hear some Troopers patrolling the area. They'll be milling about near some plants and you'll be on the upper level. Use your SlowMo to shoot a few of them in the head and then take cover. Once you've killed all of them, walk around the halls and collect a few **Med Kits**. Look for the hall to the right of the plants and follow it around into a dark area that has a door. Inside the door you'll find all the supplies you could dream of along with the place to disable security. Press it and go back to look for Mapes.



When you get back there, all you'll find is a fight with some Troopers waiting for you. With them gone, look for a way to climb up into the air ducts. There you'll find a **Reflex Booster** and a **Med Kit**.



When you disabled the security, you also opened a gate that was previously closed. Follow the radio chatter to find where you're going and to locate your next battle. Once you fight your way to the server room and hit the switch, you'll also have to fight your way back out. The SlowMo is indispensable here. In the server room fight, make sure you don't get surrounded. The enemies will sometimes leap through the window into the room to surprise you from behind. From the server room, go into an unfinished hallway. Lots of scary noises will follow you around, but be sure to explore everywhere as there are lots of **Med Kits**. Just after you get a fiery cutscene, look for a staircase on the left side. Walking up it will give you a **Health Booster**. Take the other hall out and you'll eventually meet up with some team members. After you get an updated report, go through the next door and jump off of the balcony to end the stage.

Walkthrough: Interval 05 - Extraction

Bishop

When you arrive at the reception desk, look behind it on the right for a small passage into a supply area. Grab the **Med Kit** and then go up into the ceiling. Look down the first grate you see. Use your shotgun to blast his brains out. Next, crawl forward to the next grating. Shoot it out and aim for the soldier across the room. Two more will come out. Keep ducking behind cover to either reload or recharge your SlowMo until you have them all killed. Drop down and explore the area behind and ahead of you for some ammo and a few **Med Kits**. In the next room, you'll find two more guards that you can easily get the jump on. Keep exploring ahead and look for the phones with blinking red lights to get some background info.



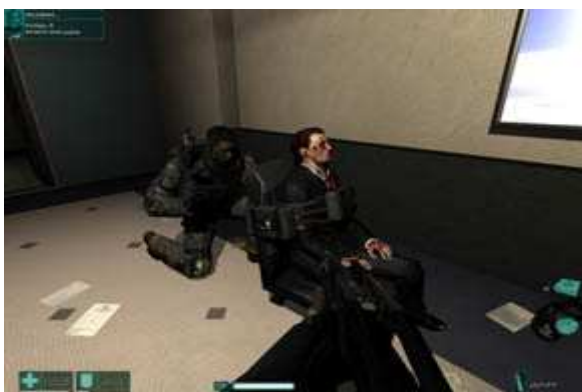
Continue down the hall until you hear some Troopers. Lean around the corner to assess the situation. There are a bunch of them and they'll overturn the large table at the end of the hall for cover. Shoot them quickly while using your SlowMo. Once they're gone, collect all of their supplies and look in the door at the back of the room. There you'll find Bishop, another civilian.



Head out of the closet where you found Bishop and go straight into the next hallway. Continue around to the left and pick up the grenades off of the desk. A buttload of Troopers is about to come out of the elevators across from you. Use your proximity grenades and to lay a trap for when they come out. Throw one at the first elevator on the left then run around to look at the elevator to the right of it. Pull out your shotgun and blast the guy that comes out of it. Turn to your right and throw another proximity grenade at the first elevator on the left along the other wall. At this point, the first elevator that you threw a grenade at will open up and the two Troopers inside will die. Focus your shotgun's sites on the third elevator, in the first row. When you hear it ding, hit the SlowMo and unload two shots into the Troopers. Finally, turn to where you threw the second grenade. It will open and a few Troopers and an armored Trooper will come out. Only the armored one will survive the initial blast. Slow down time and unload a few shotgun blasts into him until he flies backwards. Now that you've cleared a way for the demolitions team, escort them back to Bishop.



After the fire alarm goes off, it is your job to determine the cause. The demo team will point you in the proper direction, through a gate that was closed before. Keep following the flashing lights, up a staircase and around to the emergency control panel. Grab the **Med Kit** and hit the switch to turn off the alarm. This will allow you to use the elevator across the room. Go up to the top floor.



When the elevator opens, look for a **Med Kit** on the wall. Turn around and use the barrel and cabinet to jump up into the ceiling. Look for a grate that you can punch out and enter the air ducts. Punch the next one out and drop down. When you enter the next hallway, check out the laptop for more information.



Up ahead you'll have to fight through a series of short battles. The key to easily winning these is to make use of the plentiful explosive barrels. Anytime you see a yellow barrel, drop back for cover. Lean around the wall and wait for the squad to approach it. Shooting the barrel will probably kill at least one Trooper, but the ensuing chaos is a great time to hit your SlowMo and mow the rest of the suckers down. Along the way, you'll find several ammo dumps with grenades, **Light Body Armor**, **Med Kits**, and various gun ammunition.

Battle your way down a staircase and then up the stairwell that is under construction to finish off the stage.

Walkthrough: Interval 05 - Extraction

Blindside

This stage begins inside, but you'll quickly exit to the rooftop. Aim out of the first windows you come to that look out onto the roof. Shoot the Troopers you see and stay where you are as the reinforcements enter the scene. Don't go out until you've killed the three that are near you. Then, turn on your light and you'll see a door. Use it to gain access to the roof. Many more Troopers are waiting for you. Make full use of the various pieces of the building extruding onto the roof as cover. Don't go out into the open or you'll quickly be surrounded.



Once you get back inside, another fight begins. They're likely to throw grenades. Use your SlowMo to get the drop on them and be ready to run if a grenade lands at your feet.

After you take them down, explore the area for some grenades, **Light Body Armor**, **Med Kits**, and ammo. When you hear a chopper in the background, listen to the radio and then be sure to pick up the **Med Kits** and **ASP Rifle**. Around the corner is your ride, but they take off when they come under fire.

Quickly run outside and duck behind the wall on the left. Peak out and shoot all of the ATC Soldiers with your rifle before moving on. When you go down to the lower level, more Soldiers will appear. Quickly take cover and peak out to give them a face full of lead.



Next it is time to head inside. If you are stealthy enough, you can sneak around and get the jump on most of the Soldiers milling about inside. A shotgun works well due to the close quarter combat if they do spot you and begin a real fight. In addition to the plentiful supplies to be found in this area, you can also hop over a railing in the back corner. Down at the bottom you'll be able to pick up some grenades and **Light Body Armor**. Head upstairs and out the door on the top level. Search the bodies of the Soldiers you gunned down before to find some valuable ASP Rifle ammunition. Then, go to the back ledge and look for two more Soldiers on the lower level. Initiate your SlowMo and then blast them away.



Leap over the ledge and go inside the next area. Pick up the **Med Kit** and turn around to find two more Soldiers. After you deal with them, leap over the ledge to climb across. When you do, you'll fall down the shaft and land in a watery pool below.

Your new task is to find a way back up. Climb out of the pool and walk down the hall. There is a lock you can break, so punch it out. Doing so ignites quite an impressive explosion sending you back into the water. It will also blow apart the walkway above allowing you access. Before you climb up there, walk back towards where you set off the blast. You'll find the door on the left has also been destroyed. Walk in to find a **Reflex Booster**.



Climb up to the next level and start walking. Eventually, the walkway in front of you will be taken out. Don't jump into the chasm it created or you'll die. Instead, look to your left. You can hop down and go underneath your current path into the air ducts.



When you reach the far side of the pit, you'll see that flames block your path. Repeat the process of finding the air duct near the pit and you'll reach another room. Look for a valve to shut off the gas. Before going back, find the ladder in the back of the room. It will go up into the air ducts, but this time it will lead to a **Health Booster**. Fall out the other side and then climb up the ladder that was previously being cooked by the fire.

Take the ramp going down and look for another valve. This will fill up the area below you with water, allowing you to swim through to the next room. There, you need to flip the circuit breaker and turn the power back on. Climb up the ladder and walk across to get back to where you started.



With electricity, the elevator will start coming down the shaft. Inside it are two Troopers and an armored Trooper. Throw a grenade at the door as it is opening and you can take out one or both of the lesser enemies. Then, back up behind the corner and peak out to unload a lot of bullets into the armored Trooper. Go inside the elevator and push the button to finish the Interval.

Walkthrough: Interval 06 - Interception

Sayanara, sucker

As soon as the elevator opens, you'll be faced with some Troopers, only they'll be looking the other direction. Have some fun with these guys. If you toss a grenade off towards the far one and then sneak up on the other, you can get a nice explosion/beat down combo if you time things right. After those guys are dead, you'll have two more Troopers to deal with before having a rest. When they're done, be sure to pick up the Petetrator ammo, **Light Body Armor**, **Med Kits**, grenades and assorted bullets. Pick up the proximity grenades and **Med Kit** in the laboratory. Up the stairs you'll find Mapes again. This time he asks you to override the security lockdown.



Explore the next couple of lab rooms to find a couple of remote mines, a **Med Kit** and a proximity grenade. When you hear radio chatter, duck behind the crate in front of you. Peak around the corner to begin your attack and then take out a shotgun, if you have one. These guys will advance on you pretty quickly so using a close range weapon is a must. When you clear them out, collect the myriad of **Med Kits**. There are so many in this area that you should be fully healthy and stocked on them at all times. As you continue on, two more Troopers will assault you. Deal with them and then look behind the fencing in the next room. You can find your first **MOD 3 Rocket Launcher**. Definitely take this puppy with you.



The next area has two more Troopers waiting to attack you, but as long as you don't rush out into the open they are easily dealt with. When you go into the hallway up the stairs, you'll have to leap over a balcony's edge to get to the next area. Don't be so quick to do it. Instead, lean over and have it out with the enemy's on the other side. Only jump down once you've cleared them out. Go into the room around the corner to find a **Med Kit**, phone message, and your security panel.



Outside, the previously locked door is open. Start making your way back to Mapes. As you go through the laboratory, look for the green glow of a **Reflex Booster** close to where you first came in. It was behind a door that was locked before you overrode the security systems. When you get back to Mapes, you'll see him taking off in the elevator. Enter the door next to it and climb the ladders. When you reach the top, leap over the railing and smash your way into the air vents.



Walkthrough: Interval 06 - Interception

Unauthorized personnel

The first thing you'll find in this level is Mapes. He'll hit a button causing the security turrets to drop down. If you know they are about to drop, you can easily get rid of them by using remote mines. If not, the warning buzzer means that you should get out of the way. For this first one, it is easiest to just run away. Go back to the beginning of the level up in the air ducts. When the turret came down, it opened up a passage for you to crawl through.



Back on the floor, go to where Mapes was to find a set of remote mines and a **Med Kit**. Out in the hall, another turret will come out. Duck into the alcove on the left side and look across for a locked gate. Shoot out the lock and run across when the turret pauses to recharge.



Inside you'll find a **Med Kit** and a fuse box. Turning it off will shut all power down, disabling any turrets. Be sure to check out the laptop in the next room for info. In the next set of rooms, there is a health pack on the right side and a path that leads around the turret.

Past the turret is a staircase. Quickly run past the turret and take it down and then crouch into the air duct at the bottom. Crawl through it and pick up the **Med Kit** when you emerge. This will give you a much better position to fight the next turret. Use the duck and emerge technique to blow this turret up before continuing on. On the left side of the room, look for an air vent. If you want to conserve ammo, you can duck into this instead of shooting the turret. Take it through to find some **Light Body Armor** and a **Med Kit**. Otherwise, just run around through the hall.



Follow Mapes in to the next set of labs. If you listen for a ringing phone, it will give you the path through the darkness to another **Med Kit**. Out in the hall again, another turret will come down. This time, if you run up towards the cart in front of it, you can find a little crawlspace on your right. This leads around to another circuit breaker that will allow you to switch the turret off.

At the end of the hall, you'll see Mapes trying to fit his large figure through a small hole. Too bad the door to the room is jammed shut. Head back around the other way.

When you turn the corner around the next corner, another turret will come down. Quickly duck into the office on your right and listen to the phone message waiting inside.



Look for an air vent in the back corner and take it to the end. When you drop down you'll have to fight another turret by ducking behind cover and coming out when it pauses. Keep going around up the stairs and then back down into the crawl space (don't forget to pick up the **Med Kits**). Climb the ladder at the end and keep going until you hear some Troopers. There are three of them here and they have some heavy weaponry, so be careful. Walk across to the office after the fight to find two **Med Kits**. Also, look for a **Reflex Booster** on the table in that set of rooms.

In the next room you'll find four Troopers. Take them out while conserving your life. You're going to need it. There's a room on the left side that has a security switch, but don't hit it until you've gone through the whole room and collected all of the **Med Kits**, ammo, and **Light Body Armor**.



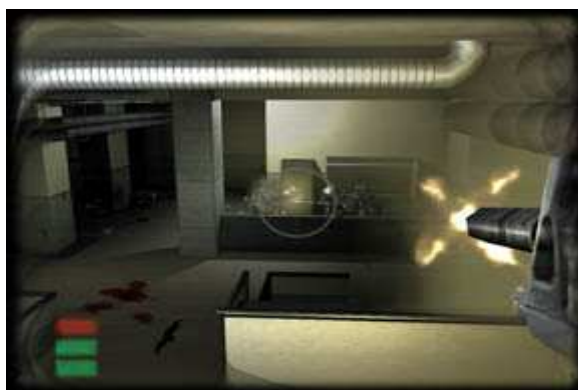
When you hit the switch, a robotic enemy will be unleashed. Use your SlowMo and unload as many rockets as you can. If you get caught in his fire, it is game over. Keep ducking behind cover and only pop out with the SlowMo on. Stay inside the small control room and pop in and out through the door near the barrels.



Once you've got this guy under control, pick up any leftover supplies and go up the lift he came down in. Follow the path around, up the red ladder, and then through the air ducts. When you come out in an area that is locked down because of toxic fumes, look for a ladder. Climb up into the ceiling and drop down into an area with a control panel. Before hitting it, look in the adjacent dark room. You can pick up a **Med Kit** and a **Health Booster** there.



Activate the fans to rid the area of the toxic fumes. Head into the room and grab the **Med Kit**, **Light Body Armor**, and ammunition. Then link up with the laptop for more intel. Go out the back door and follow the path to another room with a security panel. Activate it to take control of a gun turret. Shoot out as many Troopers as you can before they destroy it.



Before hopping over the panel into the next area, make sure you pick up the proximity grenades, **Med Kit** and other ammo. Your next battle will be either easy or hard depending on how well you did with the gun turret. Clean up any leftover guys and move through to the next area.



There you'll be greeted with three Troopers on the balcony above. This can be tough because you can't get a good bead on their heads. Move up the hallway far enough so that you can shoot them as well as they can you.



Move up the stairs and prepare for the last small firefight. Three Troopers are waiting for you in the dark. Don't turn on your flashlight so that you can sneak up on them. Once you're close enough, turn on the SlowMo and lay into them. Further ahead, look in the last office to find a **Med Kit**. Finally, jump off of the balcony and the stage will be over.

Walkthrough: Interval 06 - Interception

Afterimage

Start by making your way down the hall. Look into the offices on the left and you'll find a **Health Booster**. The office at the end of the hall has a **Med Kit** and a phone with a message. When you come out of that room, switch on your flashlight and look for a hidden door. Go through into the laboratory for some scary moments and grab the **Med Kit** off of the table. At the end of the second room, look on the right side for a **Reflex Booster**.



Just after you go into another hospital cutscene, go into a room on the right. When you come out on the other side, some ATC Soldiers will be waiting. Use the SlowMo and a long range weapon to take them down. Pick up the **Med Kit** and then be ready for a similar fight in the next room. With those three gone, take the **Light Body Armor**, and assorted ammunition and explosives. There is a laptop in the side room with even more background info on Origin.



In the next area you'll be able to watch in on a Trooper vs. ATC Soldier battle. Let them fight it out and collect all of the ammo, **Light Body Armor** and the **Med Kit**. Once the Troopers win (and they will), go outside and clean up the remaining armored Trooper and his squad. Explosives along with the Penetrator will do the trick, but don't let yourself be a target in the open for long.



When you clear the Troopers out, your new mission is to find Alice Wade. As you move down the hall, you'll find a staircase. Don't run down it or you'll put yourself in the middle of a crossfire. Stop at the first landing and shoot out the Troopers at the end of the hall. Then, walk forward to the windows and peak out them. Two Troopers will be waiting to snipe you out from across the courtyard. Dispose of them and then enter the office up ahead. Grab the grenade and mines and listen to the brief phone message.



Duck across the hall and pick up some ammo and a **Med Kit**. Two Troopers are waiting for you outside. Draw them close and then use a shotgun to finish them off. An armored Trooper and his two buddies are at the end of this hallway. Use your explosives and heavy weapons to take them out. When you do, collect all of the **Light Body Armor** and ammo on the floor before going outside.



Two more Troopers are waiting on the floor. Shoot them in the face and then pick up the **ASP Rifle**. When you're ready, leap down.

Another robot sentry is waiting for you when you drop down. Stay towards the back where you dropped down. The robot won't actually leave the covered area. This allows you to duck behind the wall and lean out to shoot him without having to worry about him getting a good shot on you. After he is dead, ignore the office on the left for now. Creep up around the corner and look for three Troopers on the right. Use your shotgun and you can quickly shoot them all before they know you're there. Now, go back to the office on the left side of the covered walkway. There you can find some much needed **Med Kits**, **Light Body Armor**, and your first **Type 7 Particle Weapon**.



Go back inside where you killed the last Troopers. Down the hall some more enemies will switch the lights off on you. Use your flashlight to locate them and take the three of them out. Collect the **Med Kit** and **Light Body Armor**. In the next room you'll find two more Troopers hiding behind some shelves. Rush them with your SlowMo on and blast them with a shotgun. Out in the halls again, collect any armor or ammo you can find and then leap out of the window to complete the stage.



Walkthrough: Interval 07 - Redirection

Alice Wade

Walk down through the courtyard and smash through the windows to get back inside. Explore the area and you can find some proximity grenades and a laptop. Access the laptop and then walk along until you find an elevator.

Wandering around to the right upstairs will find you a phone with another message. Listen to it and then go back and take the left path. Access the laptop in the cafeteria. Eventually you'll come to Alice Wade's office. Listen to the messages on her phone. In the next office over you'll see some blood dripping from the ceiling. If you shoot it, a body will fall down along with a pistol.



Back at the elevator, your car will slip down a little bit. Hop on top and look to the right for a ledge. Grab the **Med Kit** and then climb the ladder up. Make your way all the way to the top and you'll be rewarded with a **Light Body Armor** and 3 remote mines. Climb back down one ladder and go through the door there. Pick up the **Med kit** and return to the offices. Exploring the area will reward you with one more **Med Kit**. Four Troopers will be waiting at the end of this hallway. Using the SlowMo, you can easily kill two or three of them before they know you are coming. Take cover and be ready for grenades while you work on the rest.

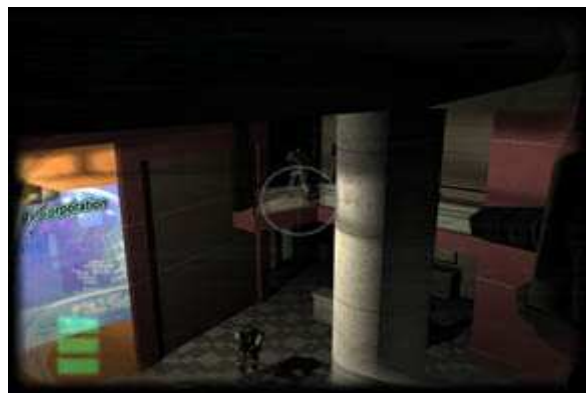


More Troopers are waiting for you up the stairs. Make use of the windy halls to keep them guessing as to your whereabouts. When they are dead, explore the area to pick up a **Med Kit** and some ammo. Find the phone with a message from Alice Wade and listen to it.

Down the hall an alarm will sound. A gate ahead of you will close and two Troopers will rush you. Be ready for it. A punch or blast to the face will be sufficient. When they're gone, smash your way into the office through the window and pick up the **Med Kit**. Another laptop down the way gives you background intel, and across the hall from it is an office with another **Med Kit** and some shotgun ammo. Look around in the cubicles to find several more grenades. When you leave this area, another Trooper fight lands in your lap. They'll use the couches as cover and toss grenades your way, but it isn't anything special. Take them out and then collect the **Light Body Armor**, **Med Kit** and ammo in the next room.



After collecting your supplies, look for the farthest security panel. It will give you access to a gun turret, so lay into the Troopers in the lobby below. When they are dead, go back and find the other security panel. Hit it to open the gate that came down when you were ambushed earlier in the stage. Go back and find it open.



Going to the left inside of the lobby will take you up a staircase where you can find some **Light Body Armor** and ammo. Going to the right will put you into a fight with an armored Trooper. Take cover and deal with him. Once he is dead, three normal Troopers will come out to see if they can finish you off. Collect the **Med Kits** and keep moving.



When you come to another lobby, more Troopers will be waiting for you. There will be four on the ground as well as two on the balcony above. Don't go out into the room. Instead, hide in the dark corner and wait for the Troopers to poke their heads where they shouldn't. Once you've cleared out the four on the ground, duck across into the office on the opposite side. There you can pick up a **Reflex Booster**. Quickly run up the stairs so that you can battle the four Troopers up there on even ground. Don't put yourself out in an open area. Use the halls to keep yourself in areas of protection. Be sure to explore this area to find **Med Kits**, ammo, **Light Body Armor**, and grenades. Up ahead, the music will kick up a notch.



With added music effects, you know a battle is coming. This time it is with an armored Trooper and some friends. Instead of rushing into it, look on your left for a window with a **Med Kit** inside. You can break the window and hop in, giving yourself another angle of attack.

Once you've taken those guys down, look in the office nearby to find a **Health Booster**. Next, continue down the dark halls exploring to find some supplies. You'll come to another Trooper battle soon enough.



The next battle puts you up against another armored Troopers and four of his regular buddies. This armored Trooper has a Particle Weapon that can do some serious damage, so be especially careful not to stand out in the open at great distances. Once you've disposed of them, grab the **Med Kit** from the corner and walk ahead to find Alice Wade.

Before you can leave, log in to Harlan's laptop to get some vital details. Your next task is to escort Ms. Wade to the roof for extraction.

As you walk back towards the balcony area, you'll hear some radio chatter. Three Troopers are waiting to ambush you. Walk into the office and look down over the balcony. You can shoot one of the Troopers in the face before he knows you are there. If you are quiet enough, the other two will wait. Crawl around and shoot one out from the top, then wait for the final one to come running up the stairs to investigate. Take him down when he comes into view. Don't leap off of the balcony or Alice won't know how to follow you. Instead, walk around down the stairs and into the open elevator.



Rather than simply taking the elevator up to the top floor, it will stop several times for battles with Troopers. Stick to the corner of your elevator car and peek out to shoot them. On the second stop, jump out before the doors close again so that you can pick up the two **Med Kits** in the back of the room.



The fourth stop is the last one. The power goes out, so you'll have to go investigate. Walk around and grab the **Med Kit** near where you can deactivate the security panel. The elevator closes, so walk off in search of another way up. Go through the now open gate and then into the door. Continue along until you come across a couple more Troopers. Stay in the shadows and shoot them down in a surprise attack. When you come to the top of the stairs, look for an air vent to knock out and climb into. Crawl ahead to complete this stage.



Walkthrough: Interval 07 - Redirection

Flight

Start the mission by crawling out of your air vent. There is a **Med Kit** in the room you emerge in and you'll see Alice Wade outside. Before the helicopter can pick her up, it gets shot out of the sky. Your new objective is to find Alice again.

Go out through the blown in doors. This fight has four Troopers attacking you from long range. One will come up on the right side above you, but the rest will sit across the area waiting for you to walk out. If you have any ammo for your Type 7 Particle Weapon, now is the time to employ it. Snipe the Troopers out and then walk around and into the building.



Inside, two Troopers will be waiting you at the next balcony area. Use surprise to your advantage to kill the one upstairs and then wait for the one downstairs to run out into the open. After you kill them, throw an explosive of your choice at the second elevator. It will open soon and you can easily wipe out the enemies inside. Walk around down the stairs and throw another grenade at the other elevator. It will open as you approach and the grenade should kill everyone inside. Pick up the Penetrator and proximity grenade and then walk through the door.

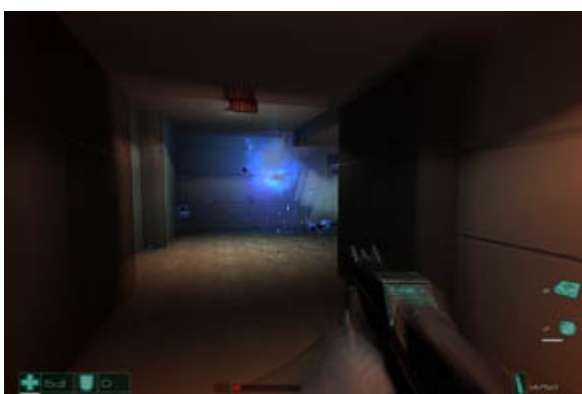


Walk through the basement area and pick up the two **Med Kits**. When you get back into the office area, you'll find a phone with several messages to listen to. Continue down the hall until the music changes. Instead of walking into the next window-encased room, chuck a remote mine in and wait.

A new group of enemies will fly in. These guys are flying robots that have a nasty laser attack. They can be taken out with any rapid-fire weapon, but if you can predict their entrances and lay traps, then you're in a good situation. Blow these two up and walk into the next room.



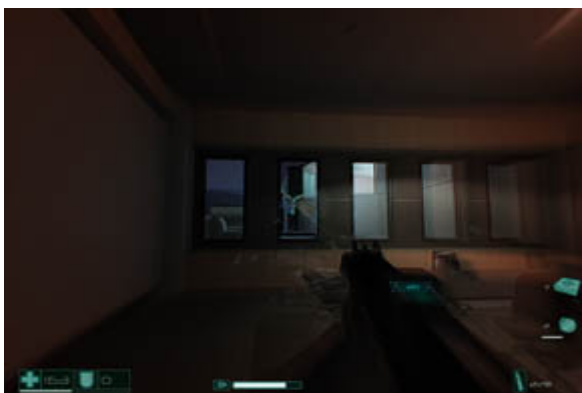
Two more robots will fly through the windows when you get to the top area. Deal with them and then walk towards the window that one of them smashed in. Hop out and then go into the door on the opposite side of the roof to get back inside.



Climb up the ladder, go back outside and then leap through the window to get back into the office. Walk around and look down the window to the floor below. There you'll see the blue glow of a **Health Booster**. Jump down and pick it up. You'll have to cover familiar ground to get back to where you were before, but the added health is worth it.



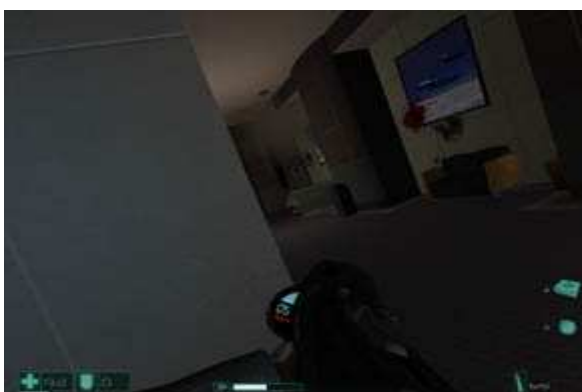
Back up top, when you walk to the next room, three Troopers will repel in. Two will be right in front of you and can be blasted. Wait for the other to show himself before walking out. When you do continue, two robot fliers will crash through the window. Dispose of them and then take out the next one down the walkway. Make sure you grab the **Med Kit** and then go into the door at the end to access another checkpoint.



Some Trooper voices can be heard coming up the stairs. Set a trap for them and then sit back and wait. If you use proximity grenades or remote mines, these guys don't stand a chance. Go up to the 8th Floor and pick up the 2 **Med Kits** inside, then go down the stairs. You can get back inside on the 5th Floor, but go down to the bottom to find a **Reflex Booster**.



Inside the next area, some Troopers have set a trap for you. When you walk out into a hall, the walls will open up and you'll be caught in a crossfire. Back up and wait for them to come out. Battle your way through this room and the next, and be sure to pick up the **Med Kits**, **Light Body Armor**, and ammo. Continue down the hall until you find a power box. Flip the switch.



Back in the lobby, you'll find that the elevator works now. Take it down to the bottom and Alice will get in contact with you. You need to get to the parking garage roof to meet up with her before she leaves. Grab the **Med Kit** off the floor and go into the garage.

The first floor of the garage has nothing interesting, but the next three are covered in Troopers and ATC Soldiers. Long range weapons work the best in these battles. Keep hidden behind some concrete and lean out to shoot the enemies on the other end of the garage. After the first floor of Troopers is killed, grab the two **Med Kits**.



The next floor of enemies comes from the left as you walk up, but they will spread out to cover the whole road. Duck back and forth from side to side to fight them all off. The last floor has a group of Troopers that will emerge from the armored cars and an armored Trooper. Use your proximity and remote grenades to bomb up the area before they can spread out through it. Once they're all gone, walk through the door to finish the level.



Walkthrough: Interval 08 - Desolation

Urban Decay

Your first job will be to eliminate enemy patrols in the area. Walk along the halls and break through any boarded up doorways until you hear radio chatter. There are two Troopers and one armored Trooper waiting for you here. Duck to the left and hide behind the couch. The three enemies will present themselves nicely as targets if you wait them out. Also, there is a proximity grenade and a **Med Kit** on the couch.



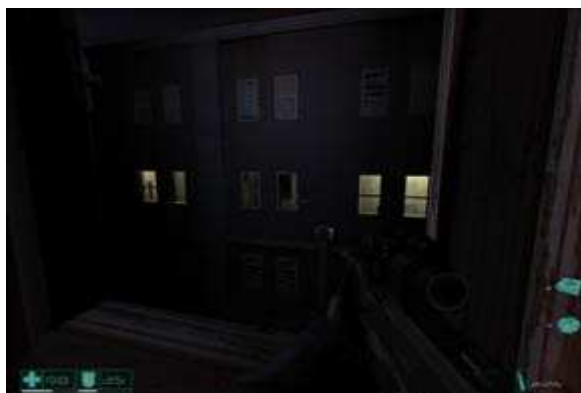
Explore the rest of this area. Three more Troopers can be found and killed. You can also find some ASP Rifle and Penetrator ammo along with some **Light Body Armor** and grenades. When you're ready, drop down to the next floor through the hole. Look for **Med Kits** and remote mines on either side of the hall where you land. Walk down the halls until a helicopter goes by. This is your signal that three more Troopers are about to attack. A shotgun works best in these close quarters.



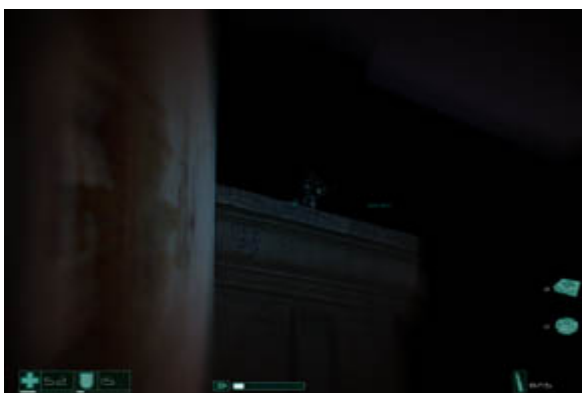
After you kill the three Troopers, turn around and look for a ramp back up to the top floor. There you'll find a stash of items and a **Reflex Booster**. Go back down the ramp and the ceiling will start shaking. Toss a couple of proximity mines ahead of you and get ready with more explosives. A robot sentry is about to bust through the walls and you need to have some explosions ready to take him down.

Walk down the hall and into the next room where you'll find some **Light Body Armor** and a Particle Weapon. Use it to snipe out the Troopers walking down the hall towards you.

Cross over to where you just shot the Troopers and look out the window. Snipe out the three Troopers in the building next to you. Save your game and then leap over the pit in the hall.



Collect the **Med Kit** and ammo, but don't step outside. Clear the far building across the roof from snipers in the windows. There are also two on the building to your left. Take out as many as you can and then walk forward. If you edge your way ahead, staying behind cover, the final snipers will walk across the open windows allowing you to take them out.



Walk across the roof and two more Troopers will walk out in the middle of a patrol. Switch off of your Particle Weapon to something more suited for close range combat and deal with them.

Back inside, explore the hallways and you'll find some **Light Body Armor**. Just ahead you can sneak up on a patrol of Troopers. It is a good idea to toss some explosives in at them and then take cover. More Troopers will come running and two more will appear outside on the roof and shoot in. Take them all down with a Penetrator or shotgun and then collect the two **Med Kits** and **Health Booster**.



Keep walking down the hall and drop down the hole in the floor. Look in the bathroom to find a **Med Kit**. When you walk ahead, more strange happenings occur and you'll be put back into another interactive cutscene. Keep moving through it and shoot those crazy apparitions. When you get out of it, jump out of the window to finish the stage.

Walkthrough: Interval 08 - Desolation

Point of Entry

Walk through the alley until you see two Troopers. Hit the SlowMo and shoot them out. Peak around the corner to find three more Troopers waiting by an armored car. Use what's left of your sniping munitions to kill them. Look inside the armored car to find some **Light Body Armor** and a **Med Kit**. The nearby door is jammed shut, so punch out the boards over the window and then jump through. Collect the two **Med Kits** and continue on.



In the next room, an armored car will come bursting in. Toss a grenade towards its rear when it stops to give the Troopers that pop out a nice surprise. Duck behind the wall and kill the survivors. Before going out the hole the car created, look in the office on the left for two **Med Kits**. Poke your head around to look outside. An armored Trooper and some buddies are waiting for you and this guy has a rocket launcher. Stay behind cover and use any long range weapons you have to kill these guys. When you do, be sure to pick up the rocket launcher along with a ton of **Med Kits** and **Light Body Armor** (don't forget to look in the armored car outside).



Look for a stack of crates to use as a stair over a fence. Once you hop over, a truck will come screaming down the corridor. Quickly hop into the doorway on your right. A big squad of Troopers will be ready to fight you. A shotgun is a useful weapon in these close quarters. If you kill the few inside Troopers and then wait at the exit, lots more will come running in without checking to see if you're standing there with a shotgun.



Outside, climb up the ramp and smash the window to get back in. Pick up the **Med Kit** and walk up the stairs. Go back outside and leap down into another alley. A second truck tries to run you over. This time, back up and let it go by. Once it drives off the cliff, go down the alley and enter the Pendleton building.



Inside, look for an open grate to access some walkways in the basement. When it opens up, look up and you'll see the feet of three Troopers. Take them out and then use the pipes on the right to climb up to their level. Look up and you'll be able to spot several more Troopers. If you can't, it means you were stealthy enough not to raise any alarms. When the coast is clear, climb up the nearby ladder. If you can see the glowing mark of a **Reflex Booster** below you, drop down on the ledge nearby it. Walk around and pick it and the **Med Kit** up. When you're ready, drop down the pit on this path to the next area.



Ahead you'll come to a split path. Take the high road and you'll find two proximity grenades. Once you go back outside, a huge battle will take place. There are a lot of Troopers, two heavy Troopers (one on the ground and one on the top level after you kill the first one), and a lot of explosive barrels. Once you fight out into the main alley, wait until the Troopers take cover behind the barrels and then detonate them.

The armored Troopers can be tough, but you should have some RPG ammo left over to deal with the first one. The second one should be attacked before you climb the stairs at the back of the alley. If you do this, the other Troopers won't fight you and will wait until you come up. Don't leave this area until you've picked up the numerous weapons, **med Kits**, and body armor.



Once you cross the walkway above the alley, you'll find some more Troopers waiting on the ramp leading down. Kill them and then head to the right to go into a room where you'll find a Particle Weapon and a **Med Kit**. Further along you can find more ammo for your RPG.



Keep moving down the halls disposing of the Troopers as you go. Pick up any **Med Kits** you may see. When you get to a checkpoint, be careful. Stay in the hall and try to take the enemies out without getting pinned down for too long. They hold the first **MP-50 Repeating Cannon**. Take them out with your power weapons and don't forget to stock up on armor and ammo in this area before climbing the ladder out.



When you get to a split in the hall, take a right and go into the room to pick up another **Med Kit**. Go out and take the other route and go through the double doors.

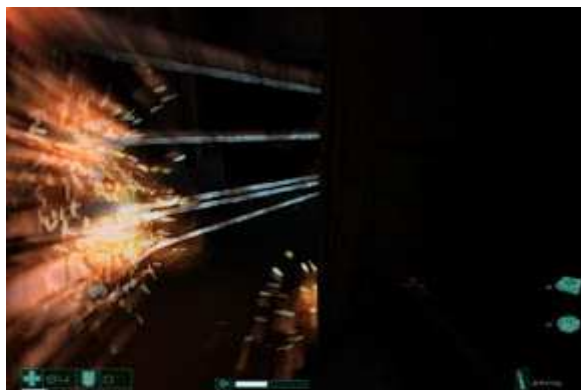
When you walk outside, you'll see a bunch of boards allowing you to cross a pit. Walk across and be ready for a group of Chameleons to leap out of the windows. Since you have so much firepower, these guys are relatively easy. Back yourself into a corner and press the SlowMo whenever they approach. Two will attack you on the ground floor, then two more as you ascend the staircase. They'll finally stop coming when you get to a red door and go through to another checkpoint.



Up ahead you'll hear some fighting on the ground below you. There is a robot sentry down there blasting the crap out of some soldiers. Lend them a hand and take it down with your heavy weapons.



Once he is gone, go into the next room and take the ladder down. Explore the area for a **Med Kit**. When you go back outside, another robot sentry is waiting for you. Since you're probably low on heavy weapons at this point, try using your explosives. These guys aren't too bright and can easily be enticed into walking towards a grenade. If you have to gun it down, back away and hide behind the flaming police car.



Walk down the alley and into the next building. Six ATC Soldiers are waiting for you there. Look for a central room that has a **Med Kit** and take them out through the window. Watch out for any shotgun soldiers trying to flank you.



Look around the area for some **Light Body Armor**. Then go into the back corner and press the switch on the wall. You'll gain access to a small arsenal, so refill all of your ammo clips. Eventually you'll come to an elevator. Before going in to it, look on the left side for a walkway. Take it to find a **Health Booster**. When you finally press the button to go down the elevator, another interactive cutscene happens. When it's done, press the button again to ride the elevator down and complete the Interval.



Walkthrough: Interval 09 - Incursion

Lapdog

As soon as the elevator opens, a gun turret will load up and start shooting at you. Immediately get to cover. Shoot out this turret the way you've done in the past. The Particle Weapon is fairly effective against them. When the first one is done, go to the lower level and look for the **Med Kit**. Then, punch out the lock on the chain fence and crawl into the ducts.



If you follow the duct to the end, you'll receive 2 remote mines. Go back and lean out into the open area to find another gun turret. Destroy it and collect the **Body Armor** and Penetrator ammo that is beneath it. Finally, climb down the ladder.

As you go down the hall, keep your sights on the upper level. ATC Soldiers will come running out and should be shot before they can get into position. There are four of them up top initially. Once the first four are gone, continue to the next room. Shoot the explosive barrels on the above area to take out the soldiers up there (one will be directly above where you come in) and pick up the **Med Kit**.



Keep fighting your way to the back area to look for a way into the room Mapes is in. The far part of this hallway has some grenades and a laptop. You can also find some ammo and **Light Body Armor** in the area. Walk back through the computer banks to find a red ladder.



Climb the ladder and begin walking on the pipes. Take them all the way to the very end before dropping back down. You'll be in the room where Mapes was, but once again he has slipped away. Watch the movie play on the tv and walk on.



Go up the stairs and you'll be on the level where everyone was attacking from at the beginning. Several more Soldiers will be blocking your path, so be ready. Look around the area to find a couple of **Med Kits** and **Light Body Armor** along with a ton of ammo.

Further along is a room guarded by another gun turret. Use the SlowMo to duck in and out of the door way until it is destroyed. Inside, pick up the **Reflex Booster** and the Repeating Cannon.



As you step into the next room, a gas pipe explodes forcing you to take the left path. Inside is a gun turret, so duck behind the counter. You can actually look up from ducking and shoot the turret even though it can't shoot you. Grab the **Med Kit** and go outside to fight more Soldiers. Once you kill them, look near the fire on this side to find a **Light Body Armor**.



If you took out the two Soldiers on the ground in the next room, you'll only have to deal with a few more on the railings above. Use the explosive barrel to your advantage and keep blasting away with your Cannon.

You still can't get to Mapes, so go up the stairs to fight more Soldiers. Once they're gone, look around the room for a couple of **Med Kits** and **Light Body Armor**.



Down the next stair case you'll find more Soldiers. Shoot them before going down so that you have the higher ground. Around the next corner are some guards waiting in a nice defensive position. Toss a grenade in and then quickly mop them up in the confusion.

Gates will start coming down as Mapes makes his escape. Follow the only path you can and grab the **Med Kit** near the laptop.



Take the ladder down into the sewer area. Immediately upon getting off, turn around and shoot the ATC Soldier in the back. If you get him fast enough, he won't be able to lay down any proximity mines, thus making your job a lot easier.

If you didn't get him, be wary of mines as you walk along. Battle your way past two Soldiers and then look for a **Med Kit** on the wall.

When you see some a soldier beneath a pipe, shoot out his legs. Duck under the pipe and shoot open the fence. Walk along near a pipe until you are forced to turn right.

If you shot the Soldier at the beginning fast enough, this part will be easy. If not, there is a proximity grenade right in the middle of a gas leak. If you shoot it out, it will cause a huge explosion and block your path to a **Health Booster**.

Sneak around the mine if it is there and walk to the left of the big gas pipe into a little walkway. Follow it up the ladder to find your **Health Booster**. Keep going along the path for a happy song from the radio.



Back down by the gas leak, walk along shooting any soldiers you see out. Climb the stairs at the end and walk through the hall until you find a shaft with air ducts crossing it. Drop down by going from one air duct to the next to finish the stage.



Walkthrough: Interval 09 - Incursion

Bypass

When the stage begins, walk through the air ducts and smash your way into the room below. Looks like you've found Mapes once again. Watch him get shot by Harlan Wade and then walk down the stairs to talk to him before he dies.



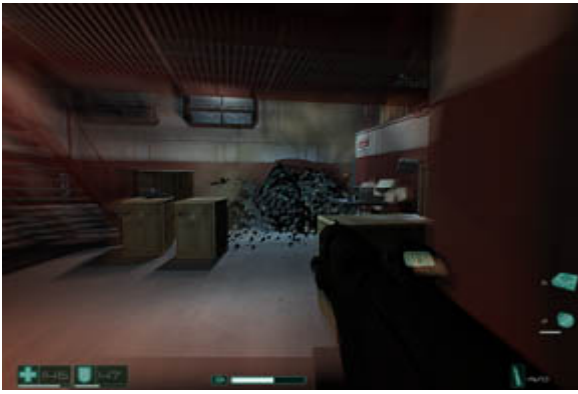
Go down the hall behind you and take the ladder down on the left side. Grab the **Med Kit** and work your way around the passage. On the other side you'll be harassed by four Troopers. Shoot them, then climb the first ladder down to pick up some ammo, remote mines, and **Light Body Armor**. Pick up some more supplies by the dead Troopers and continue on.

When you come to a red railing past the Troopers, take a left. There are two switches you need to press to start the power up. When the road forks, take each path to find the two buttons. Finally, go back and take the path to the right near the Troopers.



Just ahead are some more Troopers. Use your Cannon to make short work of these guys. Grab the loot on the ground and go up to the next level.

You'll find a laptop with more info on Origin. Once you access it, duck beneath the pipes ahead of you. In between the two pipes you can find a **Med Kit** and a proximity grenade. Past the second pipe you can find an air duct that you should punch out and crawl through.



When you come out of the air duct, keep walking straight and climb the ladder. At the top you can pick up a **Med Kit** and a **Reflex Booster**. Go back to the air duct and take the stairs up. Go through the door to the next raised walkway. The next room has a **Med Kit** and you should probably quick save here.

When you emerge into a large open space, five super Troopers are waiting for you. Use your Cannon with SlowMo to blast them before they can get cover. They'll send some heavy fire back your way if you give them the chance. Collect the **Light Body Armor** and ammo on the ground. You can't go through the mechanical door, so look for a staircase down on the bottom level.



Follow the hallway and you'll find two more security panels to activate which will reroute more of the power. The second one won't go at first. Slide down the ladder to the next level down. Look for a ladder on the left side. Take it up and hit the switch. This will move a crane that allows you to go back and hit the second power panel that previously wouldn't work. Go back down the ladder and look for a door. Take it to the end and you'll get some remote mines and Penetrator ammo. Push the power panel again to link up the second cable in this room.

Go back to where you last fought some Troopers. The door that wouldn't open before should let you through now.



When you step through, three flying robot guards will attack you. We like to use the Cannon here because it is hard to

miss. A couple shots each will break them apart.



Keep walking and you'll see a bulletproof glass encased room. Walk past it and look to the left to pick up a **Med Kit**. Then turn around and punch out the grating on the floor. Crawl through to get into the room that you just looked in on.



Inside you can pick up a rocket launcher and some **Light Body Armor**. It looks like there is nowhere to go, but take a gander at the rotating drums. The one on the right has empty spaces during its rotation. Hop into one of the gaps and you'll drop to the room below. In the next room is another control panel. Press the button and then walk down the steps. Go left at the bottom towards where you came in and you can pick up a **Health Booster**.

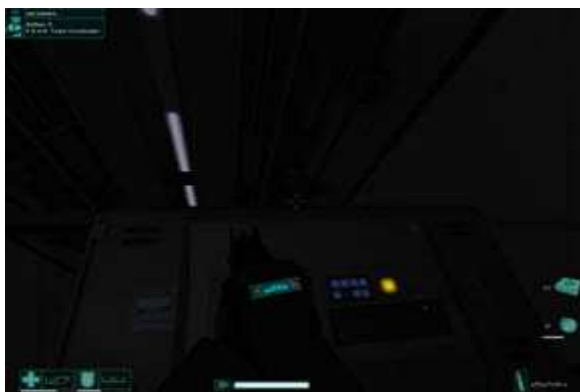
Go back the other way and you'll come to a room with a **Med Kit** and a blinking voice mail. Listen to it and then climb the ladder. Press the final panel to finish linking up the power. Time to go find Wade.



Two more Troopers are waiting for you up ahead. The element of surprise with your SlowMo is more than enough to deal with them. Grab the **Med Kit** and **Light Body Armor** and then press the button ahead of you to lower yourself down to the next level.

Back outside with Mapes, three flying robot drones attack you. Use the crates as cover and give them a few shots to their

centers. Once they're gone, listen to Mapes's final words. Press the button on the security panel and go inside. One last button press will begin lowering you on a tram and you'll be done with the Interval.



Walkthrough: Interval 10 - Revelation

The Vault

You start the Interval approaching a strange energy orb. Walk to the right and go through the door. Some Troopers run past you in the window. Keep walking and you'll run into Paxton Fettel.



Another interactive cutscene plays out. Fettel talks to you and apparitions fly at you. Shoot them and listen to his speech. When the nightmare starts to end, shoot Fettel in the face. He'll die and for some reason all you have is a pistol. Walk ahead and you'll see the lifeless bodies of some Troopers. It seems that they won't attack you if Fettel is dead. Punch them to collect their weapons.



Access the laptop down the hall to listen in on Harlan Wade. When he is done telling his story, go down the hall and take the lift up to the next floor. Listen to Harlan talk some more and then watch him explode into a bloody mess.



Walk into the next room and pick up the **Light Body Armor** and **Med Kit**. A dark rift sits in front of you that you have to walk into. Some ghosts will try to attack you, so shoot them with your pistol.

As you continue through the next set of halls, more ghosts will erupt out of black orbs and fly at you. Use your pistol to shoot them out as fast as you can. Pick up the **Med Kits** and **Light Body Armor** from the floor as you move through these challenges.



Take the lift up to the next room and you'll find the energy pylons. Take the elevator up and press the control panel to open the casings. When they're up, take aim at the red areas and blast away.



With all four pylons out, the alarms will start to go off. Go back through the door behind you and keep running.



Ghosts will attack you, so shoot them out as they approach. Follow the path all the way until you come to another lift. Take it up. When you get to the top, your goal is the opposite end of the walkway. To get into the door, you'll have to fight another round of Ghosts. Shoot them with your pistols and move through the door into an elevator. When it starts to go up, the Interval will end.

Walkthrough: Interval 11 - Revelation

Ground zero

When your elevator reaches the top, you'll regain contact with your support team. They'll tell you to get to high ground so that you can be evacuated. Pick up all of the armor and **Med Kits** in the first two rooms.



When you step up the first staircase, an explosion blocks one of your paths. Around the other corner, another one sends fire shooting across your other path. Hop over the railing to the left where you'll find a Penetrator. Go around the flame and then turn towards the first explosion in the next hall. Ghosts will be appearing so be ready to take them out.



The hall will bring you into a room with a lot of crates. Aim for the far left corner. There, a Ghost will appear. Shoot it and turn around to find more coming at you from behind. When the room is clear, grab the nearby **Med Kit**. Look in the corner near the exit to find a **Health Booster**. Head through to the next room.

Another crate filled room is waiting for you. There is a **Med Kit** and **Body Armor** on a shelf, but don't slow down for them. Keep running as more Ghosts fall into line behind you. When you reach the end of the room, the doors will burst open and Ghosts will come through. Shoot them and go into the next room. As soon as you do, turn around and shoot the trail of Ghosts that has been following you until you are in the clear.

Pick up the **Med Kit** and **Light Body Armor** in this room and deal with the few Ghosts that appear. Up the next staircase, another set of Ghosts attacks from a hallway to your right. Continue down the hall grabbing any ammo you need.

Eventually you'll arrive at a balcony with some **Light Body Armor**. When you leap down, a host of enemies will spawn and try to swarm you. Keep one hand on your trigger shooting and the other at the ready with your **Med Kits** to keep yourself alive.



Once you've dealt with the Ghosts, walk around the room collecting all of the armor and **Med Kits**. When it's clear, drop down one of the holes in the floor.

Down in the tunnel, two more Ghosts will attack. Kill them and collect the **Med Kit**. Around the next corner, you should use a machine gun, because a ton of Ghosts are about to appear. Mow them down and walk ahead.



A dream sequence initiates. Walk into the burning room and turn to your left. Alma approaches. Shoot her with your pistol before she touches you. Walk up the stairs and repeat the process in the next hall.



Continue to the delivery room. When the window is covered with blood, turn around quickly and start blasting at Alma. If she touches you, you'll die. Keep shooting until she disappears and then turn around and walk towards the delivery room. One last revealing cutscene plays.



Back in reality, walk down the hall and go outside. A huge explosion rips by and it will knock you out, thus sending you into the epilogue.



Multiplayer

SlowMo Changes

When you switch from the single player game to online multiplayer, you may notice that the SlowMo button no longer does anything. It has been made into an upgrade that is only available on certain game types. If you enter a SlowMo game variant, instead of everyone being able to slow down time whenever they want, only one person at a time may do so.

When playing a game of this type, it is a great advantage to control the upgrade. This will allow you to get better aim on your opponents and help you to get head shot kills. Beware though, as soon as you pick up the upgrade, you will be a target of everyone on the map. Additionally, they'll even be alerted to where you are with a red icon that floats on their screen. Fair is fair.

Weapon Strategy

As you begin an online game, you'll be asked to choose a weapon. Obviously, you can't start with the Particle Weapon, Rocket Launcher, or Repeating Cannon. All of those weapons can be found on the map. You should always choose the weapon that you are most comfortable with, although most prefer to go with the Assault Rifle due to its versatility and speed.

Each time you die, you'll also be given one Frag Grenade when you start back up again. Other explosives can (and should) be found throughout the maps. Proximity Grenades and Remote Mines are especially useful during a capture the flag match.

Finding the powerful weapons is always a plus on each map. However, be wary of standing in one place firing them. As soon as the noticeable trail is seen, you'll be a target of everyone on the map. Fire the weapon to kill a few people and then move on to a new spot. Also, before you rush out to get that gun, make sure that a sniper isn't waiting for you. Others know you want that gun and they'll make you pay if you're too quick to reach for it.

Game Types

Death Match/Team Deathmatch

This classic game type gives you points for killing your opponents and punishes you for dying. However, the reward is much greater for getting a kill than it is for dying, so taking risks is definitely rewarded.

Action	Score Change
Kill	+5
Death	-1
Suicide	-3
Death	-1
Team Kill	-5

As you can see from the above table, you'll be punished -3 points for a suicide and -1 for a death. However, if you take out one enemy combatant while doing this, then you'll have a positive net score. If you find an enemy running at you with their guns blazing, don't be afraid to drop a grenade at your feet for when he gets close enough. The winners of these games will be those that can make quick kills without fear of losing their lives.

Capture the Flag

Most people are well versed in how to play this mode. Your primary goal is to collect the other team's flag and bring it back to your base. Should your flag be taken, you need to kill the enemy at all costs to get it back. Completing the objective is always worth way more points than killing, so you won't end up at the top of the leader board unless you try to get that flag.

Each player is either put on the red or green team. There are handy signs on the walls indicating which side of the map is controlled by each team. Use these to get your bearings as you make your way through the halls.

Elimination/Team Elimination

Playing an elimination game means that you only have one life. If you die, you have to wait it out to see who ends up winning. To win in this mode, you need to use many of the skills you gained in the single player mode. Crouching behind objects and leaning around walls are now much more important than in a CTF or Deathmatch game due to the fact that dying is now the ultimate loss.

General Strategies

Although F.E.A.R is fairly standard in its online offerings, there are some subtleties that can be exploited.

- **Use the melee:** Melee attacks are instant kills. If you manage to get behind enemy lines, use your punch or kick to kill them so that the others don't turn around at the sound of your gun. You can move faster with your weapon put away, so the melee fighter should be unarmed. Also, jumping as you move towards an enemy will prevent them from getting a good shot at your face allowing you to get close enough to punch them before they can kill you.
- **Snipers rule:** If you can situate yourself in a window overlooking a courtyard or heavily traveled hall, you'll often be rewarded with two or three kills before anyone realizes that you're camping. Since the reward for killing is so much more than that of dying, feel free to stay camped until someone roots you out.
- **Aim for the face:** Head shots are even more powerful in multiplayer than they are in the campaign mode. Online, if you shoot someone in the head they will instantly die. Get used to aiming high and you will win any close encounters you come upon.
- **Bombs away:** Explosives are also more powerful in multiplayer games. Fragmentation Grenades can do significant damage, but you may be better served using Proximity Grenades and Remote Mines. Hide these bombs around corners where oncoming enemies won't see them. If you see a green mine, that means it was laid by a teammate and won't explode (on most server settings). You should always shoot out the red grenades and be ready to run if you hear the warning that you got too close.
- **Exploit the dust:** Rapid gunfire and explosions will kick up a lot of dust making it difficult for your opponents to see you. Use these clouds as cover when crossing open areas that are usually guarded by snipers.
- **Play as a team:** On most team games, sticking together with one or two teammates is a good idea for several reasons. The first is that you can watch each other's back. Have one person set up camp as a sniper while a shotgun user guards the entrance to the room. At the very least, the second teammate will be able to clean up after the battle if the first one loses to an enemy.
- **Use your ears:** Listen for guns firing and glass breaking. They'll alert you to the locations of your enemies and let you know which direction the attack is coming from.