



Introduction

For many, there's nothing scarier than the paranormal. That's why a game like the original F.E.A.R. (which stands for First Encounter Assault Recon) struck a chord with so many people. It was a first-person shooter with horror-based themes and a compelling storyline. And fans of the original are extra lucky, because F.E.A.R.'s sequel, F.E.A.R. 2: Project Origin, takes place mere minutes after the original game ends.

F.E.A.R. 2: Project Origin isn't for the faint-of-heart, nor is it an easy, straight-forward game. Amongst the title's fourteen missions are plenty of challenges that will stymie even the most ardent FPS fans. And then, there's the seventy-two collectibles (known as Intel) the game offers, as well. We here at IGN Guides will bring you from the beginning of the game to the end with a complete walkthrough that gets you through each portion of the game and ensures that you won't miss any Intel along the way. Our Basics section is a good reference for beginners, our Intel section is our compendium of knowledge for fans of F.E.A.R. 2's storyline, and our Weapons section outlines the game's intense arsenal of gear.

In this F.E.A.R. 2: Project Origin strategy guide, you'll find:

- **BASICS** // We explain the paranormal in terms you can understand.
- **WALKTHROUGH** // All fourteen missions covered in complete detail.
- **INTEL** // Information and locations on all seventy-six pieces of intel.
- **WEAPONS** // The lowdown on F.E.A.R. 2's arsenal.

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F.E.A.R. 2: Project Origin Basics

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F.E.A.R. 2 is a lot of things. It's scary. It's intense. It's fast-paced. But one thing it *isn't* easy. That, of course, is where IGN Guides comes into play. This is our Basics section of the guide, which will hold your hand through some of the game's fundamentals. Wanna know how to shoot a gun? Don't know what to do with cover? Replica Soldiers got you down? Well then, you've come to the right place.



This page of Basics will run down said fundamentals, while the other page of our guide will give you ten hints and tips; things to keep in mind as you progress through F.E.A.R. 2. Without further ado...

A Primer

F.E.A.R. 2: Project Origin, like the original F.E.A.R., is a horror-themed first-person shooter. However, unlike the first game, your character now has a name -- Michael Becket. And Becket? Well, he's in a load of trouble, because that crazy psycho apparition Alma is after him again. There are over a dozen missions in the game to delve into, with scores of intel to find, Reflex Injectors to uncover, and of course, myriad enemies to eliminate.



Combat

F.E.A.R. 2 plays just like most FPS titles do. Looking down the barrel of your currently-equipped weapon, F.E.A.R. 2 plays mostly as a man-versus-the-world shooter, as opposed to something more organized or squad-based. Though you will have friendly faces with you from time to time, you can't control their actions, and they are only directly accompanying you for maybe 5% of the game, so this isn't something you should get too used to when it does happen.



Combat in premise is basic, but there are some things you should keep in mind as you fight the enemy contingent you'll face time and time again. The first is to keep powerful weapons on you, constantly cycling out weaker weapons for stronger ones (we'll cover this again in Ten Tips). You'll also want to constantly keep your weapon reloaded, so that if and when there's another enemy just around the corner, you are best-equipped to deal with the threat. And, of course, you'll want to take things slowly. The last thing you should do in an FPS is rush around, and F.E.A.R. 2 is no different. Plus, this is a game that's all about spookiness and ambience. If you rush, you're going to miss a lot of what makes the game great.



Now, F.E.A.R 2 is no different from its predecessor in that it totes an apparently-advanced enemy AI (Artificial Intelligence). In a way, this is true. Enemies in the game move around intelligently, remain somewhat aggressive, and can even use the very same covering techniques you can, such as flipping over tables, toppling planters, and otherwise manipulating the environment to ensure your survival. But there's some unrealistic aspects to the game's enemy AI that you should be aware of as well, such as the fact that most enemies appear to take ridiculous amounts of damage before being felled. In a way, this makes sense, of course. After all, many of the enemies you'll encounter aren't exactly *human*...

The Finer Points

Combat is at the heart of F.E.A.R. 2, but what would any modern-day FPS be without its fair share of collectibles? In other words, there are plenty of reasons to explore every nook and cranny of F.E.A.R. 2, because there are *two* types of collectibles to go about... collecting. The first and most obvious are the seventy (or so) pieces of intel in the game. These pieces of intel are integral to collect if you want to garner a greater understanding of F.E.A.R. 2's deep storyline. Otherwise, you're only going to have a very peripheral understanding of just what's going on as you play the game.



The other collectible, far more important as far as gameplay is concerned, are the Reflex Injectors you find. With the exception of the game's first mission, you *should* find a Reflex Injector hidden on just about every stage, and usually, these are better-hidden than the more-numerous pieces of intel. Reflex Injectors have a direct correlation to a special feature in F.E.A.R. 2 (one that also appeared in the original) -- Slow-Mo.

By using Slow-Mo (also known as Slow Motion or Reflex Time), you can slow down everything around you, including yourself. This will give you a more intricate control of your surroundings, letting you release bursts of fire towards an enemy with great precision, or allowing you to find cover at just the last minute. But as you'll find out when you read Ten Tips, the next section of Basics, you'll learn that this isn't exactly as useful as it may appear.



If you're worried about finding all of the Intel and Reflex Injectors, don't be. Our complete Walkthrough outlines the location of each piece of Intel and each Reflex Injector. You can either delve into the walkthrough to find them (as you will need to do with the Reflex Injectors), or you can head to the Walkthrough index, where the location of each piece of intel is briefly noted next to the corresponding section of the walkthrough.

F.E.A.R. 2: Project Origin Basics

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1.) **Stay Backtracking** - Backtracking might be a major pain in the ass, but it can also be beneficial. That's not to say that you can always do this -- F.E.A.R. 2 has the tendency of blocking off previous areas so that you can't get back to them -- but this isn't always the case. If you found Body Armor, a Medkit, some ammunition or grenades that you simply couldn't carry at one time, and then go ahead and get damaged or use some bullets or explosives, try backtracking to where you left the previous items you missed. You can now use them to refill your otherwise-depleted inventory.

2.) **Stay Healed** - This goes without saying, but you're going to want to keep your character well-healed. You should be able to carry up to three Medkits at any one time, and lesser instant-healing items can be found all over the place, including on downed enemy soldiers on occasion. Don't hesitate to use a Medkit if you're getting hammered, because you could only be a single well-placed bullet away from death. But don't squander these healing items either, because they become increasingly rare! Body Armor, of course, goes a long way towards keeping your health intact, so try to keep a fresh suit on you at all times.

3.) **Swap Weapons** - You can only carry four weapons at a time, and there are far more than four weapons available in the game. As soon as you find a new weapon that you can't carry without sacrificing another (likely starting with the Napalm Cannon), be sure to swap out weaker weapons for stronger ones, if applicable. For instance, ditching your Pistol for a Napalm Cannon or your Submachine Gun for a Sniper Rifle aren't bad ideas. But if you're thinking about swapping that Combat Shotgun for your Pistol, well think again, n00b!

4.) **The Anti-Slow-Mo** - I'm going to say something surprising -- Slow-Mo (Reflex Time, whatever) simply isn't that useful. It slows down *everything*. So while you may want to try to use it from time to time, and while it may have relevant uses at very specific points in the game (as outlined in our walkthrough), rampant use of Slow-Mo should be wholly discouraged. Use it in short bursts if you must, but if you start relying on it, then we can't really explain *why* you'd want to do that.

5.) **Use Cover** - This game's intelligent AI uses cover like whoa, and so should you. If you see a table and some enemies are shooting at your position, why not flip the table over and use it as cover? Sure, it may be a little unrealistic that a table with two inch-thick wood could stop every bullet careening your way, but then again, this is a videogame. Don't underestimate the use of cover. When you start seeing your opponents using everything in the environment to their advantage, you'll understand exactly what we mean.

6.) **Toggle Grenades** - The Frag Grenade is your old stand-by, but it's not the only type of grenade in the game. For massive explosions, it should be used. But what if you want to burn a whole group of enemies standing close together? Well, I guess you'll want to use your Incendiary Grenade. And how about stunning that same group of enemies? Rely on the Shock Grenade. Well, you get the idea. Not only does this allow you to use the best type of grenade for any particular situation, but using them in relatively-even terms means that you'll be able to constantly resupply yourself when you find new grenades. If you keep using only Frag Grenades, for instance, then the dozens of other grenades you find of varying types will be useless if you already have five in your inventory.

7.) **Don't Miss Intel** - Intel is the lifeblood of the game's story. If you miss pieces of intel, you're going to be dealing with massive plot holes that you simply won't be able to fill in. Some of these pieces of intel are far, far more interesting and relevant than others, but it's impossible to say which is which until you've collected them all, read through them, and put them into context against the game's larger story. This isn't an important tip for those gamers out there who think stories are irrelevant (especially in FPS games), but for the rest of us who enjoy a good story in our games, this is an integral tip worth keeping in mind.

8.) **Explore Thoroughly** - The various missions of F.E.A.R. 2 will bring you to a variety of different locations, from a hospital to a school and everywhere in between. While it's easiest to run through and do exactly what you're supposed to do to fulfill the missions' objectives, that ruins part of the fun, which is *exploration*. In the hospital, for instance, explore each and every room, even if most of them are completely devoid of anything interesting. It adds exponentially to the game's already-dark ambience. If you want to know *exactly* where to go, consult our walkthrough. Otherwise, act like Lewis and Clark and get exploring.

9.) **Be Merciless** - The enemies in F.E.A.R. 2 are a weird, varied bunch. Some of them are wusses and weaklings, while others are veritable powerhouses and forces to be reckoned with. Either way, enemies can deceive you. After emptying a magazine into an enemy, make sure he's dead before moving on. Some foes will fall to their knees or get knocked over only to get back up and rejoin the fight. Subtle enemy movements will let you know if this is happening, and they should be tuned-in to and gauged accordingly. Otherwise, you might have enemies unintentionally flanking you when you walk over their seemingly-dead corpse just to get a bullet in your back.

10.) **Take Things Slow** - For god's sake, don't rush! What's the point, anyway? Take it all in or ruin the experience entirely.

F.E.A.R. 2: Project Origin Walkthrough

Welcome to our complete walkthrough for F.E.A.R. 2: Project Origin. Within, you will find detailed information on all fourteen missions in the game and how to get through each, as well as the locations of all seventy-two pieces of Intel within (and much, much more).

Simply navigate through the links below to reach the section of the walkthrough you desire. All fourteen missions are split into multiple parts for your ease, so Part One of any given mission is a good place to start if you're starting from the beginning. If you're looking for intel locations in particular, we've outlined which pieces of intel are covered in which sections of the walkthrough for your ease-of-use. Enjoy.

Mission 01: Sanctuary	
01	PART 01 (Intel #1)
02	PART 02 (Intel #2, #3, #4)
03	PART 03 (No Intel)
04	PART 04 (Intel #5, #6, #7, #8)
Mission 02: Awakening	
05	PART 01 (Intel #9, #10, #11, #12)
06	PART 02 (Intel #13, #14)
07	PART 03 (Intel #15)
08	PART 04 (Intel #16, #17)
09	PART 05 (Intel #18, #19)
Mission 03: Discovery	
10	PART 01 (Intel #20)
11	PART 02 (Intel #21)
12	PART 03 (Intel #22, #23)
13	PART 04 (No Intel)
Mission 04: Withdrawal	
14	PART 01 (Intel #24, #25)
15	PART 02 (Intel #26)
16	PART 03 (Intel #27)
17	PART 04 (Intel #28)
Mission 05: Replica	
18	PART 01 (Intel #29)
19	PART 02 (Intel #30)
20	PART 03 (Intel #31)
21	PART 04 (Intel #32)
22	PART 05 (Intel #33)
Mission 06: Ruin	
23	PART 01 (Intel #34)
24	PART 02 (Intel #35)

25	PART 03 (Intel #36)
Mission 07: Top	
26	PART 01 (Intel #37)
27	PART 02 (No Intel)
28	PART 03 (Intel #38)
Mission 08: Elementary	
29	PART 01 (Intel #39, #40)
30	PART 02 (Intel #41)
31	PART 03 (No Intel)
32	PART 04 (Intel #42)
Mission 09: Nurse's Office	
33	PART 01 (Intel #43)
34	PART 02 (Intel #44, #45)
35	PART 03 (Intel #46)
36	PART 04 (Intel #47, #48)
37	PART 05 (Intel #49, #50, #51, #52)
Mission 10: Snake Fist	
38	PART 01 (Intel #53)
39	PART 02 (Intel #54, #55, #56)
40	PART 03 (Intel #57, #58)
41	PART 04 (Intel #59)
Mission 11: Keegan	
42	PART 01 (Intel #60)
43	PART 02 (Intel #61)
44	PART 03 (Intel #62)
45	PART 04 (Intel #63)
46	PART 05 (Intel #64)
Mission 12: Epicenter	
47	PART 01 (No Intel)
48	PART 02 (No Intel)
Mission 13: Approach	
49	PART 01 (Intel #65, #66)
50	PART 02 (No Intel)
51	PART 03 (Intel #67, #68, #69)
52	PART 04 (Intel #70)
53	PART 05 (Intel #71)

«	Part One	Part Two	Part Three	Part Four	»
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Mission 01: Sanctuary

"You have been diverted from an assignment to assist an SFOD-D mission in the Auburn Industrial District. Your new orders are to proceed to the private residence of Genevieve Aristide of Armacham Technology Corporation and take her into protective custody. She will instruct you where to escort her."

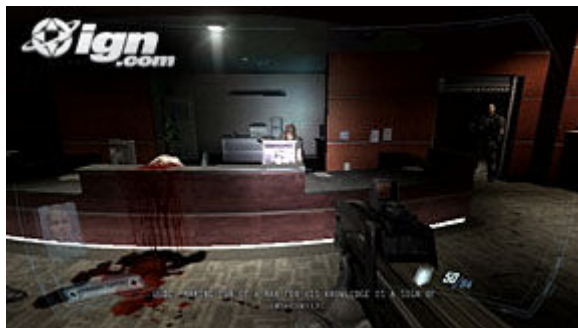
After a rather eerie and disturbing introduction (what else would you expect?), you'll briefly gain control of your character. You aren't playing as the man known simply as Point Man in this, the F.E.A.R. sequel. Instead, your character has an actual name -- Michael Becket -- and he's sent with his elite team of soldiers to uncover the ever-continuing mystery the original F.E.A.R. left us off with. In fact, Project Origin takes place mere minutes after the original game ended, so there's nice continuity here. Nonetheless, move forward down the wrecked street and enter the orange-colored chasm you encounter. This will bring your character back to reality, where he and his fellow soldiers will begin to catch up on just what's going on.



When you gain control in the courtyard of the building you're about to breach, you'll find that the front door is blocked with a bunch of debris. So, you'll need to work your way to a door on your right, which will lead into the building (via a cafe). You and your partner will get a radio feed from there that the team is going to shortly hereafter reassemble. Head left through the cafe, and then bust right through the door. Toggle your flashlight on when the game prompts you to. This linear corridor will ultimately lead to a staircase.



You can climb the staircase if you want, but it leads to a dead end. Instead, you'll want to hop over the railing to a door below you. Head through the door and follow the corridor beyond it to rejoin your team. Crouch underneath the metal doorway and bear leftward into a large waiting room. Your team will speak with each other here as a computer is hacked automatically so that everyone can continue. When all's said and done, you'll head onto a nearby elevator, but not before grabbing the game's very first piece of intel.



Intel #1: Security Concern (Genevieve Aristide) - Before heading onto the elevator after reassembling with your team, breach the semi-circular desk where one of your teammates is hacking a computer. You can jump over the counter or take a door back there on your left. You will find this piece of intel back there sitting atop a filing cabinet. Grab it before proceeding, and make sure you *don't* approach the elevator before grabbing the intel, or you won't be able to backtrack.



When you reach the elevator, your team will come under attack. When the foe inside the elevator is slain, get on and head to a floor above. You'll be attacked by a trio of enemies here -- fell them and comb their bodies for ammunition before heading outside. This outdoor courtyard is also crawling with adversaries. Most of them will come from the balconies in front of you and jump down. Try to eliminate as many of them as possible before they jump, severely limiting their numbers once they're actually prepared to fight. After you kill all of the enemies and all is quiet, you should be able to find ammunition lying around and on dead foes (and a healing item sitting on a crate), but little else. Move across the courtyard to meet up with your partner, but before following her through the door, be sure to keep an eye out for another piece of intel.



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Mission 01: Sanctuary (Continued)

Intel #2: LM. Transcript #1 (Genevieve Aristide) - While traversing the rooftop courtyard, you'll find a piece of intel. After eliminating the enemies on the far balconies that appear as soon as you do, you can head towards their position. Your teammate will open a door on the far side of the courtyard, and you'll ultimately want to follow her. But first, grab the piece of intel sitting on the crates to your left, remembering that backtracking won't be an option should you fail to grab it.



Intel #3: Bad News (Project Origin) - A third piece of intel can be found almost immediately after the second piece of intel is found. Once the door is breached from the outdoor rooftop courtyard, immediately look to your left as you head down the well-lit hallway. On a low-sitting table lay the third piece of intel you seek.



Once the third piece of intel is secured, head down the linear corridor. There will be some bloodied bodies en route, but nothing that you'll directly have to deal with. When you reach a slightly-curving corridor with windows on your left, you'll be shot at from a helicopter moving forward, but this is an automatic occurrence and shouldn't actually affect you at all. At the end of this run are some goods (including body armor) which you can grab on your left. Continue leftward down a corridor into another wide open room. Before proceeding, direct your attention to a fourth piece of intel.



Intel #4: Good Luck (Project Harbinger) - This piece of intel is easy to find, especially if you're at all cognizant of your surroundings. After you make it through the helicopter-shooting-through-windows run and grab the body armor thereafter, you'll swing into another room with a sliding glass door leading outside, and a table with four comfortable-looking chairs in the center of the room. Examine the table surrounded by said chairs to find this piece of intel.



The path from here towards your next conflict is a completely linear affair. You'll have to hop over a railing to proceed through a box-filled corridor. Be sure to grab all sorts of goods as you go, from Frag Grenades and ammunition to some ever-valuable body armor. When you begin to emerge in a large china-filled room, be prepared for the first big gunfight of the game.



«	Part One	Part Two	Part Three	Part Four	»
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Mission 01: Sanctuary (Continued)

Push into the room, dealing with the first wave of enemies that confront you as you attempt to leave the corridor and enter the larger room they're currently occupying. You can either be patient and clear them from the corridor itself, or run into the room and immediately seek cover behind the desk on your left. Hereafter, enemies will pour into the room from the far end, away from where you entered. As the bullets fly and the antiques and china plates are destroyed left and right, keep a keen eye out for a foe and clean his clock before proceeding onto the next. Half-injuring enemies isn't effective, so make sure the enemy you're focusing on is downed before continuing onto the next one.



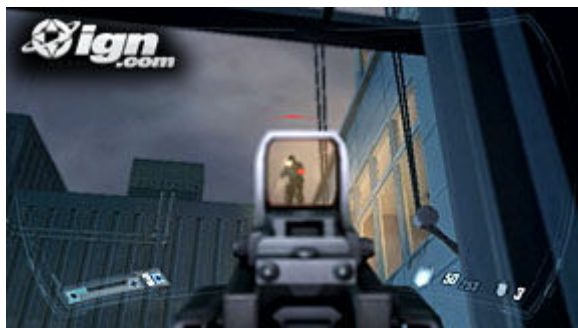
When all is said and done, head to the far end of the room where the enemies were spawning from. While you can head leftward out onto a balcony, there's nothing for you to see there. Instead, head forward into a small waiting room and then down the adjoining corridor. As you head into the next large room, keep an eye out for some ammunition and Frag Grenades en route. The open-air bar you come to will be full of enemies -- you'll likely have to deal with about half a dozen of them here. Slaughter them quickly, using the myriad cover available to you if necessary. Then, before pressing out of the room, scour the bar area itself for some armor. You should also run around and grab a ton of ammunition from felled enemies. When all is quiet and you're ready to proceed, head to the back right end of the room. The half-raised metal gratings will provide you with your only escape route (the door to the left is permanently locked).



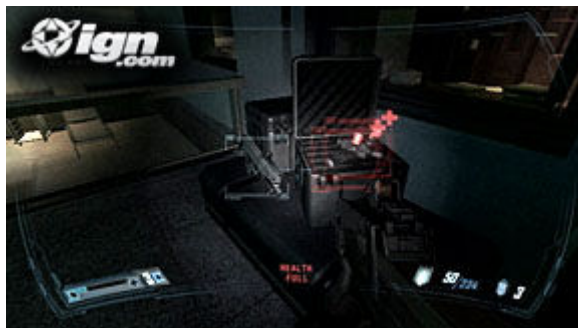
As soon as you've crouched down and made it through the grating-covered doorway, grab the ammunition and Frag Grenades that are sitting there waiting for you on the other side. Heading right from this location will lead to a small kitchen. You'll encounter more enemies in the kitchen, who will use the counter in the center of the tiny room as their primary piece of cover. Bash the enemies you encounter and comb their bodies for ammunition, and before swinging left out of the kitchen, be sure to explore the small storage area at the top end of the kitchen, where a Medkit can be found.



Head leftward out of the kitchen, down a debris-strewn corridor. This will lead to a small office with a large window on your left. As soon as you arrive in this room, a lone enemy soldier on a roof across the gap will begin shooting at you through the window. First things first -- take aim at this solo commando and take him out. Then, grab the goods off of the table in the room, including the Medkit. Shooting back and forth through the window should have broken the pane of glass there, which will allow you to jump onto a window washer's mechanism hanging perpendicular from your current location. Jump onto it and enter the ventilation shaft on the other side. Crawling through the vent will allow you to proceed unharmed.



After a brief time spent in the ventilation shaft, you'll be brought to a dreary-looking room with a pool in the middle of it. Nothing looks right here. To fix this problem, jump into the pool. A cutscene will take place, explaining a brief snippet of the story. When all is said and done thereafter, the room will look completely normal. There's nothing to see in this room (or in the outdoor balcony) however, so when you're ready, take the door on the left side into an adjacent room. This shower and relaxation room has little to see. There's a door that we can use just to the right of the showers in order to continue with our opening mission, but before doing that, be sure to deviate to your right. You'll find some Body Armor tucked in a corner, as well as a door that leads to a balcony overlooking the pool we just took a swim in, where ammunition and health can be found in abundance.



Scurry into the next area, ignore the dark closet, and head up a corridor so that there are book-lined shelves on your left. You're going to come into an actual apartment where many soldiers are lying in wait for you. However, if you're especially quiet, you should be able to get the first shot off without them knowing you're there. Once you let the trigger fly, however, expect all of the soldiers in the location to be tuned-in to your presence. Try to wedge yourself in the left corner of the room next to the television, which will allow you to take aim at enemies on the balcony ahead, as well as protect yourself from foes trying to flank you from the kitchen to your right. As usual, comb their bodies when all is quiet for ammunition. You can also find curative items on the coffee table, if you need 'em.



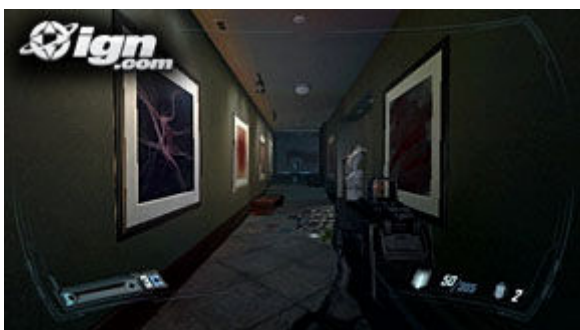
«	Part One	Part Two	Part Three	Part Four	»
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Mission 01: Sanctuary (Continued)

Intel #5: Termination Notice (Genevieve Aristide) - In the living space where you assault the unsuspecting enemy soldiers, the fifth piece of intel can be found. First, you should take the time to clear all enemies in the area, so that there are no threats. Once all is silent, you can then approach the small kitchen adjacent to the living area. Sitting on a counter in this surprisingly tiny kitchen (compared to the rest of your surroundings) is the piece of intel you seek.



Intel #6: To-Do List (Genevieve Aristide) - The sixth piece of intel can be found immediately after the fifth piece of intel is found and acquired. After clearing the living space and grabbing the fifth piece of intel, you can explore the rest of the floor you're on, but there's little to find of interest. Instead, climb a nearby staircase (you'll be assailed by a lone enemy soldier busting through a door when you do), and head through the now-open door to reach a corridor beyond. The intel you seek is on the ground waiting to be scooped up.



Intel #7: Info: SGT Becket (Project Harbinger) - Wow, *another* piece of intel is nearby? You better believe it! Continue down the corridor from where the sixth piece of intel can be found. You'll stumble across a bedroom when you do. You should start having a mild psychic episode in the bedroom. Approach the bookshelf, where you will find an open music box playing its tune. Follow the on-screen prompt to close the music box, thus forcing the bookshelf it was lying on to separate, revealing a hidden room. Look on the floor ahead of you to find this piece of intel.



Intel #8: Info: SFC Keegan - This piece of intel is located in an identical location as the seventh piece of intel was. Instead of looking on the floor, look atop the filing cabinet to your left. Boom! Found.



Since you can't backtrack once you enter the room with the two pieces of intel just yet, head down the stairs and into a secret laboratory, where Genevieve Aristide can be found (or so it appears). After another psychic episode, however, you'll be forced to backtrack the way you came. Once you're back in the bedroom, head to the corridor where the sixth piece of intel was found (don't bother exploring the bathroom off of the bedroom, since there's nothing there to see). When you return to the living area, the game will take over automatically, as a nuclear detonation appears to destroy your surroundings. When you wake up, you'll be in the game's second mission.



Part One	Part Two	Part Three	Part Four	Part Five
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Mission 02: Awakening

"Your mission was interrupted by a catastrophic explosion that seems to have originated in the Auburn Industrial District of Fairport. The extent of the damage is impossible to estimate. The fate of your team is a mystery."

Intel 9 - Memo: M. Becket (Hospital) - As soon as you gain control in the second mission, you're in the vicinity of a piece of intel that you should surely grab before proceeding. Simply head forward to the door that leads out of the room you're currently occupying and into the corridor. There's a folder holder to the left of the door which holds the first piece of intel you seek (and there's *eleven* of them on this mission, so you've got many more to find!)



After grabbing the first piece of intel, head out into the hallway (the bathroom off of the room you start in holds nothing of interest). Ignore the room across the hall, as there's nothing in there to see, and proceed rightward down the hallway, where a psychic episode will briefly take over. When you regain control, continue until you can go forward down the corridor and swing right, or go left. You'll want to go left first. Ignore the first room on your right and go down to the end of this corridor to find a supply room, where a Medkit can be acquired. After grabbing it, backtrack so we can get another piece of sweet intel.



Intel 10 - Info: 1SG Griffin (Project Harbinger) - Remember that room on the right (now on your left) that we just told you to ignore? Well, now that you've gotten the Medkit from the supply room, you can backtrack and enter this room. Once inside, simply head to the far end of the room, near the bathroom. Sitting on a table is this piece of intel, which you should acquire before continuing on through the hospital (since backtracking becomes increasingly difficult).



From where the second piece of intel was found, head back out into the corridor and go towards the only direction we've yet to explore. This corridor will swing right as you suffer from another brief psychic episode. The desk on your right and the vast office behind it shouldn't be explored if you're looking for much, since there's nothing there. Likewise, the nearby bathrooms have doors that won't even open. In lieu of exploring these regions, we implore you to instead swing left past the soda machines and through the closed double-doors. You won't yet encounter enemies (which is a good thing, since you've yet to encounter any weaponry, either), but you will be able to proceed with your quest. Head down this hallway. The door directly in front of you is blocked off by debris, but to reach the pathway on the other side of it, which is what we want, you can go leftward and through an adjacent office, swinging right out of this office to rejoin the otherwise-blocked path.



Intel 11 - Info: SGT Jankowski (Project Harbinger) - If you're interested in myriad pieces of intel, then you needn't look any further for the third of eleven pieces found during the game's second mission. While we told you to rejoin the otherwise-blocked off path via the last room you traversed, there's a bathroom shared with the adjoining room that you'll first want to explore. This bloodied locale acts much like a door between two hotel rooms does. When you get through to the room on the other side, look on the counter on the left side of the room to find this piece of intel.



Intel 12 - Surgical Notes (Hospital) - With a mission so chock full of intel pieces, you had to expect the fourth one would be right around the corner from the third. Backtrack from the location where you found the third piece of intel and head onto the yet-unexplored corridor. Move away from the barricaded door and continue forward down the hallway. Ignore the branching path to your left and instead seek out a door on your left at the end of the hallway to the right. Sitting on a downed filing cabinet here is the piece of intel you seek.



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Mission 02: Awakening (Continued)

Once the fourth piece of intel is in your hands, backtrack down the corridor and this time take the branch on your left, which leads to two identical double doors which, strangely enough, lead to an identical room. Other than a dead, bloodied body, you'll find little else of interest in this waiting room area. Thus, you'll want to take the staircase here up to the second floor and continue to your left. Follow the bloody trail to the right, where you can find a dead body sitting on a toilet in the bathroom there. But this isn't necessary. What is necessary, however, is that you procure the fifth piece of intel here.



Intel 13 - Check the News (Hospital) - On the second floor, to the left of the bloodied bathrooms we just told you that you had the option of exploring, you'll see a small office. You can enter this small office via a rather obvious door before the path swings rightward. Once inside the dimly-lit room, work your way to the far left corner of the office, where a bloodied wall can be found. The desk there holds the piece of intel.



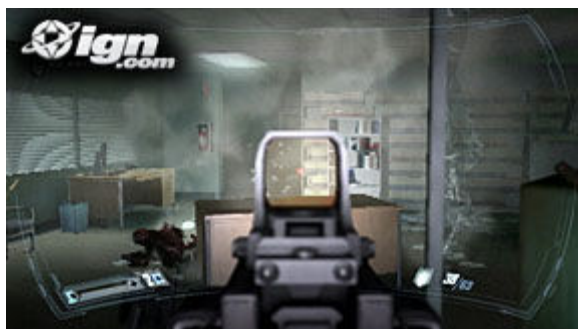
To the left of the office where the fifth piece of intel was found is a pathway that leads further into the hospital. When you pass through the double doors ahead, you'll see some familiar soldiers shooting someone before vowing to come after you. Bear leftward through a nearby door and traverse the dank corridor you come across (don't bother swinging through a chain link fence on your right or exploring an office thereafter on your left, as neither has anything of interest). You'll eventually come across a research laboratory, where you'll find a familiar face on the far side of reinforced glass. She'll tell you to get to the TAC Laboratory as soon as you can. Let's do just that.



Intel 14 - Urgent Warning (Armacham) - When you leave the laboratory, you're near another piece of intel that you'll want to make sure to grab. Thankfully, it's a hard piece to miss, since it's located directly in a route you have to take. After leaving the laboratory, head down the concrete-covered corridor (bearing leftward through a gate to get a Medkit). When the path swings around and into another room, you should immediately see the piece of intel you'll need on a counter to your left.



From that sixth piece of intel, continue through the rest of the laboratory. You should get another radio call from an unknown person who calls himself by the comical name of Snake Fist en route. Head out of the only door on the far side of the laboratory to reach another hallway. You can't go right (as the route is blocked), and going left and all the way down the corridor will lead to an automatic door that refuses to open. Thus, your only recourse is to head down the corridor and then right into an office, where, *finally*, you can pick up some weapons, Body Armor, and Frag Grenades. With these, quickly eliminate the few soldiers in the room with you. Then, after combing their bodies for precious ammunition, proceed through the door at the far end of the room behind the gigantic bookshelf.



Grab more ammunition for your submachine gun at the counter once you exit the room, and then bear rightward down the next hallway. Expect to be attacked by a couple of thugs busting through the double doors in front of you. After taking out these enemies, you can either go forward the way they came, or bear leftward into a series of rooms that will ultimately lead you to the same place. We recommend the latter, since not only will you have much more cover to work with there, but you will also be able to take out the enemies by making them come to you from rooms ahead, thus avoiding the ever-dangerous flank. Be sure to grab curative items and ammunition (both lying around and on downed soldiers) as you push through. Then, head onto the adjacent corridor, which is actually the corridor you were initially attacked on in the first place.



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Mission 02: Awakening (Continued)

The only place to go from here is into another item-filled laboratory. As was the case before, there are plenty of goods to grab in here, but first, you're going to have to deal with the enemy threat which will assail you here. Comb their bodies (as always) for dropped goods and then press on through the room, since there's nothing else to see and nowhere else to go. Head rightward down the hallway on the other side of the room, and get ready for another gunfight soon thereafter.



Going down this corridor, you will be assailed on your left, through the window. However, the threat will be coming from the area below. Chuck a grenade or two to take out most (if not all) of the enemies down there. Then, jump down to clean up any remaining foes, and grab the goods from their bodies. Don't neglect to grab more ammunition and some Body Armor on a table on the left side of the room as well. When you're ready, head towards the near wall, so you're underneath the corridor you jump from above. Then, with your back facing the wall, head to the left. There's a piece of intel we have to grab before we continue.



Intel 15 - Info: 1LT Stokes (Project Harbinger) - After getting shot at from below, slaughtering the foes that are doing it, and then jumping down to grab ammunition from their corpses, you'll want to sniff out a bathroom nearby (excuse the pun!) In the bathroom further away from the far wall, you'll have a brief psychic episode. If you continue to explore the lavatory hereafter, you'll find this piece of intel sitting in a weird place -- atop a bloodied toilet in the last stall. Grab it... just be sure to wash your hands before you continue.



Leave the bathrooms after getting the seventh piece of intel on the mission, and backtrack towards the outside of the security office, where the gunfight just took place. You can't enter the security office itself, but you can continue across to the far side of the large room, where you can hail an elevator. When you do, immediately run behind some cover and turn around to face a new contingent of enemy soldiers. There will be over half a dozen of them to deal with, so stand firm and deal with them. Then, before getting into the elevator, grab the ammunition off of their dead bodies. Once on the elevator, you'll begin going up, have a psychic episode, and then get stuck in between floors. When the latter happens, stay crouched and chuck a grenade or two up to the top floor. This should kill a few of the enemies waiting there for you that you'll have to deal with one way or another.



After chucking the grenades, stay crouched and crawl through the vent towards the left, that will lead you to a staircase that then leads to the floor you couldn't quite access from the elevator. As we just mentioned, expect a firefight here, one that will be more heated if you didn't connect with the grenades we told you to chuck. Use what cover you can here and be sure to grab ammunition and the curative items lying around as you head forward. The doors to your left are blocked with debris, so head forward and swing rightward down the linear passageway. Head through the broken door and go left, and continue down the corridor until you can't anymore (you will encounter a dark surgical room on your left that you can grab ammunition in en route).



At the dead end, you'll find a door that's locked. To the left is another dark office, and while it seems that this one contains a piece of intel, that paper sitting on the floor isn't actually paper at all, but rather a key card. You're going to need it, so grab it and leave the office. Resist the urge to swipe it on the nearby door for now, however. Instead, backtrack all the way back down the hallway until you find a like locked door. When opened, a storage room will be revealed on the left side of a small corridor. There's the game's first Reflect Injector in here, so be sure to grab it before you head back to the other door. Now it's okay to use that key card on it.



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Mission 02: Awakening (Continued)

Head forward once you go through the previously-locked door, and swing leftward (going right will get you nowhere). When the path swings rightward once more, you'll see an enemy soldier ruthlessly kill a nurse before turning his attention on you. This will ultimately lead to one of the biggest gunfights in the entire game up to this point (although that's not saying much -- just wait 'til you see the latter missions in the game). This cafeteria has been turned upside down, so there's plenty of cover to use as you work around the area. The Body Armor you picked up en route to this location will come in handy, and there are plenty of one-time curative items and a Medkit in the room as well. Try to stay in a static area and remain covered on as many sides as possible. Since the foes here come in two primary waves, you may have to work your way into the cafeteria itself once the first wave is slain to draw out the second.



When all of the foes in both waves are felled, take the time to scour the cafeteria thick with death to find myriad ammunition and any curative items you may need. You should also obtain a shotgun for the first time, though we recommend against using it in lieu of your submachine gun at *any* time other than guaranteed close-quarters combat. Then, with your back facing the way you came, extinguish any enemies in the office behind the glass ahead and work around to grab the weapons they dropped. Once you do this, head down the corridor sitting parallel to the cafeteria, where you'll get a radio message with new instructions.



Intel 16 - Diode Implants (Hospital) - When you head forward into this new, extremely dark portion of the hospital, the eighth piece of intel on the second mission is in your vicinity and should be acquired before proceeding. Head forward down the corridor until you see a desk on your left. If you wrap around to the back of the desk, you'll find an office. Look on another desk here, where the piece of intel you seek can be found.



Since you can't proceed through the double doors near the front desk because of debris blockage, you're going to have to swing around towards the eighth piece of intel. Instead of going left to get the intel, however, head right and through a door into yet another unexplored room. This blood covered location will spur another psychic episode for the main character. When it's over, you'll find that the only way out of this dimly-lit morgue is via an elevator that's being kept from closing because of a gurney caught in the doors. Jump onto the gurney, crouch down, and shimmy your way into the elevator. Then, turn around and push the gurney out of the doors so that they close and bring you up to the floor above.



Intel 17 - Admitting Patients (Hospital) - Break your way out of the elevator shaft by following the on-screen prompt, and then grab the Body Armor and ammunition nearby. Heading leftward down the pathway will get you nowhere, so instead, go rightward and bear right into the first door you come across. This office is completely dark and full of small cubicles, but if you search the cubicle closest to the door, you'll find this piece of intel sitting on a desk. Grab it before proceeding.



From where the ninth piece of intel was acquired, run back into the corridor and take the door across the way to another office. Chances are, you'll have to start dealing with enemy soldiers as soon as you get into this office, so press through quickly so as to avoid disadvantageous grenade chucking that will lead to your demise (and the small closet to the left of you in this room is empty, so don't bother exploring it). When you emerge from this office, use the large stationary desk in front of you as cover as you deal with the rest of the enemies in your locale. And of course, scour their dead corpses for ammunition and other goods when you're done slaying them. Press down the corridor and rightward into a small room, which dumps into another cubicle-filled room, shaped like an L. Slay the few enemies you encounter here as you go forward, leftward, and forward once more, into the next room. Just be sure to grab ammunition and the Medkit sitting in the corner en route.



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Mission 02: Awakening (Continued)

The fray you find yourself in at this point is pretty intense, and in order to stay alive and maximize your kills while ensuring you don't get taken out requires some skill. The room you stumble across on your left is chock full of enemies, and multiple waves of them will come. When one wave is downed, the next will come, though you can also encourage new waves to come by running into the room. To avoid the latter, stay tucked near the door which you enter the area via, and shoot from there. This will give the enemy only two lines of sight from which to deal with you -- directly ahead of you, and diagonally to your left. Both avenues will provide you with easy kills. Chuck grenades into the room to prime your entrance when most (or all) of the enemies are downed, and run around to grab all of that tasty ammunition lying around (you should also find curative items and Body Armor, if you need either). When the area is quiet, it's time to move on.



Run forward from the room where the melee just occurred, and grab the Frag Grenades and ammunition from the crate en route. You will stumble upon a small waiting area, and the path will swing rightward. The flashing emergency light down this subsequent pathway will let you know that you're on the right path. At the end of the hall, you'll find a locked sliding door. Swipe your key card at the small terminal next to the door, and then head on through. There are no enemies to be found here, but before continuing, let us point out to you the ninth of eleven pieces of intel that can be found during this mission.



Intel 18 - Evaluation Report (Project Origin) - Once through the locked door, head forward and look to your right, where a computer monitor-littered counter can be found. Head behind the counter and turn right, looking to the right of the shelves full of files. You'll see an open exhaust vent there. Kneel down and head on through the small vent, shooting the vent cover on the far side to knock it down. This will lead to a small office that's otherwise completely isolated due to the debris blocking its doors. Search the filing cabinets on the far side of the room to find the intel you seek, and then backtrack to the previous area to continue.



Don't be too scared of enemy contact from here, because for the time being, there will be none. The elevators in this area don't work, and although you can see the faint outline of a box indicating an item (in this case, intel) is through a wall near the elevators, we can't go through the locked door there. But we'll get that eventually. For the time being, head back behind the desk and continue rightward until the pathway shifts into another room. Explore the right side of this room (which is the laboratory we've been seeking out) for weapons, and the top end of the room have plenty of curative items if you need them. But to continue the story, you'll need to enter the small chamber near the curative items, where a cutscene will take place. After a creepy interactive psychic episode occurs (walk towards the apparition of the tree to get out of it), you'll regain control and have to head back the way you came.



Unfortunately, heading back the way you came isn't quite as easy as it sounds, because while there weren't any enemies to deal with en route to this location, there will be enemies on-scene as you head back out. The path back towards the elevators will be absolutely rife with enemies, so be ready for a fight, and take things slowly. You'll want to be slow and methodical simply because the best cover provided for you is right from where you regain control. Thus, waiting for wave after wave of enemies to work their way towards you from the elevator, where you're best positioned, works wholly in your advantage. Of course, the curative items right by the capsule you just entered and exited is also helpful. When you're comfortable enough to get mobile and head back towards the elevators, do so, but don't neglect to grab all of the dropped ammunition and grenades en route. And no matter how long you waited back near the capsule, you'll still have a fight on your hands when you arrive at the lobby with the elevators.



Intel 19 - T.A.C. Overview (Hospital) - When you return to the room with the elevators, you'll find them still sealed shut. Thankfully, the once-locked door to the left of the elevators is now open, and this door leads to an adjoining staircase leading both up and down in the hospital. The piece of intel you seek, the very last piece on the mission, is *right* on the other side of the door, however, so searching for the intel here shouldn't be an issue. It'll stick out like a sore thumb.



Simply go down to the floor below once the piece of intel is acquired, and drop down when the staircase disappears. This will end the second mission and begin the game's third mission almost seamlessly.

Mission 03: Discovery

"An Armacham black ops team cut you off from Lt. Stokes but was inexplicably annihilated. In the confusion, Lt. Stokes lost sight of Genevieve Aristide and is attempting to locate her while you try to find a way around. Also, someone going by the alias "Snake Fist" has been helping you, although his motives aren't clear."

As soon as this mission begins, you'll find yourself in the exact same debris-strewn stairwell that you left the second mission in. The only way out is through the door right next to you, so take the door out and work your way quietly forward and to the right. The large room ahead is chock-full of hostile enemies, and it's going to be up to you to take them out. Of course, this is easier said than done, since the minute one of them catches you in the area, you'll find yourself under fire from multiple angles almost immediately. The best way to deal with this is to get off the first shot, ensuring that you fell an enemy before the rest fire on you. Hell -- a Frag Grenade or two (well-cooked) after that first enemy falls will destroy even more of the enemies, and detonate some flammable containers within the room that will scorch any foes in their vicinity. So, consider that technique as well.



Things will be heated for a minute or two, so keep consistently firing and chuck a grenade or two here and there to keep your enemies at bay. There's plenty of cover provided by the couch near where you first breached the area, so there's really no need to go any further than that until things quiet down, since wave after wave of enemy will make themselves seen no matter if you press into the room itself or not. When you're prepared, you can then run around the first floor and grab all of the dropped ammunition lying around (you can also bear into the room on the left side to grab a Medkit if you need it). Then, climb the stairs and *immediately* turn your attention on the elevators, where a couple of waves of enemies will come through. Eliminate those foes before they are able to react, and then get ready to get your first piece of intel on the third mission.



Intel 20 - Demolition Plan (Armacham) - After killing all of the enemies you're immediately confronted with from the outset of the third mission, you'll have to climb a staircase leading up to a catwalk overlooking the gore-filled room. After felling the enemies coming from the elevators up here, turn your attention to a small office on the left side of the catwalk (if your back is facing the way you entered). Use the only door into the office to retrieve the first of four pieces of intel on this mission.



There might be some residual enemies running around the catwalk, so ensure that they're all killed, and scour their bodies, as always, for as much ammunition as you can collect. Then, approach the elevators. One of them will be open, so enter this elevator and press the button within to visit the floor below you (though, before getting on the elevator, you'll want to be sure to grab the Body Armor nearby). Once you're on the floor below, simply follow along the lengthy-yet-linear pathway set before you. When you begin to hear enemies in the distance, that means you're close to another gunfight. But at least for the early-going, you don't have to worry about any enemy encounters here whatsoever.



The fiery surroundings of the ensuing gunfight will make things slightly hazardous for you, so your best bet is to try and avoid the fire completely, staying on the corridor leading into the room and doing your best to take out the enemies from there. While this leaves you somewhat vulnerable, catching on fire does moderate, but consistent damage, and you'll want to avoid that at all costs. When it appears all enemies in the area are dead, head to the back end of the room, which is set ablaze. Shift left into a nearby office, grab the Medkit there, and then backtrack to the *other* fiery section of the room to continue.



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Mission 03: Discovery (Continued)

The fiery location closer to where you inserted yourself into the room is where you want to head. Go behind the counter and swing rightward into an office where a ventilation shaft is clearly shown. Climb the tiny shelf leading up to it and begin crawling down to the far end of the shaft. Drop down and grab the Medkit right in front of you, and then get ready for a fairly challenging fight with an armored enemy equipped with a Napalm Cannon. This powerful flamethrower-like weapon is the reason the hospital is starting to burn down, and the enemy holding it is tough to take down, indeed. Aim for his backpack in an attempt to make it explode, and hit him with a few Frag Grenades while supplementing the damage with shots from your submachine gun. Do all of this while avoiding all of the flames in the area to ensure you don't take any damage, but be sure to keep your distance from the enemy as well, since his cannon has quite the range on it. When he's felled, be absolutely positive you grab his weapon before continuing. It's a powerful piece of gear you won't want to neglect using.



Though there will be a few auxiliary enemies in the area, they should be felled easily enough, especially if you use your powerful new weapon to your advantage. However, before continuing out of this location ablaze, there are a few things you'll want to grab, including a Medkit, Body Armor, and ammunition. By far the most important thing to grab, however, is a nearby Reflex Injector. To find it, put your back against the wall where you dropped into the area and head to the right. Walk around the flames and head into the opposite corner of the room, where you'll encounter a lone soda machine. Beyond it is a small bathroom. Head on inside and look on the floor to find the injector.



Intel 21 - LM. Transcript #3 (Genevieve Aristide) - The only way out of this inferno is adjacent to the bathroom where the Reflex Injector was found. Hop over the half-wall and then bear leftward into a well-lit laboratory. Items can be found in here if you're interested in grabbing them. The door out of this small laboratory leads to a dimly-lit corridor. Head down the corridor towards debris blocking your path and keeping you from proceeding. Look down at the ground in front of the pile of debris to find this piece of intel.



Go through the door to the right of where the last piece of intel was found. You'll have an extremely brief psychic episode when you enter this room. Head rightward to dodge more flames, and then go forward and head leftward towards a door out of the room. Sadly, there's nothing to grab there, so you simply need to progress forward. You'll eventually stumble across yet another burning room full of a few enemies. Throw a grenade or two in there to prime your entrance, and then take these foes out. Be sure to grab a Medkit on the wall as you go into the room, and then bear rightward into a well-lit laboratory which leads to -- you guessed it -- yet another room set ablaze.



This room is extremely hard to maneuver in, because there are so many fiery areas that will result in damaging you heavily if you insist on sticking in one place too long. Try to stay near the entrance to the room and let the enemies come to you. Some will have already populated the room by the time you arrived, but for others, you'll need to let them run down the corridor adjacent to the room and in for you to do any lasting damage to them. Carefully comb their bodies when all is said and done, and ignore the far side of the room, since there's nothing there to see. Instead, head down the aforementioned corridor and swing right when it does. After a brief radio conversation, you'll be able to head through an unguarded door near a heavily-barricaded door. Ultimately, this leads to a staircase heading downward, where you can push through another unguarded door in order to proceed.



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Mission 03: Discovery (Continued)

Intel 22 - LM. Transcript #2 (Genevieve Aristide) - The third of four intel pieces found during this mission can be acquired as soon as you head down the stairs in the aforementioned stairwell and head through the door on your left. Don't make any noise or make yourself seen yet. Instead, head forward and through the first door on your right. This will lead to a small office. Crouch down so that the enemies to your left in the adjacent room can't see you, and progress directly forward from the door. Sitting on a table ahead, to the right of a file-filled shelf, is the piece of intel you seek.



From where the last piece of intel was found, head back out of the office (you can take either the door you initially took, or another door on the other side of the shelf). There should be no enemies in your direct vicinity, but as the path swings in another direction (where some soda machines are), keep your gun trained ahead, since a lone soldier or two will pop out of the door down there on the right and surprise you. Once that enemy (or those enemies) are eliminated, ignore the bathrooms on your left, since there's nothing to see there, and head through the same door the soldiers just popped out of. This will lead to a brightly-lit room with a severe yellow hue. If this is the room you find yourself in, then you're on the right track.



Press your way out of the room flushed out with a yellow hue, and into the adjoining room. You may see an enemy soldier ahead, but as you swing right and follow the linear corridor, you'll see him violently thrown against a nearby wall. In fact, the gory scene you continue to uncover shows an unknown third party laying waste to enemy soldiers. As you bear leftward near a washer-and-dryer combo eerily running a head on low, you'll see a room across the hall. While you can bear leftward, you'll want to instead head into this room and begin an intense firefight. By relegating combat to this room, you'll avoid being flanked on your left. Plus, the enemies bottleneck nicely at the far entrance to the room, resulting in, amongst other things, an awesome place to use Frag and Incendiary Grenades you have in your inventory.



There will be enemies floating around in nearby rooms that you should clear as you continue onward. To get to the next area of the mission, you'll want to concentrate on working leftward from the last room where the fray took place (look for a pillar in the hallway marked with an X and simply continue to your left). While the rooms around you need to be cleared of enemies, you won't find any items apart from those on downed soldiers, so don't be too thorough. At the end of this winding corridor, you'll find a door blocked by debris on the far side. So, bear rightward into a supply closet and emerge on the other side with guns drawn.



Intel 23 - Op Guidelines (Armacham) - After emerging from the bloodied supply closet, you'll stumble upon a dark office full of files on large shelves. When you arrive in this room, you're in the vicinity of the fourth and final piece of intel on the mission, which should be grabbed posthaste. Move forward to the first shelf and head left around it, and then swing rightward into the gap between the two shelves. The final piece of intel on the mission can be grabbed from there.



Mission 03: Discovery (Continued)

Continue through the rest of the office after grabbing the final piece of intel, and leave through a door on your right. The corridor beyond the door will ultimately lead to a rather bloody, gory scene. Descend the staircase you encounter and first enter the offices on your right, where a few Frag Grenades can be found. Then, head in the opposite direction from the stairs, going left and then left again, through the double doors you encounter.



Once through those doors, follow the pathway and take out the three or four enemy soldiers yet-unharmd by whatever's going on in the hospital. With those enemies slain, you should proceed to comb their bodies. Otherwise, this is a pretty linear exercise from here on out. Go all the way down the blood-covered hallway towards a desk. In your vicinity should be an elevator. Approach the elevator and examine the button so that you can hail it and head on down to the floor below. When you emerge from the elevator, which is now finally on the ground floor, you're almost out of harm's way.



When you depart from the elevator, head left, and then head left again to breach a small office, where a Medkit can be grabbed. Then, go back towards the elevator and take the door to the right of the office. Ahead of you is some Body Armor, curative items, and ammunition. After restocking at this rather well-placed stockpile, go leftward down the ramp and approach the hole in the glass, which will force you through another psychic episode. When the episode has run its course, you'll be attacked by a frightening creature and thrust from the observation post down towards the surgical room below, where you'll have to deal with a whole new type of enemy.



These fast-moving monsters are a pain in the ass to kill. Switch out your submachine gun in lieu of your Combat Shotgun, as this will serve you much better against these adversaries. Keep moving and keep a keen ear out for their movements, since they move around randomly and are actually easier to hear than to see for the most part. There should be about a half-dozen of them or so to deal with. To fight most effectively, tuck yourself in the corner of the hallway adjacent to the surgical room, where the curative items are. This will allow you to resist their constant flanking maneuvers. Then, simply camp out and wait for them to come to you, killing one at a time. When they're all dead, proceed forward up the ramp towards the broken door. Grab the goods sitting on the crates next to the door, and then examine the gurney in the door multiple times to ultimately push it out of the way.



Now that the door is freed up, you should be able to continue onward. There are no more enemies to do battle with heading forward, so there's little to worry about there. The vacant hallway beyond the once-broken door will lead to a disturbing scene -- a friend of yours getting completely torn apart (yet somehow kept alive) by a bizarre machine. Work your way through that bloody mess to find a ventilation shaft that you can crawl through. Crawl on through it and drop down out of it to end the third mission and begin the fourth.



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Mission 04: Withdrawal

"Sgt. Jankowski died in front of you, torn up by some kind of surgical machine. Meanwhile, Armacham black ops teams are about to destroy the facility. You need to get out before the whole place comes crashing down. Snake Fist insists you are being hunted by someone named Alma who will eventually absorb you."

Intel 24 - Info: SGT Fox (Project Harbinger) - As soon as you gain control in the fourth mission, you'll be able to acquire the first of five pieces of intel found in the area. Simply press forward towards a double door, colored white. This will lead to a surgical room that's almost completely dark. Turn on your flashlight if you haven't already, and head to the back end of the room. You'll find this piece of intel sitting along the far counter.



To the right of the room where the first piece of intel was found is a small room with a computer terminal. Approach the computer terminal and examine it to activate it. This will lock the door to the room where the first piece of intel was found, but allow you to open up another nearby door. Now, head to the left of the room with the intel and take the pathway forward as it winds. The room on your left is locked for the time being, but the room ahead holds another computer terminal. Once examined, the aforementioned room will now be unlocked, allowing you to proceed through this second surgical room and on with your mission.



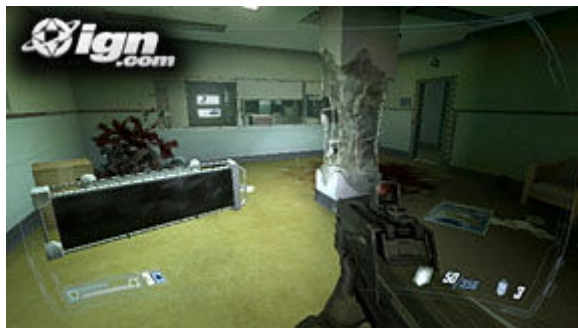
When you attempt to leave this room out of the other door, a disturbing scene with a familiar face will take place. Once that occurs, press down the bloody corridor, ignoring the equally-bloody closet on your right, since there's nothing to see there. The path will wrap around to your right, and then to the right again. Continue along the linear path, ignoring the blocked double doors en route, since you can't breach them. You'll eventually arrive in a room with a broken computer monitor right in front of the door. Press through to the far end of that room, into the adjoining hallway. The door on the right of you with the flashing light on the other side is clearly broken. Further up the hallway, you'll find a closet on your left with a Medkit within, and another broken double door on the far end of the corridor. It's the door directly across the hallway from where the Medkit was found that will lead you onward.



Intel 25 - Info: SGT Morales (Project Harbinger) - Press through the aforementioned room across the hallway from the small supply closet where you acquired a Medkit. The far end of this room will lead to another grizzly scene, with a computer, blood, papers, and even a body there to greet you. Go forward towards the two desks facing each other and look to your left. You'll see an L-shaped counter lining the far wall. Examine the photocopier next to the counter to find the intel you seek.



Leave the room where the second piece of intel was found, and go rightward towards the yellow-colored pathway. You'll hear an argument in the distance, which will let you know you're on the right track. Head leftward down the corridor (going rightward leads to a littered dead end). The room on your left as you walk has nothing in it, so ignore it, but do be sure to grab the Body Armor on the right side off of the ground heading forward. When the path swings rightward again, get ready (finally) for a gunfight. The explosives strangely-set around the pillar ahead will be a great thing to shoot to destroy the early ranks of enemy soldiers, but then get ready to sit tight and deal with about a half-dozen more foes thereafter. Most of them will shoot from the safety of the office ahead, but some will run out of both the left and right-side doors into the area, so stay back and prepare yourself for that possibility.



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Mission 04: Withdrawal (Continued)

When the enemy threat is nullified, you're free to continue. Your well-displayed acumen in the last section allowed you to survive, so guarantee your continued survival by combing the dead enemies in your vicinity for their valuable ammunition. Then, take either door into the room ahead, as both lead to the same place. The door on the right is the quicker route, but if you decide to veer into the dark room on your left, simply hop through the window to reach the same location. Get ready for a few more enemy soldiers to be drawn out when you arrive in this room. Once they're felled, head through the far end of the room, where the final wave of enemies spawned from. The bloody scene you find there will lead you directly to another set of doors. If you feel trapped, well, you are... at least, for a moment. The door will seal behind you, but soon thereafter, the door ahead of you will unseal and allow you to continue.



Follow the brief winding pathway to a small staircase leading up. This room has nothing to see, so head leftward through it to another door. Head forward, to the right, and then to the left to find *another* of these sealed doors. At this point, not only will you continue to see those creepy-crawly enemies on the far side of the glass, but you'll also begin hearing an alarm. Find a short staircase leading down and follow the corridor beyond it to reach a normal-looking staircase leading upwards. Two things, though. The first thing is to have your gun at the ready here, since a lone crawling enemy will suddenly attack you here. The second thing is to be sure to examine the crevasse across from the staircase leading upward, since a Medkit can be found.



Intel 26 - Harbinger Failures (Project Harbinger) - Before running up those stairs, be sure to grab the piece of intel on the ground at the base. More specifically, look down at the corpse at the foot of the stairs. This corpse represents a person who was once carrying the piece of intel sitting next to him/her. Grab it before running up the stairs! Though this one is out in the open and rather overt in its placement, it's surprisingly easy to miss if you're rushing.



After running up the stairs and bearing leftward through another door, you'll be able to head forward, where you'll be presented with a choice as to how to proceed. First, head left and down the stairs into the little computer terminal area. This is a dead end, but there's a Reflex Injector sitting on the desk there that you'll definitely want to obtain. Once you've done that, head back up the stairs and, this time, take the pathway on your right. Though the screen will shake violently, there are no enemies around. Simply head towards the elevator and hail it. Then, get on the elevator and take it above ground to continue with the next leg of our mission.



When you get out of the elevator, a great divide lies before you. To proceed, you'll need to turn around and navigate around the elevator in order to press behind it. You'll be greeted by a small group of soldiers that will need to be dealt with. There's plenty of cover in the area for both you and the opposing side to use, so chuck a Frag Grenade or two to thin their ranks before exposing yourself to lay the killing blow. Then, when all is quiet, scour their bodies for ammunition, and press through the door they were guarding. Take the stairs leading upward from here, but be sure to grab the Body Armor and Frag Grenades off of the crate en route.



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Mission 04: Withdrawal (Continued)

At the top of the staircase, you won't be able to progress very far. Start by grabbing the Medkit, ammunition and Frag Grenades up there, and then run back down the stairs. Adjacent to the staircase is a hole in the ground with a ladder leading downward. This will ultimately lead to a rather tumultuous run down a series of gratings, staircases and platforms. Though you'll receive violent feedback from your controller and the screen will begin shaking incessantly, just keep running forward and downward. If you hear gunfire, ignore it and keep running, since you won't have to fight any adversaries yet. The *only* hazard you'll find here is a fiery hazard, and the fire here can eliminate you quickly. If you see fire spraying in front of you, patiently wait for it to disappear and then book it forward to avoid being killed. When, after all is said and done, you finally arrive at a concrete tunnel and are completely off of the stairs, metal gratings and the like, you're home free... for now.



Head down the short, short staircase that leads towards the tunnel. You're no doubt expecting a gunfight at this point, and if you were expecting it, then you've guessed correctly. These foes are surprisingly aggressive, and will chuck grenades at you and aggressively pursue you if you hang outside of the tunnel. On the other hand, the small area in which they're working from makes them awesome fodder for Frag Grenades. So, act aggressively yourself -- chuck a well-cooked Frag Grenade or two into the mix, and then follow up with some insane gunfire from your submachine gun. This will lay waste to most (if not all) of the enemies posthaste, allowing you to grab the myriad dropped ammunition and curative items in your vicinity.



Intel 27 - Schedule Change (Armacham) - The area where the aforementioned gunfight took place also marks a location where the fourth of the five pieces of intel on the mission can be found. From the tunnel leading into this room full of crates and other crap, simply gut the room down the middle and keep an eye on a table to your right on the far end of the room. The piece of intel you seek is sitting atop a makeshift table there, so be sure to grab it before proceeding with the endgame of your mission.



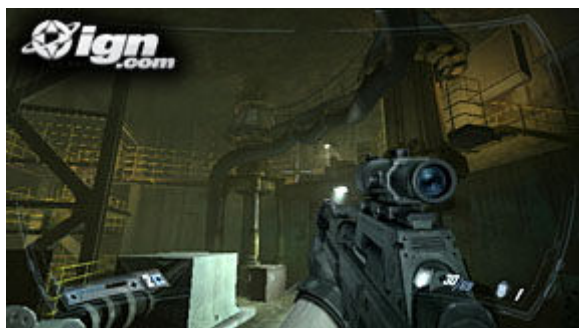
Head out of the room where the intel was located and swing leftward, preparing yourself to deal with a pair of soldiers ahead. Once they're felled, run towards them, grab the ammunition on them, and then mount the catwalk they were guarding, the one with the high yellow railings. You have a choice here, of going right or left. First, go right. It leads to a dead end, but a Frag Grenade and your very first Shock Grenade can be found atop some barrels down there. Then, head left, approach the ladder leading down at the end of the catwalk, and shimmy your way to the area below. Keep on climbing down to ground level, making sure to grab any goods laying around en route. Then, run forward to the red-colored door ahead that's rapidly opening and closing. Carefully make your way through it.



On the other side of the door, swing right and get ready to deal with a new contingent of enemy resistance. The foes here will come from around the corner to your left, as well as straight ahead. Making this section more difficult to deal with is the chain link fence separating the two sides of the wide corridor. You'll be forced to climb atop a catwalk on the right side in order to drop down on the other side of the fence. Keep in mind that you can shoot through and over the fence, however, so send plenty of bullets and grenades through and over the fence as you begin your climb-and-cross of the pesky fence, which will thin enemy numbers considerably. Don't neglect to find grenades and ammunition lying around (and on dead bodies) as you work your way through this area. Oh, and be sure to ditch your pistol for one of the enemy's Assault Rifles on the far side of the fence, since you've yet to encounter this powerful weapon before.



As you head out of this area by veering left and then forward, violent earthquake-like anomalies will send debris flying towards the ground below, seemingly cutting you off from proceeding. However, you can simply climb up the ramp-like debris and then drop back down on the other side of it. Here, a vehicle will drop off a Napalm Cannon-toting individual who is heavily-armored. This foe will take some firepower to take down, but there's a really effective way to do so quickly and easily. As he gets out of the vehicle, cook a Frag Grenade. At the last second, chuck it at him. If done properly, this will take him out without so much as having to fire a shot. If this doesn't work, however, seek cover and take him out the old-fashioned way. And once he's felled, don't neglect to grab the Napalm Cannon he was carrying, or the Medkit nearby (you'll probably need the latter).



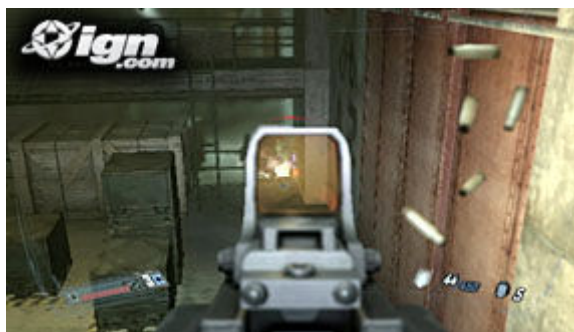
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Mission 04: Withdrawal (Continued)

Press into the room now, and get ready to deal with a dozen or more regular soldiers, armed with submachine guns. These pesky foes will come from above and all over the place, so seek cover that keeps you well-guarded and do your best to eliminate the foes on the ground with you before dealing with the ones above on the catwalk (unless those catwalk-based enemies have a good shot at you, at which case they should be prioritized). When the coast is clear, climb up to the catwalks and begin traversing them, trying to find whatever goods you can. As you head rightward, you'll come across a ladder leading back down to a new area. This is a ladder you'll ultimately want to take, but first head to the far right end of the catwalk and grab the Medkit and Incendiary Grenade there.



When you are finished climbing the ladder down to the area below, swing around with the corridor towards a staircase leading up and to the left. There are no enemies here to speak of, but you'll want to grab the curative items and Body Armor lying on a crate en route. After climbing the stairs and heading through the door, a brief cutscene will take place, followed by an epic firefight. Don't stay on the catwalk you begin in this room on, since there's no cover to use. Instead, chuck a grenade or two and then drop down, seeking cover on the ground level behind a crate. The enemies will be coming from ahead (or, on the left side of the room from where you initially gained entrance), so you have a single place to focus on. The enemies all come from the corridor ahead, meaning most of them will bottleneck at certain spots, making them great collective targets for some serious Frag Grenade action. Just be patient here, because the foes are gonna keep on coming for a while. There might be twenty of them to deal with total. Just remain tenacious and, of course, comb their bodies for ammunition once all is said and done.



Continue into the next area, where you'll have a very specific task. The constant shaking of the area is causing pipe ruptures, which has created a large flame to incessantly appear to the left, giving you no way out. To take care of this problem, you have to find a red valve (pictured below) at the far end of the room. Once examined, you can turn the valve to shut the flaming pipe off, so you can leave. Of course, this is far easier said than done, because this square-shaped location is absolutely crawling with enemies. Your best bet here is to keep moving, eliminating what enemies you can as you encounter them, and constantly keeping your back against cover so as to avoid being flanked. While the aforementioned valve is certainly your priority here, you'll want to first make sure you eliminate all enemies in the area -- including the enemy on the catwalk overlooking the valve -- before turning it and shutting the pipe off. Otherwise, you might find yourself in a heap of trouble.



Intel 28 - Info: P. Fettel (Project Origin) - Once the enemies in the location are felled and the flaming pipe is finally shut off, you're free to leave this location (and are, in fact, mere moments away from the end of the mission). But first thing's first -- the fifth and final piece of intel in the area. From where the pipe is flaming (or was, in this case), head forward and to the right. The shelf to your right, which had myriad items on it, also has the fifth and final piece of intel on it. Be sure to grab it before proceeding, since backtracking will soon be impossible without playing the entire mission again.



With the flaming pipe negated, you can climb the ladder that it was near and bear into the next area, which is made up of staircases and metal gratings leading upwards. When you get to an area with two flaming pipes, it appears you can't progress. However, you can -- simply crouch down and work your way underneath the flame on the left, which is shooting higher (you should cross right into some curative items if you need them en route). Continue along the generally linear path from here, and the mission will end automatically... with a bang.

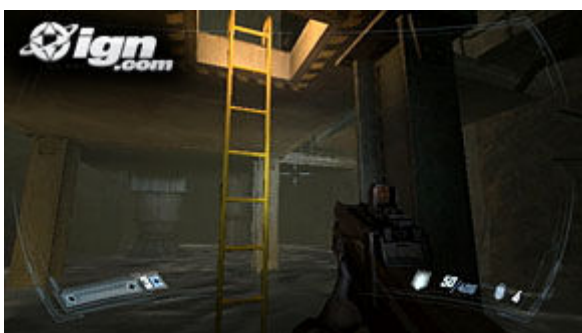


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Mission 05: Replica

"Sgt. Fox was killed by the same horrific force you encountered in the T.A.C. lab. You've discovered that the hospital is actually a clandestine underground facility. Armacham seems to have accelerated its schedule for demolishing the place. Snake Fist has warned you that Alma's presence may have activated "Replica Soldiers", but he didn't elaborate on what that meant."

The beginning of the fifth mission takes place immediately following the end of the fourth mission. While you fell towards disaster at the end of the fourth mission, you'll quickly come to at the beginning of the fifth in a watery room. Believe it or not, there's nothing hidden of consequence in the water, so immediately seek out the ladder leading upwards, and take it to a dry office above. There's nothing at all in this office either, so take the doorway out of it and follow the linear pathway to an adjoining room, where we'll continue our mission.



Intel 29 - Replica Upgrades (Replica Forces) - The first of five pieces of intel on this mission can be found as soon as you emerge in the adjoining room. Go leftward through the room to find the door leading out into the corridor. You can't go forward or left here, since there's nowhere to go, but you *can* go rightward. While you'll need to follow this corridor to the right and forward to continue the mission, bear into the glass room on your left first. There, you will find a bloody corpse in the corner of the room with the piece of intel you seek sitting on the ground next to it.



With the first piece of intel in-hand, head back out to the hallway (but not before grabbing the Medkit and ammunition in the room), and proceed along until you reach a sliding door on your left, which should head on through. A brief psychic episode will ensue. When it's over, head forward and swing rightward, and get ready for a scary interaction with Alma (be ready to press the button that flashes on-screen for you to get her off). Then, head down the corridor, ignoring the door leading into the area straight-ahead, since there's nothing in there of interest whatsoever. Instead, turn leftward until you see a broken automatic door ahead. Adjacent to this broken door is one that functions. Go through it.



The room you come across, the large room chock full of computer equipment and monitors, has nothing in it, believe it or not. No, not even a piece of intel. So, quickly move across the room to the broken door on the other side. Though you can't go through the door, you can crouch down and crawl through the door where a missing glass pane once was. Don't head rightward on the corridor you encounter hereafter, since it leads to the broken door we saw earlier. Instead, head leftward, bob and weave around the crates in your path, and go through the automatic door. Then, move forward and down the stairs towards a dead end. You can find health, a Frag Grenade, and your very first Proximity Mine here.



Head back up the stairs, and with your back facing the way you came, go rightward (heading forward or leftward lead to dark, dreary dead ends that don't necessitate exploration). Once through the broken door, head around the curving, semi-circular pathway you find yourself on. When you do, you'll have to crawl over some debris. Once over the debris, continue to head forward, and then swing leftward down some stairs, and left once more. It's at this point that you'll see a computer monitor on your right. Be sure to go to the computer monitor and examine/activate it before continuing. Otherwise, you won't be continuing at all.



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Mission 05: Replica (Continued)

If you're confused now, don't be. With the computer monitor activated, the door leading to the lower semi-circular pathway is blocked off. That's okay, though -- just head back up the staircase and jump down to the area below via the large hole in the glass structure that would otherwise be keeping you out. All of the doors are on your right are open now, and one of them will reveal a monster that you'll need to quickly dispatch, but otherwise, there's nothing in any of these once-closed rooms that you'll need to worry about. Rather, head to the end of the pathway and head leftward through the sliding door. Then, press down the corridor ahead of you towards the flame, bearing rightward into the next room.



You no doubt noticed that the flame was blocking your entrance into a small room, and we'll alleviate that issue posthaste. But first, bear into this room and aim at the monstrous enemy strapped into the machine in order to eliminate him. Once he's killed, you'll have to deal with more of these foes crawling around. Your Combat Shotgun will be your best friend here, so make sure to keep it equipped for use on these enemies. Take the stairs next to the mechanism and climb up to the second floor. Bear leftward through a room where a red valve can be found. Examine the valve and twist it all the way closed. Then, backtrack to where the flame was previously blocking your entrance into a small closet. The flame's now gone, and you can grab the Reflex Injector in that room before backtracking to the corridor outside of the room where the valve was located.



Intel 30 - Testing Reminder (Outer Shell) - The second piece of intel is nearby. From where the valve was, head up the adjacent corridor and up a staircase attached to it. Go down the hallway ahead and then bear rightward into a locker-filled room with a desk on the right side. Yes -- there's a Medkit for you to grab on this desk -- but there's something else, as well. On the far end of the desk, the piece of intel you seek is sitting, waiting for you to grab.



From the location of the second piece of intel, head forward and through the automatic door. Then, bear leftward, and leftward once more. As you go forward, a monster will bust through the windows on the right, and you'll have to deal with him quickly. Remember -- shotguns work wonders on these foes compared to your automatic weaponry... just let them get near. There are about a half-dozen more of these enemies in the room ahead. When you see one of these foes, cap them quickly before you lose sight of them. Your ears are about as good as your eyes with these foes too, so figure out where they are any way you can. Then, head down the staircase on your right into an enemy-less room, where you can gather some ammunition and Body Armor before continuing (since you likely ripped through the Body Armor found at the top of the stairs the minute those pesky foes showed up).



You'll have to deal with more of these pesky monsters in this room, but thankfully you have something awesome to help you out this time around, those things being explosive barrels placed all over, including on the back of the forklifts in the area. Shoot these barrels to detonate them at just the right time, and watch your enemies die a flaming, painful death, just like that. When you reach an area where you can go forward anymore, veer rightward into an area full of pipes, where more crawling monsters need to be dealt with. Then, when you reach a ladder leading upward, take it to proceed.



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Mission 05: Replica (Continued)

Intel 31 - Combat Testing (Outer Shell) - Once you've climbed the ladder, you're in the same area as the mission's third piece of intel, so you'll want to make sure to grab it before proceeding. To find this piece of intel, head to the right of the ladder (if you're facing it) and seek out a door on the right leading into an adjacent office. A trio of monsters will need to be eliminated posthaste in here, but once they're dead, you can grab the piece of intel sitting on the counter on the right side of the room. Be sure to grab the Body Armor and ammunition within, too.



Head through to the back end of the office where Intel #31 was, and go through the door. Heading left will quickly lead to debris blocking your path, so instead, head rightward, and then go leftward and into another dimly-lit office. There's nothing to grab in this office whatsoever, however, so press through to the back door and go back onto the corridor. You'll find yourself on the other side of the debris that was earlier blocking your path. Once here, you can summon an elevator nearby. When it arrives, get on and head on up to the area above.



When the elevator halts and lets you off, head forward along the shaking, slightly-winding pathway. You can find a caged-in area that's easily-accessible on your left should you need ammunition, curative items, and Body Armor. Otherwise, continue forward until the path suddenly becomes well-lit. There's a staircase leading up here, but ignore it. Instead, swing leftward down a ramp into an adjoining room, where you'll find items of all kinds strewn around the room, seemingly-wantonly. Grab what you need, but don't over-indulge. After a one-sided conversation with your adversary concludes, you're going to have your hands *quite* full. Then, those items will come in handy, and you'll understand why they were placed there in the first place.



The multiple waves of Replica Soldiers you'll be forced to deal with here will certainly constitute the most difficult conflict you've yet encountered in the game. This one is legitimately difficult, and it will take some mettle and know-how to survive. Replica Soldiers will appear in pods that spring up all over the large room. Armed almost entirely with powerful Assault Rifles and Automatic Shotguns, these enemies are aggressive, fast-moving, and not at all prone to being damaged. Try to seek refuge in a corner of the room as well-guarded on as many sides as possible. Then, let the foes come to you. If you get pinned down, quickly move and repeat the same process. When the coast is temporarily clear, or you're only dealing with one or two Replica Soldiers instead of four or five, sneak out and grab whatever you need that's lying around, whether it's healing items, ammunition or Body Armor. Keep a keen eye on your health, keep your rifle fully loaded, and you'll survive this arduous conflict with flying colors.



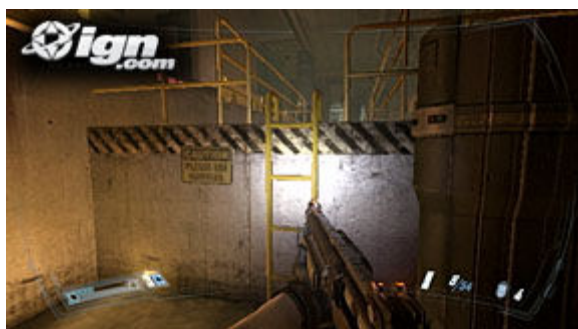
The first thing you want to do when the Replica Soldiers "freeze" and stop spawning is to go around and make sure everyone's dead. Then, take a minute or two to carefully scour the large room for ammunition, healing items, Body Armor -- in other words, anything that might be left behind. While you're likely running low on Frag Grenades and Submachine Gun ammunition at this point, you almost definitely aren't running low on Assault Rifle ammunition, Shock Grenades, and things of this nature. When you're done scavenging, look for a hole in the ground leading to the area below, disguised in one of the areas where the Replica Soldiers were spawning from. This will lead to a whole new area below for you to explore.



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Mission 05: Replica (Continued)

When you drop down to ground level here, don't bother heading to your left, as it will lead to a dead end. Instead, head rightward. We recommend equipping your Combat/Automatic Shotgun here, because more Replica Soldiers will show up on-scene, though they're more susceptible to the close-combat massacre provided by a shotgun since there's less room to maneuver. Don't get too aggressive, but take things slowly, aiming for head and chest shots with your shotgun for one and two-hit kills. There should be Body Armor and myriad curative items lying around, should you need them. As the path twists leftward once more, you're nearing the end of this area, but be prepared for another pair of Replica Soldiers to appear. Once they're dead, and once you're satisfied you've grabbed all items in the area, both ones that were lying around and ones that appeared when the Replica Soldiers were killed, you can take the short ladder to your left up to a pathway above.



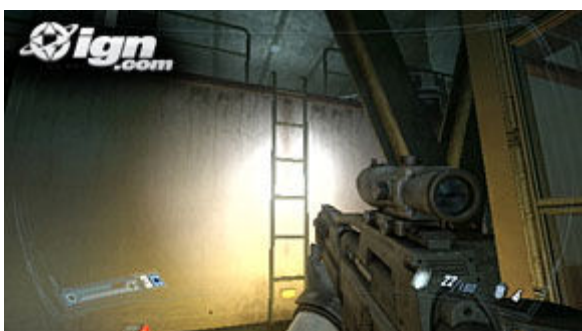
For a very brief time, you won't have any enemies to deal with. So, head forward down the well-lit pathway. When it swings leftward, however, you'll want to have your weapon at the ready, since a trio of Replica Soldiers will be waiting for you to arrive. Bust their heads and grab the goods they were carrying, and then explore the small recess to your left, where Body Armor and more ammunition can be quickly garnered. When you're ready, move to the back end of the room and through the door on your left. The catwalk you find yourself on overlooks a room where we just fought a bunch of soldiers. As long as you cleared the area of all enemies, you shouldn't have to deal with any foes for the time being. So run along the previous area. When the area turns rightward, however, you'll again want to be ready for a fight.



This battle is small in scale, but can still be difficult because you'll be pinned down in such a confined area. Use of Frag Grenades here is a plus, because the enemies will bottleneck pretty obviously as they funnel into the area, one after another. By cooking your grenade *just right*, you can make mincemeat out of multiple enemies with relative ease. Just be sure to press backward towards the way you came if you find yourself overly-inundated with enemy threats, since Replica Soldiers and their powerful weapons aren't the pushovers you were used to fighting during the game's opening missions. Once all enemies are felled, grab their ammunition -- as always -- and then move forward and to the right. A door is blocked off here, but follow the on-screen prompt to remove the debris, and then push forward through the small office and through the double doors on the other side. Just be certain you grab the Medkit en route, since you'll likely need it!



Intel 32 - Threat Report (Armacham) - The fourth of five intel pieces on this, the fifth mission, is found nearby. You'll hear rampant screaming and gunfire in the distance, but believe it or not, this threat isn't wholly trained on you. Move towards the office on your left, where all of the noise is coming from. Wait for the violence to ensue within so that the enemy threat is nullified for the time being. Then, rapidly enter the office and run straight forward to a ladder leading up, to a small supply alcove. Quickly move to the table here, where a Medkit and Body Armor can be found, as well as the piece of intel you seek, sitting atop a table.



Although you can press through the laboratory and subsequent area by climbing back down the ladder and going through manually, an adjacent heightened position is actually preferable, because it will give you the inherently-advantageous high ground moving forward. Head down the catwalk adjacent to where the Body Armor, Medkit and Intel #32 were. You should have to deal with a straggling soldier ahead on the catwalk, as well as one or two in the laboratory below. Once back down on the ground level, be sure to backtrack into the lab and grab all of the ammunition and various grenades you missed. Then, when all of the enemies in the area are defeated, head to a staircase leading upward. As you move towards the tunnel the staircase leads to, you'll see a quick-moving monster heading down towards some pipes. Thankfully, another group of your enemies took care of it for you.



The tunnel you encounter with large pipes heading rightward will seem scarier than it actually is. Though a soldier's dead body will automatically fall towards your location below as you head forward, and though you'll need to deal with a lone crawling monster, there's little else to deal with here. Take the staircase that you encounter upwards to emerge from the pipe corridor, and then deal with the two or three soldiers in the large, dark warehouse room you encounter. You'll want to kill these guys as soon as you can, because if they manage to retreat towards the next large, much better-lit room, they'll simply reinforce the already heavy enemy contingent stationed there.



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Mission 05: Replica (Continued)

No holds barred in this room. The Replica Soldiers, well-armed as always, will give you a hard time pressing through. The large crate-strewn open trailer populating a majority of the room makes for awesome cover for both you and the enemy party. Try to use it to your advantage, grabbing curative items and Body Armor, as well as any dropped ammunition from already-slain enemies, as you head forward. When you reach an area on your left with a small ladder leading up, you've stumbled across a veritable goldmine. How? Well, the enemies will come from above and take the ladder down. They'll bottleneck and bunch up like there's no tomorrow here. Chuck a few Frag Grenades up towards them to eliminate three, four and even five enemies at a time, with a single grenade. As long as you don't move the debris blocking the chain link gate there until *after* the enemies are slain, they'll literally have nowhere to go, as long as you stay near the ladder, as it's their only way out. Then, brutalize your foes mercilessly. Oh, and that chain link fence we told you to ignore -- you should eventually breach it in order to grab the Body Armor, Frag Grenades, and ammunition within its confines. But only *after* the enemies in the room are all slain.



You know that area where all of the enemies were piling into the room via? Well, now it's your turn to take the nearby staircase upwards and enter that pipe-filled tunnel. You'll hear more violence in the distance, and you'll even be able to witness it via the gratings on your right, but ultimately you'll want to follow this tunnel to its conclusion, where you'll be able to enter an even larger enemy-filled room than you encountered previously. Immediately begin taking it to the foes you encounter, keeping the high ground for as long as possible, but also seeking out adequate cover, since there are many a Replica Soldier here hunting for blood.



For the time being, your goal is pretty straight-forward; you have to survive the onslaught of Replica Soldiers while attempting to access the lift computer at the northern end of the room. There are plenty of curative items, pieces of Body Armor, grenades of various types, and ammunition lying around, although there appears to be almost *too* much of it. Why you ask? Well, it no doubt has to do with what you'll be fighting *after* the Replica Soldier threat is nullified. Pick up what gear you can for now while cleaning up the Replica Soldier mess. Then, get ready for an even bigger fray when all is said and done.



A huge piece of armor, almost AT-ST like (for all you old-school Star Wars nerds out there) will appear on-scene, and it's up to you to do away with it. This piece of armor will only appear after the lift computer has been booted and subsequently failed, at which case three valves, like one pictures below, will need to be sought out and turned on. The piece of armor itself is a robust piece of equipment with a shield, plenty of attacks, and an incredible ability to withstand damage. The Proximity Mines you encountered here for the first time are the key to victory when coupled with Frag Grenade attacks. Plant these suckers in the path of the armor and draw it into them to damage it greatly. The more damage it takes, the slower it will become (it will eventually start to spark and smoke, letting you know it is indeed being damaged). It's at this point that *heavy* Assault Rifle fire will save the day. Keep moving, stay healed, and stay on this foe in this way, and he won't last more than a minute or two. Then, you can finish freeing the valves and boot the lift computer once more. But not before grabbing the fifth and final piece of intel on this nearly-completed mission.



Intel 33 - Lift Problems (Outer Shell) - The final piece of intel is found in a small office adjacent to this large room where the piece of armor and the dozens of Replica Soldiers were fought. In fact, it's mixed up with Body Armor, grenades, and ammunition, so it's exceedingly hard to miss. If you're facing the lift elevator, the intel you seek is in the office on your left. Breach the office and be sure to grab this final piece of intel and all of the goods surrounding it. If you miss the intel, this is a crappy place to have to backtrack back to, so quite simply, don't miss it!



With the armor dead and the three valves activated, the lift computer will now work. Take it up for another seamless end to this mission and beginning of the next one.

Mission 06: Ruin

"You have escaped the underground facility and established contact with Lt. Stokes and Sgt. Griffin. Your orders are to rendezvous with your team at a rally point near the stadium. Sgt. Keegan and Sgt. Morales are on their way in the APC."

This mission will begin on the lift leading upward from the end of the fifth mission. You won't have any enemies to deal with initially whatsoever, so take advantage of this and explore the large warehouse you find yourself in. You'll find some rats running around (feel free to shoot them if you're feeling extra brutal), and little else. Seek out a ladder leading up to some rafters above, and then climb a staircase to get even higher. Run straight ahead and through the red door in front of you to find a Frag Grenade and some ammunition for your Assault Rifle. Then, backtrack to the staircase to proceed.



The red door adjacent to the staircase is your next objective. Swing around the stairs and head towards and through the red door. This will lead to a fork, where you can either head forward to another red door, or swing rightward over a catwalk. The door ahead is blocked by debris on the other side of it, so you won't be able to open it. Thus, swing rightward over the catwalk, and follow it as it swings leftward and towards another door, one that you can actually breach.



Intel 34 - Replica Activity (Replica Forces) - Once over the catwalk, you'll be in the vicinity of the first of three pieces of intel found on this mission. To grab this piece of intel, simply cross the catwalk and head through the door it leads you to. On the other side, you'll find a small office. Look to your left, where you'll see the piece of intel you seek sitting atop a desk. Oh, and if it seems you're trapped in that office after the intel is acquired, simply propel yourself through the broken windows towards the corridor on the other side of the room.



Once you've gone through the broken windows and reached a new corridor, immediately head to your left. You'll ultimately reach a dead end, but there's some Frag Grenades and a Medkit at the dead end that you'll want to procure before continuing (the door blocked by debris here is the door we couldn't open earlier). Then, backtrack back down the hallway and take the staircase leading downward into a vacant locker room. There's nothing of interest in the locker room, so take the only door leading out. You'll find yourself outside for the first time in a good long time.



The scene outside is one of complete devastation. Frozen statue-like figures of what were once humans will explode like ash piles if you so much as run into them, nonetheless shoot them. From where you emerged outside, head leftward and around the bend (going rightward will quickly lead to a dead end). As you pass a destroyed bus on your right, a psychic episode will take place, one that, as your team notes, likely woke up all of the Replica Soldiers within a ten mile radius. With that comforting thought in your mind, continue to head forward through the debris until you come across an alleyway on your left. There's a red door leading back inside another building down this alleyway -- take it.



Head forward and then leftward, vaulting over a railing to proceed. Head down the hallway until you can go left, at which case you should do just that (proceeding forward will lead to a dead end, so don't bother). Approach the locked chain link fence ahead, and shoot the padlock on the door so that you can open it. Swing rightward and up a couple of stairs. Then, go towards the right. The bloodied corpse there will give you some precious ammunition, a Frag Grenade and some Body Armor. Following down the corridor towards the other side, you'll eventually need to climb over some debris. The red door you reach will lead back outside to the wasteland, but be prepared for another brief psychic episode when you get there.



«	Part One	Part Two	Part Three	»
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Mission 06: Ruin (Continued)

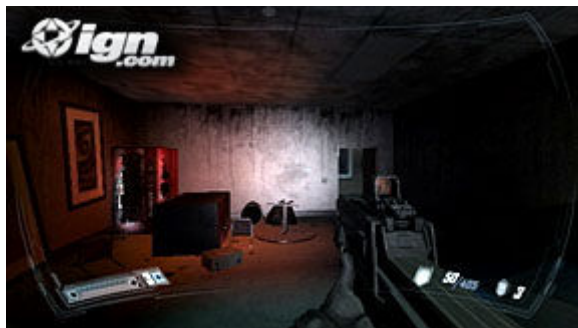
The enemies you meet out here are new to you, and while they don't do an incredible amount of damage, they are still surprisingly annoying. These strange-looking adversaries are oft-equipped with weaponry, but they can also "bug out", causing your screen to wash out, and causing your character to sustain minor damage. They also appear to be able to revive their downed friends. So, when you see one, immediately lay into them before proceeding. If you're inundated with these foes as you head leftward through the ridiculous amounts of debris you encounter, you might want to consider using some grenades to clean up your mess. Be sure to grab the Body Armor on the hood of a car as you head leftward, and of course, keep an eye on your health and ammunition count. For the latter, these devious enemies will drop ammunition when slain, just like regular and Replica soldiers, so be sure to scour their bodies for goods as well.



Intel 35 - Civilian Threat (Armacham) - The second of three pieces of intel on this mission is found nearby, so you'll want to make sure to grab it before you do anything else. After fighting the waves of new enemies you encountered as you headed through the debris outdoors, you'll find shattered storefronts that will grant you access back into the buildings on the other side of the street from where you began. To find the room where the intel is located, start from the back end of the bus outside. Move into the storefront directly in front of the back of the bus, and then shove rightward into an office, where the piece of intel can be found sitting on an otherwise clean desk.



From where the second piece of intel was found, head through the door on the other end of the small office and continue along the blown-out storefront until you see a door blocked by some debris on your left. After grabbing the Body Armor nearby (if you need it), move the piece of debris and head on through the door, where a Medkit and some lesser curative items can be found in the subsequent room (as well as even more Body Armor, for some reason). As you press into the next room, which appears to have been some sort of small cafeteria or lounge, you'll find yourself overtaken by weird apparition-like foes. These enemies won't do much damage, and it's not entirely clear what you're even supposed to do to permanently take them out. But, if they appear, quickly send a few bullets careening through them to make them disappear, which will keep the frightening psychic episodes you're encountering to a minimum.



As you press out of the dark lounge and into a brighter-lit corridor, swing rightward (as going left leads to a dead end). Follow the winding corridor to a series of staircases that will lead up to the floor above, as you see deadly armored enemies doing massive damage outside. At the top of the stairs, you'll find two doors. The door ahead of you is blocked by debris on the far side, so you won't be able to open it. Instead, go rightward through the door there, and head through the small office into a room ablaze with fire. A new objective will appear on-screen at this point, and you'll be forced into a ventilation shaft in order to proceed.



You'll be in the ventilation shaft for a little bit, but thankfully it's a linear affair, so getting lost or stuck is virtually impossible. On the other side of the shaft, you'll come across a small room with a blown out wall on the far side. There's nothing of interest in this room, so jump out of the hole in the wall to the streets below. Yes -- you're back outside once more. Head along the street until you see a gigantic crashed jumbo jet on your right. Head on past it, and you'll encounter normal human (or humanoid) soldiers here. Lots of them. You'll also have to deal with a couple of pesky Napalm Cannon-toting enemies -- you should certainly prioritize their deaths above all others'. Keep moving, stay behind cover when necessary, and let the enemy force have it. You shouldn't have to deal with more than a dozen foes here, give or take, but stay on your toes. You're probably a little rusty, since you haven't really dealt with a substantial enemy force on this mission up until now.



Mission 06: Ruin (Continued)

When the foes are all dead, don't be in a rush to continue. Before you do, you'll want to scour the area where the gunfight took place, so you can find any dropped ammunition, including ever-precious Napalm Cannon ammo. Directly to the right of the bus where you first entered the area, you can find more ammunition and grenades if you so desire. However, when you're ready to push on, you're going to want to seek out a destroyed fire hydrant that's shooting a stream of water into the air. Enter the building nearby, clear any remaining foes that may be within or around it, and push rightward to a staircase, which you should then climb up to the next room.



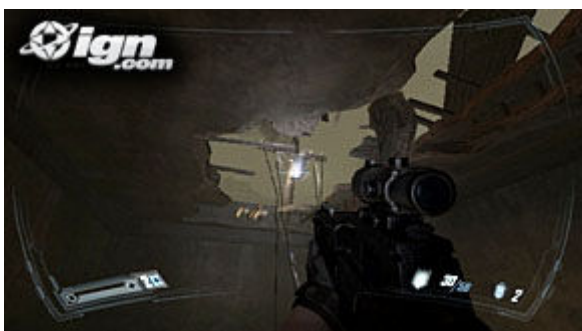
Intel 36 - Powered Armor (Replica Forces) - When you arrive on the second floor, you're going to have to clear about a half-dozen enemies who are gunning for you. Sadly, there's little room to maneuver up here, so you're going to have to be aggressive to take these guys out (and likely burn a Medkit in the process). However, when the enemy threat is quelled, avoid going over the plank to the building across the street, and instead explore the area where the enemy soldiers earlier had a foothold. There's a small room on the far side you can find, where the third and final piece of intel can be found. There's also a Reflex Injector there, so be sure to grab that, as well.



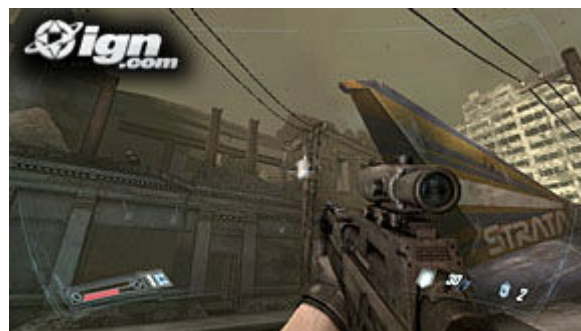
After grabbing the final piece of intel and the Reflex Injector, you're going to need to bail out of the building you're currently populating. This is much more difficult than it seems, however, because of the soldier across the street in the other building you're going to have to deal with. The downed plane we earlier passed in the street will act (conveniently) as our bridge to the second floor of the building across the street. After downing the original soldier, immediately seek cover. The green laser you see from the second soldier that appears is that of a missile launcher. You need to let the soldier shoot his missile and then quickly peek out and do him in before he has the chance to fire another. When you cross the airplane hereafter, be sure you swap out one of your weapons for that Missile Launcher. Then, go to the corridors beyond where the soldiers were located. After a brief radio conversation, you'll be able to continue. How? Well, head to the end of the corridor, and then vault over the broken wall to your right.



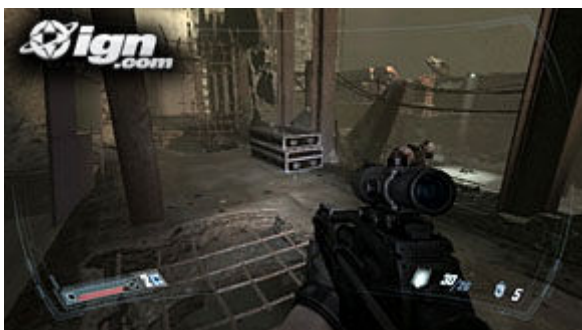
To leave the room you now find yourself in, you're going to have to figure out a way around the downed livewires blocking the door you need to utilize. To do so, look up and to the left, and shoot the transformer on the electrical pole you see there. This will eliminate power to the wires so you can cross into the next room, where another Missile Launcher and various types of grenades can be found. Then, head leftward. When you see a soldier through the hole in the wall toting a Missile Launcher, quickly do him in. Then, drop down to the area below via the hole shattered in the ground and get ready for battle.



The elite piece of armor you have to deal with here is theoretically more difficult than the regular power armor you fought earlier in the game. However, as long as you have two of the proper tools in your arsenal -- Shock Grenades and a Missile Launcher -- this will be nothing big for you to deal with. First things first, however. Enemy soldiers will be battling a lesser piece of armor along with you. When the piece of armor is felled, and remaining enemies will turn their sights on you. Focus on one in particular, the missile-launching foe on the second floor of the building across the street. Once he's nullified, you can focus on the actual task at hand, which is taking out that piece of armor. Doing so is elementary. Simply hit it with a well-cooked Shock Grenade. When it's in temporary stasis, hit it with a few missile rounds. Then, retreat and repeat the process once more. Six or seven missiles will do it in, allowing you to proceed with the task at hand.



Before pressing on, feel free to explore the buildings on the far side of this disheveled street. Start by shooting the transformer atop another utility pole, to destroy the electrical current running to all wires around you. Then, breach the building on the other side. You should be able to find more missiles and Shock Grenades, some curative items, Body Armor, and things of this nature. When you're ready to press on, head back outside and press forward from where the downed airplane is. You should have to deal with only one or two more soldiers heading this way. Be absolutely sure that you don't step into the water where the turbine if you didn't already down the transformer, as we earlier recommended. When you reach an alleyway on your right, head on down and through the door on your left, but not before grabbing even more gear at the end of the alleyway. The mission will come to a conclusion soon hereafter.



«	Part One	Part Two	Part Three	»
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Mission 07: Top

"Lt. Stokes has been pinned down by Replica snipers and needs assistance. Sgt. Griffin reported seeing a woman in need of help and is trying to locate her. And Snake Fist radioed that Genevieve Aristide just showed up at his present location with Armacham black ops soldiers in pursuit. He needs immediate assistance."

As usual, the seventh mission will begin seamlessly from where the sixth mission left off. Head down the corridor you're on, and it will open up into a series of half-finished rooms with completely exposed walls. Nothing but some beams and a bunch of air is separating you from the small enemy contingent on the far end of the group of rooms. From where you get into the rooms, you should be able to get an effective jump on an enemy roving around ahead. Once he's down, two more of his friends will come to his aid. Try to stay behind cover as you deal with both of these enemies as well, and then scour their bodies for cover.



Intel 37 - EPA Manual #1 (Replica Forces) - The first of only two pieces of intel on this mission can be found in the area where you begin the mission. To find it, first do what the above paragraph describes -- defeat the trio of enemies in the initial area you come to. Then, head rightward, forward, and leftward through the unfinished rooms you're currently populating. There's a cubicle when you head leftward. Examine the cubicle carefully, and you'll find this piece of intel sitting atop a pristine-looking filing cabinet. Grab it before proceeding.



Continue out the door to your left from where Intel #37 was found, and head outside into a disheveled alleyway. You'll see one of your teammates on your left on the other side of the chain link fence, completely pinned down as a result of enemy snipers in the area. Naturally, it's going to be up to you to take care of this problem on your own. If your friend moves, she's mincemeat, so help her out! Take the door on your left up into the adjacent building, running up the stairs and quickly swapping one of your current weapons (preferably the Submachine Gun) for the Sniper Rifle. Then, train it on the enemy on the rooftop directly next to you and take him out. Populate the spot he was at once he's slain, so we can get on top of the various snipers in the area, and help your friend out.



The best way to figure out where enemy snipers are located is to keep an eye out for their red laser sights as you keep moving to avoid being pinned down and killed. The sniper rifle, as you noticed, is an extremely powerful weapon. Thus, you'll want to avoid getting shot when doing plenty of shooting yourself. The action will begin on your left, and generally work itself clockwise to the area directly in front of you. You'll be charged with killing about a half-dozen enemies -- mostly snipers -- in order for your friend on the ground to proceed with immunity. Be quick here so that your friend doesn't get a bullet, and try to aim for the head of your enemies for rapid, clean kills. When enemies *not* equipped with sniper rifles show up on scene, they're going to try and flank you. Therefore, you'll want to head rightward into the bombed out building's interior to intercept them.



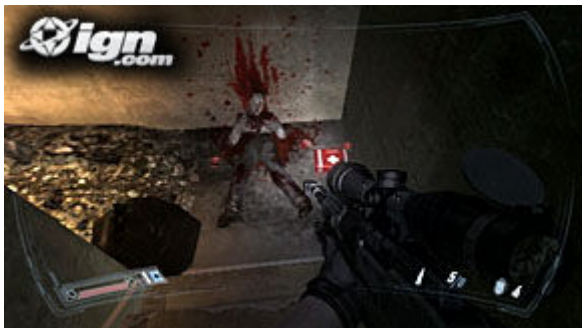
After dealing with the powerful enemies you just intercepted, things will seem serene, but naturally, it won't last very long. An armored transport will appear on-scene, and its machinegun nest will be firing incessantly at your friend on the ground. The minute to take aim at it, it will turn its attention wholly on you. Shoot at it with the sniper rifle to get its attention off of your friend, and then equip the Missile Launcher (you can find another Missile Launcher in your vicinity, along with Body Armor, some curative items, and other stuff). Aim at the machinegun turret and do it in with a few shots from the Missile Launcher, and consider priming your attack by stunning the transport with a Shock Grenade or two. Once defeated, the infantry within the transport will run for their lives, which is your cue to proceed onward.



«	Part One	Part Two	Part Three	»
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Mission 07: Top (Continued)

When the enemies in the transport scatter, it's on you to deal with any residuals in the area, primarily coming from your right. Though you'll be able to shoot at these enemies, you won't actually be able to approach them. Nonetheless, there's only two enemies or so to deal with to your right, plus another sniper clear across the compound. Once all enemies are eliminated, take the staircase behind you to the floor below. Keep going down another staircase to find a bloody body and a Medkit, and then climb back up to the floor *below* where the fray just happened. Then, quickly book it to your left, where you can get more ammunition for your Sniper Rifle, as well as some Body Armor. You'll need both momentarily.



Quickly run to your right, and follow the pathway as it winds towards a staircase. Before going down, be sure to head on up to the segregated area on the floor above, where the enemies you killed earlier were located. You'll be able to raid their dead bodies for myriad ammunition. Then, take the stairs down, all the way down to the ground floor. Run forward from the staircase and bear rightward to leave the battered structure completely. Then, get ready to deal with about a half-dozen enemies of varying types, with varying weapons equipped (either Assault Rifles or Combat Shotguns, it seems). You can deal with these enemies pretty easily (and if you're patient, you can even run back up the stairs and try to snipe them from relative safety, though they may chase you). When all of the enemies are slain, and you're satisfied you've explored this area thoroughly for any dropped weapons, items and the like, head towards the door on the left where the enemies were streaming in from.



Once through the door, run down the stairs and over a piece of debris, which will keep you from returning (this is why we wanted to impress upon you exploring the previous area in its entirety before continuing). If you're curious about where the stairs leading upward went to, worry not -- they led nowhere. Once over the debris, bear rightward into a winding, yet completely linear corridor. You won't run into any enemies on this corridor, nor will you run into any in the large room you come across thereafter. Press through this room and over some more debris to finally get to a more wide open area, where the fray will commence.



There's a piece of power armor below, and you no doubt have your eyes peeled on it. Ultimately, you're going to want to approach the armor and get in it -- yes, you can use it yourself. But first, consider trying to thin the enemy ranks a bit on foot, so that you can safely mount the walker and get in without being shot at from seventeen different angles. Once you're in the armor, however, you're going to be a walking powerhouse, and while the armor can easily be damaged, you're going to be hard-pressed to feel the effects of such a bombardment.



Using the armor is simple. To use your machinegun, simply use the corresponding button that you would use on foot to use your gun. Your grenade button will act as your missile launcher on the armor, though we recommend scant use of the missiles, simply because they take time to recharge and must be locked-on to an enemy in order to be at all successful. Then, run around and slaughter the dozens of enemies that appear from all locations. This is a rout -- you shouldn't receive any trouble here whatsoever. But be sure you're working efficiently, too; you don't want to stand in one place too long or let any enemy go too long without being slain. When you're confident the area is fully quiet, you should then get out of the armor and run around, exploring the entire area you just destroyed for ammunition, curative items, and Body Armor. You should find plenty of all three.



Mission 07: Top (Continued)

When you're ready to proceed, get back in your armor and continue through the hole in the building on the far side of the area that's conveniently *just* big enough for you to fit through. Follow the linear, ruins-strewn pathway you encounter, and when you emerge on the other side, get ready for another firefight extremely similar to the one you just went through. Again, focus on enemies with your machinegun in lieu of your missile launcher, and keep moving to dodge concentrated enemy fire. A hazard you'll have to deal with here that you've yet to deal with in the armor are missile-launching enemies. When you see their signature green laser sight, be sure to seek them out and destroy them before they can get too many hits off on you. They are, by and large, the only destructive force in the enemy group (when you're in armor).



When you finally arrive in a garage and the game prompts you to get out of the armor, don't do so just yet. Instead, make sure all enemies are slain in the room, and *then* get out of your vehicle. If there are any stragglers running around, be sure to eliminate them, and then run around the room to grab ammunition, curative items, and things of this nature. Be sure to climb the staircase near where you entered the room to grab even more in the way of items. Oh, and for that staircase on the other side of the garage? Well...



Intel 38 - EPA Manual #2 (Replica Forces) - Why don't you go ahead and climb that staircase now, the one on the far side of the room. This will lead to a lengthy office with some items for you to grab in it. However, if you run down to the far end of the office and explore the desk there, not only will you find a Reflex Injector, but you'll also be able to acquire the second and final piece of intel on this mission. Be absolutely positive you grab this before proceeding. Then, hit the button next to the garage (as pictured above) to open that door there, thereby being able to proceed.



When you're ready to proceed, and the garage is open, get back into your armor and head out. There's little to really say about the fray you're going to wind up in, because you've done this so many times. You're going to need to head down another street and deal with a slew of enemies before a climb up a parking garage, where things get really tough. In addition to the regular enemies you meet, however, you'll also have to deal with a couple of enemy pieces of armor. For these guys, pepper them with missiles and supplement your fire with as many machinegun blasts as you can muster. Above all else, don't get out of your vessel until all enemies around you are destroyed and you can't proceed up and through the decaying parking garage anymore. The game will prompt you to get out of the armor at the right time.



From here, it's all about following the linear route laid before you, chock full of psychic episodes. This little foray will progress the story significantly as you and some of your squadmates have their first real run-in with Alma. When things calm down significantly, and you lose a teammate to the other side, you'll be able to bail out to an armored transport with your remaining teammates intact. It's time for the next mission.



«	Part One	Part Two	Part Three	Part Four	»
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Mission 08: Elementary

Alma killed Sgt. Griffin. You were powerless to stop her. Now you and your surviving team members are headed for Wade Elementary School to try to prevent Colonel Yanek's men from reaching Snake Fist and Genevieve Aristide.

After getting into the armored transport vehicle at the end of the seventh mission, the eighth mission will begin. You and your team (or, those who have survived, anyway) are headed towards Wade Elementary School, where they can continue their quest with depleted forces. When the squad finally arrives at the school, things will be extraordinarily quiet, and your commanding officer stresses the importance of this being a quiet recon mission. Yeah... we'll see how long that lasts.



It *appears* it's easy to get into the school, but in fact, it's not easy at all. As soon as you investigate the school's front doors, you'll realize that they've been blocked off with massive amounts of debris from within the building. Further exploration of the surrounding environs won't give up a route into the school either. To find the route into the building, you need to look right under your nose. While facing the school's front door, head to the right and look at the grating on the ground along the school, blocking the basement windows below. There's a padlock on the left side of the grating that can be shot out. You'll then be able to lift up the grating and proceed into the building via the basement windows below.



Intel 39 - Conference Request (Wade Elementary) - There are four pieces of intel to find in the elementary school, and the first piece can be found in the first classroom you end up in as soon as you breach the building via the open grate. Once you've arrived in the classroom and have your footing, head towards the right side of the room. Sitting in front of the teacher's desk on the ground is the piece of intel you seek.



To leave the classroom where the first piece of intel was located, simply move the debris in front of the door by following the on-screen prompt. Then, swing rightward into the dimly-lit hallway. You'll encounter a classroom on your right, which you can optionally explore, though don't expect to find anything within. At the end of the previous corridor (or, if you explored the classroom, then through the far door) is a watery passage that's been flooded by some broken pipes. If you head leftward down this corridor, you'll find a staircase that leads up to the school's second floor. Head on up there now.



Intel 40 - School Attendance (Wade Elementary) - As soon as you're on the second floor, you can quickly grab the second piece of intel on this mission before continuing. You can't head left from the staircase, since you will quickly find yourself back on the first floor if you do. Instead, head rightward, and enter the first classroom you see on your left. Explore the little nook adjacent to the door, where there's a blackboard, a projector screen, a shelf and some easels. You can find this piece of intel on the left side of said nook.



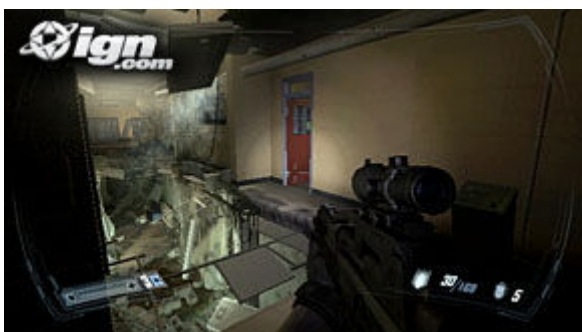
«	Part One	Part Two	Part Three	Part Four	»
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Mission 08: Elementary (Continued)

Intel 41 - Status Report (Armacham) - A third piece of intel is located near where the second piece of intel was, but we're going to need to backtrack slightly to get it. Head back into the hallway where you breached the classroom to find the piece of intel above. Continue down this corridor, away from the staircase leading back to the first floor. You will approach a dark area of the hallway where there's a staircase leading up to the third floor. Of course, you won't be able to take the stairs up, since there's a gate blocking your way, but you can still grab the piece of intel sitting at the foot of the steps. Be sure to grab the ammunition in the area as well, since you won't return here once the piece of intel is acquired.



With the third piece of intel acquired, it's time to backtrack to the classroom where the second piece of intel of the mission was found (Intel #40). Once you've returned to that classroom, head through the door on the left side, which will lead to a seemingly-precarious situation. The floor here has given way due to the flood, so you'll need to carefully cross some debris to reach the door on the other side, which will lead to yet another classroom. Cross over to the far door in this classroom, and stick to the near wall once back in the corridor, since you'll fall back to the first floor if you're not careful. This pathway will head rightward and drop off completely. Drop down to the first floor in order to continue. And no, that piece of concrete slab won't bring you back up to the second floor, so make sure you've done everything you need to do on the second floor before dropping down.



As soon as you drop back down to the first floor, head leftward and into the classroom on your right, which is the only way to proceed. As soon as you begin pressing through this classroom, however, you'll quickly have a severe psychic episode and find yourself in a sort of vision. A familiar vision. As you did during your last experience with this vision, walk towards the tree with the swing hanging off of it. When you arrive there, the vision will suddenly end and you'll find yourself in a completely different classroom, segregated from your partner. Leave this new classroom via the only door you see in order to proceed.



Once out in the crumbling hallway, head rightward and follow the brief hallway to another classroom. This classroom, which was clearly used for music, has nothing of interest within it, so go down the hallway on your left and enter the storage area that connects directly to some sort of performance room. As soon as you arrive here, get ready for a fight with some creepy monsters we haven't fought since we were in the streets in a previous mission. These foes jump from one dead corpse to another, so you'll need to eliminate about a half-dozen iterations of this foe in order to fell it permanently. Before proceeding out of the room, be sure to grab the Medkit on the left side of the room and the Body Armor on the right side of the room. That's about all there is of interest here (oh, and plenty of ammunition lying around as well).



To proceed, head to the far right side of the room, where some debris is blocking a doorway. Move the debris out of the way and enter this small room, heading left, moving more debris, and ducking underneath *even more* debris in order to reach the adjoining hallway. This hallway will ultimately connect with another "typical" school hallway, where some severe psychic episodes will take place. Debris will fly everywhere, apparitions will appear and then disappear, et cetera. Just stay put until it's all done, and then press down the hallway.



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Mission 08: Elementary (Continued)

The psychic episodes of varying degrees will continue as you press down the hallway. The classroom on your left has nothing in it of interest, but be sure to explore the disheveled classroom on your right, located just past the destroyed trophy cabinet. If you explore thoroughly, you'll find a Reflex Injector in here -- just slide the debris that's resting over it out of the way to uncover it. Then, rejoin the previous corridor, and head rightward as the hallway splits. Things will go mostly dark here, and you'll need to deal with some scary apparitions as you continue forward. Use your Napalm Cannon if you need to see where you're going! When you see a computer lab on your left, head into it. You can find some curative items and Incendiary Grenades on a table here, but you'll also be able to vault out of the window to reach the other side of the debris that was blocking the hallway *before* entering the lab. To your left is a set of red doors. Head on through.



As for your psychic episodes, they will continue here, but they won't be as severe heading forward. To your right is the front door of the school that was blocked by debris. Further up the path, you'll begin having more psychic episodes, including one that will put you face-to-face with Alma herself (just follow the on-screen prompt to shake her when she grabs you). The lone classroom on your right has some items in it, so you can explore it for those, but generally speaking, you should be able to follow the corridor until you can't go forward anymore. At this point, you can head rightward towards the door leading outside into the school's courtyard. Grab whatever goods you find en route. You'll need 'em.



When you emerge outside, it won't take long for a contingent of enemy soldiers to appear on-scene. Finally, you'll get to do some old-fashioned fighting on this mission. These soldiers all stream from the door leading back into the school diagonally across the courtyard from where you entered. Since they bottleneck at that location, chucking grenades their way will do in many of them quickly, leaving only the stragglers for you to deal with using some good old-fashioned machinegun fire. When they're all felled, be sure to grab all of the gear they dropped, primarily ammunition, and scour the rest of the courtyard for more (especially many Shock Grenades) before heading inside.



As soon as you go inside, things will appear to be quiet, but they won't remain that way for long. As you head forward and to the left, you'll see a lone enemy soldier roving the area. Do him in from afar before he sees you, and then approach his body to grab whatever it was he was carrying. Crates nearby hold Body Armor and a Missile Launcher for you, which you'll need shortly. To your left is a burning pile of debris. To continue, we'll need to shut the gas off so the fire puts itself out. Once you get this objective, backtrack and head outside towards the courtyard. When you do, you'll find a piece of enemy armor to do battle with.



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Mission 08: Elementary (Continued)

You've done battle with these walkers several times now, so we won't hold your hand yet again. The Shock Grenades and the Missile Launcher in the area should give you a pretty adequate hint at what you're supposed to do for a quick victory. Cook a Shock Grenade and send it careening towards the armor. When it's stunned from the Shock Grenade, quickly break out your fully-loaded Missile Launcher and pound a few rounds into the armor before it comes to. With quick action, the armor will barely be able to react, and you'll be able to eliminate it with little trouble. The explosion that occurred in the courtyard when you came back conveniently felled an overhang that will now act as a ramp leading up through a classroom's window on the second floor. Reenter the building up here and proceed rightward out into the hallway.



Intel 42 - Event Flyer (Wade Elementary) - Before continuing, you'll want to grab the fourth and final piece of intel on this mission, which is located in the classroom to your right. After defeating the enemy armor and climbing the makeshift ramp to breach the school's second story, you'll leave a classroom to your right and enter into a corridor. Directly to your right is another classroom. Head on inside and search the floor in the middle of the room to find this final piece of intel for the mission.



Once you have the fourth and final piece of intel for the mission, leave the classroom and head forward down the hallway towards the fire. There's nothing you can do about it quite yet, so swing leftward down the pathway and then leftward again towards a window leading out onto the roof. Before going out onto the roof, veer down a nearby staircase. It'll lead to a dead end, but you'll find a Medkit, which you'll probably need at this point. Then, head out onto the roof. A half-dozen enemy soldiers will pour out of a classroom window on the far side of the roof, so let the bullets fly as you move forward. Once those foes are dealt with, you can then enter the classroom they were once occupying.



Don't bother leaving the classroom out of the door, since the corridor beyond is blocked. Instead, you're going to want to bear back out onto the adjacent roof via the other window in the classroom -- just be sure to grab the Body Armor off of the desk en route. As soon as you're back on the roof, more enemy soldiers will drop down from above and begin firing on you. Take these foes out in any way you deem best as you push forward, back towards the classroom's interior. Once you're back inside, follow the linear pathway you find yourself on directly to the valve that controls the severed gas main. Follow the on-screen prompt to quell the flames below, and then drop down and work your way outside, where you'll find the downed helicopter earlier alluded to.



If you want to try to get some curative items on the near side of the helicopter, do so, but expect to be damaged from the still-rotating propeller. Otherwise, head to the far end of the helicopter, and reenter the building near where the nose of the chopper collided with the structure. You should be able to climb back up to the second floor by climbing over the debris. Ultimately, you'll be able to reconnect with your team, where the mission will come to a rather frightening conclusion.



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Mission 09: Nurse's Office

Armacham black ops teams are fighting Replica forces that appear to be converging on the school from an unknown location. Alma attacked you again but you were able to drive her away. You managed to link up with Lt. Stokes and Sgt. Keegan near the Admin building but suffered another staggering headache and blacked out.

From the outset of this mission, head down the crumbling corridor towards the door where your remaining teammates are waiting. When you bust through the door and head outside, you'll be attacked by about eight enemy soldiers. These enemies are a bit weaker than the ones you've been dealing with recently -- they're only armed with Submachine Guns for the most part -- but they nonetheless are a force to be reckoned with, simply because they come at you so hard and so fast. Try to use the door jamb as cover while you deal with a few of the soldiers. When things thin out, you should then peek your head out and begin running around the courtyard to deal with any residuals. Naturally, you'll want to grab the ammunition they've all been carrying, since you're likely running low on Assault Rifle ammunition right now. We switched out the Napalm Cannon to begin carrying the Submachine Gun once more.



When you've cleaned the courtyard of all of its goods (you can find Assault Rifle ammo through the door on the right side of the courtyard, but you won't be able to progress further), head through the open door on the far side of the courtyard. After grabbing the Submachine Gun ammunition sitting on the bench there, swing leftward and head forward up the hallway. When you do, a half-dozen enemy soldiers will attack in two waves. Take out the first wave of enemies easily enough, and then press forward further down the corridor to cause another wave of three or four soldiers to attack. When all enemies are felled, grab the dropped ammunition from their bodies. Believe it or not, the classrooms on both the left and right side of the corridor hold nothing of interest, including pieces of intel (which is surprising, considering there's ten pieces of it on this mission).



At the end of the corridor, you'll be forced to go leftward, since going rightward leads to a dead end. The path will swing rightward, and you'll see some automatic scenes of enemies outside being killed. However, when you head outside yourself (after grabbing the nearby Body Armor), you'll find that you have to deal with about a half-dozen enemy soldiers, as well as two well-armed foes carrying new weapons called Hammerheads. If you still have that Missile Launcher, break it out and use it on the Hammerhead-toting foes. Otherwise, you'll be forced to use Shock Grenades to flank them and damage them from behind, or you'll have to pour about 200 rounds into them to take them out. One missile will do the trick. Don't waste missiles on the regular infantry, however -- you should be able to take them out normally. When you're running around this playground after all of the foes are dead, be absolutely sure to grab as much ammunition and as many grenades as you can, and absolutely, positively swap out one of your weapons for a Hammerhead.



The door on the far side of the playground from where you entered isn't where you have to go to proceed with the mission. You should still go there to explore, however, as you can find another piece of Body Armor, ammunition for the Hammerhead, and more Proximity Mines. After grabbing those, head back outside and to the left side of the playground, around the fence segregating the playground itself from an area devoid of any toys. There will be a grating covering the basement windows here. Seek out a padlock on the left side of the grating and shoot it out. Then, raise the grating and jump down to the area below, breaching the classroom. After receiving instructions to make haste towards the nurse's office in the school, leave the classroom and head out into the hallway.



The hallway will lead in a sort of linear way towards the school's library, where about a dozen more enemy soldiers are waiting to take you on. This particular firefight is deceptively difficult, simply because there's not a lot of effective cover for you to use here. Enemies act aggressively, many coming from the vents on the right side of the room. This makes almost any position you choose in or outside of the library flank-prone. Your best bet is to chuck a few grenades into the library, and then attempt to lure your opponents out into the open, where the damage can best be dealt. Once the enemy lines have been thinned considerably, you can then head into the library to clean up any remaining mess. Just be sure to scour dead bodies for much-needed ammunition and a restocking of grenades.



When you're ready, head out of the far end of the library and down the corridor you reach. A door on your left will be actively sealed by your enemies from the other side, so you won't be able to follow them directly. In fact, when you head down the rest of the linear corridor, you'll find another door on your left that's also sealed, stymieing your advance. Your only recourse is to seek out the bathrooms on the far end of the corridor. While you can find some goods in the woman's room on the right, if you choose to search the various stalls there, you'll have to eventually head to the men's room on your left, where you can continue on through a hole blasted in the wall on the left side.



Intel 43 - Updated Schedule (Wade Elementary) - Finally, a piece of intel, the first of ten on this mission, can be found as soon as you head through the busted wall in the men's room. As soon as you enter the computer lab on the far side of this wall, head forward and look to your right. Sitting atop a low-lying bookshelf on the other side of a half-wall is the first piece of intel you seek.



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Mission 09: Nurse's Office (Continued)

Intel 44 - Student Essay (Wade Elementary) - The second piece of intel on this mission can be found nearby. After securing the last piece of intel, head out into the hallway, and with your back facing the way you came, run rightward down the corridor. It will swing leftward and towards a lone open door, which leads into another classroom. Breach the classroom and persevere through the various psychic episodes and scares you come across. Sitting on a shelf on the far side of the room from where you entered is this piece of intel.



When you've acquired the second piece of intel on the mission (Intel #44), backtrack to the location of the first piece of intel (Intel #43), and simply cross the hallway there to find a staircase leading upward. This staircase will lead to a grizzly scene on the second floor, with blood and bodies *everywhere*. The first classroom on the right on the second floor contains nothing of interest. Moving forward, you'll encounter a makeshift barricade covered with slain bodies. Grab the Body Armor and other gear on and around the barricade, and search the women's room to the left. You'll find this mission's Reflex Injector here. After grabbing that, continue up the corridor and swing left (the bathroom on your left, the men's room, has nothing of interest within).



The classroom on your right contains a Proximity Mine and another suit of Body Armor, but if you need neither (and you shouldn't need the latter), you can skip exploring that area all together in lieu of entering the supply closet at the end of the hallway. Then, swing left through another door, and you'll find yourself back outside. Naturally, you'll have to endure more combat here. Grab the Assault Rifle ammunition sitting there to your left, and then get ready to take aim at soldiers as they repel from the helicopter hovering above. More soldiers will reinforce them from behind. They'll chuck grenades at you and do everything they can to try and flush you out. Counter this by chucking some grenades of your own, and keep mobile to avoid the effects of the enemy explosives. Ultimately, when things have quieted down, you have to work your way to the right and around towards a staircase that leads up to the raised area where a majority of the enemies were fighting you from. Seek out a ventilation shaft along the left side of the area. Climb atop it and use it to reach a window leading back inside the building.



Once you drop back down into the building, immediately grab the Medkit on the shelf on your right, and then head forward and to the left to reach an auditorium/lunch room. The play set on stage will be your primary cover here, and even though it appears to be made of flimsy wood board, it will still be able to survive all of the enemy fire careening your way. Chuck grenades at the enemy positions, which are scantily-defended compared to your position, but be weary of being flanked via the staircase leading up to the stage on your left. There should be at least two pieces of Body Armor to use in the cafeteria, as well as plenty of ammunition and grenades from downed enemies. Nonetheless, as you begin to press forward through the cafeteria, expect a couple more waves of enemies to come forward, including an extra-pesky opponent located in the kitchen adjacent to the cafeteria, who will shoot at you through the service window.



Once you leave the cafeteria, the path will appear to split in two directions, but the paths reconnect almost immediately, in the school's large kitchen. About a half-dozen more enemies will be in here to greet you, but thankfully, there's plenty of cover for you to utilize, which will ensure your survival. Out of the branching pathway's two choices, we recommend heading left and around that way, since more cover will be provided for you if you take this route. When all of the enemies here are killed, be sure to scour the large kitchen for all dropped ammunition, grenades, and curative items. Then, leave the kitchen through the door at the back of the large room.



Intel 45 - Supplements (Wade Elementary) - The third piece intel of ten total on this mission can be found as soon as you leave the classroom's rather large kitchen. The dark supply closet on the far side of the kitchen is the key. Search the shelf on the far wall as soon as you enter this room, and you'll find the piece of intel. Be sure to grab it before leaving, since backtracking to this location can be a real pain!



After grabbing Intel #45, head leftward to enter the walk-in freezer. With the exception of a dead soldier on the floor, there's nothing of any interest in this room, except for the fact that on the far side of the freezer, you'll find an open hatch leading to the school's basement. Drop down and expect to take some damage when you do, since this is a rather long fall. Once you collect yourself, head forward and rightward down the dimly-lit corridor to find another door on your right, which you should go through. Head leftward through this room to reach another corridor. This one will cause some scary episodes to occur, but no enemies to fight yet. Simply press down this bloodied corridor until you're forced to swing rightward.



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Mission 09: Nurse's Office (Continued)

From here, things get a little convoluted, because the location you're currently traversing through is so dark and so full of mysterious, elusive baddies. You can find some scattered ammunition and some Body Armor if you explore thoroughly enough, but you'll probably find yourself so severely confused and annoyed with how dark and dreary this area is, that you'll be seeking out nothing but *some light*. When you do stumble across some light, it will be in the form of a broken fuel pipe that -- you guessed it - is wildly on fire. It's going to be up to you to cut the gas to the pipe so that we can continue down that way.



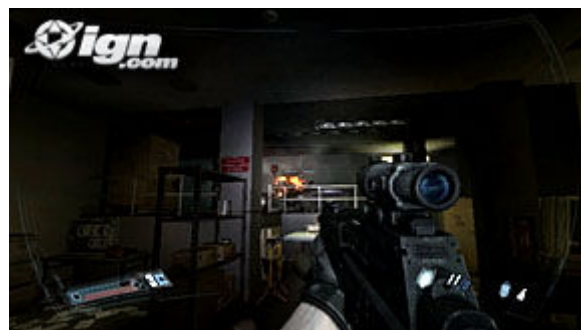
From the first flaming pipe you encounter, you'll want to head leftward. Believe it or not, you won't have to go very far to find the valve to shut the gas off, which is located in an alcove to your left. Of course, you're going to have to deal with more ghastly apparitions, and what's more, you will encounter *another* flaming pipe; this one will be seen head-on, so don't be fooled. Just avoid it completely. To the left of this second pipe is the valve. Twist it, and then attempt to backtrack to your previous location, where the first flaming pipe was located. The gate you took here will suddenly swing closed, but when it does, you'll be able to find a gate to the right. Shoot the padlock on this gate, and then head on through and back to the first pipe.



When you've arrived back to where the first flaming pipe was, you'll see that the flame has been extinguished. It's left a flaming desk in its wake, however, and if you attempt to jump on top and over it, you're going to scorch your character. Instead of doing that, crouch down and flip the desk over, as if it were a piece of cover. This will send it careening down into the area below, and you should jump down into the chasm after it. Then, head leftward all the way through a pipe-and-steam-filled room, until you reach a door leading to another area that's -- yes indeed -- much brighter.



Here, you'll have an option to go left or right. First, go left. This leads to a dead end, but you'll find some Body Armor down here that you'll likely need. Then, head down in the other direction, and swing around left, and left again down another corridor. As you head forward here, you'll find a closet you can go through on your right. Grab the Medkit in here, and then head down the only yet-unexplored corridor, where enemy soldiers can be found. Shoot the group of soldiers trying to halt your advance here, and comb their bodies for dropped ammunition. Then, head rightward into an adjoining room, where enemies will pour in from the left. Deal with these foes heads-on, and then circle around to reach where they were shooting from, where you can garner a ton of ammunition, including for that powerful Hammerhead of yours.



Intel 46 - Updated Orders (Armacham) - If you continue towards the left after grabbing all of that dropped ammunition, you'll be able to find the fourth piece of intel on the mission. Move down the corridor until you're forced to turn to your left to proceed. Instead of heading leftward, however, explore the right corner of the corridor. Sitting rather blatantly on a shelf here is the piece of intel you seek.



From where Intel #46 was found, continue leftward down the corridor, grabbing the grenades and ammunition en route. When the path ends, you can either jump leftward to a previous area, or hail an elevator to your right. Do the latter, getting onto the elevator when it arrives. Then, take it up to the floor above. Here, you'll find a trio of enemies roving around, but as long as you're quiet, they won't see you until you're able to lay into the first of them. In fact, you should be able to draw out and kill all three of these enemies before leaving the relative safety of the elevator. After doing that, comb their bodies for ammunition, and explore the left side of this waiting room for more grenades, ammunition, and Body Armor.



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Mission 09: Nurse's Office (Continued)

Intel 47 - Info: Ladybugs (Paragon Program) - Ready for your fifth piece of intel on this mission? Good, 'cause we're gonna make it happen. When the trio of enemies in the room are slain once you've gotten off of the elevator, things should be quiet for the time being. Head to the left side of the large room and enter a back office via some undoubtedly-broken windows there. Sitting on a desk in this small office is this piece of intel.



When you've acquired the fifth of ten pieces of intel here, you're ultimately going to want to head rightward, through a set of double doors. The rest of the waiting room here has nothing to see, so don't bother exploring it. When you press into this next area, you'll hear some enemies scurrying around, but you won't actually get to fight any of them. As you head forward towards where you saw and heard enemies, you'll see an open door on your left, and a locked door that requires a key card on your right. Naturally, you're going to need to head leftward in order to go right (follow all that?), but *first*, let's backtrack a bit and get another piece of intel.



Intel 48 - Info: Bluebirds (Paragon Program) - As you headed towards the split with the locked door on your right, you likely noticed a pair of doors on your right. Both of these doors lead to small offices. The first door you saw on your right as you approached the split ahead is the key, because when you head into this office, you'll be able to find this piece of intel sitting on the desk there. Before returning to where the locked door is, however, be sure to explore the office next to your current location. You'll find a Medkit when you do.



Okay, so now we've come back to the locked door that requires a keycard. You don't yet have that keycard, so head leftward through the door across the hall. This will lead to another wide open area on your right, where you'll encounter about a half-dozen enemies. Cover is scant here, and the enemies act aggressively, so it's naturally in your best interest to deal with them quickly. When they're all felled, do what you should normally do -- grab ammunition from their dead bodies. Then, explore the table on the right side of the room for more grenades and ammunition before proceeding.



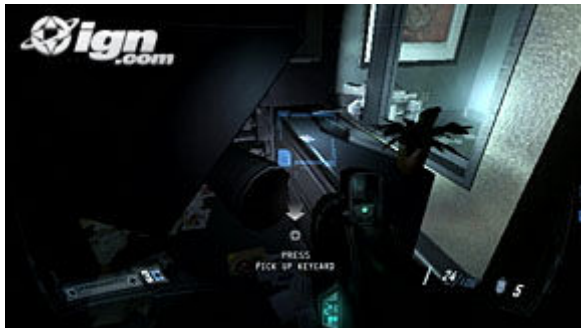
Head down this hallway, ignoring the office on the right, since there's nothing in there to see. When you reach the end of this short pathway, look to your right. You'll see an elevator there which you can hail. Take this elevator up to the floor above, and begin exploring the carnage you encounter. You won't find any enemies to fight here, but you can find plenty of ammunition, grenades and curative items. Restock before proceeding!



The well-lit corridor is also devoid of any enemies, but there's good news, because there's plenty of areas for you to explore branching off of the hallway. You won't find any intel just yet, but what else *can't* you find around here!? You'll find a load of Medkits (though you can only carry three, so you're going to be passing by a great many of them... you'll understand why shortly). You'll also find a lot of instantaneous healing items, ammunition, and grenades galore. Don't be shy here -- explore all rooms leading off of the corridor, and grab everything you can. Don't go down the corridor and to the right, though. Just stay with us.



As the path swings leftward, you'll want to swing leftward along with it. Ignore the first door you see on your right, since it leads back into a room you've likely already explored. Instead, simply head down the path in front of you until you see an office on your right. It's locked, however, but thankfully, the Key Card we've been seeking out is located on a desk outside of the window. Once you acquire the keycard, it's time to backtrack to the elevator. But not before a weird encounter opens up the office in front of you, where *two* separate pieces of intel can be found.



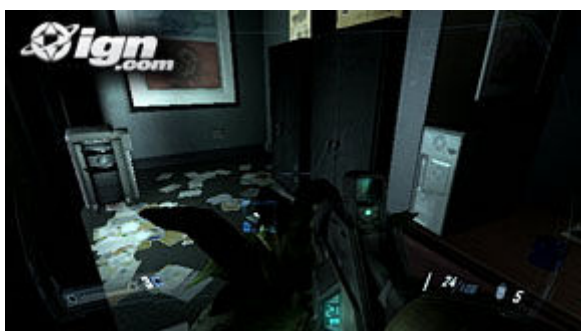
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Mission 09: Nurse's Office (Continued)

Intel 49 - Dress Code (Wade Elementary) - After picking up the key card, you'll have a rather interesting encounter with a ghastly being on the other side of the thick glass. Somehow, he's managed to populate the office that's locked, which is good for you, since when he bugs out, the glass in the office breaks. With a window now broken, your conduit into this otherwise-locked office is secure. Grab this piece of intel on the desk within.



Intel 50 - Strange Nightmares (Wade Elementary) - This piece of intel is located directly next to the former piece of intel (Intel #49). Simply look near the filing cabinets to the left of the desk in this small office. Don't neglect to grab both of these!



Now, it's time to backtrack to the floor below, since we now have the key card to open the locked door we passed by earlier. However, getting back to this office isn't simply as easy as *just* backtracking. Instead, it's going to be up to you to fight another of those pesky enemies that revive dead soldiers in its vicinity. Don't get too close to these enemies, and instead fire on them from afar, aiming for headshots. These guys can take an incredible amount of damage, making the Hammerhead a good choice to damage it (switch to a Submachine Gun or Assault Rifle to damage his revived puppets, however, so you don't waste valuable ammunition). Try to stay on the foe as he moves through the various rooms, but again, don't get too close, or you'll sustain damage and receive a temporarily washed-out screen, which will make it extremely hard for you to see going forward. When this foe and all of his minions are *finally* felled, the elevator will arrive. Pry it open by following the on-screen prompt, shake another encounter with the ever-dangerous Alma, and then go all the way back to the locked door. Swipe your card to continue.



Head through the door and go down the stairs to your left. Continue through the door ahead, and get ready for another fight with about a half-dozen foes. These enemies are well-positioned on a heightened area ahead, so you're going to be at a disadvantage for a majority of the firefight. Nonetheless, flank the enemy position by running up the stairs on your right and turning left as soon as you can, which will even the playing field. Then, clean up all of that ammunition lying around. You should be able to find Body Armor and some curative goods as well. When you're ready, head out via the door on the left side of the room, but not before grabbing the piece of intel nearby.



Intel 51 - Info: Treefrogs (Paragon Program) - This piece of intel is located amongst the dead bodies of the soldiers you just capped. More specifically, once you climb the stairs on the right side of the room and gain access to the raised portion of the room, you should be able to see the piece of intel rather clearly on a shelf there, sitting amongst scattered dead bodies, other items, and of course, myriad dead bodies.



This next room has quite the enemy contingent in it, and making matters worse, they're quite aggressive. There's little reliable cover to use in here as well, since getting your position flanked from just about any direction is possible. Thus, you'll want to match aggression with equal aggression here. A Combat Shotgun works wonders here -- simply run around and point-blank your foes, grabbing the ammunition they drop. You should also be able to find some Body Armor if you look hard enough, as well, in addition to the mission's final piece of intel before you press through the locked door (use your key card to proceed).



Intel 52 - PARAGON Manual (Paragon Program) - The tenth and final piece of intel on the mission can be found in the small office in the upper-left corner of this room. Simply breach this small office through one of the two doors leading into it, and look in the left corner of the room to find the intel sitting on top of a filing cabinet next to a printer.



After grabbing that final piece of intel, you can enter the locked door. Examine the computer within, and the room will begin mysteriously moving downward. And just like that, this mission come to its conclusion.

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Mission 10: Snake Fist

Sgt. Keegan was too impaired to continue, so Lt. Stokes escorted him back to the APC and sent you on ahead to locate Snake Fist. You fought through Replica and Armacham forces to reach the Nurse's Office, which turned out to be a disguised elevator. You're about to find out where it leads.

As usual, this mission will begin seamlessly with where the last mission left off. Once the elevator (that was the nurse's office) has landed successfully in an underground chamber full of computers, monitors, and other devices, you'll be free to explore. After a lengthy radio conversation, you'll learn that you need to examine a computer in order to open the way out of this room. The computer you need to examine is at the back end of the room, but before you grab it, there are two things you'll want to take care of. The first is, you'll want to explore this dark room to find a few Proximity Mines and a Medkit, if you need either or both. Also, there's a piece of intel around here that you'll want to grab. Be sure to do so *before* examining the computer.



Intel 53 - Elevator Checklist (Paragon Program) - The first of seven pieces of intel on this mission can be found in the very room you begin in. This large, dark chamber full of electronics has little to see (not that you can see much anyway), but if you approach the myriad computer terminals near the front end of the room (where the large projection screens are located), you can find this piece of intel sitting near a computer terminal on the right side of the room. Grab it *before* examining the computer in the area to proceed.



Once you examine the computer to open the two doors leading in and out of this room, the obvious will occur -- enemies will stream through the doors towards your position. Expect to deal with about a dozen of them here. To the left of the computer you examined is some Body Armor, which you'll probably want to grab before the fray begins. There's also some ammunition nearby. These enemies are armed with Assault Rifles and Combat Shotguns, and can pack quite the wallop. As a result, we recommend you stay near the computer, which will let you control the situation from above, in an area that can't be easily flanked. Then, concentrate on one enemy at a time, meticulously thinning the enemy ranks one foe at a time. When all enemies are taken care of, scour their bodies to find a load of curative items and ammunition.



When you're ready, take either door out of the starting room. Head quickly down the corridors to deal with a pair of enemies, and be sure to stay away from the yellow explosives in the area, since those will incinerate you if an enemy strikes them around you. You should be able to make quick work of your foes, which will allow you to head down the corridor they were guarding. Swing left down this corridor to find a locked door, with an open door immediately to your left. If you press through this adjacent room, you'll be able to jump through a broken window on your right in order to continue.



As you head forward, you'll see another room you can breach immediately on your right. Once again, you'll need to deal with a handful of well-armed, aggressive enemies in order to continue. There's plenty of cover to use, but try to move into the room as soon as you can, since the enemy party will lob grenades at you if you choose to stay in the corridor (keep in mind that once you enter the room, however, the door behind you will seal). With the enemies laid to waste, grab dropped ammunition and then crouch under the half-closed door on the far side of the lab to proceed.



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Mission 10: Snake Fist (Continued)

Intel 54 - Supplemental Notes (Paragon Program) - As soon as you've crouched underneath the door to leave the small laboratory, you're in the vicinity of the second of seven pieces of intel found on this mission. Immediately across from the door are a series of broken windows. Walk through where the window panes once were and search for an open hatch on the ground with a ladder leading downward. Take this ladder down to the area below. There's nothing to see here except a few curative items and the piece of intel you seek. Be sure to grab it before heading back up the ladder.



Find the main conduit leading through the locked down area. You'll notice that all of the doors -- save one -- are currently locked. You're looking for another open hatch on the floor with a ladder leading downward. This one is located at the end of the main corridor, off a branch leading rightward. Once you climb down this ladder, simply follow the linear, well-lit pathway to another ladder leading back up. This will bring you to an isolated room with a curative item and some Hammerhead ammunition, as well as a computer terminal. Examine the computer to unlock all of the doors in the area, and then backtrack to the previous ladder to reach the main corridor once more.



Intel 55 - Cancellation (Project Origin) - To find the third piece of intel on this mission, you're going to want to breach the room on the right of the area. You could have done this immediately, since one of the doors leading into the room is half-open from the get-go, but with the power turned on, you'll now easily be able to access this room. Head into the room from one of three doors leading into it, and search a small table with a computer suspended above it. The piece of intel is sitting on said table.



Before leaving the room with the third piece of intel, you'll want to be sure to seek out a ladder leading downward to an area below (while still remaining in the same room). Now that the power is on and the machines here are running, you'll be able to grab this mission's Reflex Injector from the assembly line before proceeding. With the Reflex Injector acquired, you can then head back to the main corridor in this area. While most of the doors are now open, they all lead back to places we've already explored -- save one. The door on the far end of the corridor away from where you originally breached the area is your destination.



Intel 56 - PARAGON Findings (Paragon Program) - Once through that door, you'll be able to quickly grab the fourth of seven pieces of intel on this mission before continuing onward. You'll find a bloody scene here, and you'll see some sort of chair that people would be strapped into. Usually, this would be behind glass and a locked door, but the glass is broken and the door is open, which will allow you to explore the small chamber the chair rests in. Search the ground in this small area to find the piece of intel.



With the fourth piece of intel acquired, swing around to the back end of the room and head through the only door leading out of this blood-soaked location. Head down the corridor ahead of you, grabbing the Body Armor on your left before swinging rightward. Eventually, you'll reach a room where Colonel Vanek and his men are on the other side of the glass. He'll order his men on you, and before long, you'll find them in the room with you. First, deal with the enemies on the balcony straight-ahead. Once they've placed themselves on the balcony, a well-placed, well-cooked Frag Grenade will put them down quickly. You'll meet stiffer resistance to your left, however, where about a half-dozen well-armed enemies will be guarding a small laboratory. Use cover to the best of your ability, since Vanek's men are truly going for the kill here. Chuck grenades at entrenched foes and aim your weapon of choice at other enemies. When they've all been felled, run around to collect dropped ammunition (curative items are also in this location, and you'll likely need them by now). Then, enter the small laboratory and climb the stairs. Just don't miss that Body Armor behind the stairs before starting your climb!



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Mission 10: Snake Fist (Continued)

When you reach the top of the staircase, you'll find a series of catwalks where a few more enemy soldiers will attempt (unsuccessfully, of course) to stop you. Eliminate them from afar, since there's not a lot of cover for you to use here. As you then cross the catwalk towards where the enemies were originally located, you'll find a small control room on your left. Explore it for some curative items and ammunition. Then, climb the stairs at the end of the catwalk to the area below. This will lead to a balcony where an enemy was shooting at you earlier. To your left is a door. Take it to continue.



Intel 57 - Recommendations (Project Origin) - As soon as you enter this next room, a trio of enemy soldiers will attempt to halt your advance. Naturally, you're gonna want to turn the tables on them quickly. Eliminate the foes and scour their bodies for ammunition. Then, before pressing through to the next room, search the left side of this dark room. You'll find a mobile cart on the left side of this room with the piece of intel sitting atop it.



After grabbing Intel #57, it's time to leave this room via the exit on the right side (just be sure you don't leave any items behind that you may need, such as ammunition). As you come into the next room, Colonel Vanek will start taunting you from the far side of a sealed door. However, this sealed door won't stay shut for long. First, examine the computer on the left side of the room to begin the decontamination sequence where Vanek is. Then, use the controls on the right side of the door to open it up. Vanek and your character will then start fighting. Follow the on-screen prompts to get his gun underneath his head. Then, execute him with his own weapon. That was underwhelming, wasn't it?



Head beyond where you killed Vanek, swinging left down a new, yet-unexplored corridor. This linear corridor will lead to a gigantic, dark chamber -- just be sure you grab the Medkit on your right before crouching under the broken door. Here, you'll need to deal with a slew of those pesky crawling monsters, so naturally, using a Shotgun (if you have one) is your best option here. As you move through the area in an attempt to reach a staircase that leads up to the catwalk surrounding this room, more and more enemies will come out of their holding cells. Deal with what foes you can (lining your path with Proximity Mines is a great technique, for instance), and circle around the catwalks to reach the control room. It's here that you'll find the computer that, once examined, will lift the lockdown in the previous room. We'd be remiss if you we didn't tell you about the intel in this room, however.



Intel 58 - Test Results (Project Origin) - Once you've reached the control room on the second floor of this monster-infested area, you're going to have to hit a computer console in order to make the doors in the area open up, as discussed in the previous paragraph. However, if you search the floor in front of the computer console, then this piece of intel will be hard to miss. Grab it before heading back out.



Activating the computer here will open up the door on the far side of this dark cellblock, but if you left any remaining monsters out there before hitting the computer, you're likely going to have to deal with them before proceeding. When you arrive at the newly-half-open door, crouch to crawl underneath it. Then, head forward and through the door on your left. Head through another door in here, and you'll arrive at a well-stocked armory. Take whatever you want here, from Body Armor to grenades to all sorts of ammunition. Then, once you're satiated, continue down the adjoining hallway. Before you know it, you'll stumble upon the lab of none other than Snake Fist. He'll talk to you for a while and hand over a new powerful weapon, but regrettably, he won't live long enough to tell you about it.



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Mission 10: Snake Fist (Continued)

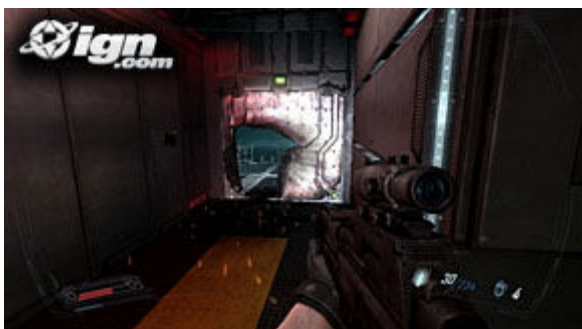
Intel 59 - LM. Transcript #4 (Genevieve Aristide) - When you regain control after you get the new weapon from Snake Fist and watch him subsequently die, you'll have the opportunity to grab the seventh and final piece of intel found on this mission. It's within Snake Fist's office -- simply search the opposite side of the room from where his desk is located. You'll find this piece of intel sitting on a cluttered table.



When you regain control after Snake Fist's untimely death, backtrack out of his office and to the adjoining corridor, where a series of enemies will give you your first chance to use that awesome new weapon of yours. It's slow-moving, but incredibly powerful. Once you've cleared this corridor of foes, feel free to visit the armory again if you want to refill your gear once more, and then go back into the cellblock. The lights are now on, and in addition to any leftover monsters you didn't kill earlier, you'll have to deal with about a dozen enemies, including a well-armed Hammerhead-toting foe on the catwalks above. You know how to deal with these guys by now; just be sure to grab ammunition and curative items they dropped when killed. Then, to proceed, head to the computer terminal on the left side of the room off of the catwalk surrounding the area.



You're now backtracking through some familiar territory. There's a hole in the wall of this small location that will lead to a new laboratory full of enemies. Press through this area and kill the half-dozen or so defenders, and you'll ultimately come back across the area we saw earlier in the game, where there's a chair that foes can be strapped into. This leads to the corridor we breached early in the mission, where all of the doors were locked, and where there were hatches with ladders leading downward and whatnot. *This* is where you'll meet stiff enemy resistance, including another armored foe with a Hammerhead. Deal with this enemy contingent as best as you can, and after grabbing all of that tasty dropped ammunition, seek out the locker room off of this area, where a Medkit and some Body Armor can be found.



As you head through the locker room, you'll encounter a room chock full of the same type of enemy that killed Snake Fist earlier. To effectively take out these enemies, wait for them to appear, and chuck a Shock Grenade at them. This will shock them (naturally) and, better yet, force them to stay visible for a few seconds while you pump them full of lead. If you don't do this, you're going to have to deal with these stealthy foes manually, which is difficult because of the fact that they constantly appear and then disappear. Nonetheless, when you can make your way towards the elevator in this room, hail the elevator and then get on as soon as it arrives. This will bring you down to the lobby. Keep in mind that if you're having difficulties fighting these foes, the piece of Body Armor in the room might help you survive long enough to get out of dodge.



You're almost free from this mission's objectives. In this room, you're going to need to bear rightward and break some windows. Kill the foes in the room you've arrived in, and then head out into a familiar hallway. Yes indeed, we're back in the school. The only thing standing in between you and your team (and your armored transport) are a few more enemies. Lay waste to them, and then run into the transport to finish this mission.



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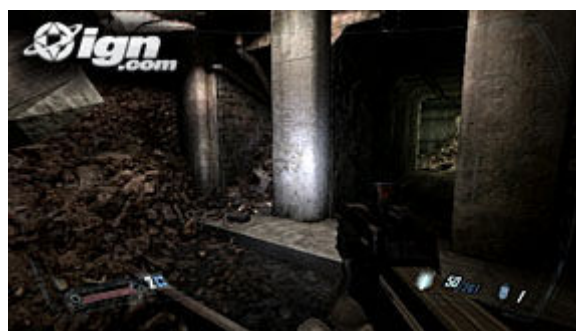
Mission 11: Keegan

Snow Fist is dead, killed by a Replica assassin. His real name was Terry Halford, a staff member working for Genevieve Aristide on Project Harbinger. Before he died, he urged you to go to Still Island and use the Telethetic Amplifier there to destroy Alma.

This mission will begin in a unique way, and unlike many other missions' beginnings in the game, it doesn't start seamlessly with the last mission. After a rather lengthy intro sequence of you and your team watching Snow Fist's videos posthumously, you'll gain control. You'll be controlling the large turret gun atop your armored transport vehicle, and you'll be forced to lay into foes first to your right (or, in front of the vehicle) and then to the left (or on the side of your vehicle). You'll end up killing several dozen enemies, so be prepared for an entrenched fight. The good news is that you start out with three Medkits, full health *and* intact Body Armor, so you should survive this encounter easily, especially considering the sheer power of the weapon you're using.



When you regain control after the initial sequence runs its course, you'll be able to scour the area for ammunition. You should find quite a bit of it, including ever-useful Hammerhead ammunition. However, to proceed, you'll need to crawl under the gate you see there. Psychic episodes will begin when you do (remember those?) and your party will seem to disappear completely. Follow the linear corridor until it dumps you out into an abandoned, crumbling subway tunnel. Then, press down the tunnel until you see a hallway leading off of it towards the right.



As you traverse this hallway, you'll see Keegan ahead, but when you dump into the adjoining subway tunnel, you'll find that things are dark, and it's incredibly difficult to see. Head leftward towards the surprisingly-well-lit train car. Though you won't be able to get inside, you can jump to the train platform to your left. After finding a Medkit nearby, breach an open gate to continue leftward. When you begin crossing this parallel track, you'll be assailed by a pair of stealthy monsters like the ones we fought in the earlier mission. Just like last time, attempt to slow them down and keep them from disappearing by hitting them with Shock Grenades, and then do them in with a weapon of your choice. If you're without Shock Grenades, however, you're going to have to do things the hard way, by engaging them directly when they briefly appear.



Intel 60 - Auburn Woes (Project Origin) - After taking care of the dueling stealth monsters, you'll have the opportunity to grab the first of five pieces of intel on this mission. Remember crossing leftward over a couple of train tracks and then meeting the stealth monsters? Well, in the room where the fight with these foes likely happened, the one with the stairs/escalators leading upward, there's a small, lit-up booth near the entranceway. Search this booth and you'll find this piece of intel sitting on a counter.



After grabbing the first piece of intel, run up the stagnant escalators nearby, where you'll be attacked by more stealthy monsters. Deal with these guys as you've done so many times before, though since you're running low on Shock Grenades by now (or are out completely), chances are you'll have more difficulty with them. While you're going to want to seek out a tipped-over soda machine that's blocking your path on the far side of the platform, you're first going to want to seek some stairs that lead back down. They'll lead to a dead end, of course, but populating that dead end is this mission's Reflex Injector. Grab it, and then backtrack back upstairs and seek out the aforementioned soda machine. Give it a good shove out of the way by following the on-screen prompt, and then collect the much-needed curative items on the other side.



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Mission 11: Keegan (Continued)

Intel 61 - Electrical Hazard (Metro Subway) - After collecting the curative items beyond where the tipped soda machine was once blocking, head further down the pathway, and swing rightward to be led to another dimly-lit train platform. If you head down the platform and keep a keen eye out, you'll see this piece of intel sitting right out in the open on the dingy subway floor.



Once you've grabbed Intel #61, backtrack down the platform and jump onto the rails themselves. You'll now be heading down an extremely dark corridor that's otherwise completely devoid of an enemy presence. Simply run down until you start to hear some noises (cop cars, mostly) and see some light. The better-lit debris will lead rightward, where you'll have to deal with a small contingent of enemies. As you press into this area to fight and kill these foes, keep an eye on your back, since at least one foe will attempt to pincer you with the enemies that keep flooding through the door on the other side of the debris. When all of these foes are wasted, scour their bodies, since ammunition is at a premium at this point in the game (though you already likely noticed that). Then, head to the pathway perpendicular to all of the debris, and seek out a door on the right in order to continue.



As soon as you head through this door, expect to be assaulted by at least one more enemy, though if his back's turned, you can probably get a jump on him before he even realizes it. Then, head down the corridor he was guarding. The path will appear to split, but it's irrelevant, because both paths lead to the same place. Nonetheless, to make your life easier, head right and seek out a sign on the wall that says PUMP ROOM. As you head down this passageway, you'll have to deal with a couple of more enemies. After slaying them and cleaning their bodies for ammo and curative items, continue down the dimly-lit hallway. Again, things will seem more convoluted than they actually are, with support pillars breaking up the path. But it all leads in one direction. Do keep your gun at the ready, however -- more foes are waiting for you. When you see another PUMP ROOM sign with an arrow pointing rightward, you know you're on the right path.



Head down the path, as the arrow suggests, and then turn right. You'll be dealing with any residual enemies in the area here, so depending on how many foes you early eliminated when you were fighting through the crowded corridors, you may or may not have your hands full here. Nonetheless, once all enemies are downed, run around and grab all those curative items, ammunition and grenades they dropped. Then, seek out a catwalk-like-bridge leading over to the right. This leads to a staircase and, ultimately, an open hatch with a ladder leading down. You should see Keegan once more here when you arrive. Go ahead and climb down.



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Mission 11: Keegan (Continued)

Things are dark down here, even with your flashlight on. Head forward and then bear rightward. When you ultimately arrive at a corridor with a set of yellow banisters, you know you're on the right path. Avoid the urge to go down the yellow-colored stairs on your right for now, and instead head forward and to the nook on your left. You'll find a fuse box here. Examine it to shut it off, and *then* head down those yellow stairs. Head down another set of stairs and you'll begin being attacked randomly by an apparition -- just shoot it briefly to get it to go away temporarily. At the bottom of the final staircase, head rightward to grab a Medkit, and then go leftward and around the basement towards more stairs heading downward.



Intel 62 - Line Extension (Metro Subway) - These stairs lead to more ghastly corridors, but other than those random threats, you'll have little else to deal with here. At the end of this linear passageway, you'll find yourself back out in the train tunnels. From the platform you're on, jump across to the derailed train car, and then through on the other side. Now, head leftward to another derailed train car, and head on inside. Sitting in this dark train car is this, the third of five pieces of intel on the mission.



Adjacent to the second derailed train car is a semi-lit platform with stairs leading up to it. Access this platform and gather the ammunition you find en route through a door ahead. Once through the door, ignore the path on your right for a second and continue forward to the platform on the other side. Here, some grenades and Body Armor can be found. Once you've grabbed those goods, backtrack to the previously-ignored pathway and head on down it. This will lead to a watery room that's flooded with about a foot of water. You'll need to deal with six or eight well-armed foes here, but thankfully, there's plenty of cover to use *and* plenty of explosive stuff around the watery room that can be used on your enemies (though the script can certainly be flipped on you if you run into the room before detonating all explosives). When all is quiet, run around and grab ammunition, curative items and grenades, and seek out a staircase leading out of the water on the left side of the room.



As long as you were thorough in the watery part of this room and lured enemies from above down to you (this is done simply by running around long enough down there), you won't have to deal with any enemies here whatsoever. However, keep your gun at the ready, just in case there are any stragglers floating around. Head forward and swing leftward, grabbing the ammunition sitting on the table there. This will ultimately bring you to a ladder leading back upward to the train station. When you've climbed the stairs, immediately move forward through the door on your right, which leads into a little booth. Grab the Body Armor in here, since you're going to need it shortly.



This area is basically two sides of a train platform, split in half by the rails that run in between them. You'll see rather obviously that the rails are electrically charged on the right side, which is stopping you from breaching the tunnels leading rightward. Before you worry about that, though, you're going to need to deal with the half-dozen foes swarming your location. There's decent amounts of cover to use here, but you'll be being shot at from all sides, so you're really going to want to keep moving here as you eliminate foe after foe, grabbing ammunition as you go. When you're ready to hop across to the platform on the other side, use the derailed train car on the left side of the platforms to do so, so you avoid the charged rails. Then, deal with any other enemies sitting on the far platform, and scamper to your right, where you'll find a fuse box. Once examined, the electricity will be shut off. But be ready for some company, which will appear almost immediately.



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Mission 11: Keegan (Continued)

Three armored, well-armed enemies will start to walk down the tunnel, and they won't immediately spot you, which will give you some time to take care of business. Chuck a grenade in the middle of them and then dash for cover as quickly as you can? Why? Well, one of these enemies is armed with a Laser Gun, which is arguably the most destructive weapon in the game. Try to prioritize killing him, but remember that you'll need to deal with his two friends as well, so in the heat of battle things might go differently. When you've finally felled all of these guys, jump into the tunnel and scour their bodies. Be sure to ditch one of your weapons for the Laser Gun (you can find more ammunition for other weapons on his friends if you want), and then head leftward down the tunnel in the direction those enemies came from. The path forward will eventually be blocked by debris, but you'll find a conduit on your left that will allow you to proceed.



Intel 63 - Supply Report (Armacham) - After heading through the door, go down the rubble-strewn pathway and duck through the small opening to proceed into an extremely dark room. When you arrive, look ahead and to your left. You'll find a table there with a rather innocuously-placed piece of intel there. This is the fourth of five pieces of intel on this mission. Be sure not to pass it by!



There's nothing else of interest in this room once you've acquired the intel, so work your way to a corridor leading rightward on the far side of the room, and then head through a door to proceed. This will lead to a precipice overlooking a completely destroyed subway tunnel below. Furthermore, a bus is hanging on by a thread on your right, and is about to fall down to the area below. Jump down into the rubble and then *immediately* book it forward before the bus falls on top of you, which will result in an instant kill. Once you've made it through that rather random obstacle, you can run leftward down the tunnel. You'll find a room on your left. Head on through the door on the far side of the room to proceed.



Once through this door, you'll immediately be greeted by some weird apparitions, and a derailed train on your right. Enter the train and walk up it as it slopes upward. Alma will appear briefly -- turn around to see her -- and then leave the train. You're now back in a pretty intact part of the train station. As you move ahead towards the food court (grab the Body Armor en route), you'll be greeted by about eight or ten enemies that will greet you in two waves. Use this opportunity to try out that new Laser Gun of yours, laying into these foes ferociously. While there's little cover to use here (the enemies are occupying most of it initially), the Laser Gun is a weapon of devastating power. When both waves of foes are felled, run around the food court to gather ammunition, and be sure to grab the Medkit behind the counter at the eatery before going through the door on the far left side of the room.



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Mission 11: Keegan (Continued)

Go through the door and walk down the corridor, bearing leftward through a gate to grab another piece of Body Armor en route. When the path swings leftward, swing leftward with it and walk out towards some rubble. Climb over the rubble to find another pristine section of the train station. Here, expect to meet about a dozen enemies, and yes, one of them is armed with a Laser Gun. Moving rightward towards the other side of the area, seek cover from the laser-toting enemy and be sure to prioritize his death above anyone else's. Chuck grenades towards the enemies and otherwise treat them ruthlessly, since you're going to be inundated with powerful, aggressive foes here. When all is quiet, run around to grab ammunition, of course. You should also find a Medkit and Proximity Mines in the small booth as you move forward. And of course, now that you know the true power of the Laser Gun, be sure to refill that gun's ammunition before proceeding.



To leave this area, head towards where the enemies streamed in from. You should see a tile mural on the far wall. First, head right towards the dead end to grab some Body Armor, grenades and ammunition, and then run through the door on your left. Follow this brief corridor through another door, and then head rightward, following the linear pathway to some railings that you can vault over, into the tracks. This will allow you to head leftward, but when you do, be absolutely sure you dodge the incoming train, which will take care of *some* of the enemies in the area, but certainly not all of them. Begin firing from the train tracks while you seek out more adequate cover to your left (if your back is facing the dead end near where you vaulted over the railing.)



Once you've gained better traction in the area and find some cover back on the platform (on the other side of the chain link fence and debris that was initially blocking your path), you'll be able to take out the remaining enemies here with relative ease. Keep a close eye on the catwalk above, surrounding the office up there, since some enemies will be able to snipe at you from a pretty advantageous position. Once you're ready, run up the stairs leading to this elevated office, where any stragglers can be killed. Then, help yourself to the Body Armor, ammunition, Proximity Mines and more that are waiting for you in here.



Intel 64 - Laser Manual (Laser) - Before heading out, be absolutely positive you don't miss this, the fifth and final piece of intel on the mission. Otherwise, backtracking here will require you replay the entire mission. While you have to bear out of the room via a rather obvious doorway, be sure to explore the dark alcove on your right (if your back is facing the far wall). It's *really* dark in here, even with your flashlight, but sitting on a shelf will be the piece of intel you seek.



With the fifth and final piece of intel in hand, you can now leave the office towards the railing in the area. From the catwalk surrounding the office, you can jump onto the top of the derailed train below, using that as a stepping stone towards the platform on the other side. Once you arrive at the platform on the far side, look rightward, as the final enemy group of the mission has come to greet you. Shoot your way towards their location, and once felled, bear leftward to a rubble-strewn pathway that leads back to the surface. When you begin to reach the surface, the mission will come to a sudden end.



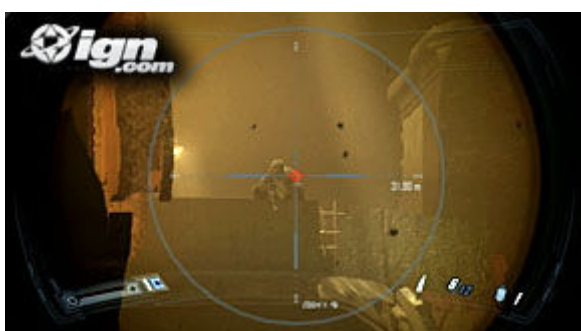
Mission 12: Epicenter

Lt. Stokes sent you after Sgt. Keegan, who wandered off during a firefight and disappeared. He seems to believe he is pursuing a woman. Lt. Stokes has advised you to locate an Armacham cargo tunnel that should lead you to Still island. She and Sgt. Morales will rendezvous with you there.

From the outset of this mission, you'll want to run up the two flights of stairs you encounter to surface back up in the middle of the destroyed city. As soon as you emerge and look to your right, expect to find a few enemies. This will begin what is, in essence, one huge, long melee heading down the disheveled city street. You'll find a Sniper Rifle and some grenades sitting on a crate nearby, but first, deal with the enemies directly around you. That Sniper Rifle will only come in handy once the first couple of waves of enemies occupying these streets are destroyed.



After all of the enemies in the initial waves are slain, swap out a weapon for the Sniper Rifle and push ahead. Combined with a new wave of enemies swarming your position are snipers off in the distance. Naturally, the red laser sights of the enemy snipers' guns will give their positions away, so when you see a laser, quickly duck behind cover before they get a shot off. Then, identify their locations and return the favor. Toggling between weapons here will be annoying, but you'll find that it's likely necessary, since you'll need to deal with foes in close proximity as well. When you reach a gigantic hole in the street filled with water, you'll know you're headed in the right direction. Before jumping in, grab the Body Armor nearby, and then use the car sticking out of the watery crater to reach the street on the other side.



There's a building ahead and on your right that you have to breach, but first you need to deal with the small group of enemies guarding the building. Switch to an automatic weapon and do in the soldiers swarming your location. You can also take cover behind a vehicle or building and use your Sniper Rifle to eliminate foes through the windows inside the building itself. Once this initial party is slain and you walk into the building, however, a Laser Gun-toting foe will make himself seen. Naturally, his weapon will tear you to pieces, but there's a great way to deal with him if you act quickly. The catalyst of him appearing through the far door is you entering the building. So *run* into the building and towards the back door and plaster the area he'll be forced to walk into with Proximity Mines. Then, book it for some cover. If done properly, the Laser Gun-using enemy will be slain before he knows what hit him, and what's more, you can collect his Laser Gun for your own. Be sure to grab the Body Armor, grenades and curative items on the crates to the right of the door before heading through, as well.



Head leftward down the corridor and bear rightward into what was once a movie theater or auditorium of some sort. As you press through this area (which is surprisingly devoid of foes), you'll experience a series of stunning psychic episodes. Things will turn orange, you'll see Alma and other apparitions a few times, and ultimately you'll be able to break out of both the auditorium and the psychic episodes, at which point you can head leftward along this new (yet equally-destroyed) street. When the street swings rightward, so should you. Grab the Body Armor on your right as go forward if you need it.



Mission 12: Epicenter

As you go down this street, you'll see a piece of armor that you can get into. Before you do, however, be absolutely certain you shoot the live electrical box atop the still-standing utility pole to the right of it. Otherwise, you'll receive a fatal shock when you attempt to enter the armor. Once in the armor, head forward down the street and get ready for a pretty difficult battle. This is the third time we've had to do a sequence like this, so you should know what to do by now. Nonetheless, this is easily the most difficult sequence in armor we've yet done, so be a little smarter this time. Don't be a sponge for damage -- try to avoid it at all costs. When you see a green laser from a missile launcher (and you will see many here), make killing the source of that laser a priority. And of course, when fellow armor shows up on-scene, do them in with a barrage of machinegun fire.



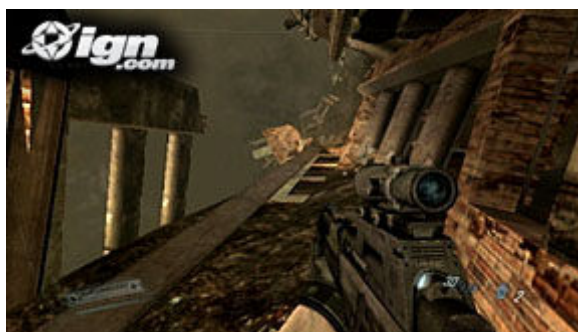
After swinging left a second time, your armor is probably on its last leg. When a robust piece of armor similar to yours shows up on-scene, try to damage it as much as humanly possible before bailing out of your destroyed mech. Then, focus your attention on any remaining infantry (if there is any), and of course, the ridiculous piece of armor hunting you down. You have options here. You can try to seek out a Missile Launcher in one of the blown-out buildings if you don't already have one, which will put the armor down quickly. If this isn't an option for you, however, you'll have to be more clever. Cook grenades and throw them at just the right time to maximize damage done to the armor, use Proximity Mines, your Laser Gun -- whatever. Once the large mech is downed, you should then be free to run around the area you just walked through to grab a load of ammunition, grenades, curative items, and some Body Armor. Be thorough here so you don't miss anything. The best goods are tucked in the blown-out buildings.



When you can't head down the street anymore, you'll be forced through a gaping hole in the building next to you. As you crawl through the hole through to the adjacent building from here, heading leftward, you'll eventually emerge outside of the building on yet another street. There are no more enemies to be found anywhere on this mission, so you can walk around pretty casually. However, as you head leftward down the street towards the epicenter of the explosion, you'll find that things are anything but casual. After all, you'll see plenty of ghosts around you, presumably some of the bomb's victims.



At the end of the street, you'll find what was once some sort of suspended highway or bridge that's crumbled as a result of the explosion. You'll need to take a rather obvious, fairly linear path downward through and around the rubble to reach your destination. All the while, you'll see Sgt. Keegan ahead, but always just out of reach. When you've traversed the entirety of the rubble, you'll encounter the conduit by which we'll reach Still Island, where we can finish the fight once and for all. But first, we actually have to get to Still Island, and that's where the next mission picks up.

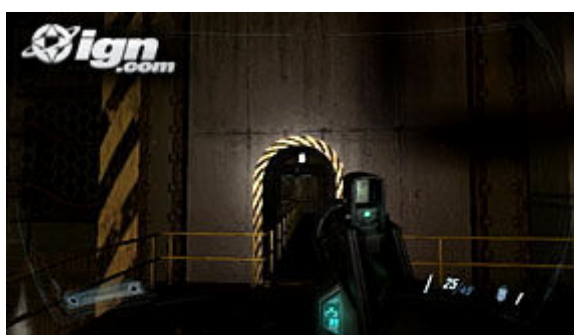


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Mission 13: Approach

You've entered the Armacham cargo tunnel through a breach at what appears to be the epicenter of the explosion that devastated the city. Your goal is to reach the Still Island facility before Alma overwhelms you. You don't seem to be any closer to intercepting Sgt. Keegan. If anything, he seems to be moving further away.

From the outset, head down the rubble-strewn pathway and into an industrial-looking room full of goods. You can replenish your Body Armor here, grab some Hammerhead ammunition, and more. Then, press out of this room, heading right down some stairs and swinging rightward down a path. The area will start to shake, but as you emerge in a more open area, you'll still not run into any enemies yet. You won't be able to head leftward, but you can head right across a catwalk. The catwalk will fall automatically when you walk across it, so just jump up to the area above on the other side, and head down the tunnel you encounter thereafter.



This darkened tunnel will ultimately lead to another half-destroyed industrial-looking room. With the computerized woman's voice detailing the emergency endlessly, you'll have to head leftward and downward over some rubble that makes a convenient ramp leading downward. You can access this ramp simply by jumping down onto it -- you don't have to take the ladder on the far end of the platform to get down there safely. Then, once you are free from the rubble ramp, head forward.



Intel 65 - Replica Brochure 1 (Replica Forces) - After disembarking from the rubble ramp and heading forward from it, you'll find that your only option to continue is by heading up a long staircase on your right. Do so, since you have no other option. But when you reach the top of the stairs, don't rush towards your next objective. Instead, search the ground in front of you at top of the stairs, where the first of seven pieces of intel can be found and acquired.



After grabbing the first piece of intel, swing around the corridor heading rightward. You'll emerge in a well-lit supply room full of the first enemy resistance you'll have run into on this mission. Quickly train your gun on the first of four or five enemies in this area and do them in (you should have Hammerhead ammunition from earlier, which will help you out greatly here). Keep in mind enemies here will be on the upper tier of the room as well, so keep an eye out for those foes. When all enemies are eliminated, comb their bodies for ammunition, and then climb the stairs leading upward. At this point, head rightward.



Intel 66 - STS Guidelines (Armacham) - After defeating the first enemy force found on this mission and climbing a short staircase, you'll have to head rightward to continue. However, don't rush around. Instead, keep a close eye out on the ground as you head forward. Just in front of a yellow painted line with lights illuminating from underneath it, you'll be able to claim this, the second of seven pieces of intel on the mission. Do be sure to grab it before proceeding.



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Mission 13: Approach (Continued)

Now, since you can't head forward into the chasm, you'll need to head left. The supply-heavy area you're in is actually one large tram that moves through a gigantic subterranean tunnel. To activate the tram, look to your left, and you'll see a computer terminal on the right side of the tram. Once activated, get ready for the most intense firefight you've thusfar seen, and perhaps *the* most difficult few minutes in all of F.E.A.R. 2. This part is *frustratingly* difficult if you're ill-prepared. At first, a tram will pull up next to you and enemies will begin firing on you from it. Return fire as best you can, but it won't stop them from putting some metal beams in between the two trams so they can board your craft. When they do this, you're going to be in trouble, because you're going to have to deal with at least fifteen well-armed foes. Thankfully, you've got an ace up your sleeve that may help you survive.



You may have noticed that the tram is made up of two like sections connected by a small corridor in the middle. This is a corridor you're not going to want to be stuck in when the enemies come, so make your move early. The enemy tram lines the entire length of your tram, and they're boarding it from both ends. Collect one of the pieces of Body Armor on the tram and tuck yourself in a corner, which will let you face foes head on, with enemy grenades acting as the only hazard here. When the second wave of foes start boarding the tram after a collision forces the enemy tram upwards, line their entry point with Proximity Mines, equip a Shotgun, and get ready for another fray. Trust us -- there's nothing easy about this section. It takes practice, patience, and a little bit of clever know-how.



Eventually, you'll kill enough enemies that it appears the boarding tram is going to collide with the back end of the tram you're currently occupying. Thus, you'll need to push forward and -- you guessed it -- deal with yet another large, powerful enemy party that will no doubt frustrate you beyond all belief. Nonetheless, fight these foes much like you fought them earlier -- you should find more Body Armor here and perhaps even a Medkit and more Proximity Mines to scatter around (this is in addition to all of the dropped ammunition, curative items and grenades from dead enemies). When the game tells you to press back to the other end of the tram to use the computer there, do so. Once the computer is activated, you'll fly off of the tram and regain control on solid ground... thank God.



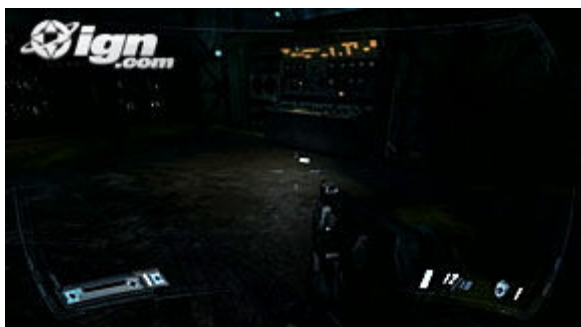
After you come-to, you'll find yourself in the debris field of the crashed tram. Thankfully, you won't have to deal with any more enemies for the time being. Head rightward around the debris and jump down to the area below. You'll see Sgt. Keegan on the yellow catwalk ahead, so run up the stairs onto the catwalk yourself and run towards him. He'll disappear, reappearing on a catwalk further up the room. However, when you arrive at that location, you'll find that he's disappeared once more without a trace. As you move through to the back end of the room, you'll see a ladder leading upward on your left. As you begin to climb this ladder, expect to have a few psychic episodes en route.



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Mission 13: Approach (Continued)

Intel 67 - Transfer Notice (Alma Wade) - After climbing the ladder out of the area where you thought you were seeing Sgt. Keegan ahead (but you could never quite catch up with him), you'll be able to grab the third of seven pieces of intel found on this mission. Simply walk rightward from the ladder and look on the ground to your right. While it's extremely dark, you can use your flashlight to see this piece of intel sitting on the ground along the right-side wall.



After grabbing Intel #67, it's time to head onward. Nearby, you'll see a catwalk leading out of this room adjacent to the ladder you used to initially climb up here. You can explore it if you want, but there's nothing there to see or find -- it simply leads back to the debris field left by the crashed tram. Instead, seek out a staircase leading upward to the area above, and then follow the linear corridor beyond. You'll run into a lone stealth enemy en route, so deal with him as you've dealt with so many of these foes before. When you reach both a ladder and a staircase leading downward (on the right and on the left, respectively), you'll want to ultimately take the stairs. But not quite yet.



Intel 68 - Replica Brochure 2 (Replica Forces) - While the staircase will lead you onward with your mission, taking the ladder downward to the right of the stairs will lead to a dark, isolated platform. After climbing down the ladder, be sure to search the floor carefully at the base of the ladder, where this piece of intel can be easily found. Then, climb back up and head down the stairs to proceed with your mission.



After grabbing the above-mentioned piece of intel, climb back up the ladder and head down the stairs adjacent, as we already mentioned. When you do, you'll see Keegan straight ahead. But don't follow him just yet. Instead, go forward along the catwalk and look to your left. You should be able to climb down to an open ventilation shaft. Once you crawl all the way through the shaft, you'll ultimately be able to follow a completely linear pathway which leads to a table lined with a Medkit, some ammunition and grenades. Once you grab those goods, jump over the table and the railing next to it. This will lead back to the previous area, which will allow you to now head forward, so you can presumably chase after Keegan some more.



Intel 69 - Project Roster (Armacham) - You'll be able to pursue Keegan down a completely linear corridor that eventually leads to a ladder going upward. After climbing the ladder, head rightward, where you should be able to find some grenades and ammunition lying around. More importantly, however, tucked in a nook along the far corner, is this piece of intel. Grab it before continuing.



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Mission 13: Approach (Continued)

Head through the next door from where the last piece of intel was found, and go along the linear pathway with the yellow railings on your right. This will ultimately lead to a ramp leading down to an area below. Explore this dark, dreary, mechanical area all you want, but there's really nothing to see (other than the piece of intel described below). Instead of searching around aimlessly, look at the large mechanism in the room, the only thing that's well-lit. When you examine the computer terminal on this mechanism, it will lower the elevator around so you can take it upward. But before you do, be sure to get the piece of intel, as described below.



Intel 70 - Replica Brochure 3 (Replica Forces) - Before you mount the elevator you just lowered, search for a nearby ladder that leads downward. You've encountered scenarios like this before -- this ladder, once climbed down, will lead to an isolated platform. And naturally, upon climbing down the ladder towards this isolated platform, you'll see the object of your desire -- the sixth of the seven pieces of intel on this mission, sitting on the floor and waiting to be scooped up.



Once Intel #70 is in hand, backtrack towards the elevator control and hail it on down once Keegan took it up (which should have already happened, since he takes the elevator upward as soon as you enter the area). Once you hail the elevator downward, backtrack up the ramp and use its height to reach the platform. Run across quickly to the platform on the other side, where a curative item, a Shock Grenade, a Proximity Mine, and most importantly a Laser Gun can be procured. With the latter in hand, you should then run up to the stationary platform above, where four stealth enemies will need to be fought. These guys are true pains in the ass, so try to pick a corner of the platform, plant some Proximity Mines to thin their ranks immediately, and then lay into them with the Laser Gun to dispatch them. This is a frustrating section of the mission, so expect it to take a few tries.



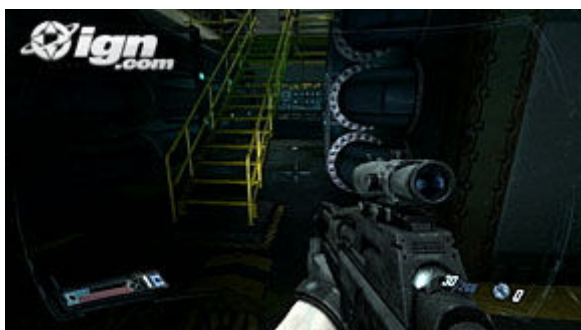
On the far side of this platform, you'll find a catwalk parallel to your location. If you head to the far left of it, you'll reach a dead end, so don't bother. Instead, you'll want to first head to the far right end (turn around to take care of the stealth enemy that appears when you do), and then climb down the stairs to find this mission's Reflex Injector. Once you have that in hand, head to the ladder leading downward in the center of the area. This will ultimately lead, after some more "platforming", to another elevator control panel. Use the ramp to reach this elevator once it descends (search nearby for some Body Armor and other goods as well), and then ride it up to the final series of catwalks in the area. As you traverse this linear catwalk towards the bright-lit door that Keegan went through, you'll need to fight three more stealth enemies, so be at the ready for them. When you reach the brightly-lit door, you'll have a brief vision, and then regain control. Begin heading down the corridor where the bright light was initially coming from. You'll find a Medkit en route. This linear pathway will lead to a set of stairs.



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Mission 13: Approach (Continued)

Intel 71 - Replica Brochure 4 (Replica Forces) - Before climbing up the staircase here to continue towards the end of the mission, be sure to look *underneath* the staircase, in the little alcove over which it spans. You'll find some Body Armor here, which is nice, but you'll also be able to find this, the seventh and final piece of intel on the mission. Nice!



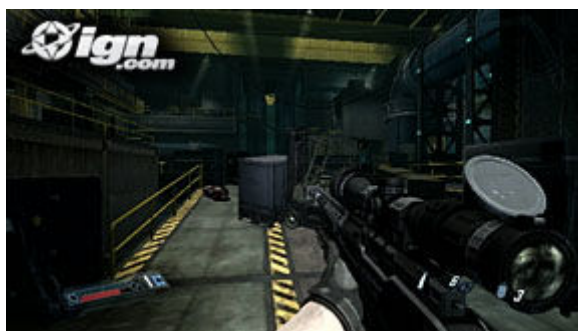
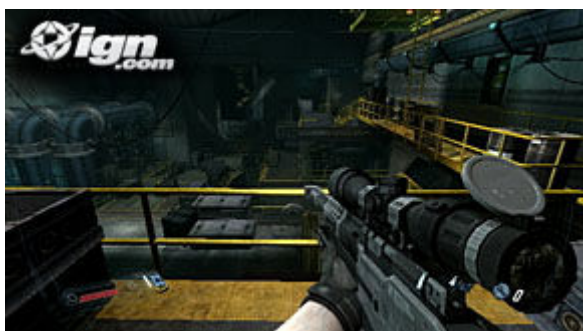
Once you have that final piece of intel, you'll be able to climb the stairs ahead of you, which will lead to a switch. First, pick up the Sniper Rifle nearby (you're gonna need it, but *don't* ditch your Missile Launcher, if you still have one). Then, hit the switch to breach the gigantic room in front of you. As soon as you enter, the reason you have the Sniper Rifle in hand will become clear. There are enemies in this room all over the place, on all of the various catwalks and whatnot surrounding you. Take cover as you seek out their telltale red laser sights, and take aim at them when you get a moment to nullify said threat.



As you press to the far end of the room, keep up this trend. Be careful and methodical here -- if you rush, you're going to find yourself killed before very long. Just take your time. If you hear an enemy or get hit from a certain direction, seek cover and eliminate that threat before proceeding. That way, the enemies don't stack up on one another in a sort of insurmountable collective. When you finally breach the catwalk on the far side, you're going to want to keep climbing and walking until you find the crane computer terminal. Once you examine this terminal, all hell breaks loose once more, so be prepared. (And if you take the time to search the nooks and crannies of this large room, whether or not you kill all of the enemies present first, you'll be able to find a Medkit, ammunition, grenades, and even some Body Armor).



The metal plate on the right of the crane operation tower will block many shots from the right, so long as you're crouching. However, this doesn't mean you're completely immune; you're going to have to fight back. This is where the Missile Launcher we told you to hold onto earlier comes into play. With it, you'll be able to kill enemies from afar in a more general way. In other words, carefully aiming with your sniper rifle while you're being shot at from every possible direction means you have a death wish. Instead, try to seek out the general location of an enemy or group of enemies, and fire a salvo down in that direction to eliminate said threat. You won't have an infinite number of missiles with which to do this, but you should certainly be able to soften the enemy up before climbing down towards the tram controls on ground level. When you run out of missiles, switch to the sniper rifle, and as you keep moving, hope for the best.



After killing all of the enemies in the room (which is a tall order, we know), feel free to explore. You'll be able to find a plethora of ammunition, grenades, and even a stray Medkit or Body Armor, assuming you didn't find them all on your way in. But ultimately, you're going to need to head to the tram controls to activate the tram that leads directly to the island we're attempting to breach. Once you're on the tram, simply listen to the cutscene as you head forward. When you arrive at your destination, disembark the tram and head forward towards the door. When you do, Alma will intercept you several times, so follow the on-screen prompt to shake her loose when she does. Be especially mindful the first time she attacks you, since the crates and boxes she scatters can crush you if you insist on heading forward. Hereafter, work your way through the makeshift labyrinth Alma created. Before heading through the door to end this mission, be sure to explore the left corner next to the door, where a much-needed Medkit can be found.

