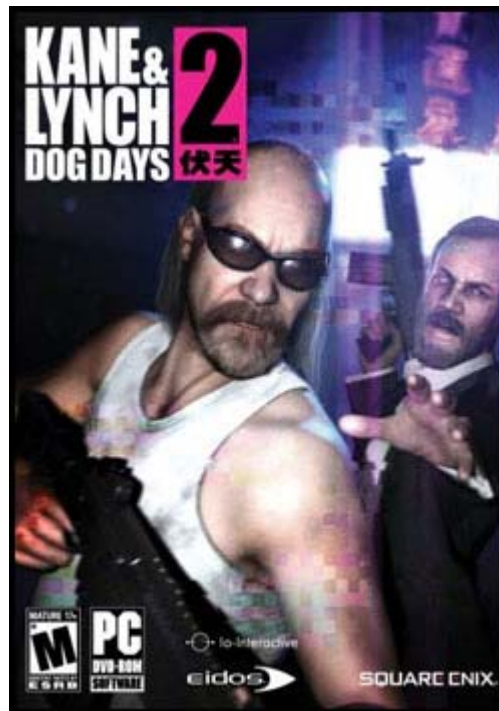


# Kane & Lynch 2: Dog Days

## Game Guide

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# Introduction



This guide to *Kane and Lynch 2: Dog Days* contains a complete walkthrough of the game, together with hints on some of the more difficult fights.

In order to make this guide friendlier, the following symbols have been implemented:

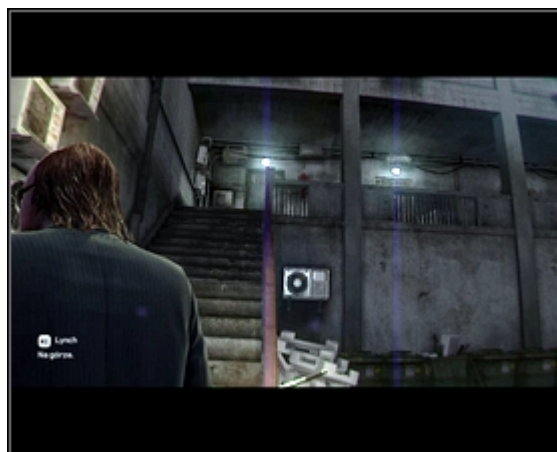
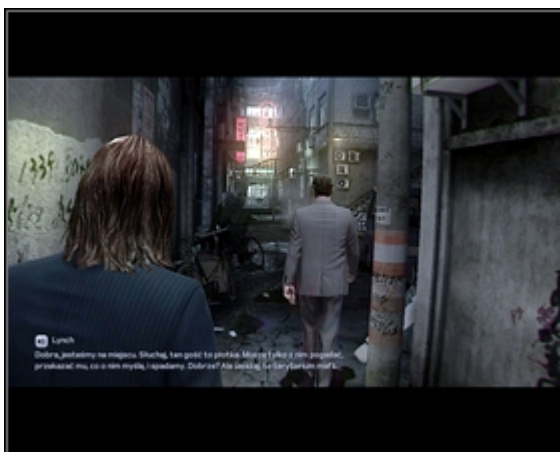
[1], [2] – these signs correspond to the screen above the text. One is for the screen on the left and two for the right one.

**Michał „Kwisc” Chwistek**

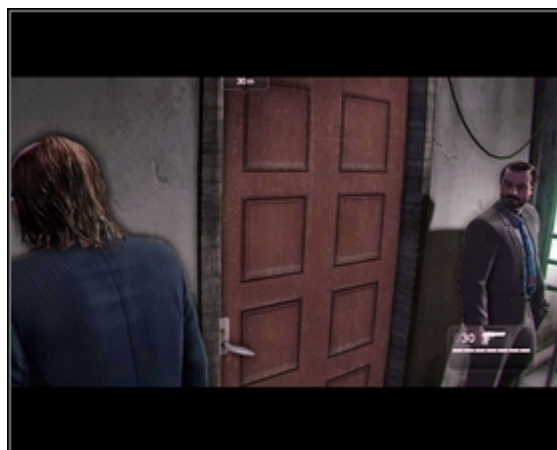
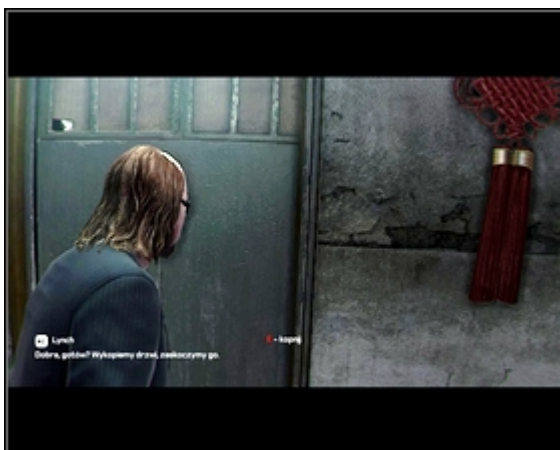
Translated to English by **Jakub „cilgan” Lasota**

# Walkthrough

## Chapter 1 – Welcome to Shanghai

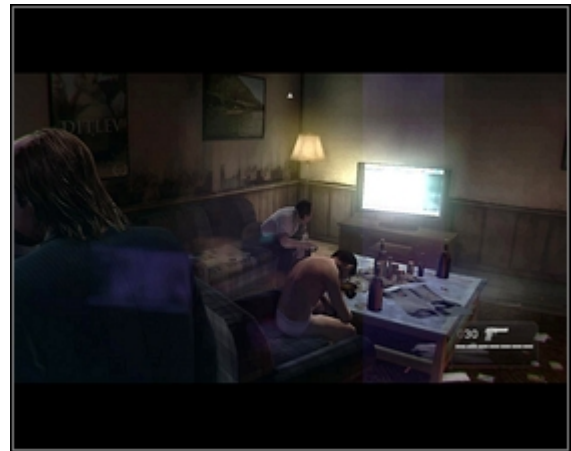


You begin the game in one of Shanghai's narrow backstreets [1]. A few steps ahead there's a staircase [2] and a locked door at the top.

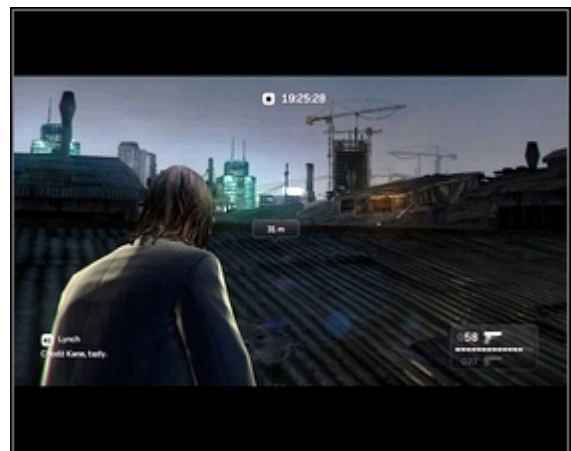


Open them by pressing **E** [1]. After getting inside, watch a short cutscene and the pursuit after the Chinese will begin. Quickly run out of the room and kill the first enemy. After the gunfight, open the red door at the end of the room [2].

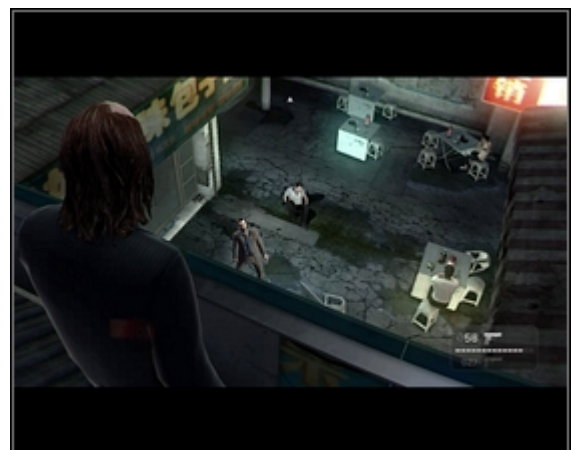
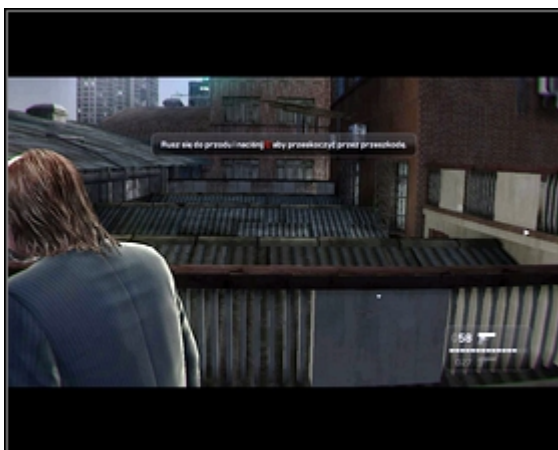




The current position of the target is represented by the grey rectangle with the distance in meters. Keep running into its direction [1]. Go past two roommates watching TV [2] and open the next door on the left.



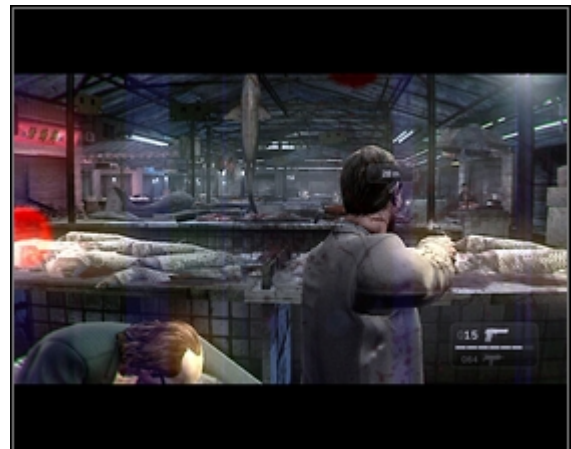
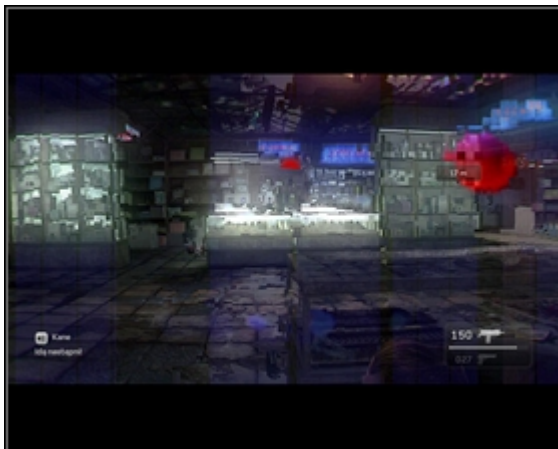
The will lead you to another apartment and a gunfight will break out once you leave it. Quickly hide behind the wall by pressing **C** and slowly get rid of the two gangsters [1]. Once they're dead, run after the running couple onto the roof [2].



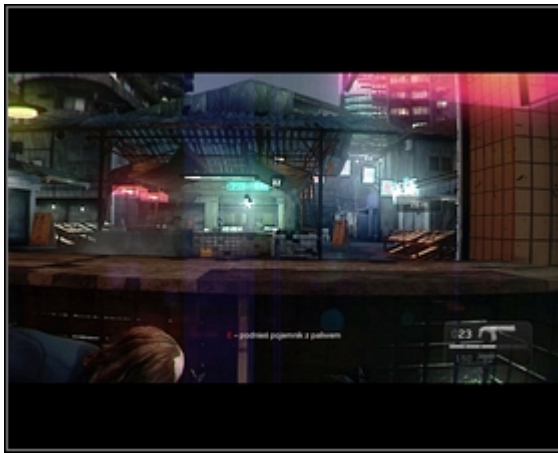
After getting to the other part of the building, turn left and eventually a low barrier will block your way [1]. Jump over it by holding down **C**. Repeat this twice and jump down [2].



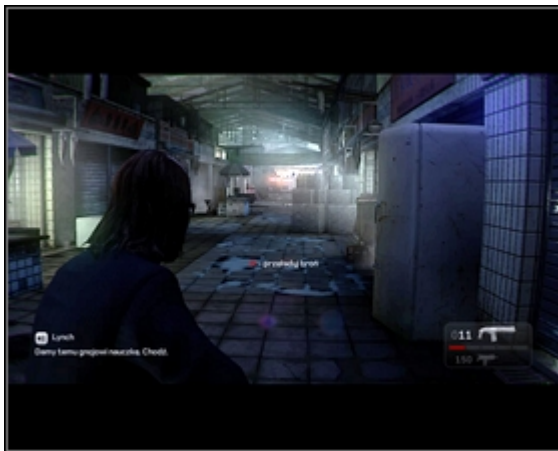
A bit further you should see pink neon lights and some stairs [1]. Go down them into another room. Once inside, quickly hide behind the wall on the right [2], as there's a machinegun wielding enemy right behind the corner.



Kill him and repeat the process a few steps ahead. This time there will be two enemies, but they shouldn't pose too much of a threat. Another gunfight awaits you in the computer room. Right after entering, "stick" to the nearest locker and get rid of the attackers. Once you're done, turn left. While fighting the gangsters, try hiding behind concrete walls, as the glass ones can be easily destroyed, exposing you to gunfire [1]. Following the targets you will eventually reach a marketplace [2]. Go down the nearby stairs and quickly hide behind the closest stand.



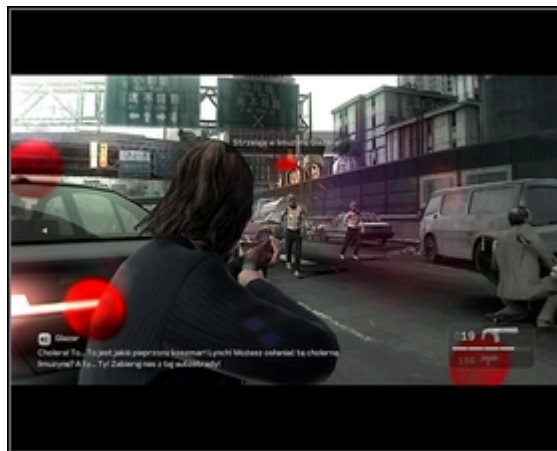
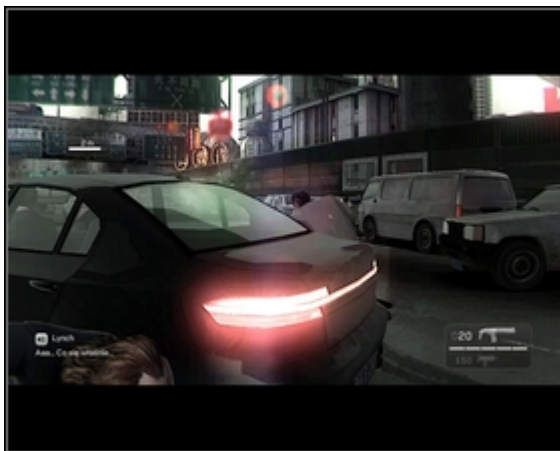
In order to get closer to the enemies, jump through the covers by pressing **C** twice. Once it's clear, go into the building on the right. Inside you will get attacked by some Chinese again. Get rid of them using the nearby gas canister. Pick it up and throw by pressing **E** and once it's nearby the enemies, shoot [1]. The explosion should clear out the terrain, but unfortunately only for a short while. Right after you jump over the wall, two cars filled with enemies will arrive [2].



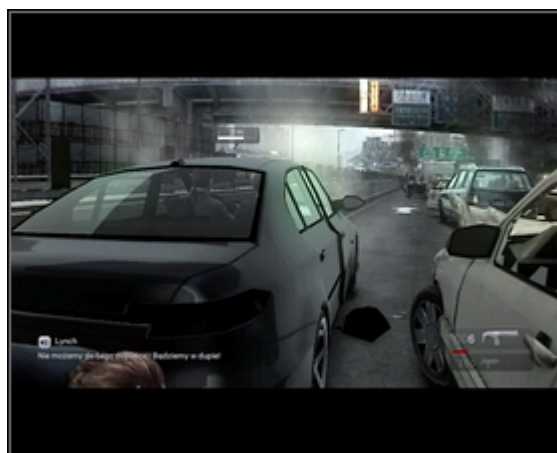
The gas cylinder lying between the cars can be very helpful. Shoot it fast, before the enemies can spread. After the fight, run to the end of the street [1] and finish the stage [2].



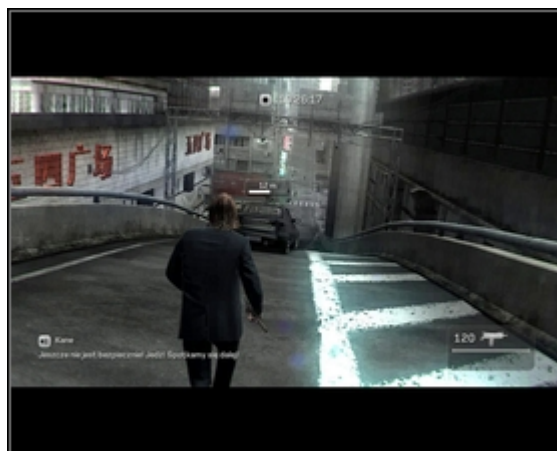
## Chapter 2 – The Details - p. 1



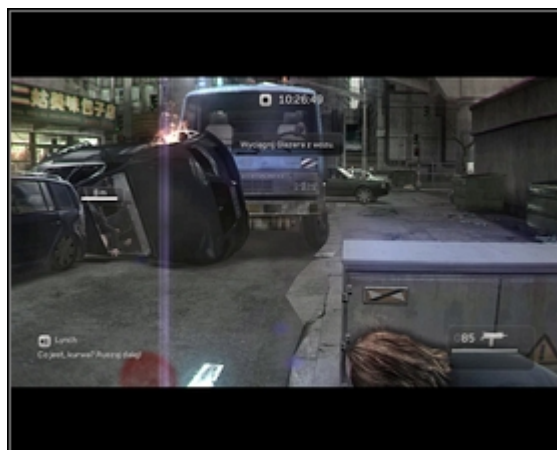
During the ride in Glazer's car, you will get attacked by a group of gangsters [1]. Right after you regain control over your character, hide behind the nearest car and begin exterminating the enemies [2].



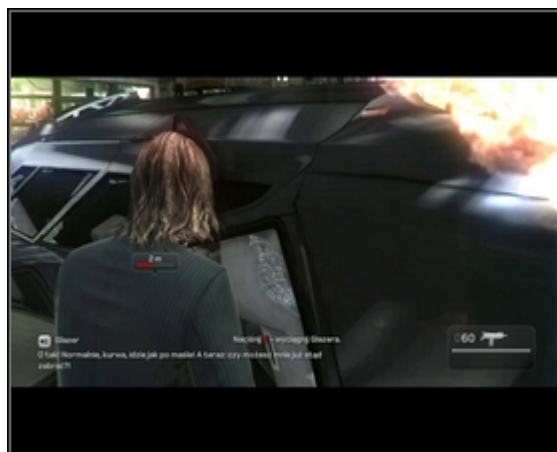
It's best to stick to the left side of the road all the time [1]. While approaching the enemies, you will be protected by your chief's car [2]. Try not to rush, as there's nothing worse than avoiding an enemy who will then attack you from the back.



After killing all the enemies, you will reach the highway exit [1]. Run after the black limo and look out for incoming motorcycles [2].



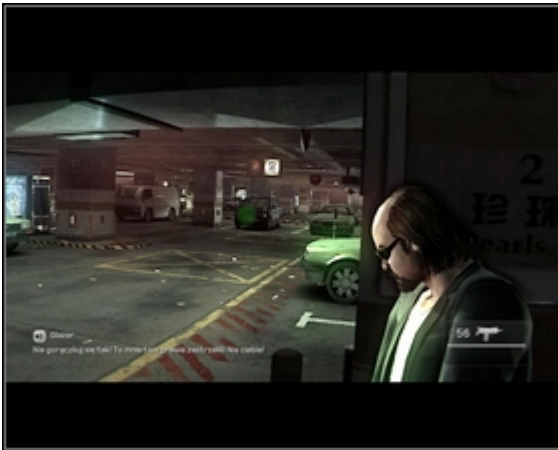
The motorcycles will do a slide right before you and you have to avoid it. Once the crazy drivers are dead [1], run down and hide behind the box on the right [2].



Immediately kill the thugs hiding nearby and approach Glazer's car [1]. You have to get him out, before the bar above his head depletes. Otherwise the game will restart from the last checkpoint. In order to save our boss, approach him and press **E** [2].

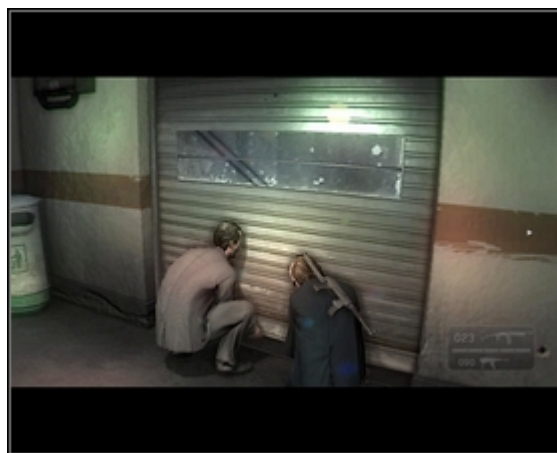


After killing the rest of the enemies [1], head to the underground parking lot with Glazer [2].



Going forward all the time, you will reach the higher level of the building, where you'll get attacked by a police squad [1]. Use the nearby fire extinguisher during the fight [2].



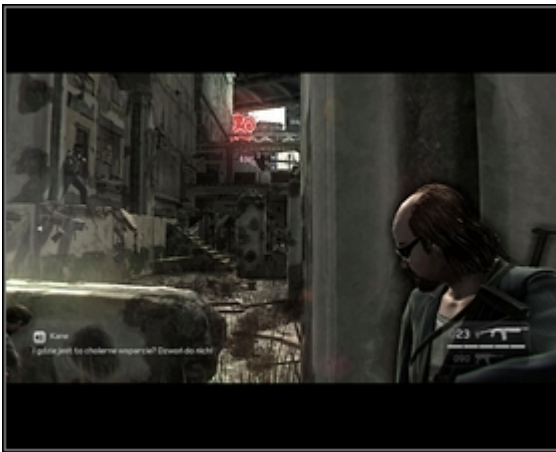


Cars provide good cover, but try to choose one which will give you a good view of the room. In the other case you may not note the police dogs, which are very fast and dangerous [\[1\]](#). After getting rid of the enemies, go into the room on the other side of the parking lot and open the gate found there together with Kane [\[2\]](#).

## Chapter 2 – The Details - p. 2



Go forward all the way, successively opening the doors [1] and you will eventually reach a ruined square [2].



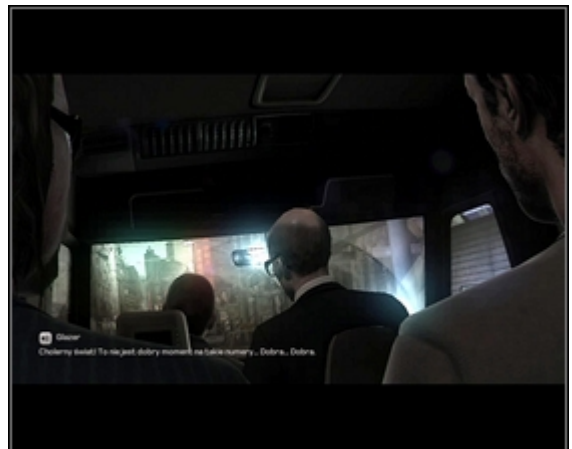
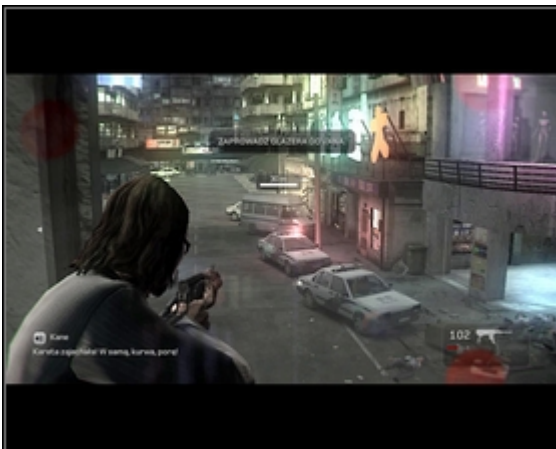
Once there, hide behind the nearest pillar [1]. After a short while, more police troops will start showing up [2].



Once all the enemies are dead, go to the building on the other side, where some more foes are waiting for you [1]. Quickly kill 2 or 3 and run up the stairs on the left [2].

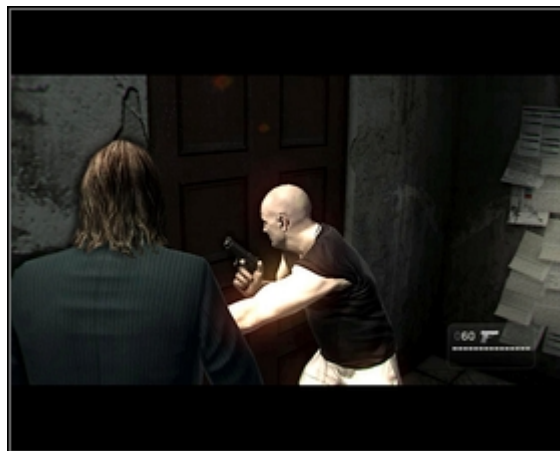
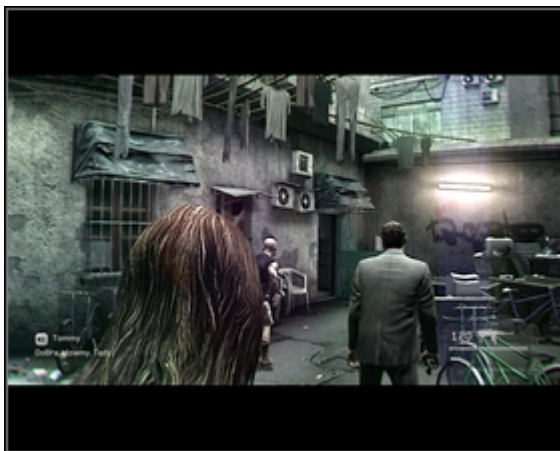


Once upstairs [1], you will be able to easily eliminate the rest using gas canisters [2].

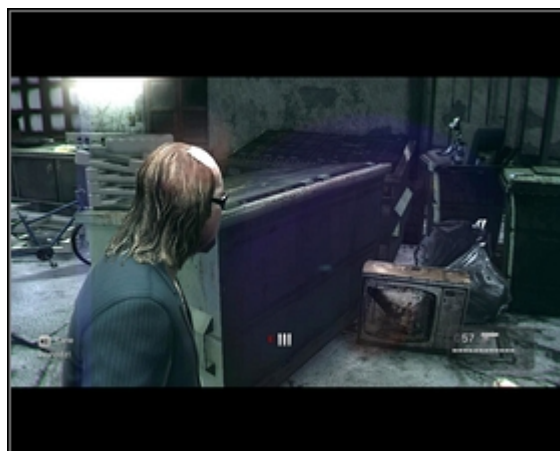
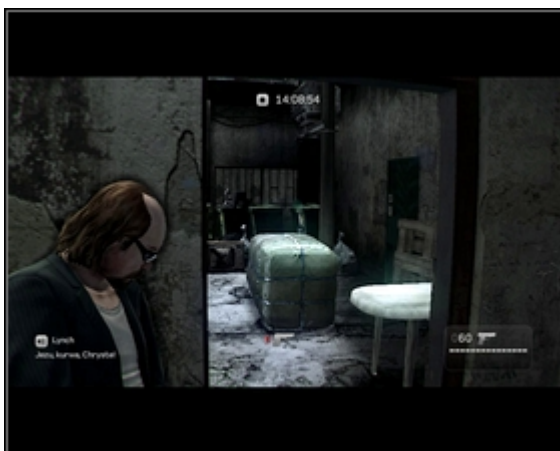


At some point a white truck will arrive [1]. Quickly kill the policemen on the left, jump down and get into the car with Glazer [2].

## Chapter 3 – Blood, Sweat and Tears - p. 1

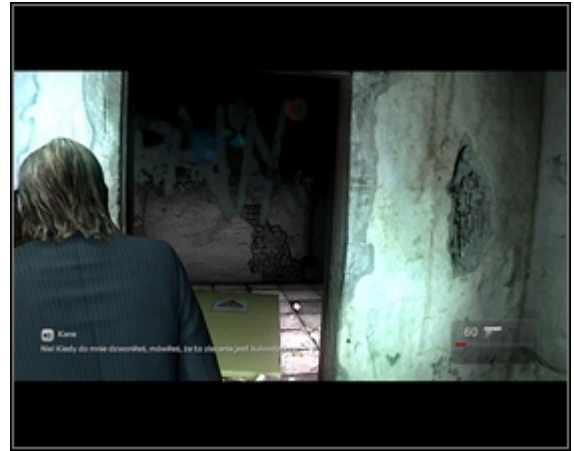


As this chapter begins, keep following your new, bald partner [1]. Unfortunately he won't accompany you for long, as he'll get shot by one of the Chinese behind the second door [2].



Right after he dies, stick to the nearest wall [1] and get rid of the enemies inside. Once you're done, take their place behind the container [2].





After a while more gangsters will appear [1]. To get rid of them easily, go to the room on the left and approach the enemies from behind. Once it's over, move on and open the nearby door. Inside the small room you will find a new gun [2].



The next door on the left [1] leads to a corridor, which will take you to a big room. The entrance is being guarded, but the enemy will be facing the other direction all the time [2].

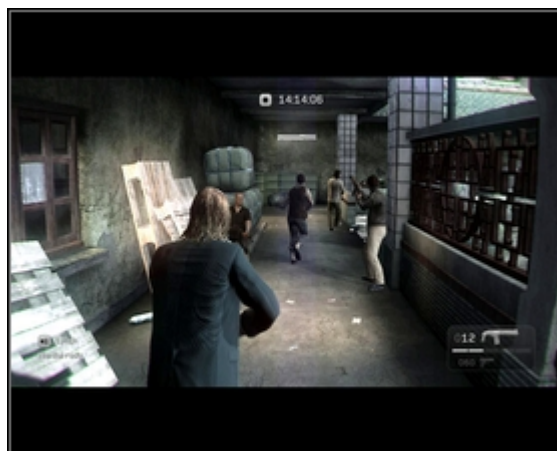
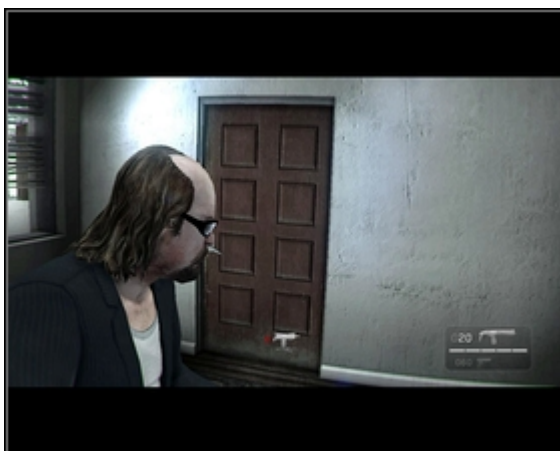


Quickly run to him and grab by pressing **F** [1]. The enemy will serve you as a human shield, but unfortunately his friend don't care for him too much [2]. Whatever you do, they will start shooting anyway, so press **F** once again and kill the hostage. Get rid of the other gangsters and go up the stairs, where another group of enemies awaits you.

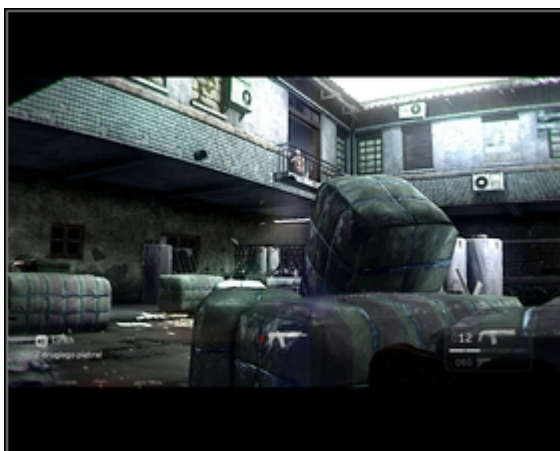


Once the fight is over, open the opposite door [1], which will lead you to a gangster-filled corridor [2].

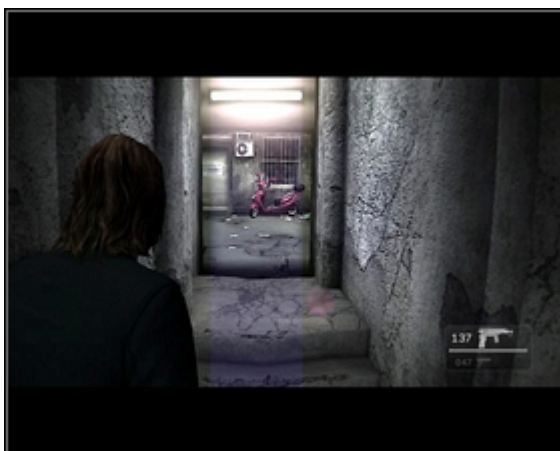




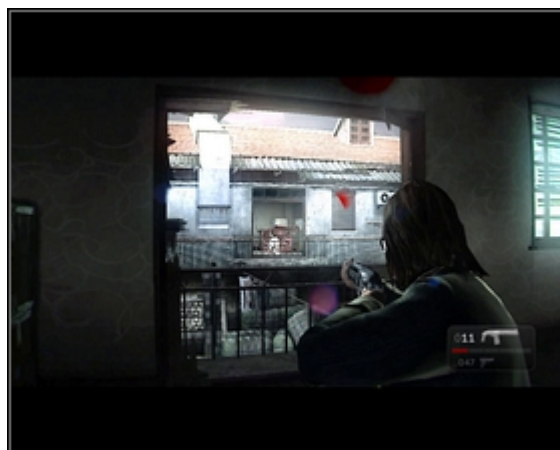
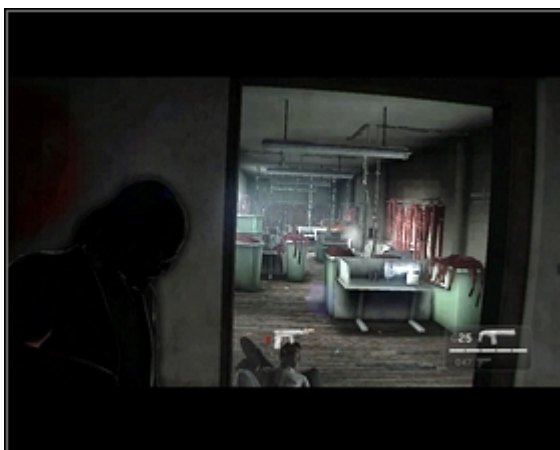
In order to quickly eliminate them, start with killing the Chinese on the right and successively move through the rooms [1] while flanking the others. Afterwards go to the next building, where Glazer's squad is waiting for you [2]. Follow him until a huge gunfight breaks out.



The room is crawling with enemies, so try to stay behind the first cover for as long as possible. Firstly take care of the gangsters at the top [1]. Once all three are dead, take care of the rest [2].



After the fight, you should get to a small courtyard with a parked scooter [1]. Right beside him there's a door which you must open together with Kane [2].

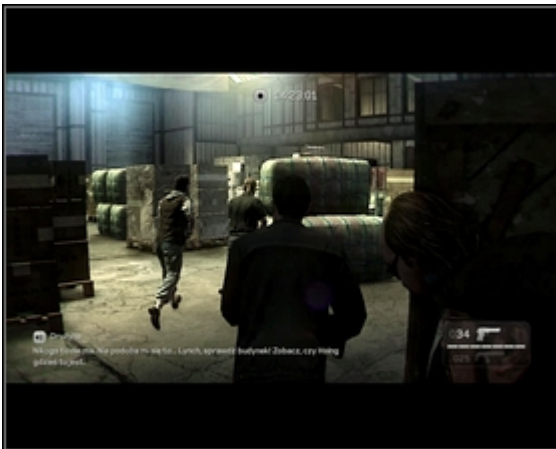


Keep following your new companions and successively eliminate the enemy forces. Be especially careful in the sewing machines room [1]. The hole in the wall on the left makes you an easy target for the Chinese on the other side of the square [2]. Eliminate him first so that you don't lose too much health.

## Chapter 3 – Blood, Sweat and Tears - p. 2



Once all the enemies are dead, open the blue door decorated with Christmas lamps [1]. The stairs on the other side will lead you outside the building [2].

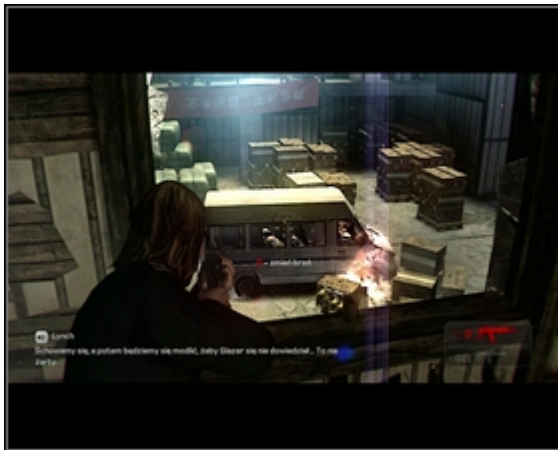


A bit further you will get to a warehouse full of crates [1], with Hsing's office on the right [2]. After a short conversation, another fight will begin.

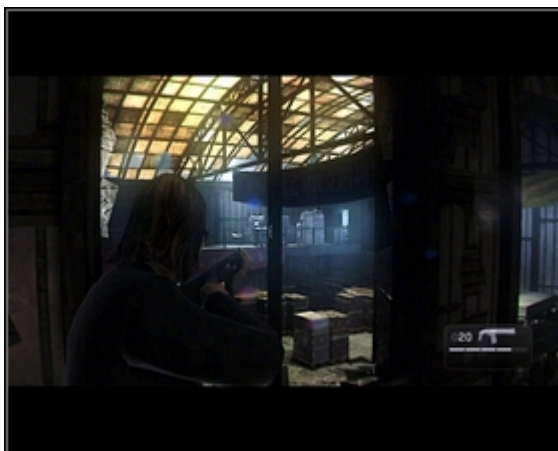




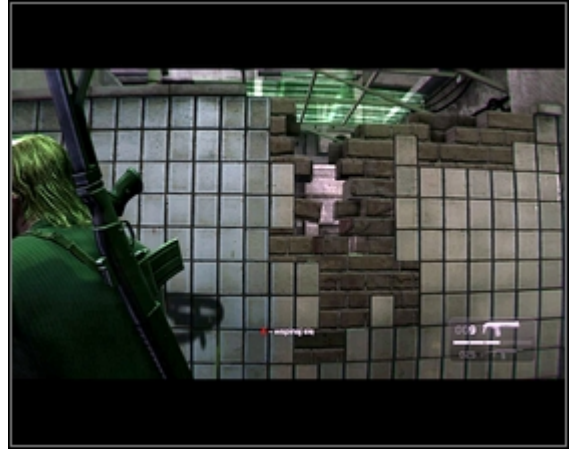
Your new task is to stop the gangsters from leaving the warehouse. Quickly run up the stairs [1] and start shooting them from there [2].



At some point a white truck will show up [1]. You have to quickly destroy it or else the mission will end with a failure. If you get low on ammo, restock at the room behind (there are two machineguns on the table) [2].

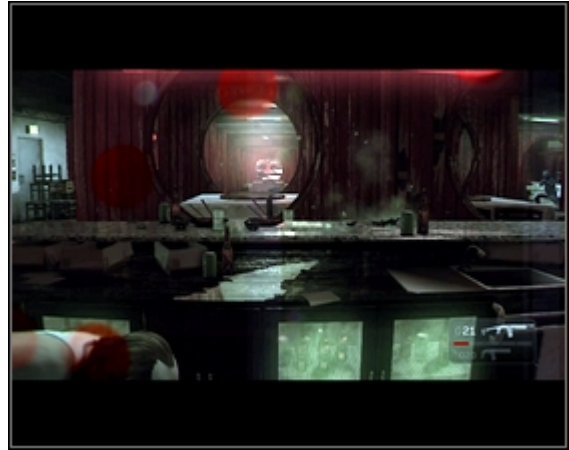


Once the car explodes, a large police squad will enter the warehouse. Begin with eliminating the group at the other side of the room [1]. After eliminating them, move on by opening the door on the left [2]. Keep on killing enemies and leave the building.



Unfortunately, the narrow streets of Shanghai have been secured by the police as well [1], accompanied by furious Dobermans. The enemy forces are really large, but they tend to lean out of covers quite often, so you shouldn't have much trouble with them. Once the fight is over, run to the wall on the other side [2], jump over it with **E** and end the level.

## Chapter 4 – Laying Low - p. 1



You will get attacked by a police squad at the very beginning of the chapter. Quickly hide behind the nearby bar [1] and attack from there [2].

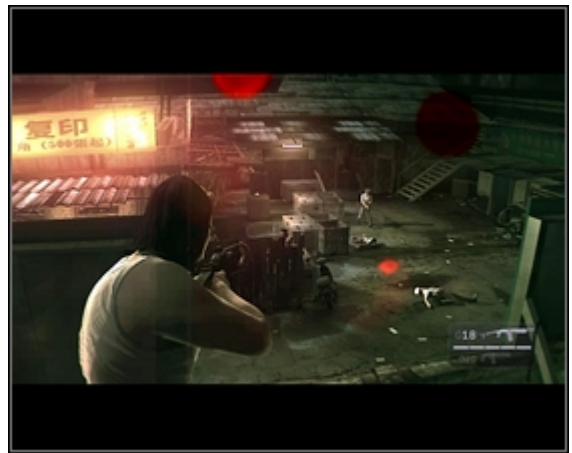


Afterwards go to the end of the room and turn left. There you will meet some more enemies [1], which you can kill using the gas cylinders spread throughout the area [2]. Once they're dead, go into the dark corridor on the left side of the room.

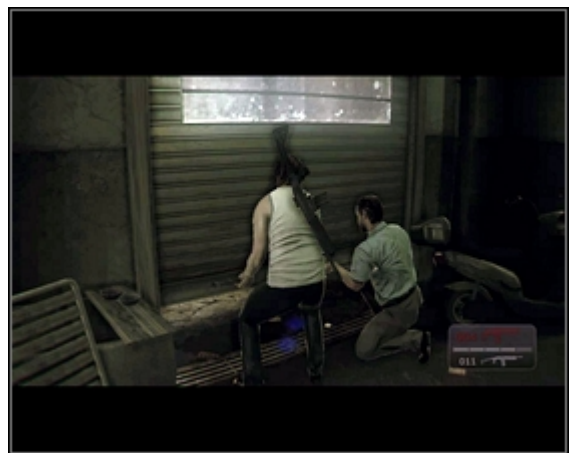




Right after entering a policeman will jump out on you, so make sure you gun is reloaded [1].  
Inside the room with tied civilians [2], pick up the ammo left by the enemy and go out through the gate on the right.



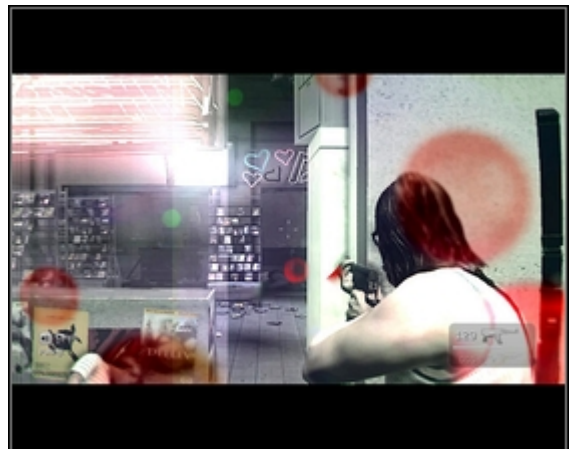
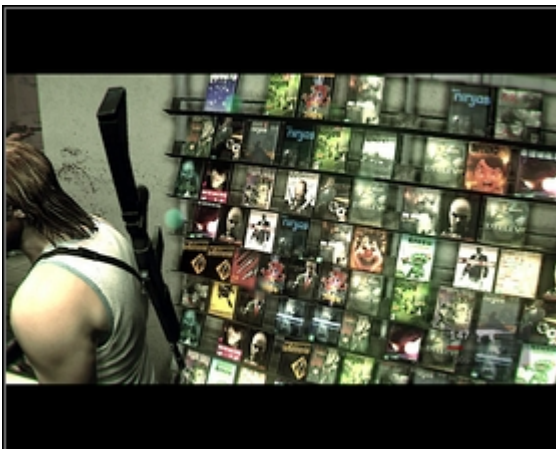
Move on and you will reach a littered courtyard, where another police squad awaits you. In order to get rid of them fast, go up the stairs on the left [1] and shoot from there [2].



Once it's clear, go down to the room with scooters [1]. There you will find a gate through which you can leave the building [2].



Go forward and eventually you will reach an intersection where a police patrol will arrive [1]. Kill the Chinese inside the car and go right [2]. After a short while the streets will fill up with more enemies.



Stick to the left side and try to get to the record store. Once you're inside, take a look at the boxes lying on the shelves [1]. You can find, among others, Hitman or Mini Ninjas – previous IO Interactive games. Afterwards move on, while still staying inside the shop. At the end of the room you should notice a gas cylinder. Shoot it to quickly get rid of the nearby policemen [2].

## Chapter 4 – Laying Low - p. 2



Once they're all dead, jump over the nearby wall [1]. Run forwards and you will get to a spot with concrete pillars [2], where a helicopter will appear.

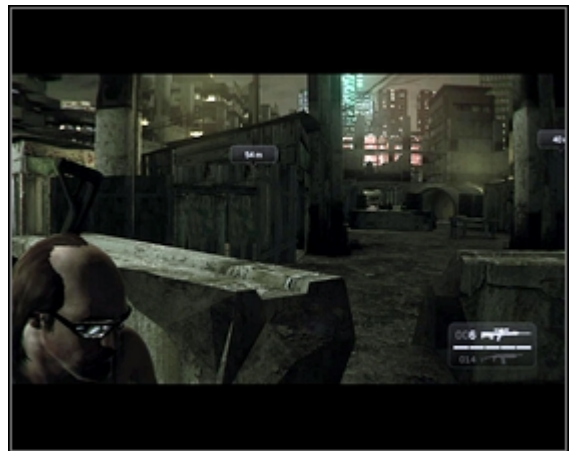


Once the machine flies away, keep following your companion [1]. After a while you will reach an abandoned construction site. Another Special Forces squad is waiting for you there. Before the enemies have a chance to spread, quickly run to the wall in the middle [2].

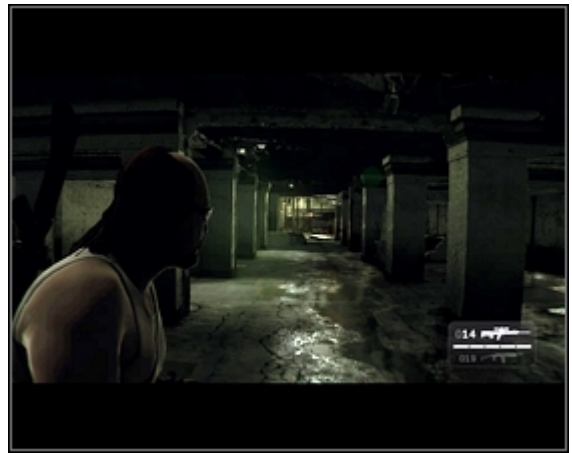
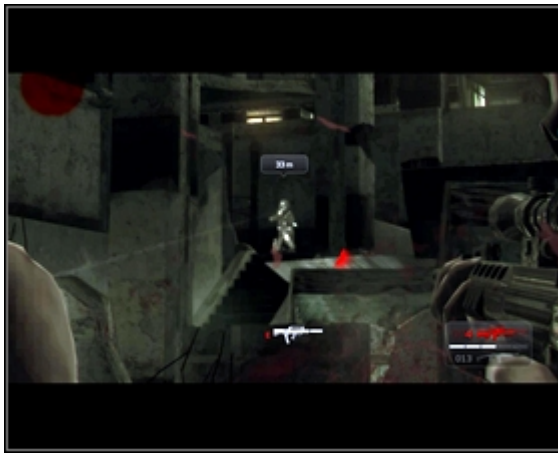




Staying behind it, you will be able to easily eliminate the attackers [1], mainly thanks to the nearby gas cylinder. After killing the first group of enemies, a sniper will appear on the stairs behind you [2]. Hide behind the pillars and try to eliminate him first.



Once the area's clear, climb up and go down on the other side [1]. This way you will find yourself on another square, filled with police forces [2].



Once again try to eliminate the snipers first, who have been additionally marked by grey rectangles [1]. Once they're dead, go to their position and you will find some ammo and gas cylinders. Use them to kill the others. The next police squad is in the tunnel with concrete pillars [2].



Kill the enemies from a long distance [1], as you can get hit with explosive containers once you get close. After you deal with everyone, approach the metal fence [2], jump over and end the level.

## Chapter 5 – Coming Home - p. 1

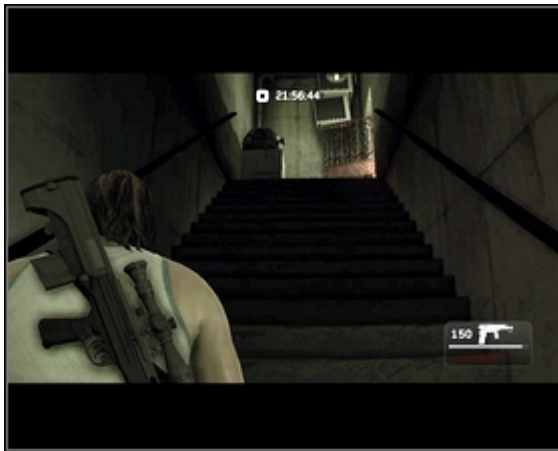


Right in front you should see two parked cars, surrounded by a group of gangsters [1]. Before going there, kill 2-3 enemies with the sniper rifle you got during the previous level [2] and hide behind the concrete pillar. Shoot the nearby gas cylinder to eliminate the rest of the enemies.

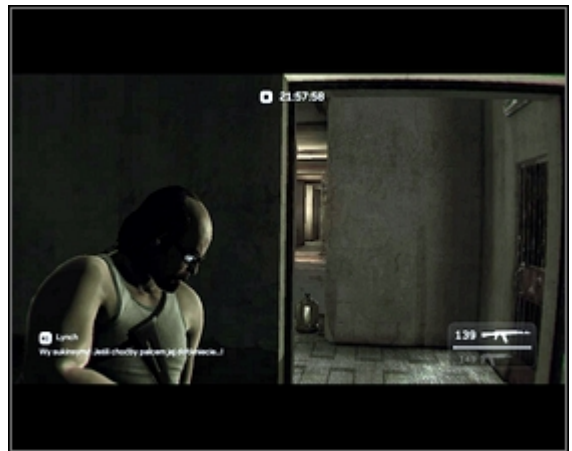


Afterwards open the gate [1] and go up the stairs [2].





Go forward all the time until you reach another staircase, which will take you to the upper floor of the building. At the same time, Kane will enter through the other side and take care of the thugs waiting for you [2].



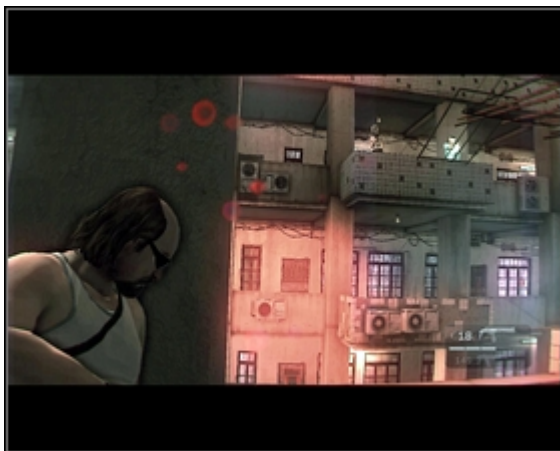
Help him eliminate them and move on, fighting an incoming group of enemies [1]. After the fight turn right, into another stairway. On the second floor [2], the situation is quite similar to the previous one, just with some more enemies. Of course kill all of them quickly.



The gate in the middle will take you to the last floor, where you will find Lynch's girlfriend apartment – Xiu. Unfortunately there's a lot of enemies here too. The first thing you want to do is picking up the nearby bottle and using it to kill the Chinese hiding behind the washing machines [2].

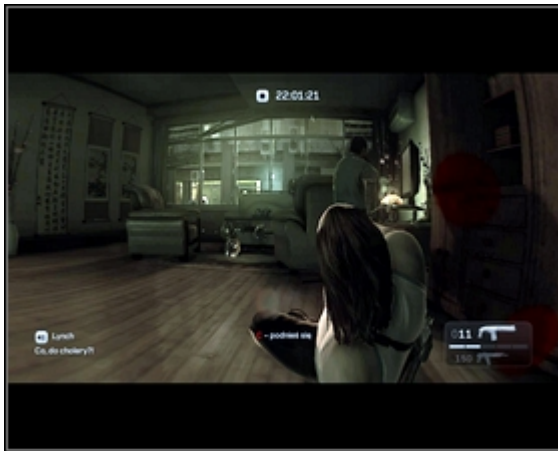


After the explosion, hide behind the destroyed machines [1] and kill the incoming enemies. You won't have to wait long for more of them, so stick to the nearby air conditioners [2].

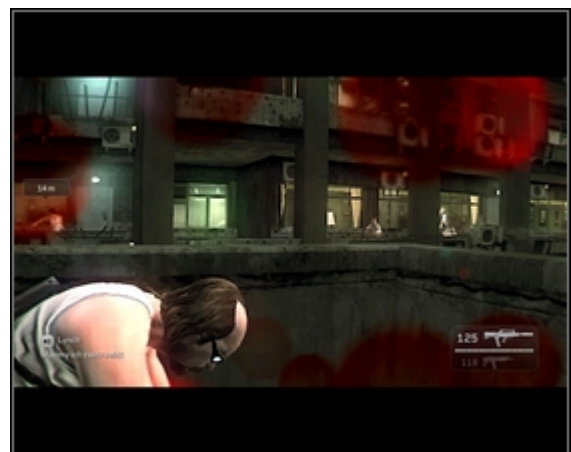


Eliminate a few of them and quickly change your hiding spot, avoiding the shots from upstairs [1]. Using the concrete pillar as cover would be wise. Once everyone's dead, jump over the bathtub [2] and go into the apartment on the left.

## Chapter 5 – Coming Home - p. 2

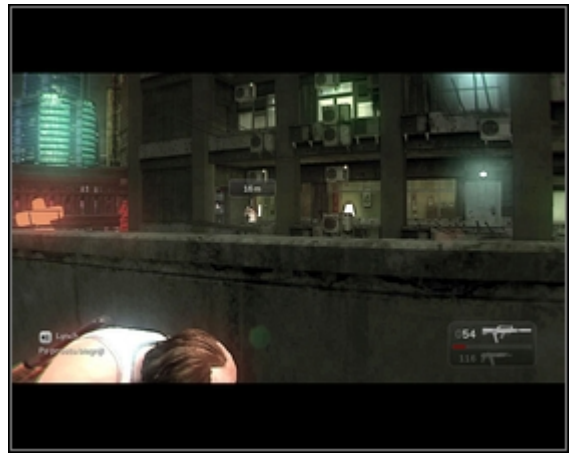
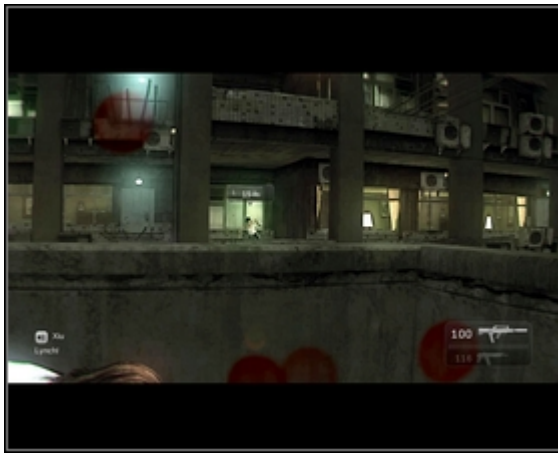


Unfortunately Lynch won't have too much time to cry after his girl, as after a short conversation, you will be attacked by strange enemies in white uniforms. Kill them quickly [1] and hide behind the wall on the left. From this position, eliminate the enemies which will come through the wall in the next room [2].



After the fight, go to the kitchen in the next doors [1] and watch a short cutscene. Once it's over, go onto the balcony [2].

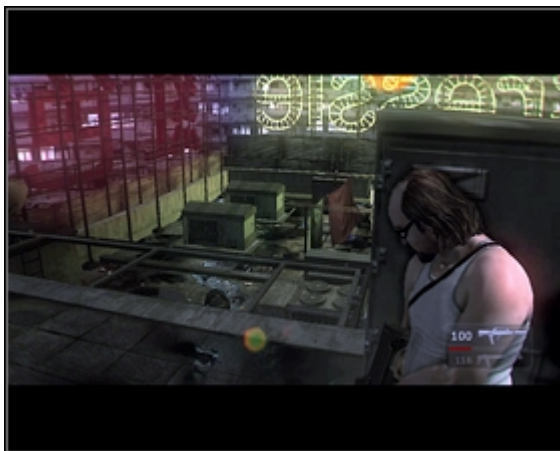




Your task will be to protect Xiu from attacker coming in from both sides [1]. It's not very hard, as your girl is quite skilful at running away [2]. Once she disappears, go to the next room through the balcony.



Go through the door [1] and you will reach a pink sign [2]. Jump down there and quickly run right.

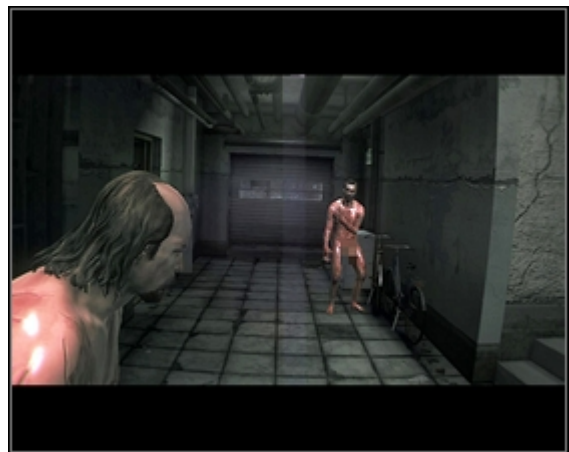


A few gangsters in white uniforms will cross your path, but they shouldn't pose too much of a threat [1]. However be sure to keep on moving, as they will be calling in reinforcements. Once you finally reach your girl [2], the next level will begin.

## Chapter 6 – A Thousand Cuts - p. 1



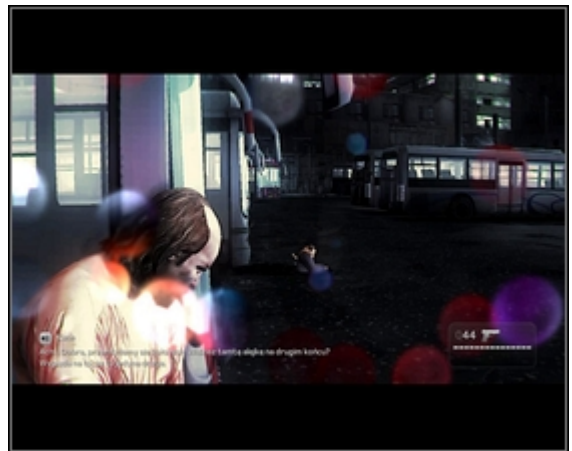
This chapter is a bit different from the other ones. Above all, you begin it with no weapons [1] and your task is to save Kane from the hands of the Chinese who is torturing him. You have a limited amount of time, so quickly run into the building on the right [2] and stick to the left side of the room.



This way you should get into the bathroom [1], in which the gangsters have organized a small torture chamber. After the cutscene, leave the building through the gate in the corridor you passed through before [2].



Being outside, go up the nearby stairs [1] and you should have a view of the bus parking lot [2]. Unfortunately there are gangsters walking between the buses and you can't do anything without a weapons and ammo.

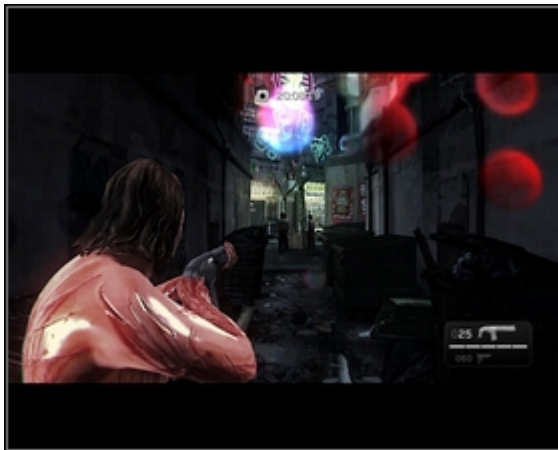


In order to get a revolver, jump down, run to the nearest enemy and press **F** [1]. Once you're armed, retreat behind the bus [2].

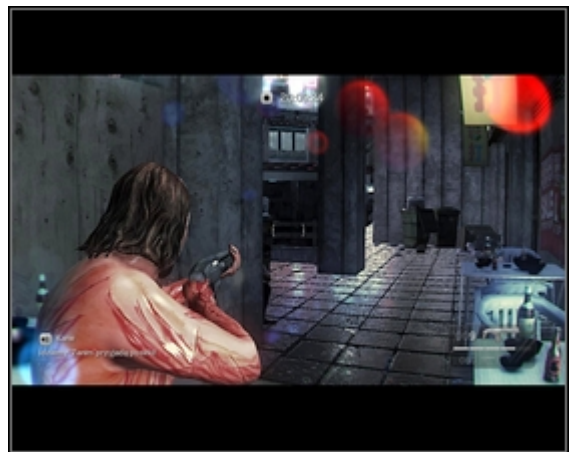




Once all the attackers are dead, leave the parking lot through the backstreet on the right [1]. It will lead you to a gate [2], through which you will enter a busy street



A police patrol will stop right in front of you [1]. Quickly kill both policemen and hide behind the nearest car [2].



Moving slowly between the cars, eliminate the incoming enemies until you reach a truck parked across the street. Go round it from the right [1] and kill some more cops [2].

## Chapter 6 – A Thousand Cuts - p. 2



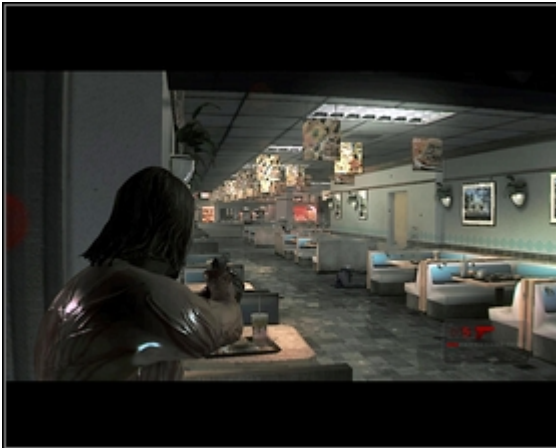
There's a lot of enemies on the street, so quickly go to the shop on the left [1]. Eliminate the foes inside by shooting the nearby gas cylinder. In order to kill the other ones, it'd be best to hide behind the tables on the pavement [2] and shoot from there.



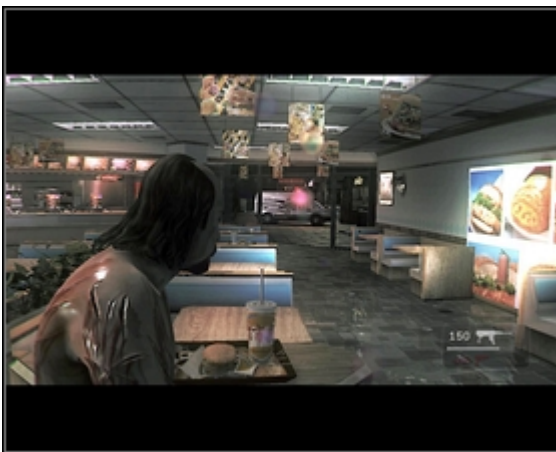
Once the area's clear, go to the xerox place [1] in the building on the left. From there, move to the abandoned shopping arcade, where you'll be able to catch your breath [2]. Unfortunately, not for long.



After opening the gate at the end of the corridor [1] and watching a short cutscene, more enemies will appear. Keep shooting them while moving forward all the time [2].



This way you will reach a restaurant [1], crawling with enemies. Quickly stick to the nearby wall and eliminate all of them [2].



The hardest fight awaits you once you finally get to the exit [1]. Right after you reach the door, a huge Special Forces squad will start going into your direction. It'd be wise to retreat to the back of the restaurant, where it's much easier to avoid being flanked. Also make use of the extinguishers, which should be lying nearby the pillars holding the roof [2].





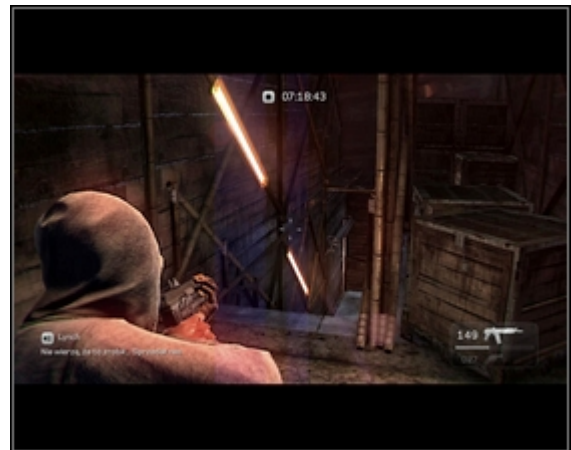
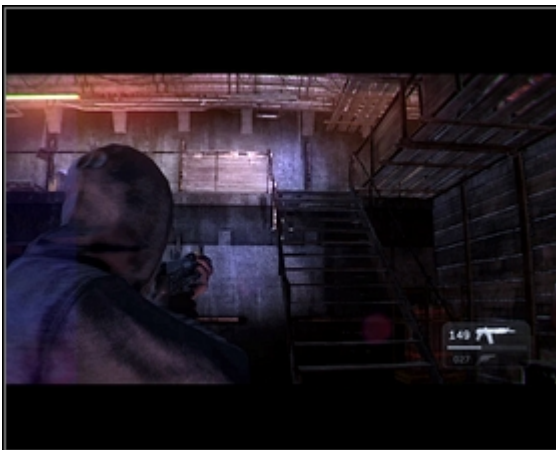
After clearing the place, go outside [\[1\]](#) and run along the street to end this level [\[2\]](#).



## Chapter 7 – The Deal



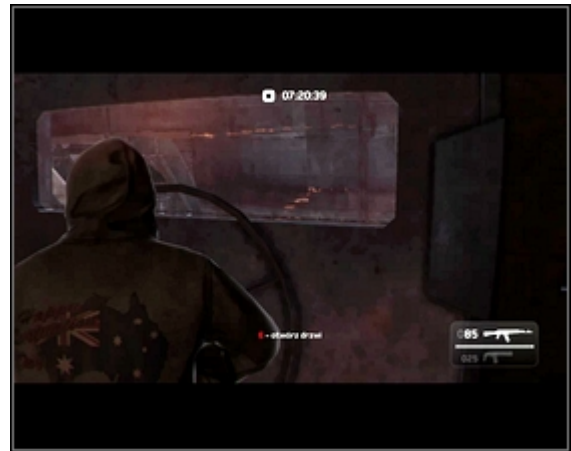
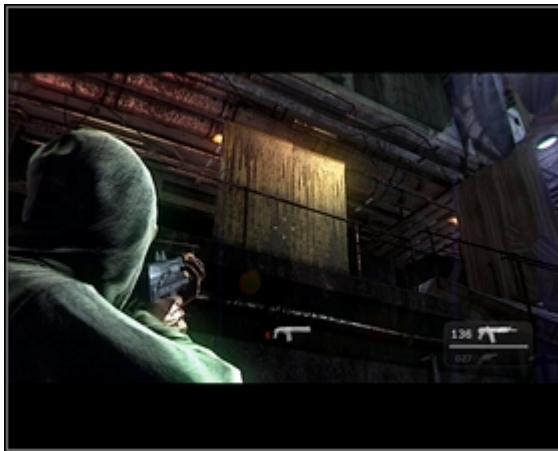
Right after a short conversation with Glazer, you will be attacked by a literally an army of enemies [1]. Quickly hide behind the nearest cover and make use of your weapons. The enemy forces are however so numerous that you will have problems with ammunition after some time. To avoid that, help yourself with the extinguishers and gas cylinders spread throughout the area [2].



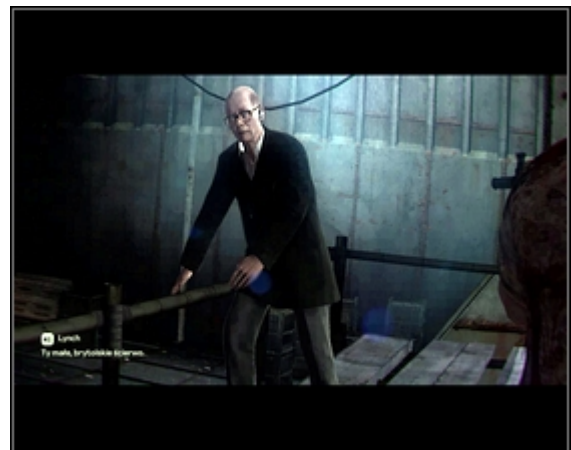
Once all the enemies are dead, run forward to the stairs leading to a metal ramp [1]. Quickly go up and then turn right. Right behind the scaffolding [2] there's a gate, through which you can get into the warehouse.



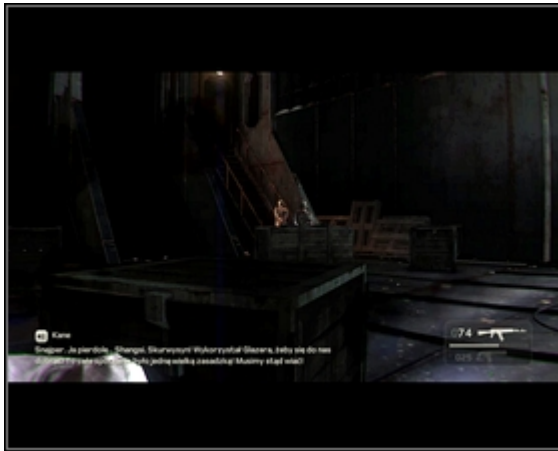
Move between the crates [1] and you should get to another staircase. Another fight will break out there [2], but this time there won't be as much enemies as before. Also remember that the plywood behind which the gangsters are hiding are very weak and can be easily destroyed.



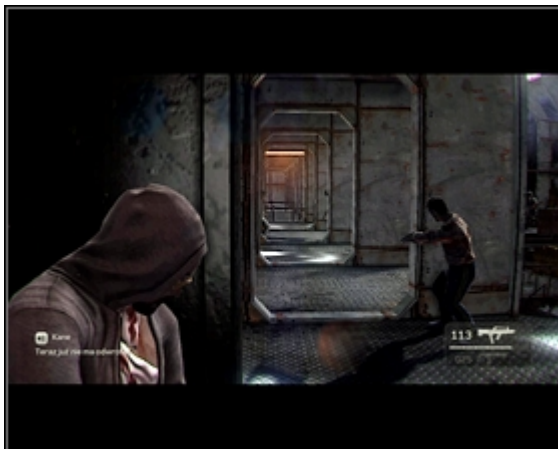
After the fight, pick up the weapons and ammo from the ground and go into the room upstairs [1]. Quickly kill the enemies inside and open the opposite gate [2].



Go forward all the time and you will reach a dark corridor [1], with Glazer waiting at its end [2]. However before you reach the traitor, kill the gangsters hiding in the darkness.



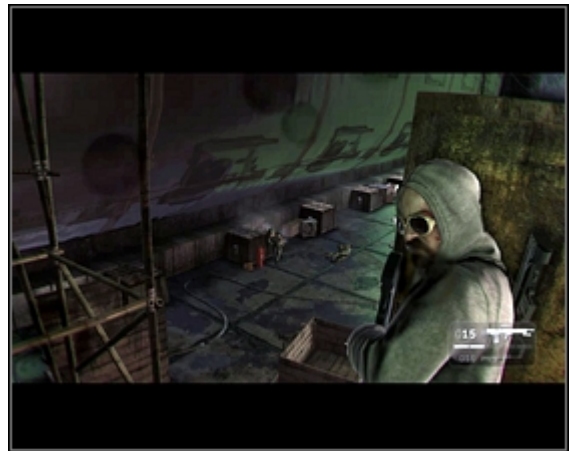
Once your old employer is dead, Shangsi soldiers will start running down from the stairs on the left. Quickly hide behind the nearby crate and eliminate the attackers [1]. Afterwards, run up the stairs mentioned before [2].



This way you will reach another spot crawling with the Chinese boss' soldiers [1]. Killing them won't be too hard, but you have to look out not to get shot by the enemies standing on the ramp on the right. The ones below can be eliminated in two ways. You can either go down and plainly shoot them, or stay upstairs, move to the other side of the room and throw gas cylinders at them [2]. I'd recommend the second way, as it's easier and more spectacular.



Once you're done with them, go down to the lower level of the warehouse. More enemy soldiers will attack and try to flank you. Luckily Kane will assist you and take care of the right side, while you can focus on the soldiers hidden behind the crates [1]. That's however not the end, as there's another group right behind the metal scaffolding [2]. This time there's not a lot of them, so you should finish the thing quickly.

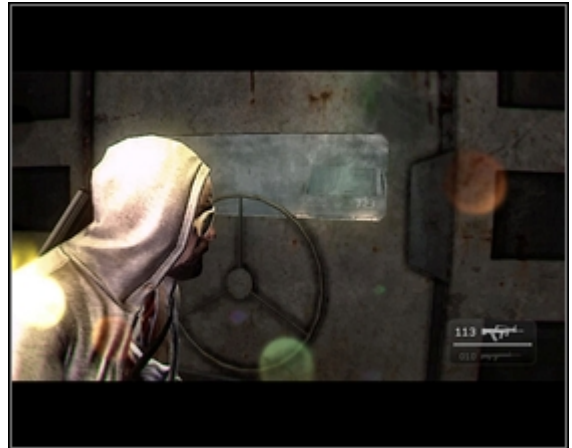


Unfortunately you won't have time to rest for too long – another fight is just a couple steps away [1]. Just like before, you should try an unconventional attack. Go up the stairs on the right and throw gas cylinders at the enemies [2].



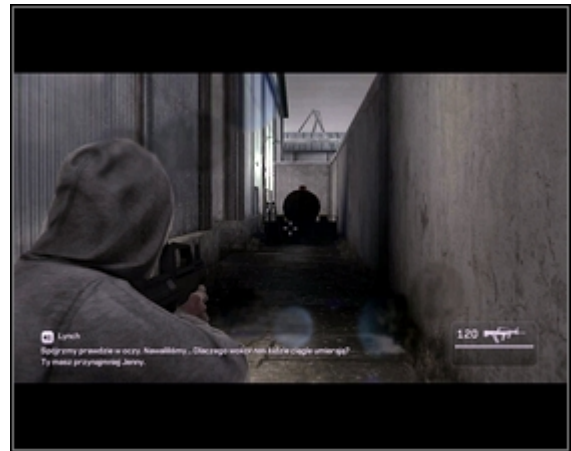
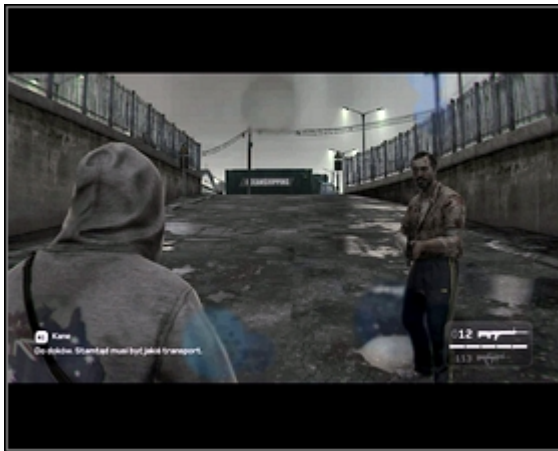


Once it's over, go to the next section of the warehouse, which will be filled with soldiers as well [1]. Right after entering, go left until you reach a footbridge leading up [2].

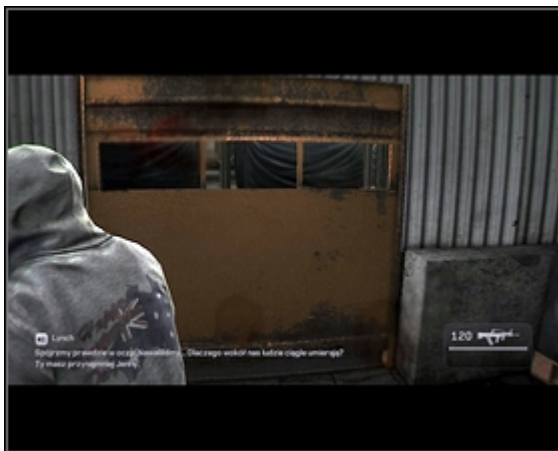


Climb it, shoot the enemies from up high [1] making use of the gas cylinders. Replenish ammo by picking up the dead enemies' weapons and go down on the other side of the pavement once they're all dead. Open the gate below it [2] to finish the level.

## Chapter 8 – Out of Shanghai



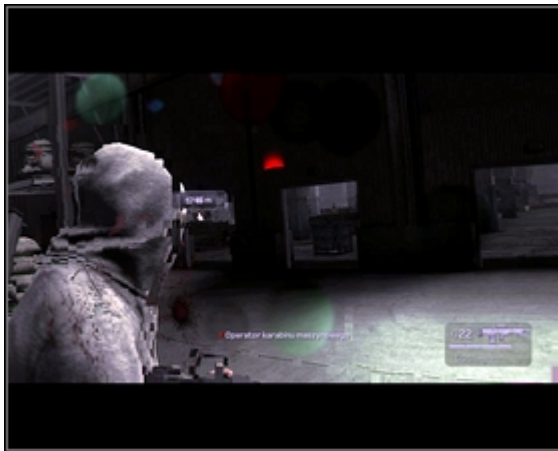
After the chapter begins [1] go straight all the way, while keeping to the left side of the square. This way you will reach a narrow backstreet [2] which ends with a closed gate.



Quickly open it [1] and go inside. Inside the warehouse, go along the metal footbridge to the right [2], stop by the wall and shoot the incoming enemies from behind the barrier.



When they're all dead, go down, collect the ammo from the ground and leave the building. A bit further you will be once more attacked by a group of enemies [1]. Quickly hide behind the nearby crate and attack the enemies from behind it. The warehouse from which they came [2] appears to be empty.



However right after entering you will be attacked by soldiers hidden on the right [1]. It's definitely one of the hardest fights in the game, but there is a way to make it somewhat easier. Firstly, you have to die and restart from the last checkpoint. After you regain control, quickly enter the warehouse and keep running left. Right before the exit a policeman will cross your way [2]. Luckily he's alone, so quickly get rid of him.

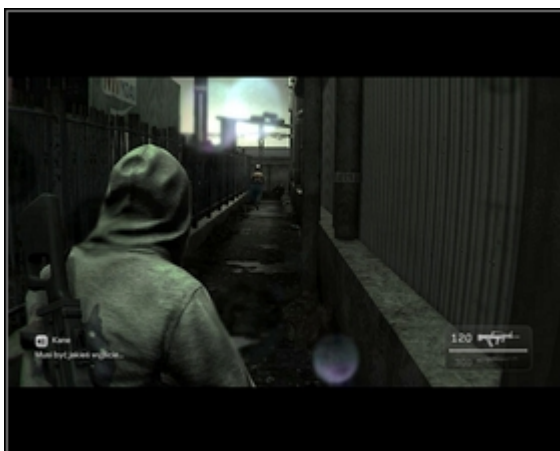


Once he's dead, wait a couple seconds behind the pillar on the right [1]. As all the soldiers enter the warehouse, hide behind the tank beside [2] and quickly shoot the gas cylinder between the crates. The explosion should will most of the enemies around.

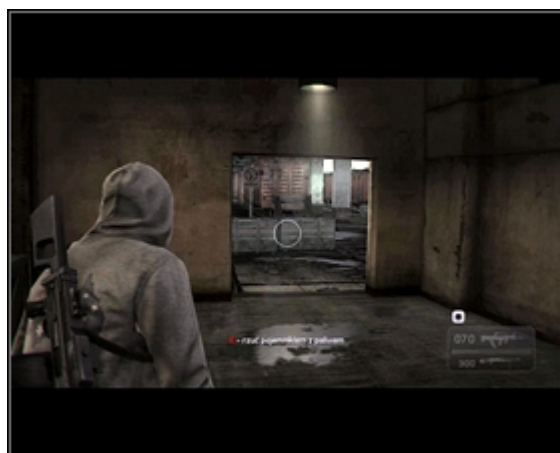
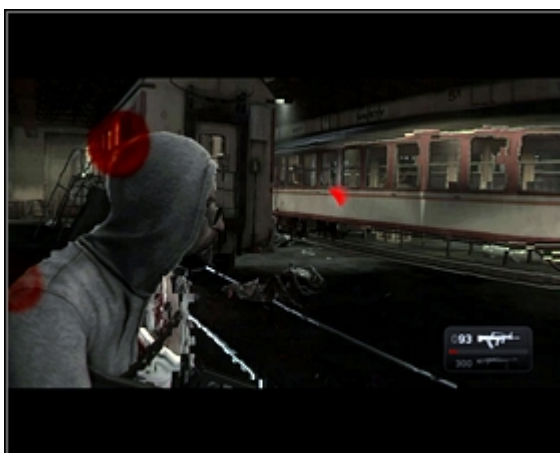


Leave the rest for later and firstly take care of the one behind you (sometimes there can be two soldiers there). Once you're done securing your hiding spot, you can move on to helping Kane with eliminating the soldiers inside the warehouse [1]. Of course kill the ones equipped with machineguns. After the fight, pick up this powerful weapon and run towards the previously destroyed gas cylinder [2].

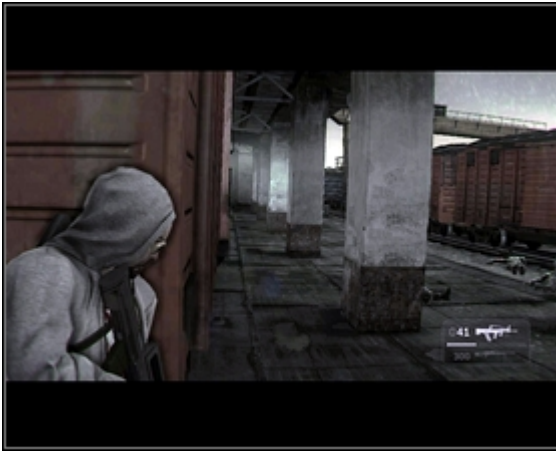




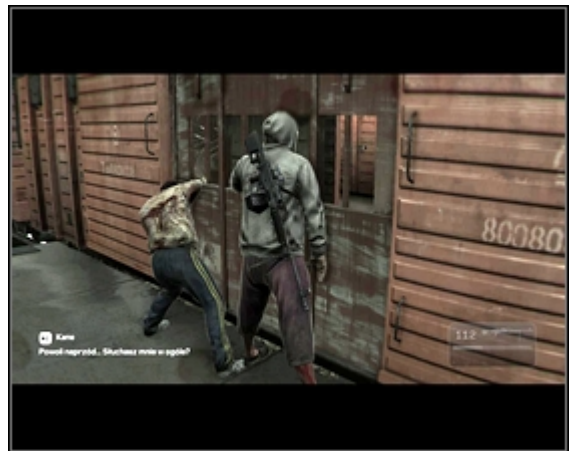
The narrow backstreet [1] will lead you to railway tracks. Cross them to the other side [2] and open the gate of the nearby building. Inside there's another surprise waiting for you, this time with the police.



Hide behind the nearest cart [1] and test out your new weapon. After you get rid of all the enemies, leave the building through the left exit [2]. Unfortunately there already are soldiers waiting for you outside.



Move slowly along the carts while fighting them [1]. Once you reach an open area, a sniper will start shooting at you [2]. A grey rectangle should help you in localizing him, so you shouldn't have much problem with eliminating him.



More enemies are waiting for you inside the cart on the other side of the tracks [1]. Kill them quickly, going across the tracks all the time. By opening the door of one of the carts [2], you will finally reach the covered part of the station.

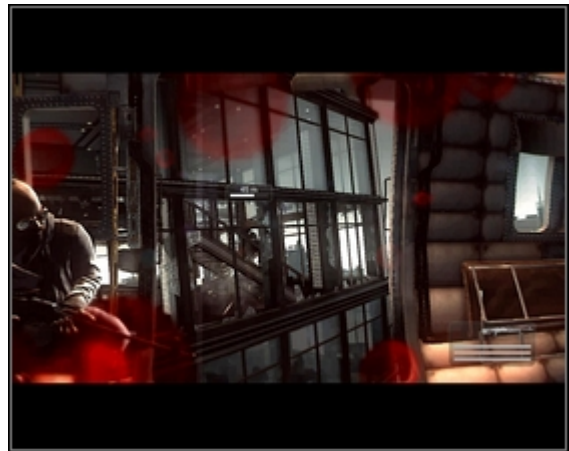
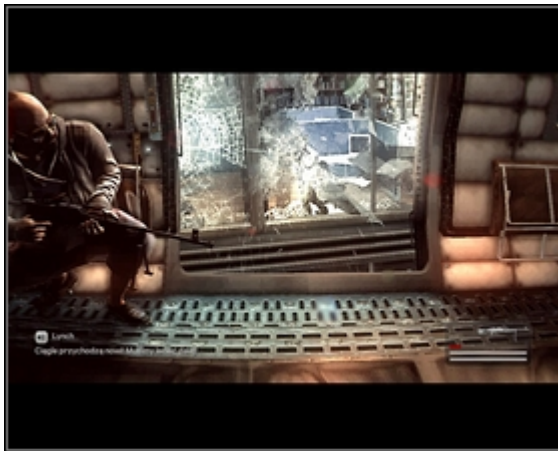


Eliminate the police patrolling the area [1] and successively move through the carts until you see a moving train [2]. When only you see it, try to quickly eliminate the enemies and jump inside. If you don't manage to do it quick enough, the game will restart from the last checkpoint.

## Chapter 9 – Air Strike

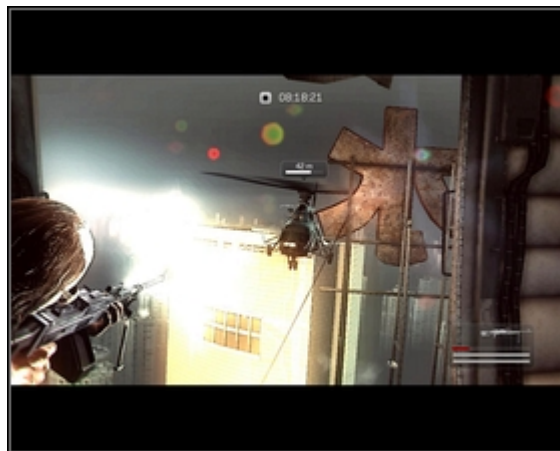


During this chapter you will be given a machinegun and a task of protecting the helicopter from the Shangsi, who are trying to shoot it down. The gameplay here can be divided into two intertwining parts.



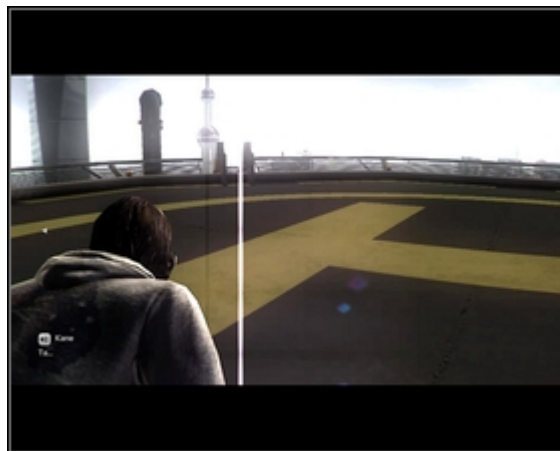
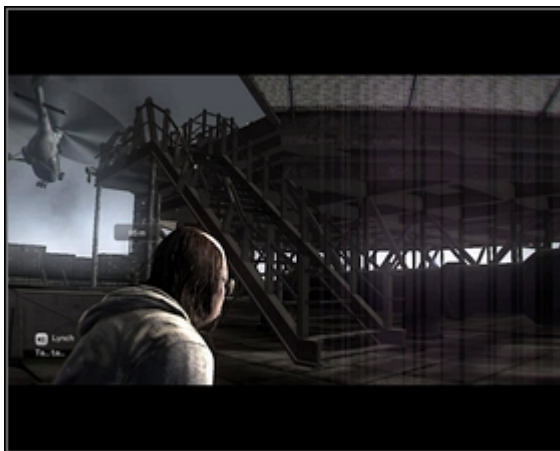
During the first one, you need to shoot the military and police inside the skyscraper. They're not too difficult – just remember to always eliminate those with rocket launchers first. If they do hit you, the game will restart from a checkpoint.



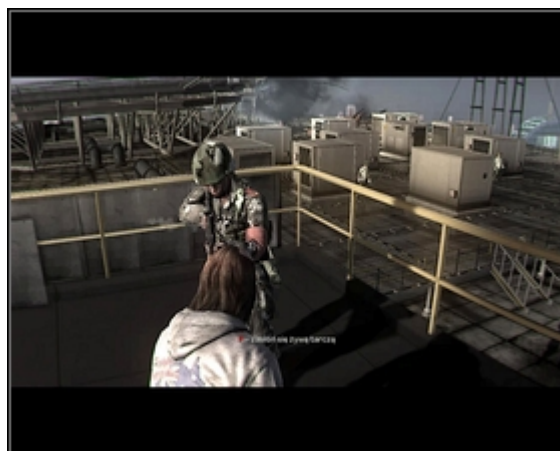


The second part is even easier. This time your target is the helicopter flying around you [1], destroying which shouldn't be too hard. The whole fight is all about hiding when it shoots at us and then attacking once it stops. A few rounds from the machinegun will do the trick.  
After shooting down two such machines, the next level will begin.

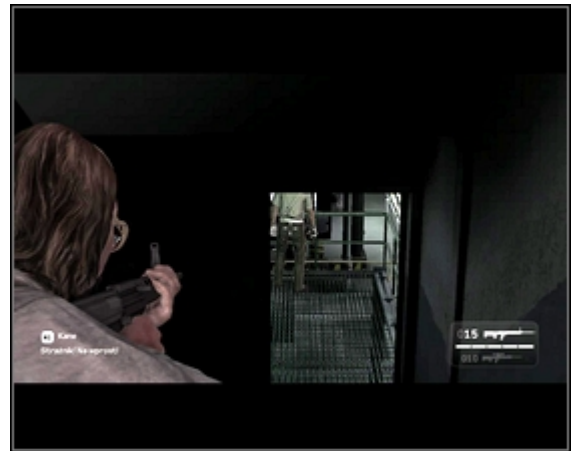
## Chapter 10 – Resurrection - p. 1



Right after watching the movie, quickly run up the stairs on the right [1] onto the helipad [2]. Cross it to the other side and go down.



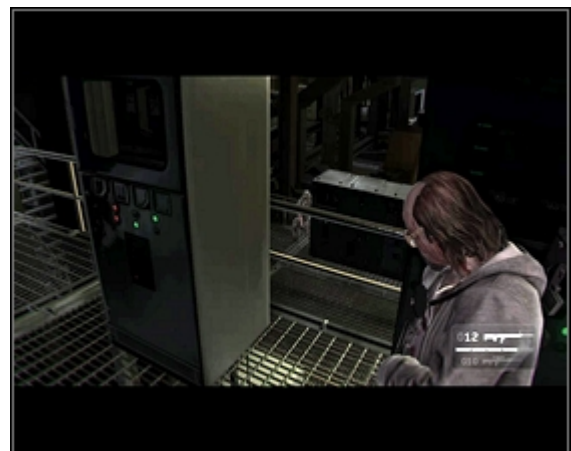
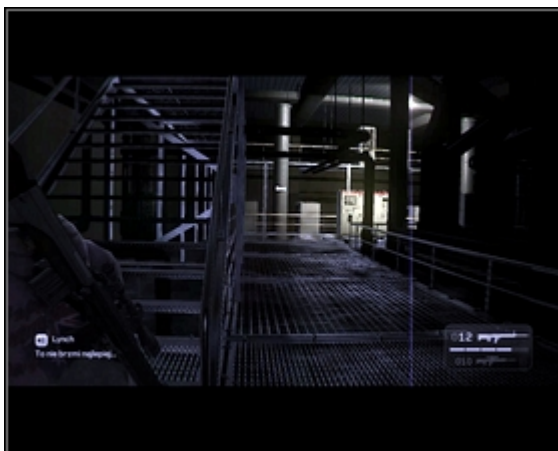
A couple steps forward you should see a soldier, which the game has marked with a grey rectangle [1]. Quickly approach him and press **F** twice [2]. Once you have the weapon, get rid of the other enemies.



After killing all enemies, run down and enter the building on the right [1]. The stairs there will lead you to a big room, the entrance to which is being guarded by a single cop [2]. He's facing the other direction, so eliminate his quickly with a headshot.



Once you're done with that, go down the stairs, hide behind the locker [1] and eliminate the other attackers from there [2]. Once they're dead, go to the second part of the building.



Right after the light turns on again, run onto the metal footbridge [1]. There are black lockers on it, which provide great cover from incoming enemies [2].

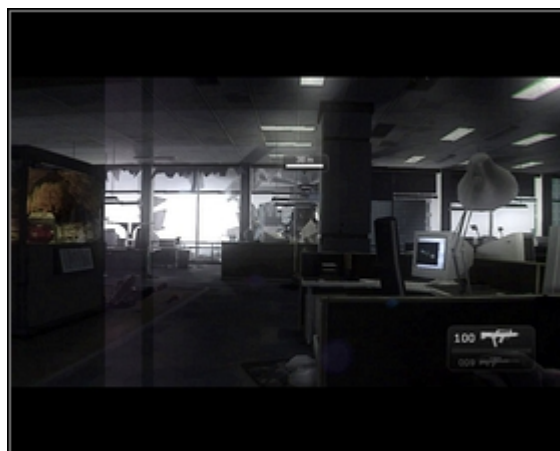


Having killed all the gangsters, move on to the corridor at the end of the room [1]. Eventually you will reach an elevator [2] – ride it downstairs.

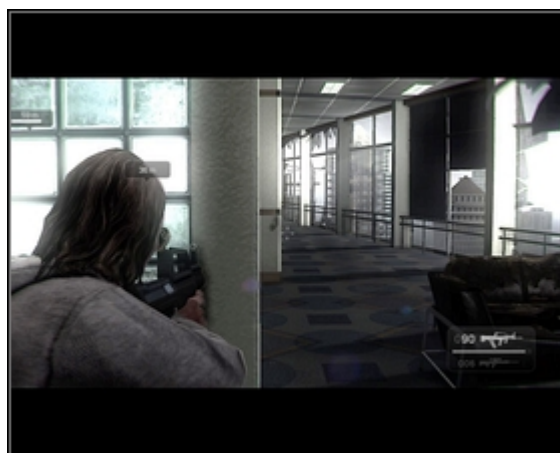
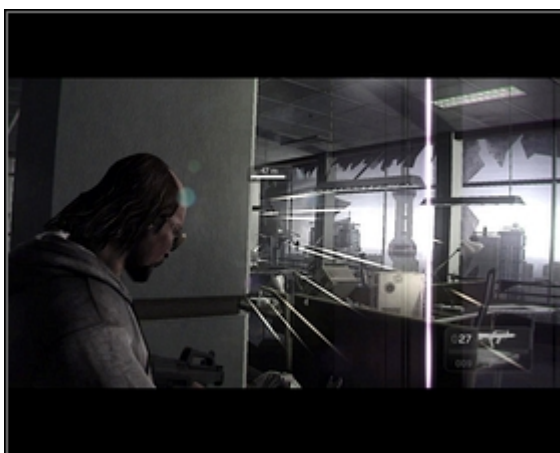


After the cutscene, run forward [1] until you reach a room with lockers. Quickly kill the policemen running inside [2] and hide behind the nearby desk.

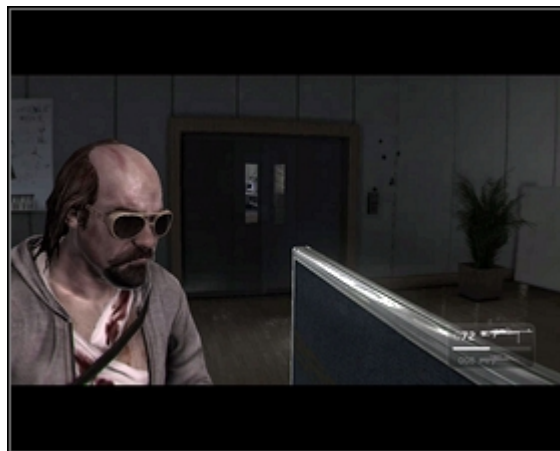
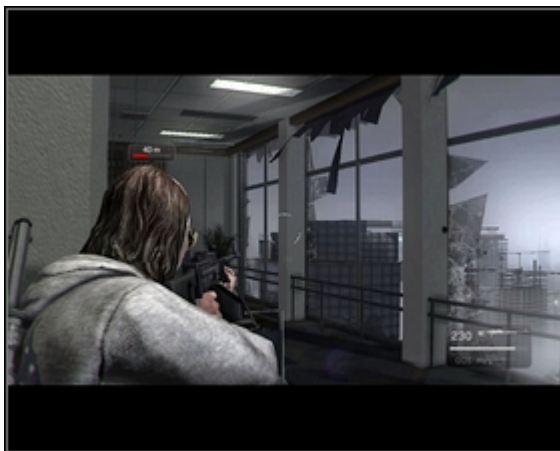




After a bit, another enemy squad will appear [1] and a black helicopter will start shooting at you through the window [2]. Kill a few nearest enemies, but try to concentrate on the machine.



At some point the helicopter will change position [1]. Run after him to the next room. After getting there, you have to very swiftly eliminate the soldier with a machinegun [2]. He's marked with a grey rectangle [2], so you shouldn't have any problems with localizing him.



Once he's head, pick up his weapon and finish off the helicopter [1]. After destroying the machine, move on through the door in the next room [2].

## Chapter 10 – Resurrection - p. 2



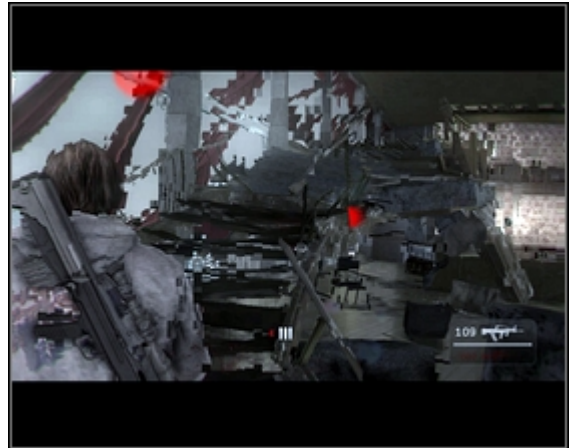
A short corridor will lead you to another office, filled with military and police forces [1].  
Destroy the window on the right to quickly eliminate the enemies [2].



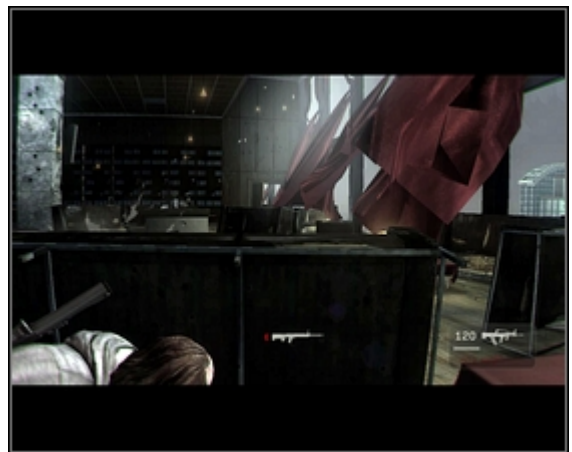
By staying near the wall, you will be able to flank the enemies and kill them by surprise [2].



Go straight all the time [1] and you will reach an abandoned kitchen [2], behind which you'll find the helicopter wreck.



Quickly eliminate the soldiers coming out of the machine [1] and afterwards go up the destroyed stairs [2], where more attackers await you.



During the fight, pay special attention to the right side of the room [1], from where you can be easily aimed at. Once it's over, turn left and go forward all the time, until you reach a ruined room with waving curtains [2].

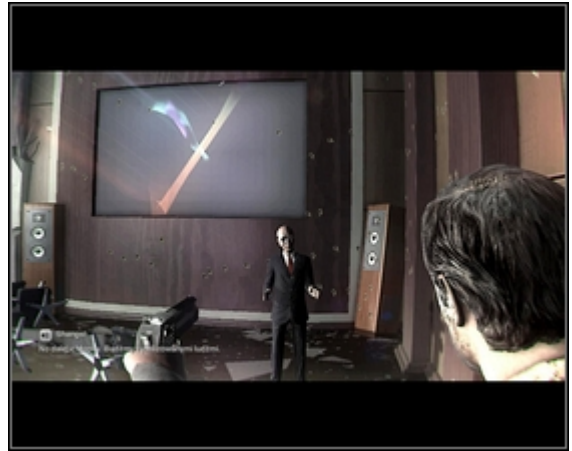




Quickly hide behind the nearest table [1] and slowly kill the incoming enemies. Pay special attention to the windows, as new enemies will keep jumping inside through them [2].



After leaving the room, head to the opposite corridor [1]. It will lead you to a room with stuffed animals, where another fight will begin [2]. The best cover here is the podium with a zebra, from where you will have a good view on the whole "museum".

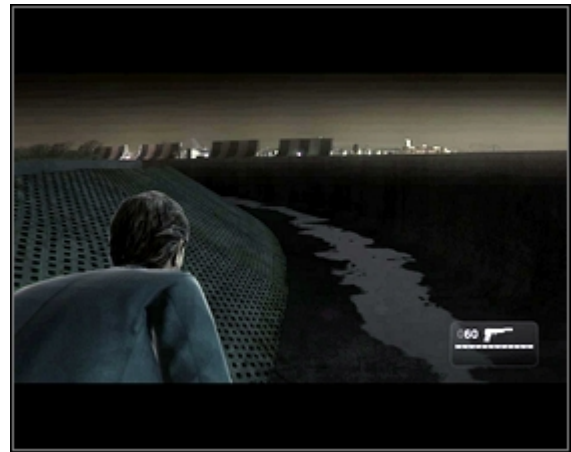


Once all enemies are dead, head on to the next room [\[1\]](#) and watch the chapter's ending [\[2\]](#).

## Chapter 11 – One Way Ticket - p. 1



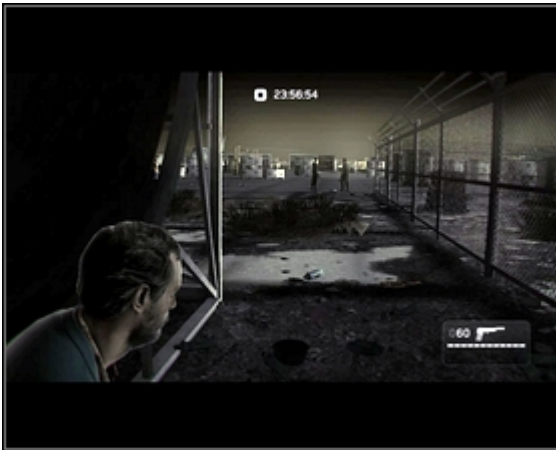
During the beginning of the chapter, keep on running forward [1] until you reach a big open space [2].



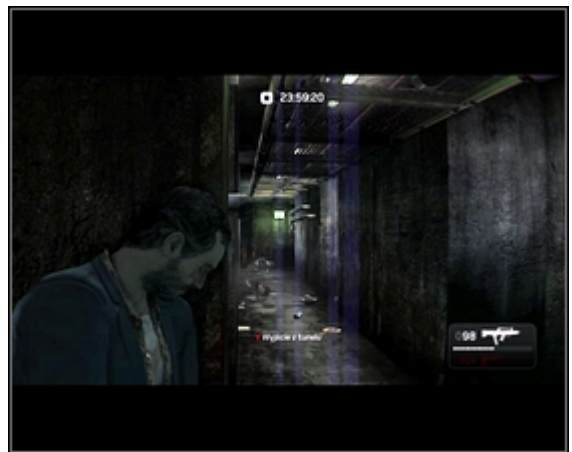
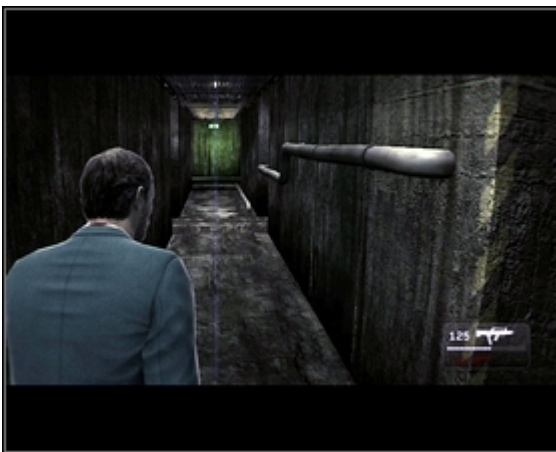
Bend down by pressing **ctrl** [1] and pass by the soldiers in the middle while sticking to the rightmost part of the map.



This way you will reach yet another underground passage [\[1\]](#) [\[2\]](#).

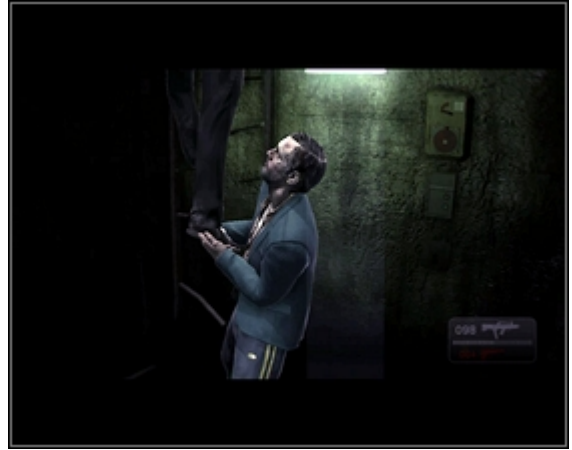


On the other side [\[1\]](#) the sneaking part ends, unfortunately. Now you have to simply kill all the enemies and then head to the tunnel on the right [\[2\]](#). Hold down the **Y** button to quickly locate it.

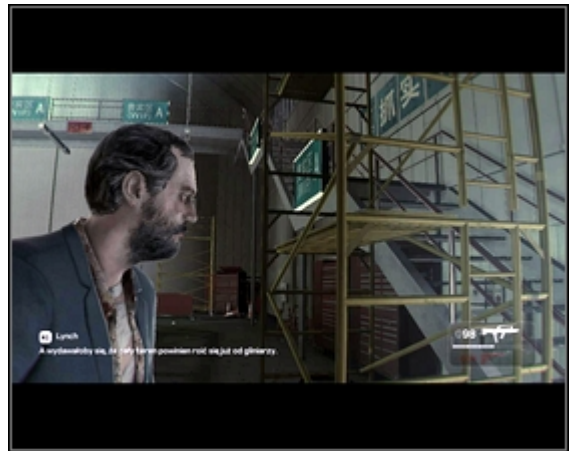


Inside you will run into enemies right behind the first corner [\[1\]](#). Kill them quickly and move on left. Enemies lurk behind almost every corner, so walk through this area very cautiously [\[2\]](#). The enemies also show us the right way, so go into the corridor from which they came.

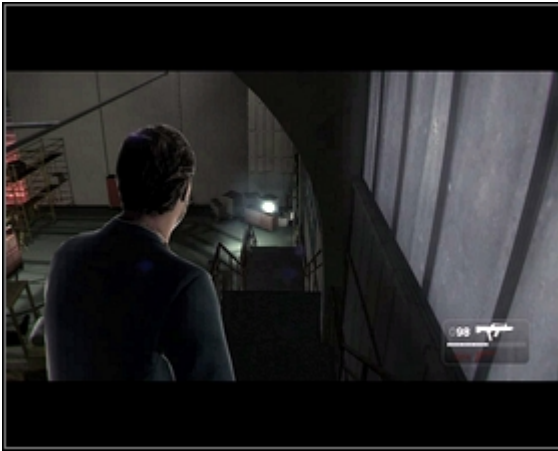




A couple minutes later you should reach the end of the tunnel [1]. Press **E** and exit through the hole in the ceiling [2].



Once outside, quickly go to the hangar on the right [1]. The metal footbridge [2] will lead you to the other side of the building, where a group of gangsters is waiting for you.

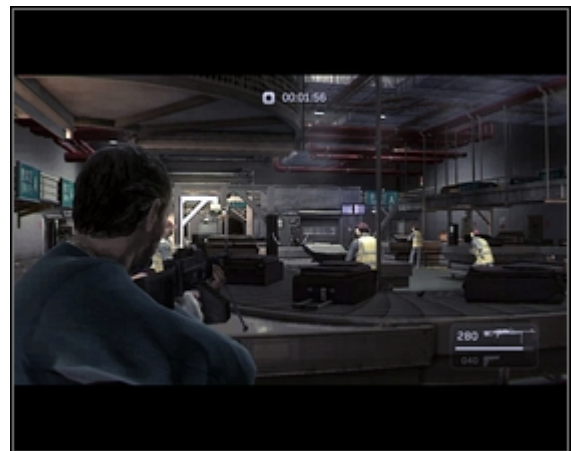


The best way to eliminate the enemies is going across to the other side of the room [1] and shooting them in the back [2].

## Chapter 11 – One Way Ticket - p. 2



Once they're dead, run towards the wing with an enormous amount of guns on it. Pick up your favourite weapon [\[2\]](#) and head to the next part of the hangar.



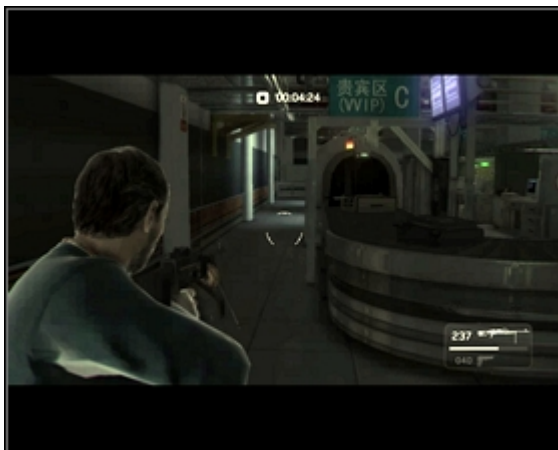
Turn left and you should see emergency exits [\[1\]](#). Open one of them and run forward towards the baggage room [\[2\]](#).



Before anyone gets the chance to notice you, kill two nearby guards [1] and hide behind the carousel. Once the area is clear, open the gate in the middle [2] and clear out the next room.



After killing all the enemies, go to the door in the right corner of the room [1]. Two more enemies will enter through it, so get rid of them quickly. The fight in the last room is by far the hardest one. At the beginning, go along the carousel [2] until the first group of enemies appear.

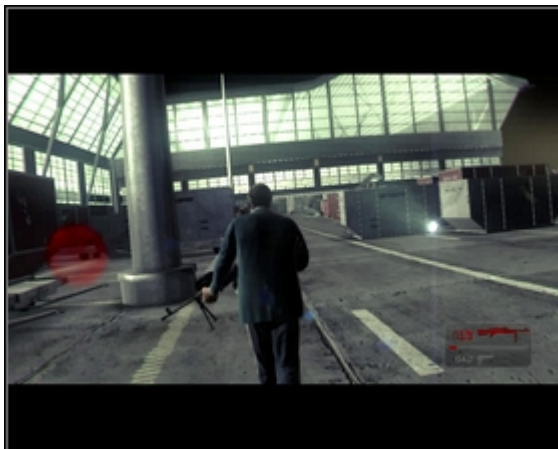


Kill them quickly and go round the carousel from the left [1]. Hide behind the destroyed desks and eliminate the foes. Don't rush, as new cops will keep on coming [2].





Once everyone's dead, leave the room through the door in the middle [1] and run forward all the time until you reach the airstrip [2]. Now you have to get onto the plane which is waiting a couple hundred meters from the hangar.



Start with going along the airstrip [1] and killing any cop you come across. At some point an escalator will block your way [2].



Turn right and run towards the plane [1]. The road is pretty much straightforward, but turn around from time to time to kill the dogs that are chasing you. After you get to the stairs [2], you will leave China and the credits will roll. Congratulations on finishing the game!

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