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MONOLITH



SIERRA

### FLETCHER BLACK

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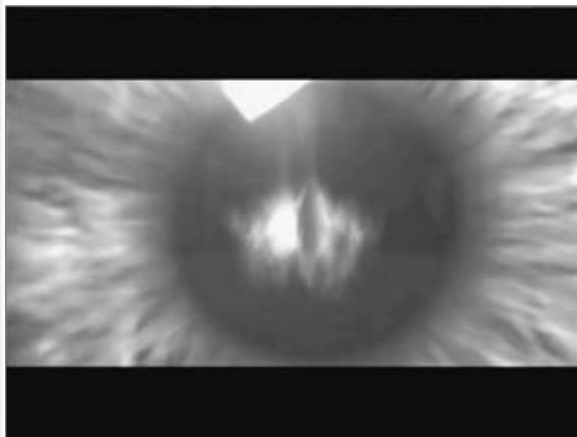
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## TICKET TO THE HORROR SHOW

### ANATOMY OF F.E.A.R.

Welcome to F.E.A.R., operative. You are about to serve as point man with the elite First Encounter Assault Recon in a mission of utmost secrecy and importance. F.E.A.R. was formed in 2002 to deal with paranormal disturbances that threaten national security. They typically act strictly behind the scenes, so the general public has little knowledge or awareness of the unit. However, a situation is brewing in Auburn that could very well put F.E.A.R. on the front page of every newspaper in America. That is, unless you do your job and do it well.

F.E.A.R. breaks from the tradition of first-person shooters by injecting a serious storyline and horror element, making it an immersive experience from beginning to end. You encounter bizarre situations that have no logical explanation—but that's the reason the elite unit was created. Events beyond explanation are the bread and butter of F.E.A.R., after all.



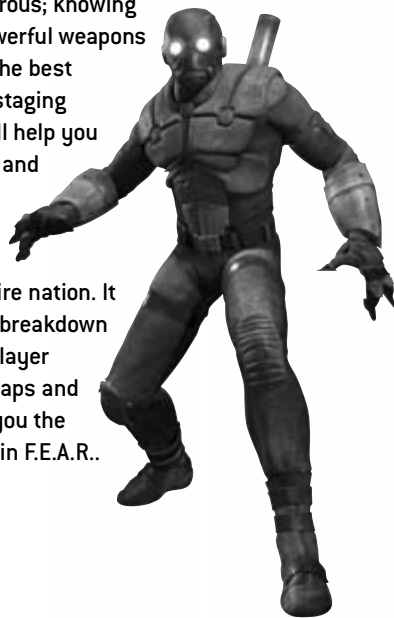
The story of F.E.A.R. is two-fold. In addition to wading neck-deep into a murky and violent conspiracy, it is also a journey of self-discovery. At the beginning of the game, your identity is not fleshed-out—not to your teammates, not to you. But by the ending credits, the trip to revelation

will have you guessing and second-guessing before unveiling the startling truth.

As story-driven as F.E.A.R. is, players will get out of it what they want to put in. Plot elements are cleverly dispersed throughout the game, either through flashbacks of an unknown origin, snippets of conversation picked up over the air, or through accessing voice mails and computer files from laptops scattered throughout the locations your operative is sent to. You do not have to track down and listen to every voice mail or decode every computer file to play the game, but it's the way to assemble the entire story—and it's well worth the effort.

In addition to the single-player game, F.E.A.R. has a multiplayer component with 10 maps, offering a variety of online game types such as Deathmatch and Capture the Flag. The online game supports up to 16 players, depending on the map and game type.

This guide is designed to help you uncover every secret in F.E.A.R., as well as alert you to tactics and treasures that will make the fight easier. Your opposition is strong and numerous; knowing where the most powerful weapons are and which are the best vantage points for staging surprise attacks will help you complete the game and unravel the conspiracy that threatens not just Auburn, but the entire nation. It also includes a full breakdown of the online multiplayer games, including maps and tactics for making you the most feared player in F.E.A.R..



## FIENDISH PLOTS

Armacham Technology Corporation has a secret. But it's about to get out.

An event is unfolding in Auburn. A hostage situation has erupted at Armacham headquarters, led by a man intelligence has identified as Paxton Fettel. Fettel is not just a mere man, though, he is an instrument of pure destruction. Armacham, a defense contractor with the United States military, has been working on a classified project that has undergone many names: Origin, Icarus, and Perseus. The exact meaning of those names is still unknown, but the end result is frightening.



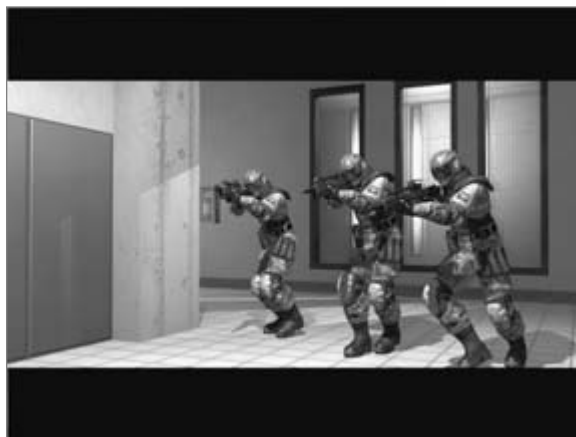
Fettel is the psychic commander of a battalion of clone troopers known as Replica. Each trooper has a psychic link to Fettel and will unflaggingly

obey his every order, even to the death. The goal of the program is to develop armies of clone troopers that will one day replace the traditional soldier, as well as change the way that intel is gathered during battle. The sights and sounds each trooper experiences in the field are instantly relayed to Fettel, allowing the commander to constantly adapt strategy to deal with ever-changing combat situations.



Something has happened to Fettel, though. Fettel may have a psychic link to the clone troopers, but his own mental state has been brought into question. In the blink of an eye, he has taken control of the Replica battalion for

his own murderous purposes, which have not yet been discerned—only witnessed. He has taken over Armacham headquarters and gathered hostages (without issuing demands, which leads F.E.A.R. to assume the worst), mobilized his battalion into action near the waterfront, and gone in search of a buried secret that deserves to remain buried.



Psychic commanders? Clone armies? That's how F.E.A.R. operators earn their pay. F.E.A.R. Team Coordinator Rowdy Betters has been briefed on the situation at Armacham and has called together his finest operatives, including you. You are to be sent into the field with teammates Spen Jankowski and Jin Sun-Kwon. Jankowski has his reservations about you—after all, you are a new recruit and the severity of this mission demands experience—but Betters believes there is something about you that makes you perfect for this operation. In fact, you are to serve as point man with orders to determine the extent of the situation and apprehend Fettel. Armacham has revealed that if Fettel is taken out, the Replica army will cease operations.



With only video footage of Fettel's spree at Armacham, which shows the brutal nature of his attack and the lengths of Fettel's new-found rage to go on, you

must head for Auburn and bring him down. While Fettel's motives and ultimate intentions are still unknown, considering the gruesomeness of the video footage, it can be assumed that he means the world ill will.

## BUMP IN THE NIGHT

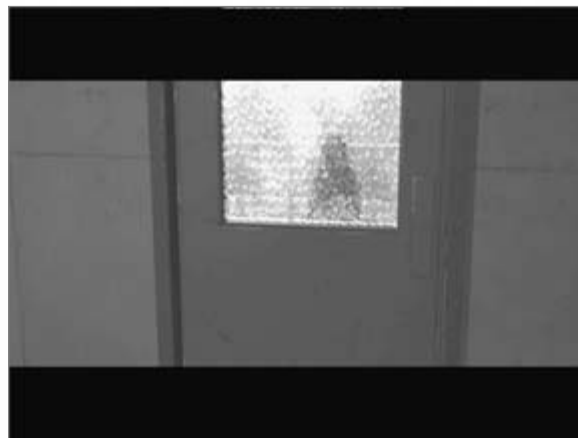
F.E.A.R. is more than a first-person shooter—it's a horror game. Not that there is any shortage of targets to unload your high-tech weapons into, but the game places a special focus on inspiring feelings of dread in players as they weave through darkened corridors. Your eyes and ears play tricks on you as you explore the depths of the Armacham conspiracy and fight your way to the gruesome discovery of what started this escalating situation.

F.E.A.R. should be enjoyed with the lights out and the volume up. Developer Monolith has employed some devilish trappings of horror cinema (as well as a few freakish creations of their own) to keep you on the edge of your seat, such as whispers on the wind that tease you with chilling prophesy. Sound plays a major role in creating the atmosphere in F.E.A.R., from a soundtrack that doubles as a funeral dirge to frightening sound effects, like the hint of a little girl's giggle echoing in a silent basement hall.



Your eyes will sometimes deceive you, too, as you push toward apprehending Paxton Fettel and destroying his Replica army.

Occasionally you will slip into a series of visions from the past (whether it's your past or someone else's is one of the game's mysteries) where you will bear witness to some horrific sights, like halls full of blood and beings reaching out from the beyond to pull you to your doom. Small subtle touches grace the game as well, such as shadows that seem to belong to nobody.



And then there's the horror of Alma, which is a whole other degree of scary. But she'll introduce herself soon enough.

This book will not spoil the best scares in the game. After all, in a game drenched with this much ambience, half of the fun is giving in to fear.





# COMBAT TRAINING

All F.E.A.R. operatives need to be knowledgeable and efficient with their actions in the field to ensure mission success. Before taking up arms and heading into a hostile situation, familiarize yourself with the basic combat techniques available to all F.E.A.R. operatives, including both ranged-combat tactics and melee-attack situations.

Use this section to understand all of the mouse and keyboard commands required for full control over your destiny in the field, as you won't have time to look down at your hands when you're staring down the barrel of a Replica trooper's weapon.

## NOTE



All commands are customizable. The commands listed in this chapter are the default commands when you first start playing F.E.A.R.. View the current key assignments and make changes by pressing during play to access the Command menu.

## MOVEMENT

Many movement controls in F.E.A.R. are standard for the first-person shooter genre. However, how you perform them may affect your survival in combat situations, so check out these instructions, as well as tactics for keeping out of harm's way whenever possible.

### Running and Looking



Basic movements such as running and looking are handled with the combination of the mouse and , , , and . You have a pretty liberal field of vision, with the

ability to look straight up or directly down at your boots, as well as swivel your head from side to side.

To turn while running, you must "lead" by looking. Turn your head with the mouse to start turning your body and you will begin arcing in that direction while moving. To sidestep, which is useful during showdowns in long hallways, use the right . This allows you to take a step to the left or right without moving your entire body in the start of a turn.

### Jumping



Sometimes you need to jump to cross gaps in the floor or scale stacks of objects to reach a higher ledge or better vantage point. Jumping is controlled by .

You do not have super-human jumping abilities, so you must time your jumps properly. The more momentum you have from running, the farther your jump will go. When crossing a wide gap, precede the jump by a second or two of running to maximize your horizontal trajectory.

When you jump to scale objects, such as a stack of crates, you do not need to run before making a leap. Stand in front of the object you wish to jump on (or over, such as a railing) and press while hitting . This performs a hop with just enough forward momentum to jump on to the desired platform.

Jumping is also a good way to keep from getting shot in a firefight. Keep moving to make yourself harder to hit.

## NOTE



Jumping comes into play when you are attempting a melee attack, such as kicking. This technique is discussed in the Melee Combat section.

## Crouching



To infiltrate the Armacham complex or many of the other locations, you have to access crawl spaces and ventilation shafts far too narrow for a standing adult

body. In these situations, press **[c]** to crouch. Once crouched, you can press any of the direction keys, such as **[w]**, to move while hunkered down.

When you enter a small crawl space, you remain crouching as long as you are under the low ceiling. When you reach the next space where you can stand, you rise back up unless you continue to hold **[c]**.

## TIP



Not all crawl spaces are big enough, even for a crouching operative. General rule: if you crouch and can still see above the obstruction, such as a pipe, at eye level, you cannot pass through or under.



## Crawl Space Recon



Always be on the lookout for ventilation shafts, usually behind grates. Bash the grate away with the stock of your ranged weapon (it usually requires two strikes) and then creep into the shaft. Because you are crouching, you cannot run, which makes you particularly difficult to detect by enemy agents. Ventilation shafts or crawl spaces for steam pipes provide excellent ways to bypass dangerous situations or get the drop on enemy units.

Sometimes you can peer through grates in the floor and count the number of enemy agents in the area ahead. Enemies cannot see you behind grates, so you can sit behind one for an indefinite time and gather intel on a situation before either backtracking to the origin point of the crawl space or bashing through the grate to surprise your targets.

Breaking a grate makes noise, and if enemy agents are in the vicinity, they will hear you. Because it takes two melee strikes to burst through a grate, it is often long enough for enemies to discern your location and raise their weapons—maybe even get off a shot or two. And in that crawl space, you really are a sitting duck unless you pop out to return fire or retreat into the space to where they cannot see you.

Sometimes it is better just to shoot your way out from behind a grate, as it only takes one or two bullets to break the obstruction, and you can continue firing. However, shooting out grates can kick up dust that obscures your vision.

## Leaning



The enemy agents you are up against are highly trained soldiers with eagle eyes. They constantly scan the area for your presence, so keep a low profile right up until the

moment you are ready to attack. Leaning is a good way to gather intel on a situation without exposing your entire body and possibly attracting unwanted attention. To lean to the left, press **[q]**. To lean to the right, press **[e]**. This makes you poke your head out from around a corner, giving you a slight peek. Depending on how far you are from the corner of a wall or object, you will have a greater or smaller field of vision. But just remember, the more you can see, the more the enemy can see you.

Leaning is one of the best tactics an operative can use in a firefight. Against particularly strong enemy agents, using cover is mandatory. While behind a corner, or crouched behind a stack of barrels, you can lean out and fire while minimizing the target you present. Even though you can lean out as long as you want, it's best to temporarily reach out with your weapon and fire, then release the lean button to duck back behind cover.

## Dusty Trails

Using corners for cover is essential, but just because you ducked back out of view doesn't mean your target will stop firing upon you. When bullets strike walls, they kick up dust and debris. Enemies pepper the wall you are standing behind with bullets, sometimes creating a thick cloud of dust that you cannot see through—this is especially true of ceiling-mounted guns that are on timed responses.

You may need to wait for the dust to clear before leaning back out and attacking again, but sometimes you just have to find new cover. Enemy agents will use the cloud of dust as cover while advancing, and by the time you wait for the dust to settle, an enemy could be upon you.

## Ladders



In almost every mission, you encounter ladders. To use a ladder, simply walk up to it and press **[f]** to grab a hold of it. Press **[w]** or **[s]** while holding the ladder

to either climb up it or slide back down.

When climbing ladders, you can use your flashlight, but you cannot use a weapon—however, you certainly can be shot. Climbing ladders slows you down, and if you are in the middle of a firefight or being pursued by enemy agents, you don't want to get caught on a ladder. If you need to get off a ladder quickly, hit **[spacebar]** to jump off. Just make sure you're not too far from the ground, or you'll take fall damage.

## Swimming

Occasionally, you need to dive into the water to make it to your next objective. Movement underwater is handled as if you were walking, with **[w]** causing you to swim forward if you are looking straight ahead. If you jump into deep water, you are automatically submerged deep enough to just start swimming around. But if you walk into the water, you may linger near the surface. Simply look down with the mouse and then press **[w]** to dive underwater.

## INTERACTION

You must constantly interact with your environment to satisfy mission objectives and uncover vital information about the situation with Paxton Fettel. Whenever you encounter an object or device you can interact with, a small blue hand appears on the screen. If the object cannot be interacted with successfully, such as a blocked door, the hand appears red.



## Use



When you see the blue hand appear after approaching a device or door, press **[I]** to interact with it. Here are some examples of objects that you can interact with:

- **Control panels**
- **Doors**
- **Laptop computers**
- **Pick up gear or weapon**
- **Voice mail**
- **Wall switches**

Most computer panels have a single button you can press to activate whatever function is assigned to the terminal, such as rebooting a server or remotely overriding a security program. Other control panels may grant you access to ceiling-mounted weapons that you can use to eliminate enemy threats in adjacent rooms.



power may also reactivate security systems and open previously closed gates and doors.

Wall switches often restore power to areas that enemy agents have turned off, usually as a means of using darkness to get the drop on you. Restoring



During missions, you encounter telephones with blinking red lights indicating voice mail. Simply “use” the phone to access the voice mails. Voice

mails often contain information pivotal to piecing together Fettel's plot. Listening to voice mails is purely optional, but to hear the entire story, seek them out and take a moment to listen. Some of the voice mails are threatening, some are pleading—but all are enlightening. Fortunately, most voice mails are in areas where you do not have to worry about being surprised by an attack.

You also discover laptop computers in several locations. The files on these computers are encrypted, but if you access the laptop you can relay the information back to Better, who can then decode the files and tell you what they contain. Just like voice mails, accessing laptops is optional. But the information uncovered from these computers gives you a better understanding of the threat you are up against.



## Grabbing Gear



When you find weapons, either stashed in the field or dropped by a fallen enemy, you can pick them up by either walking over them or standing next to them and pressing **[I]**. If

the weapon is already in your inventory, picking up the weapon adds ammunition to your current count. If the

weapon is new, but you are already carrying three weapons, pressing **[i]** drops the weapon in your hands and replaces it with the new weapon. The discarded weapon falls to the ground and remains there. If you want to come back for it, the weapon will still be there.

With grenades, you immediately pick them up by walking over them (or pressing **[i]** if they are on a desk or shelf) and add them to your inventory if you have space. You can only have a specific number of each grenade, and you cannot choose to carry less of one grenade type to carry more of another.

When you pick up Medkits, they are automatically added to your inventory if you have empty space. You can carry up to 10 Medkits. Use them to



restore your health in the field by pressing **[z]**. Body Armor is automatically applied if you pick it up, but only up to the maximum armor count, which is 100. If you are maxed out, you can't pick up any more, but you can retrieve it later if there's a path back. Health Boosters and Slo-mo Recharges are also automatically applied as soon as you pick them up. For a full description of each of these items, please see the next chapter.

## Doors



Whenever you can open a door, you see the blue hand appear as soon as you are within reach of it. Press **[i]** to swing the door open. Sometimes,

doors are blocked on the other side by debris or a carefully placed piece of furniture. The door will open only slightly, but you cannot shift the blockage from your side. Security doors automatically open as soon as you step up to them.



Some doors and fenced gates are secured by padlocks. You see a red hand if you approach these doors. You can shoot the padlock off with any ranged weapon

except grenades. You can also break a lock off with the butt of your rifle. The only problem with shooting locks is that the resulting noise may attract unwanted attention from nearby enemy patrols.

## Flashlight



The entire mission to bring down Paxton Fettel takes place under the cover of night, and many of the interiors offer low-light situations. While the

shadows can be useful for sneaking around and avoiding detection, sometimes you must illuminate your immediate surroundings to locate a passage or see a useable item. To activate your lamp, press **[x]**. A cone of light brightens whatever direction you are looking at.


Your flashlight has a limited amount of juice, but it is rechargeable. When you engage the flashlight, a small meter appears in the screen's lower left corner. The meter slowly drains as long as the lamp is active. When the meter zeroes out, the flashlight automatically turns off. When you turn the flashlight off, it immediately starts its recharge cycle, which mercifully is faster than the time it takes to completely drain it. You can use the flashlight while it is charging—you do not have to wait for the meter to fill all the way back up. You just have a shorter length of time to use it.

## CAUTION

Be careful when using the flashlight in areas with known enemy movement. Enemies can easily spot your light, and if they see it, they will alert nearby agents. If you're seen, you'll hear the call "Flashlight!" You can turn the lamp off, but at that point, it's too late. The only way to avoid detection is to kill the light and retreat to a hiding spot so that when the enemies enter the area, they won't see you.

## Engaging Slo-Mo



One of the greatest talents you have as a F.E.A.R. operative is heightened awareness—a keen sense of reflex that allows you to move faster than your enemies. It's often referred to as "slo-mo." When this reflex drive is engaged (press the left ) , the world around you slows to a near crawl. The effect involved is amazing, as you can watch bullet trails zing by as you dart around them, closing in on your targets to deliver a lethal attack they truly will not see coming. Notice that the edges of your view become blurred as you focus your energies on whatever target is directly ahead of you.

The only shortcoming of this hyper-awareness is that it does not last forever. You can engage this technique only for short bursts. The meter in the screen's bottom center monitors the length of time you can use it. When the meter is empty, you snap back to normal speed. The meter then begins to refill, albeit quite slowly. (And in desperate

situations such as a face-off with a Power Armor, it seems agonizingly slow.) However, you cannot immediately re-engage the slo-mo as soon as a fraction of the meter is filled. The meter appears red until about a sixth of it has been refilled. While the meter is red, you cannot use slo-mo. You must wait for the meter to turn green again.

You can extend the amount of time you can use slo-mo by seeking out Slo-mo Recharges in the field. These injections are marked by yellow glowing capsules on top of the unit, which make them easy to spot in the dark. Each Slo-mo Recharge you use permanently adds a slight fraction of extra time to the meter.

## COMBAT

While much of your mission is exploratory and based on information gathering, you certainly will see a great deal of action in the field. Paxton Fettel commands an entire battalion, which guarantees that at least several hundred Replica troopers will be on patrol. In addition to the Replica troopers, you also have violent encounters with security robots and Armacham security personnel. You have several means of engaging these enemy forces, from ranged combat with your weapons (such as the G2A2 Assault Rifle) to grenades. You also have the option of engaging in melee combat—and there will indeed be occasions where using old-fashioned fisticuffs beats using a high-powered rifle.

## NOTE



For a complete description of all weapons available to F.E.A.R. operatives, please see the next chapter.

## RANGED COMBAT

Most enemy engagements involve ranged weapons, such as rifles. Firefights are not always settled by who has the biggest weapon or the most ammunition (although, some certainly are), but by outsmarting your opponent and mounting a clever attack or counterattack. There's more to a firefight than aiming and squeezing the trigger, so be sure to understand all facets of ranged combat before engaging the enemy.

## Shooting



You aim your weapon by moving the mouse around, the same as you would for looking around the environment. A firing cursor in the screen's

center marks where you will shoot if you press the left mouse button and start firing. However, depending on your weapon's accuracy, the bullet may stray slightly from the firing cursor's exact position. Recoil and movement also affect the bullet's trajectory.

Some weapons fire for as long as you hold down the left mouse button, such as the RPL Sub-Machinegun, pausing only to reload. Other weapons, such as the Type-7 Particle Weapon, fire only once per button click.

### TIP



Weapons that fire only one once per click are typically more accurate than those with automatic triggers.

## Killzones

You can end firefights a lot quicker if you target specific areas on your enemy's person, also known as killzones. The head and upper torso are definite killzones, resulting in the instant death of your enemy if he is caught unawares. It is definitely easier to target killzones if you have slo-mo turned on or you are standing close to your target.

Shooting other parts of your enemy severely affects his ability to fight. For example, if you blow his arm off with a shotgun blast, your enemy will have trouble returning fire with any degree of accuracy. In fact, you'll likely see him start waving his weapon around with his good arm as he retreats, just firing in your general direction.

Catching an enemy in the leg is also a good way to disable him. If you shoot an enemy in the leg, he either

drops to floor where you can quickly rush in and finish him off, or he attempts to limp away from the fight. As he slowly drags himself away, target a killzone to neutralize him.

You automatically reload your weapon when the clip runs dry; however, this is undesirable in the middle of a firefight. While you are reloading, which can take a few seconds depending on the weapon, you cannot switch to another weapon and continue firing. If you start reloading while in the open, enemy agents have essentially earned a free pass to ventilate you during your moment of helplessness.

To avoid such situations, reload by pressing **[R]** before a clip has run dry. If you are in the middle of a firefight and your clip is almost empty, seek cover behind a wall or crate and press **[R]**. Your enemies may be able to use the brief pause in shooting to advance on your position, but at least you aren't standing in front of them with a target around your neck.

### TIP



Never turn your back on your enemies while in a firefight. If you must retreat, back out of the fight while shooting. Suppressive fire keeps your target occupied while you fall back.

## Taking Aim



Only two of your weapons—the Type-7 Particle Weapon and the ASP Rifle—have full-featured sniper modes. However, the rest of your weapons do have a

sighted mode that raises accuracy. Press **[S]** to enter this aiming mode. The increase in accuracy actually decreases the size of your firing cursor, meaning you have a much better chance of making your shot count.

You can still run in sighted mode, but you have decreased speed. Movements become very deliberate, which is good when you have several targets standing next to each other, but if you must move quickly, exit the mode by pressing **[Esc]** again. Trying to run away from a fight while using your weapon's sight is a recipe for disaster.

## Sniping



As mentioned, two weapons have sniper modes. When you press **[Esc]** while using the ASP Rifle and the Type-7 Particle Weapon, you immediately

look through the rifle's scope. You can view far-away targets and shoot them with incredible accuracy, often catching them by surprise if they have not yet spotted your position.

Moving the mouse around while looking through the scope allows you to target nearby enemies, but it's easy to get "lost" while attempting to identify a new target, especially if that target is on the move. It's often best to exit sniper mode, use the mouse to reacquire the target, and then zoom in again to take your shot.

Much like sighted mode with the other weapons, you can move around while using the scope, but your movements are painfully slow. If you have to move to a new position, exit sniper mode.

### TIP



It is much easier to score kill shots while in sniper or sighted mode, unless you are using the Type-7 Particle Weapon, which induces a grisly death even if you shoot an enemy in the big toe. However, on higher difficulty levels in single player mode, it can take several hits from the Type-7 Particle Weapon to take out an enemy. In multiplayer mode, if an enemy has full armor and health, a kill shot is not guaranteed.

## Weapon Selection

You have two ways to switch between carried weapons. If your mouse has a scroll wheel, you can rotate it to cycle through your carried weapons in the order in which they were picked up. While this method is fine when you are not engaged in direct combat, you may wish to use the secondary method rather than have to cycle through an undesired weapon to get to the one you want.

You can also use **[1]**, **[2]**, and **[3]** to select your weapon. This is a much quicker method. Your weapon slots, viewable in the screen's upper left corner, correspond with each number in descending order. The topmost weapon, for example, is assigned to **[1]**.

### TIP



Use the number keys if you want to link together ranged attacks to defeat an enemy. For example, disable an enemy by firing the 10mm HV Penetrator at him from a distance, then rush him while raising a shotgun to finish him off.

## Grenades



Operatives have access to three types of grenades while in the field. Call up each grenade by pressing a corresponding number key:

**N6A3 Fragmentation Grenade** = **[4]**

**AT-S Proximity Grenade** = **[5]**

**M77 Remote Bomb** = **[6]**



After selecting the type of grenade you wish to use, press **[9]** to throw the grenade. This lowers whatever rifle you were using and tosses the grenade across the room at your target. You do not always have to designate which grenade you want to use with the number keys. If you press **[9]**, you automatically use whatever grenade you last selected, even if it was several firefights back.

The M77 Remote Bomb requires a second action to use it. Pressing **[9]** throws the grenade, but you must then activate the remote detonator to explode the ordnance. Pressing **[6]** brings up the detonator (while lowering your rifle), which you can then activate by pressing the left mouse button. Throwing a M77 Remote Bomb does not automatically bring up the detonator if the grenade was previously selected. You must physically access the detonator by pressing **[6]**.

## NOTE



Enemy agents are fairly adept at spotting grenades. If you hear them yell "Grenade!", they have seen your attack and will immediately seek cover. You are better off either throwing grenades from a distance so that the timer is nearly out by the time it reaches your target, or throwing the grenade behind enemies so they will not see it until it is too late to flee.

## TIP



The next chapter includes not only a full description of each type of grenade, but also offers some clever tactics to try with each one. For example, you can use the M77 Remote Bomb as a homing weapon of sorts if you attach it to a Replica trooper and wait for him to return to a position near his comrades, and then detonate it.

## Slo-Mo and Combat



Engaging slo-mo while in a firefight is an excellent way to gain the upper hand, even if it's for a fleeting moment. The damage you can do in those few

seconds of hyper-reflex time can be enough to turn a fight that looks like it might go sour or use the element of surprise so well that your enemy can't mount an effective counterattack.

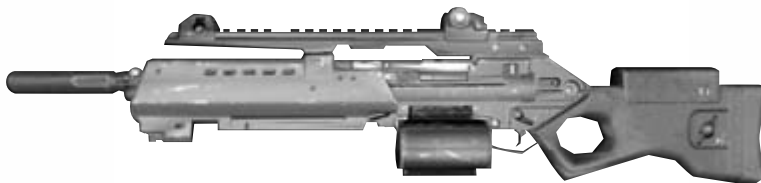
If you engage slo-mo with a full meter in the middle of several targets, you usually have enough time to attack a few enemies before the meter runs out, depending on how close they are to you. If the enemies are standing together, slo-mo is even more effective, as you can line up your fire cursor with their head level and take them all down with a single clip.

Using slo-mo while jumping makes you an even harder target to hit, as well as giving you the advantage of height. While jumping, you can rain down death and destruction before your enemy has any idea what's happening. Plus, by shooting from a higher angle, it's easier to get a coveted head shot.

## TIP



Because slo-mo lasts only briefly before it has to recharge, try to maximize its usage. Don't engage before ducking out from around a corner to attack. By the time you reach your target, you will have used up precious seconds of slo-mo.



## CAUTION

Keep an eye on the slo-mo meter. There is no greater disaster than phasing out of slo-mo while in close proximity to a powerful enemy, such as Heavy Armor.

## TIP

Engage slo-mo only when you have a fresh clip. Don't waste slo-mo by having to reload only seconds after initiating it. Your reload drags on because of the slo-mo, sometimes using up almost half of it before you can get your next shot off at an incoming enemy.

Slo-mo can be an excellent complementary tactic to sniping. If you have targets on the move, making it difficult to draw a bead on them (even through your sniper scope), engage slo-mo to reduce their speed and get the shot you want. It's much easier to target killzones while slo-mo is on, so if you are using the ASP Rifle, consider using slo-mo to guarantee a lethal head shot.

## Defensive Slo-Mo

You can use slo-mo defensively, too. If you feel overwhelmed by the number of enemy agents rushing you, use slo-mo to start a retreat. Even a half-dozen well-armed enemies become manageable when you have slo-mo engaged and can dart around their bullets and seek cover. If you spot the purple trail of a round from the Type-7 Particle Weapon, immediately engage slo-mo. Those rounds travel faster than you could ever hope to run, and with slo-mo turned on, you can easily dart in and out of the bullet trails while seeking a defensive spot.

There are a few situations where you might not want to engage slo-mo. If the air is thick with dust kicked up from an intense firefight, slo-mo makes the dust dissipate even slower. You'll waste the majority of your slo-mo time just moving through the dust cloud to get a decent shot at your target. In addition to dust, the blood spray from a direct shot with the VK-12 Combat Shotgun

stays in the air longer if you have slo-mo engaged. This crimson curtain obscures your vision, hiding any enemy standing behind it long enough for slo-mo to potentially run out, leaving you vulnerable to a counterattack—especially if the shot that created the spray was your last one before a required reload.

## MELEE COMBAT

Sometimes you'll want to use melee attacks to disable the enemy, rather than opening fire with a gun. One of the biggest benefits of melee attacks is that many of them register immediate kills, especially if you hit your target in the back of the neck or the throat.

Single-hit kills reduce the amount of time an enemy has to fire upon you, but to deliver a melee attack, you have to be close enough to connect. This can be extremely dangerous, as not only might enemies see you coming, but they are also versed in hand-to-hand combat and can sometime surprise you with a kick of their own.

## TIP

Use slo-mo to rush an enemy target and deliver a melee attack, denying him the time and opportunity to strike you back or raise his weapon. In slo-mo, you can often deliver your attack directly to the face and throat, while without it you would never dare attempt such a brazen maneuver.

## Stealth

Because punches and kicks make little noise, you can combine these attacks with stealth to produce silent kills that will not attract enemy attention.



If you spot an enemy facing the opposite direction from you, you can sneak up behind him and deliver a single, lethal blow to the back of his

neck for an instant kill. The only sound nearby enemies might hear is a grunt and the sound of something hitting the ground, and even then, there is a good chance they will not immediately investigate the source of the noise.

## Attacks

There are a few different types of melee attacks you can use on your enemies. If you are holding a weapon, you can use the stock of the gun as a striking instrument by pressing the right mouse button. The butt of a rifle to the face or back of the neck is enough to instantly drop an enemy agent.

However, to punch an enemy, you must empty your hands first. Press **[H]** to holster your weapon. You then see your fists raise into view if you press the left mouse button. This unleashes a punch, such as a hook or uppercut. (An uppercut upside a Replica trooper's glass jaw is usually enough to send him to the floor, permanently.)

You can unleash multiple types of kicks in addition to punching. If you jump while standing still and press the right mouse button (all kicks are assigned to the right mouse button), your foot sweeps across your enemy, knocking him back. If you jump while running at an enemy and press the right mouse button, you perform a double-kick, slamming each foot against the target. This typically results in an instant death. Finally, if you are running at an enemy and press **[C]** to crouch and quickly press the right mouse button, you perform a slide kick that will knock the enemy's legs out from under him.

## CAUTION

Melee attacks do no damage to armored enemies, such as Power Armor or Heavy Armor. Because these brutes are typically equipped with high-powered weapons, it's suicide to try to get close enough to punch or kick them—even with slo-mo engaged.

## Combos

You can combine melee attacks in several ways to perform outrageous maneuvers on your target, giving him practically zero chance of survival. Experiment with different attacks to see what techniques you can come up

with. For example, try slide kicking into a group of enemies, unleashing a flurry of punches as you stand back up. Another good combination is shooting an enemy with the shotgun while rushing, only to finish him off with a strike from the gun's stock.

Melee attacks are great fun to use in online matches. Sometimes you encounter servers where the rule is melee attacks only. Gunplay is strictly forbidden in these matches. Instead, you have to mix it up with eight or so players in an arena such as a lobby or courtyard. The punches come fast and furious, and this is a good time to use some of those combos you've been perfecting.



## THE GEAR OF F.E.A.R.

### HARDWARE

All ultra-elite F.E.A.R. operatives are trained to use an arsenal of high-powered weapons, from assault rifles to powerful remote charges, including several classified and prototype weapons not available to members of other United States government fighting units. Before heading into the field, all operatives are expected to brush up on their knowledge of their available weapons. Use this reference to familiarize yourself with the tools of destruction required to stop Paxton Fettel and his army of Replica troopers.

Most weapons can be found in the field, but with a varying degree of frequency. A general rule: the more powerful the weapon, the harder it is to find. Rare weapons often have even rarer ammunition, so when you get your hands on a brute of a weapon, such as the MP-50 Repeating Cannon (capable of dropping a target with a single shot), make every shot count.

Remember, you can carry only three ranged weapons at a time—this keeps operatives from being bogged down in the field. Mobility is of utmost importance, but some of the larger weapons here can slow down an operative due to their weight and size. It's best to carry a well-rounded arsenal for different combat situations. Don't load up on the heavy-duty weapons with uncommon ammunition, because nothing's worse than running dry in the middle of a heated firefight.

A suggested loadout is a good close-quarters weapon, a good rifle with a fast rate of fire for distance fighting, and a sniping weapon for when you can take the enemy by surprise. For example, an operative with the VK-12 Combat Shotgun, the G2A2 Assault Rifle, and Type-7 Particle Weapon will have a good weapon for all situations. The VK-12 and G2A2 are common weapons, so ammunition is plentiful. The Type-7 is a single-shot killing machine with less-common ammunition, but because it has a scope and the ability to make every shot a kill shot, running out of ammunition is not a huge concern.

In some situations, operatives will want to indulge in heavy gear such as the MOD-3 Multi-Rocket Launcher. The weapon has extremely limited ammunition, both carried and found in the field. However, against enemy units such as the Power Armor, operatives may wish to temporarily discard a common weapon such as the G2A2 Assault Rifle to use the MOD-3. After the target is down or the MOD-3 has run dry, operatives can quickly pick up their discarded weapon and continue the fight.

### TIP



Every single enemy agent in the field is armed. When you eliminate a target, be sure to check his remains to see if his weapon is desirable, or if his ammunition is compatible with one of your carried weapons.

### RANGED WEAPONS

#### AT-14 Pistol



**Rounds per Clip:** (SP) 18,  
(MP) 36  
**Max Rounds Carried**  
(inc. clip in use): (SP) 100,  
(MP) 200

Every F.E.A.R. operative is assigned a sidearm at the beginning of a field mission. The AT-14 Pistol is a reliable handgun with decent stopping power, depending on if you hit your target in a "killzone," such as the head or upper torso. Operatives often find the AT-14 Pistol lying around in guard stations. While most operatives prefer to upgrade from the AT-14 as soon as possible, the sidearm is not without its merits. It's lightweight, so it doesn't slow you down during the heat of confrontation, unlike some of the heavier gear. The AT-14's handle can be used as a blunt striking weapon in desperate situations, and it's a silent killer if you strike an enemy in the back of the neck.

You can upgrade to two AT-14 Pistols upon finding a second sidearm. Holding one pistol in each hand, you can squeeze the triggers alternately, increasing the rate of fire. (This does not require any additional button presses beyond the left mouse button.) However, twin pistols expend ammunition much faster than a single firearm.

## NOTE



When holding dual pistols, your ammunition counts are doubled from 18 in the clip to 36, and the maximum round count from 100 to 200.



**Operative Training:**  
Holding two AT-14 Pistols doubles your rate of fire, but significantly obscures your field of vision.

## VK-12 Combat Shotgun



**Rounds per Clip:** (SP) 12, (MP) 12

**Max Rounds Carried (inc. clip in use):** (SP) 180, (MP) 180

The VK-12 Combat Shotgun is a powerful close-quarters weapon, capable of dropping an enemy with a single blast if aimed at a killzone. A single shot can tear away an arm or leg, seriously decreasing your enemy's movement options, or decapitate a target completely. If aimed directly at lower neck level, the VK-12 can tear an entire torso to shreds, resulting in a thick cloud of crimson spray. (While this does provide a single-shot kill, the resulting mist of blood and tissue temporarily obscures the view of an enemy behind the target.)

While the VK-12 can typically drop most unarmored enemies with a well-placed shot, some heavily armored targets, such as the Heavy Armor, require multiple shots, even if directed at a killzone.

The VK-12 is not the preferred weapon for long-range engagements. The scattering effect of the ammunition does not transmit much stopping power against a target more than a few meters away. Several shots will eventually kill a target, but the amount of ammunition that must be used and the increased time between initial engagement and kill are not usually worth it.

The VK-12's stock is an excellent blunt weapon. A single strike to the head is enough to drop an enemy. If you are out of ammunition, consider using the VK-12 as your chief striking instrument until more rounds are acquired.

## RPL Sub-Machinegun



**Rounds per Clip:** (SP) 50, (MP) 50

**Max Rounds Carried (inc. clip in use):** (SP) 500, (MP) 500

The RPL Sub-Machinegun is a high-rate-of-fire weapon preferred by many Replica troops and Armacham guards. The weapon sacrifices accuracy for close-range stopping power. While up close, hold down the trigger and unload until the enemy drops. The RPL Sub-Machinegun is common, so extra ammunition is plentiful, making it an ideal weapon to keep in reserve in case you run out of ammunition for heavier weapons.

If you must use the RPL at long range, your best option is to fire a short burst (preferably in aim/zoom mode), get in a couple of hits, then pause for a moment so you reduce the amount of spread, and therefore, the amount of wasted ammo.



## G2A2 Assault Rifle



**Rounds per Clip:** (SP) 45, (MP) 45

**Max Rounds Carried (inc. clip in use):** (SP) 450, (MP) 450

The G2A2 Assault Rifle is an excellent all-around weapon. It has good stopping power when used close-up, but its accuracy and rate of fire makes it an effective long-range weapon as well. A quick burst to the kill zone from the G2A2 eliminates an enemy, and the weapon has enough destructive power to render limbs useless. One or two rounds to a leg, for example, forces your enemy to limp away—granting you ample opportunity to finish him off.

This rifle is the preferred choice for longer-range engagements (when a sniping weapon is not available). Leaning out and squeezing off a few rounds across a courtyard is typically enough to do serious damage. Its rate of fire and stopping power are also effective in mid-range engagements, such as catching an enemy walking around a corner. Before your target can return fire, the G2A2 has at least incapacitated him, if not outright eliminated him.

One of the G2A2 Assault Rifle's drawbacks, though, is that it expends ammunition at such an impressive rate that users sometimes discover they have burned through their entire supply in a single encounter. Fortunately, the rifle sees widespread use, and extra ammunition is rarely in short supply. Also consider the rate of reload. Reloading the G2A2 takes a couple of seconds, and sometimes that is just long enough for an enemy to draw a bead on you.

## ASP Rifle



**Rounds per Clip:** (SP) 30, (MP) 12

**Max Rounds Carried (inc. clip in use):** (SP) 200, (MP) 200

The ASP Rifle is a sniping weapon that's poor for close-range use, but when operatives have the element of surprise or are in extreme long-range engagements it's the best weapon to use (except for the Type-7 Particle Weapon). The ASP's zoom feature provides very good accuracy—a head shot is always a guaranteed kill. The ASP Rifle is an excellent way to thin out the ranks of Replicas.

Naturally, there are drawbacks to the ASP Rifle. In desperate situations, operatives can use it as a close-range weapon, but this is ill-advised. Reloading the ASP Rifle takes far too long, and by the time a fresh clip has been slammed into the weapon, the enemy has undoubtedly gained an advantage on the operative by either gaining ground or having extra time to return fire. However, the stock of the rifle makes an effective striking weapon.



**Operative Training:**  
This is the view through the sniper scope of the ASP Rifle. Use the cursor to seek out your target's killzone.

## 10mm HV Penetrator



**Rounds per Clip:** (SP) 25, (MP) 25

**Max Rounds Carried (inc. clip in use):** (SP) 250, (MP) 250

The 10mm HV Penetrator fires thick metal slugs into a target, causing extreme trauma. The Penetrator often renders limbs useless, but the real key is the weapon's

literal stopping power. The metal slugs are long enough—and fired with enough force—to actually “nail” an enemy to a wall or flat surface and instantly end their life.

The weapon is not ideal for all situations. The rounds do not travel as fast as normal bullets. Also, additional rounds for the weapon are not common—they're typically dropped by enemies holding a 10mm HV Penetrator themselves, or found in out-of-the-way places.

## MP-50 Repeating Cannon



**Rounds per Clip: (SP) 50, (MP) 15**

**Max Rounds Carried (inc. clip in use): (SP) 100, (MP) 15**

Operatives who access the MP-50 Repeating Cannon hold pure brute force. The MP-50 has one-shot killing power, even at great range—as long as the shot lands close to the target, because the round produces a lethal (and local) blast radius. The round's trajectory is so fast and hot that it often gives a “warping” effect, bending the background around it as it travels toward its target. If the target is caught in the blast radius and not immediately eliminated, he'll be seriously wounded with only a fraction of life force remaining. A second shot from the MP-50, or even a round or two from other carried weapons, will easily finish him off.

Due to its size, the MP-50 Repeating Cannon is an incredibly effective striking weapon. One swift strike to the head renders a target unconscious, if not dead. However, its bulk has the drawback of greatly slowing the user down. When attempting to flee a firefight where you're outnumbered, switch away from this weapon to increase speed. Also, the MP-50 Repeating Cannon is uncommon, making its ammunition a rare commodity.

## Type-7 Particle Weapon



**Rounds per Clip: (SP) 10, (MP) 10**

**Max Rounds Carried (inc. clip in use): (SP) 100, (MP) 10**

The experimental Type-7 Particle Weapon is a vicious combat weapon that often kills its targets with a single shot. The round unleashes such scorching energy that the target is engulfed in a searing fire that vaporizes flesh and muscle tissue, leaving only skeletal remains.

The Type-7 Particle Weapon is extremely useful as a sniping weapon. The rifle has been fitted with a scope to allow for long-distance engagement. Unlike a traditional sniper rifle, a well-aimed head or body shot can usually score an instant kill. If an operative discovers this weapon, he is advised to take possession of it immediately.

The Particle Weapon round travels so quickly that it leaves a purple vapor trail. This is handy for tracking the enemy's location, but can also be used against the operative. If you're sniping an area of multiple targets, survivors of the initial attack can easily discern the operative's location and either return fire or seek cover.

Much like the MP-50 Repeating Cannon, ammunition for the Type-7 Particle Weapon is not exactly plentiful. And the amount a user can carry is small compared to other weapons. It's also not an effective close-range weapon, as aiming can be difficult. However the round only has to contact the target for a kill.



**Operative Training:**  
This is the result of a successful attack with a Type-7 Particle Weapon. Note the seared skeleton but undamaged weapon.

## MOD-3 Multi-Rocket Launcher



**Rounds per Clip: (SP) 15, (MP) 15**

**Max Rounds Carried (inc. clip in use): (SP) 30, (MP) 18**

The MOD-3 Multi-Rocket Launcher is not the easiest weapon to operate, but it is among the most lethal. A single squeeze of the trigger unleashes a three-rocket volley that travels toward the target in a spiraling trajectory. This spiral can sometimes decrease the weapon's accuracy—especially if used against narrow targets such as a sentry gun—but it also increases the resulting blast radius when the rockets make contact with a surface. A direct hit from the MOD-3 is typically enough to guarantee a kill against an unarmored target, but against a Power Armor or its equivalent, it takes multiple shots to register a kill.

Of course, this great stopping power comes at a price. Reloading the MOD-3 Multi-Rocket Launcher is a time-consuming task. The extra seconds required are dangerous if the target was not neutralized by the first volley. Because the weapon uses three rounds at a time, the user only has ten "shots" with a fully stocked weapon. And because of the size of the rockets, only 15 can be held in a single clip. This wouldn't be as much of a liability if ammunition was more readily available, but rockets are in short supply in the field.

## EXPLOSIVES

Operatives also have access to three types of explosives. These secondary weapons can be used both offensively and defensively. Don't ignore them in the field—especially considering that your enemies seem to have an inexhaustible supply.

### N6A3 Fragmentation Grenade



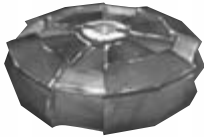
**Maximum Number Carried: 5**

N6A3 Fragmentation Grenades are thrown explosives on a timer. Once a grenade is thrown, the timer begins its ultra-brief countdown until detonation—and once the firing handle has been released, there's no deactivating this weapon. The N6A3's blast radius is typically enough to kill any nearby enemies, and the resulting "splash" will certainly greatly injure those not immediately felled. The N6A3 is also fitted with a sensor that causes the grenade to explode immediately on contact with a target, so if an operative has good enough aim, an instant (and horribly messy) kill is a sure thing.

The N6A3 is a good tool for catching an incoming force by surprise. If you have advance intel of incoming targets, you can throw the grenade to the position they are en route to, or ricochet the grenade off a wall, effectively killing an enemy around a corner before he can see you. Of course, enemies are trained to spot grenades, and if they see an N6A3 inbound, they will seek cover. The grenade is definitely more effective on targets at a greater range, as by the time they register the N6A3's arrival, the timer is nanoseconds from running out.

Operatives are warned against using this weapon in close quarters, as the blast radius shows no discrimination between friend and foe. When leaning out around a corner, the operative must make sure enough of his body is exposed that the grenade does not immediately bounce back toward him.

## AT-S Proximity Grenade



**Maximum Number Carried: 5**

The AT-S Proximity Grenade is more of a defensive weapon. Operatives can plant these charges in the field to either limit access to a specific route by the enemy, or surprise an enemy by planting the AT-S just out of sight along a path that the enemy is known to travel. When the AT-S is activated, a small, blinking red light on the top of the weapon indicates that the ordnance is live. The operative can back away from the grenade without incident, but the next time the AT-S motion detector identifies a nearby target (up to several feet), it detonates. The AT-S is fitted with a Friend-or-Foe system. You can safely walk over your own set mines; they blink green under these circumstances. The AT-S uses a bottom-mounted charge to elevate the grenade into the air at chest-level before exploding, guaranteeing greater damage to the target.

Sharp-eyed operatives who detect the red light have two options: force detonate the grenade from a distance, or seek an alternate route. There is no way to deactivate the AT-S, so step back to a safe distance and fire at the grenade. A direct hit from a bullet triggers an explosion. This can sometimes be used offensively if you catch an enemy agent placing the grenade.

### TIP



In multiplayer matches, snipers can use AT-S Proximity Grenades to fortify their positions. Place an AT-S along the route to your location to prevent being snuck up on from behind while you are eyeing the battlefield through your scope.

### NOTE



For both M77 Remote Bombs and AT-S Proximity Grenades, you can only deploy up to five at a time.

## M77 Remote Bomb

**Maximum Number Carried: 5**



The remote-controlled M77 Remote Bomb is a versatile weapon with many uses in the field, from setting traps for enemy targets to a purely offensive weapon against a target that is difficult to take down by traditional means. Throw the grenade using **[9]**, but to detonate the weapon, select the detonator from the inventory (if it isn't already in use) by pressing **[6]**. Once the detonator has been selected, pressing the left-mouse button sets off the charge. The resulting explosion is large, so retreat to a safe distance before detonating to avoid damage from the considerable blast radius.

The M77 sticks to whatever surface it is thrown against, and that includes live targets. Once the M77 is adhered to a target, it cannot be removed, no matter how much the target moves and jumps in an attempt to shake it free. This feature is especially useful against strongly armored targets, such as Heavy Armors. An operative with good aim can get in, attach the M77, and then fall back to a safe distance before detonating the bomb.

Because many Replica troopers are trained to fight in close units, consider planting a M77 Remote Bomb on an enemy target and let him act as the delivery vehicle for the weapon. When the trooper falls back to join his team, detonate the bomb to eliminate every target standing next to him.



**Operative Training:** Using slo-mo is a good way to get in close and plant a M77 Remote Bomb on a target, such as this Replica trooper.

## GEAR

In addition to scouring the field for weaponry, operatives are encouraged to seek out extra gear for defense and health rejuvenation. Items such as Medkits and Body Armor are absolutely imperative for success in the field and should be sought out whenever possible.

Rare items, such as Health Boosters, are usually found in out-of-the-way places, such as behind sewer grates or on the other side of a room heavily fortified with enemy agents. Collecting these items is often worth the risk, as the benefits far outweigh the risks of ignoring their pursuit in an effort to streamline the mission.



## Medkit

The immediate-results first-aid kits are extremely pivotal for the success of an operative in the field. You will undoubtedly take damage from enemy fire,

and Medkits are the only way to reverse the effects of the injury. Medkits are found throughout each mission. Sometimes they are located on a shelf in a supply closet, or on a desk in an office. There are wall-mounted Medkits in work areas, too, so operatives should always scan walls for the telltale red box of a Medkit.

Medkits immediately restore an operative's health when activated (using [Z]). Every Medkit restores 50 health units. The Medkit cannot heal an operative past his maximum health rating, so if an operative with 100 health uses a Medkit while at 77, his health count tops out at 100. Operatives can carry only 10 Medkits at a time.

## Body Armor

Every operative is encouraged to wear Body Armor while in the field. Body Armor absorbs damage from enemy fire and does not limit mobility. The stronger the round used against the operative, the faster the armor is depleted.

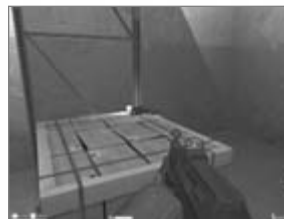
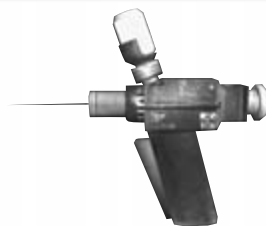


The maximum armor count is 100. Every Body Armor unit recovered in the field restores 35 units to the armor count. Much like the Medkit, picking up an addition Body Armor unit while at a count of 80 only increases the count to the maximum of 100. Unlike the operative's maximum health, which can be increased by in-field items, the armor count can never be increased past 100.

## Health Booster

Seek out Health Boosters whenever they are available, because they increase your maximum health count. Each time an operative injects himself with a Health Booster, his health count increases by five points. The boost is permanent, so no matter how much damage an operative takes during combat (or even if he is killed in the line of duty), the Health Booster's effects cannot be reversed.

Both the Health Booster and the Slo-mo Recharge (detailed below) give off faint glows. The Health Booster glows blue, which is helpful for spotting it while in the field, even if the unit is out of reach.

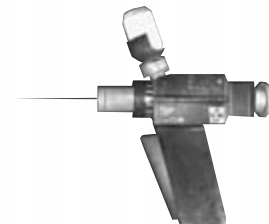


Operative Training: Look for the glow of Boosters in the field to discover their location.

## Slo-mo Recharge

Slo-mo Recharges—easily identified by their greenish glow—permanently increase the length of time an operative can engage his heightened awareness in the field. The increase is only slight, but in an intense combat situation, every extra second (which translates to a millisecond of "real time") of extra awareness or "slo-mo" is extremely helpful.

Like a Health Booster, the effects of a Slo-mo Recharge are permanent and cannot be reversed, not even by death. Operatives are strongly encouraged to seek these units out whenever possible, even if it means exposing yourself to added danger to obtain one.





# THE CAST

While wading through the conspiracy surrounding the emergence of Paxton Fettel and the Replica clone army, you encounter a host of people—both good and evil. And some are beyond evil. In addition to the people you interact with while performing mission objectives, you also square off against some truly frightening foes.

## F.E.A.R. OPERATIVES AND ALLIES

It may seem like you bear the brunt of the grunt work involved in this operation, but you have an entire team of F.E.A.R. operatives supporting you. In addition to support from your F.E.A.R. teammates, you also receive assistance from Special Forces.

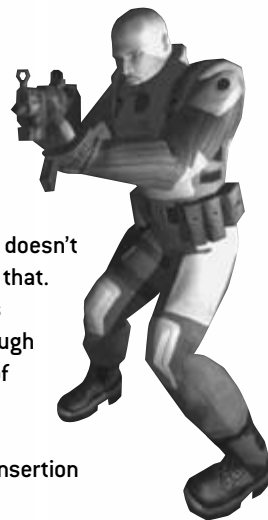


### ROWDY BETTERS, TEAM COORDINATOR

Rowdy Betters is the F.E.A.R. team coordinator. While he is not field-active, Betters maintains constant control of field operatives. From an off-site position, Betters is in constant contact with his operatives, receiving intel and advising his field agents on any situation updates. It is Betters who believes you are the perfect operative for this mission, citing your off-the-charts performance in weapons and reflex tests. You remain in communication with Betters during all missions, uploading computer files to his remote location while receiving instructions and new mission objectives.

### SPEN JANKOWSKI, F.E.A.R. POINT MAN

There are two point men for this mission against Paxton Fettel. You are one, and Spen Jankowski is the other. And he doesn't exactly seem too happy about that. Jankowski fully believes in his mission with F.E.A.R., even though he is sometimes incredulous of the encounters that he has on the job. You team up with Jankowski during your initial insertion in Auburn.



### JIN SUN-KWON, F.E.A.R. MEDICAL SPECIALIST

Jin Sun-Kwon is the F.E.A.R. medical specialist. While she is combat-trained, Sun-Kwon is more of an analyst than a fighter. After point men have cleared the area of enemy targets, she often remains at scenes and investigates the situation. Whenever you get in trouble, you can count on Sun-Kwon to be there, backing you up and offering any needed medical attention.



## DOUGLAS HOLIDAY, SFOD-D UNIT LEADER

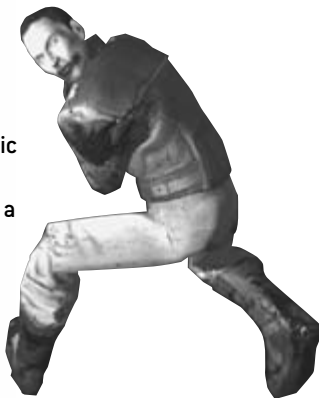
Unit Leader Douglas Holiday is not a F.E.A.R. operative, but rather a member of the elite Special Forces Operational Detachment-Delta. His duty is to assist and protect F.E.A.R. agents while they investigate the situation in Auburn, and he will not let you down. Holiday fancies himself as something of a ladies' man, and he won't hesitate to use his silver tongue even in the bleakest situations if he thinks it will score him a little post-mission action.



## PRIME TARGETS

### PAXTON FETTEL

Paxton Fettel is the psychic commander of the Replica trooper battalion—part of a military program developed by Armacham Technology Corporation in Auburn. Fettel's true origins are unknown. F.E.A.R. has very little background information on him, save for the few scant facts that could be pried from Armacham employees' lips and the shocking video footage of his initial assault on the Armacham office complex.



What is known so far is that Fettel has complete psychic control over approximately 1,000 Replica clones, each fully armed and "programmed" to comply with his every order. He has somehow snapped and is completely out of Armacham's control. Fettel has not issued any demands or given any motive for his move on Armacham. Armacham representatives knowledgeable about the psychic program claim that if Fettel is taken down, the link between him and the clones will be severed, thus neutralizing the threat.

F.E.A.R. operatives should approach Fettel with great caution. He could be armed, and it's a known fact that he's extremely dangerous.

### ALMA



F.E.A.R. has little intel on this mysterious factor. It is believed that she is somehow involved in the program that created the psychic clone battalion, but Armacham has not divulged any hard facts. It is rumored that Alma is a small girl and that she does not have any eyes.

When F.E.A.R. operatives encounter her in the field, they should be extremely cautious, as it is rumored that she possesses inexplicable powers.

## ARMACHAM EMPLOYEES

Armacham Technology Corporation is like an octopus—its multiple arms reach into multiple industries, such as aerospace and defense. Armacham is the company responsible for the Replica cloning program and Paxton Fettel's psychic training. You encounter a few Armacham employees while hunting down Fettel.

## HARLAN WADE



Harlan Wade, father of Alice Wade, is one of Armacham's most senior employees. He has been with the company for many years and has been involved in several of its most classified projects, including the Replica cloning operation. For most of the mission, Harlan Wade is just a name that keeps popping up with increasing frequency. But as you delve deeper into the plot that resulted in the madness of Paxton Fettel, you might come face to face with this man.

## ALICE WADE

Alice Wade is Harlan Wade's daughter. She is also an Armacham employee, working with Aldus Bishop on a project studying potential environmental hazards in the Auburn area. Alice believes that there is something happening in the area—a contamination of sorts—that has caused Auburn to fall into decay. You encounter Alice inside the Armacham building, but the stubborn young woman refuses your protection. She is far more concerned about her father, who she believes is in great danger.



## NORTON MAPES



The portly Norton Mapes is an engineer at Armacham, working closely on the Replica project under the direction of Armacham's president, Genevieve Aristide. Mapes has somehow survived the initial attack on Armacham headquarters by Fettel's Replica army, but he is disinclined to agree with your rescue attempts. Perhaps the man has ulterior motives? Or perhaps he just doesn't want to be separated from his stash of snacks back at his desk.

## OTHER PLAYERS

In addition to these major players, you'll hear the following names if you listen to voice mails and access all of the laptop computers you find while performing mission duties. All of the following people are employees of Armacham:

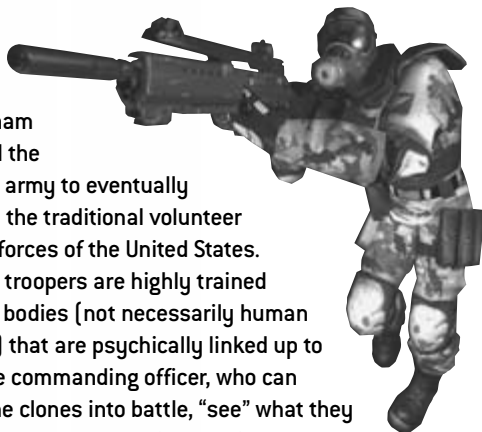
- *Genevieve Aristide, President of Armacham*
- *Aldus Bishop*
- *Bill Moody*
- *Iain Hives*
- *Chuck Habegger*
- *Marshall Disler*

## ENEMIES

The Replica army is a thousand-strong, infesting Auburn and the surrounding areas, including the Armacham building complex. All Replicas are under the control of Paxton Fettel, who will undoubtedly order them to attack the moment they see you. You also encounter Armacham's security forces—paid to protect the company headquarters and its secrets at all costs. You have no choice but to eliminate these targets, as they are under orders to shoot first.

## REPLICA TROOPERS

Armacham created the Replica army to eventually replace the traditional volunteer armed forces of the United States. Replica troopers are highly trained human bodies (not necessarily human beings) that are psychically linked up to a single commanding officer, who can send the clones into battle, "see" what they see, and adjust tactics

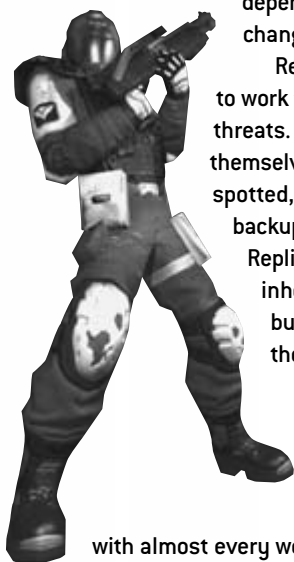


depending on constantly changing battlefield conditions.

Replica troopers are trained to work together to eliminate threats. They may scout ahead by themselves, but if resistance is spotted, they immediately call for backup from their squadron.

Replica troopers possess an inherent degree of bravery, but do not recognize that they are cannon fodder. They attack with smarts, not unbridled aggression, often using cover to mount counterattacks.

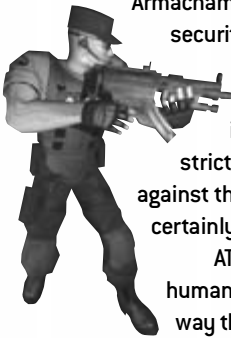
Replicas are armed with almost every weapon available to F.E.A.R. operatives. The most common weapons appear to be RPL Sub-Machineguns and G2A2 Assault Rifles, but you will encounter Replicas carrying the 10mm HV Penetrator or the Type-7 Particle Weapon. These heavily armed clones are rare, but they're likely to be deployed as you get closer to apprehending Fettel.



## Suggested Tactics

- *Replica troopers are fitted with light body armor, but their heads are completely exposed. Make this your primary target and you can often drop them with a single shot.*
- *Clones maintain a group mentality. They attempt to coordinate attacks, such as flanking you from different angles.*
- *Replica troopers do not use the same advanced melee attacks you have, such as slide kicks, but they deliver mean punches and kicks if you get too close.*
- *Always listen to the chatter between Replica troopers, as it provides clues about what to expect next. For example, if they see you attempting to circle around a patrol, they will call out something akin to, "He's trying to flank!" They also alert their fellow clones when they throw a grenade by yelling "Grenade!" If you hear a Replica radioing in for reinforcements, you can be assured that you have eliminated almost the entire squadron.*
- *Replica troopers are trained to seek cover, just like you. They hide behind walls and crates, but in the heat of the battle, they may accidentally leave an arm or leg exposed. If you shoot that exposed extremity, they sometimes fall back, giving you an open shot.*
- *Replicas may overturn furniture to use as a shield or barricade when they spot you. Use the N6A3 Fragmentation Grenade in these situations. If you have good aim, you can strike a clone directly with the grenade, causing immediate detonation and wounding any nearby Replica troopers.*
- *Replica troopers have good hearing, but if you manage to spot a rare one standing alone, you can slowly sneak up on him and unleash a melee attack to silently bring him down.*
- *The clones try to use the dark against you. They occasionally kill the lights to douse a location in blackness. They are also trained to look for flash-light beams in low-light situations. If you hear somebody yell "Flashlight!", you've been detected. Kill the light and fall back until the heat is off.*

## ATC SECURITY PERSONNEL

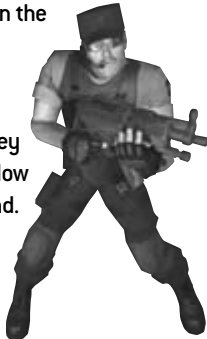


Armacham expends a good deal of money on security, hiring a minor army to protect corporate headquarters as well as a few other Armacham-owned facilities. ATC security forces are under strict orders to repel all hostile actions against their employer, and you are most certainly considered hostile in this situation.

ATC security guards are undoubtedly human. You can see it in the way they fight. Unlike

Replicas, they do not always act as cohesive units, they occasionally confuse bravery with stupidity, and they retreat even if it leaves one of their fellow ATC security guards hanging in the wind.

These guards do not wear nearly as much armor as Replica troopers and do not have access to some of the more high-tech weapons that you can use. Expect to encounter ATC security guards carrying RPL Sub-Machinegun and VK-12 Combat Shotguns. They have decent aim, but not the regimented training of the clone troopers.

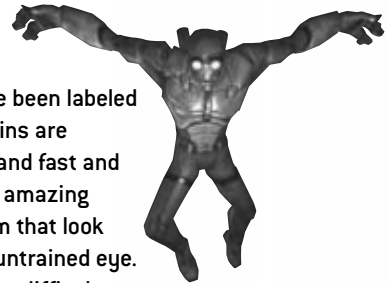


### Suggested Tactics

- *ATC security guards wear bulletproof vests, which may protect their chests, but this leaves their heads and extremities completely exposed. Target these to bring them down.*
- *Do not expect ATC guards to act together. Human beings tend to want to be the "hero" and will perform would-be daring feats in support of this. Sometimes, ATC guards rush you almost out of nowhere rather than lie in wait, so if you know the area is occupied, be ready for anything.*
- *A rifle butt to the chin is enough to drop even the most hardened ATC security officer.*
- *ATC guards are also on the lookout for flashlight beams, so turn yours off before approaching a corner where you can hear ATC activity beyond.*

## ASSASSINS

Little is known about these acrobatic Replica troopers, who have been labeled Assassins. Assassins are incredibly nimble and fast and can perform some amazing feats of athleticism that look impossible to the untrained eye. Of course, it is often difficult to see these actions because every Assassin is equipped with a stealth suit.



Stealth suits use a revolutionary new technology (trademarked by Armacham) to somehow bend light around the wearer, making him nearly invisible. It is not impossible to detect an Assassin in the field, but it can be extremely difficult if you do not know what to look for. And it's even more difficult in a low-light situation.

Because the stealth suit renders only the wearer invisible, Assassins do not carry ranged weapons. (Floating rifles would instantly give away their positions.) They use the stealth suit and speed to close in on target, then attack with a brutish melee blow.

### Suggested Tactics

- *Assassins do not travel alone. They use confusion by sometimes attacking in pairs, each rushing and retreating in sync.*
- *Just before striking you, an Assassin often deactivates his stealth suit, revealing his small form. As soon as you see Assassin blink into view, strike with a punch or the stock of your rifle. If you are fast enough, you can catch an Assassin in the face and send him reeling.*
- *You can sometimes track an Assassin by looking for the "ghosting" effects of the stealth suit. It only bends light around it, so you occasionally see a blurry trail running around a room.*
- *Dust typically obscures your vision in a battle, but if there is an Assassin around you, shoot the walls to kick up a thick cloud of dust. You can see the*

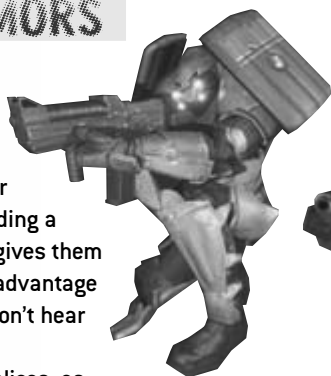


*Assassin's ghost trail far easier in the dust, as it appears lighter than the cloud around it.*

- *Assassins like to hide in corners, propping themselves between the two walls. They can also stick to walls and wait until you pass beneath them before dropping on top of you.*
- *If you manage to shoot an Assassin, you see purple arcs of electricity erupt from the stealth suit.*

## HEAVY ARMORS

Heavy Armor Replica troopers are mercifully rare in the field. Heavy Armors are larger than most clones, standing a good foot taller, which gives them an immediate psychic advantage in the battlefield. You won't hear these troopers barking commands to other Replicas, as these monsters seem more apt to act individually, thanks to their extra strength.



Their armor plating can stop bullets, and it's fitted about their head and shoulders to protect the most obvious killzone. They have body armor, too, which also can withstand several bullets. These troopers can take several shots and keep coming, making them formidable forces that F.E.A.R. operatives must treat with extreme caution.

Most Heavy Armors are equipped with the most lethal firepower, such as 10mm HV Penetrators and Type-7 Particle Weapons. You may even encounter a unit armed with the MOD-3 Multi-Rocket Launcher.

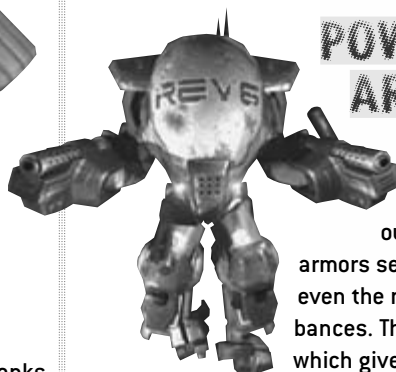
## Suggested Tactics

- *Heavy Armor units rarely travel without at least one Replica trooper escort. The Heavy Armor uses the Replicas as a distraction while it zeroes in on your position and mounts an attack.*
- *You can drop a Heavy Armor with a few shotgun blasts directly to the face, which is marked by the*

*four blue optic portals. Use slo-mo to get in close and deliver a shot, but make sure you get out of there before slo-mo wears off.*

- *Heavy Armors often drop to a crouch, minimizing body exposure. This allows them to use their shoulder plates as body shields.*
- *Heavy Armors are slow—they move very deliberately. Use this to your advantage by keeping in motion as much as possible, preventing the Heavy Armor from being able to dig in and target you.*

## POWER ARMORS



Power Armors are Replica Troopers outfitted in exo-skeleton armors sent into the field to quell even the most violent disturbances. They stand on two legs, which gives them increased mobility similar to a regular soldier.

The Power Armor can run fast too, closing the gap between itself and its target with frightening speed.

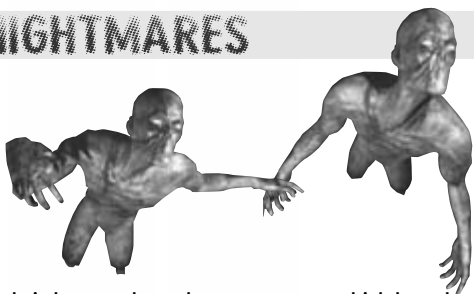
The front of the unit is fitted with a thick armor shield that can repel more shells than the Heavy Armor's plating. The shield covers most of the unit's circuitry, exposing only its arms and legs. Perhaps there is an unknown weak spot that a F.E.A.R. operative could pinpoint and exploit?

Each of the Power Armor's arms is fitted with a weapon. The standard Power Armor loadout is a MOD-3 Multi-Rocket Launcher, but it's rumored that some advanced models are actually fitted with laser cannons capable of piercing body armor and doing extreme damage. Power Armors also use their massive arms to deliver bone-shattering melee attacks if they are close enough to their target.

## Suggested Tactics

- *Power Armors are to be feared. They are incredibly strong and sometimes freakishly fast. Do not allow the Power Armor to get close enough to you to strike you, as its metal meat hooks will drain your health and knock you back. While you try to recover from the blow, the Power Armor will have more than enough time to strike again and fire its weapons.*
- *The Power Armor shield is too strong for your melee attacks to do any kind of useful damage. Besides, attempting to punch it would bring you too close.*
- *To combat a Power Armor armed with rockets, zoom in, engage slo-mo, and shoot the second or third rocket in a burst. The rocket will detonate in mid-air, destroying the other rockets nearby and dealing damage to the Power Armor if shot in close proximity to the Power Armor. However, beware of walls when fighting rocket-wielding Power Armors—they can interfere with dodged shots and cause them to detonate too close to you.*
- *The Power Armor does not drop any weapons.*
- *Use slo-mo whenever possible when attempting to bring down a Power Armor. Because most units can fire up to six rockets at a time, you need the hyper-awareness to get out of the way. Just don't allow slo-mo to completely drain while fighting a Power Armor, as it takes longer to recharge the meter to a usable level.*

## NIGHTMARES



Little is known about these creatures, which have been labeled "Nightmares" until better intelligence can provide more answers than questions about their origin. F.E.A.R. acknowledges the presence of negative energy—it is perhaps

the most common thread that runs through paranormal activity—and some have posited that Nightmares are physical manifestations of this supernatural force.

## Suggested Tactics

- *Nightmares push their way into our world from theirs. You can see the fabric of reality bend and warp when a Nightmare attempts to cross over. As soon as you see the dark portal start to open, raise your weapon and get ready for the onslaught.*
- *Nightmares "explode" on contact. They don't do too much damage, but because they typically arrive in great numbers, you can be quickly overwhelmed.*
- *A single shot is enough to eliminate a Nightmare. The shotgun is not the best weapon, because it takes too long to reload and its scatter effect may not take out very many at a time. Use the RPL Sub-Machinegun to spray an entire group of Nightmares. Or use the MP-50 Repeating Cannon because its area-effect attack can take out a few Nightmares with each round.*
- *Nightmares usually signal that you are in an area full of negative energy. If you encounter a Nightmare, chances are a horrible event once took place here or somebody full of unearthly rage is near.*
- *Nightmares sometimes appear in visions. These Nightmares can still have an effect on your corporeal form.*

F.E.A.R. operatives should be aware that intel reports have confirmed the existence of prototype robot sentries in the vicinity of the Armacham building complex. These sentries use a propulsion system that allows each unit to hover in the air for an extended time. The propulsion system is not capable of high speeds yet, so at least these flying threats will not be difficult targets. Each sentry is said to have three "arms" that stick out from the unit's central core. Each arm is fitted with a small laser cannon. These units do not possess heavy armor, so approximately three direct hits from a shotgun should be enough to bring one down.

## MISSION 1: POINT OF ORIGIN

### BRIEFING

Immediately following the F.E.A.R. briefing with mission coordinator Betters, you are dispatched into the field. The tracking device implanted in Fettel has gone active, putting Fettel live on the grid. Betters has tracked Fettel to an abandoned building in Auburn. A Hannibal-3 spy satellite has relayed back intel about the area. As of yet, there are no Replica soldiers in this Auburn neighborhood. The neighborhood is in slow decay—the lack of civilians should make this operation much easier.

According to classified information from Armacham, the psychic link between Fettel and the Replica soldiers will be severed as soon as he is contained. Hopefully, you can corner Fettel in this dilapidated structure and bring this incident to a close without too much bloodshed.

### Enemies

- Paxton Fettel

### TACTICS

**Objective: Rendezvous with Jankowski**



Betters drives you to the location where the tracking device has pinpointed Fettel. The other F.E.A.R. team, led by point man

Jankowski, is being inserted nearby. You need to rendezvous with Jankowski and investigate the area for any sign of Fettel.



Betters drops you off outside an old wooden fence. Bash the weak boards with your fists or the stock of your pistol to gain entry to the building's courtyard. Cross the courtyard to the left, en route to the rear ground floor entrance. Locate the door next to the burning barrel and slip inside the building.

The building seems abandoned, but the tracking signal says otherwise. Continue into the building, passing through the dark room immediately beyond the first hallway. Acquaint yourself with your flashlight in this small room. Use the flashlight (press **X**) to illuminate the immediate area. Snake around the old shelving units and enter the next room.

Jankowski attempts to join you, but the door to the hallway he is in is blocked by debris. He tells you to find another way around so you can hook up and explore the upper levels together.



Access the next floor by climbing up the stairs leading to the double doors in the middle of this room. However, before heading up to find Jankowski, enter the small room to the right of the stairs and find a Health Booster on a table. Using it permanently raises your health by five points for the remainder of your assignment.

## MISSION 1: POINT OF ORIGIN

### TIP

You can spot Health Boosters and Slo-mo Recharges by their telltale glow. In dark areas, you can often see the faint hint of green or blue seeping from behind debris or around corners. Often you need to explore an alternate route—going out of your way and exposing yourself to danger—to get these completely optional (but extremely helpful) implements.

After passing through the double doors, you discover that the next door is blocked by debris. Head down the hallway to the left, jumping over the table parked in the middle of the passage. It looks like a medical cart—was this place once a hospital?

As you round the corner, you sense a strange, invisible presence in the hall. Tiles fall away from the wall. Are you alone? Why are you having these sensations?



Cross the next room, watching for the profile of a man—possibly Fettel?—slinking past the boarded-up door at the opposite end. Why is he talking to you so slowly and

calmly? Crouch under the boards to enter the hallway and follow the stranger's route as he shambles off to the right.

Continue through the door that was mysteriously slammed in your face. The next room looks like a birthing room of sorts. The apparatus in the corner looks suspiciously out of place in such a trashed, old building.

Shoot the padlock off the door to gain entry to the next room. Most padlocks can be shot off, but the noise may raise an undesirable alarm.



Head up the next flight of stairs and down the hallway. The door at the end is blocked, but Jankowski lets you in from the other side. Fettel's signal is incredibly strong, meaning he must be nearby. Jankowski readies for action as he prepares to burst through the next door, but all that awaits you is a badly mutilated body.

### NOTE



When you follow Jankowski into the next room and discover the grisly scene, it feels like time has slowed down. Your senses go on hyper-alert, and you see everything with a keen eye. From time to time, events and sights will trigger these uncontrollable reactions.



Jankowski opts to stay with the body until your third teammate, medical specialist Jin Sun-Kwon, can join you. Continue past Jankowski and the body and head upstairs to the roof. The next door leads out onto the roof, where Fettel's signal is strongest. Pass through the next door and creep through the long hallway—windows on the right look down onto the old neighborhood.

The door at the end of the hallway opens back out onto the roof. It looks like a dead end, but there's an opening between two ventilation units to the right. Walk between them to close in on Fettel.



Fettel ambushes you from out of nowhere, but he does not harm you. Why does this monster show you—and only you—mercy?

Before escaping, Fettel venomously informs you that "They all deserve to die."

When you regain consciousness after your encounter with Fettel, you are ordered to retreat into the building and rendezvous with Jankowski and Sun-Kwon.

## Objective: Rejoin Teammates

When you come to, you overhear a radio transmission from F.E.A.R.. Apparently the Replica army is now on the march at the dock, near the massive South River Wastewater Treatment Plant. Special Forces Operational Detachment-Delta (SFOD-D) are preparing to intercept the Replicas, but

they've been ordered not to engage until F.E.A.R. specialists have arrived. Black Hawks are on the way to pick up you and your teammates from the old Auburn building.



Retreat from the roof to rejoin Jankowski and Sun-Kwon in the room with the body.



After you meet up with your team, head for the Black Hawks. SFOD-D Unit Leader Douglas Holiday is waiting by the helo to escort you to the water treatment facility. The mission automatically ends with the helos taking off for the facility. The SFOD-D troops

are excited for the action, but you and your F.E.A.R. teammates are definitely a little more reserved.

## Unanswered Questions



The plot involving a clone battalion under psychic control from a remote commanding officer (with a literal thirst for blood) is only the first piece of a much larger puzzle.

- \* Who exactly is this Paxton Fettel and where did he come from?*
- \* How is he seemingly able to materialize from room to room?*
- \* Why does he treat you with familiarity instead of vile contempt and murderous rage?*
- \* And why do you suffer visions of pain and suffering from beyond the fringe?*

# MISSION 2: FIRST ENCOUNTER

## BRIEFING

After ambushing you in Auburn, Paxton Fettel manages to escape the area. His tracking signal also disappears off of the radar, so in-site intel is the only way to re-acquire Fettel. However, as pressing as the apprehension of Fettel is, another situation has arisen that requires immediate attention from F.E.A.R. operatives.

A Hannibal-3 spy satellite has relayed photographic evidence of the massive mobilization of Replica troopers on the waterfront at the Sullivan Shipping and Receiving facility that neighbors the South River Wastewater Treatment Plant. With Replica forces on the move, the situation threatens to escalate quickly, especially since the United States military has decided to involve Special Forces.

F.E.A.R. operatives are to attach to Special Forces Operational Detachment-Delta (SFOD-D) under command of Unit Leader Douglas Holiday. You will be inserted near the shipping facility via Black Hawk helicopters by fast rope, accompanied by a SFOD-D team. Jankowski will attach to another SFOD-D team and fast rope in at a nearby location. You are to reconnoiter the area, gather intel, and rendezvous with a full report.

Because this could go hostile at a moment's notice, and F.E.A.R. is unsure of the motives behind the Replica troopers in the area, all teams are ordered to not engage the enemy unless they are fired upon first.

## Enemies

- *Replica troopers*

## TACTICS



**Objective:**  
Search Area for  
Signs of Enemy  
Soldiers



At the beginning of the mission, you are en route to the Sullivan Shipping and Receiving facility via a Black Hawk helo. A SFOD-D team is in the helo with you. When you arrive outside of the

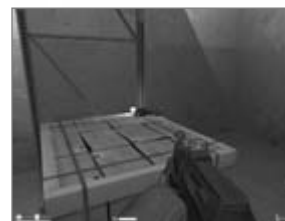
facility, you discover a locked gate—and no sign of enemy presence. Your SFOD-D leader, suspicious of the need for a F.E.A.R. operative, sarcastically tells you to find out how to open the gate—the perfect job for a “specialist” like you. (As always, when confronted with what they do not understand, people choose ridicule.)

The SFOD-D leader is flanked by two more SFOD-D operators, who do not lift a finger to help. You must leave them behind at the gate to seek the means of opening the gate and entering the facility.

## NOTE



At the start of this mission, you are equipped with both an AT-14 Pistol and a RPL Sub-Machinegun.



Head to the right of the gate and pass behind the stacks of shipping crates. There is a half-open bay door behind the crates. Crouch to pass underneath the gate. The room is empty, but a Slo-mo Recharge sits on a crate against the left wall. Pick it up, then slide back under the door.



There is a flight of stairs on the right side of the building, just around the corner from the half-open bay door. Head up the stairs to access a catwalk that crosses over the room where you found the Slo-mo Recharge. There is a door on the opposite side of the catwalk and a small control room just beyond it.



The copper smell of freshly spilled blood hangs in the air. The corpse of a worker lies motionless in front of a switch against the left wall, just

beneath a window bay overlooking the shipping yard. Approach and activate the switch to open the gate below and allow the SFOD-D operators entry into the yard.

Something goes horribly wrong, though, when the soldiers enter the shipping yard. As you rush downstairs to join them, you hear



desperate screaming and gunfire as something overtakes this highly trained outfit. When you enter the shipping yard, all that remains of the SFOD-D unit are bloodied skeletons, completely stripped of flesh and muscle.



Who—or what—could have possibly killed these men so viciously? As you step forward to investigate the remains, you are overcome by a terrible vision.

## Objective: Rendezvous with Jankowski's Team

After flashing out of your vision, you are ordered to seek out Jankowski's team. A force more terrible than ever imagined is working in Fettel's shadow, and you will need help to gather intel and survive.



Cross the shipping yard, passing the sign reading "Blacksand Imports" on your left. On the side of the building is a white door next to a lazily spinning fan. Another worker lays slumped on the ground just beyond the door. With his last breath, he tells you that "they" came in and just started shooting. And after you witness his death rattle, you hear chatter from the corridor just ahead. The Replicas are on the move and your orders to not shoot will soon be broken.




## MISSION 2: FIRST ENCOUNTER



Lean out around the corner to spy a Replica trooper hovering over a body. Aim for the back of the neck and fire. Do not rush out, as another Replica is the room.



After you drop the Replica by the body, the second Replica comes out of the back room and engages you. This is the perfect time to test out slo-mo.

Press the left  to focus your vision and slow time. Then, aim for the yellow barrel near the Replica. The barrel explodes, and if the Replica is standing close enough to it, he will be thrown back. If the barrel doesn't kill him, charge forward and shoot him before slo-mo wears off.

### TIP



Look for yellow barrels with warning labels. These barrels are full of highly combustible materials and will explode if shot or if a grenade goes off near them. Use the resulting explosion to eliminate enemy agents, but be sure to keep a safe distance so you are not wounded in the explosion.



Follow the trail of bodies on the ground, passing beneath the swinging light fixture hanging from the ceiling, and move up the next flight of stairs. There are no Replicas in the immediate area, so it's okay to let your guard down a little. Walk along the catwalk at the top of the stairs, moving to the right.

Grab a spare Medkit from the small office nearby (remember, you can carry up to 10). Then back out of the office and continue down the hallway.



The hallway dead-ends. The only way out is through the window, so bash the boards off of the window frame with either your fists or the stock of your gun (use

the right mouse button). Step out onto the awning just below and walk to the right. The awning stretches out far enough that you can jump over the fence below you.

Go through the door next to the fence. Walk through the corridor until it starts to turn, then slow down. Another Replica is the next room, but he hasn't heard your approach. Use the element of surprise to drop him.



Sneak up behind the Replica and strike him in the back of the neck with your gun stock. The single blow

knocks him to the ground. Gather any ammunition he drops, then back off before reinforcements can arrive.



If any Replica patrolling the shipping yard just beyond the bay door sees your feet or is close enough to hear a body crumple to the ground, he will investigate. Either back away from the door so you can shoot troopers as they crouch to pass under the door, or seek cover in the small office on the room's right side. From here, you can look out at the bay door and also shoot the Replica as he skirts through the gap to investigate. If you shoot one of the Replicas before he can get through the door, his bloodied body lying outside will attract a lot of attention.

Some of the Replica troopers outside of the shipping bay attempt to enter through the outside door of the small office to the right. Don't ignore this—don't let the troopers get the drop on you from behind.

Even though the office windows are a little dirty, the Replicas can see you inside. If they spot you, they open fire. The breaking glass warns you that you have been identified. You can be sure your location is being relayed to the other members of the Replica patrol.



Fight out of the shipping bay and either slip underneath the half-open door or through the office door. One or two Replicas may remain in the shipping yard (if you hear a call for reinforcements, you've whittled their numbers down to one or two), so play cat-and-mouse with them among the large cargo containers.

## TIP



After you have successfully cleared an area of Replica troopers, sweep through and pick up any extra ammunition. At this early stage of the mission, many of the Replica clones are using the same hardware as you: the RPL Sub-Machinegun.

Once you have put down the Replica patrol in the shipping yard, jump up on the loading dock on the opposite side of the yard and pass through the open door.



Walk through the room full of crates just beyond the door. Another hallway feeds into another room full of crates. Walk around these crates, grab the Health Booster, and enter the hallway, which connects to a room full of shelving—and a couple Replicas on patrol.



Don't rush into the room. Lean around the corner and verify the positions of the Replica clones. You can get the drop on one of the troopers, but the gunfire will attract the attention of the other. Consider using slo-mo to keep the other Replica from rushing you, then finish him off with a shot to a killzone before you return to normal speed.

Before leaving this room, check the back wall for a Medkit. Do not lower your rifle, though, as the sound of gunfire may have attracted Replica troopers from a nearby room. If two clones rush around from the next hallway, you won't need to worry about an attack in the crate room ahead.

## MISSION 2: FIRST ENCOUNTER

Exit to the room through the next hallway, passing another bay full of crates on your left. You will return here in just a moment, but first head to a small office at the end of the hall near the vending machines.

Grab the handful of N6A3 Fragmentation Grenades from the desk of the small office.



If you encountered an extra pair of Replica troopers during the previous firefight, this large room full of crates will be empty. However, if you did not see any additional troopers, two will be hiding behind the crates on the opposite side of the room. They may step out and shoot at you, but you should always expect a grenade attack. Fortunately, they always call "Grenade out!" as they hurl their grenade, so you should have time to avoid it. Blast these Replicas, then continue to the next set of stairs.



Do not immediately run all the way to the top of the stairs. Pause on the landing between the two flights and target the Replica standing in the doorway on the top floor before he can turn around and spot you. A headshot will drop him, but so will a grenade if you throw it just right.

### CAUTION

Be careful throwing grenades in narrow areas or through small doorways. If the grenade glances off a surface and bounces back to you, you may not have enough time to escape the blast.

After silencing the Replica trooper at the top of the stairs, continue to the top floor and head down the passage to the right.



Stop in the next office in the hallway. The previous inhabitants are on the floor, but help yourself to the gear inside, including a G2A2 Assault Rifle.

## TIP

Voice mails may not give you any intel about your immediate predicament, but the information will certainly help you solve the over-arching mystery surrounding the Replica army and Paxton Fettel.



Continue down the hallway until you reach an office you cannot enter. Head to the left and jump over the railing to scale the crates in the next room—above where you encountered the two Replicas with their grenades.

Throw a switch on the landing just beyond the shipping crates. This fires up a pulley system that hoists a crate down to your end of the room. This creates a makeshift bridge that you can use to cross to the other side of the room. In this office, there's a blinking red light signaling a voice mail. Listen to it, but take care to do so only when you've eliminated all enemies nearby.



More Replicas enter the room due to the sound of the crate moving on the landing opposite you. They use crates for cover, so throw grenades across the room and open fire, aiming for chest-level. Once they are down, jump across the crate now hanging on the right side of the room and head through the passageway on the opposite side.

## NOTE



Always poke your head into offices, as many of them contain spare Medkits or stashed Body Armor.



You're now back in the crate room you passed earlier in the mission. Carefully creep along the catwalk over the room so as not to alert the Replica

trooper beneath you. From your vantage point, you can fire down on the troopers. Your height advantage gives you a greater chance of scoring a headshot.

Continue walking along the catwalk and pass through the next door. The door opens into a stairwell. If you're fast, you can surprise a Replica walking up the stairs and put a few rounds in his chest before he can even raise his rifle.

Head down the stairs, picking up any ammunition the trooper dropped, and approach the door leading back outside. Just beyond is another shipping yard full of Replica clones, so don't just walk outside like you own the place. Use the door as a staging area to mount your assault.



The shipping yard is buzzing with Replica activity. From the door, step or lean out and squeeze off a few rounds on the closest trooper. Once you start shooting, though, the Replicas won't stop until they have successfully put you on your back. After popping one or two Replicas from the door, rush out into the yard, then use slo-mo to start eliminating them one by one.

## MISSION 2: FIRST ENCOUNTER



Look for trouble coming from the trucks on the yard's left side. Some of the troopers use the trailers as cover and try to flank you if you concentrate too much on the Replicas directly in front of you from the door. Try to take out at least two Replicas before slo-mo expires and you have to seek cover while it recharges.



More Replica troopers approach from the landing on the opposite side of the shipping yard. They are too far away to snipe with a great degree of

accuracy, and likewise, they have a rough time getting off any good shots at you. Close the gap between you and them while slo-mo recharges. They leap over the railing and try to rush you, but hit the slo-mo again and neutralize them before they can get off too many shots. In slo-mo, you should be able to avoid their bullets if you aren't too close when they start shooting.



Once the shipping yard is empty, head down this ramp and enter the side door.



As you walk through the room inside the building, you are overcome by a strange series of sensations. Visions of people materialize before your eyes, and crumble as you try to approach them. Is this the work of Paxton Fettel? Or are you somehow tapping into a negative energy coming from somewhere (or someone) else?



Continue walking through the hall and head right when you spot blood-stains on the ground. A corridor behind some nearby crates has a Health Booster on a box at the end.



Return to the bloodstains and follow the vermilion trail until you reach a pile of skeletons. (Are these the remains of Jankowski's team?) Step over

the grotesque sight and head up the next flight of stairs. The stairs lead to an office with no other way out, save for a broken window in the corner.



The broken window looks down on a long hallway that seems uninhabited. Grab the Slo-mo Recharge behind the crates. Jump through the window to the floor below and head for the exit at the end of the hallway.



When you land on the floor, the end of the hallway explodes into flames. Boxes are tossed into the air like playthings as the pyrotechnics start closing in

on you. Somewhere in the center of the blaze you can make out the outline of a figure. A small figure. Jump out the broken window to escape that horrible sight and the encroaching blaze.

## Unanswered Questions



This mission is full of grisly evidence that there are greater forces at work than just an army of gun-toting clones.

- *What kind of man or monster can strip a Special Forces operative down to his skeleton with no effort?*
- *That girl those Delta operators were fleeing from—was she real? Or was your mind playing tricks on you?*
- *Why are you having these visions of disintegrating people?*
- *Who was that little person you saw engulfed by flame just before you were blown out of the building?*



# MISSION 3: INFILTRATION

## BRIEFING

The Hannibal-3 spy satellite has reacquired the signal from Paxton Fettel's tracking device. The source of the signal has been pinpointed to the South River Wastewater Treatment Plant, which is near the shipping yards where you barely emerged from your last mission. Jin Sun-Kwon has arrived and assessed your injuries—miraculously, you are mostly unscathed, save for a few scratches.

After Sun-Kwon approves you for continued duty, you are ordered to immediately report to the South River Wastewater Treatment Plant, where early intel has also confirmed that a large squadron of Replica troopers is on the move. Special Forces Operational Detachment-Delta reinforcements are en route to the wastewater facility, but you cannot wait for them to arrive. Fettel cannot be allowed to elude capture again.

While you are infiltrating the water treatment plant, Sun-Kwon and Holiday will remain at the shipping yards and attempt to rescue Jankowski, who is still missing. Should they locate him, you will be advised over the radio. In the meantime, the pursuit of Fettel—and the engagement of his Replica troopers—must continue.

## Enemies

- *Replica troopers*

## TACTICS

**Objective: Find and Neutralize Paxton Fettel**



When you regain consciousness after your apocalyptic vision of the little girl in the red dress, Sun-Kwon is hovering over you. She checks your vitals and is stunned that you are

relatively unharmed. As you get to your feet, Betters comes over the radio and orders you to continue your pursuit of Fettel. Sun-Kwon is assigned to stay behind and continue searching for Jankowski, who has gone missing. Adding dread to his status, his monitoring device has fallen silent.



After composing yourself and listening to all available intel on the situation, pass Sun-Kwon and head straight. Pass the vertical pipes and make a right. Steps lead to a basement door. Drop down and pass through the door to enter the wastewater treatment facility.



Once inside, you see the handiwork of the Replica troops: a crumpled corpse in the corner, surrounded by a plot of dark blood. The collage of bullet holes on the wall reveals fresh action. Unfortunately, word comes over the radio that your reinforcements are being redirected to the Armacham Technology Corporation buildings, where significant activity has been detected. You are on your own.





Keep following the trail of dead bodies and bloodstains. Move around the generators and head up the stairs. Continue into a large hallway, passing some tall gas canisters, and locate a door that leads back outside.



Two ladders descend into the cavernous plant interior. Slide down each one—do not just jump down, or you'll take damage from the fall.

The ladders drop you off in a dank part of the facility. You need your flashlight (press **X** to activate it) down here to get a good visual on your surroundings. Fortunately, no Replica troopers patrol this corner of the plant, but you get the sneaking suspicion that something is down here.



A vast wastewater tank lies directly in front of you. Surrounding the tank are some crates on the ground. Grab the Slo-mo Recharge behind the crates. Cross the catwalk that stretches across the diameter of the tank. Look for a door to the left on the other side; it's the entrance to a small office.



A switch inside the office rotates the catwalk so it is perpendicular to its previous position. There's also a blinking voice mail on the phone in the office. Watch the catwalk slowly rotate into place from the office, then step through the door to the right of the switch.



Cross the newly positioned catwalk to the other side, accessing a small concrete landing with a hole in the ground that leads back into the plant interior.



Walk down the steps and enter the corridor marked with the overhead pipes. Follow this passage to the light at the end. The hallway is incredibly silent, which makes it all the more nerve-wracking. When you reach the light, you are in the middle of a small chamber with a ladder leading to the plant's exterior.



Before climbing the ladder and exiting the underground passage, peek into the small alcove off of the chamber. The bloodied skeleton in the corner is bathed in the blue glow of a Health Booster.

## MISSION 3: INFILTRATION



Back outside, look for more bloodstains to lead the way. Cross the small catwalk over the sewage line and pass through the blue door.

However, don't rush inside. You hear a little chatter between a few Replica troopers just around the next corner. They know you're in the area, but they have no idea how close you really are. Hang back, peek around the corner, and use the element of surprise to gain the upper hand in this encounter.



Once you lean out and assess the situation, you can attack. The Replicas patrol the catwalk that lines the room. They have several crates and pallets for cover, so make good use of the corner as your cover. As soon as you take out the first Replica clone, another immediately zeroes in on your location and opens fire.

### NOTE



To really get the element of surprise, engage slo-mo briefly and target the first Replica trooper you see on the catwalk over the room. You can shoot him before he can even turn around,

but the second you phase out of slo-mo, expect the other Replicas to close in.

After you clear out the first two, you hear that more Replicas are en route. Drop down to the floor and tuck yourself under the catwalk. Fire up at the additional Replica troopers as they pile into the room. After the shooting dies down, head up the steps and walk along the catwalk to the doorway on the opposite side of the room from where you entered.

### TIP



Before leaving, check out the small office to the right. Some Body Armor in here proves useful in upcoming firefights.



The next large chamber is the setting for another shootout with pair of Replica troopers. They stand their ground on the opposite side of the room, using barrels and crates as shields. Use an N6A3 Fragmentation Grenade to flush the troopers out of their hiding spots. If you do not kill them right away (remember, a direct hit to the body results in an immediate detonation), this at least gets them out in the open where you can finish them off. Use the crate on your side of the room as cover while engaging the Replicas.



Once the clones are down, drop into the center of the room. Explore the dark corridor in the corner. Follow the passage to the end, and then crouch to slip

under a set of pipes. Nab the Slo-mo Recharge sitting on an old toolbox, then back out of the corridor and look for the locked gate.



Blast the lock off the gate and swing it open. Climb the ladder just beyond the gate and walk across the pipes that hang from the ceiling. They lead you to a shadowy alcove on the other side of the room, just above where the Replica troopers were stationed. When you reach the other side of the pipes, blast the grate in the floor to access the next area. Drop down through the hole.

Follow the corridor as it turns right. Wait for just a moment before going around the corner, as you will hear a few Replicas talking. As you creep



around the corner, you spot a host of Replicas through the windows on the left wall. Stay back and they won't notice you. Lean out to get a clean view through the window and target one. If you walk directly up to the window, though, the Replicas easily see you and start to mount an attack.

There are several Replicas in this patrol. Use the electrical boxes on the walls as offensive weapons, blasting them to create deadly explosions. After the Replicas drop, scour their corpses for extra ammunition and new weapons. Once you are finished here, continue into the next hallway.



Your flashlight will alert the Replica troopers in the next hallway, so turn it off until you start the engagement. From the top of the steps, lean

out and target the trooper hiding behind the box. Be mindful of another one at the end of the hallway. Consider banking a grenade off the wall to start the attack.

Another way to circumvent the troopers is to head around to the right, walk down to their level, and attack from the other direction.

When you finish with these, look for the ladder on the room's opposite side. Follow the catwalk into the next area.



Find Body Armor and some weaponry in the small outpost with the overturned canisters and the sink. Take the Medkit off of the back wall.

## MISSION 3: INFILTRATION

Look for the laptop in the small office to the left. After you send the encrypted data to Betters, he reports that the water contamination issue has Armacham's fingerprints all over it.



Continue through the next hallway, passing the Diet Squish vending machine. Look in the small office directly across from the vending machine to pick up some extra gear. The hallway ends with a door that leads outside. Don't immediately pass through it. If you just brazenly walk outside, an entire Replica patrol will come down on you—hard. To survive this firefight, you must use cover to its fullest.



Open the door and then immediately head for a crate or the trash receptacles to the right. Use them as cover to launch your first attack against the Replica clones as

they inspect the area, unaware of your presence. The first shot certainly makes them take notice, but if you can drop one trooper before they know what's happening, you'll already have the upper hand.



**TIP** Use slo-mo when the Replica troopers start approaching the railing on the opposite side of the courtyard. They don't immediately jump down, but rather hang back and needle away at your health. Slow things down and take them out before they can do too much damage.

Unless he has run out to join the fight, expect to find a Replica inside the small structure in the courtyard's center. Taking that structure is key to winning this battle, as it provides both cover and necessary gear. Lob a grenade through the window to eliminate the Replica inside, then storm through the door.



From the structure, use the window as cover to fire upon the rest of the Replica patrol. They may attempt to grenade you in return, so if you hear "Grenade out!", vacate the premises. Lean out the doorway and target the Replicas beyond the railing on the courtyard's opposite side.



Once the action goes quiet and all of the Replicas are dead, move from body to body, picking up extra ammunition. When you have satisfied your stocks, head up the stairs beneath the

railing and enter the facility interior via the lone open door.



Inside the facility, follow the hallway until you reach a large room with catwalks hanging above a water basin. Jump over the railing and swim through the water to the ladder leading up to the catwalks. Follow the catwalks to the door out of the room and into a dark corridor.



Head up the stairs and follow the large water pipes to the right. They lead you to another ladder, which drops you off into another passageway.

There is a large water treatment tank in this next room—and maybe something else. Walk around the treatment tank and look for a hole in the floor, next to a white bucket. There is nothing but water below



the hole, but with only one way to go, drop through the hole and into the water.

The splashdown quickly gives way to another vision. You are in a long hallway that is rapidly filling with blood. There are two shadowy figures beyond the double doors at the end of the crimson corridor. Head for the door and you flash out of the vision and the mission ends.

## Unanswered Questions



The scare at the end of the mission feels a little like déjà vu. You've seen this hallway before, so what is its significance?

- *What would Fettel want with a wastewater treatment plant?*
- *How is Armacham involved in the water contamination problem?*
- *How is this little girl able to appear and disappear with no warning and with no trail or sign of ever being there?*
- *Where is Jankowski? Is he still alive?*

# MISSION 4: HEAVY RESISTANCE

## BRIEFING

The operation at the South River Wastewater Treatment Plant is ongoing. While Special Forces Operational Detachment-Delta teams are currently finalizing their plans for a full-scale assault on the Replica forces at Armacham headquarters, you must continue engaging Replica clones on your own. Sun-Kwon and Holiday are still looking for Jankowski, who has not yet radioed in with his current location. Hopes are dimming.

You must continue hunting Replica troopers in the treatment facility while seeking out Fettel. This operation is still focused on neutralizing Fettel, as this will disable the Replica clones before any more blood is spilled. However, always be on the lookout for intelligence that could help determine Fettel's motives and explain why his Replica troopers are attacking on two fronts.

Also important is Sun-Kwon's report on the corpse discovered in Auburn. The victim is Chuck Habegger, an Armacham employee. Why he was killed is still unknown, but judging from the grisly nature of his murder, it is believed that Fettel was directly involved.

## Enemies

- *Replica troopers*
- *Heavy Armor*

## TACTICS

### Objective: Find and Neutralize Paxton Fettel

This mission begins with you wading in the water at the bottom of the shaft you dropped into at the end of the previous mission. Sun-Kwon comes over the radio. She has discovered some remains and will attempt to identify them—hopefully they aren't Jankowski.



There is a hole in the wall just above the slanted surface leading out of the water. Crouch and sneak into the hole, following the steam pipes until you reach an area where you can stand up and jump out of the small passage.



Snag the Medkit in the corner of the underground passage. It's to the right before you exit the passage.



When you rise out of the passage, look down the hallway directly next to you. You can see the shadow of one of the Replicas on the wall. He is

standing inside a small office on the left side of the hallway. Carefully sneak up the left side of the hallway so he cannot turn around and see you.



Using slo-mo, carefully sidestep out from the wall and target the Replica trooper in the office. No more Replica clones are in the area, so you have more than

enough time to recharge the Reflex Meter. Shoot the Replica and then step into the office to collect some gear, such as grenades.

When you finish looting the office, step back out into the hallway and follow it until you reach another chamber filled with water at the very end.



A catwalk stretches out over the water. Cross the water via the catwalk and step into the next hallway. Do not rush into the hallway, as a Replica patrol is

just around the next corner. Kill your flashlight so they cannot see you coming.

Several Replica troopers are in this next, industrial-looking room. At least two are upstairs, with another two on the same floor as you. They all open fire at once if you are spotted, so use slo-mo to gain the upper hand—or lean out with a well-placed grenade to stir up the scene.



When you fire that first shot, slo-mo or not, you shake the hornet's nest. The troopers all turn their attention on

you. Use slo-mo to get in close and drop the two Replica troopers on the ground floor. The other two from the top start down the stairs to join the fight, so be ready for them.



After killing the two troopers on the bottom, step under the catwalk and turn your attention to the stairs. Catch the other clones as they rush down to engage

you. After eliminating all of the troopers, check their bodies for ammunition.



**TIP**  
Find a Medkit on the control console in the center of the room, just down the small steps next to the flight of stairs that leads to the second level.

Once the coast is clear, ascend the stairs and follow the catwalk around the room. A small control room on the right contains some essential gear, such as Body Armor. There's also a blinking voice mail in this room.



Once you have grabbed the gear, continue into a hallway that bends around to the left. Locate the door at the end of the hallway that leads back outside. Several Replica troopers are just beyond the door, so peer out the window to make sure nobody will see you the moment you step outside. When you are confident about your position, pass through the door and step out on the catwalk above the outdoor area.

Two catwalk systems in this outdoor area are divided by a stretch of open concrete. The shallow structures



## MISSION 4: HEAVY RESISTANCE

below the catwalks serve as cover for both you and the Replicas while you hunt each other down. As soon as you open fire, the echo alerts everybody in earshot, and they attempt to rush the catwalk you are standing on.

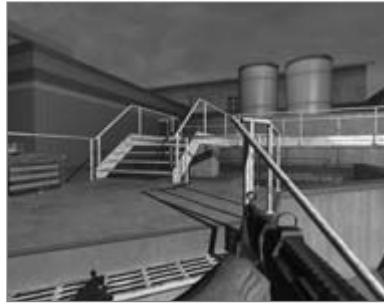


Target the first Replica trooper you see below your position on the catwalk. This starts the firefight.



As soon as the Replica is down, swivel around to look to the right. Immediately fire upon the Replica trooper running up the stairs and across the catwalk toward you. Cut him down, then head for the stairs leading to the level surface between the catwalks. While moving, target any more Replica clones that start closing in on your position. Slo-mo helps you get the job done, but don't expend it all before hitting the ground. You need some of those reflexes to hunt the remaining troopers.

Use the trenches below the stairs to shoot the legs out from underneath the troopers. Occasionally, the troopers work together to ambush you. One trooper slips into the shadows of the catwalk while the other bravely attacks you out in the open. When you turn to shoot the more aggressive trooper, the hidden Replica opens fire.



When you've eliminated all the Replicas and collected all the ammunition, head up the catwalk system opposite the one you started on, and follow the

walkway around the corner to the right—but pause briefly, because another patrol is in the immediate area.



Use slo-mo while hunting the stragglers on the ground floor between and under the catwalks. Look for shadows on the ground to give away their positions, then juice the

slo-mo to get the drop on them. In close-quarters combat such as this, always go for the head. Slo-mo or not, their bullets are just as deadly.



Tap into slo-mo again and step out into the next area to peer down at the Replica patrol without being caught. Unload on the closest Replica—typically directly at the

bottom of the steps leading to the ground—and then leap over the railing, firing at additional Replica troopers as you slowly fall to the ground. It's a good way to avoid being shot before your slo-mo runs out.



Once on the ground, continue the hunt. Another Replica trooper steps out from behind the corner on your right. Blast him and any remaining troopers that

attempt to intercept you. One of these Replicas drops the VK-12 Combat Shotgun, which you should definitely trade out your pistol for. The VK-12 Combat Shotgun makes close-quarter combat much more manageable.

Do not leave this area without ducking into the area beneath the catwalk straight ahead of the stairs you came down from. A ladder leads down, and from



the lip of the pit you can see a Slo-mo Recharge. Pick up the Slo-mo Recharge and ascend the ladder. Back on the main level, pass between the large tanks and head through the next door to re-enter the facility's interior.



Head down the hallway until you reach a large room with a shattered catwalk spanning an empty water tank.

There's no way around, so jump into the tank and walk over to the yellow ladder on the opposite side of the tank. Climb up the ladder and cross the ledge into the next room.




A small radio sits on the desk in here. The on-air reporter is recounting news of an explosion at the docks. This is the same explosion you were involved in.

Gather up the gear in the office, such as the Medkit and Body Armor, and exit through the door.



You are now back outside, above the pit where you recovered the Slo-mo Recharge. Cross the catwalk between the tanks

perched above the pit. A valve on the platform controls the water inside the previous room with the broken catwalk.

Stand in front of the valve and press  to turn it. This raises the water in the previous room, revealing a possible way across the broken catwalk.



## MISSION 4: HEAVY RESISTANCE



Return to the room with the crates and jump into the water. Climb up on one of the crates and then jump across to the other side of the broken catwalk.

Walk through the hall beyond the catwalk and around the corner to enter a room full of Replica troopers. Some are stationed on the floor, with at least one patrolling the catwalk above the room.

Engage the Replicas from the corner and try to pick off at least one of them before entering the room and starting slo-mo. Once slo-mo is on, use the



shotgun to blast them in two. If you lose sight of the Replica clone on the catwalk, that means he is headed down the stairs. Be ready for him and cut him down with the shotgun before he even reaches the floor.

After eliminating all of the Replica troopers in here, head up the steps and cross the catwalk at the top. Another patrol is in the next room.



When you first enter the room, use the shadows as cover. Open fire on the trooper closest to the railing. Once he is down, jump over the railing and back up to use the shelving in the room as cover. More Replicas attempt to

use the half-wall directly ahead as cover. Lob a NGA3 Fragmentation Grenade at the half-wall to neutralize them. If you miss, use the steel support beams as cover while returning fire. Don't let them out of your sight for too long, or they'll sneak up on you.



As you walk through the room, more Replica clones enter through the back door. Either run to the small corridor on your left (marked with the yellow light)

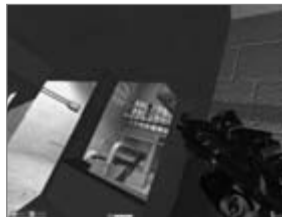
and try to cut them off, or just train your gun on the door and be ready for them the second they run through.

### NOTE



You can use grenades as preventive measures. In situations where you know enemies are coming (you see their shadows or hear their radio chatter), lob a grenade at the entry point of your room to give them pause. The resulting dust cloud gives you an extra few seconds to seek cover.

Head through the door where the last two Replica troopers came from and slowly creep up to the next corner. This next room contains quite a battle, so reload your weapon and heal injuries.



Lean out and snipe the Replica trooper on the catwalk above the room. Keep shooting until the trooper is down, then enter the room. It's quiet—too quiet. Cross the wooden planks in the middle of the room to pass over the

trench full of pipes. However, the moment you do, the double doors on the back wall buckle and burst open. Through the dust and wreckage steps a Heavy Armor. This brute of a soldier is armed with 10mm HV Penetrator, and he has exceptional aim. The Heavy Armor appears by himself for just a moment, but suddenly two more Replicas come running through the door.



You have to prioritize your targets now. The Heavy Armor will not rush you—it has far more patience than the troopers, so fall back. Seek cover at the half-wall behind the wooden planks.

The Replica troopers press across the planks and try to attack. Shoot them down before even thinking about engaging the Heavy Armor.



Once the two Replicas are down, it's time to confront the monster. The Heavy Armor will not trifle with seeking cover. He can hunker down in the middle of the room and use his shoulder plating for protection. You do not have this luxury, so you must keep behind cover. You can try a few attack options, depending on the amount of bravery, Body Armor, and ammunition you have in reserve.



The Heavy Armor's biggest weak spot is his facemask, marked by the four eerie blue optic lights. If you have slo-mo, fire it up and make a run on the brute.

Hit him square in the face with a shotgun blast and he will reel enough that you can get off another shot before you have to retreat. Keep an eye on the slo-mo meter. If it runs out while you are close to the Heavy Armor, you are in serious trouble. The thing can either wallop you with a melee attack or get off a few shots before you have a chance to recover.



Consider using the trench in the middle of the room as cover. The Heavy Armor will not follow you into it. Instead, it continues kneeling in the open and firing at

you. Duck while the Heavy Armor fires his metal slugs at you, then stand up and return fire—always aiming for the facemask. Keep this kind of bobbing and weaving up long enough and the beast will fall.



The Heavy Armor drops his 10mm HV Penetrator. It's a good weapon to pick up, as it has a fast rate of fire. The metal slugs it fires are not as lethal as a bullet, but a headshot is a headshot, and

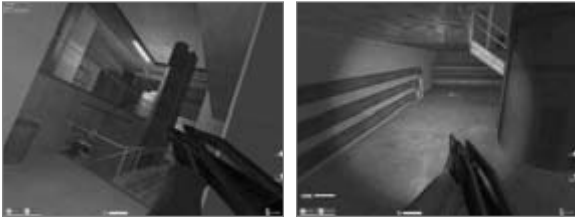
you can sometimes take them out quicker with this weapon. Step over the husk of the Heavy Armor and pass through the broken double-doors.



You enter a hallway full of pipes and a set of steam vents. Step over the vents—the steam will not injure you—and enter the next room, which is

## MISSION 4: HEAVY RESISTANCE

especially dark. Better's breaks in over the radio to let you know that the Replica troopers are retreating from the facility. While this is immediate good news for you, it raises the question of where Fettel is redirecting his forces.



Inside the dark chamber, look for the catwalk and start to walk across it. You catch sight of the blue glow of a Health Booster in the shadows below. Use the steps to the left and crouch under the catwalk to crawl for the Health Booster. After grabbing it, backtrack to the steps and continue across the catwalk.

The Replicas may be in retreat, but there are still a few stragglers, like the couple of troopers just around the next corner.



Use the wooden crates as cover and blast the first Replica trooper. You can hear the rattle of a loose gas valve, indicating a leak. Unload your weapon at the gas line just beyond the

farther trooper. The line explodes and a fat burst of fire drops the Replica clone. The only drawback is that now the fire blocks your easy getaway.



Jump into the water and swim to the catwalk in the room's center. Scramble up to the surface and then turn the valve on the catwalk. This raises the water

level in the room, which allows you to swim to the office on the chamber's left side. Get out of the water and clear the office of any available gear, then use the nearby ladder to reach the catwalk above the water.



Follow the catwalk out of the water room and enter a dark corridor. As you walk through the corridor, you're hit with another vision.

### CAUTION

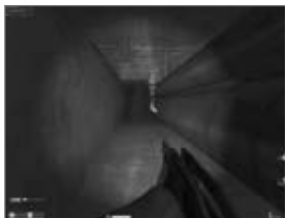
Do not ever attempt to walk through a fire burst. Even if you jump through at full speed, the damage from the flames is too great.



In your vision, you see Fettel standing over a bound man, named Bill Moody. Fettel demands to know where he can find Alma. When Moody does not provide the desired answer, Fettel is ready with deadly punishment.



After the vision ends, blast the grate in the floor and drop into the open vent shaft.



Follow the crawlspace along the large pipes, looking for another grate. The grate looks down on some old lockers. Bash the grate with your weapon and jump through the opening to end the mission.

## Unanswered Questions



The Replicas may be in retreat, but they are still active. As long as Fettel lives, the area is extremely dangerous.

- *What interest would Fettel have with a wastewater treatment facility? What link does it have to Armacham, a company that is primarily a defense and aerospace contractor?*
- *Who is Bill Moody? Who did he work for and why would Fettel interrogate him?*
- *Where are Replica troopers retreating to? What objective was completed at the wastewater facility?*

- *If the remains that Sun-Kwon uncovered are not Jankowski, then whose are they? And if they are not Jankowski, what happened to him?*
- *What were those spectral things you saw?*



# MISSION 5: BAD WATER

## BRIEFING

Bettors has confirmed that the Replica forces are indeed retreating from the South River Wastewater Treatment Plant. This means Fettel himself is on the move—he must be secured as soon as possible to shut down the Replica battalion before they can cause any more havoc on the Auburn area.

F.E.A.R. operatives should also be advised that the Special Forces Operational Detachment-Delta has lost contact with a recon team that recently entered the Armacham headquarters. SFOD-D has placed the operation on hold until you can arrive and help assess the situation as well as provide assistance with a recovery operation. Fettel is proving to be extremely difficult to apprehend, and with some of the unexplained phenomena surrounding the situation, perhaps you can supply some fresh ideas and methods.

To reach Armacham headquarters, you must first escape the wastewater treatment facility. Some Replica forces have yet to get out, so keep your weapon and your wits about you. You never know who, or what, you will encounter in the field.

## Enemies

- *Replica troopers*

## TACTICS

**Objective: Find and Neutralize Paxton Fettel**

The mission begins directly where the previous one left off. You are in a hallway next to some old lockers. Follow the hallway until you reach a door that leads out on to some catwalks.



Pass through the door and step out onto the catwalk. You are at the top of a tall room. Take the ladder directly in front of you down to the next level. Do not jump down, as it is too far.



At the bottom of the ladder, walk across another catwalk (passing a control panel) until you reach a small office next to a wall-mounted fire extinguisher. Enter the office, then pass through the door at the other end of the room. You're back in a hallway, which leads you directly to a control room. Pass through the control room to access an area with a trench running through the middle of it.



A voice mail notice is flashing on the wall-mounted phone. Listen to the voice mail to get an idea of the kind of confusion being felt in the plant before the attack.





When you cross the catwalk spanning the trench, look down to see a Health Booster behind a set of bars. You cannot reach the Health Booster from here, but

use the ladder to drop down into the trench and walk to the opposite end from the bars.

There is a dead man in the hole, blasted by the Replica troopers. Take his VK-12 Combat Shotgun and spare grenades, and then backtrack to the



ladder and scramble back up to the main floor. Cross the trench and pass through the next door. Do not ascend the staircase here just yet. Instead, go through the next door into a hallway.



Follow this blue hallway lined with pipes until you reach another room with a trench in the center. Drop into the trench and follow it as it turns left. You see the blue glow from the Health Booster as you approach it from this side of the bars. Step over the grisly skeleton and grab the Health Booster to ratchet up your health count.

Return to the ladder and climb up. You must pass through a doorway next to the ladder. At this point, you start getting an uneasy feeling about this place.

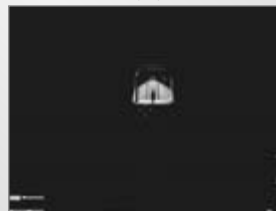
You hear words whispered in the still air: "There's something in the water."



In the next room, you see a line of treatment tanks and a large bloodstain. Pass the tanks on your left and enter a long, dark hallway. As you approach the single door at the end, it slams shut.



## Alma Appears



The little girl who everybody refers to as Alma is standing at the far end of this hallway. She has unleashed death before; will she attempt it again in your presence? As you close in on the girl, the hallway transforms into something more clinical. The entire ceiling is dripping with blood and vermilion footprints extend into the distance. There is a door at the end of the hallway, and just beyond it burn fires hotter than those that await Alma's victims.

## MISSION 5: BAD WATER

When you flash out of the vision, you are right back in the same, dark hallway. Go through the door at the end, which is definitely not on fire.



Look behind the garbage bin in the corner of the room. Bash the grate on the wall with your weapon. Crouch to enter the crawlspace, and follow it until you reach a room blanketed in blackness, save for a single lamp in the middle.



The bloodied man in the chair is Bill Moody. He's beyond saving, but he mumbles something about Alma and "Origin" before succumbing.

Bettlers comes in over the radio to alert you that Fettel's signal is back on the grid and stronger than ever. He's close to your location. As soon as the message ends, a few Replica troopers burst into the room. There's no easy way out of the room, so you must fight your way free of this ambush.

The first Replica trooper appears on the catwalk directly above Moody's body. Target him first, and then turn on slo-mo to deal with the rest of the cloned thugs.



More Replica troopers break in from the right of Moody on the catwalk above you. Slo-mo gives you an advantage on these troopers. Take them down and then retreat to the room's back corner (near where you entered) and turn your attention to the left of Moody. The door flies open and more Replicas enter. Drop down and shoot the remaining Replicas.



Exit the room via the broken door to the left of Moody's body. Follow the hallway and look out for the Replica trooper who walks around the

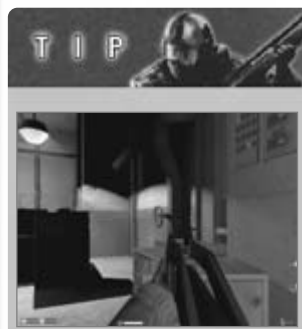
corner without looking. Shoot him before he sees you, but then get ready for the Replica reinforcements you can see beyond the window.

Shoot out the window and start blasting the Replica troopers. The Replicas soon kick through the door and stream into the room you're in. Retreat to the back wall and use the shelves as cover.





Keep firing at the Replicas. Try to force them back to the corner of the room and into the next area. The longer you wait in the corner, the more Replicas will come in and try to pin you down.



**TIP**  
Another clanking gas valve at the far end of the room can be shot into an inferno. Use this against the Replicas if they dare stand too close to it.



Head into the next room and use the ladder to go up to the catwalks above. To snag a Slo-mo Recharge, crawl through some ductwork on this catwalk until you reach some pipes that cross over the top of the room you were



just in. Walk across the pipes to another grate. Break the grate and follow this ductwork to its end to grab the Slo-mo Recharge. Return to the catwalks and follow the path until you reach a set of steps. Go up and get ready to encounter another Replica patrol, or take the lower path next to the steps and try to flank the troopers from the side.



If you go directly up the steps, hit slo-mo at the top and fire upon the incoming troopers.

If you take the low route, slowly pass through this door and sneak up on the rest of the patrol.



## CAUTION

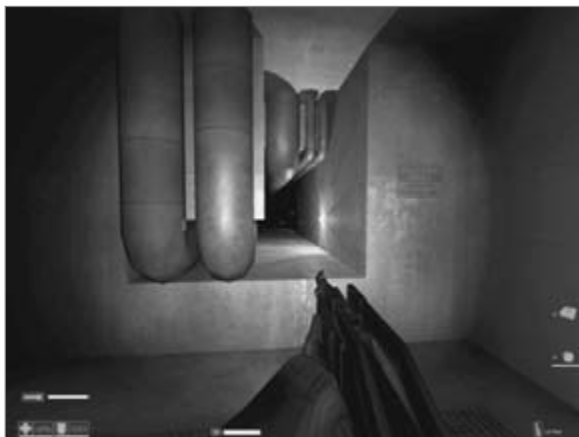
Look out for Replica troopers armed with better hardware. Some of them carry 10mm HV Penetrators.

After you finish off the Replica patrol, walk past the line of treatment tanks and take the stairs to the catwalk above. Follow the catwalk out of the room. You come across some vending machines with a door that goes to the right and a hallway that juts off to the left. Take the hallway to the left.

## MISSION 5: BAD WATER



Hit slo-mo and creep along the catwalk to eliminate the Replica troopers up here before going left. More Replicas are at the end of the next hallway using some wooden boxes as cover. Open fire or use grenades to take them out.



Enter the next room and look for a passage to the left. A series of pipes stretches into the darkness. Jump up on the shallow ledge and follow the pipe shaft.

The tight passage ends on top of another catwalk running alongside some giant water pipes. As soon as you jump down, the mission ends.



### Unanswered Questions



You've discovered another corpse, but at least he gives up some secrets before dying. As you work your way out of the facility, you're pursuing more than Fettel and his Replica army, you're also hunting down an explanation for the strange occurrences that dog you during your mission.

- *What is in the water? And who is whispering this information to you?*
- *What does Alma have to do with Origin?*



## MISSION 6: EXEUNT OMNES

### BRIEFING

Paxton Fettel and the Replica troopers continue their organized withdrawal from the South River Wastewater Treatment Plant. They are en route to the Armacham Technology Corporation headquarters. You need to quickly intercept and eliminate Fettel to end the menace before more blood is shed at the company complex. Betters has arranged for a Black Hawk helicopter to pick you up and take you to Armacham.

The motive behind the execution of Bill Moody is still uncertain, but the mention of Origin and Alma at least gives F.E.A.R. something to chew on. Hopefully you can uncover some additional shred of evidence or intel before leaving the wastewater plant.

### Enemies

- *Replica troopers*
- *Heavy Armor*

### TACTICS

#### Objective: Eliminate Paxton Fettel

At the onset of the mission, word comes over the radio that Fettel is on the way to Armacham headquarters, and your presence there is paramount before another team is sent in to investigate. As such, a helo is en route to the wastewater facility to pick you up and escort you to Armacham with a small Special Forces team. However, you must get to an exterior clearing large enough for a Black Hawk to land and exfil.



Take the catwalk around the corner to the left and cross the water duct beneath you. Follow the path into a small control room. Ascend the ladder in the corner of the control room.



While climbing, you see a Replica trooper setting AT-S Proximity Grenades in a hallway. You cannot shoot from the ladder behind the pipes, and the trooper

does not see you. Continue to the top of the ladder.



At the top of the ladder, grab the Slo-mo Recharge hidden behind the piece of machinery on the left, then follow the corridor as it turns to the right. This leads you to another catwalk, which eventually turns into a set of steps. Follow the steps down to the bottom. A 10mm HV Penetrator leans against a console near a door. After grabbing the weapon (if you want it), use the door.



You are now in the hallway with the AT-S Proximity Grenade. You need to take the steps to the right of the grenade, but if you get too close, the grenade will

explode. Shoot the AT-S from a distance to set it off.

## MISSION 6: EXEUNT OMNES



The resulting explosion damages the electrical box on the left wall of the passage. Arcs of deadly electricity leap across the room and find

purchase in metallic objects on the right side. The arcs form an impenetrable barrier that will zap your health if you attempt to slip through. You must find a way around the hazard.



Break the grate on the left wall, next to a curved air vent, to sneak into the small shaft and work toward an alternate route. When you reach a ladder, slide down to the bottom to enter what looks like a sewer.



The sewer is full of rats, but don't waste your ammunition on them. Step over them as they scurry around the concrete corridor, and follow the

passage as it curves around to the left. Keep following the sewer until you reach a waterlogged chamber.



When you enter the room, something flashes into view—and then subsequently disappears. There is a faint hint of movement in the room. It starts on

the top level, then touches down to the ground before disappearing around the corner at the end of the room. Follow the "ghost" until you reach a tall chamber full of catwalks.

A Replica patrol is in this tall room. If you have your flashlight on, they may see you before you can even round the corner and ambush them.



Use the giant vertical pipes as cover and play a little cat-and-mouse.

Flip on slo-mo to bring things to a crawl, and start nailing the Replicas as they try to rush you. Run at the troopers with the shotgun and deliver single killshots to the head and chest before the Reflex Meter zeroes out.





While the meter regenerates, seek cover behind two valve stations along the right wall. Another Replica clone comes out of the passage directly

across the room, so shoot him before he gets too close.



**TIP**  
Use the slo-mo judiciously when confronting groups of Replica troops. The moment you stop using it, your meter begins to refill. If you can “juggle” it right, you can use slo-mo to eliminate each enemy, never giving them a chance to take an accurate shot at you.



After all of the Replicas are down, loot their bodies for essentials and seek out a yellow ladder that extends upward. Climb the ladder to the catwalk above you. A series of pipes runs along the wall to the right of the top catwalk. Jump over the railing and step out on the pipes. Cross the room via the pipes and leap over the wooden box on the other side to access a new passage.



This passage takes you to a long room full of treatment tanks. You are now above the sewer-like chamber where you saw the flicker of movement. Use the catwalk spanning the open

space to reach the other side of the room, which is also lined with treatment tanks. There is a nearby office.




Stop into this office to pick up a host of great gear: a Health Booster, 10mm HV Penetrator, and Medkit.

After clearing out the office, head back to the room where you encountered the Replica patrol. There is a water-filled room in the corner of the chamber.



Look for a ladder hidden behind a large water pipe with a valve. Head up the ladder and pass through a hole in the ceiling. You are now on the other

side of the electrical arc in the hallway where the Replica was laying AT-S Proximity Grenades.

Find the switch on the back wall of this hallway. Use  to flip the handle to shut down the electricity, killing the arc. Now, head up the steps that were previously blocked by the lethal sparks. Enter the next room and zero in on the laptop sitting on a collapsible table.





## MISSION 6: EXEUNT OMNES

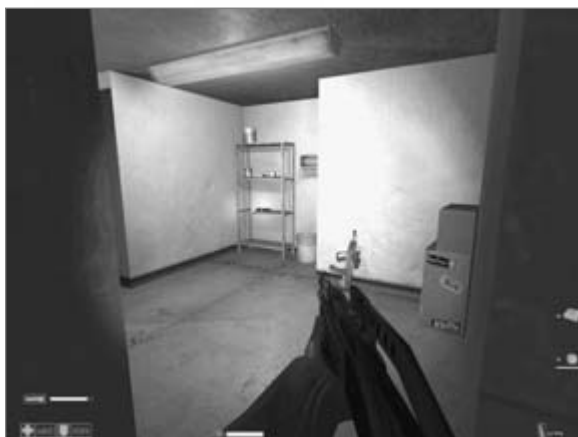


After you transmit the information on the laptop to Better, he tells you that research from within Armacham states that the water contamination

originated in Auburn. Pass the laptop and head around the corner to the right. The hallway ahead is empty, save for a bucket and some wooden pallets.



Blast the lock and pass through the gate on the hallway's right side. Grab a small stash of AT-S Proximity Grenades nearby. Then continue through the passage until you reach a small supply room.



The supply room lives up to its name. Pick up the M77 Remote Bombs, Health Booster, and any extra ammunition you may need. Shoot the lock on the door ahead, then pass through the now-open door.

Don't instinctively rush to the bottom of the stairwell directly ahead of you. Instead, ease down and catch the Replica patrol at the bottom by surprise.



Face away from the back wall of the stairwell as you head down the steps. Thanks to the dirty window, the Replica troopers in the office beyond

likely won't see you right away. But make your move quickly, because those clones aren't blind. They'll catch sight of your feet and open fire.



When the surviving clones burst out of the office, turn on slo-mo to nail them before they can get off a good shot at you.

### CAUTION



The Replica troopers are getting to be more liberal with using grenades now, so always listen for their warning to each other when they hurl a N6A3.



Come down to the bottom floor and take cover behind the barrels to the right of the now-broken window as another Replica trooper enters the hallway. After cutting him down, stand up and enter the room on the other side of the window.



Scavenge ammunition from the fallen clones and then pass the shelves on the right. Follow the passage on your left until you reach another window that looks outside the facility.



Lean out and peer through the window. A Replica trooper patrols on the far opposite side of the outside area. Shoot first and shoot fast, because he keeps his eye on the window. If he sees you first, he'll open fire.

More Replica troopers pour into the area to return fire. One or two of them attempt to throw a grenade through the window. If you see the small green band of a N6A3 whiz by your head, immediately vacate the area. The close quarters maximize the blast's effectiveness.

## TIP



Notice the yellow barrel on the landing opposite of your window, near the Replica clones. Shoot the barrel while they are standing near it to kill them all.

## NOTE



You do not have to mount your entire attack from the window. You can go outside and drop to the ground, shooting at the troopers from below. However, in the downstairs area before exiting the building, be sure to grab the grenade, armor, and ASP Rifle.



After you thin out the Replica patrol, a helicopter arrives and drops off reinforcements. You can usually shoot at least one Replica off the ropes they're rappelling down.



The Replica reinforcements immediately start hunting you. You can walk halfway up the stairs to the landing

## MISSION 6: EXEUNT OMNES

with the yellow barrel and squeeze off a few rounds, but consider using slo-mo to bring the scene to a more manageable pace and finish off the rest of the patrol.

The ground level is full of objects to use as cover, such as shallow structures and pipes. Keep firing at the landing and keep the Replica troopers contained. Keep them off the ground so they can't spread out and flank you.



Head up the stairs to the landing where the reinforcements were, and pass through the open doors. Head down the hallway until you encounter a room with two large water tanks. Do not run into this room—it's a trap.



every barrel. Creep up to the corner and then slowly sneak into the room.

Lean in and scout out any Replica activity. Do not take cover near any of the yellow barrels, because with the number of bullets filling the air, one is bound to strike

You see the first troopers coming across the catwalk directly to your left. Sometimes one of the troopers leaps over the railing and tries to attack you on the ground.



Pop the yellow barrel on the catwalk to incinerate the troopers.



If one of the troopers made it over the railing or opted to come down the stairs on the room's opposite side, look for him to take cover behind the wooden

crates in the left corner. Take out this trooper with a grenade, and then start stalking any remaining clones.



Use slo-mo to dodge incoming fire and finish off the last of the Replicas in this room. Continue moving up the series of catwalks, but be ready for a real

surprise when you are about halfway to the top floor.



A Heavy Armor kicks through the double doors on the top level. Even if you open fire, this fearless brute stands his ground.



Keep moving along the main passage, passing through a ransacked office and some overturned vending machines. Before long, you hear

another helo entering the air above the facility. Is this your ride? Or just more Replica reinforcements?



Look through the door to get your answer—it's additional Replica forces. Eliminating you is their primary objective.



Back down to the ground floor and let the Heavy Armor come to you. He stomps down the catwalks and starts firing at you when you are within range. The closer he gets, the farther you need to fall back. If he is on higher ground, it's incredibly difficult to target his weak spot.

Because the door leading directly to the helo is

blocked, seek another exit. Head left and shoot out the window looking directly at a neighboring building.

Eventually, you can coax the Heavy Armor to the ground floor where you have several cover options. Seek out stacks of wood or barrels to keep him from rushing



you, and then use something like the shotgun to start targeting that facemask. Several direct hits to the head will bring the brute down, or try to target him from a distance and fire at his torso. You burn through a lot more ammunition with this method, but it does keep you from getting too close.

Notice the Medkit and some Body Armor on a crate just outside. Break the window with your weapon and jump through it. Swipe the items and then head for the large open courtyard to the right.



Not only did the helo drop off Replica troopers, but an armored truck also deposited additional firepower in the area. A Heavy Armor is now terrorizing the courtyard, adding great difficulty to the already arduous task of clearing out the basic Replica troopers.

## MISSION 6: EXEUNT OMNES



Use slo-mo and start targeting the closest troopers. Some are right around the corner to the right, and one's on the loading dock straight ahead. Toggle slo-mo off and on to dodge fire, attack, and then dodge more incoming bullets.



Beware of the Heavy Armor in the center of the yard. It won't move too much from its position, but it will shoot at you with a 10mm HV Penetrator if you're in the open.

As you ease into the yard, more Replica troopers launch an attack from the loading dock on the right (if you are facing the Heavy Armor in the center). Try



not to use slo-mo when dealing with these targets, as you need to save it for when you attack the Heavy Armor. If you must use it with the troopers, toggle its use so you don't run out and have to wait for the meter to turn green again.



The real meat of the battle comes, though, when all that remains is a showdown between you and the Heavy Armor in the center of the yard. Again, the Heavy Armor hunkers down and becomes an immobile mass of armor plating,

spitting rounds at you from afar. Use cover such as barrels and a giant cargo container to get close to the colossus. Use the doors of the armored truck as cover and lean out to attack. The Heavy Armor mercifully doesn't move around much, so you can usually count on it being in the same place after you duck back in to avoid fire and reload your weapon.



As soon as the Heavy Armor is down, the Black Hawk assigned to transport you to Armacham arrives. The mission ends as the helo touches down.

### Unanswered Questions

You are leaving the South River Wastewater Treatment Plant behind, but it's still not clear what interest Fettel had in the facility. Is the water somehow connected to this Alma people have been mentioning?

- *Fettel was not in the area and you didn't suffer any visions during this mission. Is there some sort of connection?*
- *What has contaminated the water around Auburn? Is it the cause for the area's decay?*
- *If the Replica battalion was moving to Armacham headquarters, why did you receive so much resistance? Is Fettel starting to fear you?*

## MISSION 7: LZ IS HOT

### BRIEFING

As the Black Hawk speeds toward Armacham Technology Corporation's headquarters, the South River Wastewater Treatment Plant fades into the night sky. You are closing in on the Armacham complex, your spirits buoyed by the gung-ho Special Forces operatives in the helo's hold with you. They are ready for some urban action, but they have no idea what horrors lie in wait for them. With Paxton Fettel commanding the Replica troopers, mercy is off the table.

The plan is for the assault team, which you are a part of, to land on the rooftop helipad and make a forcible entry. Enemy engagement is to be limited, as the objective of this mission is to discern the status of the missing Special Forces operatives, as well as gather intel on the threat within the building. This intel will help SFOD-D and F.E.A.R. better determine the next course of action.

As always, eliminating Fettel is a top priority. His tracking signal reveals that he is within the area and all operatives, both F.E.A.R. and SFOD-D, need to remain on high alert.

### Enemies

- *Replica troopers*

### TACTICS

#### Objective: Infiltrate Armacham Facility

The mission begins onboard the Black Hawk as it flies over the bay en route to Armacham. The men are itching for some action, which is what they are about to get. As the Black Hawk flies into the city, you see several square blocks full of buildings. Armacham has a mammoth facility here.



The moment the helo touches down on the helipad, chaos ensues. Replica troopers were waiting for you and they immediately tear into the chopper with a

torrent of bullets. The SFOD-D operators accompanying you are cut down before they can even return fire. And if you don't get off the helipad, you will join them.



Jump down from the helipad to the right and crouch to seek cover. Shoot the first Replica you see, filling him with bullets until he's dead or your clip runs dry.

There's no time to rest or get picky with cover. A stream of Replica troopers heads to your side of the rooftop now, so hug a wall and keep firing.



Use the air-conditioning units on the roof for cover. Try to aim for the head and chest of the Replica clones. You spot an open door on the right side of the

building, but don't enter it just yet. Finish off the Replica patrol on the rooftop before infiltrating the building.

## MISSION 7: LZ IS HOT



Start moving to the roof's left side. Pass beneath the concrete walkway that extends from the helipad. More Replica troopers pour from the staircase against the building, so keep low and continue shooting. As soon as all of the Replica troopers are down, head up the stairs against the building and check out the lobby opposite of the helipad. The double doors leading inside are wide open.



The Armacham security guards didn't even have a chance. Take their weapons and any gear on the desk, then head back out to the helipad.

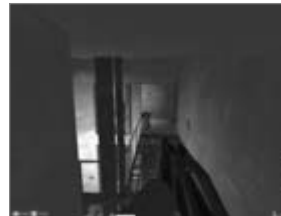
Return to the open door you saw on the right side of the building. Slip inside the building to start hunting for more Replica clones.



Walk through the passage leading away from the rooftop. You soon catch some chatter between a couple of Replica troopers. They are near, so kill the flashlight and

start inching to a crossroads. Either take a set of stairs to the left, or continue on a catwalk to the right.

From the walkway, fire down on the Replica patrol below. However, the moment you take that first shot, the troopers start heading up to the catwalk to intercept you.



Neutralize the first Replica trooper who appears at the other end of the catwalk. A grenade makes short work of him. Once the immediate threat is down, peek over the railing along the catwalk and rain bullets down on the clone below.



You may need to use slo-mo to deal with the first trooper who attempts to cut you off on the catwalk. Consider targeting the fire extinguisher on the back wall to bring him to his knees.



Once the room is clear, head down the stairs, grab the Health Booster hidden beneath the stairs, and pass through the door into the next hallway. You can hear more Replica troopers on the move.



Lean out to verify that the coast is clear in all directions. As soon as you spot one of the Replica troopers trying to intercept you, cut him down. This alerts all the

nearby clones—and they have no trouble homing in on the source of the gunfire.

Use the large pipes and air-conditioning units as cover while thinning out their ranks. Slo-mo helps you get the drop on a couple of the troopers. As soon as all the troopers are down, search their bodies for ammunition, and make sure you pick up the 10mm HV Penetrator leaning up against the wall.



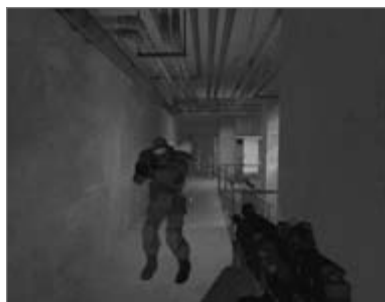
The next door leads back out onto the roof. The Replica patrol out there is expecting you. The moment you make a move for the door, one of the troopers will leap over the railing and try to rush you. Cut him down as he jumps over the railing (slo-mo helps) and then step outside. Use the air duct as cover as you approach the stairs. Watch out for grenades.



Head up the steps, emptying your clips into the Replica troopers as they try to overpower you. Use the vents and ducts for cover, shooting the

troopers not only on the roof, but also on the catwalk directly above you. When the coast is clear, head up the steps to access the catwalk, and then follow it to a door leading back inside the building.

Notice a small supply station in the corner to the left when you are at the top of the stairs. Grab the grenades, Body Armor, and ammunition before continuing.



As you enter the dimly lit interior, a three-man Replica patrol attempts to intercept you. Keep your flashlight cool and ease into the building. You can

usually catch one of the clones by the railing looking down on to the floor below. After you shoot him, though, one of the other Replica troopers comes tearing down the passage toward you. Neutralize him as he closes in, and then hunt down the third trooper.

## MISSION 7: LZ IS HOT



After dropping all three troopers, seek out the Slo-mo Recharge sitting on top of a blue barrel. The barrel is nestled behind an air duct, so look for the greenish glow that's easy to spot in the dark.



Head up the steps to the right and pass into another dark corridor. A fenced-off control panel soon bathes the hallway in an orange glow.



The next room is full of bulky machinery, which offers ample cover while you hunt down the Replica patrol in the area. Sneak into the room and press up against one of the big consoles. The Replica troopers are not on the main floor, but stalking the walkways surrounding the room. There is a railing between you and them.

Lean out and shoot the Replicas as they search for you. The first shots attract unwanted attention, so lean back and keep using the machines as cover. If one of the troopers jumps the railing and tries to engage you on the main floor, slip into slo-mo and finish him off.

With the Replica patrol down, head up the stairs on the opposite side of the room. Follow the route that the troopers used to hunt for you, and then take the steps out of the room.



Pass more machines—and “something else”—as you follow the corridor through one open doorway (be sure to grab the Medkit).

Approach the next corner with caution.



Approach the corner and then lean to your right. You can see out on the roof where a large Replica patrol is searching for you. Do not just lean out and stay there—the eagle-eyed troopers will spot you if they happen to turn in your direction. Acquire your target as soon as possible, then open fire. The patrol then turns and

unleashes a deluge of bullets. Duck behind the wall to avoid the first volley.

Don't risk exposure by stepping down onto the roof. You can target most, if not all, of the Replica clones from your position in the hallway. Throw grenades out on the roof to injure them, then finish up the job with some rifle fire. When it looks like the patrol has been dismantled, head outside and go down the stairs to the right.

It's not impossible for one trooper to have waited in the corner while you peppered his comrades with bullets. If one survived by his wits, eliminate him with slo-mo turned on.



After the roof falls silent, break the glass in the skylight that looks down into the interior of the office building. Jump through to end the mission.

## Unanswered Questions

You survived the assault on the rooftop and infiltrated the interior of Armacham headquarters, but Fettel is still at large and his Replica troopers have taken over the complex.

- *What is Fettel after at Armacham that he did not find at the wastewater treatment facility?*
- *What was that apparition you saw in the hall? Was that somebody you know? Or, at least, should know?*



# MISSION 8: WATCHERS

## BRIEFING

You are the only survivor of the rooftop insertion team. The other SFOD-D operatives were mercilessly gunned down by Replica troopers before their feet even touched the ground. However, you have found a way inside the headquarters, via a vulnerable skylight, and now you have access to the facility. You may not be alone for too long, as additional Special Forces have been mobilized to help with the operation.

Efforts have been made to negotiate with the hostile forces, but all communication is met with radio silence. Fettel has no desire to lose his grip of terror, so you must delve deeper into the Armacham complex and gather intel. If you encounter Fettel, he must be taken out, no matter the cost.

When you enter the building, Betters requests that you locate the server hub and reset it so he can jack into the Armacham computer system and try to gather intel from his end.

## Enemies

*\* Replica troopers*

## TACTICS

### Objective: Infiltrate Armacham Facility

The mission begins inside the Armacham complex. You are in a deathly quiet room with no sign of hostile forces. Evidence of their recent presence, though, is everywhere.



Go straight ahead. The gate just beyond the vending machines to the right has malfunctioned, so leap over the counter and pass through the shattered door in the corner. The following passage is extremely dark, but you can hear voices within striking distance. Head into the next room to discover the source of the noise.



The corporate theater is empty, but the ceiling-mounted projector is broken. It keeps playing the same frazzled loop of an Armacham promotional reel.

Head up the stairs of the theater and pass through the door in the corner.



Outside the theater, you spot the crumpled corpse of an Armacham security officer. It looks like he was gunned down before he could even raise his rifle. If you need ammunition for the RPL Sub-Machinegun, take it from the security guard and then pass through the double doors to his right.



As you head down the hallway to the right, a ceiling tile floats to the ground. Is there something up there? As you close in, a bright flash of sparks pops into view,

and then something slams a door at the end of the hall.

If you investigate the slammed door, you enter a small supply closet with no exit. The room is empty, but the ceiling tiles have been shuffled about.



Whatever it was, it's back up in the ceiling.



Enter the conference room via the double doors (next to the textured glass) and access the laptop on the large table. Betters radios back to you with the decrypted intel—it's data on the Icarus project, which included a study of the effects of zero gravity on the human body. How is bone density affected, for example?

Leave the conference room and walk down the hall to the left. Another unfortunate Armacham security officer lies face down in his own blood on the floor. The gate to the right is malfunctioning, but it's stuck so low that you cannot crawl beneath it.



While you're in the hallway, something jumps out of the room to the left. It runs into the small office to the right, a room with no exit. Take the Medkit on the desk, then attend to the blinking voice mail light in the room to the left.



After listening to the voice mail, head through the double doors to the left to enter what looks like an empty lobby.

## Assassins!



Assassins are deadly Replica troopers equipped with special stealth suits that somehow bend light around them, creating a temporary "invisible" effect. However, you can spot the ghost trail the suit leaves when the wearer moves quickly. The edges of the surface behind the Assassin look slightly warped. Train your eye on the warping effect as it moves across a room and you can draw a bead on the Assassin.

## MISSION 8: WATCHERS

When ready to strike, the Assassin quickly deactivates the suit and uses a melee attack. The sudden blinking into existence is effective at scaring enemies, but if you have spotted the ghosting, you shouldn't be too surprised by the Assassin's sudden appearance.

### TIP



Assassins move quickly, so if you detect the warping effect of the stealth suit, turn on slo-mo to bring the target to a crawl. This also makes the warp trail even easier to spot.

### CAUTION



Assassins are incredible acrobats. They can leap more than three times their own height, as evidenced by this nimble Assassin projecting himself from the floor all the way up to the walkway surrounding the room.

### TIP



Use a weapon with a high rate of fire, such as the 10mm HV Penetrator, to catch the Assassin as it darts around the room under cover of the stealth suit. It takes several shots,

but if you keep tracking him and making your shots count, you can bring the Assassin down.



When you successfully shoot an Assassin, the stealth suit emits a few purple arcs of electricity. Use these arcs to confirm a direct hit, and then keep tracking the

Assassin as it phases back into its invisible mode.

Start moving up the stairs to the walkway above the main floor. Assassins lurk in the shadows upstairs, so get ready for a few takedowns.



The first Assassin attacks after you step out onto the walkway. He uses his stealth suit to try to avoid detection, but with chairs, plants, and posters cluttering up the area, it is easy to follow the warping effect of the suit. Use slo-mo to make the Assassin a little more manageable, then open fire to bring him down.



More Assassins hide in the dark offices lining this walkway. The Assassins hang back in the corners and leap out as you pass the doorways, so try to corner them

in the office so they have nowhere to run. Catch the Assassins in the doorways when they try to escape, and then hit them with a shotgun blast to severely injure them.



After the Assassins have been dispatched, enter the office with a few lights still on. (There's a shotgun in a deadend hallway to the right of this office entrance—

grab it, then return to this office.) A voice mail light flashes in the corner. Listen to the voice mail and then keep moving through the back of the room. Shatter the window with your fists or your weapon and jump through.



You end up in a dark hallway. You should see the sparks from an Assassin's stealth suit in the distance. Follow the passage in the direction of the sparks and then take a left when you stumble upon another dead Armacham security guard. The trail takes you through a cubicle farm that is eerily quiet.

The corner break room is marked by another dead body. The radio is the corner broadcasts a breaking news update of the incident currently underway at Armacham headquarters. Jump over the debris to enter the break room, and then head for the vending machine in the corner.



Jump up on the table next to the vending machine and head into the hole in the ceiling. This is where the Assassin must have escaped as

you gave pursuit. Crouch down and sneak into the crawl-space above the ceiling tiles.

When you try to crawl across the ceiling tiles, they disintegrate, dropping you down into a long hallway full of small offices and a corpse in a pool of blood.



A few Assassins hide out in this hallway. The bravest one streaks across the floor and attempts to attack you head on. It may be

hard to see the warping effect of the suit against the floor tile, but if you look carefully at the office window, you can spy another Assassin hanging off the wall.



## MISSION 8: WATCHERS



The Assassin breaks cover to strike you, so be ready with a full clip. As soon as you detect the Assassin, or it turns off the stealth suit, unload on it. The

Assassins in the hallway work together, so if you hit one of them, expect another to follow in quick succession. Don't let your guard down for a second, because that's the exact moment an Assassin will strike.



The stealth suits allow the Assassins to stick to surfaces, such as the back wall of the hallway, near the space you dropped down into. Flood the corner with your flashlight to catch the Assassin before it can activate the stealth suit and detach from the wall.



After eliminating the Assassins, head farther down the hallway to a laptop on a small sofa. The encrypted data concerns the shutdown of Icarus in the wake of the successful launch of Perseus.



After downloading the contents of the laptop, continue through the hallway until you reach a computer cart. Pass the cart and step into the room on the

left. You encounter one of the few survivors of the Replica assault on Armacham's headquarters.

### Norton Mapes



As you step into the room, you see a figure fall from the ceiling. Just when you think it's an oversized Assassin in an ill-fitting stealth suit, Norton Mapes stands up and dusts himself off. Betters asks you to give him a commlink (communications link-up) so he can join the conversation.

Mapes is a programmer/engineer at Armacham. He promises to attend to the server situation if you help him disable the security system. It's an odd request, but if he's willing to help with the server reset, you need to give him something in return.



Mapes lets you into the next room. He then composes himself long enough to lean back and tear into a bag of junk food. So, while this big oaf lounges here, head into the darkened office to grab the Slo-mo Recharge hidden in a vent, then head back out into Assassin territory.

## Objective: Shut Down Local Security System



Go through the hallway to the left and enter a small sitting area. Pass the sitting area and continue into the hallway to the left. The hallway leads to another cubicle farm.



It's not terribly difficult to figure out which one is Mapes's desk.

When you pass Mapes's desk, you start picking up chatter from a nearby Replica patrol. They are

inspecting the area for any signs of resistance—and that means you. There's a voice mail message you can listen to here.



Sneak up on the backside of the pillar directly ahead. The light from the next room casts you entirely in shadow and the Replica troopers have a difficult time spotting you. Lean out to peel off a shot at the Replicas, or throw a grenade into their midst. In the resulting confusion, they still may not see you. Head for the next pillar and use it as a vantage point for firing down on the troopers.

Proceed to the stairs on your left and drop down into the elevator lobby to engage the troopers directly. They may retreat to the planters and use them as cover; if so, lob another grenade at them.



There is a guard station on the left behind bulletproof glass as you move into the next passage. Pass it for now and head for the next door, which is typically

guarded by a trooper. Lean out and eliminate him, but keep an eye on the small supply room behind the counter on the opposite wall. Another Replica is hiding in here, and he'll pop up to shoot you when you get too close.

As you move to the left in this area, more Replica troopers overturn a bookcase for cover. They hunker down behind the bookcase and fire, so throw out another grenade to neutralize them before they get too dug in.



After eliminating all of the troopers, pass through the office and enter the guard station. There's a considerable arsenal in here, so pick out the weapons and gear you desire, and then turn to the small control panel on the desk. This is the security system hub that Mapes

## MISSION 8: WATCHERS

requested be turned off. Go ahead and activate the panel to turn off the system, which opens the gate just outside the station.



Exit the guard station and backtrack to the point where you are outside the bulletproof glass. (Mapes has vanished.) The gate at the top of the steps is now open. Head through the gate into another hall.

Head left and walk around the corner marked by the vending machines. As you slip into the next corridor, you can hear Replica troopers on the move nearby.



Creep up to the corner of the room and peer through the bookcase. You spy a Replica trooper with his back turned. Turn on slo-mo and shoot him in the

head before he can even turn around. Two more Replicas will investigate, so crouch down and nail them as they walk in front of the gap in the bookcase.



Next, go around the bookcase and pass through the door into the next room. As you step around a cart in the hallway, you hear the Replicas calling for

reinforcements, so duck into the office to the left. Shoot the Replicas as they walk past the desks en route to your last known location. One trooper may linger around the corner, so carefully lean out and verify that the scene is clear before you get up and move.

Walk through the open gate. Sun-Kwon radios you—she and another SFOD-D team are on the roof and heading inside.



Walk down the hallway, following it as it curves and deposits you in the server room. Activate the blue control panel at the end of the server racks and then immediately turn around. A Replica patrol attempts to ambush you from beyond the windows. Use the desks in the room as cover, crouching to avoid Replica fire. When you hear a pause in their firing, stand up and target one of the troopers, then duck back down. Repeat until all of the Replica clones are down.



Throw grenades through the windows at the Replica troopers. If one accidentally hits the window frame and bounces back, vacate ASAP to avoid deadly injury.

## Objective: Determine Status of Missing SFOD-D Team

After eliminating the Replica patrol outside the server room, step outside and then pass through the door they opened just prior to the ambush.



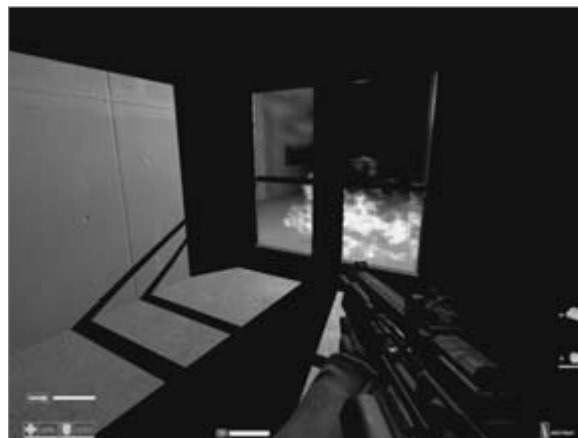
Follow the hallway as it leads to a cubicle farm. No Replicas are here, so take your time without having to look over your shoulder.



Exit the cubicle area and head into the next hallway, which is marked by a window smeared with blood directly above it.



You enter a construction area full of unfinished offices and corridors. Sawhorses, scaffolding, and stacks of drywall are everywhere.



As you walk through the area, Better's picks up Fettel's signal. But you already know the monster is nearby, because he's talking to you, taunting you. Eventually, you reach a door with flames on the other side. Pass through the door to enter another vision.



You're back in that first building in Auburn. Fires rage all around you, but they do not cause injury. Is Alma in here? And what are those things that tried to rush

you? Head for the white doors at the top of the steps to exit the vision.

## MISSION 8: WATCHERS



Enter the next room and look for a doorway on the left wall. It's just below an unfinished window. Pass through the door and go up some steps to find a Health Booster on a toolbox. Return to the main room and continue moving through the area.



The construction area gives way to newly finished rooms. You spot a bloodstain on the floor. It looks like something was dragged around the corner to its

death. Follow the trail to a gruesome scene.



You have discovered the missing SFOD-D team. Every single member of the team is dead. Blood spatters cover every surface, from the floor to the ceiling. Sun-Kwon and a SFOD-D escort enter the room via the elevator—she can hardly believe her eyes. She stays behind and investi-

gates the death scene while you continue your pursuit of Fettel. Run through the doorway directly ahead of you and jump over the railing to end the mission.

### Unanswered Questions



The death of another SFOD-D team is lamentable. Who—or what—is capable of causing such terror and destruction?

- *How is Fettel able to always stay one step ahead of you?*
- *What could have possibly killed an entire highly trained SFOD-D team with such speed and lethality that the soldiers were unable to put up a fight?*



## MISSION 9: BISHOP

### BRIEFING

As you continue the hunt for Paxton Fettel, Sun-Kwon is assigned to conduct forensic analysis on the remains of the Special Forces team that met a grotesque and violent end. How these highly trained officers were able to be so quickly overcome is a mystery, but it speaks to Fettel's potential power.

Bettors confirmed that Fettel was nearby at the conclusion of the previous mission and that has not changed. The complete lack of Armacham employees is cause for concern, as it is believed there were several high-ranking company officers in the complex at the time of Fettel's raid. If there are any survivors, they must be escorted to safety.

### Enemies

- *Replica troopers*
- *Heavy Armor*

### TACTICS

#### Objective: Continue Search for Paxton Fettel

When the mission begins, walk straight ahead to a reception desk in a quiet lobby area. If you go to the left of the desk, you can hear a handful of Replica troopers discussing a hostage situation.



Don't attack the Replica troopers just yet. Instead, slip behind the reception desk and enter a small back room. Several of the ceiling tiles have been pulled down, so

scramble up the bookcases and climb over the tiles to get up into the crawlspace.



Look for a ventilation shaft in the crawlspace and then follow it to a grate. Don't open the grate right now. If you peek through the grate, you can see the Replica patrol on a walkway directly across from you. They cannot see you in the crawlspace, so you have time to plan a surprise attack.

Reload your weapon. Shoot the grate away and then toggle into slo-mo. Unload your clip on the clones across from you, eliminating them before they have the opportunity to return fire.



After neutralizing the Replica troopers on the walkway, target the rest of the patrol on the ground behind you. Do not step out of the grate yet—backing up into the crawlspace is a good way to avoid incoming fire.

You can target the Replica troopers on the floor with either grenades or your rifle. Keep shooting until they are all down, and then jump out through the grate.



Head through the door on the room's left side. Lean around the next corner and peer out into another cubicle farm. A patrol is sweeping the area. Shoot the

first Replica trooper from the doorway, and then enter the room, targeting the rest of the troopers while using slo-mo. There's a blinking voice mail message in an office adjacent to the cubicle farm that you can listen to.

After the patrol is down, follow the hallway out of the cubicle area as it bends to the right. Several small offices flank the next corridor. There is blood on the floor. Step into the office on the left side of the hall with the blinking voice mail notification light. Step over the bloody mess in the hall and around the next corner. You hear more Replica chatter in the vicinity.



Lean out from the corner and look at the sitting area farther down the next hallway. Three Replica troopers congregate here. Shoot the first one you see from the corner, or try throwing a grenade down the hall. As soon as you are spotted, rush up to the pillar in the closest corner of the sitting area and fire up slo-mo. Eliminate all of the troopers and then scoop up any needed ammunition.



After all of the Replica clones have been sufficiently looted, attend to the screaming coming out of a nearby supply closet. It's the hostage the Replicas were referring to earlier: Aldus Bishop. The Armacham employee is tied to a chair and strapped with enough explosives to level the building. Any tampering will set off the bomb, so you must escort the demolitions expert from the SFOD-D team (Douglas Holiday) to Bishop's position and free him of his lethal chains.

### Objective: Escort Demolitions Expert

You have to leave Bishop in the supply closet for now, but he should be safe and out of the way if more Replica troopers return to the area.



Follow the hallway directly across from the supply closet, passing an overturned sofa. The hallway ends in a T-junction. Take the left route. The corridor wraps around an elevator lobby, leading you past a reception desk with a few grenades. Take the grenades and then train your sights on the elevator lobby directly to the right of the desk.





The closest elevator door opens. A small Replica patrol steps into the lobby. Cut them down as they exit the elevator—try not to let them get too far into

the lobby, or else you'll have to hunt them while contending with the next elevator car full of Replicas.

You can keep one step ahead of the elevator cars if you manage to eliminate the first Replica patrol before the second set of doors opens. Step in front of the



next door and turn on slo-mo as soon as you see the doors start to open. Riddle the Replicas with bullets before they can even step outside the elevator car.



The third elevator door soon opens and unleashes not just a couple of Replica troopers, but also a Heavy Armor. Eliminate the Replicas as soon as they step out, because you don't want to juggle them and the Heavy Armor at the same time. Use cover to target the Heavy Armor, but be careful not to get trapped inside the elevator car. The Heavy Armor tries to bully you into a corner, so keep on him, using slo-mo to score those critical head shots.



After the Heavy Armor is down, another elevator door opens, but the passengers are allies. Holiday and his SFOD-D teammates step out.

The gate leading to Bishop is closed, so Holiday uses some explosives to create a makeshift door in the wall next to it.



After traversing quite a few hallways, you lead Holiday to Bishop. Holiday attends to Bishop's explosive belt and agrees to escort him to the roof of the building for extraction.

## Objective: Investigate Cause of Fire Alarm

As Holiday deals with Bishop, a fire alarm sounds inside the building. This could possibly be a signal from another Armacham employee trapped inside the building. You are ordered to investigate the source of the alarm.

## MISSION 9: BISHOP



Pass through the newly opened gate next to the SFOD-D teammate. Explore the offices along the hallway to find a Medkit, armor, and Health Booster. Head up the stairs that track above the reception desk (make sure to grab the Medkit on the desk) and enter a hallway full of small offices. Check the voice mails. One of them is a message from Alice Wade. She has been assigned to an Auburn project, studying possible disturbances that would lead to the neighborhood's decay. She has not found any chemical and radiological contaminants in the soil or water. But previous information intercepted said that there was indeed contaminated water. Is Armacham keeping secrets from its own employees?



Keep moving until you reach the elevator bay. However, the fire alarm control panel is directly opposite the elevators, so step into the small room and deactivate the alarm. Also, check out the voice mail in this room. The cars are inoperable because the fire alarm is in effect. There's nobody present, so perhaps it was a false alarm?

### Objective: Rejoin Holiday and Bishop on Roof



Enter the open elevator and press the button on the right panel to head up to the 15th floor.

Unfortunately, the elevator stops far short of the 15th floor. Step out into a construction area. A makeshift ramp leads into the crawlspace above the ceiling in the corner. Jump on top of the barrel, and then hop on the stack of drywall to get into the crawlspace.



Move across the beams in the ceiling and break through the grate. Crawl through the ventilation shaft until you reach the interior of the elevator shaft. A body hangs off

the edge of the shaft. If you peer over the edge, the question of where all the Armacham employees are is answered with a bloody exclamation point.

Pass through the door to the right of the shaft and look for another laptop on a table. The decrypted data details the Perseus project—which was indeed the psychic commander program. However, it was the second program. Fettel is one of two prototypes.



Move through the next doorway into an unfinished corner office. Step through the open window and out on the narrow ledge outside. Carefully walk along the ledge to the left. One misstep will send you plummeting to the pavement below. Step through another open window into an office where the carpet has not yet been finished. Step out into the hallway and move to the right.



A few more Replica troopers are in the construction area just around the corner. Stay in the shadows and listen to them talk. When you see that they are

looking elsewhere, lean out and open fire. More Replica troopers are in the hallway to the right.



The next three troopers disguise a yellow barrel directly behind them. Open fire with something that scatters, like the shotgun, or lob a grenade into the corner. The exploding barrel takes down a least two of the troopers, leaving you with a much easier task.



The Replica patrol in the next room also foolishly takes up position by a yellow barrel. Take care of them in the same manner.

## TIP



Use slo-mo to bring the troopers to a crawl and get off a clean shot on the yellow barrels.

As you continue through the construction site, you have the option of going either left or right. There is yet another Replica patrol in the next area, which is a walkway looking down into an unfinished lobby.



Several yellow barrels line the right route, so be sure you don't linger near them as you hunt the troopers. Use slo-mo to dodge their bullets and then release a volley of your own to finish them off.

## CAUTION



Don't let the Replica troopers out of your sight. If you're tracking a few of them and one vanishes, look for him to make a surprise entrance on your side or rear.

## MISSION 9: BISHOP



Jump down on the stack of crates near the half-completed Armacham insignia on the wall.



Walk around the elevator lobby, hugging the wall. When you reach the corner, lean out to target another group of troopers in the next room. Open fire when the patrol walks into view, and then enter the hall to the left to finish the job.



Keep moving through the construction site, eliminating Replica clones as they pop out from behind stacks of drywall and other materials. The explosive barrels help thin their ranks, but don't get too brave. Keep using the drywall as cover as you press forward and take the fight to the Replicas.

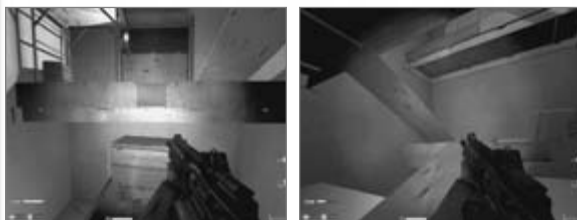


Look for a small group of Replicas to file out of a side room and take up position in the hallway to the left. Use slo-mo to prevent them from getting too close, and cut them down as they run out of the door.



Continue up the stairs on the room's far side and look for a set of darkened double doors against a barren wall. There's a Slo-mo Recharge behind a plywood half-wall. The hole in the floor looks down on the carnage you just encountered.

After taking care of the Replicas, move into the hallway to the right. A vending machine bathes the corridor in green. You are deposited in an unfinished stairwell.



Use the construction materials to climb the stairwell, and then walk along a system of planks to reach the top landing. When you reach the top, the mission ends.

## Unanswered Questions



- *Why are Armacham employees investigating the cause of Auburn's decay if it has already been established that "something is in the water?"*
- *The elevator shaft was full of bodies, but the Replicas opted to not kill Aldus Bishop. Why did he survive the initial assault?*
- *Where has Norton Mapes run off to? Why would he resist rescue?*
- *The data from the laptop confirms that Fettel is not the only psychic commander candidate. Who is the other one?*



# MISSION 10: BLINDSIDE

## BRIEFING

SFOD-D Unit Leader Holiday was able to disarm the explosives strapped to Armacham employee Aldus Bishop while you held off the Replica threat. Bishop reports that he was interrogated about another Armacham employee: Harlan Wade. There is no further information about the whereabouts of Harlan Wade, but it is known that his daughter, Alice, might still be in the building. She and Bishop were working together on a project regarding urban decay in Auburn before the assault.

Holiday is escorting Bishop to the roof so he can be evacuated. You need to reconnect with Holiday on the roof yourself and make sure the rescue effort is concluded successfully.

However, there is a new threat to your mission: Armacham security forces have been dispatched to clean up their own mess. The security personnel are ordered to tie up any loose ends in this unfortunate debacle, and that means they will stand in the way of you completing your objectives. The Armacham guards have clearance to fire upon any hostile forces, and that includes you.

## Enemies

- *Replica troopers*
- *Armacham security personnel*
- *Heavy Armor*

## TACTICS

### Objective: Rejoin Holiday and Bishop on Roof

The mission begins at the top of the unfinished stairwell. Pass through the red door in the wall in front of you and approach the window that looks out over the rooftop.



If you linger too long in the window, the Replica patrol on the roof will spot you. Reload your clip and shoot one of the Replica clones through the

window, then use the door to step outside and start hunting them down. The roof bends around to the right, and there is no shortage of places for the Replicas to hide.



Slo-mo brings the firefight down to a more manageable pace. Look for Replica troopers that are crouched down and using the rooftop boxes as cover. They lean out to fire at you, and that's when you aim directly for the face. A headshot kills them instantly and allows you the luxury of juggling slo-mo on and off to preserve a little extra hyper-reflex just in case the situation gets messy.



The rooftop is not one height. As you near the edge of the rooftop segment you started on, you can see another rooftop level one story below you. Tall air

ducts and heat vents on the roof provide cover for the

Replicas. The noise of gunplay has prepared them for your arrival, so be ready to shoot the second you peer over the ledge to the next rooftop space.



After eliminating at least one of the Replicas from the topmost roof, jump over the ledge and start tracking them on their level. Use the vents as cover. Your slo-mo meter should have refilled by now, so toggle it on and finish off the rest of the patrol. When the rooftop falls silent, seek out a door near a set of red steps on the opposite end of the area.



Move inside the building via the door. Another Replica patrol is just inside. Either attack them head-on or use the hallway to the right to circle around them and attack from the side.

However you choose to assault the Replica clones, be sure to use the big machines as cover whenever possible.



Continue moving through the next passageway to reach a split-level room. You approach a railing looking down into an area that's empty except for some Medkits on a cart and a weapon leaning against the elevator. A radio blares a news update in the background. Just as you reach the

railing, the elevator doors finish closing. Somebody else is in this part of the building.



Jump over the railing and pass the elevator bay. The next door leads back out onto the rooftop. You arrive just in time to see a Black Hawk take off with Holiday

and Bishop. Well, with Bishop's body. The Armacham security forces launched an attack on the helo and managed to kill Bishop before he could spill any more details about what is really happening at Armacham.

## Objective: Eliminate Armacham Threat

The Armacham security forces have proven hostile, so you must now engage them just like you engage the Replica troopers.



Step out on to the roof and look over the railing to the left. Several Armacham guards mill around the rooftop, looking for their next target. Give them something to shoot. Lean out and pick off the first guard you see (usually hiding behind one of the vent units) before jumping over the railing.



## MISSION 10: BLINDSIDE



Use slo-mo to take apart the security patrol. More Armacham security guards pop out from behind the vent units, as well as fire at you from the rooftop directly across from the railing. They are hard to hit from this distance, so dodge their fire while in slo-mo and concentrate your efforts on the closest targets. Look out for guards trying to flank you from the edge of the rooftop.

Some of the guards may leap over the railings to attack you. However, if you push back hard enough, they retreat.



After you clean up the rooftop, use either the door on the landing directly in front of you, or seek out another door on the building's right side. Walk along

the edge of the roof and look back toward the center of the building to spot it.



Depending on which way you entered the building, Armacham guards either come down from the catwalk above you, or you engage them directly on the catwalk. If you have any slo-mo remaining, use it to target the guards. They are not as difficult to eliminate as Replica troopers, but their aggression makes them formidable.



After emptying the building, head up a set of red steps and pass through a red door in the corner. This takes you back outside to another section of

rooftop. Turn left and walk to the edge of the landing so you can look down on another roof segment.

Train your weapon on the door, because it is about to open. Two unsuspecting security guards step outside. Drop them before they can return fire, and then jump down to their level. Enter the building via the door they just opened, and follow the hallway as it leads you deeper into the interior.



The passageway ends at a railing that overlooks a dark air duct, leading to a ventilation shaft. An Armacham security guard on the opposite landing uses the

ventilation shaft as cover between emptying clips in your direction. You have no choice but to jump over the railing and try to land on the horizontal ventilation shaft.

Unfortunately, the vent buckles under your weight and breaks. You are dropped unceremoniously into a water tank at the bottom of the chamber.

## Objective: Find a Way Back up into Main Building



Pull yourself out of the water via the nearby ladder, and enter the corridor ahead of you. Three horizontal pipes run the length of the hallway. Follow them to the end, where you find a locked gate and a rattling noise accompanied by a funny-looking vapor that warps the appearance of the fence. The only way to get the Slo-mo Recharge on the other side of the fence is to blast the lock.

Apparently the vapor was caused by a gas leak. The sparks from shooting the lock ignite the gas—the explosion blows you all the way down the hallway and back into the water. However, the debris blasted down the hallway has broken the catwalk above the water.



Return to the fence at the end of the hallway to pick up the Slo-mo Recharge.



Use the broken catwalk to climb up to the next floor above the water. The building shakes a little, like there has been another explosion. Follow

the catwalk out of the room and to the next door. The next room leads into another corridor on the right. Enter the corridor and duck down to follow the steam pipes into a crawlspace.

The crawlspace empties out into a hallway. Follow it until you reach a long, red catwalk. As you try to cross the catwalk, a gas explosion erupts in the middle of the room and tears the catwalk in two. Another gas explosion erupts on the other side, blocking the ladder heading to the next floor.



Jump over the railing and wedge yourself between the catwalk and the wall. Crouch to shimmy under the catwalk and follow some gas pipes into a split-level room. Climb

the short ladder next to the pipes. Head to the left and enter a dark hallway.



Fire blocks the route to the right, so head to the left to step out on the other side of the broken catwalk. The flames from the second explosion are still blazing away in front of the ladder. Jump over the railing and duck underneath the catwalk.

## MISSION 10: BLINDSIDE



Crawl through the small space until you come out underneath a catwalk in a small side chamber. A body crumples to the floor, dropped from the ceiling. Fire belches out of the pipe directly above you, so crawl out into the room and look for the gas valve in the corner.



Twist the valve to turn off the gas and squelch the flames licking the ladder. Climb the ladder behind the valve to find an air vent. Crawl inside, collect the Health Booster, then return to the room.

Exit via the door that was previously blocked by fire, and climb up the ladder. Follow the ramp in the next room down and around the corner to the right. Take the next set of stairs up and look for another broken catwalk.

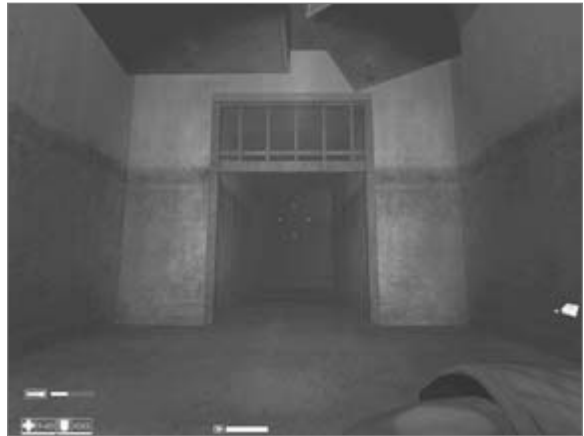


water trench beneath the walkway is full of wooden crates.

The next room, marked with the catwalk, contains two electrical generators. Slide down the broken catwalk and cross the walkway between the two generators. A



Turn the water valve on the other side of the generators to fill the trench with water, making the crates float to the surface.



Dive into the water and swim beneath the surface. A hole in the wall was previously blocked by the crates. Swim along the passage until it empties out into another trench.



Surface and climb out of the trench via the nearby ladder. Flip the electrical switch on the wall to turn on the power and bring the doors and elevators back online. Next, climb up the ladder next to the switch and follow the passage back to the room with the twin generators. Drop down and use the newly opened door on the main floor.



Another Replica patrol is in the area just beyond the ramp. Kill your flashlight if you have it on, and sneak up to the corner. Lean out and attack the

Replicas, but don't use all of your slo-mo on the individual troopers. They are accompanied by a Heavy Armor. The Heavy Armor stomps toward you as soon as he sees you, so try to use cover and keep your distance.



If you can run to the other side of the ramp room, take the stairs up to a catwalk overlooking the area. Attack the Heavy Armor from above to get some clearer shots at his facemask.



After dropping the Heavy Armor, get in the elevator at the far end of the room and activate the control panel to ascend back into the main part of the building.

## Unanswered Questions



Now that you have pulled yourself out of the depths of the basement and re-entered the main part of the building, you must deal with two enemy threats: Replica

troopers and Armacham security officers. The Replicas have reason to be violent—they are Fettel's pawns. The motives of the Armacham security officers are murkier.

- *Why did the Armacham security forces assassinate one of their fellow employees?*
- *What role does Harlan Wade play in Fettel's macabre schemes?*
- *Is Alice Wade, Harlan Wade's daughter, possibly still alive?*



# MISSION 11: SAYONARA, SUCKER

## BRIEFING

Having pulled yourself out of the depths of the building's basement, you have restored contact with Betters. The situation is looking grim, especially after the successful assassination attempt on Aldus Bishop by Armacham security forces. Whatever information the man had, it was obviously dangerous enough to Armacham's future that it was willing to send its own security personnel to kill a fellow employee.

Betters has reacquired Fettel's signal. The prime target is now in the research area of the Armacham complex, and you must push through Replica-controlled real estate to reach it.

Norton Mapes is still unaccounted for, as is Harlan Wade and his daughter, Alice. Perhaps one of these three surviving employees could shed some light on what exactly happened at Armacham to prompt Fettel's vicious attack.

## Enemies

- **Replica troopers**

## TACTICS

### Objective: Find and Neutralize Paxton Fettel

The mission begins as the elevator doors open, depositing you in the research area. The immediate vicinity is crawling with Replica troopers, so reload your weapon and step out of the elevator car to engage the enemy.



The Replicas in the center of the room are easy targets. However, as soon as you are detected, seek cover behind a crate. Lean out and target the Replica clones as they dive for cover, then slip

into slo-mo and hunt them in their hiding spots.



Fight across the room en route to an office. You can use a few pipes for cover. Keep an eye on the space between the pipes, as it's wide enough to

shoot through should one of the Replica troopers dare cross your path.

Pass through the office and into a well-lit hallway. The gate directly in front of you is locked, but you can spy a Slo-mo Recharge on the other side. With no way to raise the



gate, enter the corridor that branches off to the right. Walk through a laboratory and back out into another hallway.



There is a familiar-looking empty junk food bag at the base of the nearby steps. Mapes must be nearby, so follow his trail up the steps and confront him in

the corner of the next room. He is attempting to hide in the corner behind a cactus (as if the snack baggies lying in front of the couch weren't a dead giveaway), but he stands up when he realizes you aren't going to shoot him.

The portly programmer would love to help you, but according to him, he cannot do anything until the elevator lockdown is reversed.

## Objective: Override Security Lockdown

Leave Mapes huddled in the corner and enter the hallway that stretches to the left. Find a Health Booster tucked in the back of a small laboratory—the second door on the left. Look for the blue glow to locate it in the darkened room.



After snaring the Health Booster, listen to the voice mail message in this room, then head through the sliding door at the end of the hallway. Walk through the narrow lab and pass through the next door to access a dark corridor. A Replica patrol is in the area, so lean out the door carefully and survey the scene.



If you catch one of the Replica clones with his back turned, open fire. When the first Replica is down, head into the corridor and use slo-mo to bring the action to a snail's pace. The troopers duck behind the crates in the hall, but they must lean out to shoot back. When they show their heads, open fire and go for the kill.

Move into the lab to the left. Two more troopers are inside, so raise your rifle and clear them out before exiting through the door and stepping into the next hall.



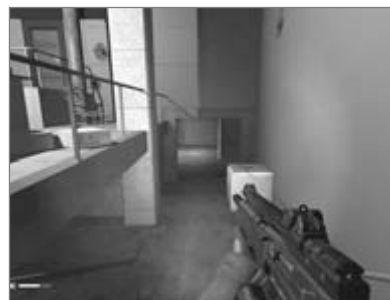
Follow the hallway as it circles around a large laboratory. When you reach the sliding door, be ready for an attack. The Replicas inside have heard you

coming, and have their guns trained on the sliding door. Throw a grenade through the door the moment it opens. If your aim is true, you can cause some serious damage to the patrol inside.



As you press into the lab, another Replica comes up the steps on the room's left side. Shoot him as he appears, then ransack the room for gear, such as Body Armor.

Walk down the steps, over the Replica bodies, and look down to spot the entrance to a crawlspace. Crouch and enter the space, then follow the passage until it empties out into another hallway.



# MISSION 11: SAYONARA, SUCKER

## CAUTION



Before leaving, grab the MOD-3 Multi-Rocket Launcher nestled in the corner of the lab, just behind some chain link fencing. Step into the corner and grab the

powerful weapon. It may have only a few rounds, but they are potent enough to destroy many enemies with a single shot.



From the end of the crawlspace, you can see out into the next passage. Replica troopers are on the stairs on the room's opposite side. Take a few shots from this

crawlspace, but when one of the troopers leaps over the rail and starts closing in, you may need to come out and engage him directly. Slo-mo should help even the odds.

After the Replicas are down, head up the steps. You are now inside the laboratory you circled around via the main hallway. There is a laptop on the central desk. The decrypted data confirms that Fettel was the second prototype in a program linked to something called Origin. This word has cropped up a few times now, increasing its significance. After listening to Better's report, exit the lab via the door to the left.



The door exits out to a small space that overlooks a sunken corridor. You can jump over a railing, but before you do, look down and ventilate the trooper just below you. When he's down, take aim at another Replica across the sunken corridor and fire until he's lifelessly hanging over the railing.



Jump over the railing and follow the corridor until you see a sparking security camera on the ceiling. Pass through the sliding door to the right of the

malfunctioning camera, and be sure to check the voice mail on the wall-mounted telephone. Access the control panel on the console to override the security lockdown.

## Objective: Find and Neutralize Fettel

Resetting the security system causes several previously locked gates to open. Exit the room with the security system switch and pass through a now-open gate. Pass the steps marked by Mapes's snack bag and backtrack through the laboratories. Turn right when you exit the labs.



The Slo-mo Recharge you saw toward the beginning of the mission is now accessible. Pick up the Slo-mo Recharge and then return to the stairs with the

snack bag. Head up the stairs to reconnect with Mapes, who is surely waiting patiently to be rescued.



Just as you reach the top of the steps, Mapes closes the door on the elevator. "Sayonara, sucker," is his parting shot. Mapes may be annoying, but at least he is predictable.



Enter the door to the left of the elevator. You're going to have to take the long way up. Climb the ladders to the top of the elevator shaft.

The landing up here looks like a dead end. Jump over the railing, staying close to the outer wall of the elevator shaft, and break the grate covering the crawlspace. As soon as you slip into the crawlspace, the mission ends.

## Unanswered Questions



Once again, Mapes has tricked you into helping him escape. However, while tracking down the override controls, you did learn something about Origin.

- *Why does Mapes persist on eluding rescue? Is there something inside the building he covets—other than his snacks?*
- *Is Origin the parent program of Icarus and Perseus? Or is this something separate?*



# MISSION 12: UNAUTHORIZED PERSONNEL

## BRIEFING

Once again, Norton Mapes has resisted rescue efforts. However, he may not require rescuing, as Paxton Fettel's signal has remained stationary since your last update. Has he been detained? Tired of running? Or is he laying a trap?

You must continue deeper into the research wing at Armacham headquarters, seeking out Fettel and dismantling his Replica army clone by clone. You've got to find Fettel before he has the chance to flee the premises and set up camp elsewhere.

Harlan Wade and Alice Wade are still unaccounted for, so keep your eyes peeled and ears open for any form of communication from the missing employees.

## Enemies

- *Replica troopers*
- *Power Armor*

## TACTICS

### Objective: Find and Neutralize Paxton Fettel

The mission begins inside the crawlspace you crept into at the end of the previous mission. As you move through the space, note the cylinder to the left. This is the top of a security gun turret. Several of these anti-intruder measures line the hallways of Armacham's sensitive research division.



When you reach a ladder, slide down it to access the floor beneath the crawlspace. There are no Replica

troopers down here, so you can let your guard down. Walk around the fence and enter the hallway just prior to a T-junction.



The gate to the left is locked, so walk to the right. Round the corner to discover the only quarry as elusive as Paxton Fettel: Norton Mapes.

Mapes is inside the security station, guarded by bulletproof glass. He gleefully taps the screen in front of him and activates the security gun turrets before running deeper into the facility.



## Gun Turrets



The ceiling-mounted gun to the right of the security station drops down and immediately tries to acquire a target. You typically have about two seconds to vacate the area before the gun can lock on your position and start firing. The onboard camera can track you as you move, so you must seek cover to be truly safe.

The gun fires a series of bursts in rapid succession before pausing to reload. While the gun reloads, lean out from behind cover and fire as many shots as possible at the turret. As soon as the gun starts firing, duck back and wait. If you see blue sparks erupt from the turret after shooting at it, you know your aim was true.

If you lean behind a corner, the gun tries to chew up the wall. The walls are thick enough to stop the bullets, but the dust and debris kicked up by the pounding makes it difficult to see the turret when it stops firing. If the dust cloud gets thick enough to obscure your vision, back off and wait for the cloud to clear. During that time the gun may reset itself and start scanning the room for a new target. If you are able to, you can shut off the electricity to deactivate the turret.

All of the doors by the turret are still locked, so return to the ladder and crawl back up into the ceiling.



The cylindrical turret housing has dropped down, revealing a new path beyond the twist of ventilation shafts. Crawl forward and drop through the hole in the

ceiling to drop down on the other side of the gate next to the security station.

Walk down the hall to the right and descend the ramp. Stay in the shadows, and when you reach the corner, stop moving. Another gun turret just around the corner will acquire you within seconds.

Carefully step out from around the corner and fire off a shot or two at the gun, then duck back to avoid its fierce volley. Continue this until the gun turret falls silent, hanging by the ceiling by a few thin wires.



Once the gun has been disabled, cross the hallway and blow the lock off the fence. Step inside the small side area and flip the wall switch to kill the electricity in the immediate area. This casts several laboratories and hallways in darkness, which makes it easier for you to sneak around. Step back out into the hallway with the turret and take the corner as it turns left. Enter the laboratory via the door.



Access the laptop on the table. The data details the shutdown of the Origin program. Apparently a "synchronicity event" resulted in multiple

casualties, so the program was terminated and buried.

Exit the lab via the door to the right. The gun turret in the hallway is facing another direction. When you move into the hallway, the gun requires



## MISSION 12: UNAUTHORIZED PERSONNEL

more time to recognize you, so use those extra seconds to seek cover behind the white crates. Stand up and fire off a couple shots at the turret, then duck back down before it can zero in on your position and open fire.



After the gun is down, move down the ramp to the left. Peek out around the next corner to spot Mapes on the far side of the room. He's taunting you to come get him,

but don't fall for it. There's another gun turret between you and him.

Backtrack into the hallway you were just in. Go down the nearby steps and snake through the vents until you pop out on the other side of the room. You are



now closer to the gun—and the best place to hide while shooting it. Dive behind a large pillar as the gun swivels to acquire your position. The gun keeps “looking” for you, so lean out and shoot it. (Of course, this helps the gun find you.) Keep leaning and ducking until the gun is disabled. A frustrated Mapes then runs farther into the building.

### TIP



Check the supply closet to the left of the room Mapes was in to find some Body Armor.



Pass through the door on the right side of the hall to see Mapes still running away. When you hear a telephone ringing inside a nearby office, answer it.

Then, pursue Mapes through the laboratories to the right. They are dark, so use your flashlight to illuminate your route. There are no nearby Replicas that could be alerted by a wild flashlight beam.



Another gun turret is just outside the lab, so use the white crates as cover and blast it. Keep dropping down to hide when the gun opens fire. Unfortunately, there's no easy way to time a

grenade throw, so keep using your rifle.

### TIP



When a gun turret drops from the ceiling, you hear a brash audio flourish. It's designed to make you jump (and the first time you hear it, you will), but it also alerts you that a gun turret is now hunting you.

After rounding the corner on the right, you spy Mapes trying to escape into a ventilation shaft. As you close in on him, he finally manages to squeeze inside the small space.



Unfortunately, but not surprisingly, Mapes disabled the door to the room he was just in, so you have to head to the right.



Follow the hallway as it curves around to the right. This hall contains a pair of gun turrets, so quickly run into the laboratory on the right side of the hall before

the turrets can acquire your position. Inside the lab, check the voice mail for information on the wastewater project—apparently the concentration of contaminants in the water is off the charts.



Break the grate in the corner of the lab and jump up on the desk to crawl into the revealed ventilation shaft. The shaft drops you behind each of the gun turrets in the hallway, so sneak out and shoot the guns before disappearing back into the vent.



With the two gun turrets disabled, you can step out into the hallway and safely walk to the door in the corner of the upper landing. Pass through the sliding door and follow the passage down. You end up in a pipe-filled tunnel below the floor. Crawl through the tunnel (grabbing the Medkit in the small alcove to the left) and then go left. You pop back up inside another laboratory. Take the door to enter another hallway.

As you round the next corner, you hear the sound of breaking glass. Replica troopers are been dispatched to hunt you down in this building.



Several troopers rope into the area and start scanning the room for you. In the darkness, they have trouble spotting you first, so make sure you turn your flashlight off as soon as you hear the glass break.

Shoot the Replica in the hall just outside of the room you are in. This initiates a firefight, but as long as you use cover and shadows, you should maintain the upper hand.



Head through the door directly across the hallway and follow the stairs here down and around the corner. Grab the Slo-mo Recharge on the table in

the room's center and then jump the railing. Run around the corner to the left to engage some more troopers.

## MISSION 12: UNAUTHORIZED PERSONNEL



The next room has a large lift in the center, surrounded by boxes and yellow barrels. A small Replica patrol guards the room. (Fortunately, they have already disabled the gun turret in the ceiling.) Look out for a trooper to come from the laboratory just off the wall opposite of the lift. You can use the yellow barrels against the Replicas, but you may wish to preserve them for the next battle in this room.

After eliminating the Replica troopers, weave through the laboratories into the next hallway over and pick up the MOD-3 Multi-Rocket Launcher. Now, return to the room just opposite of the lift.



**TIP**  
Make sure you save your progress before heading into the next battle.



Access the control panel just below the window bay to activate in the lift in the main room. This lowers a Power Armor into the chamber, a hulking tank on

two legs. The mechanical monster is protected by a thick shield directly over its main body. Two arms protrude from behind the body shield, each armed with a rocket launcher. This thing was built for the express purpose of causing as much death and destruction as possible—and now it's hunting you.

The Power Armor has very advanced tracking systems, so the moment you step back out into the lift chamber, it starts firing rockets at you. Use slo-mo to get off a shot with the MOD-3 Multi-Rocket Launcher, then find cover as soon as possible. You must let your slo-mo meter recharge while avoiding the Power Armor's steely gaze.



Try to lure the Power Armor next to one of the yellow barrels. As soon as the beast stands close to one, fire your rockets at the Power Armor. The blast radius from the rockets ignites the yellow barrel and the resulting inferno should do significant damage to the Power Armor.



The Power Armor does not rely entirely on its rockets to take you down. The hulk can swing those metal meathooks around like a

prizefighter, so don't get caught reloading if the machine is close enough to make a run at you. A melee blow from the Power Armor is difficult to recover from.



When the Power Armor has been weakened, blue arcs of electricity erupt from its core. This is no time to let down your guard, as the machine can still fight, but

at least you know the battle is nearing an end.



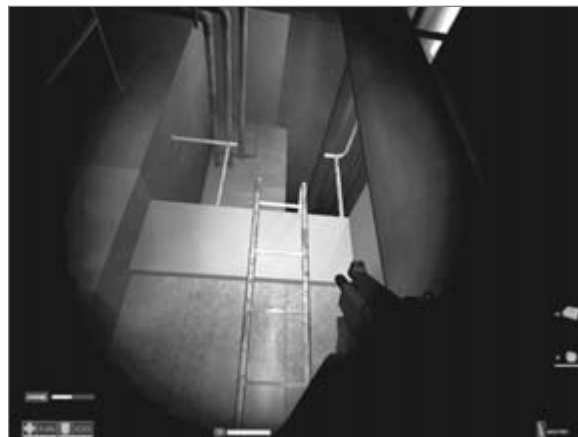
Once you've defeated the Power Armor, move into the next lift chamber to the left. Activate the control panel on the lift and it will raise you to the next floor up. A door in the corner is hidden behind some large shelves. Follow the corridor as it passes an office (stop in to grab any available gear) and enter the lift chamber where the Power Armor was lowered.

Use the red ladder in the corner to access a crawlspace that takes you into the ceiling. Follow the crawlspace until it dead ends next to a hole in the ceiling tiles.



Drop through the hole to land next to a lab.

Orange alert lights spring to life as a warning system announces that the lab is under lockdown. A toxic substance is currently being leaked inside the lab, so all doors in the area are sealed.



crawlspace, with a Type-7 Particle Weapon at his side. Pick up the new weapon and start crawling back toward the ladder. Break another grate on the "floor" and drop down.



## MISSION 12: UNAUTHORIZED PERSONNEL



You land next to a control panel outside the toxic laboratory. Access the panel to turn off the lockdown and then head to the left. The voice mail notification

on the nearby phone is a message from Bill Moody. He says the source of the contaminated water is Auburn. Also grab the Health Booster by the phone. Head through the door to the left of the control panel.

There is a laptop inside the lab beyond the door. Better reports that the data confirms that after the failure of Origin, the facility was sealed off completely.



After downloading the contents of the laptop, head through the door opposite the window bay and step into the next hall.



You are on the walkway above the room where the Replicas roped in. The room is still dark. Enter the next hallway and open the wooden door at the very end.



The screen on the control panel inside the small room reveals another Replica patrol in the near vicinity. Accessing the panel puts you in control of a ceiling-mounted gun turret.



You control the gun turret just like you would aim your rifle. Look around the room, tracking the Replica troopers as they sweep the area for any

signs of you. The three green bars in the corner of the screen indicate how much damage has been inflicted on the weapon. When all three bars turn red, the gun has been disabled.

Target one of the troopers and open fire. Hold the fire button until the clone is down. All of the troopers start concentrating their fire on the gun turret, so you have only a minute or so to take out as many Replicas as possible before they disable the gun.



Depending on how accurate you were with the turret, the Replica ranks ahead have been considerably thinned. Back out of the small room with the turret

controls and head for the nearby desk. Jump over the desk and follow the passage to the left, eliminating any surviving Replicas.



Keep moving into the room where the gun turret was, clearing out any remaining Replicas as they hide in the cubicle farm. Use the corner as cover and finish the patrol off before heading through the darkened doorway to the right of the cubicles.



Pass through the hallway beyond until you see an Armacham security officer dumped over a railing. When the body hits the floor, duck to the left side of the hallway

and hit slo-mo to snipe the Replicas off the walkway above the body. If you have any Type-7 Particle Weapon ammunition left, now is a good time to use it.

Use the stairs next to the vending machines to access the walkway where the Replicas are. If you were unable to snipe any of them, hunt them down up here.



Follow the passage until you reach an elevator bay. A laboratory is just beyond the elevator doors. Pass the elevators and the lab as the corridor turns to

the left. Leap over the railing at the end of the corridor to end the mission.

## Unanswered Questions

Mapes has proven to be a hostile combatant and should be treated as such if encountered again. His acts of sabotage make the information downloaded from the laptops sound even more sinister.

- *What is Mapes trying to hide by eluding capture? Is there a reason why he has survived the numerous Replica patrols while most other Armacham employees didn't?*
- *The epicenter of the water contamination is Auburn. What could be spilling toxins into the water?*
- *Are the water contaminants the reason Fettel attacked the wastewater treatment plant?*

# MISSION 13: AFTERIMAGE

## BRIEFING

Paxton Fettel's tracking signal has fallen off the radar again, but an Armacham technical advisor helping the operation suggests that the cause may be a malfunction due to damage sustained in combat. Hopefully, that's the case—and not that Fettel has found a way to disable the tracking device himself.

You must continue the search for Fettel inside the research facility. Both Replica troopers and Armacham security personnel are in the immediate area, so watch out for any action from either faction. In addition to engaging the enemy, you are also ordered to take Norton Mapes into custody for questioning. His sabotage attempts have cost lives, and his motives for doing so must be discovered.

## Enemies

- *Replica troopers*
- *Armacham security personnel*
- *Heavy Armor*
- *Power Armor*

## TACTICS

### Objective: Find and Neutralize Paxton Fettel

At the onset of the mission, a gun turret drops from the ceiling. Fortunately, the gun has malfunctioned and will not fire upon you.



Walk down the hallway to the right of the gun turret. The hallway turns left and takes you past a couple of vending machines before leading you into another corridor lined with small laboratories.

## TIP



Find a Health Booster in the last lab on the hall's left side, just before the hallway makes a sharp right. The Health Booster is next to the shallow scale on the table.

The hallway leads to an office where you can see a blinking voice mail notifier. Access the message system to listen to the voice of Armacham CEO Genevieve Aristide. She is apologizing for the decision to re-open something called the "Vault." She takes full responsibility for the deaths of the men sent in to check out the facility, but insists that now is not the time to assign blame. Blame can be doled out after this crisis has been contained.

The next sliding door leads into a medical bay. If you turn left, you can see the face of your enemy: Paxton Fettel. He is standing on the other side of a bulletproof window, looking down on you as you try to find a way to reach him. He delivers a message and then disappears.





Head through the door to the right to enter the next medical bay. Pick up a Slo-mo Recharge from one of the examining tables, then leave via the steps in the corner. This empties you into a hallway, which if followed to the left, takes you past a reception desk covered with magazines.

Pass the desk and enter the next hallway. You phase into another vision of a long hallway. You have seen this place many times now—something dreadful must be happening behind the door at the very end, but you cannot see just yet.

After flashing out of the vision, open the wooden door on the hallway's right side and walk down the steps. Follow the shadow on the blue-walled corridor around the corner and into a new hallway.



Several Armacham security guards are gathered at the end of the hallway. Use slo-mo to target them individually, such as the guard to the right (just inside the shallow laboratory) and the guard running down the hallway straight at you. The Type-7 Particle Weapon makes short work of these enemies—a single shot incinerates them.



After eliminating the guards, toggle off slo-mo and let it regenerate. There is a set of stairs directly ahead with more Armacham security guards in the office area at the bottom. As you come down the stairs, use slo-mo to surprise the guards. Try to drop at least one from the stairs, then rush the office area to finish off the rest of the team.

Access the laptop here to learn more about Origin. Apparently, Armacham decided (under Genevieve Aristide's leadership) to clean up the Origin facility, but the team sent in was slaughtered. The facility was sealed up again, but obviously not soon enough.

As you round the next corner, you spot a team of Armacham security guards in full panic. They are shooting at something in the hallway to the right (you cannot see it) and shouting "He's here!"



Go through the wooden door next to the gate to flank the Armacham security guards. The next room is full of weapons, so stock up before continuing into the hallway.



## MISSION 13: AFTERIMAGE



Look out the window opposite the arsenal. The Armacham guards are desperately trying to bring down a Heavy Armor, but they are terribly outmatched.

### NOTE



The Replicas are more than capable of doing this for you, but you can shoot the Armacham security guards yourself.



Step into the hallway and engage the Heavy Armor and its Replica trooper escort. Target the trooper first—use the Type-7 Particle Weapon if you have it—and then concentrate your fire on the Heavy Armor. Use the overturned vending machine as cover while trading bullets with the brute.

After neutralizing the Heavy Armor, walk down the hallway and take the corner to the right. Better comes over the radio to inform you that Fettel is indeed seeking Alice Wade, who is holed up in the executive building. You have to intercept Fettel before he can get his hands on Alice Wade.



Walk down the next flight of stairs, but look out for Replica troopers at the very end of the hallway on the bottom. Do not step in front of the series of

windows on the hallway's right side. Instead, target the trooper in the hallway from the stairs and then turn your attention to the windows.

If you have a sniping weapon, use it to target the troopers on the landing outside. They are directly opposite the windows, crouching behind a large planter.



Drop the troopers one by one with the Type-7 Particle Weapon and then follow the hallway as it leads past some offices.



Check any voicemail in the offices and then engage the trooper who lingers at the end of the hallway. After dropping him, access the laptop sitting on a small coffee table. The laptop reveals that Harlan Wade started the Origin program himself.





When you round the corner from the laptop, two Replica troopers and another Heavy Armor intercept you in the elevator lobby.

After taking down the Heavy Armor, exit the building via the double doors. Collect the gear on the landing. You are standing at one end of a long courtyard.



You can snipe Replica troopers in the courtyard from this landing. Drop any enemies you can see.

Jump from the landing to the nearby awning, and then lower yourself to the ground. Start moving across the courtyard, pausing when you see a helicopter hovering over the courtyard.



The helicopter inserts a Power Armor into the courtyard. You must take down the tank before you can access the executive building, so use slo-mo to engage. The Power Armor tries to close the space between it and you with quick bursts of speed, so be sure to keep back. If it gets too close, it will swing at you with its arms.

Use the planters in the middle of the courtyard to maintain some distance between you and the Power Armor. Try to get behind the unit and shoot it in the back.



The battle is not made any easier by the troopers at the opposite end of the courtyard shooting at you with Type-7 Particle Weapons. If you have put

sufficient distance between yourself and the Power Armor, snipe the troopers to get them off your back.



After eliminating the Power Armor and Replica troopers, enter the building via the double doors on the landing above the Power Armor's insertion point.

## MISSION 13: AFTERIMAGE



As you step into a break room, the Replica clones kill the lights to confuse you. Use your flashlight to spot them hiding behind pillars and using tables as barricades. When all of the Replicas are down, head into the kitchen area.



The electrical switch is behind the door in the corner of the kitchen. Turn the lights back on and then continue around the corner to enter a room full of shelves.



Use the shelves as cover while targeting the Replica troopers on the opposite side of the room.



Follow the hallway out of the room to access an impressive arsenal. Load up on guns and gear, and then break through the window opposite the arsenal. Jump through the window to end the mission.

### Unanswered Questions



As you attempt to intercept Fettel before he can reach Alice Wade in the executive building, several pieces of information start filling in the blanks. Fettel

was created in the Perseus project, which was part of Origin. Armacham shut down Origin voluntarily after something went awry in the facility. Fettel must be seeking something that has to do with the Origin program.

- *What interest does Paxton Fettel have with Alice Wade?*
- *Is Alice Wade aware of her father's involvement in the Origin project?*



## MISSION 14: ALICE WADE

### BRIEFING

You've made it to the executive building at Armacham headquarters. Paxton Fettel is believed to be inside, stalking Harlan Wade or his daughter, Alice Wade. He is not taking his objective lightly, either. The executive building is heavily fortified with Replica troopers who have two instructions: protect Fettel and eliminate you.

You must get to the top of the executive building where Alice Wade is likely to be cornered. She may be in her father's office, which is on the top floor, overlooking the bay. In that event, you'll have several floors full of Replica troops to engage before finding Alice Wade.

Norton Mapes is also still at large. However, there have been no additional sightings of the man since he was last seen in the previous mission. It is entirely possible that he is now off-site.

### Enemies

- **Replica troopers**
- **Heavy Armor**

### TACTICS

#### Objective: Locate Alice Wade

The mission begins in the courtyard between the research building and the executive building. The courtyard is empty, save for a few tables.



Walk over to the window next to the tables and break them with your weapon. Jump through the broken window and search the office for a laptop. Access

the laptop for information on Armacham employees

connected to Origin. With names like Bill Moody and Harlan Wade on the list, you can piece together Fettel's plan. He is working his way up the food chain—and you need to stop him.



Exit the office through the door to the right and enter a hallway that leads to an elevator lobby. Enter the elevator and press the button to go up. The car begins its ascent, but stops on the sixth floor—the power is out. Somebody in the building is trying to slow you down.



Exit the elevator car and walk into the offices on the right. Listen to the voice mail message on the nearby desk. It's Harlan Wade and he's raving about what a mistake it

was to open the Vault. Backtrack out of the office and enter the next area, marked with a walk-up counter.



Pass the counter and enter a break room with windows that overlook the rest of the complex. Another

## MISSION 14: ALICE WADE

laptop is on one of the tables. The data on the laptop points to Auburn as the possible location of the Origin facility.



Go down the hallway lined with offices until you reach a door with an "Alice Wade" placard. Enter the office, which has been thoroughly ransacked. Listen

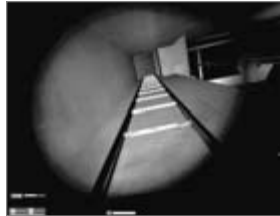
to Alice's voice mails, including one from her father saying that she is in danger and must get out of her office. He tells her to bring the Proteus text file up to his office. The next message is from Aldus Bishop, who weighs in with the understatement of the year: he thinks Alice is on to something with her Auburn research. Continue past Alice's office, toward the sound of a ringing cell phone coming from the ceiling. Shoot at the bloody ceiling tiles to drop the body of a worker and his AT-14 Pistol.



Return to the elevator lobby. Your car has slipped a little. However, with the doors ajar, you can step on top of the car and move onto the narrow lip surrounding the elevator shaft. Just as you step off the car, it plummets to the bottom of the shaft.



Climb up the ladder along the wall of the shaft. At the top, jump over the yellow railing and carefully walk to the other side of the elevator shaft.



Climb the ladder on this side of the elevator shaft. Then climb a third ladder on the opposite side of the elevator shaft. At the top of the ladder, look in the corner to find a supply shelf with M77 Remote Bombs and Body Armor. Go back down the ladder and continue forward to reach a door opening into a dark hallway.



Pass a reception desk on the hallway's left side (there's a voice mail message at this desk) as you walk into the next corridor. You pass some cubicles and a set of information screens while walking

to the left. However, before stepping into the lobby at the end of the hallway, kill your flashlight. Replicas in the lobby are searching for any sign of you.



Two troopers are on the lobby level, with two more on the walkway above, which is connected to the floor via a set of stairs. Turn on slo-mo and target the troopers on the ground, then arm yourself with a sniping weapon (if you have one) and nail the other two as you walk up the steps. Head across the walkway upstairs, passing the vending machines, and into the next workspace area.



Several Replica troopers are in the corridor ahead. Expect at least one to try to flank you from the offices along the hallway, but most resistance comes from behind the supply station at the end of the hall. Slo-mo helps you dodge their bullets while getting you close enough to fire off some quality head shots.

After taking down all the troopers, enter the office to the right. There's a voicemail on the desk phone from Alice Wade. She has been studying the decay of the Auburn area and believes the cause was not socioeconomic. She believes it was much bigger than that. And she has pinpointed the start of the decay at approximately 20 years ago.



Keep walking until you reach the ransacked laboratory. The cupboard doors are all over the floor. Walk to the left from the lab, approaching a sitting area just beyond another pair of vending machines.

Another Replica patrol is in the area. As soon as they see you, they close a gate to prevent you from heading into a specific hallway. Shoot the Replica troopers and then continue down the open hallway. Break the office windows and jump through to enter another cubicle farm.



A laptop on the table has more information regarding Origin. After downloading the data, check the large office for a VK-12 Combat Shotgun and a Medkit.



Pass the copy machine along the wall and walk back out into the hallway. Walk along the screen in the hallway, but pause before going around the next corner. A

Replica trooper at the other end of the hallway uses the sofa as cover. Toggle slo-mo on and step out to neutralize him.



Walk through the door the Replica clone just stepped through before the firefight. Pass through the messy office area until you find a security station with a control panel. This activates a gun turret in the next lobby. There is also a small armory full of weapons.

## MISSION 14: ALICE WADE



Use the control panel to hijack the gun turret and eliminate as many troopers as possible in the next lobby.



The gun turret has unlimited ammunition, so never let off the fire button. The Replica troopers enter the room from behind the pillar, on both the ground floor and walkway, so concentrate your fire on this area to maximize the amount of use you get out of the turret.



After using the turret, back up to the small alcove with the control panel. Activate it to raise some gates.

Retreat through the hallway, away from the control panel and the armory. Pass the office where you had to break the window. Next, head to the gate that the Replicas had previously closed on you. It's now open, and depending on how accurate you were with the turret, the lobby just beyond should be clear of Replica troopers.



From the main floor of the lobby, pass through a wide entryway to access a set of stairs leading up. A Heavy Armor in the center of the next hallway waits patiently for you. Immediately duck behind a corner for cover. The Heavy Armor stands his ground, unloading clip after clip in your direction. Use slo-mo to bring the scene to a crawl and then get in close to blast the facemask.



A few Replica troopers hide in the offices near the Heavy Armor. They wait to see if the brute can take you down before stepping out into the hallway. After you

eliminate the Heavy Armor, target the cowardly troopers and then walk through the corridor until you reach another lobby.

The lobby has two levels. Some Replica troopers are on the ground level with you, and some are on the walkway above the lobby. Concentrate immediately on the troopers in the lobby directly in front of you. Some



linger in the back while one starts closing in. They use the furniture as cover. If you have any grenades, throw one out in the lobby to neutralize at least one of the targets.



Find a Slo-mo Recharge in the darkened office along the wall at the top of the stairs.



When the troopers on the floor are down, start up the steps. The first section of steps ends in a landing. The stairs then split to the right and left. Typically,

a trooper heads down the right stairs to intercept you on the landing. Eliminate this trooper and then fight up the rest of the stairs and flush any troopers out of the nearby offices. If you see movement, unload in that direction.



A trooper hides in the room at the end of the walkway. He uses office furniture within the room for cover, so you might have to rush the window and fire up slo-mo to eliminate him.

Follow the walkway to the left outside the window.



The walkway leads you to another office area that has seen heavy action. Pick up the weapons lying around. Pass through the office and step around the overturned sofa to continue into the next hall.



Two troopers at the end of this hallway are using office furniture for cover. Lob a grenade down the hallway to injure them, and then mop up any survivors with your gun.

Watch out for a Heavy Armor to storm into the hallway from the left. More Replica troopers are seeking cover behind the Heavy Armor in the offices, but the monster is a much bigger priority at this point. Use grenades to bring down the Heavy Armor, or if you are low, use slo-mo to take shots at his facemask.



## TIP

Use slo-mo to get close enough to the Heavy Armor to attach a M77 Remote Bomb to it. Then retreat, toggle off slo-mo, and detonate it to inflict excessive damage.

## MISSION 14: ALICE WADE

TIP



Find a Health Booster inside the conference room on the right side of the hallway.



When you walk into the next hallway, you encounter yet another Heavy Armor. However, this brute is armed with a Type-7 Particle Weapon, making him especially dangerous. You may want to snipe from a distance, but remember that it's harder to get a good shot off with the Type-7 if you are close. Try sniping the Heavy Armor once or twice, then use slo-mo to get close and keep him from effectively using his Type-7 Particle Weapon. You can easily pick off a couple more troopers in the area with the sniping weapon.



Alice Wade is on her knees in the room at the end of the hallway—just beyond the Heavy Armor's husk. This must be Harlan Wade's office.



Alice says she absolutely must get to her father, who is en route to the Origin facility. Its location is top-secret, but the location of the secret entrance is on the nearby laptop.



Access the laptop to send the coordinates of the Origin facility back to Betters. You are ordered to escort Alice to the roof for evacuation.

TIP

Be sure to check the voice mails in Harlan Wade's office. One of the messages refers to the need to purge the Vault.

### Objective: Escort Alice Wade to Roof for Evac



Lead Alice Wade back through the mess you made with the Heavy Armors and Replica troopers. She follows you closely, but if trouble strikes, she'll keep out of the way.



It doesn't take long to encounter resistance. You hear chatter from nearby Replica troopers en route to Harlan Wade's office. Blast them through the gap between the piles of debris and overturned office equipment.



Lead Alice to the elevator in the corner. She follows you inside and presses the call button for the roof. The doors close and the elevator starts to ascend. However, you must make a couple of unplanned stops on your way to the roof.



The elevator car stops on the 8th, 10th, and 12th floors. When the doors open on each floor, a small Replica brigade is waiting. Shoot all the troopers and the doors will close. The car then resumes its climb. The Replicas are clever about using cover, so you need to step outside of the car to finish off the troopers. The doors close as soon as you step back inside.

The power goes out when you reach the 13th floor. Alice decides to wait in the elevator while you investigate the problem and restore power.



Enter the office opposite the elevator shaft and access the control panel to restore power to the elevator. This also opens the gate to the left of the office. Unfortunately, the doors to the elevator car close before you can get back inside. But it looks like Alice has a fellow passenger in the elevator, whether she wants it or not.



## MISSION 14: ALICE WADE



Run through the open gate and pass through the wooden door to access a stairwell. Take the stairs to the top floor and then step outside to catch a Replica

patrol waiting for you in the elevator lobby.



Catch them by surprise by the elevators. Use slo-mo as you head down the hallway into the lobby. After clearing out the lobby, use the nearby stairs to head up to the walkway above the lobby. More Replica clones burst through the door up here and try to attack. Shoot them as they pass through the door and then take the same door yourself.



Take the stairs inside the door to the top—it's not very far—and then climb up the stack of boxes in the corner. Bash the grate to enter a crawlspace and end the mission.

### Unanswered Questions

The story behind Origin is starting to yield some answers. If the Origin facility caused some degree of contamination in the Auburn area, and the urban decay began 20 years ago, then the Origin program must be more than two decades old. That places Paxton Fettel's age at approximately 20 years.

- *Has Harlan Wade's involvement with Origin somehow put his daughter at risk? Or is she just collateral that Fettel wants to use against Harlan Wade?*
- *What exactly is the Vault? Is that the unofficial name for the Origin program facility?*
- *Was that Alma in the elevator with Alice Wade?*



## MISSION 15: FLIGHT

### BRIEFING

You have been separated from Alice Wade while escorting her to the rooftop for evacuation. She is an unwilling participant in this rescue operation—she feels that she must rendezvous with her father, Harlan Wade, at the Origin facility in Auburn. Hopefully she has proceeded to the rooftop where you can rejoin her and escape the Armacham complex via a Black Hawk.

Should you remain separated from Alice Wade, you must assume that she has purposefully ditched the rescue operation and is somehow seeking the means to travel to the Origin site. If she's changed course, you must intercept her. With Fettel possibly en route to the Origin site, she will be in grave danger if she strikes out on her own.

### Enemies

- **Replica troopers**
- **Heavy Armor**
- **Attack Drones**

### TACTICS

**Objective: Escort Alice Wade to Roof for Evac**

When the mission begins, creep out of the vent along the



floor and step out into a utility room overlooking the rooftop.

Alice Wade is just outside the dirty window—she managed to make it to the roof just fine, after all. However, the double doors leading outside are locked, so you must communicate with Alice through the window. You can hear the rotors of the Black Hawk on its approach.



Just as the Black Hawk comes in to land, the Hind dropping off Replica soldiers blasts it out of the sky. The fiery wreckage crashes into the building,

scaring Alice Wade back inside. She bids a “thanks, but no thanks” to your rescue effort and starts heading for the parking garage to get her car.

You must follow Alice Wade down to the parking structure, but first you have to get out to the roof. The Replica patrol that was dropped off by the helo sees you through the window just as the helo launches a salvo which blasts open the double doors.



Step through the wreckage of the doors and out onto the rooftop. The Replica troopers are all the way on the other side of the roof, but these highly trained clones are much better shots than previous enemies. Run from cover to cover on the roof, working your way to the ledge.

## MISSION 15: FLIGHT



A half-wall divides the two sections of rooftop. The Replicas continue firing at you, so duck out of the way of their bullets and wait until the air is

still before leaping over the wall.

When you land on the rooftop below, engage slo-mo and start hunting the Replica troopers. The troopers rush down from the upper level via a



set of stairs against the side of the building. As they move toward you, they use the air ducts for cover.

Hug the walls and use the ventilation units for protection, too. When the Replicas step out into the open to either advance or shoot, nail them. Keeping plowing through the troopers until you reach the staircase and you see nothing but motionless clone corpses on the rooftop.



Head up the stairs and enter the building via the double doors. The doors are just beyond a set of thick concrete walls. You can see the Armacham

insignia on the wall, just inside the door.



The double doors deposit you on the second-story landing above an elevator lobby. Target the Replica troopers on the other side of the walkway as you cross the

room. Slo-mo makes them a little more manageable.



**TIP**  
The Type-7 Particle Weapon makes short work of troopers in long-range combat situations such as this.



Head down the stairs on the opposite side of the landing, and enter the elevator lobby below the walkway. As you reach the bottom of the stairs, the elevator doors open and Replica troops storm out. Before they can fan out and start searching for you and Alice Wade, ambush them.

Unfortunately, the elevators are now offline, so you cannot use the car to catch up with Alice. Instead, pass through the wooden door on the opposite side of the lobby.



The wooden door opens into the service part of the building. Walk past the wiring, water, and heating

elements and move down the next flight of stairs. Exit through the door at the bottom of the stairwell.



Alice Wade announces via the commlink that she is headed to the Origin site to see her father. You step back out into the finished part of the building

just in time to see her running across a walkway above you. Betters cannot imagine a worse plan, but since she knows the building, she escapes.



Step out into the room to locate an office with a blinking voicemail light. There is a series of messages from Genevieve Aristide and Harlan Wade. Harlan warns the listener that there is a real reason the Origin site was locked up for good. Genevieve asks the listener to reason with Harlan if he should call—tell him that she is sorry about the team of dead men. The final message is also from Genevieve, and she's a little stand-offish this time. She reminds the listener that the Origin facility was a liability long before she joined the company and that she was just trying to clean up an old mess.



After listening to the voicemails, step out into the sitting area opposite the office to find a Health Booster on the loveseat.



Continue moving through the office area and head down the steps to the left. You step out into another sitting area. The laptop on the coffee table in the sitting area contains more Origin information.

Continue through the sitting area and enter a hallway. Walk past an office and walk up the next set of stairs to the next floor up. The gate to the left is



blocked, so follow the passage to the right.

## Robot Sentries



The next room offers another sitting area that overlooks a window bay. Several information screens are on the room's left wall. Just as you step

## MISSION 15: FLIGHT

inside, the windows shatter and two flying robot sentries float into the room. These sentries move very deliberately—almost melodically—through the air. Each sentry has three arms protruding from its core, and each arm is fashioned with a laser cannon.



The sentries cannot withstand too much damage. Three shotgun blasts directly to the unit's core will destroy the robot. When the unit starts emitting purple sparks, it is almost destroyed. However, even a badly damaged unit can still fire health-sapping lasers, so put them down as soon as you see the sparks.



Walk to the end of the long room and turn left. You step out onto a walkway that overlooks the floor below, as well as several posh corner offices. The

window to the left is broken by another robot sentry. Gun down the sentry and start moving toward the offices.

Another sentry breaks through the window in the corner office on the right. The sentry floats through the office and into the walkway near you. Eliminate this sentry and then enter the corner office.



Step through the broken window in the corner office. Two more robot sentries confront you outside on the ledge. Target them as they close in on your position. Remember, aim for the core to do the most damage to the sentries.



After blasting the sentries out of the sky, step off the ledge onto the landing directly below. Follow the horizontal ventilation shaft to a red door in the

side of the building. Step through the door and climb up the nearby ladder.

Pass through the red door at the top of the ladder to access the rooftop again. Jump up on the vents in front of you. Hop over the railing at the top



landing and then jump through the window to get back inside the building again.



Follow the hallway to a conference room. As you approach the doors to the conference room, another robot sentry breaks through a window and starts buzzing around. Neutralize the robot sentry and enter the room.



Walk to the right of the conference room and head up the small set of steps in the corner. Pass the desk and enter the next hallway.



Another Replica patrol ropes in from the ceiling in the next room. Try to shoot them just as they drop to the ground, but should any survive, hit slo-mo and ease into the area. Target the clones on the main floor and then look left for the trooper coming toward you via the stairs. Cut him down and then use the stairs.



More robot sentries break through the windows in the curved sitting area. If you have any slo-mo left, use it to get in close and deliver some solid

shotgun blasts to the core of each sentry. The radio is broadcasting news about the situation at Armacham. The report mentions that a Black Hawk was shot down over the headquarters and that tracer fire has been spotted by eyewitnesses.

Go through the wooden door opposite the office with the radio to enter a supply room with extra office furniture. Pass through the room to access the stairwell that leads down into the rest of the building.



Shoot the Replica troopers in the stairwell as they race up to intercept you. It is easier to make headshots when you fire at enemies from above.



Find a Slo-mo Recharge at the bottom of the stairwell, next to some chairs and an overturned cardboard box.

## MISSION 15: FLIGHT



Pass through the open door on the fifth floor. When you step out, you can see Genevieve Aristide's office. Listen to the voice mail on her phone—it's a very angry Harlan Wade. He's furious with her for opening the Vault.



Walk back out of Genevieve's office and head around the next corner to pass a conference room. Just as you start walking by it, a series of doors swings open and a Replica patrol tries to ambush you. One of the troopers fires at you from the other side of the massive conference table inside. The rest of the patrol uses the doors as cover.



Enter the conference room to finish off the patrol. Target the trooper behind the table and keep firing until he sinks to the ground. After the ambush has been

thwarted, the Replicas kill the lights in the hopes of using the dark to their advantage. Extinguish your flashlight if you have it on, and then walk around the next corner to enter a wide lobby.



More Replicas wait in the lobby. Some try to attack you from the main part of the room, while more hang back in the office just beyond the lobby. Neutralize the troopers in the lobby and then force your way into the office to finish off the patrol. Use grenades if you have them to attack the troopers from a distance.



Enter the office and look for a door just off the side of the room. The power switch is just beyond the door. Flip the switch to restore electricity to the building,

including the elevator in the corner of the lobby. Take the elevator down to G4, the bottom level of the garage.





Step out of the elevator into the lobby of the parking garage. Alice Wade comes back over the air. She has made it safely to her car and is leaving. Better orders you to meet a helo on the garage's top level. Enter the garage through the nearby door.



You have to go back up the parking garage by ascending the ramps to floors G3, G2, and G1. The bottom floor of the garage is empty of both cars and Replica

troopers, so walk to the opposite end of the level and start moving up the ramp to G3.



As you creep up the ramp, you can see the outline of Replica troopers on G3. They are on full alert, so don't waste any time before opening fire. After

dropping the first trooper you see, turn on slo-mo and

fight across the level (use the construction materials for cover if you lack slo-mo) until you reach the ramp heading up to G2.



An armored truck inserts a Replica patrol on G2. As you lean out to peer up the ramp, you should see at least one trooper standing watch. Shoot him and then walk up

the ramp toward the armored truck. Use slo-mo at the top of the ramp to hunt the rest of the Replica clones on this level.



Finally, start heading up the ramp to access G1, the top level of the parking garage. Two armored trucks have backed in to unload Replica troopers as well as a Heavy Armor. Use the doors of the first armored truck as cover when firing upon the second group of troopers as well as the Heavy Armor.

## MISSION 15: FLIGHT

TIP



If you have any M77 Remote Bombs, enter slo-mo and race up to the Heavy Armor. Attach one of the M77s to his hulking metal carcass, and then retreat. When at a safe

distance, detonate the Remote Bomb to do considerable damage to the Heavy Armor.



After eliminating all of the Replica forces in the garage, head for the door next to the large G1 sign on the wall. A stairwell is just beyond the door. When you reach

the top, you are met by Sun-Kwon and Holiday. They are going to accompany you to Auburn as you go in search of the mysterious Origin site and catch up with Alice Wade.

### Unanswered Questions

- *Why won't Alice Wade accept your rescue offer? What is it with these Armacham employees not wanting to accept F.E.A.R. assistance?*
- *What did Genevieve Aristide plan to do with the Vault facility after "cleansing" it of the Origin program remnants?*
- *If the contents of the Vault were so dangerous, why did Harlan Wade order it to be sealed? Why not destroy the facility entirely?*
- *Is Harlan Wade still alive? Or has Fettel caught up with him at the Origin site already?*



## MISSION 16: URBAN DECAY

### BRIEFING

Alice Wade has escaped the Armacham complex and is en route to the Auburn district to rendezvous with her father at the Origin site. Her course of action has placed her directly in harm's way—she must be intercepted and secured. With Fettel still at large and more Replica troopers undoubtedly with him, the site is too dangerous for her to infiltrate alone.

Accompanied by Sun-Kwon and Holiday, you board a Black Hawk bound for Auburn. However, your arrival is not unexpected. Hostile ground forces shoot down your helo. The Black Hawk crashes in a decaying neighborhood in the Auburn district, wounding both Sun-Kwon and Holiday. You must find the access point to the Origin site by yourself.

### Enemies

- *Replica troopers*
- *Heavy Armor*
- *Power Armor*

### TACTICS

#### Objective: Eliminate Enemy Patrols

As the mission begins, you are onboard the Black Hawk with Sun-Kwon and Holiday. The Origin site is an underground complex (Rammelmeier Industrial Compound) formerly owned by the military. Armacham purchased the site two decades ago.



As the helo closes in on the site, it is struck by a projectile from the ground. The pilot loses control of the Black Hawk and it starts its slow spiral into the urban district. The helo crashes into an abandoned hotel, killing the pilot.



Sun-Kwon and Holiday survive the crash, but they are too wounded to continue the mission with you. A rescue team is sent to retrieve them, so you

must leave Sun-Kwon and Holiday behind while searching out the hidden entrance to the underground complex.

### NOTE



After assessing the crash damage, don't immediately leave the scene. Linger around the corner to hear Holiday's attempts to be smooth with Sun-Kwon.



Exit the lobby to either the left or the right. Both doorways lead into the same hallway on the opposite side of the wall. Use the stairs to climb up to the second floor.

## MISSION 16: URBAN DECAY

The hotel has definitely seen brighter days. Follow the musty hallway past the rows of locked doors.



When you reach the boarded-up hole in the wall, use your melee attack to break the boards and pass through, then head up the next flight of

stairs. Near the top of the stairs, you overhear chatter among the Replica troopers in the next hallway.



Lean out from the corner of the stairwell and target the trooper in the hallway just ahead. The chatter indicates that he is not alone. Look in the room to the right to spot another trooper and a Heavy Armor.



The Heavy Armor crouches down on the other side of the half-wall, using it as a shield while firing at you. Take care of the trooper first, and then

concentrate your fire on the Heavy Armor. If you have any grenades, throw them over the half-wall. The splash, contained by the tight area, damages the Heavy Armor.



Many walls have holes in them. Peer through a hole as you walk by. You may be able to target Replica troopers through the hole, dropping them before they even see you.



Follow the hallway around the debris and step into a long corridor. The giant hole in the floor is too wide to jump across, and a Replica trooper is on the other side.

Snipe the trooper if possible, then jump down.



There's another Replica patrol on the next floor down, so as soon as your feet touch the ground, back up and search for targets. Troopers use the broken

walls and debris as cover, so initiate slo-mo and hunt them down at close range.

Pass through the empty rooms until you reach a stairwell. Unfortunately, the stairs are in no condition to be used. You must seek an alternate route to get back up to the floor above you.

A boarded-up door opposite the stairs leads outside. Break the boards and step through the door. There is nowhere to go outside, so take the door to your immediate left.



More Replica troopers are in the next set of decaying rooms. The clones continue to use the broken walls as defensive positions, so clear them out

with grenades or use slo-mo to get close enough to the wall to blast them. Another trooper comes out from the corner behind you, so spin around and drop him before he gets too close.

## NOTE



Some of the troopers in the old hotel actually try to rush you. They know a few basic melee attacks, such as a kick, but what they lack in grace they

make up for in brute strength. These blows damage you and knock you off-balance.



After dropping all of the troopers, use this makeshift ramp crafted out of old tables and doors to return to the floor above you.



Check the room to the right of the ramp on the upper floor. Find a Slo-mo Recharge on the table, as well as a Medkit, Body Armor, and a spare 10mm HV Penetrator.

After gathering up the gear, head back down the ramp to the floor you were just on. Cross the hallway to reach the other side of the building.

## MISSION 16: URBAN DECAY



Look for an old dresser in the middle of a narrow hallway to find your way. Make the next left after the dresser and walk past the old vending machine. The

door to the left of the vending machine leads into an empty room.



The whole building starts rumbling. The tremors are intense, like an earthquake just under your feet. Keep walking through the room until you see the

ceiling crack. Then take cover behind a wall or an old dresser, because the Replicas have dispatched a Power Armor to take care of you.



The Power Armor is armed with laser cannons instead of rocket launchers. Back away from the Power Armor and try to maintain a solid distance between the two of

you. If the Power Armor gets close, it starts swinging its metal arms, and one hit from those is enough to send you reeling.

Always make sure you have an alternate way out of whatever room the Power Armor follows you into. You cannot afford to let the tank push you into a corner—the sheer size of it will trap you and then it will pummel you to death with its arms. Keep the Power Armor moving, darting between hallways and rooms, popping off shots and grenades while seeking cover before it can acquire you and open fire with its lasers.



Pass the hole in the ceiling that resulted from the Power Armor's considerable tonnage and turn right. The Type-7 Particle Weapon just around the corner here will

prove useful in the upcoming sniper sequences.

When you step through the hallway and outside (into another hallway that once had walls) you spy two Replica troopers patrolling the corridor that runs perpendicular to the one you're standing in. A giant hole in the floor prevents them from running to intercept you, but they open fire as soon as they see you.



Get the drop on the troopers by entering the Type-7's sniping mode and aiming at them via the hole in the nearby wall. The first kill is easy, but when the surviving trooper sees his comrade reduced to a skeleton, he starts firing wildly in your direction. Take the shot quickly and bring him down.



Step up to the window bay on the hallway's left side. More snipers are in the building across from you. Lean out and snipe the troopers in the opposite building as they pass between windows. Look for the outline of human heads and torsos to track the troopers among the debris and shadows.



After all of the snipers are down, take a running start at the hole in the hallway. Stick to the left side of the hole, which is not as wide as the middle. If you fall through the hole, there's no getting back up (except for reloading your saved game).

## TIP



Pick up the weapons dropped by the two troopers you sniped on the other side of the hole. One of them was armed with an ASP Rifle, which is almost as good for sniping as the Type-7 Particle Weapon.

Follow the hallway as it leads outside onto the rooftop. But do not just blindly tread outside. The building across from you is teeming with sniper activity. Use the air-conditioning units on the rooftop as cover while targeting the snipers. Look for their outlines to appear in the illuminated windows and then take your shot.



Eliminate the two snipers on the rooftop of the building to the left as soon as they step to the edge of the roof. As you move across the rooftop, additional snipers appear in the windows.



## MISSION 16: URBAN DECAY

### CAUTION

Ammunition is limited. Carefully plan your shots and take them when you know they will count. If you run out of sniping ammunition before you are off the rooftop, you will have no recourse but to avoid fire while trying to find a way back inside.



Once the snipers are down, move to the right and check out the next rooftop. The scene seems devoid of Replica activity, but as soon as you step out on the roof, a

small patrol reveals itself. Use slo-mo and seek cover while returning fire.



After neutralizing the troopers, enter the building via the open door to the right. This places you inside the building where the first set of snipers tried to target you.



### TIP

Use the right hallway to pass by the windows where the snipers were positioned. Pick up their weapons and then return to the door to the rooftop.



More troopers are to the left. They are looking out the windows for you, so sneak up on them (without the flashlight) and eliminate them. If you have any Type-7 ammunition left, use it to kill these Replicas with single shots.



Find a Health Booster inside the filthy bathroom to the right of the windows.



More troopers are in the building directly across from the windows. You can snipe them from inside. Look out for Replica clones on the fire escape, trying to

lower themselves to an ideal firing position.



Break through the boarded-up door at the end of the hallway. Drop through the hole in the floor. Find a Medkit in the small bathroom behind you. Step out into the next

hallway to continue the search for the site entrance.

## Locate Rammelmeier Industrial Compound



Open the red door to the left to enter another section of the building. When you step through, you spot Alice Wade—and Paxton Fettel. Fettel has taken

her hostage, and he stands there, taunting you with his prey. As you near, they escape to the right.



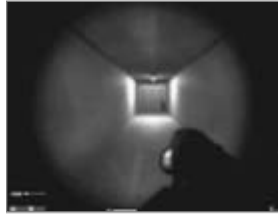
Head right to intercept Fettel, but it's too late. They have escaped into the elevator. Continue through the hallway to enter another vision. Little Alma is at the end of a long corridor. When you walk toward her, you are pushed back into the hallway—it looks like the corridor is stretching. When you finally reach the door, it flies open and strange spectral beings pour through. The vision then ends.

## MISSION 16: URBAN DECAY



Keep moving through the hallway until you find an open window. Jump through the window to end the mission.

### Unanswered Questions



Sun-Kwon and Holiday were banged up pretty badly at the crash site, but it looks like they are in a better situation than Alice Wade. Her attempts to find her father may end up costing her life.

- *Did the residents of Auburn have any idea that there was a military-grade underground complex just below their streets?*
- *Does Paxton Fettel really have Alice Wade as a hostage, or was that an illusion perpetrated by Alma?*



## MISSION 17: POINT OF ENTRY

### BRIEFING

The crash site has been secured, and Sun-Kwon and Holiday are going to be evacuated safely. You must turn your attention now squarely on locating the secret entrance to the Rammelmeier Industrial Compound.

It appears that Paxton Fettel, who is also looking for the entrance to the compound, has captured Alice Wade. Hopefully, she will not reveal the location of the site to Fettel. Alice Wade is not responding to commlink transmissions, so you should expect the worst. Fettel must be stopped before he can access the underground compound.

There is a significant build-up of Replica forces in the area. You will encounter great resistance as you attempt to locate the entrance to the Rammelmeier site.

### Enemies

- *Replica troopers*
- *Heavy Armor*
- *Armacham security personnel*
- *Power Armors*

### TACTICS

#### Objective: Locate Rammelmeier Industrial Compound

The mission begins in the street outside of the abandoned hotel. The scene is quiet—Auburn has degenerated into a ghost town. The streets are devoid of any life. The only sign that people once lived and worked here is the abundance of garbage that lines the empty avenues.



Walk down the street and take the alley that juts off to the right. A trash bin and a burning barrel are in the alley. As you move through the alley, Betters radios in. He has picked up

heavy enemy movement in the immediate area, so be on your guard.



Continue pushing through the alley, passing the old car. However, hold up at the corner just beyond the automobile. A Replica patrol is searching the area for you, so carefully slip inside and take cover behind the small landing on the left side of the alley. Some small steps lead to the landing.



You spot the first trooper standing on the other side of the trash bin in the clearing ahead. If you have a sniping weapon, use it to drop him. After nailing him, move down the alley and pass the small landing. You can hear a truck backing into the clearing.

## MISSION 17: POINT OF ENTRY



the rusted car as cover while targeting the troopers.

When you lean out from around the corner and look into the clearing, you spot an armored truck unloading more troopers. Use the newspaper dispensers and



There is a door on the right side of the clearing, near the armored truck. Break the boards off of the window nearby and jump through to get inside.



Follow the hallway until you reach the old shipping bay. The room is quiet, but as soon as you step inside, an armored truck bursts through the bay door and deposits a small Replica

patrol into the room. After dropping the troopers, either walk through the broken door and attack the rest of the patrol outside, or head to the left and target your enemies via a small side door.



Take the side door and finish off the rest of the troopers.

However, do not walk outside just yet. A Heavy Armor equipped with a MOD-3 Multi-Rocket Launcher waits for you at the bottom of the loading dock. Try to snipe the Heavy Armor from the doorway—if you still have the Type-7 Particle Weapon, aim for



the facemask. However, the brute has enough plating that it will take several shots to bring him down.

When the Heavy Armor falls, loot his body for the MOD-3 Multi-Rocket Launcher. Also check inside the back of the armored truck for gear such as Medkits and Body Armor.



After dropping the Heavy Armor, use the barrels and crates stacked against the fence to enter the adjacent alley.



As you come up the stairs, more troopers enter the room just beyond the doorway. Target the Replica clones from the stairs and push into the room.

Use the crates as cover while hunting the troopers and then turn your attention to the room's left side.



When you land in the alley, you hear the rumble of an engine. An armored truck rounds the corner and squeezes into the alley. It's a tight fit, but the driver puts the hammer down and lunges for you. Run through the door on the right side of the alley and dive inside the building as the truck crashes into the fence. Think fast, because if the truck slams you into the fence, there is no recovery.

Another trooper hides behind some crates against the opposite wall. Hide behind one of the wooden crates on your side of the room and shoot the yellow barrel to kill him.



After you dive into the building, turn back and face the doorway. The truck is parked in front of the door and one of the troopers is walking by the window. Snipe the trooper and then head up the nearby stairs to access the next room.



Another trooper is in the alley just outside, so slink up to the open window and fire down at him. However, make your shots count because you cannot leave your flank exposed for very long. Just beyond the next doorway, another trooper is stationed near the garbage bin. Shoot the trooper and then approach the garbage bin.

## MISSION 17: POINT OF ENTRY



The alley looks like a dead end, but there is a gap in the fence just behind the trash bin. Slip through it to enter a narrow passage between two buildings.



The narrow passage spills out into a construction site. It looks like Auburn was trying an urban renewal project, but the site has since been

abandoned. Walk up the wooden plank on the right side of the landing.



Break the glass at the top of the plank and jump through to access the next building. Head up the stairs in the back of the room and walk through the next door to step out on another landing. Step to the right of the landing and jump down into the alley beneath you.



Another armored truck squeals into the alley. There are no doors to dive through this time. Back up and move to your right to let the truck pass you. If

you turn around quickly, you can watch the truck crash through the fence and sink into the construction site. The resulting explosion kills all onboard.



Follow the alley away from the crash and enter an empty courtyard. There's an open door behind the giant "Pendleton Machinery Co." sign on the side of the nearby building. Enter the building via the door.







When you enter the building, you hear a radio report that the police are currently evacuating the entire Auburn area. Apparently, the local media are now aware of some sort of impending disaster. Follow the hall inside the building to access a machine room.



Drop through the open grate behind the large green generator. Crawl alongside the pipes until you reach another open grate. Stand up and jump out of the crawl-space. You hear chatter in the next room. The Replicas are confirming that the Vault has indeed been breached.



Enter the next room and immediately duck into a small alcove to your left. Several levels rise above you, each with at least one Replica trooper. Target the trooper directly above you. Step back out in the

middle of the room and target the yellow barrel at the chamber's opposite end. This will eliminate more Replicas.



Use the pipes to jump up to the next level. Take cover behind the steel girders that support the upper walkways as you snipe the troopers from the level above you.

Do not attempt to climb the tall ladder until you have eliminated the troopers on the level above. Ascend the ladder once the coast is seemingly clear. At the top, more troopers rush the room to engage you. Shoot the clones on the opposite side of the room.



Walk to the right of the topmost landing. Head into the darkness and pick up the Slo-mo Recharge. Fall through a hole in the floor near the Slo-mo Recharge to exit the area.



## MISSION 17: POINT OF ENTRY



More Replica troopers are just around the corner from the Heavy Armor. They use the alcoves in the next hall as cover, so lean out and target them with a sniping weapon to clear a safe path through the room.



Follow the ramp in the next corridor to the bottom and walk around the corner. An empty armored truck sits in the next room. This room feeds into a small

hallway filled with steam. Step through the steam area and carefully approach the next corner. There are troopers in the next passage, joined by a hulking Heavy Armor.



The bookcase in the office at the end of the hall tips over for no apparent reason. That is, until a Heavy Armor steps into view. He's trapped in the room, so

throw grenades through the window. The enclosed area maximizes the effect of the blast radius.



Lean out and target the Heavy Armor, weakening him before heading down into the corridor to confront him directly. Use slo-mo to avoid the brute's fire and aim for his facemask. The Heavy Armor is packing a 10mm HV Penetrator, so if you need one, pick it up after dispatching the beast.

Ascend the next set of stairs and cross the walkway over the room with the alcoves. Look out for the yellow barrel at the end of the walkway. A Replica trooper in the corridor just beyond the walkway shoots it as soon as he sees you. Lean out and shoot the trooper.





After dropping the trooper, walk down the stairs just past his body. More troopers are in the next passage. Use the crates for cover and target the Replica clones.



Keep mowing down the Replica clones in the passageway. You eventually reach a red door. Go through the door to access one of the Vault entrances.



Sneak up to the large door leading into the Vault entrance chamber. An Elite patrol is just inside. These white-masked troopers are armed with powerful weapons, such as the MP-50 Repeating Cannon. Lean around the door and drop the two Elite guards while using slo-mo. These troopers are fast and lethal, so slow things down before engaging them.



After the Elites are down, step into the small arsenal they have amassed next to the Vault door. Pick up a Repeating Cannon if so desired.

Unfortunately, this Vault entrance has been disabled, so you must find an alternate route into the Vault.



Climb the red ladder next to the Vault entrance.

Follow the walkway back into a dingy corridor. Follow the hallways as they pass through a set of double doors and a red door.



The door opens into a long room with an open floor. Carefully positioned wooden planks span the gap in the floor. Use the planks to reach the other end of the room. As you cross the last set of boards, Assassins burst through the windows and start stalking you in the darkness.

## MISSION 17: POINT OF ENTRY

### TIP



Because the room is so quiet, you can hear the “crackle” of their stealth suits as the Assassins draw near you.



With the Assassins down, cross the top level and slip through a door beneath a ceiling lamp.



Eliminate the Assassin on the bottom floor, then ascend the stairs to reach the topmost level. More Assassins break through the windows up here.

As you enter the stairwell beyond the door, you hear the popping of gunfire—a lot of it—just outside. Rush down the stairs and pass through the door.



You can try to track the Assassins' warp trails as they move around the room. But if you shoot the walls with something like the shotgun, you can kick up a lot of dust. It's sometimes easier to see an Assassin's “ghost” in the dust as it tries to rush you.

Look through the window to the left. Armacham security officers have arrived on the scene and are attempting to contain the problem themselves. It



doesn't look like their efforts are meeting with much success. A Power Armor equipped with a rocket launcher has them pinned down behind their flaming car.

The next door leads into a room full of crates. There doesn't seem to be a way outside. If you didn't take out the Power Armor, a stray rocket blows open a door. If you did, go out the door to the left of the main door.



When you step outside, the Power Armor is still concentrating on the Armacham security personnel. Do nothing to interfere with the Power Armor's obsession. Use slo-mo and engage the Power Armor at long range with whatever heavy weapons you have. When the Power Armor falls, carefully move forward. Watch out for the second Power Armor on the other side of the clearing, toying with another Armacham security patrol.



Attack the second Power Armor in the middle of the area, next to the abandoned Armacham cruiser.



After you bring down the Power Armor, any surviving Armacham security officers show their appreciation by turning their guns on you. Take them out as they hunker down by the cars at the very end of the clearing.



Enter the building via the large door at the top of the landing by the burning cars. As you enter, more Armacham guards assault you. Dropping these guards is much easier than facing off against Replica troopers—they lack any armor save for a bullet-proof vest. A shot to the neck or face—or even a point-blank shotgun blast to the chest—is enough to eliminate one.

While they may be weak, they make up for it with numbers. As you round the corner to enter the inner chamber of the loading bay, more Armacham guards confront you. Use the walls as cover and target the guards before they can overwhelm you.



## MISSION 17: POINT OF ENTRY



When the room is clear, walk beneath the security camera on the back wall and look to the left. Activate a small panel on the wall and the brick wall pivots open. Grab some weapons off of the racks in this hidden arsenal.



Follow the hidden chamber to the right as it turns into a very dark room. Cross the room and open the next door to enter a stairwell. Climb the staircase to access the next level up and locate an elevator. Before going to the elevator, enter the door to your left. Follow the catwalk to the other side of the room, collect the Health Booster, then return to the elevator.



Step into the elevator and press the bottom button on the panel to start going down.

As the elevator descends into the Vault, you suffer a horrible vision.

You're falling down the elevator shaft—the walls drip with blood. When you crash to the floor, you are back in the same dreaded hallway that haunts many of your visions. Walk toward the doors at the end of the hall. Just as you reach the door, nightmarish creatures enter your vision. When you snap out of the vision, the elevator stops. The mission ends.

### Unanswered Questions

You have finally discovered the entrance to the Vault. So many answers await you within. Hopefully you can find both Harlan and Alice Wade alive inside and get them to safety before your showdown with Fettel.



- *Knowing that the forces inside the Vault already wiped out one team of guards, why is Armacham risking more lives to stop the Replica march on the site?*
- *Who is making you see these terrible visions? Is it Fettel? Is it Alma? Or does somebody else connected to the Origin project have this power over you?*

## MISSION 18: LAPDOG

### BRIEFING

You have finally uncovered the secret entrance to the Rammelmeier Industrial Compound in Auburn, but you are not the first to arrive. Both Armacham security personnel and Replica troopers have infiltrated the facility and are patrolling for intruders—albeit, for very different motives. Both factions are armed and dangerous, and neither will hesitate to use lethal force against you.

The Rammelmeier facility is not entirely unlike the Armacham technical buildings. It is full of small laboratories, desks covered with scientific equipment and medical supplies, carts loaded with gear, and an assortment of crates and boxes.

While the place is devoid of employees, you can expect to encounter Norton Mapes again in the Rammelmeier facility. If the engineer is trying to hide something, it must be something from this top-secret location. In addition to securing Harlan and Alice Wade, also keep tabs on Mapes and try to prevent him from destroying incriminating evidence against Armacham.

It is also believed that Paxton Fettel has made his way inside the facility. He is still considered armed and dangerous, so be on high alert if he is detected in the vicinity.

### Enemies

- *Armacham security personnel*

### TACTICS

#### Objective: Locate Harlan Wade



The mission begins as the elevator settles into the top floor of the underground industrial compound. The coast appears to be clear, so step out of the elevator

shaft, but be ready for anything. After you take a few steps, a security gun turret drops from the ceiling on the opposite side of the room and attempts to target you. It won't have much difficulty zeroing in on your position unless you seek cover.



Use the white boxes directly ahead of you for cover from the turret. Wait until the gun has finished its volley of bullets, then lean out and take a shot at it

before quickly ducking back behind your cover.

### CAUTION

There are a few yellow barrels in this room. Do not hide anywhere near the barrels, and don't run by them and rush the turret. If a stray bullet strikes one of the explosive barrels, you will not survive the blast.



After you've disabled the turret, step back out from behind the crates and walk into the hallway directly ahead. You pass a locked chain link fence. Blast the lock off of the gate and step through to collect a pair of M77 Remote Bombs at the end of a long passageway.

A gap on the left side of the passage looks out into the next main corridor. A sentry gun turret will drop from the



## MISSION 18: LAPDOG

ceiling as soon as you are within range. Either quickly pass the gap before the gun can acquire your location, or shoot the gun from the gap's vantage point.



If you did not destroy the turret from the gap, it will be waiting for you around the corner after you back out of the passageway leading to the M77 Remote Bombs. Pass back through the now-open fence and continue up the hallway as it turns right. Lean out and shoot the turret until it explodes in a cloud of sparks and shrapnel.



After disabling this turret, continue through the hallway, passing beneath the wreckage, and seek out a ladder that drops to the floor beneath you.

There is some metal grating on the ground next to it, as well as a bright light. Slide down the ladder.

At the bottom of the ladder, crouch to pass beneath some pipes. You find another ladder. Use it to access a round hallway that bends around to the right. Don't run right into it, though, as soon as you see it. Armacham security guards are in the immediate area.



Watch the top floor landing of the rounded hallway for activity. When you first approach the hallway, things are too quiet. But soon you hear chatter between the guards, and before long, one steps into the open. If you are standing in the middle of the hall, he will see you and open fire, alerting the nearby guards.

Instead, hug the right wall, near the red paint. You slip into the shadow and become harder to see, giving you the precious first shot. Blast all guards on the top floor before stepping out into the hallway and continuing as it bends to the right.

The next room is quiet if you shot all of the guards on the top floor from the rounded hallway. If not, at least one tries to shoot you from the second floor in



this chamber. Beyond the railing is a window that looks into a sensitive data room. A door leads out of the right side of this room, just beyond the railing.



If guards remain, try to seek cover from them and return fire. The Armacham guards don't use cover as much as Replica troopers, so you can often catch one standing in the open. Punish their brash bravery with a shot from

the Type-7 Particle Weapon. It makes incredibly short work of the guards, as they wear pathetic armor that offers no protection from the incinerating round.

## TIP



Be sure to target the yellow barrels on the ledge where the Armacham guards are. The blast, if it doesn't outright kill them, will at least significantly injure them.

Mapes is desperately trying to erase his data trail by deleting files and burning evidence. The window dividing you is bulletproof, so don't waste the ammo trying to stop him.



After eliminating the guards, pass through the door on the right side of the room and into the next corridor. It's littered with crates and carts.



There is a small patrol of Armacham security guards at the far end of the hallway. If you step out too soon, they will see you. If you have a sniping weapon, switch to it and fire the first volley. The guards try to use cover in the resulting panic, but they can be clumsy in tough situations. Finish them off from afar before heading into the corridor.

The Type-7 Particle Weapon chars the guards to the bone but leaves their weapons unharmed. Be sure to pick them up for extra ammunition.



## TIP

Loot all the small side areas in the large corridor for extra gear. Also, check out the laptop in the lab ahead from the large corridor. It contains information on the genetic reference used in the Origin program.



Follow the corridor to its end and turn into the side room with a few workstations and a large overhead lamp. There is a ladder in the room, next to a fat pipe that twists into the wall directly in front of it. Climb the ladder and crouch to crawl through the tight corridor to the left.



Crouch again and slink out onto the top of the pipes that line the ceiling. Head for the thick pipe in the center of the room and shimmy along it as it turns around the corner to the right. (If you fall, just head back for the ladder and try again.) At the end of the pipe, drop down. Crouch and crawl through another small

## MISSION 18: LAPDOG

opening here. It deposits you into the room where Mapes was trying to erase the data.



Step into Mapes's room and head for the steps beneath the large flat-screen monitor on the wall. Then, exit the room via the stairwell in the back.

The screen reads "Origin" until you get close to it. Then it switches to a video of Harlan Wade warning Mapes that trying to shred a few files won't make a dent in the damage that Genevieve has unleashed by opening the Vault.



Once you reach the top of the stairs, Armacham security forces confront you. The first guard steps out to your left and tries to fire at you from behind the barrel.

(Unfortunately, it is not a yellow barrel.) Eliminate the guard and then continue into the hallway he was in. You are now on the upper part of the curved hallway where the guards once fired down on you.



Another Armacham guard attempts to fire on you from behind a medical cart in the next hallway. Take him down, pass the cart, and step into a very dark hallway. As you walk through the hall, you pass what looks like a large medical bay.



A sentry gun turret protects this room, so don't just walk in. The gun will chew you up, as there is no cover, save for the doorway. Either lean out and try to outlast the turret, or sneak around the room from another route.



Look for a set of pipes that round the corner near the medical bay entrance. Jump up on the pipes and follow the small passage as it bends to the left.

## TIP



It is definitely worth it to expend the ammunition required to destroy the turret. There is a Slo-mo Recharge inside the medical bay, as well as a MP-50 Repeating Cannon.

After grabbing the goods, head out the sliding door next to the sick beds.



Your route is pre-chosen for you in the next hallway. As soon as you step into the area, a gas leak on the right side explodes. A searing flame prevents you

from taking this route for now, so head into the lab to the left to circumvent the gas leak.



Another ceiling-mounted turret in this room springs into action as soon as you enter. However, with no other way around, you must take out the turret to proceed. Use the shelving to your right as cover to target the turret, firing through the slots, or lean out from the left side and blast the gun a few times to permanently disable it. After the turret is inactive, pass through the door beneath it.

Several Armacham security guards are in the next room, which features a few rounded structures and a second floor with a railing.



There are guards on the second floor too, but target the Armacham security forces on the bottom floor before stepping too far into the room. After the

forces on the bottom floor are down, carefully inch up to the point where you can spy the guards upstairs. There is a yellow barrel up there. Lure a guard toward it by drawing his fire, and then shoot the barrel to neutralize him.

Mapes is just beyond the window in the corner of the rounded room. He is incredulous that you have survived this long. When you approach the window, he runs off into the depths of the facility.



You have to head upstairs in the rounded room to progress further into the facility. More Armacham guards may be coalescing on the area, thanks to the sound of gunfire, so be ready for them as you head up to the second level.



Once the guards are down, head through the hallway to the right. Armacham guards also fortify the next area, but they are not standing right out in the open.

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Snipe the yellow barrel in the middle of the room to flush the security personnel out of hiding.

Once you pop the barrel, all of the guards scatter and then rush back in to attack. Quickly eliminate guards with a lethal combination of slo-mo and Type-7 Particle Weapon.



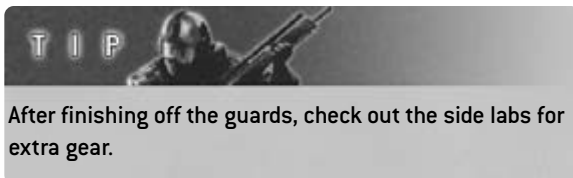
A few more guards are around the next corner, using the overturned table as a barricade. Open fire on the guards from the corner and eliminate them

before continuing. After you neutralize the guards, more personnel in the area close a security gate to block you from chasing them.



With that route sealed, you must seek out a laboratory at the end of the hallway. Once inside, swipe the Medkit from the center table. There's a laptop near the Medkit that contains

more information on what a synchronicity event is. Then look for a trapdoor in the floor. Slide down the ladder to access the level below.



After finishing off the guards, check out the side labs for extra gear.

Follow the hallway away from this area and look for a set of stairs leading down. More Armacham guards are on the level beneath you.



Try to target the guards from the stairs (sniping works best), and then charge down and use crates for cover as you mop up the rest of the security force. As

you continue through the corridor at the bottom of the stairs, you can hear chatter among the Armacham forces.

When you drop down into the corridor below, you can see why they were trying to redirect you down here by closing the gate. An Armacham guard is laying AT-S Proximity Grenades on the floor.



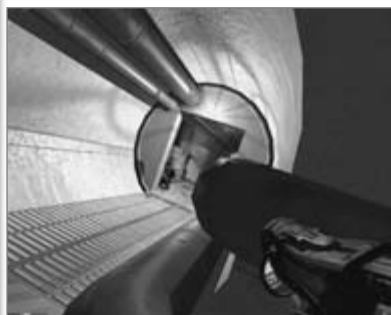
Use your sniper rifle—if you have one—to target the grenades from far away. If you catch the guard setting the grenade, you can even make it

blow up in his

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face. Destroy all of the grenades before heading through the hallway.



As you round the next set of corners, use the large pipes against the walls as cover, and lean out and shoot the Armacham security forces

from a distance. The guards are strangely fearless, standing their ground as you drop their comrades one-by-one. If you have the Type-7 Particle Weapon, you can make short work of the guards with a single shot per target.

Keep moving through the hallway until you see an Armacham guard kneeling beneath a massive lateral pipe. Duck down and shoot the guard before he can draw a bead on you, then crouch and pass beneath the large pipe. Shoot the lock off the fence on the other side of the pipe and then jump up to access the next corridor.



## NOTE



With most targets, such as the Armacham security guards, you only have to shoot them on some part of their body to incinerate them with the Type-7 Particle Weapon.



Once you are in the next corridor, you must share the walking space with long pipe. Walk down the corridor to the left of the pipe. The pipe eventually disappears into a solid concrete wall, so look for a smaller hallway to the left. This area has also been prepped with proximity grenades, so shoot them from a safe distance before stepping into the hallway.

That rattling sound you hear is a gas leak shaking a loose valve. The moment you blow the proximity grenade, the gas leak erupts into flames. The heat is intense, but you can still slip by to the left of the flame. Alternately, you can slip by the proximity grenade and continue down the corridor, which accesses a small side room containing an easter egg and Health Booster.



As you round the next corner, you see two more Armacham guards standing watch beneath another huge lateral pipe. Snipe the guards if you have the hardware, and run under the pipe they were stationed by. If you don't have a sniping weapon, ease down the hall and hurl a N6A3 Fragmentation Grenade at their feet to clear them out.

## MISSION 18: LAPDOG



Once they are down, approach the locked fence and blast the lock off of the gate.

Open the gate and head up the next series of steps.

This leads you to a ladder, which

you need to climb up. On the way to the ladder, you come to a room with two more AT-S Proximity Grenades and a rattling gas valve. If you don't shoot the grenades (which will blow the gas valve and block this access), it is possible to carefully slip along the right side of the room and enter a small corridor with a ladder. The ladder leads up to a catwalk with a Health Booster, and to a room with a treat for *Shogo* fans.



At the top, you see a light behind a series of vertical pipes. Follow the light to an air duct. Crouch down and creep along the duct until you reach the edge.



When you look down, you can see a pair of ventilation shafts criss-crossing the large vertical shaft. Drop down from air vent to air vent until you reach the bottom of the large shaft. If

you jump all the way to the bottom, you will take damage from the fall. As soon as you reach the bottom, the mission ends.

### Unanswered Questions



- What kind of evidence is Mapes trying to hide by destroying data files and documents?
- The video screen in the room where Mapes was destroying

documents initially displayed the word "Origin." Is this where the secret program was carried out?

- Judging from the background during his appearance on the video monitor, it looks like Harlan Wade is in the same facility. How did he escape the Replicas long enough to get here?
- And why does Harlan Wade look so familiar? Have you seen him in a vision? Or a dream?





## MISSION 19: BYPASS

### BRIEFING

You have finally reached the entrance to the Vault—and caught up with several key players in the Replica conspiracy: Norton Mapes, Harlan Wade, and Paxton Fettel. All three have converged on the entrance to the Vault, signaling that the operation is nearing its “end game” phase. Something significant is hidden inside of this Vault for so much blood to be shed in the pursuit of either entering it, or preventing others from doing so.

The Vault is guarded by a crafty security system that requires you to scramble through the corridors surrounding the facility in an attempt to redirect the electrical routes powering the anti-entry system. This requires resetting at least three major power centers, but this is not the least of your troubles. Expect resistance from Elite Replica troopers, which are far better trained than the base-level clones you overcame on the surface.

Once the security system has been disabled, you can breach the Vault and finally apprehend Fettel, as well as secure Harlan and Alice Wade.

### Enemies

- *Elite Replica troopers*

### TACTICS

#### Objective: Locate Harlan Wade

The mission begins exactly where the previous one left off, at the outer edge of the Vault exterior. Crouch down and pass through the grating directly ahead, and shimmy through the small passage until you reach another grate.



After bashing the grate with your weapon, you can see into a small chamber that overlooks the entrance to the Vault proper. Step out into the room and take note of the bay of windows opposite you. A few figures are outside this room. Go to the window and investigate.

Harlan Wade shoots Norton Mapes in the stomach and enters the Vault. The doors seal shut behind him, leaving Mapes to bleed out on the walkway.



Follow the hallway out of this room and drop down to the giant walkway that leads to the Vault doors. They are marked with a giant “01,” and you see Mapes

doubled over on the ground, holding himself in agony.

Approach Mapes. Only in his final hour does the weasel of an engineer finally agree to help. He reports that Wade has locked the Vault from the inside and there is no way you can simply blow open the doors and enter. Instead, you must reroute the electricity to the security door to override the protection system. Three individual power links must be rerouted, each controlled by two switches. Once you’ve accessed all six switches, the redirected power will automatically open the Vault door.



## MISSION 19: BYPASS

### Objective: Divert Power to Vault Door

Leave Mapes behind and walk in the opposite direction from the Vault door on the massive walkway. There is a large hall directly beneath the window where you looked down on the attack on Mapes.



Two ladders lead down from each side of the hallway. Slide down the left ladder and follow the passage until you reach a door. Go through the door to access a room with a large water pipe running through the center.



Step to the right and slide down the ladder immediately in front of you. At the bottom of the ladder, walk around the corner (passing the barrels and toolboxes) until you reach another ladder. Take this ladder back up to the ledge above you and follow the passage as it parallels the large pipe.



Before stepping out at the very end of the passage, reload your weapon. Elite Replica troopers are on the landing next to the catwalk. Be

careful, as these Elites have special armor that can withstand two shots from the Type-7 Particle Weapon. With armor this strong, they can definitely take even more abuse from a lesser weapon, so keep your distance and use cover whenever possible.

A sealed door near the Elite station cannot be opened by traditional means. This door is on the same system as the main Vault door. You must reroute the first pair of power links to unlock this door.



After eliminating the Elite Replica clones, drop down the ladder next to the yellow caution tape. You find some good gear down here, such as ammunition for more common weapons.



Follow the route beyond the Elite Replica patrol station. You end up in a chamber dominated by two mammoth power cables.

This is the first pair of electrical systems that you must reroute to gain access to the Vault. Two doors at the bottom of the steps lead left and right. Take the right door first.

Inside the room, you see the titan power links in the air above you. You cannot operate these links by force; you must find the control panel that controls each of the links.



Step under the energy cables and approach the first control panel. Press **[F]** when standing in front of it, and the power link above you springs into action. The cable dismounts from its current link and plugs into the link directly above it. When the power is successfully diverted, you see one of the six lights above the control panel blink on. This link illuminates the top yellow light. You need to illuminate both yellow lights to complete the first required rerouting.

Backtrack to the outer chamber (with the steps) and enter through the left door. Follow that walkway around until you reach another control panel. Activate the panel, and the second cable dismounts and jacks into the desired link. This illuminates the second light, signaling that the first pairing is complete.



Return to the area where you neutralized the Elite Replicas. The panel next to the now-open door shows two bright yellow lights.

Pass through the security door and walk down the hall until you reach another ladder. Go up the ladder. Cross the catwalk over the room where you just completed the yellow power diversion. Be prepared for more combat just around the corner on the opposite side of the catwalk.



Three Elite Replica troopers are in this chamber: two on the ground floor and one on the walkway directly above you. The Elite from the top level may jump

down to help the other clones, but if you count only two dead Elites on the ground floor once the shooting stops, carefully proceed up the steps and target the final Elite hiding near the boxes. The Elite may jump over the railing as you walk up to find him, and then try to fire on you from below.

## MISSION 19: BYPASS



Once all three Elites are down, head to the upper level (if you have not already done so). Check out the laptop on a crate—it contains more information on the details of Origin.

Duck beneath the giant pipes and proceed to the back wall. Follow the closest pipe to the end and find a grate. Bash the grate and crouch to enter the ventilation shaft beyond.

When you come out the other side of the shaft, you can either take a set of steps to the left or go straight and enter a corridor with a ladder. Go straight and climb the ladder.



At the top of the ladder, pick up a Slo-mo Recharge on a barrel, and a Medkit. Then look for another nearby grate. Smash the grate on the floor and

you drop back down to the area you were in before taking the ladder.

Take the steps to the left and pass through the door at the top. You are now on a catwalk over the main hall by the walkway where Mapes lay dying. Cross the catwalk and pass through into a small side room.

The small side room opens into a much larger chamber with a small Elite Replica patrol on the bottom level. If you gingerly step out on the landing above the



room, you can snipe one of the Elites before the alarm is sounded. Once they are aware of your presence, though, they start using crates and machinery as cover.

Jump over the railing to play cat-and-mouse with the Elites. You can use the Type-7 to pull off a few two-shot kills, but a combination of slo-mo and the Combat



Shotgun is also incredibly effective. Even with their increased armor, they can't survive a shotgun blast to the face. Use the crates and pipes as cover, never leaving too much of your body exposed. You can ill-afford to get rushed by an Elite.



The security door leading out of this chamber is on the blue circuit system, which you must reroute to pass through.



To access the next pair of power couplings, head toward the center of the room and look for a set of well-lit stairs leading to a hallway beneath the chamber.

Follow the hallway to a large chamber with two massive power links.



Activate the first panel to reroute the first link. The arm roars to life and automatically jacks into its alternate link. The first blue light on the panel blinks on, signaling that half of the reroute is complete. Now, pass this panel and walk around to the next control panel, which is immediately available. However, if you try to adjust the power link, it does not work. A large crate on a crane blocks the arm from completing the new circuit.

There is a ladder next to this panel. Slide down the ladder (don't jump, because these catwalks are precariously perched over an abyss) and then walk up the steps opposite the ladder. Negotiate the narrow walkway down here before reaching another ladder. Just before the ladder is a laptop containing information on why Armacham wanted to keep Origin a secret.



Take that ladder to the top and then step up to another control panel. Activate this panel to start the crane and move the obstruction out of the way. Once the crate has been moved, back down the ladder and duck under the catwalks to return to the second control panel.



Activate the panel. With the crate absent, the arm can direct the cable into the proper link and complete the second power diversion. Now, with both blue lights above the panels illuminated, return to the room where you fought off the Elite Replica clones and pass through the now-open security door against the back wall.



**TIP**  
Slip through the small door on the bottom level of the power link room to uncover some M77 Remote Bombs and a 10mm HV Penetrator.



As soon as you pass through the security door, three airborne sentries rise up from the depths of the facility. Slo-mo helps you keep them under control while picking them off one by one. If all three surround you and start firing lasers, you will rapidly lose health and be forced to use Medkits.

After blasting the sentries, cross the catwalk and turn down the long hallway. A large window bay looks out over a gigantic cable—this is the third and final power link that must be rerouted to open the Vault. However, the windows are bulletproof, so you must find another way in. Pass this bay of windows and continue walking.

## MISSION 19: BYPASS



You come across another, smaller window that looks into a room with two canister delivery systems. The wall-mounted belts are dropping the

canisters into the room below. The door leading into this room, on the left wall, is malfunctioning, so you must find another way in.

Walk around the room with the belts and peer into the hallway directly behind it. There is a grate on the wall next to some white crates. Break through the grate and follow the ventilation shaft until it deposits you in the room with the canister belts.

The belt on the right is occasionally empty. Wait until you see at least four "tongs" without canisters and then step up to the belt. You fall through the hole in the floor.



After dropping through the canister belt system, walk down the steps and pass through the next door. This deposits you into the large chamber with the

mammoth power link. Walk down the steps directly ahead and active the control panel next to the link. The tube starts clicking into motion, but to complete this link and see both red lights illuminated (signaling the completion

of the link), you must access the second panel attached to the power link.



After activating the panel, walk down the next set of steps and head off to the left to acquire a Health Booster. Turn around and follow the path down to the passages at the end of the power link. A small passage down here ends with a ladder. Before climbing the ladder, take a minute to listen to the voice mail message in the little office area at the far end of the passage. Climb the ladder and follow the route until you are standing on top of the giant power link.



The last control panel is on top of the power link. Activate it and the tube below rotates to the desired position to reroute the power. Then it

slams into place and illuminates the final red light above the control panel.



Once the third link is complete, the security door to the left of the last control panel slides open. Pass through it.



Just beyond the security door, a set of stairs leads up into a small chamber occupied by two Elite Replicas. Try to target the Elites from the stairs, using

them as cover. Once the clones are down, use the elevator on the other side of the room to lower yourself back to the main walkway where you left Mapes. He's still there—barely.

However, three more sentries rise from the abyss and attack. Blast them as they close in.



## NOTE



There isn't much cover out on the catwalk where the sentries surround you. Backtrack to the previous room and lean out from the corner to pick them off.



Once the sentries are down, speak to Mapes. He tells you that you must destroy the Vault before Wade and Fettel release Alma. The best way to do this is

to infiltrate the Vault and seek out the central power system, controlled by four giant energy pylons. If the four pylons are disabled, the Vault will go critical and an unstoppable reaction will ultimately consume it. There is no point in trying to help Mapes now, he seems to have accepted his fate.

Access the control panel to the right of the Vault door. The titanic door slowly opens, revealing a lift that descends into the facility's core. Step onto the lift and start your trip into the bowels of the Vault in a desperate attempt to stop Wade and Fettel from releasing Alma.

## Unanswered Questions

- *Who—or what—exactly is Alma? And what are the repercussions of releasing her?*





# MISSION 20: THE VAULT

## BRIEFING

After fighting your way into the Rammelmeier Industrial Compound, you have finally accessed the heart of the Origin program and Armacham's deadliest secret: the Vault. This below-ground complex was once property of the United States government, but it was sold to Armacham to use in its private research projects—but who knew the absolute horror that the company was cooking up below the crust?

Although apprehending Paxton Fettel is still your objective, you must secure the remaining two Armacham employees who have some connection to this disaster: Harlan Wade and his daughter Alice, who has eluded rescue in a vain attempt to reach her father here at the Vault. She may still be in Fettel's custody, which places her in clear and immediate danger.

In addition to tracking these persons, you must also contend with the legacy of Norton Mapes. Mapes's motives for refusing to enter F.E.A.R. protection are unknown, save for his belief that the Vault facility must be destroyed to prevent any leak of the programs that happened behind its giant steel doors. It's believed that Mapes was acting under orders from Genevieve Aristide, whose personal and professional reputation is at stake here. Harlan Wade warned her against opening the Vault in the first place—now you are about to find out exactly why.

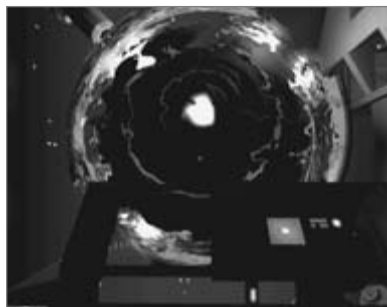
## Enemies

- **Elite Replica Troopers**
- **Paxton Fettel**
- **Nightmares**



## TACTICS

### Objective: Locate Harlan Wade



When the mission begins, you are still on the lift descending into the core of the Vault facility. As you close in on the bottom of the shaft, you witness an

incredible sight: a sphere of water suspended in mid-air by unknown technology. A small chamber resides in the center of the globe of water. Its contents are currently unknown, but it must be dangerous enough for Harlan Wade to advise against breaking the seal on the facility and for Aristide to rubber-stamp orders for its destruction.



When the lift grinds to a halt at the bottom, step off the mobile platform and pass through the entryway directly behind you. As you follow the corridor, you catch sight of a garrison of

Elite Replica troopers. Usually, this means a firefight is about to commence, but these clones are in full flight.

Upon rounding the corner after spying the Elite troopers on the move, you see Paxton Fettel—in the flesh. He is standing over a bloody mess. It



appears to be the broken body of Alice Wade, but all that's left to identify her are scraps of the clothes you last saw her in.

As Paxton finishes working over the corpse, you see that little girl appear; she steps directly through the wall next to Alice's remains. Is she somehow behind Fettel's murderous rampage? Is she the one who ordered the slaughter of the Armacham employees? Is she the one you've heard whispers about—the girl named Alma?



Upon taking a few steps closer to Fettel, you are pulled into a dark vision. Flames lick the floor around your feet. The blurry sight of Fettel kneeling before you comes into view. For being your enemy, he is offering little resistance. You instinctively arm yourself with your AT-14 Pistol. As you close in on Fettel, he vanishes from view, replaced by Nightmares soaring in from the black ether of this disturbed vision. Fettel reappears, and as you walk toward him, he fades from view. When he materializes again, you are no longer in the fiery void, but in the room where Fettel resided before his rebellion.



Fettel remains on his knees, his forehead an easy target for your pistol. You are under orders—take him out. When you pull the trigger, his lifeless body slumps to the ground and you are forcibly pulled out of the vision. Back in reality—or as close to it as you can get in this forsaken place—you see Fettel's corpse on the ground, his blood mingling with that of his final prey: Alice. This should be “mission accomplished,” but there is a greater force at work here in the Vault, and it must be stopped.



Leave Fettel and Alice and continue moving through the corridor as it bends to the left. As you round the next corner, you see the Elite Replicas—but

they are not moving. Fettel's execution did indeed sever the psychic link. These are now just husks, useless tissue without a spark of thought of their own. Because you are still armed only with the AT-14, pistol-whip these Elites to the ground. They drop superior weapons, which you need to scoop up, such as the MP-50 Repeating Cannon. After arming yourself, continue through the passage.

You must access a laptop in the passage. The laptop unspools video footage of Harlan Wade. The clip feels much like a confessional, with Wade spilling his guts on the true purpose of the Origin program.



## MISSION 20: THE VAULT

### Spoiler Warning!

**Do not read this box if you want to keep the ending a surprise. This is strictly for players who have come this far and want to see how all of the loose ends tie together.**

The little girl, who is now confirmed to be Alma, was a disturbed youth taken into Armacham custody at the tender age of eight. Alma suffered from intense nightmares, and some unpleasant studies revealed that she possessed remarkable psychic talents.

Alma was impregnated—mercifully, Wade spares you the details of how this happened—and at fifteen, she gave birth.

She was believed to have died but it looks like Alma is far from dead. Hate, rage, and revenge are some of the most powerful forces in this universe, and it would seem that in the case of Alma, they have trumped the cold grip of death. When Genevieve broke the seal on the Vault, Alma's seething spirit was able to escape and command her son, Fettel, to engineer her vengeance.



After watching the video on the laptop, continue moving through the hallways until you reach another lift. There are no enemies to engage in the halls, as Fettel's control over the Replicas has been irreversibly broken.

Activate the panel on the lift and it begins to rise. As you ascend to an upper platform, you pass by the large, watery sphere. The machinery surrounding the rippling globe has started moving. The small module from the center of the ball is being removed and hoisted to a small room at the top of the massive chamber.



When the lift finally stops, step off and walk to the set of locked double doors. Harlan Wade is just beyond the door, muttering to himself. He is accessing a

control panel, so it appears he is the one removing the center module from the colossal water sphere. The module locks into place in the room with Wade. As the module opens, Wade recoils from its contents. A fine mist begins to surround him as something actually steps out of the module. Alma is about to have her revenge on the man who took her babies away from her.



As Wade is murdered, Alma appears in another vision. First you see the little girl in the hallway, just outside the birthing chamber. Those black eyes, those gaping holes that let you see all the way down into the bottomless pit she can

never hope to fill by killing, are soon replaced by another frightening sight. Alma blinks out of existence as a child, and reappears as a 15-year-old young woman. She is gaunt and covered in a slimy substance. Her hair drapes her body like tendrils and she walks toward you with malice. But before she can close in, you flash out of the vision.



The doors leading to the room beyond are unlocked and you can step in to view Harlan Wade's ultimate fate. Looking down at what is left of his body, and knowing who did this to him, you can assume that his soul is very much not at rest—just like the soul of the little girl he brutalized for his own nefarious ends.

Step over Wade's bones and follow the bloody footprints as they head down the next hallway. As you step into the next room, you see Alma walking away from you—this dare to follow her must be obeyed, as you have to find a way to destroy the Vault for good.

In the center of the next room, you see a dark splotch in the air. When you near the splotch (and there is no way around it), you flash into another inferno vision with Nightmares on the attack. Try to shoot the Nightmares as they close in on you and you will flash out of the vision.



After you escape the vision, more Nightmares appear, but these are not simply ethereal beings. These are psychic manifestations of Alma's

rage, and they are strong enough to claw their way into the real world. Pop these Nightmares as they float toward you. Head shots disperse them, and the area-effect blast of the MP-50 Repeating Cannon is enough to eliminate two or three with a single blast.

## Objective: Destroy Energy Pylons



Keep following the corridor. There is only one direction you can go, but as you try to find the chamber with the energy pylons, more Nightmares erupt from beyond and try to keep you from fulfilling your mission. Fortunately, they are scarier than they are harmful, but if enough can surround you and attack, you will lose significant amounts of health.



Keep sending the Nightmares back to the beyond and you close in on the energy pylon chamber. You pass the pylons, but you're on a ledge where it's impossible to dish the required amount of damage to make the facility go

## MISSION 20: THE VAULT

critical. You must continue to a lift tucked into the corner. It's shrouded in darkness, but the light from the control panel will guide you to it.



the elevator and access the control panel to open the casing around the pylon cores.



Once all four have been targeted, the main lights go out in the Vault and the emergency beacons flicker to life. The

Vault is going to go critical within minutes, and you must escape if you are to survive the explosion.



Retreat through the door behind you and follow the hallway as it winds through the facility.



More Nightmares break through the fabric of space to grab you. Step on to the elevator and access the control panel to open the casing around the pylon cores.

### CAUTION



Try not to let the Nightmares overwhelm you. If you are surrounded, they will "bump" you back and forth, making it hard to get your bearings and fire off an effective shot.

### TIP



There is no actual time limit for escaping from the Vault, but considering the impending explosion and the aggressive infestation of Nightmares, it's best not to linger.



Continue running through the passage, using your flashlight as your guide. There is really only one path to take, and it leads you all the way back to a lift.



Once you find the lift, run along the catwalk surrounding it and climb onboard on the right side. Activate the panel in the center of the lift

to rise from the depths of the Vault.



When the lift reaches the top, you can clearly see the exit door marked with the giant "02." However, as soon as you take a few steps toward the door, more Nightmares pierce the membrane between reality and the nether-world. Unload your weapon into these evil incarnates and

force your way to the exit door. The mission ends when you reach the door and safely pass through.

Not that the struggle is over.

It's far from over.

## Unanswered Questions



There are many revelations in this mission, but even with Alma's origins finally explained, a few questions still surround your role in this revenge plot from beyond the grave.

- *Why did Alma allow you to kill her own son, your brother? Had he disappointed her? Or had he simply served his purpose?*
- *If Alma has the ability to kill, why is she allowing you to survive? What is Alma using you for?*

# MISSION 21: GROUND ZERO

## BRIEFING

Norton Mapes lied about a lot of things while he was alive, but he certainly wasn't lying when he described the method for destroying the Vault facility. Disabling the four energy pylons at the heart of the Vault has started a chain reaction that cannot be reversed. The only chance you have for survival is if you run as fast as humanly possible out of the crumbling facility. If you can reach the surface, you have a much better chance of living through the critical meltdown in the Vault below.

The route to the surface, though, is not without resistance. While the Replica threat has been neutralized due to the death of Paxton Fettel, the Nightmares that travel the same planes as Alma are pushing through to our world with alarming frequency and in great numbers. What this is a sign of, you do not know—but it cannot be good. Hopefully the Nightmares will be sealed off once the Vault, and Alma, are destroyed.

## Enemies

- *Nightmares*

## TACTICS

### Objective: Reach Safe Distance from Reaction

The mission begins with the lift settling on the surface. You may be out of the Vault itself, but you are still too close to the impending explosion. You must weave through hallways and around obstacles to get clear of the doomed facility.



Step through the concrete and steel door leading out of the Vault area. The immediate area is free of any movement, save for the

rumblings from the Vault below. Follow the hallway away from the Vault.



Gas leaks in the hallways will erupt into firestorms. These makeshift blowtorches will do ghastly harm to you if you attempt to step through them. The



flames belching from the floor grating are impassable, but the fire from the vertical gas lines ahead of you can be circumvented. Jump the railing to the left, and move through the small side passage behind the gas pipes. A small set of stairs on the other side puts you back on the right track.

After bypassing the conflagration, you encounter a small pack of Nightmares in the hallway. Use your weapons to disintegrate these spectral beings and keep pressing on.



The hall empties into a large crate room. The boxes themselves form a kind of path. Pass straight through the room



until you reach the perpendicular row of crates that forces you to the left. In the corner of this room, accessible by following along the line of the crates, you face down more Nightmares. As soon as you see the dark portal start to open, step back and raise your weapon.



Once the Nightmares are gone, turn to face the wall on the opposite side of the room from the door you entered through. Now, look to the right. A Health Booster is tucked in the corner of the room, at the very end of the line of crates. Pick up the Health Booster, backtrack past the line of boxes, and go around them to the right. Pass through a set of double doors leading into another room.

## TIP

Keep reloading your weapon after every Nightmare encounter. If you have to take time to reload, the Nightmares have an opportunity to overwhelm you.

The next room is also full of crates. Nightmares slither out from behind them to attack from all angles. Press through the room, past the crates, in search of the exit.



you, shooting them in the head before they start ramming and disorienting you.

The double doors at the end of the room are sealed shut. As you close in on the doors, though, Nightmares burst through. Eliminate the Nightmares as they float toward

After dispersing the Nightmares, enter the room. The crates in here give the Nightmares ample hiding spots. Keep shooting the Nightmares as they creep around the boxes, and move toward the far end of the room.

There are two flights of stairs on the room's opposite side. Use the steps against the right wall to reach a small landing, then push up a longer set of stairs to the door at the top. The stairs are starting to crumble, so hug the back wall as you walk up them.

Fortunately, the Nightmares leave you alone while you are on the stairs.



When you pass through the door at the top, you step out onto a walkway over a giant empty room. Dawn is starting to rise, and shafts of light attempt to pierce through the musty windows on the room's right side. The room itself is just too still, too silent.

Pass the empty room on your right and step into the small office on the other side of the walkway. Consider swiping the 10mm HV Penetrator on the desk. The Penetrator's quick rate of fire helps dispel Nightmares. After grabbing the weapon, backtrack out to the walkway.

## MISSION 21: GROUND ZERO



The only way down into the large, empty room is to jump over the railing. It's not too high, so you won't take any damage when your feet hit the floor.



Nothing jumps out to grab you when you land on the floor below, but as soon as you take a few steps into the room you see the space around the pillars start to

warp and bend. Several portals are opening—you are about to be confronted with more Nightmares than you have ever seen at once. Take a step back and start firing. Move from side to side, plugging as many Nightmares as you can before they zoom in and start bumping you around. If you get overwhelmed, it's easy to lose your bearings and not recover until you have a pittance of your health left.



The doors at the room's far end are firmly sealed, so you must find an alternate way out of the room. The Nightmares keep coming, but soon you see broken boards fly into the air. The

holes below the windows, once covered by wooden

beams, are opened up. Drop through one of the holes (any of them is fine) to escape the Nightmares above. . .



. . . only to confront more Nightmares below. The passageway beneath the large room is infested with Nightmares, but thanks to the tight corridors,

they are more manageable. Keep firing as they speed through the darkness toward you. High rate-of-fire weapons are still your best bet against these ghostly foes.

The corridors below eventually turn into one long hallway with a single door at the end. Keep walking toward the door, which prompts another vision of fire, fear, and Alma.



At the onset of your vision, you realize you are in the medical facility where you must have been born. This is the same room from the very first mission in the Auburn slums, except this time, the room is on fire. The fire licks the floor and walls as a teenage Alma reaches out for you. At this point, you must fire at her with your AT-14 Pistol. If she touches you, it will be enough to kill you. Head up the steps to the left and pass through the double doors.



The scene stretches to the delivery room. If you peek through the doors into the room, you can see the doctor who delivered you finishing up

his part in the cruel charade perpetrated by Harlan Wade. The specter of Alma appears behind the doctor and slaughters him, enjoying her revenge, even if it's only within a twisted memory.



Alma appears to you one more time before the end of the vision, stalking you in a hallway. Fire at her again to prevent her from touching you and ending your life. You can see the bright lights

from an elevator behind you. Hopefully, that's not just part of the vision, but actually there, because you still need to get out of here before the Vault goes thermal.



And Alma's last name is finally discovered, revealing how truly evil her father was.



Once out of the vision, pass through the dark generator room with the overturned tank on your left. There is indeed an elevator on the far side of the room, next to the old wooden pallet. Enter the elevator and press the access button to close the doors and rise to street-level.



Once you are at the top floor, step out of elevator and look for the window overlooking the street. The sun has yet to rise, but there is enough light coming

in from outside to show you the way out. Jump through the window to finally escape the facility.



Just as you land on the street, a flash of light too bright and too immediate to be the sun illuminates the entire street. There is a terrible roar in

the distance accompanying a growing screen of dark smoke and dust. Debris is hurled into the air, planks thrown about like toothpicks, bricks fired through the air like bullets. Before you know what's happening, a giant shockwave slams you back against a fence. And that's when you see it: the mushroom cloud.

When you wake, you catch a glint of movement: the rotors of a helicopter descending upon you. The next time you open your eyes, you



are inside a Black Hawk with Holiday and Sun-Kwon, overlooking the horrific sight of a nuclear detonation in an urban setting. Nobody knows the extent of the damage, how many lives might have been lost.

But one thing is soon certain.

Somebody, well, at least "something" survived.

## NOTE



Watch the entire credit sequence to catch a final phone call after the credits stop rolling.

# MULTIPLAYER MAYHEM

## UN-SAFETY IN NUMBERS

In addition to its chilling single-player game, F.E.A.R. features a full online multiplayer mode with a variety of game types that will test seasoned first-person shooter fans, as well as welcome newcomers into the fold. The online game is composed of 10 different maps, several of which can be used in the different game types, with all maps based on locations from the single-player game.

## GAME TYPES

When you host a game, you can select the type of game you wish to play, such as Capture the Flag or Deathmatch. When other players log on to the servers, they see the types of games in the on-screen list and can decide which match to participate in. There are eight online game types:

- *Deathmatch*
- *Slo-Mo Deathmatch*
- *Team Deathmatch*
- *Slo-Mo Team Deathmatch*
- *Capture the Flag (CTF)*
- *Slo-Mo Capture the Flag (SMCTF)*
- *Elimination*
- *Team Elimination*

## Deathmatch/Slo-Mo Deathmatch

Deathmatch rounds are free-for-all carnage calls where players rush for the best weapons, seek out the best vantage points, and try to rack up the most kills before the timer runs out. Slo-Mo Deathmatch rounds add a Slo-mo Recharge to the map, which can be held by only a single player at a time. When the player holding the Slo-mo Recharge is neutralized, the Slo-mo Recharge falls to the ground and can be picked up by another player. While having access to slo-mo puts you at an advantage over other players, with only one Slo-mo Recharge in play, there is no better way to paint a target on your back.

## Available Maps

- *Campus*
- *Construction*
- *Docks*
- *Evacuation*
- *Factory*
- *High Tech*
- *Office*
- *Refinery*

## TIP



Hosting a Deathmatch game? Consider making it a melee-only match, where players put down their guns and settle things like the gentlemen of yesteryear.

## Team Deathmatch/ Slo-Mo Team Deathmatch

Team Deathmatch divides the players into two factions, so instead of engaging in every-man-for-himself combat, you kill for the greater good of your team. When the time limit expires, the team with the most kills wins. Turning on friendly fire is an option in Team Deathmatch; every time you pop a teammate, your team loses points. In the slo-mo variation of this game type, a Slo-mo Recharge enables participants to use slo-mo to pull off some pretty amazing moves.

## Available Maps

- *Campus*
- *Construction*
- *Docks*
- *Evacuation*
- *Factory*
- *High Tech*
- *Office*
- *Refinery*

## Capture the Flag/ Slo-Mo Capture the Flag

Capture the Flag (CTF) games again divide all players into two camps. Each team has a flag, which must be protected at all costs. The goal is to cross the map and take possession of your opponents' flag (simply touch the flag to acquire it) and then return it to your flag to score a point. There are options for limiting the number of captured flags required for a victory, as well as a sudden death mode, should the time limit expire when the score is tied. The slo-mo version of this game introduces a Slo-mo Recharge to the mix.

### Available Maps

- *Facility*
- *Streets*

## Elimination/Team Elimination

Elimination rounds are last-man-standing affairs, where players must focus on survival, because getting shot takes you out of the game. Daredevil tactics can be employed to great fanfare in this game type, but heroics that get you killed result only in a personal loss. The team variation of this game splits the players into two factions.

### Available Maps

- *Campus*
- *Construction*
- *Docks*
- *Evacuation*
- *Factory*
- *High Tech*
- *Office*
- *Refinery*

## Weapon Select

When you host an online match, you can decide which types of weapons players can use. When players join the game, they choose their base weapon, which they always carry after they spawn. These are the default available weapons—notice the lack of hardware such as the Type-7 Particle Weapon. Put something like that in regular rotation and nobody will even bother with weapons such as pistols.

- *AT-14 Pistols*
- *RPL Sub-Machinegun*
- *VK-12 Combat Shotgun*
- *G2A2 Assault Rifle*
- *10mm HV Penetrator*
- *ASP Rifle*

## Chat

Players have the option of chatting while playing an online game. To open a dialogue and speak to all game participants, press **[I]**. You can then type out a quick message on the keyboard and send it by pressing the return key. While this is a good way to identify friends and have fun with a little trash-talk, remember that while typing your message, you're a sitting duck. Every single player can see you standing there, so don't write a novella. And because you never know who you are playing with, try to keep it clean—nobody likes playing with somebody who acts like he just learned how to curse.



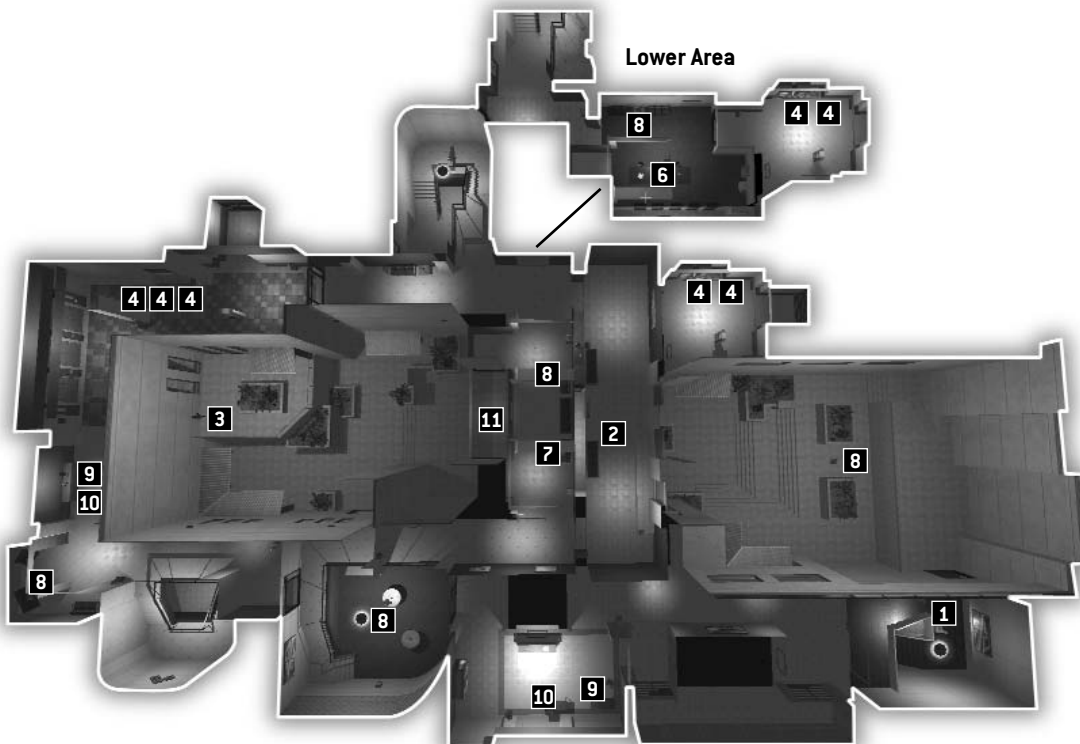
## CAMPUS

Talented snipers are definitely considered the big men on Campus. The central courtyard is a danger zone for casual players if a sniper armed with a Type-7 Particle Weapon is perched in a window bay looking down on them. There are several interior corridors where gunners and melee fanatics can try to circumvent snipers, but a good sniper will know to expect this and be ready for anything.

In the following maps, some letter icons appear. These indicate connection points between the layers of a level. So, A on the upper floor leads to the A on the lower floor.

### LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |



## GOTTA-HAVES

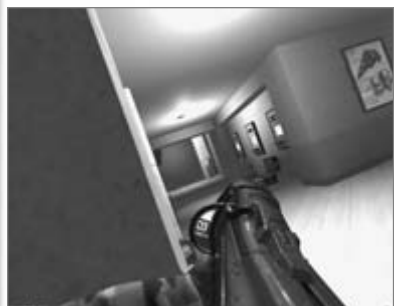
Every map has a choice selection of weapons and gear that you must be aware of to survive and thrive. Hunt down the best weapons as soon as possible. Don't let your opponents grab them first and find a nice camping spot to frag you when you come looking for the hardware.

The MOD-3 Multi-Rocket Launcher isn't a precision weapon by any means, but if you can stand out of view of a sniper and fire in his general direction, you can splash him with damage.



The MP-50 Repeating Cannon is tucked inside the unfinished area of the campus. Swipe it off the counter, and if you are feeling especially punishing, crouch

behind the counter and wait for the next person to arrive.



Snipers can start the match with the ASP Rifle, but they should upgrade to the Type-7 Particle Weapon as soon as possible.

## STRATEGIES

### Courtyard Combat

The central courtyard in the middle of the map is where snipers will earn most of their points. Thankfully, there are only a few sniping positions, so not everybody will attempt to settle in, leaving the courtyard a ghost town.



Break windows and stand back from them to decrease your visibility to the other players. Everybody will scan the upper perches and ledges for any

sign of a sniper, so if you stand back, you decrease your chances of being spotted. Even this far back from the window, you can still see fairly deep into the courtyard.



Shattering glass is always a good heads-up that other players are nearby. Noise carries, so if you hear the crinkling of broken glass or can see a few fragments cascading through the air, make sure your weapon is at chest level, because somebody is stirring it up nearby.



Players have to enter the courtyard somehow, sometime. Take up position opposite the doors that lead outside, and snipe soldiers as they step through them.

So, don't just brazenly walk through any door leading outside. Jump through doors or slide through them by performing a slide kick—just do anything to keep yourself from being an easy kill.



## NOTE



Tired of getting sniped? Try sniping them right back. Locate and pick up the Type-7 Particle Weapon and take refuge in another sniping position, somewhere near the last place you got plastered all over the wall. Lean out and return fire. By the time the sniper can zero in on you, the last thing he'll see through the scope will be your incoming round.

## Missile Madness

Sniping is a finesse art, but it's not for everybody. Sometimes sheer firepower and brutality are just as lethal as a fine sniping shot, and if you can score the MOD-3 Multi-Rocket Launcher, you can dish out incredible damage.

## CAUTION



The MOD-3 Multi-Rocket Launcher has very limited ammunition; you cannot just pepper everything you see with rockets and hope for the best. Choose your shots wisely, but take comfort in knowing that the rockets' blast radius will make up for any lack of accuracy.



Just because you don't have a sniper rifle doesn't mean you cannot take up position in the windows. Haul your rockets up to a perch and look down on the courtyard. Because your rockets travel much slower than a sniper's bullet, though, you must plan in advance.

You can hide from snipers in an overhead cover in the courtyard's center. Crouch down near the central planters and target players as they seek cover in the map's center.



## NOTE



If you take up a position in the middle of the map like this during team play, make sure you have somebody watching your back.

## CAUTION



If you have friendly fire turned on, watch out for firing rockets near your teammates. The splash from the rocket attack can injure them—and possibly even kill them.

## Key Features

Keep these map features in mind while you are hunting your online opponents.



If you start running low on ammunition, seek out the Ammo Boxes and restock your rounds.



Fire extinguishers are highly volatile. If you shoot one, it explodes, sending out shrapnel and a cloud of flame-retardant powder. An enemy standing near it will be killed by the blast.

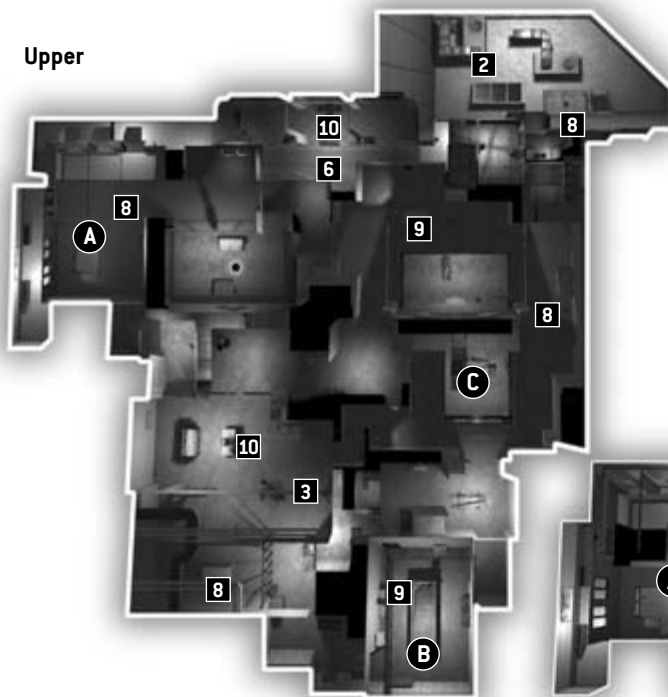
## CONSTRUCTION

Construction is an excellent map for players to hide and wait for just the right opportunity to surprise opponents. Building debris, stacks of drywall sheets, and tables provide excellent cover for leaners, making this site well-known for protracted showdowns between experienced shooters.

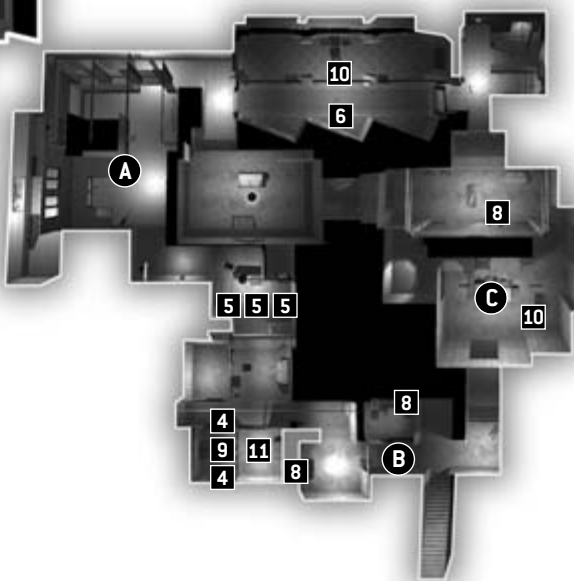
### LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |

Upper



Lower



## GOTTA-HAVES



An AT-S Proximity Grenade is tucked in the finished hallway, directly across from the bay of computer screens. Grenades make for excellent traps, if you know exactly where to hide them.



Look for the MOD-3 Multi-Rocket Launcher on top of this yellow box.

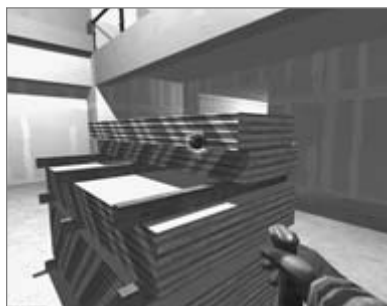
The Medical Station heals your injuries as long you stand next to it, but notice the complete lack of cover. While you are trying to heal yourself, another player has ample openings to shoot you.



## STRATEGIES

### Remote Control

The M77 Remote Bombs are devilishly clever weapons in the hands of a smart player. Once you pick them up, there are a handful of excellent places you can hide them to do the maximum amount of damage.



M77 Remote Bombs adhere to whatever surface you throw them on, even people. Because they are black and have a discreetly flashing light once set, you can

easily hide them against busy surfaces such as this stack of drywall. Most players won't even notice the Remote Bomb as they run by. Even better, if you stick the bomb on an object that many players use for cover, you can set it off once you notice a camper settling into his favorite location.



Consider attaching a M77 Remote Bomb to the back of the Medical Station in the hallway with the screens. Because you can see only the front of the station

from the hallway entries, chances are most players will not suspect such a trap. Hide behind a chair or a pillar and wait until a wounded (and unlucky) player attempts to heal, then blow him sky high.

### Proximity Grenade Protocol

M77 Remote Bombs require you to actually set them off, while AT-S Proximity Grenades detonate on their own as soon as the presence of somebody other than the player

who set it is detected. However, in exchange for this convenience, AT-S Proximity Grenades have a blinking light that starts the moment the grenade is set.



Do not set an AT-S in a dark area, as players can easily spot the telltale flashing light and avoid the trap. Instead, place the grenade in a well-lit hallway, or at

least behind an object so big that players won't see the flashing light until it is too late.

## TIP



If you set a chain of AT-S Proximity Grenades close enough to each other, you can set off a chain reaction injuring more than one player.

## TIP



If you have a sniping weapon, you can give somebody setting an AT-S a deadly surprise. As soon as he sets the grenade on the ground, snipe it and it will blow up in his face.

## Voyeurism



Use this control panel to access all of the security cameras in the map. Pressing [F] while standing in front of the screen switches between cameras, revealing what kind of action

is happening elsewhere on the map. The security cameras are hidden behind black shells that cannot be destroyed, so you never have to worry about somebody obstructing your view by conventional means.

## TIP



You can shoot the walls to kick up enough dust to block security cameras, which might be a good idea for players trying to hide M77 Remote Bombs in rooms with security cameras.

## The Roof

You have access to the roof, giving players a more open-air environment to use for heated gunplay.



Use this stack of crates to scale to the interior's upper level. Remember, though, while jumping up the crates, you have absolutely no cover and are a very easy target for enterprising sharpshooters.



Once on the roof, collect this Body Armor as soon as possible. Up here you can engage in some furious firefights and you'll need all of the protection you can get.



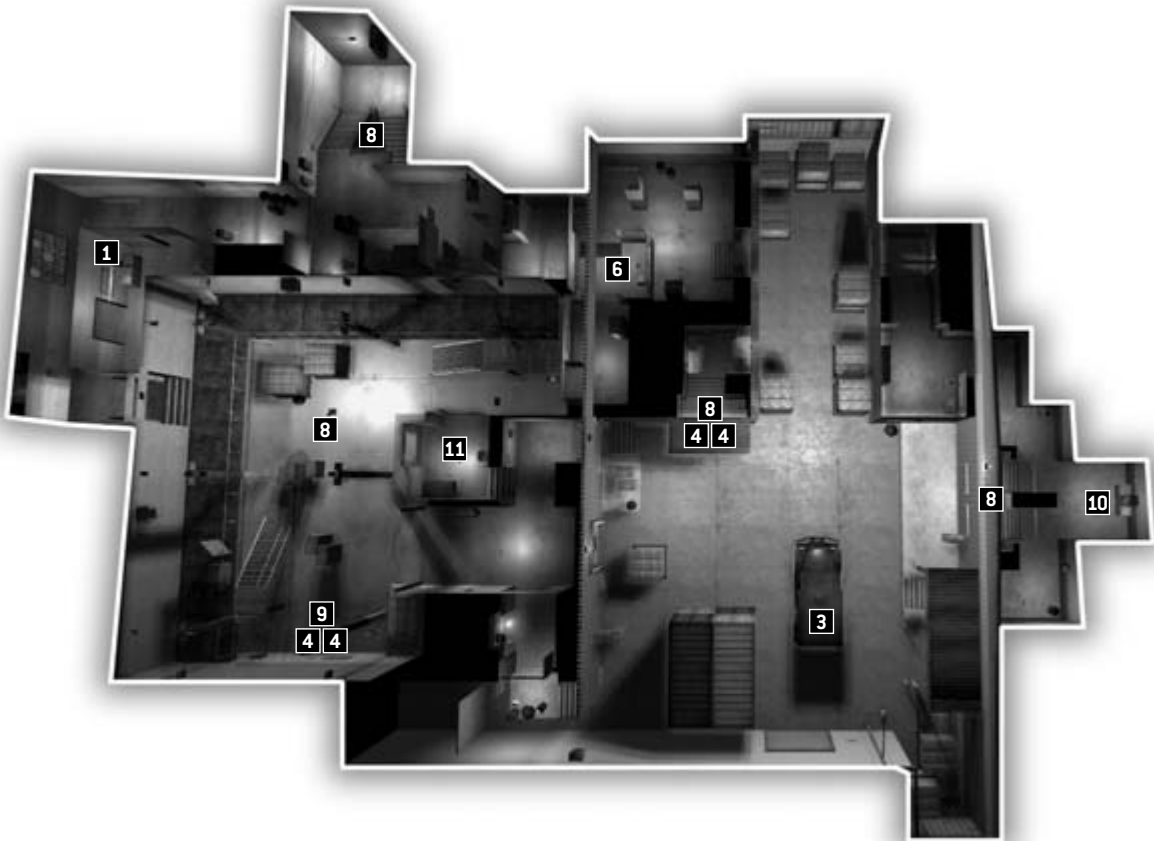
Look for the skylight that opens into the building below. After breaking the window, snipers can make some deliriously accurate head shots while players run by in search of gear and other soldiers. If you are discovered, simply step away from the skylight—but beware of possible grenades being thrown up to the roof in retaliation.

## DOCKS

The docks on the waterfront offer both interior and exterior shooting galleries. The large outdoor shipping yards host great firefights with players using shipping containers for cover while exchanging volleys of bullets. The inside locations, such as a packing room and some small side offices, are better for one-on-one shootouts between friends. And snipers have no shortage of perches and posts for practicing their deadly art.

### LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |



## GOTTA-HAVES



The MP-50 Repeating Cannon is just the kind of bruiser you need to perform quick kills without limiting yourself to a sniper-style weapon.



If you are playing a Slo-Mo match, you find the Slo-mo Recharge in this small office. Remember, everybody wants this item, and if players realize

they are too far away from it, they may opt to just target the office and shoot you through the windows.



Find an AT-S Proximity Grenade in the office next to the vending machines. Throw it behind some crates or a stack of barrels, or in a particularly popular sniping spot, to achieve the maximum effect.

## STRATEGIES

### Shipping Yard

The middle of the shipping yard sees a lot of action, but you can hang back on the periphery and dish out major damage without exposing yourself. However, as soon as players discern your location, you may see a team effort to take you out.



Use the stacks of crates around the edges of the shipping yard as cover. If you arm yourself with a sniper rifle, you can take the time to aim some proper head

shots without too much concern for discovery.



Use the pallets of shrink-wrapped boxes at the end of the long alley to pop players as they walk past the armored truck in the yard. The two doorways just on

the other side of these stacks also are likely to see high traffic, so use this location to drop players, too.



This office offers more than Body Armor and grenades. From the windows, you can look out over the shipping yard and snipe a few players before discovery.

## CAUTION

While it is hard for another player to charge your sniping position and gun you down, beware of grenades. While you're staring through the scope at a player, you may not notice the NGA3 Fragmentation Grenade that just sailed over your head and dropped behind you.

## Interior Motives



Use cover whenever possible inside the buildings surrounding the shipping yard. Take cover behind a stack of barrels near the top of the main stairwell, and blast anybody who tries to come upstairs. Use the MP-50 Repeating Cannon for a guaranteed kill.

Inside the main shipping room, use crates and the wide metal support poles as cover. Lean out and train your weapon on anybody you see coming.



Hide in the shadows beneath the shipping platform, and players in a hurry might not spot you. Somebody coming down these steps is unlikely to see

you until your muzzle flash illuminates the corner, but by then, you've gotten off a couple of good shots.



In this hallway in the main shipping room, you can see three entrances to the room, as well as the entire central area. Watch your back while sniping from here, however, since anyone can surprise you from behind in this hallway.

## TIP

Since this hallway is near the MP-50 Repeating Cannon spawn point, this is a useful place to camp and refill your ammo whenever you run out.

## NOTE



Use the security cameras to keep tabs on the other players in this match. Access this control panel to switch between the different cameras and track where the action is.

If you are severely wounded, this is a good way to plan a safe route through the map.



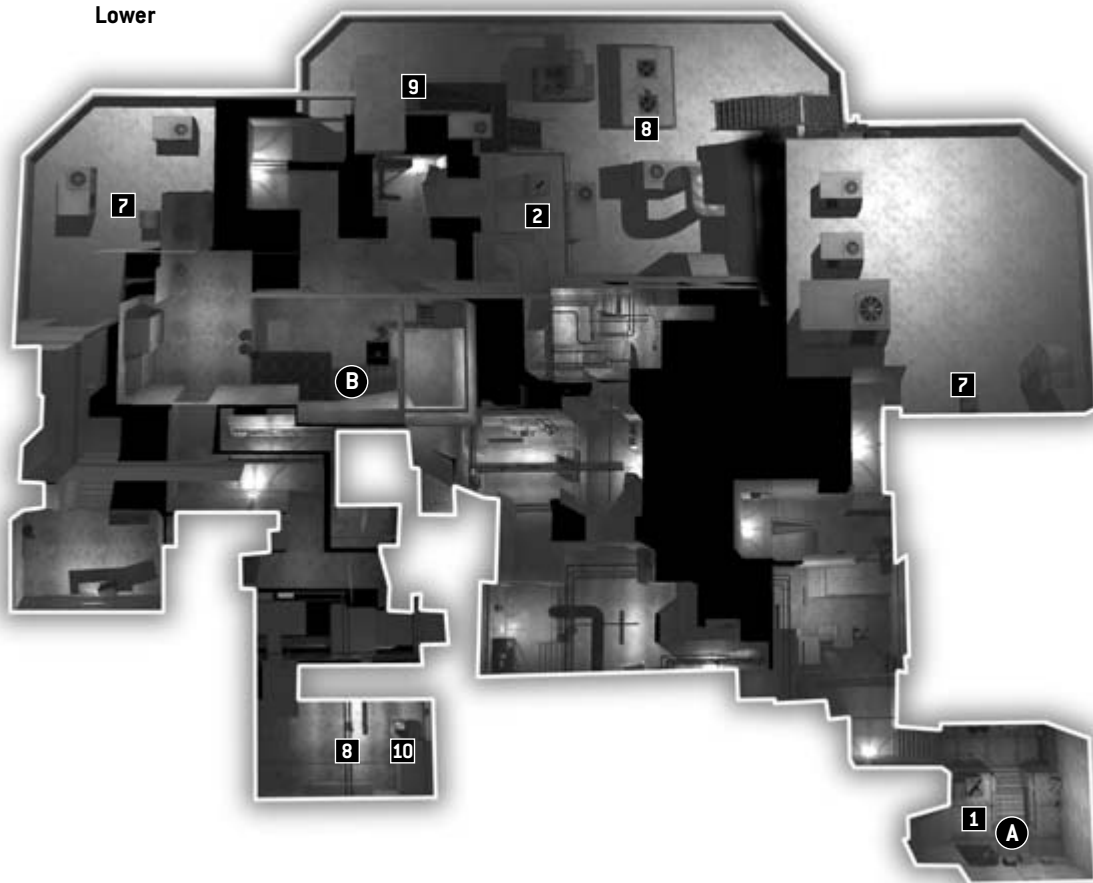
## EVACUATION

Good snipers can evacuate their opponents to the great beyond on this map, which offers a rooftop arena full of ventilation shafts and air-conditioning units. While the roof will certainly be a central area for combat-hungry players, plenty of gunfire can be exchanged in interior locations too. Slo-Mo matches on this map can even the odds against favored snipers by giving the carrier a chance to avoid the lightning-fast rounds from the Type-7 Particle Weapon.

### LEGEND

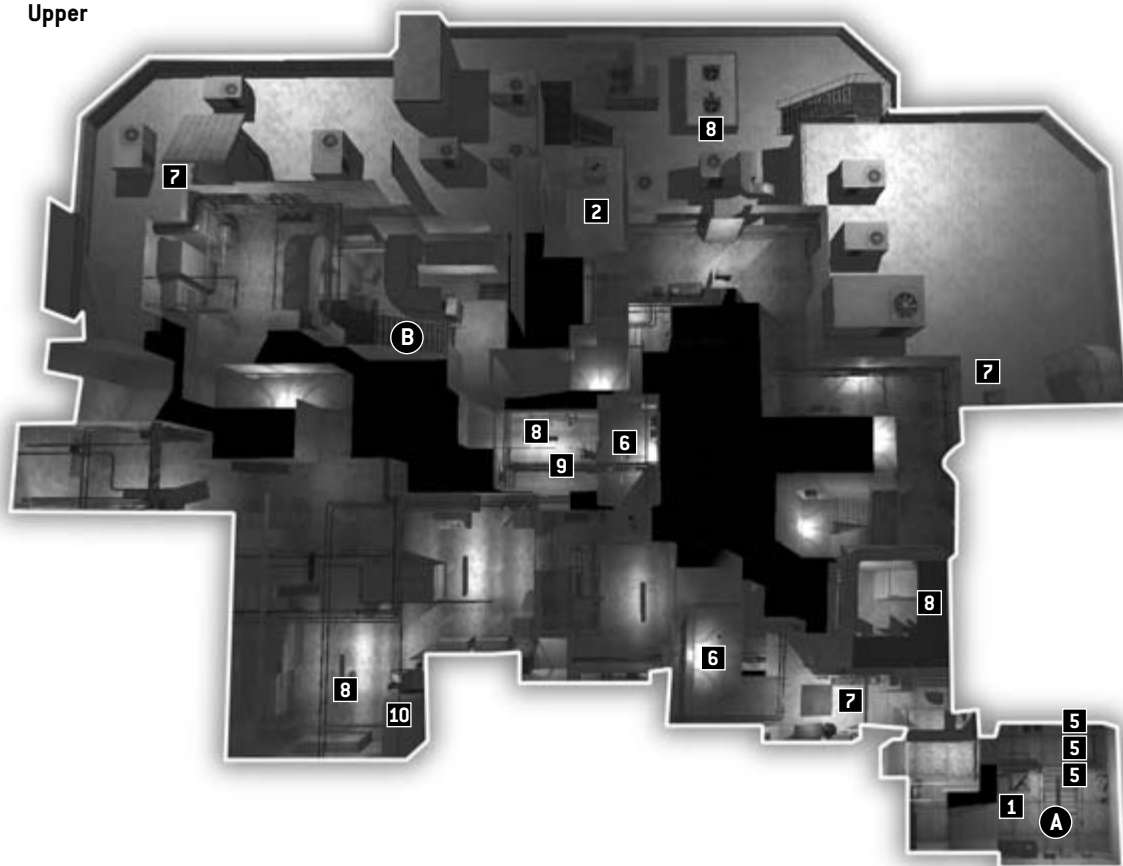
- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |

Lower



# MULTIPLAYER MAYHEM

Upper



## GOTTA-HAVES



The Type-7 Particle Weapon is on the roof, perched on top of an air-conditioning unit. The only problem is that if another player has already grabbed

it, he has a great vantage point above here to snipe players searching for their own Type-7.



Look for this shelf holding three M77 Remote Bombs—more than enough to cause some real trouble with.



The MP-50 Repeating Cannon is on top of some crates near the stairwell, just a stone's throw from the shelf with the M77 Remote Bombs. Use this technological terror to eliminate

runners with a shot to the back.

## STRATEGIES

### Environmental Hazards

This map is replete with fire extinguishers and electrical boxes that can be used offensively by players with sharp eyes and a little patience.



Fire extinguishers are not entirely unlike M77 Remote Bombs. One is located right next to the Medical Station, so if you can hide in a corner with a

sniping weapon, you can detonate the fire extinguisher right next to a wounded player's head—effectively finishing him off.



It's also dangerous to stand next to electrical boxes. If you shoot one, it explodes, sending shrapnel everywhere as well as a short flash of electrical arcs. So, look for the small yellow triangles, and keep away from them.

### Smart Sniping

This map has no shortage of sniping positions. As soon as you get the Type-7 Particle Weapon, a whole new set of options opens to you for dealing out a little death and destruction.



Try hiding beneath the stairs on the far side of the roof from where you snagged the Type-7 Particle Weapon. The Type-7 rounds are narrow

enough to easily slip between the steps and snipe people all the way on the other side of the roof.

Jump up and tuck yourself behind this ventilation shaft on the roof. The position is bathed in shadow, so it's difficult for other players to spot you as you rain down bullets from above.



### CAUTION



If you currently carry the Slo-mo Recharge, you have a small triangle above your head indicating your bounty to the other players. This makes it a little harder to effectively hide.

# MULTIPLAYER MAYHEM

Use the window bay overlooking the roof to pepper the other players with bullets. If you already have the Type-7, this is a great position for punishing other players trying to get it.



## Getting the Drop



Use the catwalk overlooking the steps down here to drop any players on their way to the roof outside. You cannot camp up here because there are too

many access points, but if you are running across the catwalk, make sure to look down for easy prey.



The interior areas are dark, so sandwich yourself between machines and wait for other players to run by or use nearby doors.



Because M77 Remote Bombs are also available on this map, you can rely on this great trick for finishing off players who think they will find their salvation at

this Medical Station. Plant the M77 behind the station box and then melt into the corner of the room and wait with detonator in hand. The only drawback is if players are on to you, they may peek around the corner and snipe you. Because you have the detonator in hand, it's impossible to defend yourself right away.



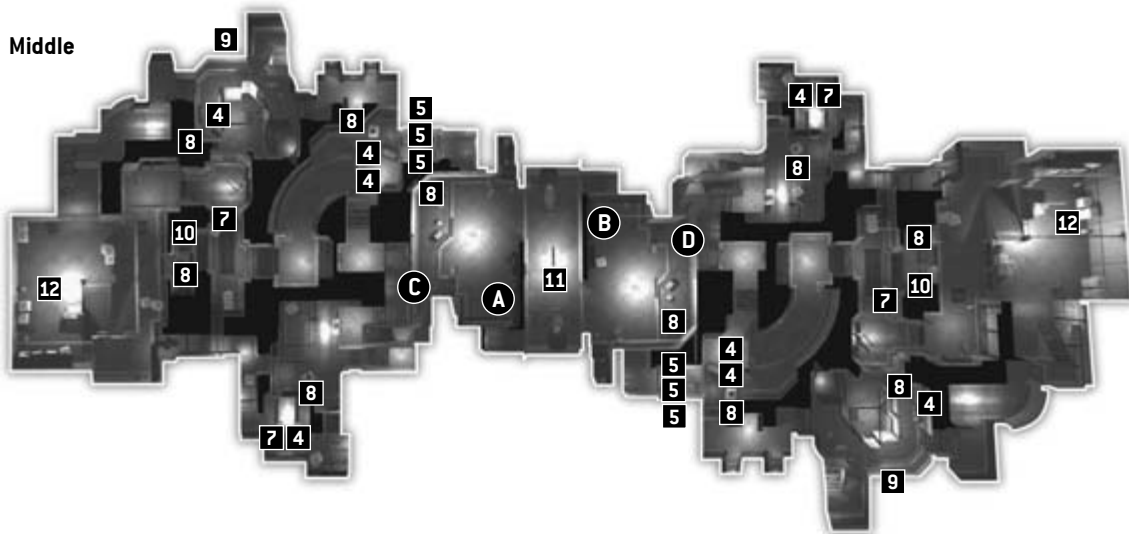
## FACILITY

The Facility map is based on the Vault environment from the single-player game. It's filled with small labs, science equipment, and no shortage of crates and boxes that can be used for hiding spots during high-frag Capture the Flag matches. The map is small compared to the other CTF map, Streets, which definitely keeps the action frantic. The best feature of this map is the plethora of yellow barrels, which can be popped like party favors when a player is spied standing dangerously close.

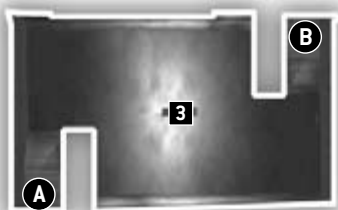
### LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             | 12. Flag            |

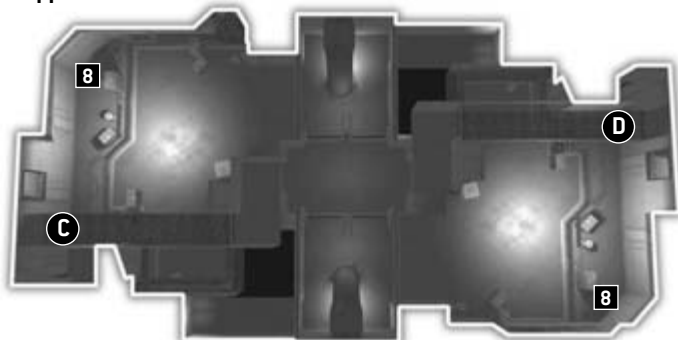
Middle



Lower



Upper



## GOTTA-HAVES



Heavy-duty weapons are few and far between on this map. The basement holds an MOD-3 Multi-Rocket Launcher, but as there's an easy view down into the treasure room, you can

expect gunfire and grenades from above.

In such cramped quarters, where firefights will be frequent, seek out Body Armor such as this (located upstairs) to provide some semblance of protection against the torrent of bullets.



Tiny corners reveal great surprises, such as M77 Remote Bombs. Use them to mine the hallways leading between the flag bays. Cut off all routes, and the opposing team will have no

option besides sacrificing players to detonate the bombs before they can kill the flag-bearer.

## STRATEGIES

### Flag Bays

The goal of Capture the Flag matches is to snake the other team's flag from their presumably fortified flag bay and return it to your own.



Even though the Facility map is small, your view still includes a triangle icon that displays the general direction of the opposing team's flag bay.



Not every player in a CTF match should make a break for the opposing team's flag. At least one player should hang back and protect your flag bay. Boxes

and shelves surrounding the flag bays can serve as sniping positions. From vantage points such as this, you can monitor the doors. You also enjoy a clear shot at your own flag bay, so should the opposing team mount a hydra-headed assault, you can at least direct your attention on the prize.

The flag bays are surrounded by explosive yellow barrels that the opposing team will use to incinerate a flag defender. Before the other team



can use them to their advantage, back away from your flag bay and shoot the barrels. Just make sure you coordinate with team members about keeping distance from the barrels. Hard feelings are sure to erupt if friendly fire results in a team death.

### TIP



Red or green wall signs announce which flag bay you are close to. Teams have "territories" in CTF maps, and because these hallways start looking similar during a flag run, the signs are useful tools.

## Hazardous Materials

The entire map is loaded with yellow barrels, many of which are nearby prime hiding spots or along well-traveled routes.



The importance of yellow barrels cannot be understated. They are superior to grenades and gunplay as far as lethal effectiveness is concerned. [And,

frankly, a certain amount of satisfaction comes from watching an opponent's rag-doll body bounce off a wall after being blasted for standing too close to a yellow barrel.] You must maintain constant awareness of your position in relation to one of these barrels, lest you be caught in a blast radius. It's unnecessary to use the missile launcher to pop a barrel—the rockets are slow enough for a fast-moving player to dive out of the way, and the rockets themselves are explosive enough—so players should probably stick to using bullets as triggers.

### CAUTION



Body Armor will not save you if you are standing right next to a barrel when it explodes.

## Hiding Spots

Despite the fact that this is a smaller map, there are still a few good hiding spots where enterprising (and patient) players can deal serious setbacks to the opposing team.



Downstairs in one of the darker labs, there is a shelving unit without a back. Slip behind the shelving and train your weapon at head- or chest-level. Because players

need to swing down here to get to and from the flag area, you won't have to fish for very long before you get a bite.



Use the walls to mask your approach to the opposing team's flag bay. The curved hallways in the middle of the room have well-lit bottom levels, so watch

out for snipers on the walkways or ledges above, and use the supports and odd corners to hide and frag an unwary foe as he speeds by.



A few series of alcoves along the hallways are just big enough for a player to back into and wait until an opponent comes rushing by. If you are holding the flag,

either try to avoid these gauntlets or work with another team member to clear the alcoves before you come trucking through.

Use the walkways above the central hub to paint the walls with flag-bearers as they come screaming through to take the prize back to their flag bay.

Warning: you're fairly exposed up here, especially if you're only looking down.





## FACTORY

This factory produces one thing and one thing only: corpses. An assembly line of mayhem runs right through the middle of this map, providing an open-air arena where braver players can stand their ground. However, the machine shops and storage rooms off the central area are cavities where stealthy soldiers can practice the finer arts of sneaking and shooting the legs out from under their opponents. This map has also been infused with some killer weaponry, such as the Type-7 Particle Weapon. Memorize the weapon locations, and as soon as the green flag is dropped on the chaos, make a beeline for the good stuff.

### LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |



## GOTTA-HAVES



The MOD-3 Multi-Rocket Launcher has been cleverly dropped in the center of the factory's shipping yards. There's no cover—only speed and a nimble finger on the jump button will keep you from getting jacked while grabbing this coveted weapon.

You can make a spectacular entrance to a firefight with the MP-50 Repeating Cannon. It's on some boxes in the north-easternmost chamber, but the catwalk surrounding the MP-50 Repeating Cannon gives other players ample vantage points for taking you down.



The Slo-mo Recharge is a precious commodity in Slo-Mo matches, but it's not exactly easy to get to first. The power-up is in the easternmost

room, but you must run a gauntlet of other rooms before reaching it.



Stop by the shelf full of M77 Remote Bombs and take all three before another player can get to them.

## STRATEGIES

### Doorways to Death

Snipers have no shortage of perches from which to disperse their death-valentines. One of the best locations snipers can cover are doorways, which are used constantly. There is simply no way to move around this map without passing through doors, so never use one without either peeking out first or flying through at a dead run.



Position yourself across from a door and draw a bead at head- or chest-level. Always seek cover before trying to snipe a door—if you're standing straight up in the open, your quarry could lean out and see you before running through the door. A bay of windows (with only one or two windows shot out) or a stack of crates and barrels make excellent cover.

### TIP

Sniping requires patience and a willingness to keep your back turned on a potential route to your position. Use AT-S Proximity Grenades to cover your rear.



When you're trying to cover wide doors, such as this entrance to a shipping bay, use a weapon with a larger blast radius. The Battle Cannon's area of effect will

eliminate an opponent trying to slip through an entrance not directly in your sights.



Use the hole in the floor in the central chamber either to snipe players running through this hallway, or to stand over and pick off players who walk too close to the crates you use to ascend through the opening.

Of course, almost every tactic has a shortcoming. Standing in the hole leaves your legs partially exposed, while standing above leaves your entire frame open to attack. Consider this opening as more of a target of opportunity. Don't bank your entire game on camping here, but check in from time to time to see if there's an easy kill.

## Yellow Barrel Fever

Use objects in your environment, such as exploding barrels, whenever possible. Only yellow barrels can be detonated with gunfire—regular blue barrels are harmless.



The factory yard is full of exploding barrels. Sometimes they are easier to shoot than the actual player, as it takes only one bullet to blow a barrel.



When you spy another player standing dangerously close to a yellow barrel, aim for the barrel and pull the trigger. The resulting explosion is more than enough to

kill him. However, be aware that several hiding spots in this map are near yellow barrels. Make sure you're safe before crouching down and waiting for a kill.

## Dumpster Diving

Always be on the lookout for hiding spots, especially if you prefer to snipe rather than directly engage. The factory is full of nooks and crannies that are the perfect size for a human body.



There is a small refuse dump opposite the MOD-3 Multi-Rocket Launcher. Jump into the garbage and fire upon players as they try to grab the MOD-3 Multi-

Rocket Launcher from the flatbed trailer.

## TIP

Use weapons as bait. The lure of grabbing some high-powered hardware is too much, and players often zip right out in the open for the promise of a better weapon.

## CAUTION

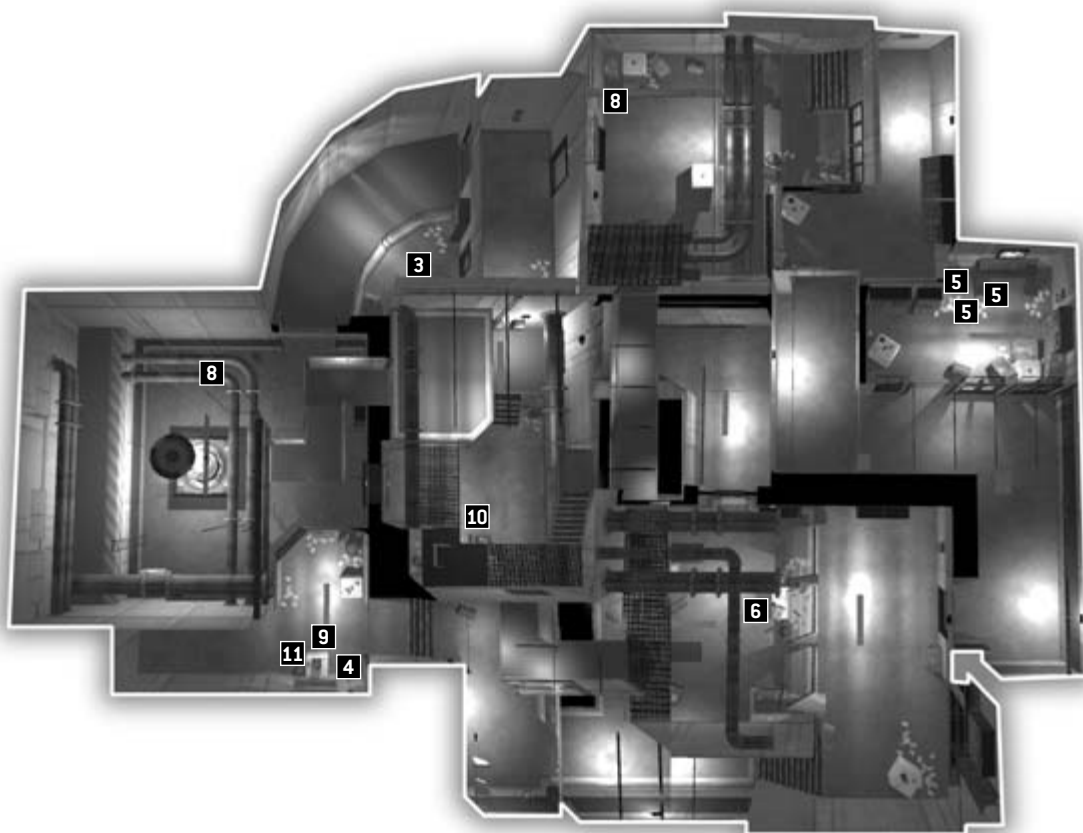
Speed is extremely important in online matches, so remember that the weapon you hold affects your running rate. Bigger weapons, such as the missile launcher and battle cannon, really sap your speed. Smaller instruments, such as a pistol, have little effect. For maximum speed, empty your hands and put up your dukes. A new weapon is just a scroll wheel away, or you could rely on a melee attack such as a flying kick. One of these to the back of the head can be just as lethal as a bullet.

## HIGH TECH

This small map is perfect for duels or game with a limited number of players. The tight hallways and shrunk rooms keep the round on full throttle, as players have few places to effectively hide from the competition. Most of the lab spaces are surrounded by windows, too, so it's easy to peer into rooms as you run by them at top-speed, desperately trying to identify a target while fleeing from a pursuer.

### LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |



## GOTTA-HAVES



The MOD-3 Multi-Rocket Launcher is situated against some crates in this dark room. It's the only super-powered weapon on the map, so it will be heavily

coveted. If you aren't the first player there, chances are good you'll have a surprise waiting for you.



Beneath the slanted window bay in one of the main rooms, find an AT-S Proximity Grenade. It's on the desk, next to the computer equipment.

Grenades can be used to great effect in this small map, particularly if you mine the area surrounding the MOD-3 Multi-Rocket Launcher.

## STRATEGIES

### Environmental Hazards

A few features in this map can cause great harm indiscriminately. Use these to your advantage whenever possible.



There is a crackling energy beam in the central chamber, surrounded on the top floor by a walkway and some pipes. Do not enter the beam, as it will drain your health with remarkable

speed. It might be possible to push an opponent into it

with the shotgun or a firm punch, but in most cases the beam should just be avoided at all costs.

It takes several circuit breakers to regulate the juice pumping through that energy beam, so the walls of this map are adorned with electrical boxes.



Use these as wall-mounted explosives and shock your opponents by shooting them when they stand too close to one. Conversely, make a point of never stopping and standing by one yourself.

### Pipe Dreams

Use the network of pipes running along the ceiling not only as travel routes, but also as vantage points for shooting players from above.



The pipes often intersect, so you can jump from one pipe to another and keep moving. Many pipes also slither past doorways and passages where you can

disappear into another room if you are spotted from below.

### NOTE



The pipes are close enough to the ground that you won't take damage from jumping off.

## Prime Positions

Because real estate is so tight on this map, attempt to secure a few can't-miss positions. These prime shooting spots give you great views of high-traffic areas, guaranteeing plenty of points.



There is a bay of slatted windows directly over a central chamber (where you find the AT-S Proximity Grenades) that many players must pass

through to cross the map. From behind the windows, you can look down at the well-traveled route. But the first shot breaks the glass and increases visibility for not only you, but also the people on the ground floor.

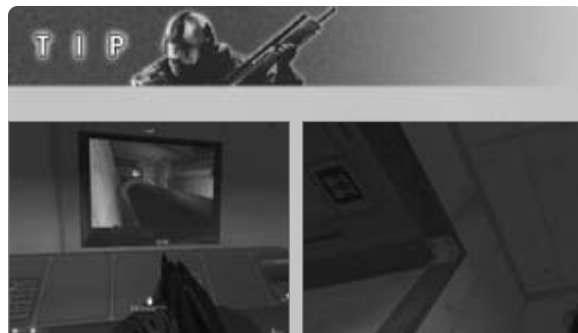
Ammunition stocks are going to be popular on this map, so hang back and fire through this window at players rushing in to grab a fresh clip. (The window is too narrow for you to step through.) Of course, if you are going to monitor the ammunition station, keep glancing left and right, as these are open routes.




If you suspect that other players have this same idea, use the barrels to the right of the window as cover and fire upon people trying to shoot up the ammo stocks.



The catwalks that connect the upper floors often look down on high-traffic routes, such as this doorway and Medical Station. With the MOD-3 Multi-Rocket Launcher, you can finish off any wounded player hoping to heal at the Medical Station. Just be sure you look down at a shallow angle so you can also monitor the doorway opposite of the catwalk to avoid being surprised.



Use this security panel to monitor the action in a few of the laboratory's rooms by pressing  when standing next to it. All action happens in real-time, so you can assess the situations on the fly and make your move with the benefit of extra intel.

The footage comes from wall-mounted security cameras, hidden behind black plastic bubbles. As with other maps, these bubbles cannot be broken and the cameras cannot be deactivated.

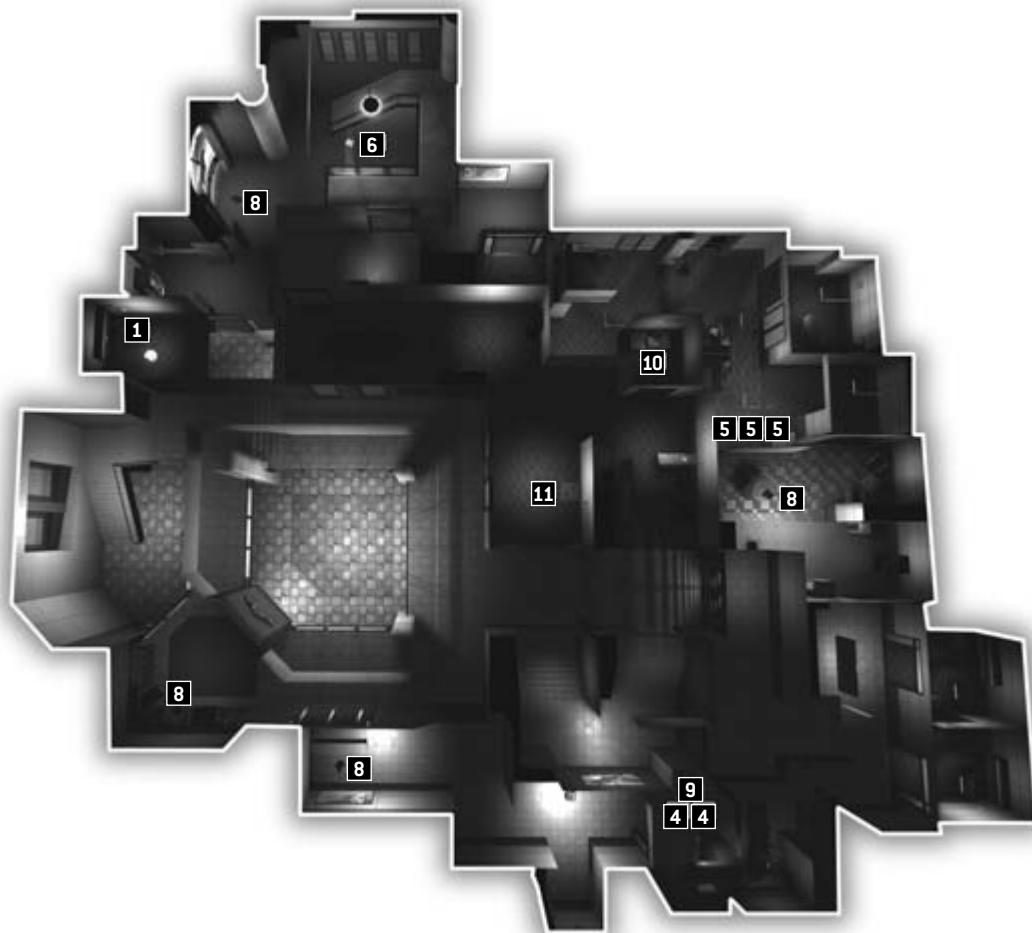
## OFFICE

Somebody's working late tonight.

The Office map is two stories of fragging madness, especially if you can lure a few players into the central lobby where few environmental features impede the unloading of heavy artillery. The individual offices upstairs, and the winding corridors that connect them, moderate only the speed of kill shots, not the intensity. Play hide-and-seek games within the cubicle farms, crouching down and waiting for just the right moment to spring up and drop a few slugs into an unsuspecting passerby. Some might call that camping—but the game registers it only as points.

### LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |





## GOTTA-HAVES



Executives always get the best toys. The MP-50 Repeating Cannon is in a corner office upstairs, accessed by the walkway over the main lobby. You

have a limited number of shots, but with good aim, each one will do enough horrific damage to boost your score.



The Medical Station—where all wounds are healed—is tucked in a small room upstairs, near the cubicle farm. Beware of a player camping out in the cubicle directly

across from the entrance. Always enter the room back first, making sure nobody has a surprise planned for you.

If you are playing a Slo-Mo match, there's typically a mad rush for the Slo-Mo Recharge, which is stashed in a small alcove on the map's upper level.



## STRATEGIES

### Lobby Showdowns

The central lobby in the heart of the map is often the sight of some spectacular gunplay, thanks to the wide open space.



Use the planters near the bottom of the stairs to fire on incoming players. The assault rifle can cut down players streaming in from the right and left. Working with a teammate armed with a more close-quarters weapon, such as the shotgun, will help you fortify this position.

### CAUTION



You are extremely vulnerable to a grenade here. Repeat gunfire will kick up a lot of dust, which could potentially obscure the sight of a grenade zooming overhead.



The walkway circling the lobby overhead grants players a vantage point for firing down on foes in the lobby. When holding down the fort on the main level, always keep one eye on the sky (or have a teammate doing so) to prevent getting sniped from above.

## Corridor Hunt

Every room in this map is somehow connected, making the hallways extremely well-traveled. The rapid traffic keeps the action going, even away from the hot spots, such as the main lobby.



Never underestimate the use of corners as cover. Before entering a larger area, such as this foyer, peek around the corner. You may spot another player in the middle of doing something else (such as trying to mine this receptionist's desk), and that's when you lower the boom.

## TIP



Use AT-S Proximity Grenades in desks, cubicles, or under stairs. A potential camper looking for a place to hide might not notice the blinking light until it's too late.

## Cubicle Cat-and-Mouse

The cubicle farm on the lower level provides some excellent cover for players who prefer stalking their prey or for wounded players who need a place to catch their breath before making a run for the Medical Station.



The cubicle desks are just the right height for crouching. The desk blocks some of your torso, so if you dig in, it's possible that other players will not see you as they go running by. As soon as your foe's back is turned, you can draw a bead and remind him of your presence.

Of course, there are caveats to camping techniques such as this. Should other players become wise to your position, you could find yourself on the receiving end of a grenade. The three-walled cubicles leave only one way out, and by the time you pop up and try to clear the desk, it may be too late.

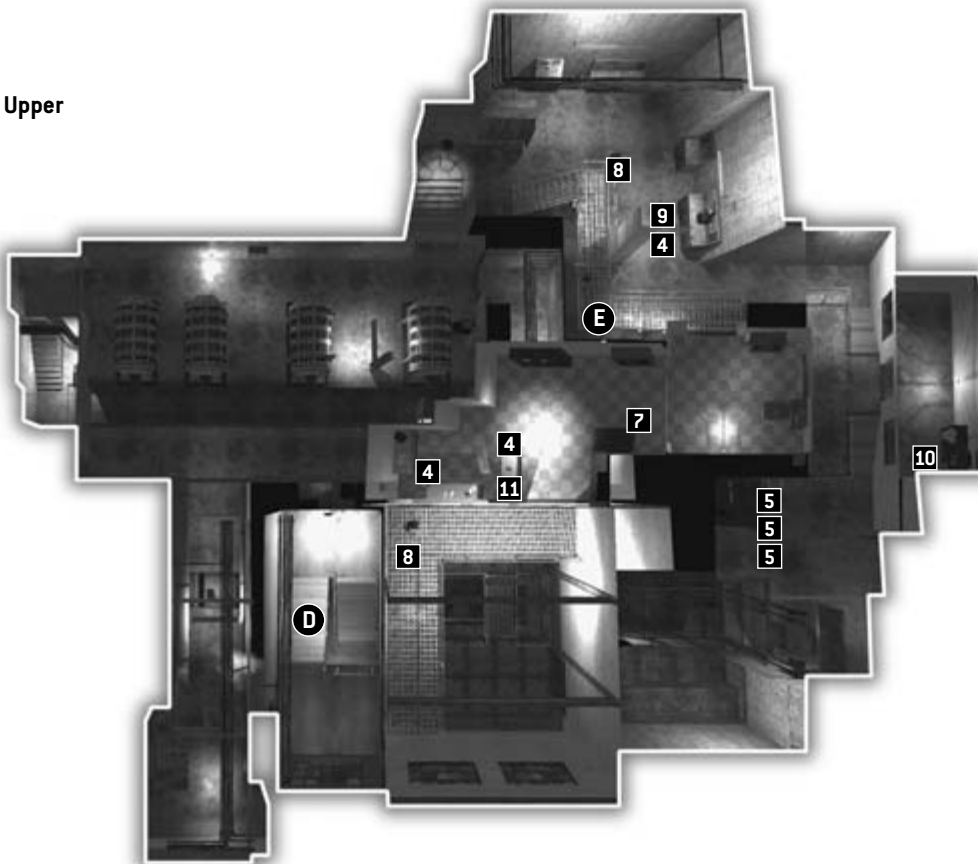
## REFINERY

The Refinery is another small map, which guarantees high-scoring matches thanks to intense firefight situations. The architecture is based on the wastewater treatment plant, so the cramped rooms are full of generators and storage tanks with sewage and water pipes spidering out in every direction. Most of the hallways are dank and dingy—so learn to make the most of such a low-light scenario. Hiding becomes easier, as running players are more likely not to notice slightly out-of-place shadows and outlines.

### LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |

Upper

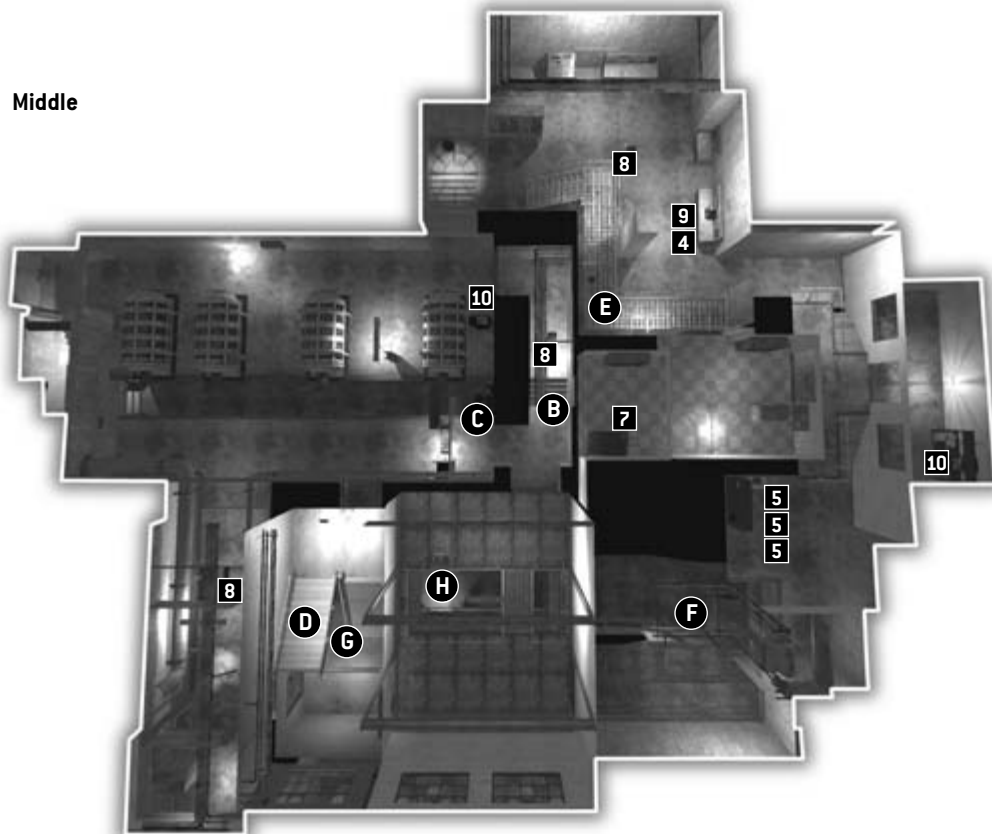


# MULTIPLAYER MAYHEM

## LEGEND

- |                                |                           |                     |
|--------------------------------|---------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 5. M77 Remote Bomb        | 9. Ammo Boxes       |
| 2. Type-7 Particle Weapon      | 6. AT-S Proximity Grenade | 10. Medical Station |
| 3. MOD-3 Multi-Rocket Launcher | 7. Medkit                 | 11. Slo-mo Recharge |
| 4. N6A3 Fragmentation Grenade  | 8. Body Armor             |                     |

Middle



Lower



## GOTTA-HAVES



Quick players can grab the MOD-3 Multi-Rocket Launcher in the “basement” level of the map, where water pipes line every passageway. It's easy just to drop down from this hole in the floor and grab it, but you can also access the weapon by slipping into the main trench and following it to the MOD-3.



The Ammo Box is on top of one of the control panels, next to a N6A3 Fragmentation Grenade. This room has multiple access points, making it a hotbed of activity.

Throw a grenade into the room the moment you spot even a single pixel of another player.



The MP-50 Repeating Cannon is tucked inside a stairwell, on the small concrete landing where the steps change direction. The hallway is going to be popular, so

linger at the top or bottom to peel off a few rounds on players who try to access the stairs.

## STRATEGIES

### Lean and Mean



Lean out and peer down the dark hallways before stepping out. The Body Armor pick-up in the middle of this hall is sure to attract players. By leaning out first, you can possibly pick off an opponent en route to the Body Armor. Remember, always minimize your exposure—it's one of the best ways to last longer in an online match.

# MULTIPLAYER MAYHEM

## Vantage Point



The ladder to the “basement” actually has quite a bit of space behind it. It’s more than big enough for a player to stand in and wait until an opponent either descends the ladder or drops through the hole from the floor above. Beware of using the MOD-3 in these tight spaces, though, as the damage splash from an exploding rocket can injure you.

This map has three layers—the basement, the main floor, and a system of catwalks that look down on the floor. From this vantage point at the top of the map, you can look all the way down to the bottom level.



The water processing generators are big and clunky enough to offer significant cover while you’re trying to hunt down other players. The

space between the tanks is obscured by shadow, so if you stand close to one of the large units, you’ll be difficult to spot. The downside to standing in the dark is that the second you fire, the muzzle flash quickly alerts anybody in the area of your presence.

### CAUTION



Always be careful using highly volatile weapons such as the MOD-3, MP-50 Repeating Cannon, and grenades in close-quarter maps such as the Refinery. Some rooms are so tight that the blast radius covers almost the entire area, costing you precious health.



## STREETS

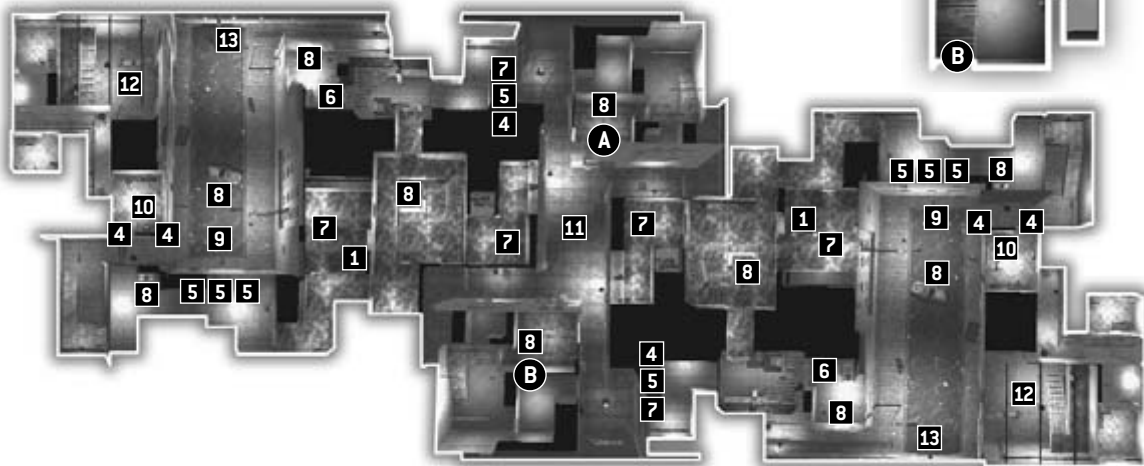
The Streets is a much larger Capture the Flag map than Facility. A major avenue runs straight through the center of the map and connects the two flag bays—but getting from “here” to “there” is no trip down easy street. Repeating guns near the flag bays with unlimited ammunition will quickly chew up oncoming players. Sound attack and defense strategies and team cooperation are the keys to winning a CTF match on this map.

### LEGEND

- |                                |                     |
|--------------------------------|---------------------|
| 1. MP-50 Repeating Cannon      | 8. Body Armor       |
| 2. Type-7 Particle Weapon      | 9. Ammo Boxes       |
| 3. MOD-3 Multi-Rocket Launcher | 10. Medical Station |
| 4. N6A3 Fragmentation Grenade  | 11. Slo-mo Recharge |
| 5. M77 Remote Bomb             | 12. Flag            |
| 6. AT-S Proximity Grenade      | 13. Turret          |
| 7. Medkit                      |                     |

Upper

Lower





## GOTTA-HAVES



The MP-50 Repeating Cannon is on an old dresser in an abandoned room. The weapon will be a huge draw, so hang back on the balcony just

outside the door, watching for players coming up the stairs to fetch it. They may not see you in their fervor, but you'll certainly see them—right down the barrel of your shotgun.



This map is perfect for snipers, so get your hands on the Type-7 Particle Weapon. The rundown buildings that line the streets are full of cracks and windows that you

can fire through, taking down players either on the street or in the side alleys that jut off in intervals.



This room has a view of the entrance to either flag bay, making it a perfect place to camp and use the MP-50 Repeating Cannon and Type-7 Particle Weapon

to take out any opponents making a grab for the flag. Cover your back with a Proximity Grenade to ensure you don't get backdoored.



With as much shooting and sniping as there will be on this map, seek out Body Armor whenever possible. This set is lying on the couch in the old lobby.

## STRATEGIES

### Flag Bays

The two flag bays are nestled into nearly identical-looking empty garages at each end of the map. You must communicate with your team and fortify the flag bay if you want to keep in the lead.



Stairs lead down to your flag bay. The main entrance to the bay is via the garage door, so stand up here and keep your weapon trained down on the flag.

With a weapon such as the MP-50 Repeating Cannon, you can knock encroachers out of the room with a single blast.

Also, take advantage of the crates and the locker bays that flank the flag bay. Use them as cover so when an opponent sees the flag bay, he will mistakenly believe you are away. When foes enter, pop up and surprise them with a major show of force. And if the enemy has organized a raiding party, the fortified positions offer valuable cover in the ensuing firefight.



Snipers with the ASP Rifle or the Type-7 Particle Weapon can peer into your flag bay from the street and get off some good shots. Stand clear of the

garage door to avoid being an easy target. With a Type-7 in play, you have to assume that you could be sniped at any second from any angle.

## Repeating Guns

The two repeating guns next to each team's flag bay cause major trouble for any player attempting a full frontal assault.



The guns have unlimited ammunition, so to unleash a torrent of hot lead, just drop down behind the weapon and press **[1]**. You can fire as long as

you like, blasting anybody who comes around the corner and tries to take your flag.

There is debris between the gun and the corner leading to the flag bay. The burned out automobile and the mailbox are big enough for opponents to crouch behind and hide. You can keep blazing to pin them down, but they can also coordinate a response, such as running interference while one player throws a grenade at you.



Firing the repeating gun gives you a real feeling of power, but if you take a moment to look around, you can see that power is indeed fleeting. Snipers can fire

upon you from vantage points above the guns. A head shot from the ASP is possible from these open corners in the surrounding buildings, and all it takes is a shot from the Type-7 at any point on your body to kill you.

## TIP



If the other team gets the word out that you are behind the repeating gun, they will work hard to eliminate you. Use the repeating gun only when necessary.

## Trouble Spots



You can use counters in the lobbies as cover. Crouch behind the counter and position yourself far enough back that you can raise your gun to head-level.



Stairs connect to the second story of most buildings, but clambering up this series of crates gets you to the top of the center much faster. And the corner behind the crates is an excellent spot for players to hide in, waiting for somebody to come along and use the crates.

A few alleys jut off of the main avenue. Use these as cover to fire upon players as they run by. For example, this alley overlooks the ammunition restock. While the



shotgun isn't the best weapon to use from this kind of distance, a player with a sniping weapon can eliminate an opponent with a single, smartly-placed shot.

## TIP



Filthy windows make good cover. You can fire through them and neutralize an opponent, but the obscuring grime may prevent your foe from seeing you until he hears broken glass. And, by then, it may be too late.



## F.E.A.R. TALK

Even after discovering the ultimate fate of Alma, there are still so many questions about the events within the game—as well as the talents of its developer, Monolith. Francis Choi, producer of F.E.A.R. at Vivendi Universal Games, took the time to answer a few questions about the creation of the game and how Monolith got in the mood to create the blood-curdling scares, as well as some good tactics for SloMo and melee combat in the multiplayer arena.

**F.E.A.R. is a very cinematic game in terms of story-telling. What were some of the influences that shaped the game?**

*Francis Choi, Producer: In terms of the horror aspect of the game, it's pretty apparent that the latest slew of Japanese horror movies really shaped that aspect of the game, with special mention to "The Ring." Those movies have a much more psychological approach to horror, not necessarily showing you all the blood and guts, but getting you scared of what you think might be there, much like a theater of the mind. As for the combat, Monolith really wanted to mimic the visceral experience that John Woo action movies have, so it was really important to have as many effects on screen at all times, on top of the slow motion combat. Aside from the look of his movies, the action gets to be really intense and that was something Monolith wanted to match as well. With the intensity that the combat brings mixed with the concern of what is out there, there's always a feeling of suspense.*

**Piecing together the voice mails to assemble the story was clever—how did the team decide on what information to release and when?**

*Choi: The challenge with a horror-themed game is to not explain away too much of the plot too early. The player must be given enough information to keep them intrigued about the storyline without ruining the mystery*

*of it. This is an iterative process that took countless hours of playtesting and polishing to get right.*

**By the end of the game, Paxton Fettel actually seems like a tragic figure. Or is he evil to the core?**

*Choi: As you play through the game, there are lots of hints and clues as to who Fettel is and how he can be seen as a tragic figure, but it's hard to argue with what you're seeing on the screen.*

**With the weapon design, was there a conscious decision to not go too sci-fi with the available hardware?**

*Choi: When it was decided to set the game in the not too distant future, Monolith didn't want to go too sci-fi with the weapons. It wouldn't quite work to say that F.E.A.R. is set in the near future and then equip the player with mini-nukes and heat-seeking bullets and honestly, how afraid would you be if you had a mini-nuke in your back pocket? Instead, the weapons were all designed to be contemporary, yet feel loud and satisfying for the player within a close-quarters battle.*

**What are some of your favorite scares and creepy situations in the game?**

*Choi: There's quite a lot to choose from, but my favorite "scare" would have to be in the first level of the game in the Point of Origin level when Fettel appears out of nowhere and smacks the player with a board. Nothing made me jump more than that moment. My next favorite moment in the game would have to be in the Bishop level, when you turn the elevators back on and as soon as you turn around Alma is on the other side of the window staring at you. But if that wasn't scary enough, you can just stare at her through the window, which is even creepier, even though she isn't moving!*

**Are there any scares that didn't make it into the final game?**

*Choi:* As in any game, not everything that we wanted to do made it into the game, so unfortunately not all the scares made it. If anyone who has played through the game saw the E3 video from 2004, they might notice some scares are missing but there are quite a few to take their places to keep the player wary of turning every corner.

**Do you have some favorite SloMo techniques that you like to use while playing?**

*Choi:* There's actually quite a few SloMo techniques I use, some that might not be so obvious. The one I use the most is with the shotgun, where I'll strafe up to an enemy and then stop to allow my reticle to tighten my shot, which allows me to get a one shot kill. Another one would be sniping in slo-mo, which makes it much easier shooting guys that don't look like they are moving. A couple that aren't so obvious is, when I throw a frag grenade and I notice the enemy is strafing out of its way, I throw the game into slo-mo and then shoot the grenade in mid air so it explodes right next to the enemy. The other one is since the missile launcher shoots three rockets at a time with each button press, putting it into slo-mo will allow me to aim each individual rocket. It's still pretty fast but it's very possible.

**The melee attacks are fun to use—especially online during dedicated melee deathmatches. Do you have any tips for players that want to engage in fisticuffs more often?**

*Choi:* The option is always there to host your own server. From there you can restrict every single weapon possible and then name your server "No Weapons Allowed" or something to that effect and have people join that server. But if you don't quite have the bandwidth to host your own server, I recommend that you get really good at using melee. I've noticed that when I join public servers and start killing everyone with melee attacks, other people start using it too. Best case scenario,

*people start asking everyone to stop shooting and you start a little fight club in the office quad, but if that doesn't happen, I've seen some players actually holstering their weapons whenever they see me and then we box it out in any random room we happen to meet in. We often get blown away by someone else in the middle of the fight, but it's good fun while it lasts.*

