



G.I. Joe: The Rise of Cobra Guide

Yo Joe! Looks like the COBRA Commander and his COBRA all-stars are cooking up something big, and it's up to the Joes to find out what. With 20 missions to conquer and an entire team of playable Joes (and COBRAs) to help you do it, you will have no trouble at all with this guide by IGN by your side.

Inside this G.I. Joe: The Rise of Cobra strategy guide, you'll find:

- **BASICS** // The knowledge you need to get started...and knowing is half the battle!
- **WALKTHROUGH** // Detailed walkthrough for all missions in the game.

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G.I. Joe: The Rise of Cobra Basics

Classes

Three types of character classes in G.I. Joe: Heavy, Commando, and Combat Soldier. Heavy soldiers tend to have a greater knack for blowing things up, while Commandos specialize in close-combat fighting. Each has their strengths and weaknesses, as well as the unique ability to open designated special doors. Such doors will be pointed out to the player as the player comes to one for the first time.

Accelerator Suit

Accelerator Suits enhance the bearer's physical abilities, making them virtually invincible and a destructive force to be reckoned with. In order to activate one, you build up the Accelerator Suit meter by defeating enemies without taking damage. Once the Accelerator Suits are ready for use, press Y to activate the suits to allow super abilities, such as faster running, immunity to damage, and unlimited special missile attacks. Simply speaking, with Accelerator Suits your victory against the enemies is guaranteed for that short length of time.

Difficulty

Each mission can be begun with a different difficulty of your own choosing: Casual, Advanced, and Hardcore. There are a finite number of Battle Points you can get from each of the varying difficulties, so it's recommended that you play through all of them to be able to unlock everything in the game.

Battle Points

The game's form of currency, Battle Points can be spent to purchase characters that have been unlocked or freed. Spending Battle Points is one thing, however, and collecting them is another. In order to amass Battle Points, you need to trade in game points that are earned through defeating enemies, hitting power-up items—which are then translated into a certain number of Battle Points at each checkpoint or at the end of the mission. Battle Points are permanently stored in the collection bank only upon completing the mission. This holds true for any Contacts, File cards, Intel, etc. you collect throughout the course of the mission.

Items

You will come to find that there are a number of items, or power-ups popping on-screen as you play.

POINT CLUSTERS

Cubes that offer game points. These are usually hidden under objects or stashed away in far, normally un-reachable places. Can be "destroyed" or physically picked up to obtain the points.

SCORE MULTIPLIER

A striped insignia that increases the number of points available.

SPECIAL ACTION RECHARGE

Items that resemble medals of honor and instantly fill one charge of the Special Combat Action.

CONTACTS

A dog tag that—when found—makes a player available for purchase and playable during the campaign.

G.I. Joe: The Rise of Cobra Walkthrough

Table of Contents				
TOC	ARCTIC	DESERT	JUNGLE	TUNDRA
01	Codename: Foundation			
02	Codename: Genesis			
03	Codename: Deckhouse Six			
04	Codename: Cliff's Edge			
05	Codename: Rocket House			
06	Codename: Bonus Alpha			
TOC	ARCTIC	DESERT	JUNGLE	TUNDRA
07	Codename: Arrival			
08	Codename: Rise			
09	Codename: Robot			
10	Codename: Storm			
11	Codename: Apep			
12	Codename: Bonus Delta			
TOC	ARCTIC	DESERT	JUNGLE	TUNDRA
13	Codename: Fever			
14	Codename: Sludge			
15	Codename: Countdown			
16	Codename: Primal Shrine			
17	Codename: Bonus Stigma			
TOC	ARCTIC	DESERT	JUNGLE	TUNDRA
18	Codename: COBRA Island			
19	Codename: Cryodome			
20	Codename: Breach PIT			

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	01	02	03	04	05	06	07	08	»

OPERATION: ARCTIC ARSENAL

Codename: Foundation

The game begins with only two playable Joes: Duke and Scarlett. You can unlock more as you plow through the missions on Casual, Advanced, and Hardcore mode. So, assemble your small, selective party and get your sojourn through Bear's Paw Canyon underway.



Just as the first level of any other game introduces the player to the controls, various action moves, and conditions the player, G.I. Joe kindly provides this same service. Proceed up to encounter some stiff resistance by M.A.R.S. mechanical sentries and some other foot soldiers.

After grabbing the **Black Viper** File card, some special M.A.R.S. soldiers utilizing an energy shield that absorbs gunfire are brought to your attention. Heed the advice given and approach these guys with the intention of delivering a good rifle butt to the noggin. Bust up the rest of the enemy defense further up to reach the first Joe Checkpoint, where you start stocking up Battle Points. Remember, that these Battle Points aren't permanently stored until the mission has successfully been completed.



» CHECKPOINT 1 / 3

Continue up the snowy path, and the Joes soon find themselves temporarily thwarted by a force-field. Luckily, we know its weakness—simply cut the power supply generated by two Generators. Veer off to the left and battle your way to the first Generator, which looks like a large egg-shaped object. The second one is not too far from the first, and near it is also a **M.A.R.S. Security Trooper** Fire card.



With the Generators demolished and the force-field dissipated, the enemy arrives in full force, but the game suggests trying out the Accelerator Suits, the use of which sends the Joes into hyperstrength mode, giving them super speed, faster shooting, etc. Moving past the disabled force-fields, you will find a **M.A.R.S. Shield Technology** Intel just behind the slight outcropping on the left.

As you advance forth, you encounter a more powerful turret. Focus fire this turret and be on your way toward the heavily guarded giant, steel-enforced doors ahead. Lying to the left of them is a **Holding Pen** File card. Interact with the control panel on the right to gain entry into the fortress.

» CHECKPOINT 2 / 3

Dial Tone has pinpointed the location of our captured Joe, but the enemy is quite intent on foiling this rescue mission. Somewhere behind the barricades on the right you will find a **Ripcord Location** Intel briefcase. Lots of enemies here, but instead of heading toward the force-field head toward the left and clean up the mess here toward the large satellite. Access the control panel and buy some time for Dial Tone to work her magic.



Unfortunately, Baroness rains on your parade with a little gift...

A team of Joe firepower apparently trumps any weaponry on a massive, moving tank, the H.I.S.S. Tank. This sluggish clunk of metal will have a hard time hitting a mobile target, so keep circling the tank, rolling to keep ahead of its attacks, while unloading your infinite supply of ammo. Unleash anything you have: special attacks and Accelerator Suits, if available.

» CHECKPOINT 3 / 3

Heavy Duty now joins the cast of playable Joes and can be purchased for use on the Team Roster in exchange for 6 Battle Points.

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	01	02	03	04	05	06	07	08	»

Codename: Genesis

Heavy Duty is back in action after having been captured by the enemy, but now the Joes must rescue Ripcord, who's

being held in the M.A.R.S. Detention Center codenamed Genesis.



Immediately off-the-bat the Joe team will be pit against the heavy defense of the holding facility. Proceed forth to find a glowing circle in which to activate air support from Wild Bill. Press forth until you reach the forest area and enter to hit the first checkpoint.

» CHECKPOINT 1 / 3



The enemies here brandish shotguns, the shrapnel of which are visible just like the rest of the flying bullets. The problems won't arise until you reach the last wall of defense just before entering the Detention Center. Armed soldiers abound, turrets and special laser turrets emerge from the fortress. While the staggering amount of firepower coming from the fortress can be overwhelming, simply using the provided cover will shield your team from virtually all enemy fire.

» CHECKPOINT 2 / 3

You are immediately notified that destroying both the generators and satellites are of paramount significance in moving past the force-fields. Grab the **M.A.R.S. Defense Wall** File card and get to blowing up the two generators and satellite nestled in the center of the area.



At some point, Breaker hacks a M.A.R.S. teleportation device that allows you to swap Joes in and out of the battlefield. The adjacent door indicates the need for a Joe like Heavy Duty to pry open the stubborn door. You will find the **Snake Eyes Location** Intel, which unlocks a bonus mission. Continue past this point to reach the front of a massive fortress, the infiltration of which will be achieved by way of vehicle-induced destruction.



Jump in the Snow Cat, but not before grabbing the **Joe Snow Cat** File card nearby. Aim for the three towers housing the generators: two flanking the frontside and the last in the back. Locate the **JOE Tanks** Intel near the third tower and the **Detention Center** File card near the huge doors. The way to open the door is to shoot the Power Coils sitting on each side of the door until enough energy has been inputted to power up the switch to the automated doors. You should, however, consider destroying the two soldier barracks, also known as Spawners, first so that you don't have to deal with enemies spawning over and over again.

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	01	02	03	04	05	06	07	08	»

Codename: Deckhouse Six

Time to bring Ripcord home. At the start, Breaker points out a homing missile device set up in the middle of the room. Almost immediately, these homing missiles start whistling toward you, and so you must blast them before they reach you.

Surrounded by a myriad of COBRA soldiers including a ceiling-mounted turret, you must take cover behind the provided defensive barricades. You will also find a **M.A.R.S. Security Officer** File card to the very right of when you first enter the room. Stay your ground until all waves of enemies have been eliminated, at which point Breaker's less-than-stellar hacking finally gets you somewhere.



In the corridor ahead, you encounter red ninjas and a special door on the side. Duke is the right man for the job of unlocking this door, and as your reward, you receive **COBRA Nanomite** Intel. More enemies pour out from an alcove on the left. After dealing with them, blast away the objects in the alcove to reveal a **Red Ninja** File card among the rubble.



» CHECKPOINT 1 / 3

Whoopsie, looks like the entire COBRA army was alerted to your presence thanks to a slip-up. While the error is frantically undone, you must defeat all the incoming enemies. Once the force-fields have been disabled, your goal now is to activate two panels to open the side door. There's also a special door here as well that Heavy Duty can open. Inside you will obtain the **Serpent Battle Armor** Intel.

» CHECKPOINT 2 / 3



Proceed through this short corridor and into another room to face Storm Shadow! Storm Shadow is fast and won't be easy to hit without reprisal. Activate the Accelerator Suits and unload the special rockets to make short work of this white-loving ninja. You will receive the unique **Storm Shadow** File card as booty.

And there's Ripcord!

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	01	02	03	04	05	06	07	08	»

Codename: Cliff's Edge

Bust down the feebly built barricade in front and chug along the enemy-infested snow. Beware of sneaky homing missile traps hidden under the snow. Listen for the warning beeps. Soon a hulking tank rolls in to stop the Joes' advancement, but you simply have to avoid the direct line of fire and let the bullets fly.



Further ahead, a miniature prison proves to be a minor hindrance to obtaining **Storm Shadow Training pt 1 Intel**—all you have to do is destroy the generator beside it by brute force. Locate the control panel to open the door to the M.A.R.S.' base.

» CHECKPOINT 1 / 3

The next task at hand calls for a little pest extermination. A gunship has got you in its sights and needs to be taken down if you are to proceed any further. Take cover behind the single wall and pop out to feed it some lead. Open up with any specials or, if it's available, the Accelerator Suits. After a while, the gunship rocks side to side and dumps a few foot soldiers, which you need to kill before the gunship re-appears.



Destroy the two generators in the back to shut down the force-field. You will also find a **COBRA Gunship** File card near the generators, as well as a **Flyers** Intel past the downed force-field. You soon come to a deactivated control panel—maybe there are Power Coils somewhere nearby. Sure enough, the Power Coils sit atop a building with a **Snow Job** File card lying near it. Access the now activated control panel to hit the next checkpoint.

» CHECKPOINT 2 / 3



A special door that Duke can bypass is situated not too far from the last checkpoint. There you find an unlockable character Gung Ho—sweet! And just ahead, you get to control a powerful satellite laser, the reticle of which can be seen on the ground. Guide the target reticle over the enemies and fire normally to rain down lasers of destructive force that will instantly annihilate all those caught in the blast. Protect the device on the ground and defend against five waves of enemies with each successive wave including more and more enemies. Prioritize killing the tanks when you see them.

Afterward, grab the **Satellite** File card nearby and continue through the linear path to find the **Launch Site Confirmation Intel**.

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	01	02	03	04	05	06	07	08	»

Codename: Rocket House

The Arctic blizzard has only grown more violent as the Arctic operations wind down to the culmination of stopping the nanomite missiles. Right from the get-go there is a teleportation device for you to swap to a Commando character that is able to access the door a few steps ahead in order to recover a **Joe Vehicles** Intel. Yet another special door is located ahead, and this one can be opened only by a Heavy Weapons kind of guy. Successful opening nets you the **Snow Job** Intel.



The force-field just ahead will disappear after destroying the generator right next to it. Continue down to meet some heavy resistance with many of the soldiers flooding out from the Spawner. Grab the **Teleport Device** File card and head through the opened gate to begin destroying a total of three silos. Look for circular launch pads and demolish the device next to them. You will also find the **M.A.R.S. Weapons Facility** File card along the right side of the area, as well as a **COBRA H.I.S.S. Modern** File card in the way back, to the left of the exit.



The Joes arrive on the helipad, where the Baroness is just expecting them. The Baroness won't be alone, however, and will run off to leave you with her lackeys every time you manage to chip away a bit of her health. When her minions have been dealt with, Baroness returns to the fight and is marked by a red COBRA insignia. Unleash any specials you have on her to force her to retreat again. Repeat until she gives up, getting you her **The Baroness** File card.

TOC	ARCTIC			DESERT		JUNGLE		TUNDRA	
«	01	02	03	04	05	06	07	08	»

SUB OPERATION: ARCTIC Ooze

Codename: Bonus Alpha

While the important goals are to infiltrate a M.A.R.S. Biolab, collect Intel, and destroy research materials, the underlying aim here is to find Snake Eyes and, more importantly, recruit him as part of the playable Joes team.

The first generator is located behind a fence further up and to the right. Trek along the snow, and along the way the Joes will run into a few red ninja enemies, who can be taken down with melee attacks when they get too close, the standard assault troops, and Flight Pods that encase themselves in a bulletproof barrier periodically. Count on slogging through a dense line of defense before you reach the last generator, at which point you can subsequently proceed through the disabled force-field.



Activate the green circle on the ground ahead to drop a Snow Cat, utilizing its heavy artillery equipment to take down the equally powerful tanks and turrets that appear. Hidden in the far left corner among the trees is a teleporter and a door. Switch to Scarlett if you haven't already to open the door to discover the **Flight Pod Missile** File card. Head up to the front entrance and activate the panel to gain access to the Bio Lab interior.

» CHECKPOINT 1 / 3



The action gets hot pretty quickly in the corridors of the Bio Lab. There will be plenty of ceiling-mounted turrets and security personnel attempting to put down the threat, but this two-man Joe army should smother the retaliation easily enough. Dead-ends make themselves apparent, so it's extremely difficult to get lost. You will reach a teleporter next to another special door, this time requiring the expertise of a Combat Soldier, like Duke. Inside you find a **Lift Ticket** File card along with an impassable force-field enforced security door.

Backpedal a few steps to enter a new room that branches off into two smaller rooms protected by force-fields. Destroy the generators and access the panel to drain the Bio tanks. Return to the hallway to find that a new doorway has been opened, ushering forth more enemies for you to deal with.

» CHECKPOINT 2 / 3

Destroy all the computers in the room and acquire the **Drop from Above** Intel. Before the team can get extracted, they will need to clean up the remaining enemies in the room, as well as any others that pour in. The elevator platform lifts the Joes to the second story, where they must stand their ground for several waves of enemies. You can knock enemies off the platform and kill them faster with a melee blow.

At the very end of the madness, Snake Eyes is located and rescued! Now you've got the very awesome yet silent Snake Eyes!

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	01	02	03	04	05	06	07	08	»

OPERATION: DESERT JEWEL

Codename: Arrival



This new operation brings us to the sandstorm-ridden region the barren desert. Hop in the vehicle and head down to the base, taking care to blow up six Ammo Dumps. When the deed is done, the large door retracts and reveals more Neo soldiers equipped with laser sights. Moving past the first big gate, you will find more COBRA defense and a **Drop Box** File card next to a teleporter.

» CHECKPOINT 1 / 4

You're dropped in a canyon, and you're told you won't be able to get another vehicle so you'll have to take care of the one you have. Easier said than done, but you should be able to probe deep into enemy territory before the vehicle finally becomes scrap metal. There's also a **Joe Runner** File card under some crates on a small mound with a turret. Continue to follow the canyon as it brings the Joes through harm's way as well as gift you with a **COBRA Stinger** File card next to a turret.



Eventually you reach the end of the canyon and another checkpoint.

In the tunnel, you are introduced to Crawlers, creepy-crawly spider bots. Any heavy artillery will make short work of them. **Black Neo Viper** File card in the left connecting hallway, but the true way lies to the right, where you will be led through more tunnels and finally to a control panel and a special door. There's a teleporter across the chamber if you need to swap to a Combat Soldier in order to open the special door. Locked in the special door are the dog tags belonging to BackBlast, who will now be available for purchase in the Team Roster afterward.

Head through the giant doorway when ready.

In the final leg of this mission, you will grapple with newcomers, Iron Grenadiers and Mole Pods, the latter of which should simply be avoided. If you see a trail of disheveled ground coming toward you, move out of the way! Touch the green circle and call in for support for a big, heavy gift from above. Hop in the vehicle and rain down destruction upon your foes!



To destroy the fuel stations, head into the hangars where you can access a panel and cause the fuel stations themselves to self-destruct. There are three total.

Head toward the big gate, where you'll be ambushed by a myriad of COBRA security.

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	01	02	03	04	05	06	07	08	»

Codename: Rise



COBRA takes their new toys out for a ride—robots specially designed to terminate the Joes. These Battle Androids make their first appearance not too far in to the level, and they should be at the top of the kill list. Keep your distance from them as they die because they tend to self-destruct as a last act of desperation. There's also a special door that a Commando will be able to bypass, opening the way to a grand cache filled with **BAT Manufacturing Plant** File card,

Apep Intel, and **BAT Shock/BAT Factory Intel**.

Ahead, you meet Hoverblades for the first time and subsequently partake in a heated skirmish with them and their Android companions. The force-field can be shut down by destroying the generator to the right.



The second generator, however, is protected by an aerial gunship. The fight plays out similarly to the last gunship you encountered, in which you need to deal damage to the gunship and force it to retreat. On its retreat, the camera angle shifts to the open area, where ground troops, including the new Battle Android, is dispatched. The gunship returns once the ground enemies are disposed of. Just beyond the gate, behind the big structure, is a **Hoverblade File card**.

» CHECKPOINT 1 / 2

The monstrous double doors can be opened simply by accessing the panel on the left wall. You will find a **SERPENT Battle Armor File card** to the left once you head through the doors. Another **Joe Armored Panther File card** to be found not too far from the vehicle drop point. Hop in the armored vehicle and tear up the place, including the two hulking red tanks ahead. There's a switch without power, as indicated by the redness of the panel—we'll have to find a power source to return its functionality.

You'll have to leave behind the vehicle afterwards to go any further, though. Watch out for the Mole Machines stalking the desert sand around here, and head toward the buildings where you will also find **Shipwreck Location Intel**. This Intel unlocks a bonus operation.



Power up the two coils and return to the powered on switch. En route, your exit plan is put temporarily on hold as COBRA forces assemble en masse and begin a brutal assault. Luckily, you gain control over satellite lasers and can blast the enemies away before they cross friendly lines. The robots and tanks will start moving more quickly and in greater frequency later on, so try to stay on top of defense.

Afterwards, just mosey on over to the switch and open the hangar shutters.

» CHECKPOINT 2 / 2

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	09	10	11	12	13	14	15	16	»

Codename: Robot

The special door here is barred off at the moment by strings of lasers, as is the door further down in the corridor. This slight hindrance can be fixed by going into the room on the right and activating the control panel, disabling the lasers on both doors. If you don't have the proper Combat Soldier character currently in tow, there's a teleporter just ahead with a **Dusty** Intel hidden within the containers next to it. Break into the special room to find a **Crawler** Intel



Continuing on with the mission at hand, the Joes move on through the corridor and enter a rather sizable room, in which they get trapped and are pitted against waves of enemies consisting of Crawlers, Androids and ground turrets. The obvious goal here immediately becomes surviving the onslaught, but when you do all the doorways open up. The special door here can be pried open at the hands of a Heavy Joe.

» CHECKPOINT 1 / 3



It's time to clash swords with the famed white ninja of the COBRAs. Storm Shadow is fast, and his expertise at close-quarters sword combat means you should never let him get too close. Keep a good distance between you and him at all times. Occasionally, he disappears in a puff of purple smoke, but re-appears a few moments later elsewhere. Be careful of his ranged attack, which dazes the opponent upon contact. Stay away and never be in his direct line of fire.

» CHECKPOINT 2 / 3



This room becomes the epicenter for the largest and most intense skirmish of the mission. There are four Power Coils to power up as well: two on the lower level and two on the upper. They must each be completely juiced up within a reasonable amount of time to be successful. Also, will find a **Tunnel Rat** File card sitting between the staircases in the center. The easiest way to do it is to take down the enemies until you can activate the Accelerator Suits.

Once all the Power Coils are online, the panel will become active and be ready for use. Switch the panel on and fend off a few more baddies while Breaker works his magic.

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	09	10	11	12	13	14	15	16	»

Codename: Storm



There's a **Dusty** File card found south of the point of origin. You will recognize the first couple minutes of the mission as standard run-and-gun fare, but soon you reach a point where the enemies hopelessly outnumber you. Just be sure to take cover, take out the Spawners and the turrets first-hand. Destroy the generator next to the force-field to bring it down and continue. Defeat the enemies beyond the force-field to cause the doors to slide open, leading to the next war-torn area.

» CHECKPOINT 1 / 3

The gulch leads you to an open area prime for enemy assaults, and assaults you will have as dozens of enemy troops storm the area. There are force-fields to the left and right of the area. Let's take care of the one on the left smaller one first. A ramp leading down to a lower area takes you directly to the generator powering the force-field, a **Bat Shock** File card, and a teleporter. Head through the now disabled force-fields to enter the Com Station, where you'll butt heads with yet another new COBRA enemy, a bipedal mecha robot.



Hit the control panel on the wall in the back, and destroy the environmental objects to the right of it for a **Satellite Strike** Intel. Now you can also access the special door in this area with the help of a Heavy soldier. Inside you will get the recruit tags for **Agent Helix**. Head back into the previous area and through the other disabled force-fields. Door number one reveals another bipedal mecha robot, a threat the Joes must overcome before moving on with the mission.



The robot has basically three types attacks: missiles, rapid fire, and a straight charge. Just roll out of the way of each of these attacks to avoid damage. Despite its looks, the robot is quite vulnerable to melee attacks, if you can get close. The robot also seems to be prone to more damage from the back.

» CHECKPOINT 2 / 3

These sandy tunnels wrought with a mixed bag of COBRA enemies will seem familiar and are very straightforward. First, you need to destroy two generators located side-by-side, and then activate a switch to bridge a gap so that you may cross. More force-fields to be turned off, and more generators to be destroyed. However, you will find a **Wild Bill** File card in-between the generators this time.

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	09	10	11	12	13	14	15	16	»

Codename: Apep

Red ninjas greet you in the beginning parts of the mission. In order to disable the first force-field, you will need to eliminate all enemies. Entering the next large chamber, the Joes team is trapped in and forced to stave off the ambush prepared for them. The ceiling-mounted turrets must be eliminated one-by-one—the others are protected by barriers. Again, the objective here is to clear out all the enemies to turn off the force-field on the special door and open the previously closed doors.



Have a Combat Soldier break through the special door and gain access to a **Cover Intel** and **Apep Solar Complex** File card. Exit the chamber to another connecting tunnel and activate the panel at the very end to hit the first checkpoint.

» CHECKPOINT 1 / 3



Trapped in another forced ambush, your Joes need to blast their way out of this predicament. The difference this time is the appearance of a mecha robot. Once it is permanently put out of operation, you're free to explore this cavern. There's a special door for a Commando to get through and obtain the **Power Coil** File card.

In the distance, you may hear an automated voice in the background issuing a countdown for some powerful weapon. That will be dealt with shortly, but for now grab the **Joe Tiger Cat** File card on your way out.

» CHECKPOINT 2 / 3

You need to find a way to get down to the lower level across, and to do that requires the panel to go back online. Pack the Power Coils nearby with lead until they restore power to the panel, allowing you to cross over to the platform below.

COBRA is definitely cooking up something sinister, but before you can find out what exactly you have to go through a dangerous COBRA operative codenamed Firefly.



This fight involves the Apep Eye laser located across the chasm. It only activates with a countdown before each blast once the Power Coils have been deactivated. When you put enough pressure on Firefly and cause him to take a breather, he deactivates the Power Coils and fires up the Apep Eye. Get out of the way of these powerful lasers by moving far to the side or in the middle depending on how many lasers are being fired.

In the meantime, you need to fill both Power Coils with energy to stop the Apep Eye from firing again and again, and bring Firefly back for a beating. This cycle repeats until Firefly and all his present minions bite the dust.

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	09	10	11	12	13	14	15	16	»

SUB-OPERATION: DESERT ELEMENTS

Codename: Bonus Delta

COBRA is just causing all kinds of trouble of great magnitudes, and this time is no different. The first leg of the mission involves crossing a long bridge with plenty of enemies sprinkled around every step of the way. Grab the **Tunnel Rat** Intel to the left after successfully crossing the bridge.



Two air support rings in the big open expanse. Use the first to simultaneously burn away the opposition preparing to ambush you. Use the second for a vehicle drop, and plow through enemy lines, toppling down the watch towers and hitting the Power Coils to turn the panel back on.



Enemies abound as you frantically power up the Power Coils in the room to activate the switch. More of the same enemy-pummeling routine up above, except you also need to focus on destroying four generators and clearing out the rest of the area afterwards for the safe extraction of Shipwreck.

Upon rescuing him, Shipwreck now joins the team.

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	09	10	11	12	13	14	15	16	»

OPERATION: JUNGLE FUEL

Codename: Fever



Making their first appearance in these jungle operations, Storm Shadow's Night Creepers join the cast of villains. These enemies seem to go down quicker with melee attacks. The **Night Creeper** File card can be found just next to the first turret you run into on this mission. As well, the Joes will appreciate your finding the **Recondo** Intel just a little further in thereafter.

As you advance deeper into the jungle, a very familiar foe rears its ugly head: the loathsome and cowardly gunship. It hasn't learned any new tricks, so expect the one-two punch of hovering in the air and shooting, then running away after taking some damage. There will be many ground troops to make up for the gunship, so be prepared to make some fireworks.



Past the gunship, you're going to have to make another stand against a huge number of enemies that are all too eager for a taste of your blood. Get through them to the panel to deactivate the force-field, and while you're at it, collect the **Joe Cougar** File card to the left.

» CHECKPOINT 1 / 2

A **Bio Lab** File card sits behind some wooden pikes further up to the right. Gain more ground until you are halted by a huge gate flanked by two big turrets and a bunch of bad guys. You know what to do here, hopefully. Just remember that the Power Coils need to be activated in order to power up the switch to open the gate. Rush through the gate and head to the right, busting up the containers here for a **Iron Grenadier** File card.



Proceed to follow the right edge, past the Bio Lab entrance, to a deactivated switch and a Power Coil. The second Power Coil is up the ramp, where you can also find the dog tags belonging to a **Beachhead**. Head back down and hit the switch for the Bio Lab entrance doors to swing open, but before you head in, go to the far opposite left and follow a boulder around to a small clearing with a special door. This special door opened only by Heavy soldiers leads to a **COBRA Bausita Intel**.

» CHECKPOINT 2 / 2

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	09	10	11	12	13	14	15	16	»

Codename: Sludge

Getting lost in the linear corridors of the Bio Lab facility is not the problem, since its possibility rests at zero, but as expected of COBRA desperately trying to keep the Joes from blowing the hood of their Nanomite operations, there will be enemies crawling in every nook and cranny of the facility. Access the panel in the side room to continue. You soon arrive in front of a special door that only a Commando's agility can get through, granting access to **Kamakura's** dog tags.



When you've seemingly reached a dead-end, destroy the containers to acquire a **Breaker** File card. Access the second panel in the corridor to open the doors to progress.

The next room features the research computers and bio tanks that need to be destroyed. First, destroy the computers and then access the panels on each side to drain the tanks, as well as make the **Homing Missile** File card appear in the center of the room. Two doors open at this point as well. The one on the right leads to a special door opened only by a Combat Soldier. The left leads to the exit.

If you wish to unlock Storm Shadow as a playable character, you will need to go through the special door and fight him again.

» CHECKPOINT 1 / 3



Stormshadow returns, and hasn't learned anything new since the last encounter. Just pummel him with everything you've got while staying away from his lethal sword attacks. If this is the third time you've fought him, then you gain the Achievement and unlock him as a playable character.

» CHECKPOINT 2 / 3



Numerous enemies inbound. Clear out the ones around the platform and those silly enough to meet you neck-and-neck. Eventually, you'll be brought down to the research lab below, where you again will need to sabotage the research materials. Destroy the computers and drain the bio tanks as the panels go online one at a time. In the meantime, you need to deal with the enemies that drop in. Fully completing the objective nets you the **Breaker** Intel.

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	09	10	11	12	13	14	15	16	»

Codename: Countdown



Back in the jungle once again, head down the beaten path to a more open area with a **Joe Mobile Pit** File card along the left. Look for a path veering off to the right into a secluded little place, grab the **B.A.T. [Flame]** File card, and light up the Power Coil here. Retrace your steps back to the main path and hustle over to the second Power Coil to activate the panel, which in turn disables the force-field. You get none other than a **Sgt. Flash Location** Intel, unlocking a bonus

Jungle mission.

A large tank awaits you, but it's nothing you can't normally handle. Beat this hunk of metal down and be on your way.

» CHECKPOINT 1 / 3



Explosions galore. Clear out the enemies in this large area and look for generators to be destroyed. You may find a **Recondo** File card beside one of the generators on the left. You will also find a special door to the right, which requires a Combat Soldier. The real destination lies beyond the gate guarded by one of the mecha robots. After taking it down, charge on through, grabbing the **COBRA H.I.S.S. Original** File card on the way, and blow up the tank in the way of the exit.

» CHECKPOINT 2 / 3

Roll with the punches, and fight off all the defense. Every last enemy must be eliminated before the doors finally open. **COBRA Temple** Intel awaits inside as well.

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	09	10	11	12	13	14	15	16	»

Codename: Primal Shrine



Yay a present from General Hawk in the form of a MOBAT, the latest vehicle invention from a long line of destructive vehicular power. Yet these COBRAs know no fear, as they attempt to stop this behemoth of a tank—on foot, even! Annihilate all the enemies using the MOBAT's powerful weaponry until the gate's open up. You have to scuttle the vehicle, though, but no worries—at least you get to pick up a **COBRA Crimson Attack Tank** File card.

» CHECKPOINT 1 / 3



Four generators stand in your way of moving through the doors to the next area. Seek them out and lay waste to them. A **COBRA Ziggurat** File card from behind a special door on the right. There is yet a second special door further down from the first one that reveals a **COBRA Island Intel**. In addition, you can find the **Joe MOBAT** File card lounging around the left side, near the generators.

» CHECKPOINT 2 / 3

Time to bring down Destro!



The fight begins innocently enough with Destro surrounded by his minions. However, scare him off enough and he surrounds himself in an impenetrable barrier. At this point, too, he calls forth sky lasers that hit a rather wide radius on the ground, as indicated by the big orange circles that appear on the ground. Stay away from these circles, and wait for Destro's protective bubble to wear off before resuming your attacks. Repeat until his demise.

Destro File card acquired afterwards.

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	17	18	19	20					»

SUB-OPERATION: JUNGLE STOCKADE

Codename: Bonus Stigma

Proceed forward to cancel the force-field the only way you know how. Once it's down, follow the right-hand gray structure around to a **Stalker** File card. Across the bridge, you get halted by another force-field with a tank waiting on the other side, ready to pounce the moment the force-fields go down. Oblige this tank by hitting the four generators in the trench below and waste the tank before going to the far right to disable the barriers around the front turrets. Sift through the containers before crossing the mini-bridge for a **Data Frame** File card.



Hit the control panel, and open the special door for a **Communication Satellite** File card. Continue to the enemy fortress.

» CHECKPOINT 1 / 3

It's certainly nothing new for us Joes to be walking into a trap. Take down those enemies with your chin up and proud, Joe! The left panel disables the lasers on the left side, granting you access to the **Scientist Theory** Intel inside. The right panel leads to another panel, which finally lets you leave this area.

» CHECKPOINT 2 / 3



After accessing the panel, you enter a room, where you must fight huge waves of enemies. Only after they are all annihilated can you move on to rescue **Sergeant Flash**.

» CHECKPOINT 3 / 3

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	17	18	19	20					»

OPERATION: POLAR M.A.S.S.

Codename: **COBRA Island**



The mission starts out just like any other—your team needs to push enemy lines and break through their defense, not without some help, of course. This time support comes in the form of a walking behemoth of a tank. It can take only so much damage before it blows up, but you should have a chance for another if the tank gives out on you. Once you move past the third gate, however, some barricades will prevent your vehicle from advancing any further.

Left with no choice but to abandon your vehicle, you head out the rest of the way on foot and pick up a **Dial Tone** File card while you're at it.

» CHECKPOINT 1 / 4

Not surprisingly, you find yourselves in an enormous rock-formed cavern. The generator for the force-field ahead is through a huge door, but there's also a side path just before said door that leads to a smaller cavern housing a **Dr. Burkhart** File card and a **Mobile PIT** Intel.



The second generator is suspended on a platform in a room before the second force-field. You can't hit the generator while it's elevated, so in order to bring it down, you must eliminate all the enemies. All the force-fields disappear at this point, allowing you the freedom of waltzing into the next area.

» CHECKPOINT 2 / 4

A **Radar Dish** File card can be found sitting next to a comm. tower. Proceed toward the big wall, and you will soon be hit with the objective of clearing the wall. This is no easy task, but it is not exceedingly difficult either if you've got the Accelerator Suits handy or a hard-hitting Joe on your side. The security consists of tanks, turrets, wall-turrets and a final mecha robot.



For your efforts, you'll gain access to the interior and a **MASS Device Intel**.

» CHECKPOINT 3 / 4

A greeting party is sent to welcome you to the mouth of the volcano. Comprised of two lowly mecha robots and a few puny fish, this scouting party will just learn to regret ever being there.

» CHECKPOINT 4 / 4

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	17	18	19	20					»

Codename: Cryodome

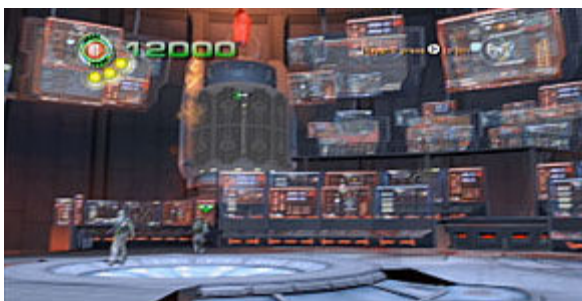


From the starting point, there are a **Flight Pod Chain Gun** File as well as a tank lying around. Hop in the tank and unleash your ire upon the legions of COBRA assault personnel. Ignore the drivel that the COBRA Commander spews as you go about your business of blowing up five generators to bring down the first force-field. In the process you should pocket the **COBRA Commander** File card.

On the bridge, you have to leave the tank behind and annihilate the enemies that crop up, as well as the two flanking towers to disable the force-field.

» CHECKPOINT 1 / 2

Now deeper in the heart of the enemy and ever closer to the ultimate villain, the COBRA Commander, you need to be even more prepared to take down all these opponents. Pick up the **Accelerator Suit** Intel in the beginning room, and be on your way through the corridor to meet up with the Commander.



This showdown of sorts is a bit of a letdown since you're not actually able to fight the Commander directly. You have waves of enemies to deal with in a very limited amount of maneuvering room, but the ultimate goal is to blow up the generators when they become a target. Survive through all the waves and put down the generators to end the mission.

» CHECKPOINT 2 / 2

TOC		ARCTIC		DESERT		JUNGLE		TUNDRA	
«	17	18	19	20					»

Codename: Breach PIT

This mission certainly places a twist on the perspective of things. This time you fill in the shoes of the bad guys invading the Joes' base of operations. The initial goal of the beginning area is to open the huge doors far to the north, but that can be accomplished only once the three Power Coils scattered separately around the area are activated. One can be found by taking a ramp leading down on the right, one in the center and another ramp leading to the left. Activating all three will allow the invading team to continue on.



» CHECKPOINT 1 / 4

Duck into the first room on the right to find a **Hawk** File card. Continue on towards the force-field and into the adjacent cavern. Once the panel is activated, you can leave through the opened doors.

» CHECKPOINT 2 / 4

The whole segment of this portion is all run-and-gun. When you get to the front stronghold, you will need to clear out all the Joes to get through.

You get the **Storm Shadow Training pt 2** Intel.

» CHECKPOINT 3 / 4



The PIT is within sight, and your objective is to destroy it by annihilating all the turrets on-board from different angles. Once the deed is done, you simultaneously free Destro, Baroness and Firefly, all of whom become available as playable characters in the Team Roster.



» CHECKPOINT 4 / 4