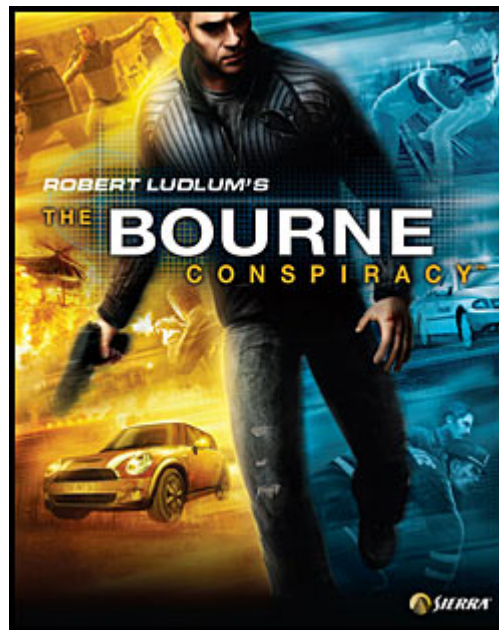


# Robert Ludlum's The Bourne Conspiracy

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## Game Guide

by [guides.gamepressure.com](http://guides.gamepressure.com)



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## Table of Contents:

<b>Introduction .....</b>	<b>3</b>
Basic Info .....	4
<b>Walkthrough .....</b>	<b>6</b>
Dangerous Beginning.....	6
Shipyard Infiltration .....	8
Assassinate Wombosi.....	10
Eliminate Divandelen .....	12
Escape the Embassy .....	14
Silence Rurik.....	16
Castle Fight.....	18
Paris Chase.....	19
Disarm Renard .....	20
Survive the Professor.....	22
Treadstone Safehouse.....	23
<b>Additional info .....</b>	<b>25</b>
List of achievements .....	25
List of special achievements .....	26

# Introduction



Welcome to the *Robert Ludlum's The Bourne Conspiracy* game guide. It contains some basic hints, very thorough walkthrough and also the secret places in which passports (needed to unlock some bonus contents) are hidden. Under every mission title there's a number of passports available in the mission. In the last part of this guide you'll find a list of every special achievement.

Have fun!

## Basic Info

### Useful tips:

- Bourne can carry only 2 different types of weapons. Single-handed weapons like pistol or uzi and heavy weapons like rifle or shotgun.
- *Bourne Instinct* is one of the most important abilities. It gives you a powerful advantage. When it's enabled, your goal and every enemy will be visible on the radar. It involves passports as well.
- *Takedown* isn't much of a less important ability. It splits into *takedown*, *multiple takedown*, *shooting takedown*, *sprint takedown*. It eliminates regular enemy immediately and is the best weapon against "boss" enemies. However they are able to use it on you too.
- In every „boss" fight you use the same fight scheme. That means blocking and waiting for the enemy to finish his combo. Then you strike with your own combination, but don't use the same combo on and on.
- Some of the locked doors can be opened with a lockpick. You will notice a padlock in the lower left corner of the screen, and then you will have to keep the **A** button pressed.
- When watching cut-scenes you will be prompted to press the right button (it's always random). It's called *Quick Time Event*. Bear in mind that you have to be focused at all times and can't put away the pad.

### Fist Fight:

- **X** weak but very quick strike. **Y** strong but too slow. **A** is a block. Bourne is able to perform few combos.
- **X X X** – even though this combo is weak it's almost always efficient. Useful when fighting with fast enemies.
- **Y X X** – first hit weakens the enemy and makes him vulnerable to others.
- **Y Y X** – useful when the enemy is stunned.
- **X Y Y** – very slow but crushing attack.
- **Y X Y** – the last strike is a 360 mid-air kick it's pretty devastating and increases the distance between you and your enemy.
- **X Y X** – the last hit goes for the belly and makes the enemy confused.

## Shooting:

- Whenever it's possible hide behind objects (**A** button). When you're hidden your energy regenerates. Lean out using the left trigger and shoot using the right one.
- Bourne can also shoot at different explosives like cars, gas barrels etc. It's useful to get rid of greater number of enemies. You can find these objects using *Bourne Instinct*.
- **B** button triggers *shooting takedown*. It eliminates the enemy with one shot. If the adrenaline indicator is full you can kill many opponents at the same time.

## Driving a car:

- In one of the missions you will have to drive a Mini Cooper in order to get away with Marie. Driving a car is nothing like a driving simulation it's pretty "arcadish". Left stick is used to steer. Right trigger accelerates, the left one brakes. Button **B** is a handbrake.
- In this mission there's an *evasion meter* instead of energy indicator. If it fills up Bourne will get arrested.
- Adrenaline meter works here pretty much like a *bullet time*. Thanks to it you are able to evade crashes and run away more efficiently.

# Walkthrough

## Dangerous Beginning

### 5 passports

This mission is more like a tutorial. After the cut-scene you will notice two alleys, on the left and on the right. At the end of each of them there are **passports**. When you start walking you will learn how to use *Bourne Instinct*. When it's enabled (button **Y**), you will see your goal and every major object indicated on the radar. You will also be able to see a **passport** lying next to a metro entrance. The place you need to go to will show up on the radar. When you head towards it, O'Connor's thug will attack you.



Now you'll learn some basic combat moves. After defeating the opponent head towards the bar door. Few enemies awaits you there. You'll learn how to use *multiple takedown*, which lets you finish off the opponent with very spectacular combos. Just press the **B** button when the adrenaline meter is full. After the fight you'll notice a **passport** on one of the tables. Next you just walk out through the door you came in. Someone will start shooting at you. That's *Quick Time event*.

When the person starts getting away you go after him. At the end of the alley two thugs will attack you. After you deal with them just follow the path and you'll get shot at once more. Press the right button to dodge the bullets. Then rush up the stairs. You will only have two minutes to get to the right location so use *takedown* in order to finish every fight as quickly as possible.

You will find another **passport** on the staircase. Inside the hotel you just follow the path and after a while you'll encounter a „boss”. This fight is pretty easy. You just have to block his combos (button **A**). And whenever you can, use the *takedown*. After some time your foe will try to flee. You will have to pursue him jumping from one building to another. When you catch him, you just use the same method as before. The „boss” is tougher this time and he uses *takedowns*, just like you. No need to worry though. When the action slows down you'll be prompted to push the right button to dodge the attack.





## Shipyard Infiltration

### 10 passports

You will have to take down the first guard unnoticed. To do so push the left stick (stealth mode will turn on), walk to the foe and push **B**. Keep going and Bourne will pull out a pistol. Use it to get rid of the next guard. Try to aim for the head as enemies die from one shot then. Follow the only way, and when they start shooting at you, just hide behind any object available (the **A** button). Heading further you will encounter some civilian worker. You can't kill him. You will have to knock him out. The adrenaline meter should be full, so it can't be too hard.

Mind the **passport** on the left. Head towards the door and pick the lock. There's one guard inside. When you deal with him, you'll hear a radio communication on soldier's walkie-talkie. Go outside and turn left. Walk around the shack to find another **passport**. Use *Bourne Instinct* to find your destination and get there. On your way there, you'll notice two workers. Use the *sprint takedown* (press **B** when running) to get rid of them. A helicopter will show up trying to kill you. In the rooms you can walk into, there are **passports**.

Run straight and eliminate another soldier. Then turn left and follow the only path available. You will find a **passport** on the left next to the wooden crates. The helicopter will show up again. Hide only behind metal objects as the bullets penetrate everything else. When it's possible run straight and jump onto a nearby ship and then onto the next platform. Run until you get behind a metal object. Aim for the red gas container and the helicopter will leave you for a while.



Head towards the gate. It's closed but you can jump onto a nearby ship. You will get into a building. Eliminate two guards on your way and get to the second floor and then into a store room. There, you will have to fight with Solomon for the first time. It's pretty much like a fight with the first „boss”. When you deal with him, go outside and you'll see the helicopter again. Run straight and shoot another gas container. Follow the path and you'll notice Solomon beating the shit out of one of the guards. However, you can't fight him at this point. There's a **passport** to the right of a fence.

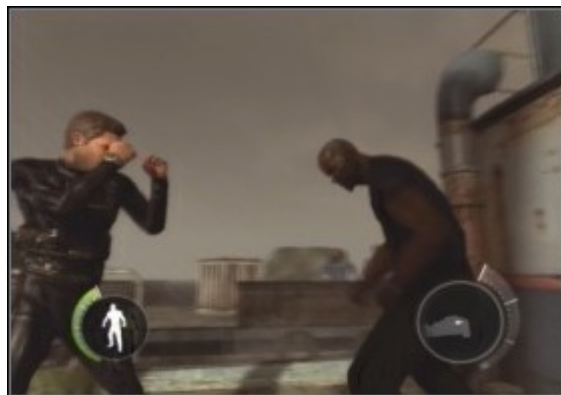
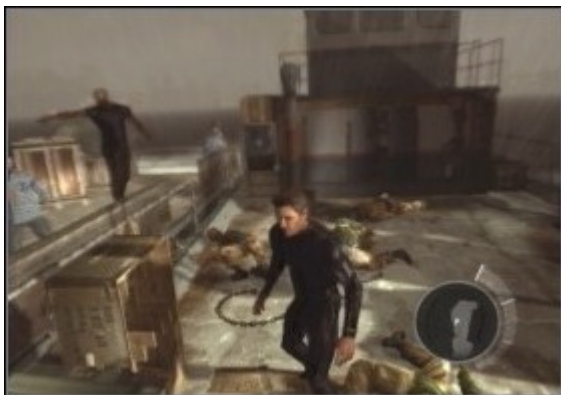


Follow the path and use the *Bourne Instinct* to locate enemies. You can deal with them in any way you want. Then go to the nearest building. Inside, flash-bang grenade will go off and you will have to fight with four opponents. There's a **passport** next to the exit on the right. Go straight, and then up the stairs. You will have to kill some guards here. Running down the stairs you'll find another **passport** on the left. Go across the room, up the stairs and through the gate.



You'll have to fight with some opponents here. After that you'll see a truck coming. What you have to do now is shoot down few of the soldiers, you'll learn how to use *shooting takedown*. Because of the heavy resistance, you'll have to take cover behind a building and then carry on with the shooting. After you deal with it, head towards the stairs. Go down and shoot the guard quickly. You'll find three more right behind the corner. Behind the door, two of them. Behind the shack, to the left from entrance is a **passport**.

Just follow *Bourne Instinct*. When you get to the fuel tanks, you'll notice a soldier with shotgun. Do him in and take his weapon. There's also ammunition in a nearby shack. What is more, there's also a computer that you need to examine. After you do what you are prompted, you have two minutes to get to a ship, so run there. When you're there you'll have to deal with some soldiers and Solomon. Use the same fight scheme as before.



## Assassinate Wombosi

### 10 passports

In the first room you will see two men talking. Eliminate them and another one as you move on. Head towards the engine room. There are two guards inside. Use *Bourne Instinct*, to locate the control panel. Walk through a door and you'll find yourself in a mini-sub launching room. There's only one guard but after using the panel, you'll get attacked by a larger group. On the second floor you'll have to fight again. Next, use the panel and watch the cut-scene.

You'll find a **passport** right next to the place where two guards showed up. Your goal is to eliminate a helicopter. Keep going and kill the guards. Follow the second corridor till you get to the end and turn right into a room, there's a **passport**. Then go to the kitchen. You'll have to deal with three opponents here. In the next room there are more of them, three to be specific. There's also a shotgun.



It's gonna be really helpful in the next corridor. There's a **passport** in a small room to the left. At the very end of the corridor you'll find a locked door. Shoot the fuse box and carry on. You'll find another **passport** in a small room on the left. After a cut-scene, there'll be a series of attacks you have to deal with. In a poker room there's a **passport**. Get on the helipad and take down the guards. Get to the helicopter and "disable" it.

When guard starts shooting at you, you'll need to push the right button. Fight off every foe, and get a **passport** which is on the deck. Opposite the helicopter is a door. When you enter it, you'll get attacked. To the right, on the table, there's another **passport**. You'll have to fight all the way up the stairs. Another **passport** is right next to the plants by the pool. When you get upstairs, you'll have to get some info from the computer.



To find it use *Bourne Instinct*. You'll have to defeat a general to carry on. When it's done get to the room he ran out of and take his gun. In a nearby open room you'll find a **passport**. GO outside and eliminate the guard. Go straight and shoot another fuse box. You'll get on a bridge. Use a microphone to deceive the guards. Follow the path and mind a **passport** in an alcove on the right. Then pick the lock and face Solomon for the last time. When he's dead the mission will end.

## Eliminate Divandelen

### 10 passports

Go down fighting off the cops. When you get to the second floor, you'll find a **passport** right next to the stairs in the middle. After getting closer to the van with Divandelen, you'll notice few armed gents. Use your pistol to make your way out of the parking garage. Collect the weapons and ammunition and go out on the street. But before you do that, check out the luggage as you'll find a **passport** there. Ok, so now it's time for a proper shooting, the kind of you could've seen in movie "Heat". There are many opponents and as soon as you kill them new ones appear that's why you can't rely on the radar.



At the end of the street to the left from the building there's a **passport**. As soon as you walk into the building, you'll get attacked. Because you're under heavy fire it is good to pull the opponent out and eliminate him there. Another **passport** is on the ground floor next to the phone booth. Move on shooting everyone that stands on your way. You'll find another **passport** in the part that is being renovated. Kill the opponents by the escalator and go down where you'll find some more foes. In the shop called „Bucher und Genschenke“, behind the counter, you'll find another **passport**. Sniper is waiting for you by the next escalator. It's good to have a full adrenaline meter in order to use *shooting takedown*.



When you walk into a room with plane models, two thugs will jump in through the window so you'll have to beat them. Follow the only path. You'll find another **passport** in some kind of an info booth. Go down the escalator. You can't use *takedown* on it. Run to the end of the station and you'll see Divandelen getting away in a tram. Bourne will follow it and that means *Quick Time Event*.



What you have to do is get to the first carriage. It's good to „clear out” a carriage before jumping in. In the fourth carriage on the left there's a **passport**. At the end you will have to fight with a mercenary. After that you will have to get through a pretty long tunnel. Watch out for the trams! You can't even touch it! At the end of the tunnel you'll find a **passport**. Then you go back and run up the stairs on the left. Upstairs in a little store-room there's another **passport**. Head towards the plane. After the cut-scene you'll have to fight off some opponents and the Divandelen himself. When it's done get to the back of the plane, take a parachute and jump.



## Escape the Embassy

### 5 passports

Just after the cut-scene you will have to fight with three guards. Use *takedown* here. Then you'll have three minutes to get away. Marines will start shooting at you but if you keep running nothing should happen. Slide under the cage and run straight. To the right from the stairs in a security room there's a **passport**. Head to the third floor. Just run along the corridor and eliminate the guards. *Sprint takedown* is really useful here. Follow *Bourne Instinct*. Marines will keep shooting at you but don't worry. There's another **passport** on a bench at the end of the corridor. Go upstairs. You'll see marines there. Get into the office and hide behind a case.



Marines can't see you no matter what! When they leave, you can run through the corridor. You'll have to fight with a sergeant. Behind his office to the right you'll find a **passport**. Fortunately the count-down will freeze. Get on a balcony and jump onto another one. Fight off marines. Use the pipe to get to the rope. On the other side you'll have to eliminate one soldier and get away from a sniper. Another *Quick Time Event*. Then you'll have to get rid of two soldiers.

Then you run to the other side of the roof and jump into the next building. Turn left and then walk into the first open room on the left. You'll find a **passport** and a computer. After you use it another count-down will begin. Go along the corridor and watch the cut-scene. Push the right buttons and then run straight and to the room on the right. A flash-bang will be thrown and you'll get attacked. There's a **passport** on the desk. Get out, there will be some obstacles.



Go in the room and deal with marines. You use the door they rushed in and that's how you get to the end of the corridor. Run straight to get away from the shooting soldiers. This is it, Bourne is free.



## Silence Rurik

### 10 passports

This episode starts with *Quick Time Event*. After dealing with the opponents you go downstairs. In a lab you'll find a **passport**. Then you run away from shooting policemen as quick as possible and get into a bathroom. You'll have to fight there. Afterwards you leave through the other door. If you try to leave through the door you came in you'll get shot. Fight off another police officer on your way. Then go downstairs and watch the cut-scene. Head towards the security room. There you need to eliminate another opponent and take a shotgun.



Soldiers will rush into the room and start shooting. When you get rid of them make sure you're not standing close to the door as it's gonna blow out. Few more opponents to beat will appear. You'll find a **passport** on the left side of the corridor under a window. Collect the ammo and keep going. In a science room you'll have to eliminate two guards. If you want to, change the weapon, and go through classrooms.

Afterwards you'll get attacked by another soldier. This one's a bit tougher and one *takedown* isn't enough to beat him. Get to the next building. After some fighting you'll get to stairs. Go down and collect a **passport** on the left. There are few soldiers here that should be taken care of with a gun. After a while a tank will attack you.



Hide quickly behind the central statue. You need to aim for two red points on the tank, small gas tank and the main one at the bottom. Keep running so that the tank can't hit you. When you deal with it, go straight to the door you will see. When you get upstairs you'll find a **passport** on the left. Turn right and go upstairs. There's another **passport** under a desk in a computer room. Eliminate a guard, draw the gun and deal with the rest of soldiers. As you go upstairs, keep shooting. Collect a **passport** from a desk standing next to a bookcase.

When you get to the other side of the library, go downstairs. Destroy the panel and go out. There's a **passport** behind the bookcases. You'll have to eliminate a sniper and few soldiers. Another **passport** is on a bench behind the bushes. If it's possible use *shooting takedown*. In the alley to your left there's another shooter. He's not alone though, so you'll have to shoot a little bit more. In the corner right next to some wood there's a **passport**. Go up the stairs and inside. In the control room, use the panel to do some damage.



But before you do that collect the last **passport**. The count-down will start so hurry up! Following *Bourne Instinct* to get away you'll keep going upstairs. The whole building will explode, and you'll save yourself jumping through the window.

## Castle Fight

### 0 passports

This mission is pretty much about fighting with a tough „boss”. He’s harder than the previous one. The key to victory here is patience. Don’t copy the same combos and remember to block. Try to keep close to the opponent. When he’s got like half a life gauge, he’ll pull out a knife.



Charge the adrenaline meter, get to a desk and watch the scene know from the movie. When the opponent’s life gauge is at about 25%, he’ll block your attack even more efficiently. Finish him with a series of quick combos.

## Paris Chase

### 0 passports

This mission is a little bit different as well. You drive mini copper trying to evade French police. You just have to follow the radar. When you get to a tunnel, Marie will notice that it's blocked. You have to drive around the streets until she says that you can check out the tunnel again.



Afterwards you need to deal with *Quick Time Event* and then follow the radar. By crashing into a Chinese shop you'll get yourself a shortcut. Get to the top of the parking lot and jump. After that you just need to drive through a one-way street and deal with another *Quick Time Event*.

## Disarm Renard

### 10 passports

First of all you need to find a way in to the museum. There's a **passport** on a bench to the left. Follow *Bourne Instinct*. Go up the pipe. When you're already inside try to silently eliminate the guard. Go downstairs and get rid of two another guards. Pick the lock to security room which is on your left and collect a **passport**. Upstairs you will notice a dead body. Keep going, open the door and you'll witness a murder. Then you'll get attacked.



After the fight go to the door on the right and pursue the murderer. There's a **passport** in a big room near a statue. Fight off some thugs and climb up the scaffolding. Another **passport** is next to some paint cans. Use the pipe to get to the other side of the room. Turn left and open the door. When you're in, go left. You'll find a **passport** at the end. Assassin will attack you. After the fight get through the door. Listen to the conversation and follow Renard. Eliminate the guard silently and get into a shaft. When you get outside listen to another conversation. There's a **passport** in a white-orange spot. Your objective now is to find a bomb.





When you succeed with it watch the cut-scene. You have to get a gun as quick as possible and shoot all terrorists. Collect the ammo and run upstairs. On the left you'll find a **passport**. Go through the room and then downstairs. You have to force through the next rooms. In the alcove under the stairs there's another **passport**. Go upstairs and then through the door on the right. You'll have to deal with two opponents there and one „mini-boss“. Afterwards get through another door and shoot at anything that moves.



When you get upstairs, you'll see a **passport** on your left. When every level is “cleared”, head towards the big door. Another count-down will start and a sniper will try to take you down. You know what to do. Go straight until you get stunned by a flash-bang. After the fight you need to kill to more snipers and then go straight. The last **passport** is near a tree by the waterfall. After that just watch the cut-scene.

## Survive the Professor

### 5 passports

Watch out for the sniper and barricade the window with a hutch (button **A**, and then Quick Time Event). In the kitchen next to the table you'll find a **passport**. Run upstairs and there take the shotgun and ammo. In the room to the left there's another **passport**. Next you go outside and hiding behind the trees you try to get as close to the gas tank as possible.



Shoot at it and you'll become invisible for the sniper, at least for a while. Next to the main building's stairs you'll find a **passport**. Get to the other side of the house. Then you shoot at the gas tank of the truck. To the right is a **passport**. Follow the only path. Bear in mind that you can't stop even for a sec!

You'll get into a barn. To the right from the entrance there's another **passport**. Get inside and to the roof. You've got two minutes to kill the professor. Shoot at him until the adrenaline meter fills up. Then use *shooting takedown*. The opponent starts getting away and you have to catch him. After a while you'll get attacked.



This fight is pretty easy but as you don't have too much time, you have to try to finish it quickly. Objects that are glowing are very helpful here. Just walk to them and use *takedown*, Bourne will use them properly. This should finish the fight quickly. At the end there'll be another *Quick Time Event* and that's it.



## Treadstone Safehouse

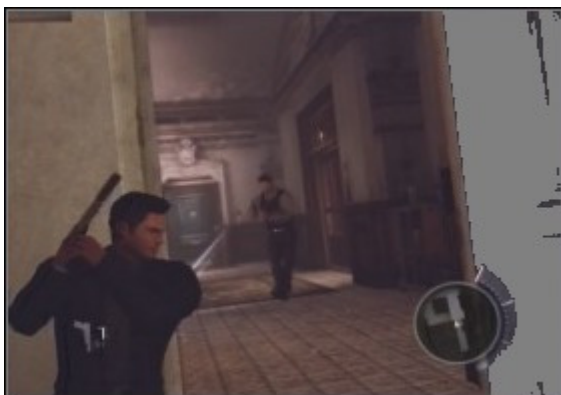
### 5 passports

Eliminate the guard silently and get to the adjacent roof. There you'll have to deal with a sniper (*Quick Time Event*) and with a use of his rifle kill the rest of shooters. On the very same roof, behind some metal contraption you'll find the first **passport**.



Next you'll need to fight all the way through the roofs. Jump from one to another and fight off the opponents. Finally, you'll find a gun with silencer on some wooden boxes. Jump on the adjacent roof and turn around, there'll be another **passport** next to the wall. You'll get attacked by two snipers. Hide behind the wall and shoot them. After you deal with them, six men will attack you, all of them armed. Use the objects to hide and get rid of the opponents.

Jump into a building, by opening the skylight. Eliminate the soldier and get on the stairs. Be prepared for a long way down. Enemies will attack you from two directions. They use elevator to get to the higher levels, so watch out! Keep away from the railing as you can get shot by a sniper. On one of the lower storeys there'll be *Quick Time Event*.

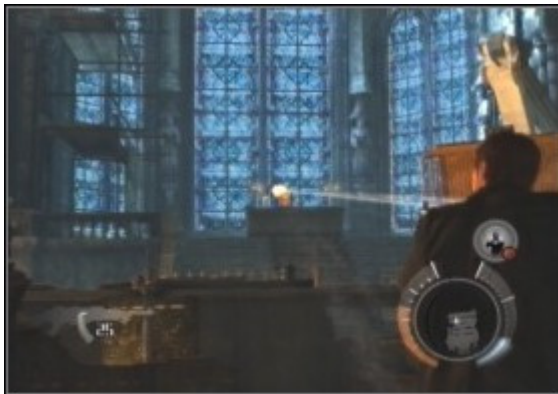


After the fight you'll get on the street. Take cover behind buildings and eliminate your opponents from there. Watch out for exploding cars. At the end of the street there's a **passport**. Turn left and shoot three soldiers and two snipers up ahead. Hide behind the black car and eliminate them one by one.

Between two vans, near a phone booth is another **passport**. When you walk upstairs another *Quick Time Event* will show up. Next to a bin, near the green gate there's the last **passport** in the whole game. After the shooting this gate will get blown up. Kill everyone on the street and eliminate the guy with a rocket launcher. He aims for the cars, however he is dangerous as you still have to be in the move .



Ok, so now it's time for the final fight. You can split it in two. The first fight takes place in a church. Use the pews as a cover. Aim for the head and do not stay in one place. Keep shooting until the opponent gets to the altar. *Shooting takedown* should be full at this point so make use of it. Now it's time for a fist fight. It's not really different than the previous fights. Manheim's energy meter is bigger and he's just as fast as Castel. To cut the fight short you can use a shovel. At the very end you'll have to deal with *Quick Time Event* and then watch the final cut-scene.



Congratulations! You've finished The Bourne Conspiracy.

# Additional info

## List of achievements

1. **Treadstone Trainee (40 GP):** Complete all campaign missions on Trainee or higher.
2. **Treadstone Agent (60 GP):** Complete all campaign missions in Agent or higher.
3. **Treadstone Assassin (100 GP):** Complete all campaign missions on Assassin.
4. **Brawler (15 GP):** Defeat 50 opponents in hand-to-hand without performing a takedown.
5. **Pugilist (25 GP):** Defeat 100 opponents in hand-to-hand without performing a takedown.
6. **Heavyweight (50 GP):** Defeat 200 opponents in hand-to-hand without performing a takedown.
7. **Need Glasses (5 GP):** Finish a mission with an accuracy below 10%.
8. **Good Shot Clustering (10 GP):** Finish a mission with an accuracy of at least 75%.
9. **Eye on the Target (15 GP):** Finish a mission with an accuracy of at least 90%.
10. **Deadeye (25 GP):** Finish 3 missions with an accuracy of at least 90%.
11. **Collateral Damage (10 GP):** Destroy 10 explodables
12. **Massive Collateral Damage (25 GP):** Destroy 50 explodables.
13. **Manual Shooter (5 GP):** Finish a mission without using a shooting takedown.
14. **Fancy Shooter (15 GP):** Finish off 50 opponents using shooting takedowns.
15. **Bullet Master (50 GP):** Finish off 200 opponents using shooting takedowns.
16. **Hard Slog (5 GP):** Finish a mission without using any hand-to-hand takedowns.
17. **Living Weapon (25 GP):** Finish off 50 opponents using hand-to-hand takedowns.
18. **30 Million Dollar Weapon (50 GP):** Finish off 200 opponents using hand-to-hand takedowns.
19. **Student of Surroundings (10 GP):** Defeat 20 opponents with contextual takedowns.
20. **Master of Environment (30 GP):** Defeat 100 opponents with contextual takedowns.
21. **Lucky Shot! (10 GP):** Kill 25 enemies with headshots.
22. **Laser Aim (50 GP):** Kill 150 enemies with headshots.
23. **Homebody (5 GP):** Collect 5 passports.
24. **Frequent Flyer (15 GP):** Collect 30 passports.
25. **World Traveler (30 GP):** Collect all passports.
26. **Wrecking Machine (25 GP):** Take out multiple opponents with one takedown 30 times.
27. **One-Man Gang (5 GP):** Take out multiple opponents with one takedown 3 times.
28. **Adrenaline Junkie (15 GP):** Use three full bars of adrenaline while driving through the streets of Paris.
29. **Civic Menace (20 GP):** Rampage through Paris: Destroy the cafe, china shop, and 200 props.

## List of special achievements

- 1 **Dangerous Beginning (15 GP):** Complete Dangerous Beginning.
2. **Dangerous Beginning Passports (10 GP):** Collect all passports in Dangerous Beginning.
3. **Shipyard Infiltration (15 GP):** Complete Shipyard Infiltration.
4. **Shipyard Infiltration Passports (10 GP):** Collect all passports in Shipyard Infiltration.
5. **Assassinate Wombosi (15 GP):** Complete Assassinate Wombosi.
6. **Assassinate Wombosi Passports (10 GP):** Collect all passports in Assassinate Wombosi.
7. **Eliminate Divandelen (15 GP):** Complete Eliminate Divandelen.
8. **Eliminate Divandelen Passports (10 GP):** Collect all passports in Divandelen.
9. **Escape the Embassy (15 GP):** Complete Escape the Embassy.
10. **Escape the Embassy Passports (10 GP):** Collect all passports in Escape the Embassy.
11. **Silence Rurik (15 GP):** Complete Silence Rurik.
12. **Silence Rurik Passports (10 GP):** Collect all passports in Silence Rurik.
13. **Castel Fight (15 GP):** Complete Castel Fight.
14. **Paris Chase (15 GP):** Complete Paris Chase.
15. **Disarm Renard (15 GP):** Complete Disarm Renard.
16. **Disarm Renard Passports (10 GP):** Collect all passports in Disarm Renard.
17. **Survive the Professor (15 GP):** Complete Survive the Professor.
18. **Survive the Professor Passports (10 GP):** Collect all passports in Survive the Professor.
19. **Treadstone Safehouse (15 GP):** Complete Treadstone Safehouse.
20. **Treadstone Safehouse Passports (10 GP):** Collect all passports in Treadstone Safehouse.

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