

PRIMA® OFFICIAL GAME GUIDE

For Xbox 360™, PLAYSTATION 3™, PC



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WANTED

WEAPONS OF FATE

PRIMA OFFICIAL GAME GUIDE

Written by David Knight



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Assassin School

INTRODUCTION

Over a thousand years ago a clan of weavers formed a secret society of assassins called The Fraternity. They received their orders from a special loom they deemed to have prophetic powers—The Loom of Fate. The weavers saw a special code in the imperfections in the fabric created on this Loom. This code revealed the names of individuals marked for assassination. Using the Kill Orders created on The Loom of Fate, they carried out executions in an attempt to restore order. They believed that by killing one tyrant, they could save the lives of thousands of innocent people. The Fraternity operates to this day, with chapters spread throughout the world. But as in most organizations with good intentions, corruption has crept into this society of assassins.

A few weeks ago, Wesley Gibson knew nothing of The Fraternity. That all changed when he was convinced to join them by Sloan, the leader of the Chicago chapter. Following several weeks of intense training, Wesley became a skilled assassin. But Sloan was only using Wesley, tricking him into killing his own father, Cross. When Wesley learned of Sloan's treachery, he turned against The Chicago Fraternity, laying waste to their headquarters and killing Sloan. In *Wanted: Weapons of Fate*, the story continues as Wesley searches for clues about his past. Having put

an end to the corrupt Chicago Fraternity, Wesley now faces a new threat: The Paris Fraternity. What do they want from him? The truth is revealed as Wesley fights his way through one challenge to the next. Along the way he learns more about his father, Cross, The Fraternity's most-feared assassin.

This guide provides everything you need to know to become the ultimate assassin. Included in this chapter are in-depth discussions and tutorials of the game's unique mechanics, such as curving bullets and performing slow-motion Enhanced Quick Movements. In the *Fraternity Personnel Files* chapter, the game's main characters and enemies are revealed; helpful countertactics necessary to defeat each Fraternity thug are included. Starting with the opening act, *Clusterf**k*, the walkthrough provides step-by-step instructions on how to complete every level, find each game reward, and defeat each boss. The guide concludes with a gallery of all the unlockable content and a detailed breakdown of all the Xbox 360® Achievements and PLAYSTATION®3 Trophies. Before digging into the campaign, take a few minutes to read up on the gameplay fundamentals. Like Wesley, you can't consider yourself an elite assassin until you've put in some serious practice.



BASIC COMBAT TRAINING

As a lone assassin, you're always outgunned and outnumbered. So you must be quick on your feet and rely on a set of elite skills to survive each encounter. Before jumping into action, study this section to learn the fundamentals of combat as an elite Fraternity assassin. Included are detailed tutorials illustrating the core gameplay mechanics. Master the techniques and tactics explained in this chapter. Only then do you have a chance to overcome the challenges ahead.

CONTROLS

Action	Xbox 360	PLAYSTATION 3
Movement/Adjust Bullet Trajectory	Left Analog Stick	Left Analog Stick
Look/Aim	Right Analog Stick	Right Analog Stick
Cover	A	X
Melee/Knife Attack	B	●
Reload	X	■
Quick Enhanced Movement	Y	▲
Aim Weapon	(LT)	[L2]
Fire Weapon	(RT)	[R2]
Fire Curved Bullet/Shrapnel Storm	(RB)	[R1]
Cycle Weapons	(LB)	[L1]
Pause Menu	START	START

NOTE

Within the *Options* menu, select *Control Options* to customize a few settings. Here you can adjust the controller's sensitivity, making the aim/look function respond faster when moving the right analog stick. You can also invert the vertical and horizontal axes. For PC controls, reference the game manual.

Interface



Adrenaline: The bullet icons in the top-right corner of the screen represent how much Adrenaline is available to perform special attacks and maneuvers. Each red bullet icon indicates one unit of Adrenaline. You earn Adrenaline by killing enemies and can spend it to fire Curved Bullets, initiate Shrapnel Storm attacks, and perform Enhanced Quick Movements. Wesley gains more Adrenaline capacity with each boss he defeats, maxing out with four red bullet icons.

Aiming Reticle: This hollow circle icon appears in the center of the screen when you take aim. It shows where your weapon's bullets will strike. Simply place the reticle over a target and pull the trigger to hit it. When placed over a valid target, the white circle turns red, helping indicate when you have a clear shot. To conserve ammo, avoid firing when the circle is white.

Magazine Ammo: The white number in the bottom-left corner of the screen represents how much ammo remains in the selected weapon's magazine. Make a habit of loading a fresh magazine after each engagement to avoid running out at an inopportune time.

Reserve Ammo: The black number in the bottom-right corner of the screen shows how much ammo is carried in reserve. With each reload, this number decreases. However, reserve ammo can be replenished by picking up ammo off the ground, represented by flashing magazines. Ammo is also dropped by enemies, so always check your victims before moving on.

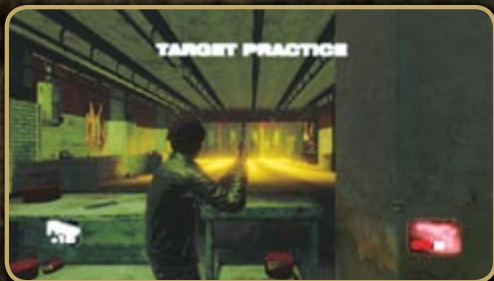
Selected Weapon: The white weapon icon in the bottom-right corner of the screen shows the weapon currently equipped by Wesley or Cross. Through most of the campaign only one weapon is available per level, but in *Dust to Dust* and *How's Your Father?* Wesley carries two weapons. The selected weapon is also visible on-screen when Wesley takes aim.

NOTE

The game's tutorials can be played by starting a new game or selecting the *Tutorials* option from the main menu.

Target Practice

For your first lesson, you must practice with your firearm, hitting a series of targets at the shooting range. But before you start shooting, grab the flashing box of ammo on the table ahead. The ammo box contains 15 rounds—a full magazine for this weapon. It's not a lot of ammo for this exercise, but it's more than enough to get the job done. Still, it's important to make every shot count.



After you grab the ammo, the targets move into view. Instead of having you fire at paper targets, The Fraternity has suspended four cadavers from hooks at varying distances in the shooting range, to ensure you can put a bullet in a body. Start with the two targets nearby first, taking aim and firing. While aiming, simply place the aiming reticle over each target—the white circle turns red when placed over a valid target. Hit each cadaver three times to make it fall from the hook. While targeting the nearby cadavers, experiment with the pistol's rate of fire by rapidly pressing the trigger. But don't fire more than three rounds at each target. Rapidly pressing the trigger is the quickest way to fire shots with the pistol. Although it's possible to hold down the trigger to fire the weapon automatically, the rate of fire is much slower. As you engage the two distant targets, slow down and take careful aim, ensuring the aiming reticle is red before taking a shot. Then carefully fire three consecutive shots to drop each target. Once all four cadavers are down, the lesson is over. Take a second to study your ammo count in the box in the bottom right of the screen. If you have three rounds remaining in the magazine, your performance was flawless.

TIP

Scoring headshots on the four cadavers does no excess damage—your targets are already dead. So you'll need to hit each target three times regardless of where you hit them. But against the living, headshots inflict heavy damage, often proving fatal against the weaker hostiles. If you're low on ammo, or simply looking to eliminate a target quickly, always aim for the head to get the most out each bullet.

Cover



In the next exercise you learn the importance of cover and how to move without exposing yourself to incoming fire. You start by standing behind a vertical pillar in the center of the room. Notice how your back is up against the beam. When your back is up against an object, you're in Cover Mode. While in Cover Mode you're less likely to get hit by enemy fire, so it's important to stay in Cover Mode as often as possible. But you can't remain in one spot forever, so move to the right side of the pillar and push up on the left analog stick. A green arrow icon appears on the screen. This indicates you can move to a new piece of cover. Press the cover button shown on the screen to advance to the table just ahead.

At the table, move to the left while still in Cover Mode. Once at the left edge of the table, push the left analog stick to the left to peek around



the corner. This brings up another green arrow icon on the screen, pointing toward another table. While the arrow icon is visible, press the cover button again; Wesley rolls to the next table. Continue moving from one piece of cover to the next, following the on-screen instructions.



When you reach the wall on the left side of the room, two hostiles enter and open fire. You can't retaliate until you grab the box of ammo near the table just ahead on the right. Quickly peek around the right corner of the wall and press the cover button to perform a slide toward the table. While sliding, Wesley passes over the box of ammo and automatically loads a fresh magazine into his pistol as he reaches the table.



Now you must eliminate the hostiles while remaining behind cover. Press the aim button to peek out from behind cover, aiming over the top of the table. While aiming, you're exposed, so center your target in the aiming reticle and return fire. Go for the hostile on the left side of the room first, rapidly firing 2-3 rounds at his head and upper torso. Once he's down, release the aim button to drop back behind cover. Before peeking out again, turn toward the next hostile on the right side of the room. Getting him in view before peeking out of cover buys you precious time once you take aim. So once he's within view, press the aim button again to peek over the table and begin your counterattack. This time, aim for the hostile's head, firing one bullet to take him out. Once both hostiles are eliminated, the lesson concludes.

CAUTION

While in Cover Mode and taking fire, be careful not to pull away from your piece of cover or press the cover button. These actions force you out of Cover Mode, leaving you vulnerable to attack.

Flanking



The enemies you face aren't stupid. They utilize cover too, preventing you from hitting them with direct fire. So when you can't target hostiles directly, maneuver and flank them. In this exercise, a hostile is equipped with a ballistic shield, firing at you without exposing himself. To get a clear shot at him, maneuver and flank him from the side, where his ballistic shield offers no protection. Start by moving to the left side of your starting cover. As you peek to the left side of the cover, press the cover button to slide to the next piece of cover.

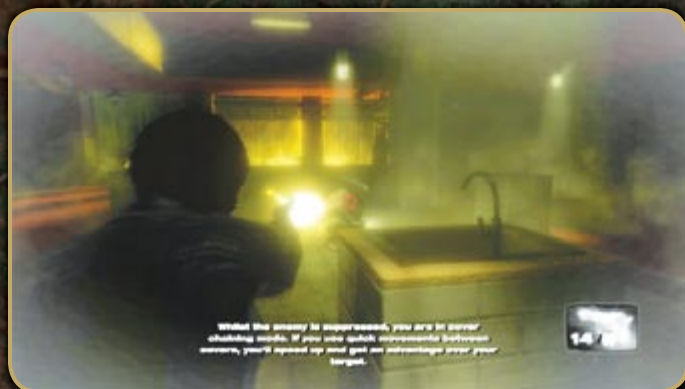
Continue moving to the left, chaining your movements from one piece of cover to the next. You eventually reach this wall. Keep moving to the left while staying in Cover Mode. At the corner is a box of ammo. As Wesley loads a fresh magazine, take note of the hostile behind the ballistic shield. He's only a few paces away and still firing at the spot where you began. Your movements have allowed you to flank him. Take aim around the corner, centering the aiming reticle on the hostile's head. Pull the trigger a few times to finish him off, bringing this exercise to an end.



Blind Fire and Flanking



Sometimes simple movements aren't enough to flank an enemy. Even while you move from one piece of cover, they'll be able to track you, preventing you from establishing a position on their flank. In these situations, it's necessary to suppress a hostile before maneuvering. In this next exercise, start by moving to cover behind the pillar at the center of the room. As you reach the pillar another hostile equipped with a ballistic shield opens fire on your position. Instead of taking aim, simply press the fire button to blindly shoot a few rounds around the corner. This is called blind fire. It's not intended to be accurate. Instead, its purpose is to suppress enemies, causing them to duck down and take cover, temporarily losing sight of you. When an enemy is suppressed, the edges of the screen blur, indicating you're out of the hostile's line of sight and can move without being seen. This is called cover-chaining mode. Start by moving to the pillar to the left.



While an enemy is suppressed, remain in cover to extend the cover-chaining mode, maneuvering to a flanking position. If you move out of cover, the cover chain is lost, requiring you to Blind Fire again before attempting another flanking maneuver. In this case, keep chaining your movements to the left until you reach this sink on the back side of the room. Now it's possible to peek out of cover without being seen. Press the aim button and center the aiming reticle on the hostile—he's still focused on the pillar where you began this exercise. Since he was suppressed, he was unable to see you move to this position directly behind him. Fire a few rounds into the back of his head to successfully complete this exercise.

Close Combat



At times it's beneficial to attack enemies at close range, using your knife to finish them off quickly. Scoring a knife attack is always lethal, regardless of how tough an enemy is. It's even possible to kill some bosses with a single knife attack. However, getting close enough to use the knife is the tricky part, requiring expert use of cover. In this exercise, begin your advance on an enemy by taking cover behind the table straight ahead. From there, move to the pillar on the right.



Once at the pillar, peek around the left side and slide ahead to the table where the hostile is positioned. You end up on the opposite side of the table from where the hostile is cowering. The white knife icon that appears in the center of the screen indicates you're within



range to perform a knife attack. Press the button shown on the screen to perform the kill. Wesley automatically reaches over the table and stabs the hostile hiding on the other side. It's also possible to stab hostiles around corners. Performing knife attacks while behind cover is the safest method of dispatching enemies at close range, but it's not the only way. You can also perform knife attacks while out of Cover Mode, but you must be very close to your target, which puts you at great risk of getting shot.

TIP

In most situations, it's necessary to suppress an enemy before getting close enough to perform a knife attack. Start by Blind Firing around a piece of cover. Then, while in cover-chaining mode, move from one piece of cover to the next until you can acquire an adjacent position from which to perform a knife attack.

**Knife Fights**

In *Shut the F**k Up!*, Wesley encounters the first of many knife-wielding thugs. These fanatical Fraternity thugs charge directly toward you, carrying only two sharp knives. While it's possible to shoot these guys before they can attack, be prepared for a knife fight. When a knife fight begins, the camera switches to a more cinematic angle. But more importantly, a button icon appears at the bottom of the screen, prompting you to press the button repeatedly. As you press the button, a white circular meter fills around the button icon. Keep pressing the button until this meter is filled to complete the knife fight sequence successfully.

Curving Bullets

After defeating the SWAT Leader at the end of *Clusterf**k*, Wesley earns Adrenaline and the ability to curve bullets.

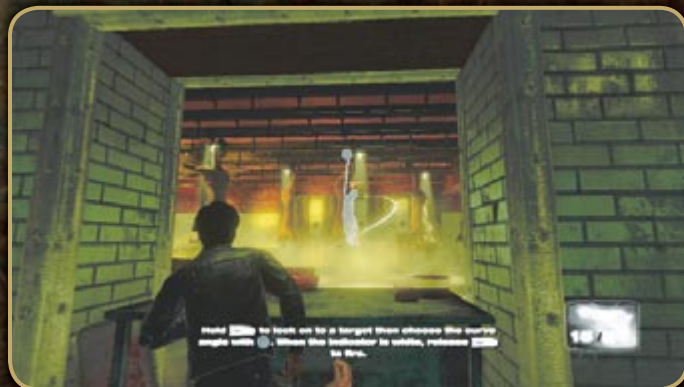
In this exercise, you must shoot a series of cadavers in the shooting range. However, this time the cadavers are obscured, blocked by a row of pig carcasses hanging in front of them. To hit the cadavers you must curve bullets around the pig carcasses. Start by moving to the table and picking up the box of ammo. Once a fresh magazine is loaded into your pistol, press and hold the button shown on the screen. A red line appears,



showing the bullet's current trajectory. The red line connects from the end of Wesley's pistol to one of the cadavers in the distance, shown in red silhouette. If fired now, the bullet won't hit the cadaver—it will strike the pig in front.

CAUTION

While adjusting a bullet's trajectory, you're exposed, even if you're behind cover. So set the bullet's flight path as quickly as possible to avoid getting hit by incoming fire.



While still holding the button indicated on-screen, move the left analog stick to adjust the bullet's trajectory. The end points of the line remain connected to the pistol and the cadaver, but as you move the stick, the center of the line curves, allowing you to fire around the pig carcass to hit the cadaver. When the line turns from red to white, the bullet has a clear path to the target. Hold the stick in the same position to hold the curve, then release the button to fire the shot. If you score a hit, the cadaver drops to the ground. After taking out the first target, take aim and curve bullets into the four remaining cadavers. Firing a single Curved Bullet normally costs one unit of Adrenaline, but in this exercise there is no cost for curving the five bullets necessary to take out the targets.

As you can see, curving bullets is ideal for engaging targets hiding behind cover. But Curved Bullets have other benefits. First of all, they cause more damage than a standard bullet fired directly at a target. This is particularly the case when engaging targets out in the open. So don't reserve Curved Bullets just for enemies hiding behind cover. Curved Bullets also can temporarily stun some enemies. While stunned, enemies often stagger out of cover, making them easy to take out with direct fire or a quick knife attack. But remember; curving bullets isn't free—it costs one unit of Adrenaline per shot. However, each kill earns you one unit of Adrenaline, so as long as your Curved Bullets hit their marks with lethal results, you can keep firing them with no net loss of Adrenaline.

TIP

You can hit multiple targets with a single Curved Bullet. Start by targeting one distant enemy, then adjust the bullet's trajectory so it passes through a second (or third target) on its way to its final point of impact.



Shrapnel Storm

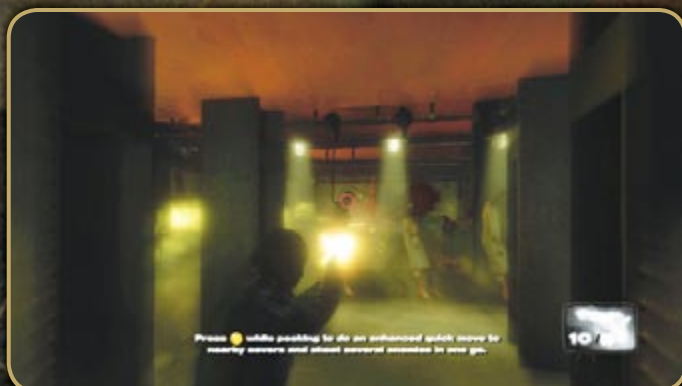
Cross's Fire Eater machine pistols perform a different type of Curved Bullet attack. While the gameplay mechanic is the same, the result is much more devastating. Known as the Shrapnel Storm attack, it's initiated the same way as firing a Curved Bullet. But when the button is released, the machine pistols fire a salvo of Curved Bullets that explode on impact with the target. Shrapnel Storm attacks are ideal for taking out tough enemies and tight clusters of hostiles. While curving the bullets toward a target, try to ensure multiple targets are within the blast radius, indicated by multiple white silhouettes near the point of impact. But Shrapnel Storm attacks are expensive, costing two units of Adrenaline. So before taking the shot, make sure you can earn back your investment by killing at least two enemies with each attack.

Enhanced Quick Movement (EQM)



When Wesley defeats The Russian at the end of *Russian's Last Dance*, he earns more Adrenaline and the Enhanced Quick Movement ability. This allows Wesley to engage targets in slow motion while moving between two pieces of cover. In the exercise that follows, you must shoot three cadavers while moving from one pillar to the next. Start by taking cover behind the pillar straight ahead, then peek out to the right side. This time, instead of the standard green arrow icon

appearing on the screen, a yellow arrow also appears. The yellow arrow indicates that an EQM is possible while moving to the adjacent piece of cover.



While peeking out to the right, press the button shown on the screen to initiate an EQM. As Wesley moves to the right, time slows down and the aiming reticle appears on the screen. Immediately aim at the cadaver on the left and hold down the trigger. As Wesley continues moving to the right, rake the aiming reticle across the two other cadavers. If you're quick, you can drop all three cadavers before reaching the pillar on the right. But if you missed one (or two), perform a second EQM, this time moving back to the pillar on the left.

In combat, EQMs are very useful when engaging multiple hostiles. Not only do they allow you to target the enemies in slow motion, but they allow you to do so without the chance of getting hit by incoming fire. But like the Shrapnel Storm attack, an EQM costs two units of Adrenaline, so make sure each attack counts. For starters, only perform this maneuver when two or more hostiles are exposed. This will ensure you earn the two units of Adrenaline back upon killing the two exposed hostiles. Also, always make sure you have a fresh magazine loaded before initiating an EQM. There's nothing more embarrassing than running out of ammo in the middle of a dramatic slow-motion attack.

TIP

EQMs are ideal for taking out snipers, but you must get within pistol range before you can score a kill. While you move in slow motion, snipers can't hit you. Furthermore, the rapid fire you can dish out during the maneuver all but ensures the sniper is dead before you reach the next piece of cover.

Explosives

Looking for a bit more offense? During the campaign there are several explosive objects scattered throughout the levels. When shot, these objects explode, killing anyone nearby. But the explosions work both ways, so make sure you're far outside the blast radius before the fireworks begin. Here's a brief rundown of the explosive objects you should keep an eye on.

Fuel Canisters



These red fuel canisters are the most common explosive objects in the game. All it takes is one shot to send these canisters into a huge fireball. For best results, wait until at least a couple of enemies are standing next to one before shooting it. Also, make a habit of shooting them before advancing nearby. If you accidentally take cover near one, one incoming bullet could ruin your day.

Fire Extinguishers



Fire extinguishers are the weakest of the explosive objects, but do they serve a very important function during *Fear of Flying*. During this act, fire extinguishers are located on the walls near the jetliner's emergency exits. Exploding fire extinguishers blow open the emergency exits, sucking all nearby enemies out of the plane. Outside of this level, fire extinguishers aren't very useful. Even if an enemy is standing right next to one, the damage they inflict is minimal.

Proximity Mines

Not to be confused with the exploding rat game rewards, proximity mines are defensive explosives placed in some levels to hinder your advances. They're round, disc-shaped explosives with a flashing red light on top. As you approach them, they begin



to beep. If you get too close, the mine explodes, killing you instantly. So make a habit of clearing these mines as you advance. One bullet sets these nasty booby traps off. When possible, shoot proximity mines when there are enemies standing next to them.

Machine Gun Sequences



A couple of times during the campaign you must defend a fixed position with a machine gun turret. During these sequences the camera switches to a first-person perspective, allowing you to sight right down the weapon's barrel. Machine gun turrets are equipped with a protective shield mounted on the sides of the weapon. This shield provides a source of cover when you're not firing the weapon. However, the shield can disintegrate as it takes damage. As the shield becomes smaller and smaller, it offers less protection. To prevent it from completely disappearing it's best to maintain an aggressive posture during these sequences, mowing down enemies as soon as they come into view. The longer they're allowed to return fire, the more damage they'll inflict on the shield. But you can't just hold down the trigger the entire time. While firing the weapon, you're exposed. As you take damage (and the screen turns gray), halt your attack and duck down behind the shield until you recover. To avoid exposing yourself for too long, try to spot enemies while hiding behind the shield, rotating the machine gun in their general direction before opening fire. Explosive objects can also be helpful during these sequences, so keep your eyes peeled for fuel canisters.

Sniper Rifle Sequences



At times, Cross or Wesley gains access to a sniper rifle, requiring him to engage a series of hostiles from long range. During these sequences

you can't move. However, you can duck out of cover to take shots with the sniper rifle. While in cover, the camera is in



the standard third-person perspective. But when you take aim, the camera switches to first person, providing a scope view.

Instead of taking aim and hunting for targets through the limited scope view, scout for targets while behind cover in third person. In this perspective it's possible to see muzzle flashes, which give you a better idea of where the hostiles are hiding. Center the target in the middle of the screen while behind cover, then peek out to take a shot. When you switch the scope view, the target should be within view, allowing you to center the hostile in the crosshairs and take the shot. But don't get greedy. Duck back into cover after each successful kill. If you expose yourself for a long time you'll attract potentially lethal heavy fire. Patience and persistence are the keys to completing these tense sequences. Unlike during the machine gun sequences, time isn't a huge factor. So don't rush your shots.



NOTE

The machine gun and sniper rifles never run out of ammo, nor do they have to be reloaded. The machine gun fires nonstop while the sniper rifle is semi-automatic, firing a new round with each pull of the trigger.

GAME REWARDS



Hidden among the various levels are game rewards. Most of these rewards appear as Kill Order icons, small rotating pieces of fabric. Simply walk over these objects to pick them up. These unlock a variety of extras including videos, team quotes, team pictures, concept art, and posters. But these items aren't easy to find. Most are hidden in dark corners or other low-traffic areas. So reference the walkthrough chapters to track down all the game rewards as you play through each level.



Exploding rats are the second type of game reward. Shoot them to unlock their content. Exploding rats look much like the proximity mines, easily spotted thanks to the flashing red light on their backs. Keep your distance from these critters or else they'll explode as you move nearby. Shooting the exploding rats unlocks comic book covers and the JG Jones artwork. All unlocked items can be viewed in the *Game Rewards* option from the game's main menu.

Fraternity Personnel Files

Few know the true nature of The Fraternity and its shadowy guild of assassins. But what little is known is detailed in the following personnel files, including brief bios as well as each major player's strengths and weaknesses.

THE RENEGADES

Some of The Fraternity's assassins have had a falling out with the organization. This has made them all prime targets in the eyes of The Immortal, the leader of The Paris Fraternity.

Wesley Gibson

A few months ago, Wesley Gibson was a nobody. His passive existence was filled with one monotonous routine after another. He hated his job. His girlfriend with sleeping with his best friend. Plus he was plagued by frequent anxiety attacks brought on by his annoying boss. But his life changed forever when he crossed paths with The Fraternity, a guild of assassins with roots dating back more than 1,000 years. The leader of The Chicago Fraternity, Sloan, took Wesley under his wing, explaining he was the son of a great assassin. What Wesley thought were anxiety attacks are actually a rare

hereditary trait triggered by a sudden release of Adrenaline that causes his heart to beat in excess of 400 beats per minute. As a result, time seems to slow around Wesley, making him the perfect killer. Following some rigorous and punishing training, Wesley learned to control these rushes of Adrenaline and became an assassin himself, doing Sloan's will by performing hits around Chicago.

But Sloan lied to Wesley when he told him his father was dead. All along, it was Wesley's father, Cross, whom Sloan was after, and he used Wesley to get to him. Sloan ultimately tricked Wesley into killing his own father. Once Cross was out of the picture, Sloan ordered Wesley's death. But Wesley escaped and learned the truth of Sloan's treachery. Sloan was no longer using The Loom of Fate to render Kill Orders. Instead, Sloan was issuing Kill Orders of his own, all designed to garner more power and wealth for himself.

After recovering from his near-death experience, Wesley took it upon himself to shut down Sloan's operation in Chicago. He initiated his attack on The Fraternity's compound by dumping an army of explosive-equipped rats into the facility. As chaos ensued inside, Wesley stormed The Fraternity grounds, killing Sloan's thugs. Although Sloan escaped the initial attack, Wesley caught him in a trap of his own, using a decoy to draw him in and then shooting him with a high-powered rifle from across town. But as Wesley is about to discover, his attack on The Chicago Fraternity hasn't gone unnoticed. It seems The Paris Fraternity has taken a sudden interest in Wesley...



Cross

Cross was The Fraternity's greatest assassin, but he had a falling out with the organization soon after the birth of his son, Wesley. His forbidden affair with Alyse, another Fraternity assassin, made him a fugitive in the eyes of The Paris Fraternity, led by The Immortal. Soon after Wesley's birth, Cross hatched a plan to spring Alyse and his newborn son from Mount Saint Millar, The Paris Fraternity's headquarters. During the escape attempt, Alyse was struck by an assassin's bullet and died, leaving Cross to care for his son. Realizing he was a marked man, Cross decided it would be best if he distanced himself from Wesley. But he never strayed far from his son, keeping a watchful eye on him throughout his life. It was only when Sloan took an interest in Wesley that Cross attempted to contact his son. But Sloan and his assassins were always one step ahead, feeding lies to Wesley while turning him into a killing machine with skills to rival Cross's. After numerous attempts, Cross finally caught up with Wesley and told him the truth, but only after being mortally wounded. Although Cross is dead, his legacy lives on through Wesley, as does his war with The Paris Fraternity.



Alyse

Alyse was Wesley's mother, a skilled assassin in her own right. She worked out of The Paris Fraternity before having a forbidden affair with Cross. Always faithful to The Loom of Fate's Will, The Immortal could not tolerate Alyse and Cross's violation of the code and hunted them down relentlessly when Wesley's birth was discovered. As a result, Alyse was killed soon after Wesley's birth while attempting to escape Mount Saint Millar with Cross. However, Wesley still sees Alyse in dreams, recalling the song she sang while cradling him in her arms. He has few other memories of his mother. A handful of photos and a portrait hanging in Cross's apartment are all that's left. Wesley has been drawn to the portrait since taking up residence in his father's old flat.



Pekwarsky

Little is known about Pekwarsky, and he prefers to keep it that way. His skill in crafting custom munitions has made him an invaluable asset to The Fraternity. When a special Kill Order is rendered by The Loom, it's Pekwarsky who's tapped to design and manufacture the bullets necessary to execute the target. His dealings with The Fraternity over the years have given him great insight into the organization's inner workings. But he's no fanatic, as evidenced by his close relationship with Cross after his falling out with The Paris Fraternity. Later on, Pekwarsky helped Cross arrange a meeting with Wesley on a train. That encounter did not go as planned, leading to Cross's death and to Wesley suffering from serious injuries. After Cross's death, Pekwarsky took it upon himself to look after Wesley, restoring him back to health prior to his raid on The Chicago Fraternity. But given his strong ties to The Fraternity, Wesley still isn't completely trusting of Pekwarsky or his motivations. Still, he's the best friend Wesley has at the moment.

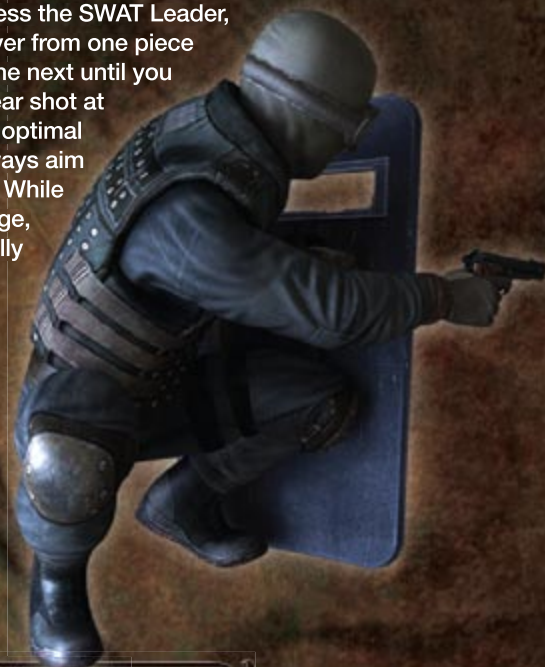


FRATERNITY BOSSES

Led by The Immortal, The Fraternity's major players pose the biggest threat to Wesley. Throughout the campaign, Wesley must fight his way past all five of these bosses to reveal the truth of his past. This section contains brief bios for each boss and countertactics for defeating them.

SWAT Leader

Accompanied by a small army of phony SWAT cops with French accents, the SWAT Leader is the first boss Wesley faces at the end of *Clusterf**k*. This Paris Fraternity member is responsible for ransacking Cross's apartment and escaping with a Kill Order found in the frame of Alyse's portrait. The SWAT Leader is equipped with a ballistic shield, which is impervious to small-arms fire. It prevents him from taking any damage from a frontal assault. Therefore, Wesley must flank him to deal any damage, covertly moving to a side position where the SWAT Leader's shield offers no protection. Use blind fire to suppress the SWAT Leader, then maneuver from one piece of cover to the next until you can get a clear shot at his side. For optimal damage, always aim for his head. While taking damage, he'll eventually turn, using the shield to protect himself. Simply suppress and flank him again to finish him off.



NOTE

After encountering the SWAT Leader, you'll face a few more hostiles equipped with ballistic shields. Use the same flanking tactics to take them out. Once the machine pistols are acquired, Shrapnel Storm attacks are equally effective. Curved Bullets temporarily stun enemies with ballistic shields, causing them to stumble about. As the hostile staggers out of a covered position, the shield is usually still in place, often preventing a torso or headshot. However, you can still shoot the hostile's legs and feet to take them out.

The Russian

The Russian is the first of three Guardians Wesley encounters throughout the campaign. Wearing a white apron and protective headgear, The Russian looks like a butcher. But he's responsible for cleaning up the mess at The Chicago Fraternity. In particular, it's the job of the Guardians to move The Loom of Fate. The Russian has a binary code tattooed on his right arm. This is just one part of a three-part code revealing where The Loom is to be moved—the remaining codes are found on the other two Guardians. But getting a close look at the code is no easy task. The Russian is armed with a shotgun and has a commanding view of The Loom of Fate room as Wesley reaches the last sequence in *Russian's Last Dance*. Stunning The Russian with a Curved Bullet is the best way to get a clear shot. While he's stunned you can even rush him and take him out with a knife attack.



Brummel

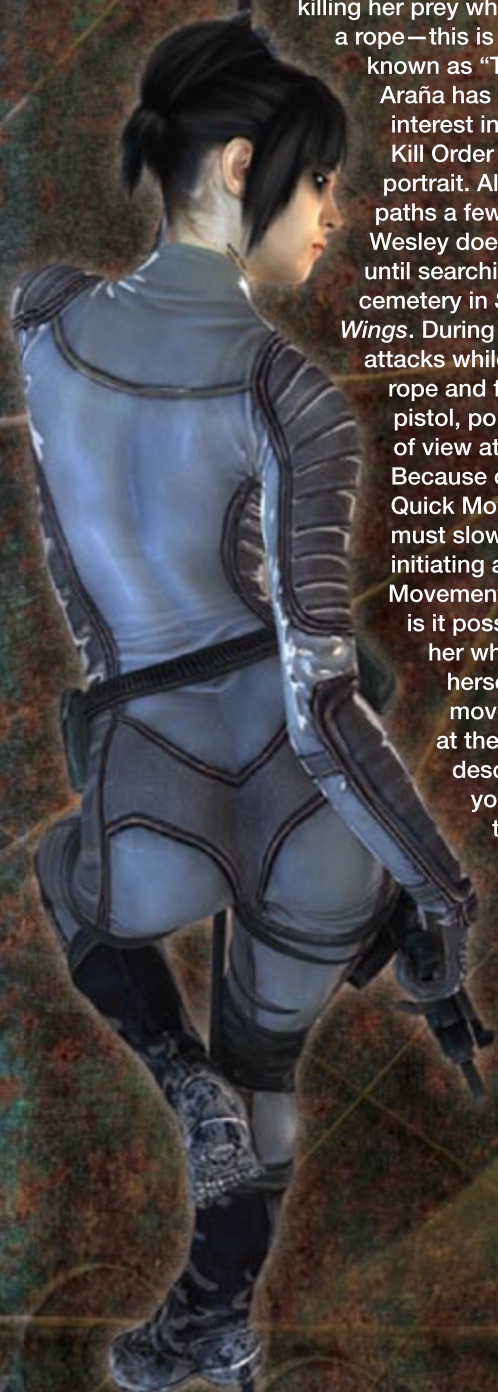
Brummel is the second Guardian sent by The Fraternity to move The Loom of Fate. Like The Russian, he has the second part of the binary code tattooed on his right arm, revealing The Loom's ultimate destination. In addition to serving as a Guardian, Brummel is The Fraternity's buyer, tasked with securing arms and munitions from outside parties. This puts him in contact with Pekwarsky on a regular basis—this is how Wesley tracks him down in an office building during *Shut the F**k Up!* Brummel is armed with a Cornershot weapon, which allows him to hide behind cover and fire at Wesley without exposing himself. Hit Brummel with a Curved Bullet to temporarily stun him. He'll stumble out of cover for a few seconds, giving you the chance to hit him with direct fire. Unlike The Russian, Brummel cannot be flanked or attacked at close range with a knife. So curving bullets and following up with pistol shots is the only way to defeat him.



Araña

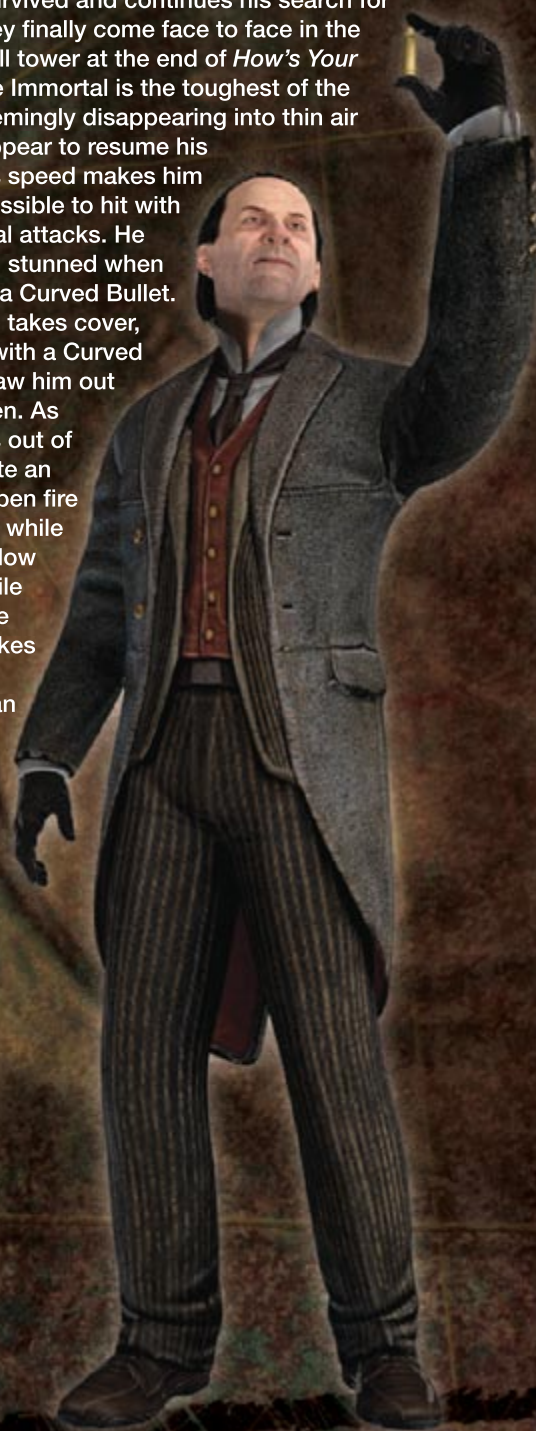
Araña is the third and final Guardian, wearing the final binary code tattoo on her neck. Hailing from The Barcelona Fraternity, Araña has earned a reputation as gifted acrobat, often killing her prey while dangling from a rope—this is how she became known as “The Little Spider.”

Araña has taken a personal interest in Wesley and the Kill Order found in Alyse's portrait. Although they cross paths a few times in Chicago, Wesley doesn't confront Araña until searching for the assassin cemetery in *Spiders Don't Have Wings*. During their battle, Araña attacks while hanging from a rope and firing a machine pistol, popping in and out of view at lightning speed. Because of her impossibly Quick Movements, Wesley must slow down time by initiating an Enhanced Quick Movement (EQM). Only then is it possible to target her while she exposes herself. Initiate the movement as she's at the bottom of her descent. This allows you to target her head to inflict maximum damage.



The Immortal

The Immortal is the fanatical leader of The Paris Fraternity. Unlike Sloan, he's a true believer in The Loom of Fate and accepts its judgment without question. His adherence to The Fraternity's code is unshakable, even when it comes to eliminating those under his command. This zealotry led to Alyse's death and Cross's struggle to hide Wesley from The Fraternity. During one confrontation with Cross, The Immortal was gravely injured, losing one eye and suffering severe scars across his face. But despite what Cross believed, The Immortal survived and continues his search for Wesley. They finally come face to face in the church's bell tower at the end of *How's Your Father?* The Immortal is the toughest of the bosses, seemingly disappearing into thin air only to reappear to resume his attacks. His speed makes him nearly impossible to hit with conventional attacks. He is, however, stunned when struck with a Curved Bullet. So when he takes cover, target him with a Curved Bullet to draw him out into the open. As he staggers out of cover, initiate an EQM and open fire on his head while moving in slow motion. While stunned, the Immortal takes much more damage than he would normally, making this the best method to defeat him.



FRATERNITY HENCHMEN

In addition to his few elite henchmen, The Immortal has a large army of die-hard fanatics willing to sacrifice their own lives to protect the secrets of The Fraternity. This section includes descriptions of each type of enemy Wesley encounters throughout the campaign and the best methods to defeat each. Three ratings are given to each type of enemy, describing offense, aggression, and stamina. Offense refers to how much damage an enemy's weapon inflicts. While no single hit proves fatal, those with strong or extreme ratings come close to killing you with one hit. Aggression describes how likely an enemy is to advance on you, helping you determine whom to target or suppress to avoid getting flanked. Those with weak ratings never advance and may even retreat, while those with moderate to extreme ratings will look for opportunities to flank you or charge directly at you. Finally, stamina refers to how tough an enemy is to kill. The stronger the rating, the more hits it takes to score a kill.

SWAT Assassin

Offense: Weak

Aggression: Moderate

Stamina: Weak

Don't let their outfits fool you. These guys aren't cops. These Paris Fraternity thugs have donned SWAT gear to help disguise their operations while in Chicago. Armed with submachine guns, these enemies mean business and won't hesitate to target Wesley with automatic bursts. Despite their body armor, these hostiles aren't very durable, dying after being hit with only a few pistol rounds. When Wesley first engages these thugs, the ability to curve bullets is not yet available. So target them with direct fire, or pin and flank them, using knife attacks to surprise them at close range.



French Apprentice/ Chicago Grunt



Offense: Weak

Aggression: Moderate

Stamina: Weak

When not wearing SWAT gear, the common Fraternity thugs often don hooded coats, helping conceal their identities. This is the standard attire of the basic thug operating within Fraternity-controlled areas such as The Chicago Fraternity and Mount Saint Millar. Although they look different, they perform like SWAT Assassins and are armed with a mix of pistols and submachine guns. They're easily dispatched with direct fire, though Curved Bullets are just as effective, especially if the hostile is hiding behind cover—one hit with a Curved Bullet always proves fatal.

Apprentice Grenadier



Offense: Extreme

Aggression: Weak

Stamina: Weak

These guys always wear red jackets, making them easy to identify. However, you must spot them before they hide behind cover and start tossing grenades in your direction. Incoming grenades are accompanied by a grenade icon that appears on the screen, showing where the grenade has landed. If the icon is white, you're outside the blast radius. But if the grenade icon is red, you're within the blast radius and must move out before it explodes. Obviously, taking out the thug tossing

these explosives is always a high priority. Since they rarely show their faces, target them with Curved Bullets—one hit is more than sufficient to take these guys out.

Elite Assassin



Offense: Strong

Aggression: Strong

Stamina: Moderate

Of the early enemies Wesley and Cross face, this hostile is one of the most dangerous. Fortunately, they're easy to recognize thanks to their tan suits. Be ready to take cover when you see one of these guys rush into view. One hit from the shotgun causes heavy damage, making the screen turn gray. So if you're hit, immediately take cover until you recover. These guys aren't easy to take out, either. Hitting them with a Curved Bullet usually only stuns them, causing them to stagger out of cover for a few seconds and making them vulnerable to direct fire. Although it's costly, performing an EQM is the best way to eliminate these guys.

Bodyguard

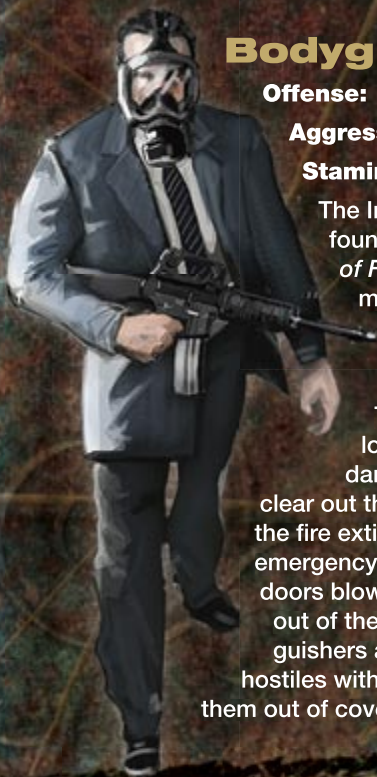
Offense: Moderate

Aggression: Moderate

Stamina: Moderate

The Immortal's Bodyguards are found only on the jetliner in *Fear of Flying*. Wearing suits and gas masks, these foes are also armed with shotguns and assault rifles, making them extremely dangerous.

They're also durable, so look for ways to maximize damage. The best way to clear out these guys is by targeting the fire extinguishers near the plane's emergency exits. As the emergency exit doors blow out, the hostiles are sucked out of the plane. But when fire extinguishers aren't available, target these hostiles with Curved Bullets to draw them out of cover, then finish them off with



direct fire. When facing tight crowds of Bodyguards, perform an Enhanced Quick Movement and gun down as many as you can while advancing in slow motion.

Cornershot Assassin

Offense: Moderate

Aggression: Weak

Stamina: Moderate

While these hostiles wear garb similar to that of French Apprentices, they're armed with better weapons and utilize more advanced tactics. The Cornershot apparatus allows these hostiles to hide behind cover and shoot with enhanced accuracy. Since they never need to duck out of cover to take a shot, hitting these enemies can be tough. Curved Bullets are most effective against these guys, but they're not always lethal, so be ready to follow up with direct fire as these guys stumble out of cover. Another option is to flank them by chaining your movements from one piece of cover to the next. If they fail to see you move out, you can often shoot them from the side or rush in for a knife attack. Shrapnel Storm attacks (fired from the machine pistols) are also effective, but a bit of an overkill unless you can hit more than one hostile.



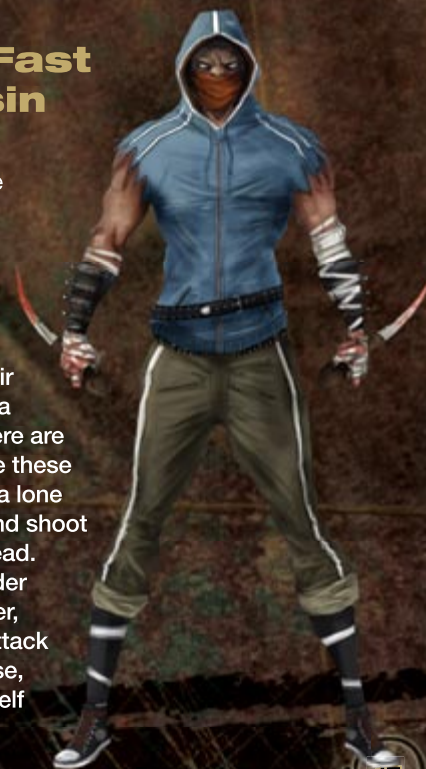
French Fast Assassin

Offense: Strong

Aggression: Extreme

Stamina: Weak

Armed only with dual knives, these fanatics charge directly into fights while yelling. So as soon as you hear their battle cry, get ready for a fight at close range. There are a couple of ways to take these guys out. If charged by a lone thug, simply take aim and shoot him, preferably in the head. But if you're already under fire and have taken cover, wait for these guys to attack at close range. Otherwise, you risk exposing yourself



to incoming fire. As the melee combat begins, the camera switches to a cinematic angle. You're then prompted to rapidly press the melee button to win the knife fight. The button icon is surrounded by a hollow circular meter. The more you press the button, the more the meter fills, in a clockwise direction. Once the meter is filled, the knife fight concludes and Wesley is shown finishing off the thug. Following the fight, Wesley automatically returns to his covered position.

Mountaineer Assassin

Offense: Strong

Aggression: Strong

Stamina: Strong

The Mountaineer Assassins wear long, trench coat-like robes. They are first encountered guarding the assassin cemetery in *Spiders Don't Have Wings*. Unlike the standard Elite Assassins, these guys are more durable and much more aggressive, charging forward while blasting away. To prevent them from rushing and/or flanking you, Blind Fire around your cover to make them back off. If faced with enough incoming fire, they'll eventually retreat and take cover. Curved Bullets hardly do anything to these guys, so don't waste your Adrenaline. Instead, perform an Enhanced Quick Movement as these guys move into view, and blast them in slow motion. Once Cross's machine pistols are acquired, the Shrapnel Storm attack is another effective way to dispatch these tough hostiles.



Nightmare

Offense: Strong

Aggression: Extreme

Stamina: Strong

Wesley first encounters these elite thugs in Mount Saint Millar during *Dust to Dust*. These hostiles are distinguishable from their French

Fast Assassin counterparts by their red outfits. As usual, try to take these guys out at long range before they can initiate a knife fight. But if they do move to close range, be prepared for a slight deviation. In addition to mashing the melee button, when fighting these guys you must also push the left analog stick in the direction shown on the screen. Hold the analog stick in the indicated direction throughout the fight to succeed. If you fail to move the stick, or move it in the wrong direction, you'll lose the fight. So pay close attention at the beginning of the fight, moving the analog stick first before rapidly pressing the melee button.

Snipers

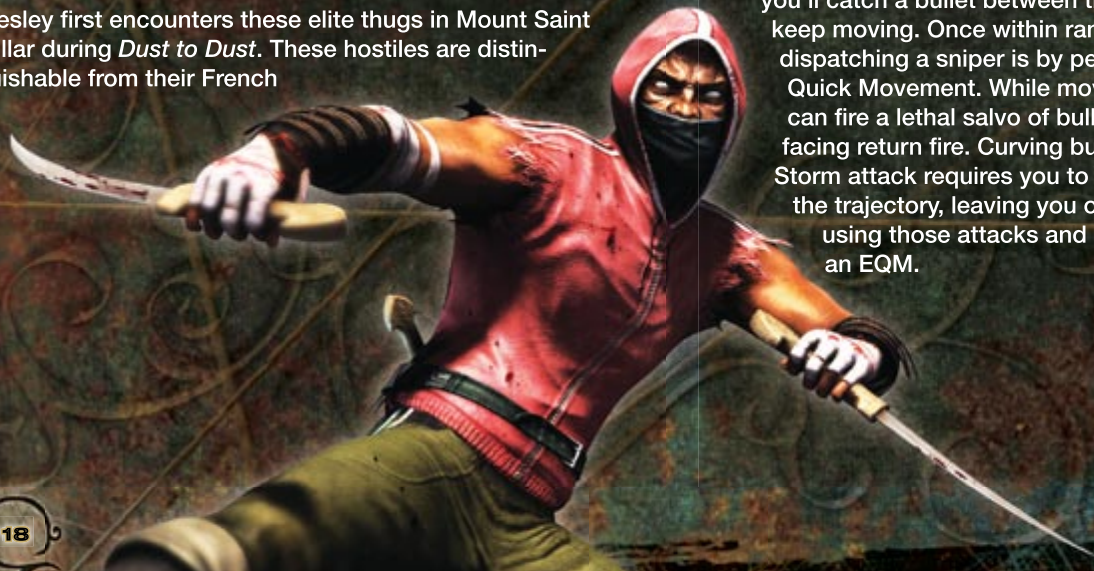


Offense: Extreme

Aggression: Weak

Stamina: Strong

Snipers aren't very common, but each time they appear, be prepared for a challenge. Both the Elite and Monk Sniper varieties are armed with a high-powered rifle equipped with a laser sight. So if you see a red laser beam panning in your direction, get behind cover as quickly as possible. Getting hit with a sniper round is similar to getting struck by a shotgun blast; it reduces your health to dangerous levels. If you're hit, stay behind cover until you recover. Most snipers appear at long range, far beyond the reach of Wesley's weapons. So you'll need to chain your movements from one piece of cover to the next until you can get within range. While moving, never peek out of cover and attempt a shot—chances are you'll catch a bullet between the eyes. Instead, just keep moving. Once within range, the safest method of dispatching a sniper is by performing an Enhanced Quick Movement. While moving in slow motion, you can fire a lethal salvo of bullets at the sniper without facing return fire. Curving bullets or firing a Shrapnel Storm attack requires you to peek out of cover to adjust the trajectory, leaving you open to attack. So avoid using those attacks and save your Adrenaline for an EQM.

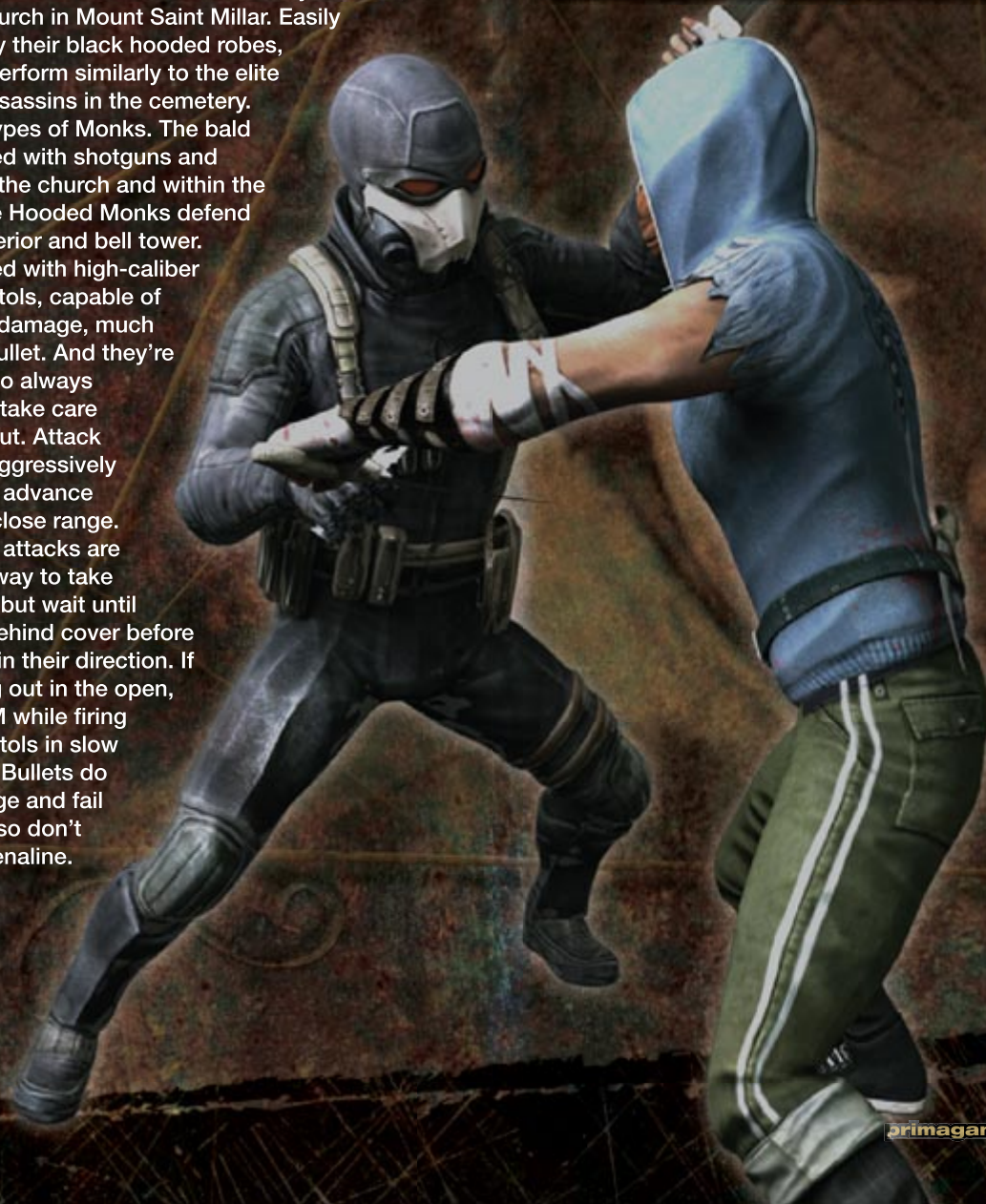


TIP

If you're pinned by a sniper and have no Adrenaline to spare, try peeking out of cover and taking quick shots. For best results, wait until the sniper's laser sight is aiming away from you before peeking out of cover. This will give you a moment to take aim before the sniper can acquire you. Each hit you land on a sniper stuns him, preventing him from firing. So if you keep pummeling him with a steady stream of lead, he can't retaliate. Keep up the attack until he's down. The machine pistols are most effective when engaging snipers directly, thanks to their high rate of fire.

Monks**Offense:** Strong**Aggression:** Strong**Stamina:** Strong

The Monks are the most zealous of Fraternity fanatics, guarding the church in Mount Saint Millar. Easily distinguished by their black hooded robes, these hostiles perform similarly to the elite Mountaineer Assassins in the cemetery. There are two types of Monks. The bald Monks are armed with shotguns and appear outside the church and within the catacombs. The Hooded Monks defend the church's interior and bell tower. They're equipped with high-caliber flintlock-like pistols, capable of inflicting heavy damage, much like a sniper's bullet. And they're very accurate, so always seek cover and take care when peeking out. Attack these hostiles aggressively before they can advance and engage at close range. Shrapnel Storm attacks are by far the best way to take out these guys, but wait until they're hiding behind cover before curving a burst in their direction. If they're standing out in the open, perform an EQM while firing the machine pistols in slow motion. Curved Bullets do very little damage and fail to stun monks, so don't waste your Adrenaline.



WALKTHROUGH

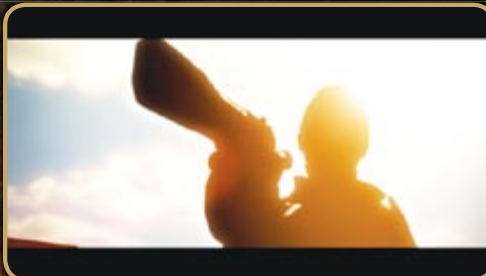
Clusterf**k

Location: Chicago, Cross Apartment

Time: 5 hours after Wesley killed Sloan



CROSS APARTMENT



A few hours ago Wesley Gibson took control of his destiny when he fired a single bullet through Barry's energy drink, Janice's donut, and Sloan's head, all from the confines of his father's apartment. But now he's disturbed by a recurring dream. He can see his mother—the mother he never

knew. She was killed shortly after Wesley's birth. In the dream she's approached by a man, masked in shadow. He raises a pistol and shoots her at close range. Usually Wesley wakes at the moment the gun fires. But this time something else wakes him. Somebody's rummaging around upstairs...

NOTE

The introductory tutorials that precede this level are covered in the *Assassin's School* chapter.



As you gain control of Wesley, exit the room where you begin and move toward the kitchen. Despite the noise and lights from upstairs, there is no danger down here. So take a few moments to get used to the movement controls. Also search around the ground floor for pickups—there's some ammo on the kitchen counter. Ammo pickups always flash white,

making them easy to spot, even in dark settings. So always keep an eye open for ammo, and strive to keep your stores filled to capacity, loading a fresh magazine before grabbing more ammo. Enemies drop ammo, too, so don't forget to grab your victims' bullets before moving on.

Game Rewards



Before rushing upstairs, enter the kitchen to unlock the first game reward—it looks like a Kill Order. It's located near an open cabinet inside the kitchen, not far from the ammo. This particular reward unlocks concept art. Game rewards are scattered throughout the levels. It's best to clear areas of threats before attempting to find and retrieve them. In addition to concept art, game rewards can unlock videos, comic covers, posters, and team pictures.



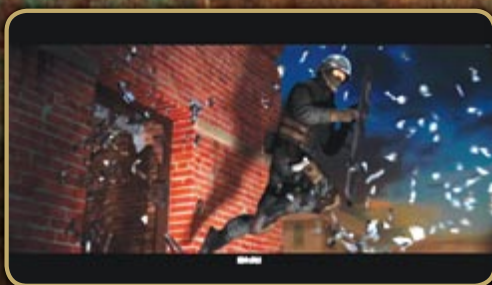
Once you've grabbed all the pickups on the ground floor, head upstairs. The landing contains no pickups, so turn left at the top of the steps and approach the open door on the right. This is where all the noise is coming from. As you near the door a cutscene is triggered.

Two SWAT officers are inside the room, but something isn't right. They're speaking French. Why are two SWAT



cops in Chicago speaking French? They seem to find what they're looking for when one of them grabs a framed picture of Wesley's

mother. He removes the backing to reveal some hidden documents and a piece of fabric—perhaps a piece of fabric created on The Loom of Fate. But whose name is on it? It's not long before the two SWAT Assassins notice Wesley and open fire. Wesley takes one out, but the other escapes by leaping out a window, taking the piece of fabric with him.



ROOFTOP CHASE

New Objective
Chase the SWAT Leader



Following the cutscene, the injured SWAT Leader hobbles away in the distance, trailing blood. But Wesley's attempts to chase him are thwarted by reinforcements, also dressed in SWAT gear. As you regain control of Wesley, you're automatically placed behind cover. Peek around or over the piece of cover to engage one of the SWAT Assassins. He's armed with a submachine gun, so do your best to say behind cover while he's firing. As he ducks behind cover, take aim and shoot him as soon as he moves out of cover to fire another burst. For best results, go for the headshot—one shot, one kill. Otherwise, quickly place 2–3 rounds in his torso for the kill. It's also possible to flank this enemy. Pin him with Blind Fire, then move to the right, moving along the side of the AC unit to flank him.

TIP

When the trigger is held down, Wesley's pistol fires automatically, but for a higher rate of fire, pull the trigger rapidly. Get used to firing 3–4 rounds as quickly as possible, then duck behind cover to avoid getting hit by return fire. Landing a tight cluster of 3–4 rounds in a target is usually enough to guarantee a kill.

Game Rewards



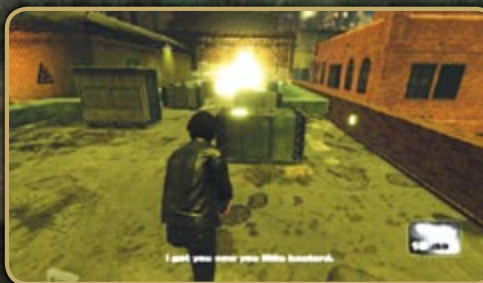
After taking out the first target, move to the right side of this rooftop to locate another game reward near the large AC unit. This one unlocks more concept art.



Proceed to the next rooftop and immediately turn right to spot another enemy. Quickly slide to cover near this duct before he can open fire. Once you've made it behind cover, look for an opportunity to return fire. If necessary, Blind Fire to suppress him, then leapfrog from one piece of cover to the next. If you're quick, you can move into knife range before he recovers. But it's just as easy to score a quick headshot and continue on your way.

CAUTION

Never exchange fire while out in the open. In most cases, the enemies Wesley faces are equipped with weapons that are either more powerful than his or have a higher rate of fire. If Wesley is hit, the screen flashes red indicating a loss of health. Use this warning to find cover as quickly as possible. You won't last long out in the open.



Follow the short flight of steps down to the next rooftop—you have the SWAT Leader trapped. But as you approach, a breaching charge

explodes ahead, offering the SWAT Leader a path of escape. Out of the door come two more thugs looking to slow your progress. Duck into cover and take out these baddies before proceeding through the breached doorway ahead. There are several pieces of adjacent cover here, so feel free to use them to get a better angle on your targets. On your way to the door, remember to grab the ammo off the dead enemies.



Passing through the breached doorway triggers a cutscene. Inside the adjoining hallway Wesley confronts the SWAT Leader. However, the SWAT Leader has the upper hand thanks to his ballistic shield. The shield can withstand small-arms fire, leaving Wesley with few options but to take cover as the SWAT Leader fires away. By the time Wesley moves out of the cover the SWAT Leader is gone.

APARTMENT BUILDING PURSUIT



Following the cutscene, Wesley finds himself in a small storage closet inside a renovated apartment building. There are no pickups inside the closet, so cautiously step out into

the adjoining hallway, taking cover along the wall to the left. Peek around the corner to the right to spot two more SWAT Assassins. Take aim and neutralize them as quickly as possible, preferably before they duck into cover. If they reach cover, hold at the corner and wait for them to pop out to finish them off. One of these enemies usually takes cover around the corner of the distant hallway. Make sure he's down before moving out into the hall. If you're uncertain of his status, use the various pieces of cover in the hall while advancing to the next corner. Be sure to grab the dropped ammo off your foes—they won't be needing it.

The next branch of the hallway is blocked by flaming rubble, forcing you into an open apartment on the left side of the hall. The

area near the apartment door is clear, but don't waste any time searching for pickups just yet. Upon entering, turn right and duck into cover behind the kitchen counter. Move to the left side of the counter and peek around the corner to engage two more bad guys in the next room. One usually hides around the corner to the left and the other takes cover behind an easy chair. Wait for the right opportunity to take aim and neutralize them one at a time.

TIP

Need ammo? There's more inside the laundry room, not far from the kitchen.



There's one more SWAT Assassin hiding in this apartment. Move beyond the easy chairs in the living room, where you shot the other enemies, and immediately take cover along the wall to the left side of the adjoining hallway. As you move into position, the enemy walks into the hallway and opens fire. If you're moving to cover, you should be able to avoid getting hit. If necessary, retreat and take cover behind one of the easy chairs. Return fire to make him back off, even if you don't have a clear shot. This will make him return to the corner at the end of the hall. Wait for him to peek around the corner and then finish him off with a quick burst from your pistol. If he fails to back off and continues advancing toward you, be prepared to knife him once he moves into range.

TIP

Throughout the game, make a habit of exploring side rooms. They often contain ammo or game rewards.

For instance, the bathroom on the left side of the hall contains ammo.



Game Rewards



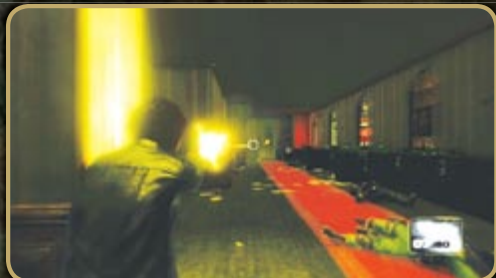
Once the area is clear, enter the kitchen to grab another game reward. This one unlocks a team picture.



Proceed to the next doorway at the end of the hall, but don't walk through it. Instead, take cover on the right side of the doorway. The SWAT Leader and another hostile are in the next span of the building's main hall. Ignore the reinforcements walking across the skylight above and focus on the enemy firing at you, using the muzzle flash from his weapon to locate his exact position.



After taking out the SWAT Leader's buddy, exit the apartment and move into the hallway. The SWAT Leader is completely protected by his ballistic shield, so don't bother shooting at him—it's a waste of ammo. Instead, move toward his position staying along the left side of the hall.



Suddenly a breaching charge explodes at the end of the hall, giving the SWAT Leader another avenue of escape. As soon as the charge explodes, dive into cover on the left side of the hall and prepare to engage two more SWAT Assassins. The breaching charge knocks out the lights in the hall, sometimes making it difficult to spot these threats. Wait for them to fire and use their muzzle flashes to zero in on their locations. Your aiming reticle is equally useful in this situation. It turns red when placed over an enemy. There's little cover in the hallway, so stay to the left side and try to eliminate both threats from long range. If you manage to pin the hostiles, it's possible to chain cover to the right and take out one of the threats with gunfire. This allows you to rush the remaining hostile for a melee kill. Once the hall is clear, gather any dropped ammo and proceed through the breached doorway.



Climb the fire escape to reach the roof of the apartment building. Don't waste any time before finding cover on the rooftop. Two more SWAT Assassins look to delay your advance. While it's possible to take both of these baddies out from behind cover, there's a much more rewarding path. Start by Blind Firing around your piece of cover to suppress the two enemies.



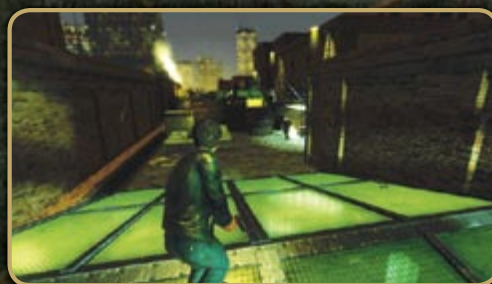
Once the hostiles are suppressed, slide from one piece of cover to the next to reach the open doorway on the right side of the roof. As long as you stay behind cover and link your movements, the bad guys will think you're still behind your original piece of cover.



Enter the door of the brick structure on the right side of the building. Inside, approach the open doorway on the left side of the short hall. From this doorway you can flank the two enemies, taking them completely by surprise. But finish them off quickly; after you open fire on the first target, the other might seek cover. Take them both out before they can respond to your surprise flanking attack. Alternately, rush the nearby hostile and use him as a shield to commence your attack; shoot his buddy, then knife your hostage.

From the doorway, turn right and race across the top of the skylight. The wounded SWAT Leader hobbles in the distance, ignoring

Wesley's taunts. While you may have a clear shot at the SWAT Leader's back, don't bother firing any rounds at this point. No damage will be dealt. Instead, stay on his trail and proceed up the short set of steps straight ahead.





At the top of the steps, immediately duck into cover behind this duct to avoid the incoming fire from another enemy on the platform ahead.

Wait until the fire ceases, then peek over the duct and blast the hostile as he exposes himself.



In the meantime, the SWAT Leader has moved into the doorway to the right of the platform. Take either the ramp or the stairs to the top of the platform. Be sure to grab the downed enemy's ammo before dashing through the open doorway.



Racing through the doorway triggers another cutscene showing a brief showdown between Wesley and the SWAT Leader. But as in the last confrontation, Wesley is unable to penetrate the SWAT Leader's ballistic shield, which allows him to escape yet again.

As you regain control of Wesley, you're back in the apartment building, inside the small maintenance room. The room holds nothing,



so race out the open doorway and move down the adjoining hall. The SWAT Leader has taken a defensive position at the end of the hall, so don't bother firing. Instead, run down the hall and take cover along one of the pillars or crates lining the sides.



As you advance, three SWAT Assassins enter at the far end of the hallway, giving the SWAT Leader the chance to escape. If you haven't taken cover yet, do so as soon as possible, preferably behind one of the crates. Deal with the enemies one at a time, as they enter the hall if possible. If they manage to take up covered positions, they'll have an easy time suppressing you. So don't let them reach cover. Finish them off, grab their ammo, and continue to the doorway on the right side of the hall.

The door at the end of the hall leads into an apartment. Pass through the door and take cover along the wall straight ahead, peering around



the corner to the right. A hostile inside the next room fires at you from behind a low cabinet. Blast him and then slide into the room, taking cover behind the boxes straight ahead.



As you enter the room, another hostile crashes through the window and opens fire. Stay behind cover until he's finished shooting. Then, as he ducks behind cover, position your aiming reticle above his position. When he stands up, fire a quick burst to finish him off. Stay behind cover, moving along

the low cabinet to pick up the ammo off your victims. Another SWAT Assassin lurks in the adjacent room, so avoid exposing yourself.

Turn toward the next room and use the sides of the entryway for cover. The next hostile is inside the kitchen, straight ahead. Wait until he stops firing, then peek out, take aim, and wait for him to pop up from behind the kitchen counter. Then pump a few rounds into his head or chest.

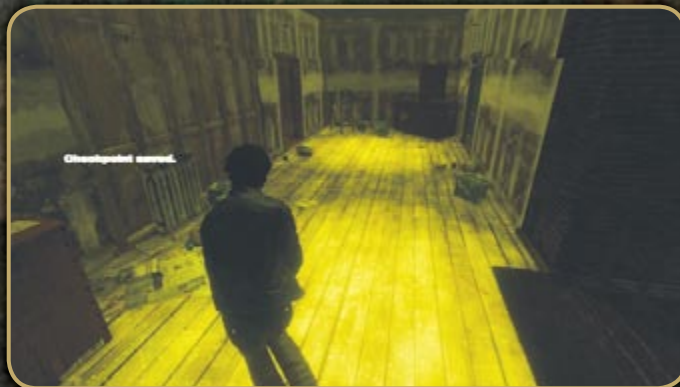


Next, slide to the overturned table. Another hostile then enters the kitchen, firing a wild automatic burst in your direction. Stay behind the table until he stops firing, then pop up over the table and take him out. This section of the apartment is now clear. If necessary, backtrack to the previous room and pick up any ammo left behind.

CAUTION

Not all cover is completely safe. A light piece of cover, like the overturned table, degrades with each

shot fired into it, causing it to break apart. So avoid using pieces of cover like this for long, especially if under fire from more than one hostile. But it works both ways—if enemies hide behind light cover, simply fire into the cover until it breaks up, allowing you to get a clear shot at your target.



Exit the apartment and enter the next hallway. There are no hostiles in this section so don't worry about cover. Simply follow the hall and look for an open door on the left side.

Game Rewards



As you exit the apartment and enter the hall, turn right and look behind this crate to locate another game reward. This one unlocks more concept art.

Approaching the next doorway triggers a new sequence requiring you to target a series of enemies in a fast-paced action



sequence. All of Wesley's movements are scripted. All you have to do is aim and fire. Avoid pressing the aim button during this sequence. It only slows you down. There's already an aiming reticle visible. Simply move it over the threat and fire. Also, note the timer at the top of the screen. This shows you how many seconds you have to make the kill. Failing to hit the target in the time allotted results in death, causing the game to restart at the last save checkpoint, back in the hall. Your first target is simply standing in the room. Pan the aiming reticle over him and fire as Wesley leaps into the room in slow motion. Instead of rapidly pressing the fire button, simply hold down the trigger to fire an automatic burst.

The next targets are hostiles outside the apartment's windows. Wesley overturns a table and uses it for protection while engaging these bad guys. Carefully take aim at these hostiles, taking them out before the time expires.



Wesley dives into the bedroom next, requiring you to dispatch two more enemies. One is straight ahead, opposite the bed. The other enters through the door on the right side of the room. You get two different countdown sequences to eliminate each target.



Another hostile waits for Wesley in the office. But Wesley has the upper hand, sliding in through the doorway. Immediately open fire while raking the reticle upward over the target's body.



After clearing the office, Wesley leaps through the window. But more enemies wait on the rooftop below. This time a Curved Bullet is

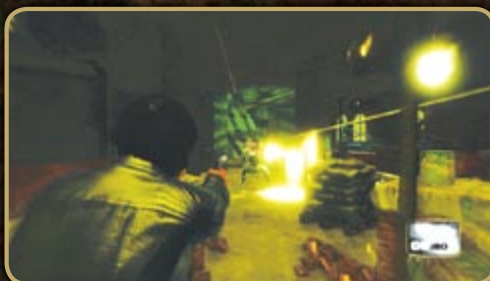
headed directly at Wesley. The bullet is easy to spot because it has four red arrow icons surrounding it. Aim to the right and shoot the bullet out of the sky before it can hit Wesley. If you miss the bullet you'll die and have to repeat this whole sequence. Once the incoming bullet is destroyed, aim to the left and shoot the SWAT Assassin who curved the bullet in your direction. In all, you have approximately five seconds to shoot the bullet and the enemy.

NOTE

When you play on *The Killer* difficulty, incoming bullets are not highlighted by the four red arrows. Instead, you must spot the incoming bullets on your own and shoot them before they impact. These bullets are often curved, leaving behind a noticeable parabolic contrail. This makes them a bit easier to see, but given the time constraints, it's still a significant challenge. *The Killer* difficulty is only available once you've finished the game on *Assassin* difficulty.

ROOFTOPS REVISITED

As Wesley lands on the rooftop below, he's automatically placed behind cover. Peek over or around the cover to spot the SWAT Leader hobbling



up a set of stairs. But watch out for another SWAT Assassin covering his boss's escape. Instead of engaging him directly, Blind Fire around your piece of cover to suppress him. Then slide to the left from one piece of cover to the next. You'll eventually move to a spot where you can flank the hostile and take him down as he's still firing at your original piece of cover. The area is now clear. Scour the floor for ammo, including under the staircase, and take the steps up to the next rooftop.

Game Rewards



Once the area is clear, look for the flashing red light in the corner, opposite the staircase. Don't get too close. The red light is a bomb attached to a rat—much like the rats Wesley used to wreak havoc at The Fraternity. Stand back and shoot the rat to make it explode. Not only does this unlock comic book covers, it also nets you the **Boom! Achievement/Trophy**. Look for more explosive rats scattered around the various levels. They can sometimes be used to kill enemies if you target them at just the right time.

At the top of the steps, turn left and cross the wooden plank to access the next rooftop. Turn right and immediately dive behind this pallet of bricks. A hostile barges out of the door ahead blasting away in your direction. Suppress him with Blind Fire to make him



take cover at the nearby pallet of bricks. Once he's behind cover, slide toward his piece of cover and knife him. Such knife attacks are a quick and effective way to take out hostiles. But avoid knife attacks when you're confronting multiple hostiles, especially when you're out of cover. Once your foe is down, grab his bullets and proceed through the open doorway ahead.

In the following cutscene, Wesley finally comes face to face with the SWAT Leader. They exchange words, but the SWAT Leader isn't prepared to give up just yet...



TIP

Before going through the next door, turn around to see Wesley's ex-girlfriend in the window. If you aren't opposed to killing innocents you can shoot her for the *Half the Man Barry Is Achievement/Trophy*.

DEAD END SHOWDOWN

New Objective Defeat the SWAT Leader

After the cutscene, Wesley is face to face with the SWAT Leader. Immediately take cover behind one of the tall AC



units. Otherwise the SWAT Leader will open fire and deal heavy damage. While behind cover, Blind Fire in the direction of the SWAT Leader to suppress him.

The SWAT Leader can't be hurt while he's facing you, so you'll need to flank him. While he's suppressed, move to the left from one piece of cover to the next. You'll eventually be able to flank the SWAT Leader. Carefully take aim and shoot him in the side. This hit won't cause any damage, but it will make the SWAT Leader fall back, prompting the arrival of two more SWAT Assassins.



Return to one of the AC units where you first took cover and engage the latest batch of enemies. It's possible to hit both enemies from these

two units. If necessary, swap cover spots between the two units to get a better angle on your targets. One of the SWAT Assassins might try to take cover behind the chain-link fence on the left. Punish him for his incompetence by firing directly through the fence for the easy kill.

TIP

If you're in a hurry, charge the SWAT Leader as soon as the gameplay commences in this sequence. He'll retreat as you advance. Keep pushing forward in the direction of the exploding breaching charge and quickly knife the two hostiles that rush out of the doorway.

Game Rewards



After clearing the rooftop, press forward and turn left to enter a small enclosed room, just beyond the chain-link fence. Inside is another game reward—a poster.

Stairs lead to the next area, but don't rush down the steps just yet. A hostile covers the staircase and opens fire as you approach.

Quickly take cover to the side of the steps and wait for him to stop firing. He eventually retreats and moves back to help defend the SWAT Leader. Hold here and wait for him to move out of sight before descending the stairs.



Once it's clear, quickly rush down the steps. Turn right at the bottom of the stairs and take cover behind this nearby pillar. The retreating SWAT Assassin is hiding along this walkway to the left. Quickly peer around the corner and take him out before he can return fire. Once he's down, you finally have the SWAT Leader to yourself. Time to go to work.

BOSS BATTLE: SWAT LEADER



The SWAT Leader is positioned in the corner of this area, with his back to the wall and the ballistic shield protecting him from the front. You must suppress and flank him to inflict any damage. Start by taking cover along one of the pillars. But don't expose yourself. Instead, Blind Fire around the corner until the SWAT Leader is suppressed.



After suppressing the SWAT Leader, move to flank by moving to the other pillars. However, don't exit Cover Mode. Even if you're out of the SWAT Leader's line of sight, exiting Cover Mode ends his suppression and he will turn to face you. So keep pressed up against the pillars while moving to flank. When you have a clear angle at the SWAT Leader's side, peek around the corner of your pillar and take aim. For optimal damage, aim for the SWAT Leader's head and unleash a quick volley of pistol fire. You can't kill the SWAT Leader with one burst, so be ready to duck back behind cover once he recovers and turns toward your direction.

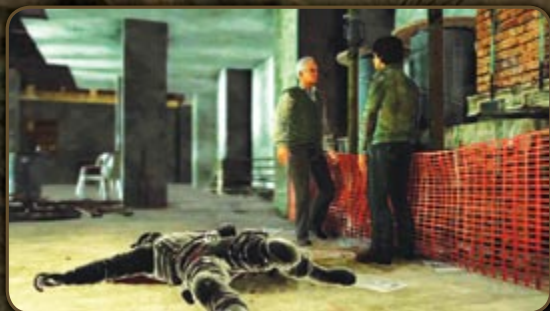


When the SWAT Leader turns toward you, Blind Fire again to suppress him. Next, move in the opposite direction to flank him from a different angle. Continue suppressing and flanking the SWAT Leader until he's down for good. Completing this boss fight unlocks the SWAT Leader as a playable character.



As the wounded SWAT Leader crumples to the ground, Wesley attempts to interrogate him. But he's not talking. And there's no sign of the

documents and fabric he pulled from the picture in Cross's apartment. Suddenly, a woman appears on the roof above holding the very Kill Order Wesley was hoping to retrieve. She taunts Wesley but is chased off by a rifle shot.



It was Pekwarsky who fired the shot that spooked the mysterious woman. Pekwarsky tells Wesley that the woman's name is Araña, which is Spanish for "spider." Apparently The Fraternity has taken an interest in Wesley. But it's nothing new. The Paris Fraternity has been after Wesley for a very long time...

NEW ABILITY: CURVING BULLETS



After you complete the first level, Wesley gains the ability to curve bullets. A short tutorial is launched detailing the gameplay mechanics of this new skill, including the controls. Follow the on-screen instructions to complete this phase, shooting all five bodies with Curved Bullets.



After shooting down the bodies, you're instructed as to how Adrenaline functions. To gain Adrenaline, shoot one of the enemies. Adrenaline is gained by killing enemies and is represented by a red bullet icon in the top right of the screen. Once Adrenaline is acquired you can curve bullets. Target one of the thugs hiding behind cover. Manipulate the right analog stick to adjust the bullet's trajectory, indicated by a red line. When the flight path is red, the bullet won't hit the target; keep adjusting the trajectory until the red line turns white. You must hit two targets behind cover with Curved Bullets to complete this tutorial.



When the Water Broke

Location: Mount Saint Millar, France

Time: 1984



FINDING ALYSE



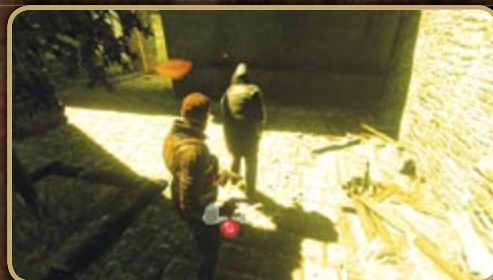
Pekwarsky tells Wesley a story about his father and mother, triggering a flashback sequence. The year is 1984, shortly after Wesley's birth. Wesley's mother, Alyse, is in trouble—she's being pursued by members of The Paris Fraternity. Speaking by phone, Cross, Wesley's father, tells Alyse to stay safe and to shoot anyone who approaches her—Wesley's mother was an assassin too. Cross then leaps into action to rendezvous with Alyse and his newborn son.

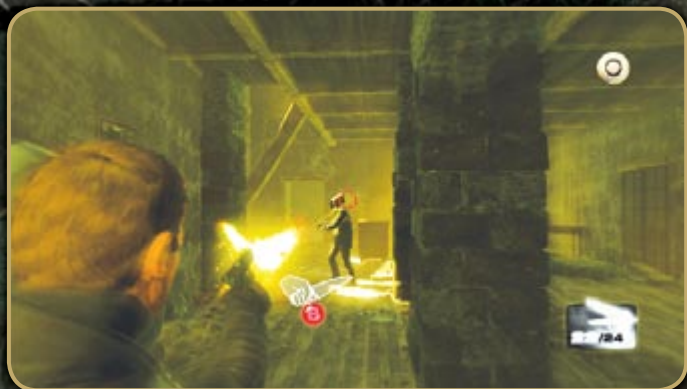
New Objective

Find Avenue de Bretagne and meet Alyse

In this installment you play as Cross. He's equipped with dual pistols, but otherwise he can perform the same actions as Wesley in the previous level, with the added bonus of curving bullets. Cross begins in a small courtyard with only one exit. Follow the narrow passage

until you see a hooded French Apprentice with his back turned to you. Sneak up and grab him from behind. Instead of killing him, Cross uses him as a shield. This is a good way to move through areas without a lot of cover. However, the thugs will not hesitate to shoot their own, so don't expect your human shield to last long.





The path to Alyse is completely linear, so follow the short passage to the right and enter this building. A lone hostile patrols this room; hold near the door and wait for him to show his face. If you move deeper into the room, there's a chance he could flank you, completely defeating the purpose of holding a hostage. When the hostile moves into view, take aim and open fire before he can retaliate. Although this thug poses little threat to you, any damage incurred by your hostage reduces his health, limiting how long you can use him as a shield. So avoid letting him take too many rounds.

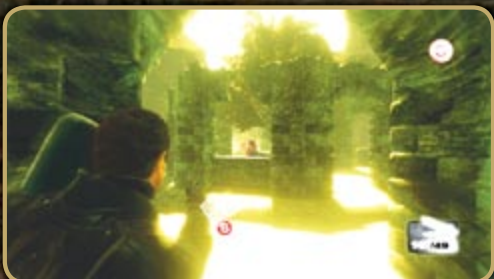
NOTE

Any time you wish to ditch your human shield, you can knife him, pressing the control indicated on the screen. However, it's best to hold onto your hostage as long as possible. He gives you a significant advantage when you're clearing the next few areas.



Continue pressing forward into this small courtyard. A lone enemy appears at the far side of this area. Keep moving forward, take aim, and shoot him before he can open fire and injure your hostage. There is very little cover in this courtyard, so deal with the threat quickly before you lose your human shield.

Exit the small courtyard and follow the adjoining passage to the left. This leads to a large courtyard patrolled by



three hostiles in the center. The stone wall and pillars in the center of the courtyard may conceal these thugs, so hold at this position and wait for them to move into view. Attack aggressively, picking them off one at a time. As long as you stay out in the open with your hostage in front of you, the hostiles are less likely to seek cover. This just makes them easier to take out. However, if you take heavy fire and your hostage is killed, be prepared to take cover along the perimeter of the courtyard, hiding behind one of the stone pillars. But if you act quickly, your hostage should survive this gun battle.



Once it's clear, move to the center structure in the courtyard and grab any ammo strewn about. Don't turn your back on this street ahead. Two more French Apprentices take positions in this street and open fire as soon as you come into view. Take them out quickly. Chances are your hostage won't survive this fight, so stay near the low walls in the center of the courtyard while engaging these threats. If your hostage slumps to the ground, immediately dive behind one of the low walls or pillars for cover.

TIP

The thugs in the street may take cover behind various objects. If this occurs, take the opportunity to curve

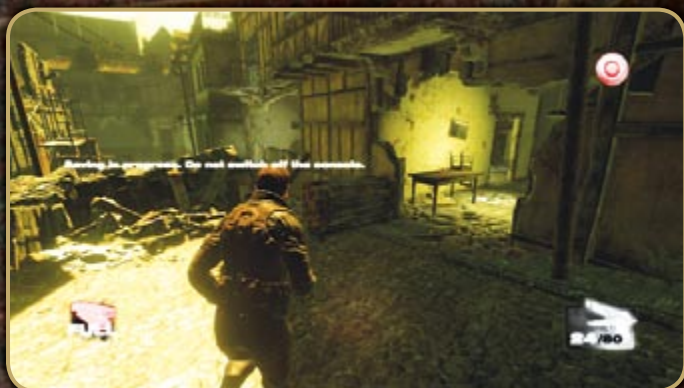
a bullet. For best results, wait until there's only one threat remaining. This gives you more time to adjust your bullet's trajectory without worrying about coming under heavy fire. Once your target ducks behind cover, set your trajectory and fire. Most Curved Bullets are lethal upon impact, but some only injure targets, often causing them to stumble out of cover. Watch your target carefully after firing and be ready to follow up with another volley of pistol fire. Another way to verify the kill is to watch the Adrenaline bullet icons in the top right corner of the screen. If the bullet icon turns red after you fire a Curved Bullet, you scored a lethal hit.



Game Rewards



After clearing the courtyard and adjacent street, scour the area for ammo. Look for a game reward along this narrow side passage on the left side of the courtyard, near the street. This unlocks a team quote.



Exit the courtyard and rush into the street ahead, grabbing any ammo along the way. But don't stop. More thugs appear beyond the barricade in the middle of the street and open fire. Turn to the right side of the street and rush through this hole in the wall to avoid getting peppered by hostile fire.

Cautiously move through the building, taking cover at each doorway to scan for threats. One hostile is located in this room. Instead of shooting directly at him, target the red fuel canister. The canister explodes when hit, killing anyone nearby. Like the explosive rats,



these objects come in handy for taking out enemies and can be found scattered throughout this and other levels. Keep an eye open for these red canisters and use them to gain an upper hand in firefights.



Keep moving through the building while utilizing cover. You eventually come to another hole leading back into the street, but two hostiles on the

far side of the street attempt to halt your advance. One is on the ground level near the stone wall and another is on the second level near a scaffolding. Take cover and open fire on these threats, preferably before they can duck behind something.



If the thugs across the street survive your initial attack, take them out with Curved Bullets while they're behind cover. But you may need to get closer to pull off these shots. Move to the low wall next to the street. From this position you can fire Curved Bullets at both targets. Make each shot count—if you lose your Adrenaline it can be difficult (and time consuming) to take out these hostiles with direct fire.

TIP

When curving bullets outside, you don't have to worry about ceilings or other overhead obstructions. So always curve your bullets upward to score headshots on your targets.

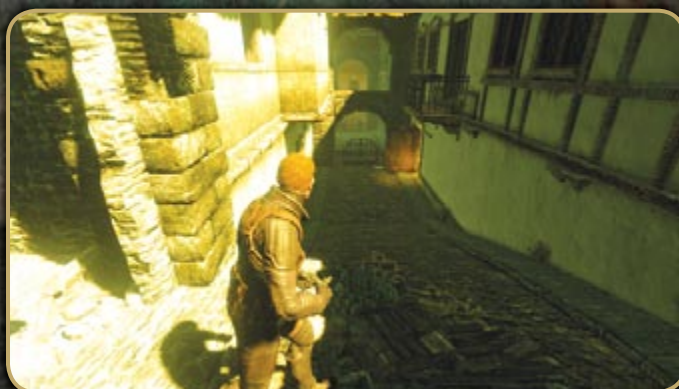
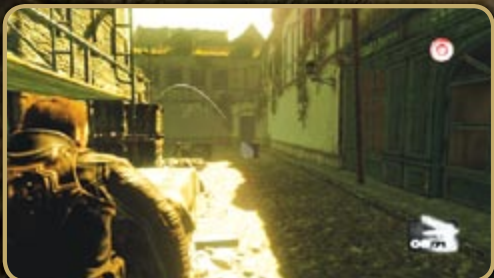
Once the two hostiles across the street are down for the count, cautiously enter the street, taking cover behind this crate. Two more hostiles appear down the street so make sure you're behind cover before they open fire. One rushes forward and



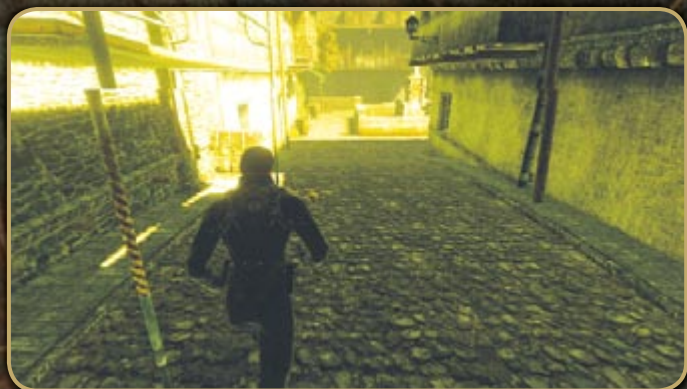
takes cover on the left side of the street, while the other hides behind a crate on the right side. Take out the nearby hostile first, with either a Curved Bullet or direct fire.

Once the nearby thug is down, slide across the street to this nearby crate. It's easier to get an angle on the next target from this position.

This guy rarely pokes his head out of cover, making him extremely difficult to hit with direct fire. So if you have Adrenaline, curve a bullet over the top of his crate to strike him from above.



Once all three hostiles are down, the area is clear. Take a few moments to gather up any ammo, then move through the building ahead. Inside, take a right, through the hole in the wall, and return to the street. Advance a few paces ahead to trigger a cutscene showing Cross moving down the street and entering a building.

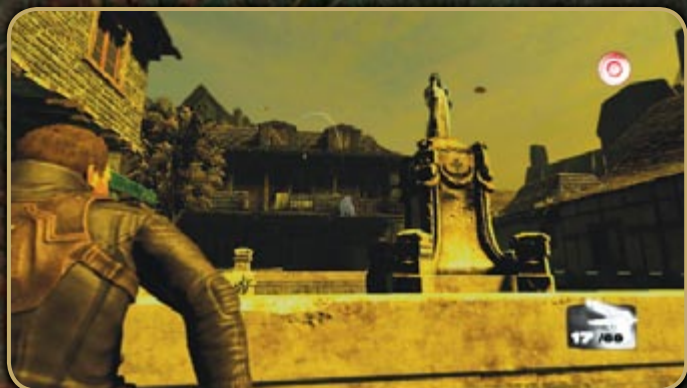


Gather any ammo off the bodies nearby and continue moving down the street. There's no cover in this span of the street so move quickly, rushing to the dry fountain ahead. As you near the fountain, three thugs appear around the building ahead. Slide into cover to avoid getting hit by their incoming rounds.



As you regain control of Cross, you find yourself in a small room. Proceed down the adjoining hall and take cover along the open doorway

to the left. The two hostiles in the next room can both be eliminated from this doorway. Kill the hostile straight ahead with direct fire. Then curve a bullet to the right side of the room to take out the other thug. If you don't have Adrenaline, slide into cover, using the various cabinets and tables in the room for protection.



Two of the hostiles are on the ground level. One takes cover behind a crate to the left and is easily dispatched with direct fire. The other may be harder to spot and is best targeted with a Curved Bullet. The third hostile, on the balcony of the building, is equally tough to hit. While ducked behind the railing, he's completely concealed and impossible to hit. So instead of waiting for him to pop up, hit him with a Curved Bullet while he's crouched. The bullet must take a steep trajectory to hit the target, so angle the bullet up and over the railing to land the kill shot.



Exit the building and turn left. The street ahead is blocked by rubble, so take cover behind this pillar on the opposite side of the street. Soon after you move into position, a hostile hops over a low wall in the distance. Peer around the right side of the pillar and take him out before he can reach cover.



Advance along the shadowy passage and turn right to descend the nearby steps. But don't go down all the way. Once you reach the first landing, stop and watch for more incoming hostiles. There's little cover near the stairway, so return to the top of the steps and seek cover along the low wall.



From this position you can fire down on the enemies below. Locate the red fuel canister and shoot it as one of the hostiles unwisely takes cover next to it. Other enemies can be hit from this position, too, but to clear the rest of the area below you may need to partially descend the steps.

CAUTION

The Apprentice Grenadier, wearing a red jacket, is armed with hand grenades. If a grenade lands

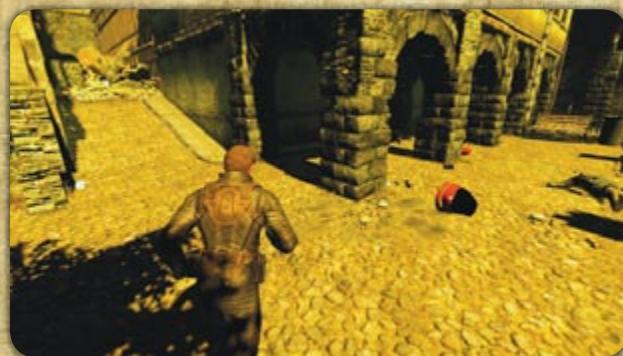
nearby, a white grenade icon appears on the screen indicating its approximate location. If the grenade icon is white, you're a safe distance away and face no threat. But if the grenade icon is red, you're within its blast radius and must move before it detonates. By holding at the top of the steps you're relatively safe from incoming grenades. Still, make an effort to take out the thug with the red jacket as soon as possible. As long as grenades are flying in your direction you'll have a tough time advancing.



As the action dies down, slowly descend the steps, aiming down this walkway. More enemies may be hiding among the pillars, so keep watch and be ready to seek cover. When it's clear, retrieve ammo off the dead thugs and proceed to the bridge ahead.



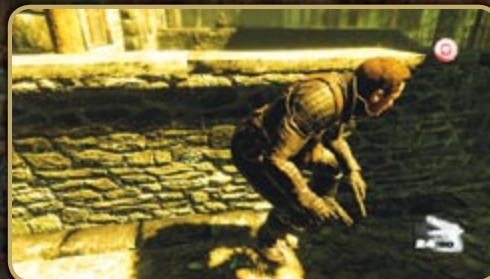
Game Rewards



After descending the stairs, look for this dead-end alley near the pillars. A game reward is mixed in with the rubble at the end of the alley. This unlocks a video.

NOTE

Watch for three proximity mines in the nearby waterway. They look similar to exploding rats, thanks to their flashing red lights. These three mines pose no immediate threat, but you can still shoot them. In the future, avoid or shoot all proximity mines. If you get too close they'll explode and kill you.



As you cross the stone bridge, take cover along the low wall on the left. A hostile opens fire on you at this point. Staying behind cover

prevents you from getting hit. Don't worry about engaging this thug now. Cross the bridge first and get to more suitable cover.



At the end of the bridge, take cover along this pillar. By now the hostile who fired on you earlier has moved into this covered area and is most likely taking cover behind one of archways ahead. Either wait for him to move into view or take him out with a Curved Bullet.

The path to Alyse is now clear. Cross the next bridge and enter the building on the opposite side. Climb the steps inside to trigger another cutscene.



While Cross has reached the correct location, he's on the wrong side of the street. Realizing The Immortal is after them,



Cross tells Alyse to make a run for it while he provides cover from the opposite side.

VIP ESCORT

New Objective
Clear the path for Alyse

In this sequence you must engage the hostiles on the other side of the street, clearing a path for Alyse's escape.



Fortunately, the enemies don't seem to be aware of Alyse's presence, so all attention is focused on Cross. Therefore, you must remain in cover at all times—or face a lethal barrage of bullets. You start in cover behind a pillar. Engage as many visible hostiles from this position as you can and then slide to cover behind the low wall to the left.



As you advance along the walkway (staying behind cover) you encounter a small army of French Apprentices. Many of them take cover, making them hard to hit with direct fire. The hostiles in the low windows are particularly tough to hit, because they don't pop up that often. So try to take out these guys with Curved Bullets, firing the round up and over the windowsill. As you clear each building, Alyse moves out, taking cover until you clear the next building. Don't worry; you can't shoot her by accident.

TIP



While advancing along this walkway, never leave cover. Although there are gaps between the cover, all pieces can be reached by sliding or rolling to the left. Move to the left side of each cover piece and wait for the on-screen cue to appear to make the move from one piece of cover to the next.



As you near the end of the walkway, there's one more building to sanitize. This one is filled with hostiles; they're standing on the roof and in the second- and first-floor windows. Take out the rooftop hostiles first, as they're the easiest targets to hit and can be killed with direct fire. Next, focus on the hostiles in the windows. If using Curved Bullets, do so quickly. While adjusting the trajectory, you're exposed. So quickly fire your Curved Bullets, then duck back behind cover. You'll know you've killed all the hostiles when the game saves.

Next, turn around and pass through the open doorway to enter the building at the end of the walkway. Enter and



immediately turn left, taking cover behind the overturned round table. Another hostile is inside this room, and if you don't seek cover quickly, he'll blindside you. Once behind cover, wait for the opportunity to attack, preferably when the thug steps out to take a shot. Grab the hostile's ammo and then enter the adjoining hallway and descend the steps.

Game Rewards



Before rushing down the stairs, look for this bookshelf next to the steps. It contains a game reward unlocking another team quote.



Turn right as you move down the stairs and scan the room below for another French Apprentice. Instead of standing still and shooting

at him, quickly rush into cover behind this crate. As you seek cover, the thug will do the same. Wait for him to pop out of cover, then blast him. Once he's down, grab his ammo and the ammo near the fireplace before moving on.



As you move to the hole in the wall overlooking a street, the camera switches to a first-person perspective as Cross takes control of a mounted machine gun. This is a shooting-gallery-like sequence, requiring you to blast all the French Apprentices in the street below so Alyse can advance. The machine gun is equipped with a ballistic shield, helping to protect you from incoming bullets. But the shield is only effective when you're not firing, so fire in short, controlled bursts to limit your exposure. For best results, aim the weapon in the general direction of your target, then pull the trigger. Firing causes the aiming reticle to appear, allowing you to fine-tune your aim. Do not bother using the aim button. It does little to improve accuracy and only leaves you exposed longer. If your vision turns gray, you've taken heavy damage. Duck back behind the shield and wait a few seconds to recover before taking another shot.

TIP

Look for the red fuel canister on the balcony of the building across the street. Wait until the balcony is filled with enemies before targeting it. The resulting explosion is a great way to eliminate multiple hostiles.





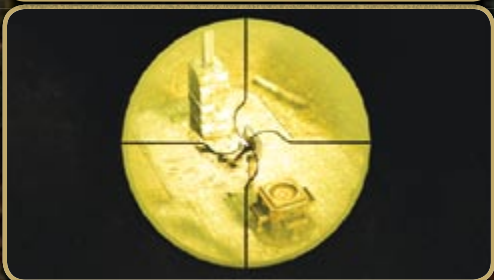
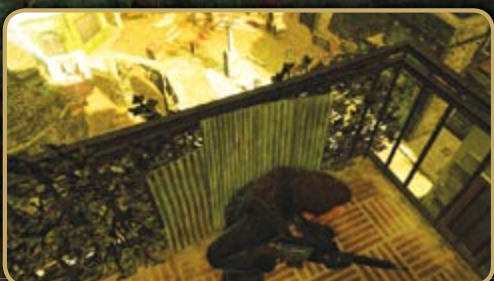
Toward the end of the sequence, more hostiles appear in the street below, not far from Alyse's position. They appear on the left and right sides of the street simultaneously, setting up potential flanking positions. As you pan the machine gun to the right, enemies to the left may be able to hit you, so try to keep the enemies in front of you at all times, and don't let them take up positions on your extreme flanks. If under heavy fire from both sides, aim the machine gun forward and stay behind the ballistic shield until you can safely take another shot. Once the sequence is over, the camera switches back to a third-person perspective. Turn left and climb the stairs up to the building's rooftop, triggering a cutscene.



The cutscene shows a huge courtyard under renovation, filled with scaffolding and building materials. Alyse must climb up the scaffolding

to reach the upper wall on the right to rendezvous with Cross. Provide cover with a sniper rifle while she advances. More Fraternity thugs are racing to the courtyard to halt her escape...

As you regain control of Cross, he's in a covered position on a balcony overlooking the courtyard. During this sequence you cannot move anywhere else. You must hold here and provide covering fire. Start by locating targets. Instead of aiming over the



balcony railing and scouting for targets through the scope, use the third-person perspective to locate hostiles, placing them approximately in the center of the screen. As you switch to the scope perspective (by aiming) the target should be within view. Place the target in the center of the scope and fire away. Scouting for targets before popping out of cover limits your exposure, significantly increasing your life span. The first round of bad guys occupies the courtyard. Locate and finish them off to clear a path for Alyse so she can reach the base of the scaffolding.



Alyse holds at the bottom of the scaffolding, waiting for you to clear out the next round of thugs above her. At this range, the enemies can be tough to spot from the third-person perspective. Still, it's better than scouting for targets through the scope. Look for muzzle flashes to locate targets, then zoom in to take them out one at a time. As you clear each level, Alyse leapfrogs from one covered position to the next, so don't let her movements draw your attention away from the hostiles.

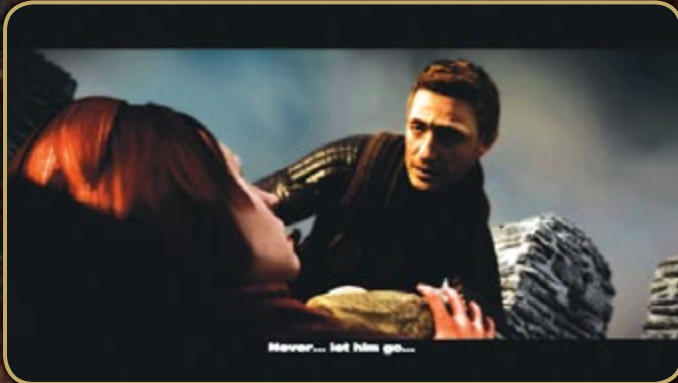
TIP



Two red fuel canisters in this area make it easy to wipe out multiple hostiles with one shot. One canister is down in the courtyard and the other is on the scaffolding to the left. For best results, wait until at least a couple of enemies are within a canister's blast radius before shooting it.



As Alyse makes it to the top of the scaffolding, turn your attention to the wall on the right. Two more thugs take cover along the stone wall here, blocking Alyse's escape path. Zoom in and take them out to finish this level and trigger the concluding cutscene.



Cross and Alyse's reunion is cut short by an assassin's bullet, which misses Wesley by mere inches and strikes his mother. Mortally wounded, Alyse hands her newborn son to Cross. With little time to escape, Cross fires a few rounds in the direction of the assassin and leaps off the wall with Wesley in his arms.



Flashing forward, Pekwarsky informs Wesley that the assassin's name is The Immortal, the leader of The Paris Fraternity. He believed Wesley's parents violated the Code of The Loom by having a child. Now The Paris Fraternity is in Chicago to hunt down Wesley once and for all. But Wesley isn't the only reason they're in town...



Russian's Last Dance

Location: Chicago Fraternity

Time: Today



SECOND HOMECOMING



In addition to hunting down Wesley, The Paris Fraternity is in Chicago to oversee the moving of The Loom of Fate, back at Sloan's fortress-like textile mill. As promised, Wesley finds several SWAT Assassins as he infiltrates the mill's outer wall. He manages to use



a cable as a makeshift zip line, silently entering the mill's grounds without being spotted. Time to attack this place again.

New Objective Storm The Chicago Fraternity

Once you gain control of Wesley, refrain from immediately opening fire on the three hostiles in the center of this large courtyard. Instead, slide to the left, moving from one piece of cover to the next. Move to the coffins, the overturned car, and then on to the barrels. Near the barrels a hostile has his back turned. Sneak up behind him and take him hostage, using him as a shield.





Once you have your human shield, feel free to open fire on the thugs in the center of the courtyard. Make your shots count and try to kill as many as possible before they scatter and seek cover. While holding your hostage you can't seek cover, so don't worry about the incoming rounds. However, your hostage probably won't last long, so be ready to dive or roll into some nearby cover as soon as he slumps to the ground.

If the surviving hostiles reach cover, use either Curved Bullets or flanking maneuvers to get the jump on them. Blind Firing and then flanking works particularly well given the variety of cover available to move to. But before taking out the last guy, make sure you have a clear shot at the doors at the base of the huge turret at the courtyard's far end.



Once the initial four thugs are dead, including the guy you took hostage, the doors at the base of the turret open and two more hostiles rush out. As soon as the doors open, take aim and target the red fuel canister behind the two thugs. You must have a good angle on the doorway to pull off this shot, but if you're quick, you can eliminate both foes before they pass through the doorway.

Next, turn your attention to the left side of the courtyard. Two more thugs drop off the wall and enter the courtyard, taking cover behind some crates. Stay behind cover and wait until both hostiles have dropped off the wall. Instead of engaging these thugs directly, simply target the red fuel canister sitting next to the wall. The resulting explosion is powerful enough to kill both of your enemies.



Now move to the area where you just detonated the fuel canister and make sure both thugs are down for the count. Immediately seek cover and turn toward the wall on the far side of the courtyard. By now you'll be taking fire from two thugs on the wall and from more hostiles in the courtyard. Deal with the ones on the ground first, targeting yet another red fuel canister. Setting off another explosion is usually good enough to kill at least one more hostile on the ground.



Next, deal with the two on the wall. At this distance you'll have a tough time hitting them, so move closer, taking cover near the doors at the base of the turret. You'll know you're in range when your aiming reticle turns red when placed over one of the targets. Still, scoring hits at this range isn't easy, so be patient, peering around cover to fire no more than three or four shots at a time. Exposing yourself any longer leaves you open to retaliatory fire.



Slide into cover behind these wooden crates and scan for more threats near the courtyard's exit. The red fuel canister you targeted earlier may have left behind some survivors, so be ready to confront more thugs in this area. If they're hidden behind cover, don't forget your bullet-curving ability. But it's equally satisfying to suppress targets and move into knife range. Whatever your method, make sure this area is clear before moving to the open doorway ahead.

As you approach the doorway on the side of the courtyard, another SWAT Assassin storms out. Simply standing

still and trying to target this hostile at close range can be difficult and dangerous, so either retreat and seek cover, or charge forward and perform a knife attack. If you keep moving forward, you can stab him before he can raise his weapon and fire a shot. Once he's down, pass through the doorway to trigger a cutscene.



Game Rewards

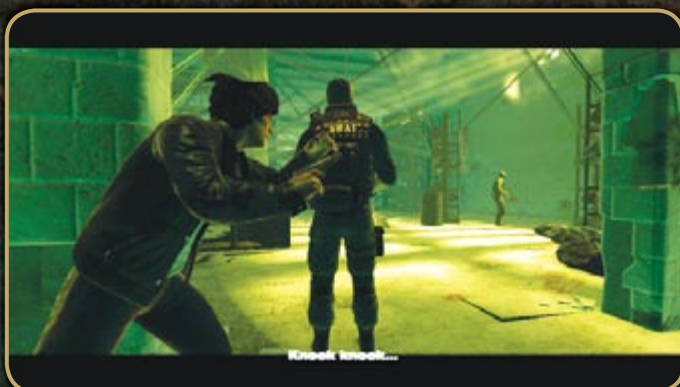


Before exiting the courtyard, search the grounds for two game rewards. The first one is in the corner where the two hostiles dropped from the wall. It's in a shady corner next to two black body bags, and it

unlocks more concept art. The other game reward is right next to the courtyard's exit, where the last thug rushed from. Turn to the left of the doorway to spot it near a patch of grass. It unlocks a new picture. If you've grabbed all the game rewards up to this point you'll earn the *Collector Nerd Achievement/Trophy*.



TEXTILE MILL ASSAULT



Wesley's first attack on The Chicago Fraternity left the textile mill in shambles, thanks in large part to his army of exploding rats. There's not much here worth guarding, but that hasn't prevented a large number of SWAT Assassins from taking up defensive positions. Wesley must pass through this facility before reaching The Loom of Fate room. As the cutscene interlude concludes, he spots a thug with his back turned and uses him as a shield for his initial attack.

This commences another slow-motion sequence that requires you to take out a series of hostiles as Wesley automatically



performs a variety of maneuvers. The first target is surprised by Wesley's appearance and has no time to retaliate. Quickly pan the reticle over him and hold down the trigger to finish him off.

After taking out the first thug, Wesley pushes his hostage into another hostile and leaps over a barrier.

This time you must shoot an incoming bullet, and you only have a little more than five seconds to hit it. Zero in on the highlighted bullet and push the aiming reticle up and to the left to hit it. While moving the reticle upward to target the bullet, hold down the trigger and rake the shooter with bullets—it's much faster than shooting the bullet and panning back down to hit the shooter.



Upon landing, Wesley initiates a slide across the floor. As Wesley slides, target the hostile to the right. This time focus on the incoming bullet first, by aiming up to intercept. Once the bullet explodes, pan the reticle to the right to blast the shooter. Another thug is lined up after this one, but this time there are no bullets to shoot out of the air.



Barely escaping a large explosion, Wesley performs a wall run and horizontal leap, flying through the air laterally while engaging the next threat. This hostile is firing, but none of his bullets are headed for Wesley. So take aim straight ahead and take him out.



Wesley hits the ground and slides while aiming at the next target. This time, a bullet is headed right for him. Move the reticle to the right to shoot

down the bullet, then pan to the left to neutralize the shooter. If you survive, Wesley recovers from his slide and takes cover behind a crate.

Now you're back in full control of Wesley and must make it through the rest of the textile mill. Take a second to get your bearings and identify the positions of the hostiles. The first thug lurks behind a crate in the distance. This is a good opportunity to score an easy knife kill. Start by Blind Firing



around your cover to suppress the thug. While he's suppressed slide to the barrel to the left, then slide forward to the crate where the thug is positioned. If he didn't see you move, you can perform a knife kill by reaching over the crate and stabbing him. The same tactic works on the next thug. Suppress him from your covered position with Blind Fire, then slide to his piece of cover and surprise him with your knife.

Game Rewards



After eliminating the first two thugs, turn down this path to the right to grab some ammo and a game reward. The game reward is in the far corner on the left, beyond one of the destroyed looms. Grabbing it unlocks more concept art.



Continue through the large room and watch for two more hostiles advancing toward you. Quickly find a piece of cover and suppress them with Blind Fire. This makes them seek cover, allowing you to take them out with Curved Bullets. If you don't have Adrenaline, or waste it by missing a shot, wait for the hostiles to pop out of cover. It's very difficult to flank them from this position, so just be patient and wait for the right opportunity to take your shots.



After you take out the two hostiles in the narrow aisle, a third one rounds the corner ahead. Suppress him with Blind Fire, then move to flank, sliding from crate to crate until you have a clear shot. But act quickly and don't move out of cover. Otherwise he'll recover and engage you, and at this range it could get ugly.



posture. Keep your back up against this wall and peek out to fire. Try to hit the two unshielded thugs as quickly as possible.

Avoid entering this open area just ahead. Three thugs, including one with a ballistic shield, advance into this area and assume a defensive

CAUTION



If you don't kill the two advancing thugs, one may continue moving, appearing on your right flank. Keep an eye on this area and

don't let him catch you by surprise. Instead, greet him with a burst of pistol fire.



The Shielded SWAT Assassin can be tough to take out, especially if you don't have the Adrenaline to fire a Curved Bullet. But there's a fairly easy and satisfying method you can use to flank him. Start by Blind Firing around this corner. Once he's suppressed, move to the cover on your right.

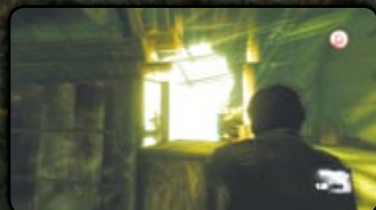
Once you've reached cover on the right, move along this makeshift wall. By peeking around the right side of this wall you can hit the Shielded SWAT



Assassin from the side. Take aim and fire several rounds into the side of his head for the quick kill.

TIP

Look for a red fuel canister just beyond the Shielded SWAT Assassin. Shooting the fuel canister is a great way to take out this hostile and anyone else positioned nearby.





After eliminating the Shielded SWAT Assassin and his two companions, press forward along this wall. But watch for another hostile firing at you from a stairway ahead. At this range it's tough to hit him with direct or indirect fire. So slide to the series of crates placed near the wall to close in on him. You'll know you're within range when your aiming reticle turns red when placed over the target. Wait for the right opportunity to peek out of your cover and then fire a salvo of hot lead in his direction.

The one remaining hostile in the textile mill is hiding behind a crate not far from the open doorway on the right. Pin him by Blind

Firing around your cover, then leapfrog from one piece of cover to the next to advance within knife range. Once in position, reach over his crate and bring your knife down on him. Gather any ammo left behind by your victims and pass through the open doorway near the stairway.

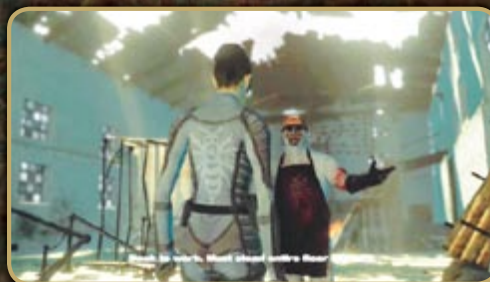


Game Rewards



Before exiting the textile mill, turn away from the door to locate a flashing red light—it's another exploding rat. Perhaps this is one of the originals from Wesley's first assault? Stand back and take aim to detonate the rat's explosive charge. Doing so unlocks more comic book covers. Also, if you missed the earlier game reward (unlocking the concept art), backtrack to its location now. Once you exit this room there's no turning back.

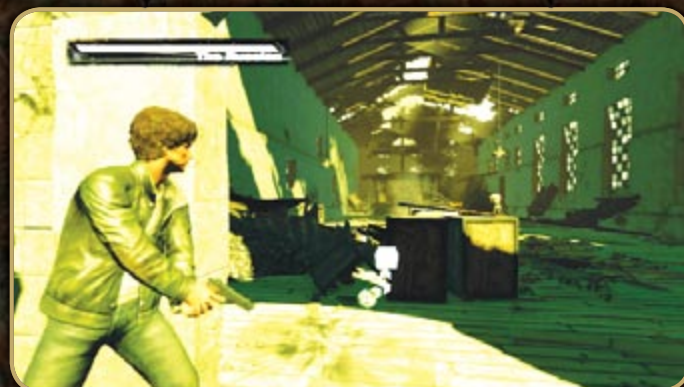
RUSSIAN QUICKSTEP



After you exit the textile mill, a cutscene plays showing Wesley listening in on a conversation between Araña and The Russian in The Loom of Fate

room. Apparently, Araña is searching for Fox's body, but The Russian reports that his men have found no trace. She then tells The Russian to finish cleaning up before making her exit.

New Objective Disarm The Russian

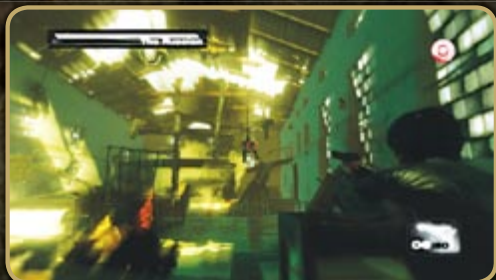


Once you regain control of Wesley, peek around the corner to the right. The Russian can be seen in the distance on the right side of the room. But don't bother opening fire just yet—he's too far away for you to deal a significant amount of damage. Instead, slide into the room, taking cover behind the crates just ahead. As soon as you enter, you come under fire from The Russian and his subordinates. Don't bother retaliating at this range. Chances are you'll just waste ammo. As long as you stay behind cover, they don't pose a threat.



Move to the right side of the crate and fire blindly around the side in an attempt to pin the enemies on the far side of the room. After firing a few rounds, slide out to the right, taking cover behind the nearby cart.

While behind the cart, press the cover button and move forward. This makes Wesley push the cart forward, allowing him to advance while staying behind cover. When you can push the cart no further, duck down behind it and glance toward the ceiling ahead.



Two thugs are hanging from ropes on the left and right sides of the room. Peek out from behind the cart and neutralize both of them. They can be difficult to see, so look for the muzzle flashes from their weapons to zero in on their exact locations. If you fail to take these guys out now, they can become a huge threat as you advance deeper into the room.



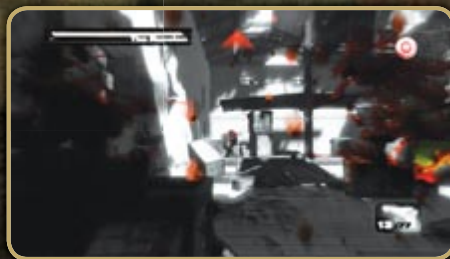
Once the thugs suspended from the ceiling are eliminated, slide left from the cart to this loom spool in the center of the room. Stay behind the spool and keep moving left, sliding to another cart on the left side of the room.



As you did on the right side of the room, stay behind this cart and push it toward the front of the room. As you get closer to The Russian and his buddy you're likely to come under heavy fire. But as long as you stay behind the cart, you'll be safe.

CAUTION

The Russian is armed with a devastatingly powerful shotgun. Avoid the temptation to engage him directly.



While you may be able to draw some blood, he has the upper hand when it comes to firepower. If you are hit by a shotgun blast, immediately duck back behind cover. One hit from the shotgun puts you dangerously close to death. A follow-up hit could guarantee a trip back to the last save checkpoint. So keep your head down!

BOSS BATTLE: THE RUSSIAN



Push the cart as far as it can go, then slide out to the right, taking cover behind these tall wooden crates. The Russian and his friend are positioned on the platform just ahead. Move to the right side of the crates and Blind Fire around the corner in an attempt to pin your foes. Target the SWAT Assassin with a Curved Bullet or direct fire before advancing any further. But make sure The Russian is behind cover (or reloading) before stepping out to take a shot. Eliminating this guy before taking on The Russian is important.



Once the SWAT Assassin is out of the equation, go after The Russian. But don't try trading shots

with him. That's a duel you're unlikely to win. Instead, outsmart and outmaneuver him. Start by moving to the right, taking cover behind the rubble to the right of the crate. While holding here, Blind Fire around the left side of the rubble to suppress The Russian.



While The Russian is suppressed, move to the right, staying in Cover Mode. This takes you up a short set of steps on the side of the platform. Keep moving to the right until you can peek around the corner of this crate to spot The Russian. If you made the move successfully he's still aiming at the same position you Blind Fired from. Instead of immediately opening fire on The Russian, take the time to curve a bullet at him, even if he is in plain view. In addition to causing damage, Curved Bullets stun.



Immediately after firing the Curved Bullet, watch as The Russian stumbles backward. Use this opportunity to race into close range and finish him off with a knife attack. It doesn't matter how much health The Russian has at the time of this melee attack. It's always lethal. Killing The Russian unlocks him as a new playable character and triggers the level's concluding cutscene.

NOTE

When playing the game as The Immortal, killing The Russian with a knife attack nets you the *Punishing Subordinates* Achievement/Trophy. However, you can't play as The Immortal until you've finished the game.



Wesley discovers a binary code tattoo on The Russian's right forearm. Instead of writing the code down, he simply cuts off The Russian's arm and takes it with him.



Wesley takes The Russian's arm to Pekwarsky, who's waiting outside in the main courtyard.

Pekwarsky tells him the code means The Russian was a Guardian. He explains that when a Loom is to be moved, three Guardians are sent from various Fraternities from around the world. The binary tattoos on their arms are partial codes, detailing where The Loom is to be delivered. So The Russian's tattoo reveals only one-third of the total code. The

rest of the code can be found on the arms of the other Guardians. One down, two to go...

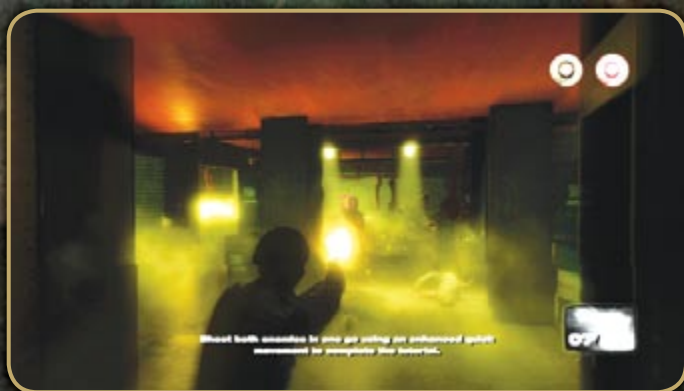


NEW ABILITY: ENHANCED QUICK MOVEMENT (EQM)

At the end of the level you gain a new ability. The Enhanced Quick Movement (EQM) ability allows you to slow down time and engage hostiles while moving between two pieces of cover. Peek around the right side of the pillar and initiate the EQM maneuver. As time slows, take

aim at the three hanging bodies ahead. Hold down the trigger to rapidly fire a barrage of rounds. Rake the aiming reticle across all three bodies while making the movement. If you

can't hit all three in one attempt, perform another EQM maneuver back to the left and finish off any remaining targets.



Like curving bullets, an EQM requires Adrenaline, costing two units per usage. In the following sequence you must shoot two hostiles standing out in the open. Each kill nets you one unit of Adrenaline. Once both targets are down, you have enough Adrenaline to perform an EQM to the pillar on the right. While moving to the right in slow motion, open fire on the next two hostiles, killing them both before you reach the pillar. Notice how you gain one unit of Adrenaline for each kill, so by the time you reach the other pillar you should still have two units of Adrenaline. Make the most of your EQMs and ensure there are at least two targets you can eliminate before initiating the maneuver.



Fear of Flying

Location: 30,000 feet above the Alps

Time: 2005



STOWAWAY



As Wesley and Pekwarsky continue their conversation back at The Chicago Fraternity in the present, another flashback sequence is launched, showing Cross making a hit on a large jetliner. His target? Denis, one of the men responsible for Alyse's death. He confronts



his target in the cargo hold of the plane and pulls the trigger. Now he must find a way off the plane; other hostiles will come hunt him down. He decides to make a run for the plane's cockpit and secure a parachute. But on an aircraft this large, it won't be a short jog. Plus, Bodyguards are on their way to investigate the cargo hold. Cross takes cover in the back of the cargo area as hostiles advance on his position. It looks like he'll have to fight his way to the cockpit.

New Objective

Get to the cockpit to find a parachute



Once in control of Cross, chase off the advancing hostiles by Blind Firing around your piece of cover. It won't take many shots to send them running back for cover. This gives you a bit more breathing room and prevents them from flanking you on the right. Once the Bodyguards have backed off, slide to the crate on the right, then advance to the center console just ahead.



At the center console, continue using suppressing fire to keep pushing the hostiles back into the next section. Fire around the left and right sides to prevent getting flanked. From this position it's possible to score your first few kills. When you have a clear angle on a target, peek around the corner and take the shot. Remember: each kill builds up your Adrenaline, so don't forget to fire Curved Bullets to hit some of the better-concealed enemies.

CAUTION

During this opening sequence, be careful not to advance too quickly. You risk advancing beyond

a Bodyguard and getting caught in a lethal crossfire. If this occurs, use your knife to take out any threats at close range that may be standing behind you or to your side. At point-blank range, the knife is far more effective than your pistols.



From the center console, slide to one of the crates on the left or right side of the fuselage and make your way to these crates in the center, which are secured by a cargo net. A few more Bodyguards are hiding among the crates ahead. Take them out with direct fire or Curved Bullets. But be aware that Curved Bullets may not be lethal to these particular enemies. Instead, a Curved Bullet strike may send them stumbling out of cover. Use this opportunity to finish them off before they recover and duck back behind an object.

Once the crates ahead are free of hostiles, cautiously advance toward the red sports car, taking cover along the bulkhead to the left or right.



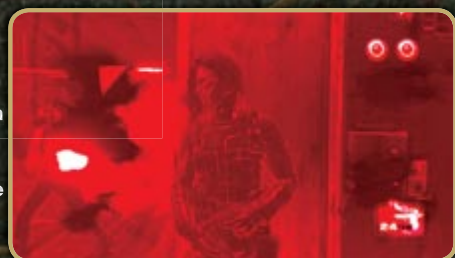
Several Bodyguards rush into this area and take up defensive positions. One lurks behind a crate to the right side of the sports car. Use a Curved Bullet or direct fire to deal with him. Next, target the hostiles hiding behind the sports car. Curved Bullets are the best chance you have of hitting these guys from this position. Curve the bullets right, around the driver's side of the car, to hit them. Once again, the Curved Bullets might not prove lethal, but at least they temporarily draw the hostiles out of cover, allowing you to finish them off with direct fire.



Once the thugs behind the car are down, slide forward, taking cover along the car's front fender. Beyond the car waits a Bodyguard armed with a shotgun. He's nearly impossible to see from this position unless you attempt to curve a bullet at him, making his silhouette visible. By curving the bullet up and over the car, you can hit him, but it won't be a lethal hit, so follow up with another Curved Bullet or direct fire.

CAUTION

Like The Russian, hostiles equipped with shotguns are extremely deadly. These weapons make a distinct



sound, so you don't need to see one to know you're being targeted with one. For best results, keep your distance. Shotguns are less effective at long range, so the more distance you can put between yourself and the shooter, the safer you'll be. Since exposing yourself can lead to a face full of shot, rely on Curved Bullets or Enhanced Quick Movements (EQMs) to deal with these hostiles. And never rush a shotgun-toting thug with a knife unless he's already stunned by a Curved Bullet.



Once the Bodyguard with the shotgun is down, move beyond the sports car and take cover along the crates on the left side of the fuselage. Peek around the right corner of the crates to spot two more hostiles in the twisting passage ahead. Either wait for a clear shot or use Curved Bullets to draw them out of cover.

After clearing out the latest group of foes, proceed into the passage ahead until you hit the next save checkpoint.

After the game saves watch for two hostiles advancing toward your position on the left. Hide behind this bulkhead and knife the first hostile as he steps into view. If you're quick, you can take him out before he can turn and fire a shot. However, to initiate a knife attack, you can't be in Cover Mode. So simply stand at this corner and wait until the knife icon appears at the center of the screen to perform the attack. If the second hostile is still nearby, you can knife him too. But he may retreat and seek cover. So be ready to slide back into Cover Mode—a third hostile stands between you and the elevator leading to the passenger cabin.

Take cover at the corner where you performed the knife attacks and engage the lone hostile ahead. Your astute use of a blade probably has him cowering behind a crate and firing blindly. This makes him tough to hit with direct fire, so hit him with a Curved Bullet to draw him out of cover. As he stumbles away from safety, take aim and blast him with your pistols. The path to the elevator is now clear.



Game Rewards



Before entering the elevator, turn to the right side of the fuselage and search for this game reward in the corner, opposite the elevator. It unlocks a new video.



After you enter the elevator, a cutscene shows Cross preparing for the fight ahead. He checks over his pistols and emerges wearing The Killer's mask. But his worst fears are realized when he reaches the passenger cabin—the Bodyguards have killed all the passengers. At least you don't have to worry about innocent bystanders.

CABIN PRESSURE

As you gain control of Cross, he's in a covered position at the front of the coach cabin. A few hostiles are hiding among the seats

ahead, so stay in cover while moving out. Start by sliding to the console on the left, then slide ahead to the cart in the left aisle. Don't bother firing at the hostiles just yet.



When you reach the cart in the aisle, glance to the left side of the plane. Just ahead is a red fire extinguisher attached to the bulkhead near one of the emergency exits. Take aim and strike the fire extinguisher, blowing it up. The explosion knocks out the nearby emergency exit, sucking all nearby hostiles out of the plane.



Once you're in the right aisle, there isn't much cover and there are more hostiles ahead. Immediately rush ahead into the next section of the cabin and slide toward the cart in the aisle for cover. While en route, don't get too close to the now-open emergency exit on the right.



Hostiles hiding on the right side of the plane aren't affected by the rapid depressurization and still fire at you. From the cart, stay in cover and creep along the row of seats to the right. Another fire extinguisher is located on the right side of the plane. Wait until there's a lull in the incoming fire, then take aim and shoot the fire extinguisher. Just as before, the extinguisher explodes, blowing open the second emergency exit and sucking all hostiles into the frigid alpine air.

NOTE

Once the plane is depressurized, red lights flash above and the plane rolls left and right. The rolling of the plane affects your aim, so take this into account when engaging targets.

Return to the aisle on the left and push the cart forward, much as you did with the carts in The Loom of Fate room while confronting The Russian. When the cart will move no further, move along the row of seats to the right and prepare to make a break for the next section of the cabin.



Take cover behind the cart in the aisle on the right and look for another fire extinguisher hanging on the bulkhead next to the emergency exit on the right side of the fuselage. Once again, take aim at the extinguisher to blast open the emergency exit and flush the nearby bad guys out of the plane.



Before pushing the cart forward, move to the left, taking cover behind the adjacent row of seats. Another hostile is hiding behind the seats on the left side of the plane. Instead of shooting him, target the nearby fire extinguisher to blow out the emergency exit on the left. Physics does the rest, sucking the unsuspecting Bodyguard out of the plane and clearing this section of the cabin.

Return to the cart in the right aisle and push it as far as it will go. It's eventually blocked by debris in the aisle. As the cart comes to a halt, don't jump out of cover. More hostiles await in the next section of the cabin, so stay low, moving along the row of seats to the left.



Once you reach the aisle on the left, move ahead to the small galley near the open emergency exits. There are no hostiles in here, but there are some in the next section of the cabin. So don't expose yourself in the opening on the right side.



Take cover along this wall in the galley and peek out to the right to scan the next section of the cabin for hostiles. If multiple

hostiles expose themselves at once, perform an EQM to the right bulkhead and take them out while moving in slow motion. Otherwise, hold to the left side and engage the hostiles with direct fire or Curved Bullets. Once again, Curved Bullets may not prove lethal, so be ready to pick off wounded thugs as they stumble out of cover.



Next, roll out of the galley toward the bulkhead on the right. If hostiles harass you in the cabin ahead, peek out the left side of the bulkhead

and aim to the right side of the plane. Conveniently, there's another fire extinguisher next to the emergency exit. Blast

it to blow out the emergency exit and neutralize any nearby enemies. This will only affect hostiles near the emergency exit. Bodyguards hiding among the seats in the center of the plane will be unaffected and must be dealt with by more conventional means.



From the right bulkhead, roll forward, across the right aisle toward the center row of seats. Once behind cover, move left along the seats and locate another fire extinguisher on the left side of the plane. Destroy it to flush out any hostiles hiding in the galley at the back of the plane.

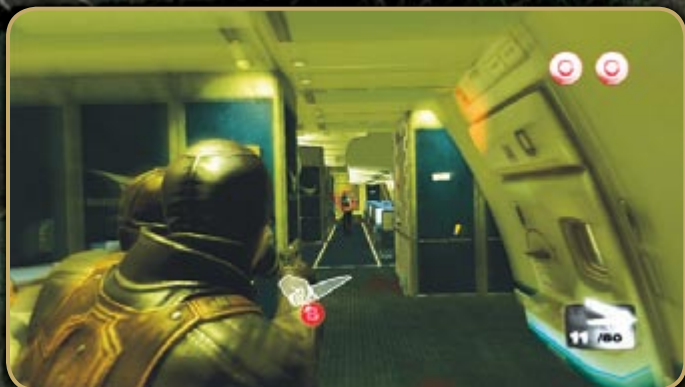


Return to the right aisle and slide ahead to the cart. Although both emergency exits are open now, there may still be one or two enemies

hiding among the seats to the right. Stay low and wait until they've been sucked out of the plane. When the path ahead is clear, push the cart all the way into the plane's rear galley. Gather any ammo near the emergency exits, then move into the elevator at the back of the galley.



As soon as the elevator doors open, there's a hostile standing directly ahead, with his back turned. Rush forward and grab him from behind, taking him hostage. You're not far from the cockpit now, but you must advance through the first-class cabin before securing a parachute.



With your hostage leading the way, move through the galley toward the aisle on the right. A Bodyguard armed with a shotgun guards the aisle ahead. Don't worry about taking cover, as your hostage can absorb a few incoming shotgun blasts. Instead, take aim and drop the shotgun-toting Bodyguard with direct fire. Your hostage will eventually succumb to his wounds and drop to the ground, so be ready to duck into cover behind the central partition ahead.

While holding at the central partition, peek out around the left and right corners to engage a few more hostiles hiding among the seats in the cabin ahead. Don't advance any farther until these hostiles are neutralized. There are no emergency exits in this area to be blown out; however, there are two fire extinguishers attached to the inner walls on the left and right aisles. An exploding fire extinguisher can prove fatal if a thug is standing close enough to it.



Once all the hostiles are down, move to the left side of the partition and advance along the left aisle to the next galley ahead. Instead of taking cover behind the cart in the aisle, take cover behind the bulkhead on the left, near the red-and-white exit sign.



Peek out the right side of the bulkhead and target the fire extinguisher on the wall on the left side of the plane. A hostile hides behind the seat nearby,

so don't lean out of cover until he stops firing. As soon as he ducks behind cover, blast the fire extinguisher to blow out yet another emergency exit and send the hostile flying out into the stratosphere.



Next, roll to the cart in the left aisle. Push the cart about halfway up the aisle and stop. Another hostile waits on the right side of the plane and you must deal with him before advancing. So turn to the right side of the plane and destroy the fire extinguisher next to the emergency exit. If the fire extinguisher's explosion doesn't kill him, getting sucked out of the plane will.



Continue pushing the cart up the left aisle, then cross over to the right aisle. Quickly rush ahead and take cover along the entrance to the first-class cabin. Take cover along the bulkhead on the right and engage the hostiles in the cabin. There are no emergency exits that can be blown out here, so you must shoot the hostiles blocking your path to the cockpit. Due to the low-backed seats in here, Curved Bullets work quite well. Try to curve them up and over the seats to hit your targets.



If you have the Adrenaline, try to initiate an EQM from the nearby row of seats on the right to the central row. But wait until at least two hostiles have popped out of cover. While moving in slow motion, rake your aiming reticle across both targets while holding down the trigger to pull off two quick kills.



After clearing the first section of the first-class cabin, advance along the left aisle to this bulkhead. From here you can engage two more hostiles, both armed with shotguns. If you still have full Adrenaline, perform an Enhanced Quick Movement to the seats ahead and engage the two shotgun-equipped Bodyguards in slow motion. If you don't have enough Adrenaline, be patient and engage the hostiles with direct fire one at a time. Avoid moving any closer. Otherwise their shotguns can chew you up fast if you're hit.

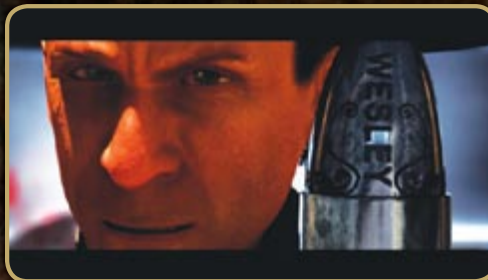
Next, advance to the center partition ahead, leapfrogging from one piece of cover to the next. There's usually one more hostile near the stairs leading down to the cockpit. Peek around the left and right sides of the partition until you spot him. If he's hiding behind cover, use a Curved Bullet to draw him out into the open and then finish him off with direct fire.



The path to the cockpit is finally clear. Descend the stairs in the compartment ahead to reach the cockpit and initiate a cutscene. Don't bother scouring the plane for more ammo, even if you're low—you won't need it to complete this level.



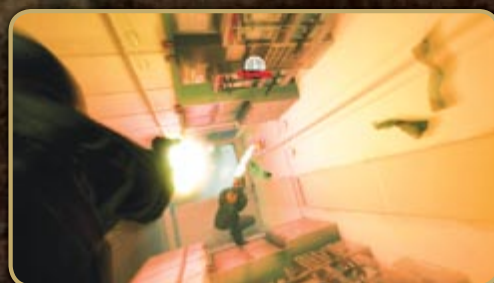
When Cross reaches the cockpit, he's surprised to find The Immortal waiting for him. This is their first meeting since Alyse's death, and Cross demands answers. But The Immortal is unsympathetic, stating that Alyse would still be alive if it weren't for their unauthorized



affair. He follows by showing Cross a bullet with Wesley's name on it. Realizing his son is now being targeted by The Fraternity, Cross fires a Curved Bullet at The Immortal. But The Immortal reacts with a shot of his own, and the bullets strike each other in midair and fall to the ground. Following one more taunt, The Immortal secures the cockpit door, forcing Cross to find another way out of the doomed aircraft.

LOW ALTITUDE ESCAPE

With The Immortal sealing off the cockpit and claiming the remaining parachutes for himself, Cross decides to make his way back to the cargo hold. But the path isn't clear. Even as the plane plummets out of the sky, several Bodyguards aim to stop Cross's escape. This initiates a slow-motion shooting



gallery sequence, requiring you shoot a series of hostiles with no margin of error. The first is inside this galley, near an emergency exit. Hold down the trigger and move the aiming reticle up and to the left, raking several rounds over the shooter before blasting the incoming bullet. You must eliminate both the bullet and the shooter before the timer at the top of the screen expires.

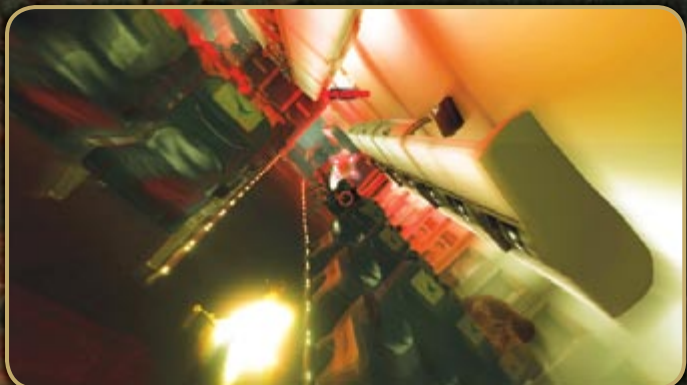


Next, Cross glances up into the next cabin to confront another shooter. This time shoot the bullet first. Continue moving the aiming reticle upward to blast the shooter and advance to the next cabin.



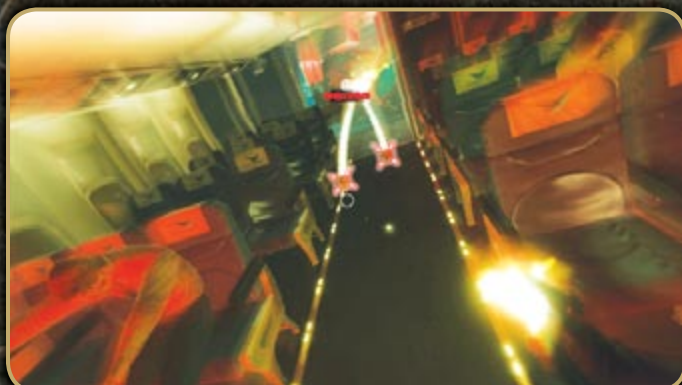
As Cross climbs into the cabin above, he comes under attack from another hostile. Given the lighting, it can be tough to spot this bullet.

But don't hesitate. Even if you don't see the bullet immediately, begin moving the aiming reticle upward and make some minor adjustments as the incoming bullet comes into view. After taking out the bullet, move the aiming reticle to the right to hit the shooter, hiding behind a seat in the center row.



Pursued by flames, Cross climbs up through this cabin, using the seats as a makeshift ladder. While he advances, another shot is fired at him from the seats on the right. This time hit the shooter first while moving the reticle upward to engage the incoming bullet.

The next hostile is tricky and requires some quick and accurate shooting. Go after the incoming bullet first, moving the aiming reticle down and to the left. After striking the bullet, follow its contrail back to the shooter, moving the reticle up, toward the next section of the cabin.



When Cross moves to the left side of the plane, he's attacked again. This time the shooter fires two bullets that must be shot down. Move the reticle up to engage the bullet on the left first, then hit the bullet on the right. Once both bullets are down, continue moving the reticle upward to hit the shooter hiding behind a seat on the left side of the plane.



There's only one more hostile left and he appears as Cross approaches this partition. Aim upward and slightly to the right to shoot the incoming bullet, then follow its contrail back to the shooter, hiding behind the white partition just ahead.



In the cutscene that follows, Cross makes it to the red sports car in the back of the plane. As the aircraft skims the top of a snowy peak, the car comes flying off the back, skidding and tumbling down the mountain as the plane crashes in the distance. It isn't the most graceful escape, but Cross manages to survive, kicking the car's door open as it skids to a stop.



As the action cuts back to the present, Pekwarsky tells Wesley to find the other two Guardians. Only then will he know where The Fraternity plans to move The Loom of Fate. When asked about the bullet with Wesley's name on it, Pekwarsky confirms the tale, stating that The Paris Fraternity has ordered 100 more just like it. Pekwarsky knows, because he's the one who was contracted to make the bullets. He tells Wesley he's planning to meet The Fraternity's buyer, Brummel, in half an hour and asks if he'd like to tag along. Wesley grins and nods at the opportunity.



Shut the F**k Up!

Location: Chicago

Time: Today



OFFICE PARTY



As agreed to earlier, Wesley follows Pekwarsky to his meeting with Brummel, The Fraternity's buyer. He watches the transaction from a nearby rooftop, peering through the scope of a sniper rifle. Accompanying Brummel is Araña, the Guardian from Barcelona that



Wesley encountered after the raid on Cross's apartment. Wesley settles his crosshairs on Araña's forehead, but she ducks at the right moment, causing Wesley's bullet to hit Brummel in the shoulder. Realizing they're in danger, Araña and Brummel duck out of sight, escaping into the office

building across the alleyway. Fueled by a surge of Adrenaline, Wesley takes a running jump across the alleyway and smashes through one of the office building's windows, ready to hunt down and finish off Brummel.

New Objective
Search the office for Brummel



Upon landing in the office, run forward and take cover behind the low partition straight ahead. A few French Apprentices rush into view in the office in the distance. Peer around the opening and open fire. Two of the hostiles enter on the ground floor while a third takes a position on the floor above

and opens fire with a submachine gun. As the hostiles on the ground move into the central aisle, try to hit at least one of them. If they reach the cover of the cubicles, they'll be difficult to hit from this position.



To avoid getting peppered by the thug with the submachine gun on the second floor, leapfrog from one cubicle to the next. While moving out, keep tabs on the positions of the hostiles on the floor; otherwise you may accidentally dive into the same cube they're occupying. At close range, these thugs are much easier to hit. Either wait until they move out of cover or engage them with Curved Bullets. A red fire extinguisher hangs along one of the cubes on the left side of the central aisle. Shoot the extinguisher if one of the hostiles takes cover next to it. If he's close enough, the explosion proves fatal.

TIP

If you find yourself close to one of the hostiles hiding in the cubicles, don't try to shoot or retreat. Instead, rush at your foe at full speed and kill them with a knife attack.



Once both hostiles on the ground floor are down, move to the cubicle near the staircase on the left side of the room. From this position, the hostile above will have a tough time hitting you, even if you're out of cover. The easiest way to take out

this guy is with a Curved Bullet. Curve the bullet up and over the railing, but at a shallow angle, to avoid hitting the ceiling. All it takes is one Curved Bullet strike to silence this annoyance once and for all.

Game Rewards



Before heading upstairs, search the ground floor for ammo and this game reward. It's near the window Wesley jumped through at the beginning of this sequence. Grab it to unlock a new picture.



Next, move to the staircase on the left side of the office and run up the steps at full speed. When you're about halfway up, an Elite Assassin appears at the top of the stairs, moving down in your direction. Don't stop, and don't turn your back on this guy. Instead, keep running directly at him and perform a knife attack as soon as he's in range. Any hesitation on your part could result in a face full of buckshot, sending you back to the last save checkpoint at the beginning of the level.

Game Rewards



At the top of the stairs, turn right and grab the ammo off the dead guy you killed with a Curved Bullet. Just beyond his body are a couple of vending machines. Move toward the vending machines to grab another game reward that unlocks more concept art.

From the stairs, move straight ahead and turn right along this aisle. There's a line of offices on the left and a railing on the right. Immediately



seek cover along this walkway and watch for more hostiles moving into view, some armed with shotguns. At this range it's difficult to hit these hostiles with either direct fire or Curved Bullets. So take a few shots in their general direction to suppress them, then make a move for the first office on the left.



Upon entering the office, take cover along the low wall on the right. Peek up over the wall and watch for hostiles in the distance. If it's clear, leap over the wall and through the glass, and take cover behind the desk in the adjacent office. This will help you close the distance on the hostiles while staying behind cover.

While hiding behind the desk, look over the top and engage any visible threats in the offices ahead. If you come under heavy fire, Blind Fire to suppress the hostiles and prepare to move to the low wall just beyond the desk.



You face a couple of kinds of enemies during this firefight. The French Apprentices are the easiest to take out and are a good source of Adrenaline. They're armed only with pistols or submachine guns and are easily taken out with direct fire. Just wait until they pop or move out of cover and hit them with a few rounds to guarantee a kill.



The Elite Assassins are a bit tougher and require your full attention. Avoid getting in head-on duels with these guys. Instead, wait until they drop behind a piece of cover, then hit them with a Curved Bullet. But even a Curved Bullet usually isn't enough to stop these guys, unless they've already sustained damage. However, Curved Bullets do stun them, causing them to stumble out of cover. So after firing a Curved Bullet, keep up the attack by hitting them with several rounds of direct fire. To conserve ammo, go for the headshot for the quick kill. Just make sure you land enough shots to kill them before they recover and drop back into cover.



While advancing through the offices, don't neglect the walkway outside. Keep an eye on this area and watch for enemies attempting to flank you. For best results, after clearing an office, peek out to the right to engage enemies gathered out here. Even if you can't score direct hits, suppressing hostiles out here prevents them from advancing, at least temporarily. This helps you maintain a solid offensive drive, ensuring all hostiles stay in front of you.

Game Rewards



Once the area around the upper-floor offices is clear of threats, backtrack to the first office and turn left, moving into this dead-end alcove. Another game reward lies on the floor beyond the copy machines; it unlocks more concept art.

Return to the walkway outside the upper-floor offices and proceed to this next staircase leading down into another cubicle farm.

As you rush down the stairs, more hostiles move into view. Instead of engaging them from this position, get to cover as soon as possible. The black easy chair at the bottom of the stairs is the closest piece of cover, so slide in behind it before you come under fire.



The three hostiles ahead consist of an Elite Assassin and a French Apprentice on the ground and one with a submachine gun on the

balcony above. From your covered position behind the easy chair, go after the Elite Assassin first. Even if he's not behind cover, nail him with a Curved Bullet to stun him. This not only prevents him from shooting at you, but it also sets him up for an easy kill. Hit him with a few more follow-up rounds of direct fire to kill him before he recovers.



Once the Elite Assassin is down, look for the French Apprentice and take him out with a Curved Bullet. Scoring a single Curved Bullet hit is enough to take this guy out. For best results, wait until he pops out into the open to score an easy kill. Even if he is firing at you, it won't take long to manipulate the bullet's trajectory if he's out of cover.



Finally, advance to one of the cubicles ahead and engage the French Apprentice on the balcony. Although he's armed with a submachine gun, he isn't very accurate, especially when Blind Firing over the railing. Still, make an effort to stay behind cover at all times. If you can get a clear shot, take him out with direct fire. Otherwise, leapfrog from cube to cube until you can land a fatal Curved Bullet.



After eliminating the three thugs in this area, advance down the central aisle between the cubes, toward the employee lounge ahead—the room with the two vending machines. Along the way, grab the ammo off your victims. At the vending machines, turn right



and approach this room with a tiled floor. But don't enter it. Instead, watch out for an Elite Assassin rushing out of the passage to the left. Immediately take cover along the sofa to the left and engage him with a Curved Bullet. As he stumbles back, finish him off with direct fire, aiming for his head to expedite the process.

Grab the ammo off the dead Elite Assassin and turn left through the passage marked with an elevator sign. Make another quick turn to the right to enter the elevator, triggering a cutscene.



On the next floor, Wesley confronts Brummel with some snappy dialogue. Brummel says he isn't here to kill Wesley—he's just in town



to help move The Loom of Fate. But now that Wesley has interfered in his plans, he feels compelled to kill him, just for the fun of it.

BOSS BATTLE: BRUMMEL

New Objective
Defeat Brummel

Game Rewards



Before attacking Brummel, sneak to the left of the starting position to grab this game reward by the elevators to unlock more concept art.



Brummel has fortified himself in a conference room at the far end of this floor. Don't

bother shooting him from this distance. You're unlikely to hit him at this range. Instead, take steps to close the range. Start by sliding from your starting piece of cover to the low wall on the right.

Once at the low wall on the right, Blind Fire over the top to shoot out the glass. This allows you to advance to the desk in the room ahead. Once you reach the desk, pause



and watch for two French Apprentices advancing toward your position. Stay behind cover and engage these two hostiles with either direct fire or Curved Bullets. Killing these guys helps build your Adrenaline, an important ingredient when it comes to targeting Brummel.



Now, move to the right side of the desk and slide to this copy machine. The copy machine can be used as a portable piece of cover, much like a cart. So stay behind it and push it forward, all the way to the low wall outside the conference room.



Ditch the copy machine and move to the low wall outside the conference room. Now you can finally engage Brummel. He's equipped with a Cornershot weapon that allows him to fire accurately while fully concealed. It's the same type of weapon Fox used when she "rescued" Wesley from Cross. Therefore, Brummel doesn't have to poke his head out of cover to fire. This makes him nearly impossible to hit with direct fire. A Curved Bullet hit is required. This makes him temporarily stumble out of cover. Angle the bullet in a lateral trajectory so it curves around Brummel's piece of cover. As soon as the bullet strikes, aim over the low wall and fire as many rounds at Brummel as possible before he recovers and ducks back into cover.

CAUTION



While confronting Brummel, don't enter the conference room. There's no accessible cover inside, leaving you out in the open if you advance. Stay in cover behind the low wall outside the conference room throughout this firefight.



Throughout the fight, more French Apprentices appear on the balcony above the conference room. Take a time-out from attacking Brummel to deal with these minor threats. Killing them helps rebuild your Adrenaline, allowing you to fire more Curved Bullets at Brummel.



More French Apprentices may attack directly from the conference room. Be ready to knife these guys as they move into melee range. Killing these guys helps keep you stocked up on ammo. Just remember to duck back into cover immediately following the kill.



Keep hammering away at Brummel with Curved Bullets to stun him. While Curved Bullets cause a little damage, the hits he takes while stunned really put a dent in his health meter, visible at the top left corner of the screen. So once he's stunned, keep hitting him with direct fire until he ducks back into cover. As his health reaches critical levels, you're treated to a slow-motion view of the final bullet finding its way to the target, sending Brummel slumping to the ground. Defeating Brummel unlocks him as a playable character and adds one more level of Adrenaline to your meter. But you're not finished with this level just yet...

In the cutscene following the battle with Brummel, Wesley exchanges a few



words with his mortally wounded foe and retrieves the next piece of the binary code by

cutting off his arm. But Brummel seems more amused than horrified by Wesley's action. At that moment Wesley sees a detonator in Brummel's severed hand. The action cuts away to a different area of the office where a few dozen rats scurry about, each one with a small explosive device attached to it. It looks like Wesley isn't the only one fond of explosive rats.



FIRE DRILL

New Objective
Escape the burning building

Brummel's little surprise has reduced the office building to a flaming deathtrap. Wesley has to get out of here before the whole place comes down around him. Exit the elevator and turn, heading toward the lobby through the doorway ahead.



Game Rewards



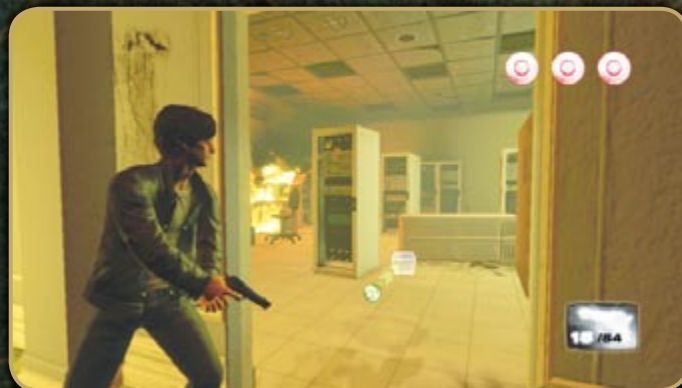
When you reach the lobby, take a second to search behind the reception desk for this game reward. It unlocks more concept art.



Exit the lobby and hang a right in the cubicle farm. The central aisle is blocked by flaming debris, so circle around by moving into the cubicle on the left, near the staircase.



Step into the cube and take cover along the desk, peeking out to the right. Suddenly two hostiles rush into view, one of them carrying a shotgun. Stay behind cover and engage both enemies with Curved Bullets. After hitting the Elite Assassin with a Curved Bullet, follow up with direct fire. The other hostile, A French Apprentice, is an easy target, so simply hit him with a single Curved Bullet while he's hiding behind cover.



Next, move to this open doorway on the right side of the room. There are two hostiles inside this server room, but they won't show themselves until you enter. So instead of holding at the doorway, slide inside to the server in the middle of the room.



Fire around the left side of the server to suppress the Elite Assassins and French Apprentices on the far side of the room. This is simply the beginning of a flanking maneuver. As your foes take cover, move to the right, sliding from one server to the next. After making two movements



to the right, peek around the third server to catch the two thugs by surprise. Target the Elite Assassin first, hitting him with a Curved Bullet to stun him. Once he's down, go after the French Apprentice with either a Curved Bullet or direct fire. Gather the ammo off your victims and then exit through the nearby doorway.



Upon exiting the server room, turn left and take cover beneath this low wall. It's not long before you come under fire, which shatters the glass above. A French Apprentice on the balcony ahead is firing down at you with a submachine gun. He's tough to hit from this location, so get closer. Start by leaping over the wall to the sofa in the employee lounge ahead.

As you make the move to the sofa, an Elite Assassin rushes out of a nearby doorway to the left. Don't panic. As long as you stay behind cover

you'll be safe. However, Blind Fire over the sofa to make him retreat. As he backs away, hit him with a Curved Bullet, then finish him off with direct fire.



Hold in the lounge, sliding from one piece of furniture to the other. In addition to the French Apprentice on the balcony ahead, there's another one on the ground level. Try to locate him and take him out before advancing. If you have Adrenaline to spare, take him out with a Curved Bullet. Afterward, leapfrog ahead until you can get a good angle on the French Apprentice on the balcony.

Game Rewards



After clearing out the lounge, approach the kitchen area, but keep your distance from the sink. The cabinet beneath the sink contains an exploding rat, easily distinguishable by the red flashing light. Back off and target the rat to unlock more comic book covers.



From the lounge, head upstairs and hang a left in this corridor, taking cover along the side of this easy chair on the right. Three

more hostiles appear in the distance, including one charging toward you with a knife. At this range it's easy to pick off this knife-wielding threat before he can close to attack range. But if he does get too close for comfort, be ready to parry his attack by rapidly pressing the button that appears on the screen.



Next, focus on the two other thugs shooting at you from the offices ahead. Given the amount of cover provided, it can be difficult to target these thugs, even with Curved Bullets. One of the thugs is an Elite Assassin, so proceed with caution, keeping distance between you and the shooters. If necessary, use Blind Fire to suppress the hostiles, then move through the offices until you can get a good angle on them, hitting them with Curved Bullets.

Game Rewards



Wait until all the hostiles are cleared from this area, then search the second office on the left (heading from the stairs) for this game reward to unlock more concept art.



Another piece of concept art can be unlocked by grabbing this game reward in the office directly across from the staircase; enter the office and turn right to grab it.



Continue moving down the aisle between the offices, toward the large windows. As you near the flames by a copy machine, a French Fast Assassin pops out from the right, charging directly at you. You won't have time to shoot, so fend off his melee attack. During such melee assaults, the camera angle changes and a button appears on the screen. Repeatedly press the indicated button to fend off the attack, and slice the hostile's throat.

You finally have a clear path out of here. Run straight ahead to the window to initiate the concluding cutscene. Wesley dives out the window and lands on a nearby rooftop.



Following his escape from the office building, Wesley meets up with Pekwarsky back at The Chicago Fraternity, delivering Brummel's severed arm with the second part of the code. But Wesley is more interested in learning how The Fraternity knew Pekwarsky was in town—he knows more than he's letting on. Pekwarsky admits that he has an interest in the same piece of fabric removed from Cross's apartment. It was a Kill Order, created on The Loom of Fate. Without getting specific, he explains that it's an important piece of Fraternity business and needs to be protected. In an effort to explain his position, he goes on to tell Wesley the origins of this whole saga. It all began when Cross came to Sloan, answering what he thought was a distress call...

Shoot that Motherf**ker!

Location: Chicago Fraternity

Time: 2006



ON THE DEFENSIVE



Not long after Cross's hit on the jetliner, he's summoned to The Chicago Fraternity to chat with Sloan. Sloan believes The Paris Fraternity is looking for revenge and plans to come after Cross. But Cross isn't certain he's the only target, stating that it was Sloan who gave him the Kill Order to begin with. Their conversation is interrupted by the sound of a gunshot. It looks like Sloan was right about one thing—The Paris Fraternity has begun its attack.

New Objective Defend The Fraternity



As you gain control of Cross, immediately take cover behind the nearby barrels. You can't see much from this spot, though, so move to the left side of the barrels and roll toward the car just ahead. You'll have a much easier time targeting the attackers from the car.



Once in position along side of the car, peek around the back and open fire on the incoming hostiles. There's some extra ammo at the back of the car. In this level, Cross is equipped with dual machine pistols. Unlike his standard semi-automatic pistols, these machine pistols are fully automatic and have a larger magazine capacity. However, they chew up ammo quickly, so go easy on the trigger, especially when Blind Firing. The hostiles enter The Fraternity's grounds through the main gate and over the wall. Open fire on the thugs rushing through the gate before they can reach cover inside the courtyard. Hitting targets out in the open is a good way to build up your Adrenaline.

NOTE

During the firefight inside the courtyard, there is no particular place you have to go. You simply have to live long enough to withstand the assault. However, you can't stay still either. Keep moving around from one piece of cover to the next while engaging the hostiles. You can link your movements from all the pieces of cover in the courtyard, so there's no reason to ever move out of cover during this entire fight.



Don't get comfortable in one position. Staying in one spot makes you an easy target and increases the likelihood of getting flanked. So after picking off a few hostiles, move out, taking cover behind the crates to the left of the car in the middle of the courtyard. Hold at the crates and engage a few more hostiles, then slide to the next car on the left side of the courtyard. A large box of ammo sits on the hood of this car; don't pick it up until you're almost out.

Game Rewards



Enter this short alley behind the crates to grab a game reward. This unlocks the last video.

The machine pistols have the Shrapnel Storm ability—they can fire a cluster of curved exploding bullets. This ability costs two units of Adrenaline, but the results are well worth it. The gameplay mechanic is the same, but when Curved Bullets are fired with these weapons, Cross cuts loose a burst of seven rounds. These bullets travel to the target in a symmetrical formation and explode on impact. This is great for targeting tight clusters of enemies, allowing you to kill multiple hostiles with one pull of the trigger. But if you're only hitting one enemy at a time, your Adrenaline levels will suffer, because you gain only one unit in exchange for the two it cost you to fire the Curved Bullets.



At some point during the assault, one of the attackers begins throwing grenades in your direction, further highlighting the need to stay on

the move. Watch for grenade icons appearing on the screen to help locate incoming grenades. If the grenade icon is red, you're within its blast radius. But don't freak out. You usually have enough time to reach safety before it detonates. So don't drop out of cover and run away, because you'll then fall victim to enemy gunfire. Instead, calmly walk away from the grenade until the icon turns white. Grenades can also be identified by the red halo-like icon surrounding them. This makes them simple to spot while they're flying through the air, making it easier to zero in on the guy who's throwing them.

CAUTION

Once the grenades start flying, avoid hiding behind the cars for extended periods of time. If a car takes enough damage, it explodes, killing you if you're taking cover behind it.



While dodging grenades, set off some explosions of your own. Look for two red fuel canisters in the courtyard—one to the left of the main entrance

and one to the right. Don't target these canisters immediately. Instead, wait until at least a couple of thugs are standing nearby before setting them off with a quick burst from your machine pistols.

The Apprentice Grenadier usually takes cover near the crates by the main entrance. He's nearly impossible to see unless you move to the far



left or right of the courtyard. Even then, he's not easy to spot. If necessary, curve some bullets in his direction to take him out and end the bombardment of grenades once and for all.

TIP

Before the firefight is over, take a position opposite the main entrance. The narrow entryway is the perfect choke point, ideal for mowing down multiple hostiles. It's also a good spot to engage enemies with a Shrapnel Storm. With little room to maneuver, hostiles stuck in this narrow passage are extremely vulnerable to exploding bullets fired from the machine pistols. Killing 10 enemies with exploding bullets is enough to earn the *Shrapnel Storm Trainee* Achievement/Trophy.

As the battle winds down, watch for a hostile on the wall, just above the main gate. Open fire on this guy to trigger a cutscene. The French Apprentice escapes along the wall, heading for The Loom of Fate room.

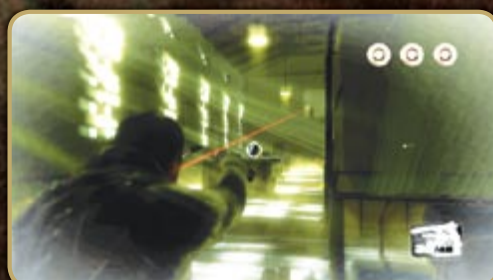
**AMBUSH**

Following the cutscene, enter The Loom of Fate room. At the moment, the room is empty. Move to the left side of the room and advance toward the opposite end.

Watch for a French Apprentice running along the back wall of the room—this is the start of an ambush. Try to take him out before he flanks you from the right. If you can get a clear shot, target him with a Shrapnel Storm, angling the exploding bullets up and over The Loom in the room's center.



Whether you hit the running thug or not, take cover immediately as more hostiles rush into the room from behind. Among the hostiles



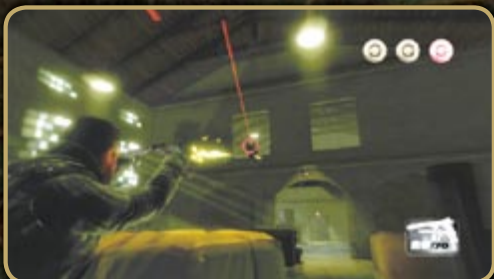
is an Elite Sniper on the balcony overlooking the room. The sniper's rifle is equipped with a laser sight, allowing you to see where he's aiming. If the laser is aimed in the direction of your cover, don't peek out. Getting hit with a sniper's bullet

severely reduces your health, putting you dangerously close to death. So if you get hit, immediately drop back behind cover until you recover.



You can't engage the sniper accurately until you get a little closer, so look for opportunities to move out. Blind Fire around your cover to suppress the sniper and other hostiles, and then advance along the side of The Loom, using bales of cotton or The Loom itself for cover. Suppressing enemies buys you only a few seconds, so move out quickly, linking your movements from one piece of cover to the next. Whatever you do, don't move out of cover at any point during this fight.

As you get closer to the sniper, look for opportunities to engage him. But first, make sure you have fresh magazines loaded in your machine pistols.



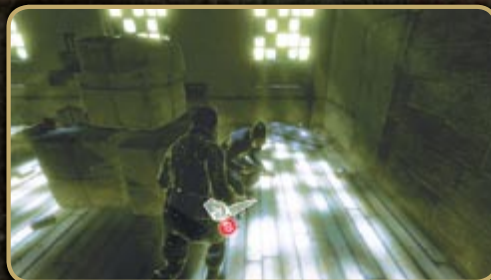
Wait until his laser sight's beam aims away from you, then pop out of your cover and fire an aggressive salvo of rounds into his position. As long as his laser sight is visible, he's not behind cover and is vulnerable to incoming fire. With each hit you score, you stun him, preventing him from returning fire. Keep up the attack until he slumps and falls out of sight. If you're not sure if you killed him, hold behind cover and wait a few seconds. If you don't see his laser sight again, he's down for good.



With the sniper down, turn your attention to the French Apprentices on the ground floor. If you were too preoccupied

with the sniper, there's a chance some may have flanked you. So be prepared to retreat if you start taking fire from the sides. Answer back by targeting the red fuel canister near The Loom of Fate. The resulting explosion is usually good enough to take out a couple of the French Apprentices. It also starts a fire that spreads to the ceiling, helping illuminate this dark room. Keep up the attack, using direct and indirect fire to finish off the remaining hostiles.

As the number of hostiles dwindles, flanking becomes much easier. Start by Blind Firing around your cover to suppress the remaining hostiles, then slide or roll from one piece of cover to the next until you can get a clear shot at your foes. This is also a great opportunity to tally some easy knife kills. You can't reach over the cover in this room to perform a surprise melee attack, but if your victim is adequately suppressed, you can simply run up and attack at close range.



Game Rewards



Before killing the last hostile, move to the stairway at the back of the room and climb up to this catwalk to grab another game reward unlocking a new team quote. Alternatively, you can grab this reward at the start of this sequence, but you'll need to reach it before the ambush is triggered.

Once you've eliminated all the hostiles in the room, a cutscene shows Cross taking cover beneath The Loom of Fate while dispatching another French Apprentice. While underneath The Loom he

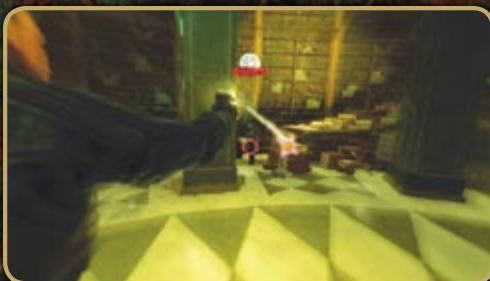


discovers a Kill Order attached to the bottom. It's unclear who the Kill Order is for, but it's enough to make Cross go after Sloan.

BETRAYAL

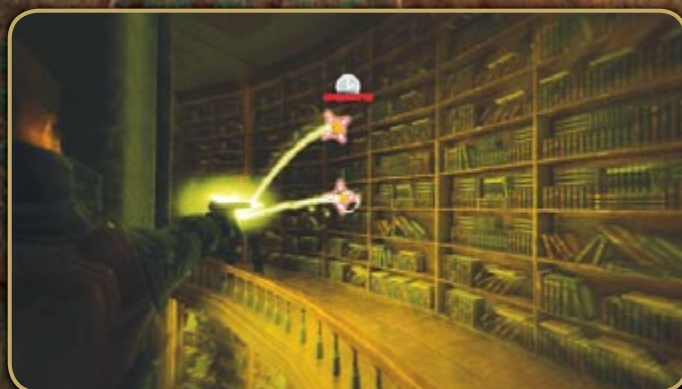


Cross confronts Sloan in The Fraternity's library, aiming his weapon to the back of his head. But Sloan isn't too concerned. He uses Cross's actions to prove to the other Chicago Fraternity members, gathered around the library's perimeter, that Cross has gone rogue and can't be trusted.



The first target is near this pillar on the ground floor. Pan the aiming reticle to the right, striking the shooter first, then hitting his incoming bullet.

Sloan then rushes out of the room as his thugs close in around Cross. This initiates a slow-motion sequence requiring you to shoot a series



After the first kill, Cross climbs up to the balcony ringing the library, only to be confronted by another thug. This one fires two bullets that must be shot down. Pan the reticle to the right to shoot down the lower bullet first, then move it up to hit the second bullet. Finally, move the reticle to the left to kill the shooter. The machine pistols fire at a much faster rate than the semi-automatic pistols, allowing you to rake the reticle across the targets without stopping. This is particularly useful when it's necessary to hit multiple targets, such as in this case. Just hold down the trigger and keep moving the reticle around until all three threats are eliminated.



Next, Cross comes under fire from the floor below. Center on the incoming Curved Bullet first, moving the reticle to the right to

hit it. Once the bullet is down, follow its contrail back to the shooter on the floor. At this range spotting the shooter can be difficult, but as long as you follow the contrail, you'll have no problem hitting him.



Yet another thug on the floor below fires a shot at Cross. Pan the reticle to the left to hit the bullet, then move it down and to the left to hit the shooter.



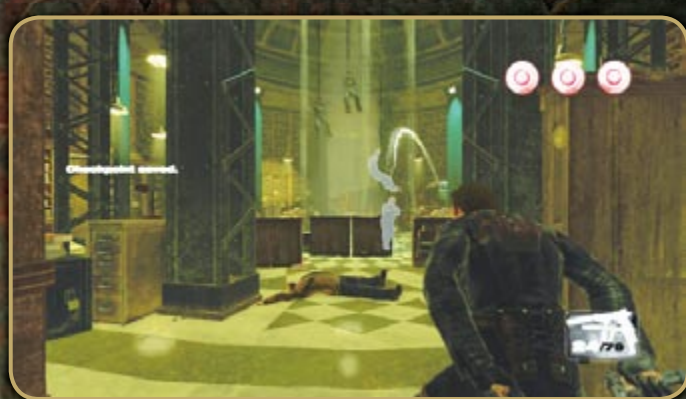
Cross continues moving along the circular balcony, but he comes under fire again as he reaches the stairs leading to the floor below. The shots are fired from the stairs on the opposite side of this passage. This is another case where you must take out two bullets. Start by moving the reticle up and to the right to hit the bullet on the right. Then pan the reticle left, to hit the second bullet before going after the shooter. If you have trouble spotting him, follow bullet contrails back to his gun to guarantee the kill.

While Cross descends the stairs, a hostile on the floor below fires two more bullets at him. Although the aiming reticle starts near the shooter, go after the bullets first. Aim down and to the right to hit the bullet on the right side first, then pan the reticle left to hit the second bullet. Finally, rake the reticle upward, across the shooter, to bring an end to this slow-motion sequence. In the sequence that follows, Cross takes cover along a shelf on the ground floor, near the stairs, while coming under fire from even more thugs in the library.



EXODUS

New Objective
Escape the Fraternity building



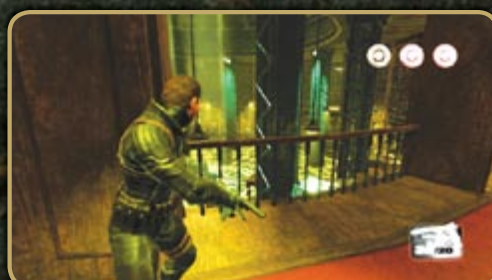
As you regain control of Cross, you're behind cover at this bookshelf. Peek around the right side of the shelf and engage the hostiles in the center of the library. After the slow-motion sequence you have full Adrenaline, so put it to work by firing Curved Bullets. Remember; look for opportunities to take out more than one enemy with each curved shot. If two hostiles are within the blast radius of the Shrapnel Storm you'll see two white silhouettes. At the start of this sequence, most hostiles are in the center of the room, so target this area early on before they spread out. When using the Shrapnel Storm attack, you're more likely to hit multiple enemies when curving the bullets upward.

In addition to the thugs on the ground, there are two hostiles hanging from ropes suspended from a hole in the ceiling, and a third that drops to the floor. Target these guys with a Shrapnel Storm attack to take them all out with one explosion.



As the fight continues, hold at the same bookshelf and don't attempt to enter the center of the library, despite the plentiful cover. You're better off holding near the steps, with your back to the wall, where nobody can sneak up behind you. Still, watch for more hostiles attempting to rush you. As they funnel in toward you, target them with a Shrapnel Storm attack. This is another good way to kill multiple enemies with exploding bullets.

If you're running low on Adrenaline or simply having a hard time targeting hostiles, move up to the circular balcony overlooking the center of the library. The balcony is clear of threats and provides a great view of the floor below, allowing you to circumvent most of the cover in the room by firing down on the hostiles. Still, take cover along the balcony walls to avoid getting hit.



Game Rewards



This game reward is near the staircase on the opposite side of the library. To reach it, move up the stairs near the bookshelf where this sequence began and descend the steps on the opposite side of the library to enter this barricaded area. This reward unlocks a team quote. Return to the balcony and descend the stairs on the opposite side to access the library's floor.



When the incoming fire ceases, cautiously move out onto the library's floor, staying along the perimeter. Take cover behind the pillars surrounding the main floor, moving from one pillar to the next while scanning the center of the room for survivors. If you encounter a hostile, Blind Fire around the pillar to suppress, then keep moving between the pillars until you can flank the cowering hostile.

Once you're certain the library is clear, go to the center of the room and enter this passage on the left. Don't bother fully stocking up on ammo—you won't need your machine pistols to escape beyond this point. After you exit the library, a cutscene plays



showing Cross racing along the top of The Fraternity's outer wall, moving toward a mounted machine gun.



This sequence plays out much like the one where Cross had to protect Alyse, back in France. However, this sequence is far less forgiving, requiring you to be much more aggressive. While Cross awaits his means of escape, you must hold out at this turret for one minute and fifty seconds, indicated by the timer at the top of the screen. But you can't just sit tight and hide behind the machine gun's shield. The shield deteriorates with each incoming shot, offering less and less protection over time. So you must be very offensive-minded and engage the threats in the courtyard below as soon as they come into view. If they take up covered positions, they'll have an easy time peppering your position, battering the protective shield until it falls apart. Early on, most of the hostiles appear on the right side of the courtyard, so focus your fire there.



There are several red fuel canisters spread throughout the courtyard. Try to avoid hitting these early on. Instead, wait until hostiles take cover nearby before blasting them. The fuel canisters aren't the only explosive objects in the courtyard. The cars also explode when hit with the machine gun. The cars are popular pieces of cover, so target them when hostiles have hidden behind them.

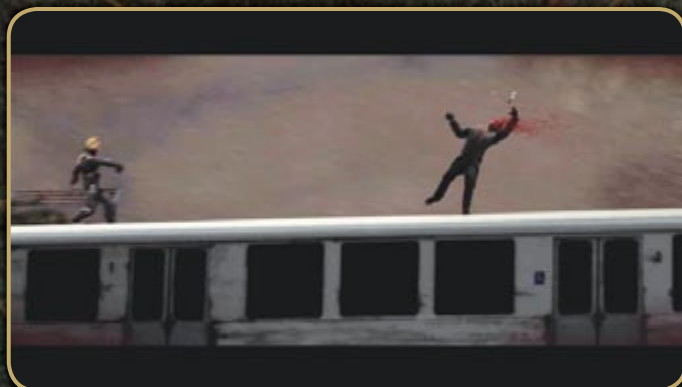


Despite the need to stay on the offensive, it won't do you much good if you die. So as soon as the screen turns gray, indicating low health, quickly duck back behind the machine gun's shield. While recovering, aim the machine gun toward the center of the courtyard so its shield helps block incoming fire from both sides of the courtyard. Once you've recovered and color returns to the screen, go back on the offensive.



Eliminating hostiles as soon as they run into view is the key to surviving this sequence. So even when there are no targets, keep panning the

machine gun left and right while scanning for threats. While most appear on the ground, some take shots from the walls to the left and right. Zero in on those muzzle flashes and retaliate as quickly as possible. As the timer winds down, the machine gun's protective shield will most likely be gone or badly damaged. Therefore, it's extremely important to keep attacking. The faster you eliminate the enemies, the less incoming fire you'll take.



A cutscene is triggered once the timer counts down to zero, showing Cross leaping off The Fraternity's outer wall and onto the roof of a passing train. But he's pursued by The Immortal. Cross turns just in time to see The Immortal raise his pistol. They fire Curved Bullets at each other, but neither bullet hits its mark, colliding into the other and dropping out of the air. The Immortal taunts Cross, saying he can't be hit. But Cross proves him wrong, firing a bullet into The Immortal's barrel, causing his pistol to explode and embedding chunks of metal into his face. The Immortal loses his footing and falls off the side of the train, allowing Cross to escape.

Back in the present, Pekwarsky offers Wesley a piece of parchment with directions to his father's burial site. He's entombed in a secret Fraternity catacomb. Perhaps Wesley will find the answers he seeks there...



Spiders Don't Have Wings

Location: Somewhere in the Pyrenees

Time: Today



INTERRUPTED ASCENT



Using the directions given to him by Pekwarsky, Wesley sets out to find his father's burial site in a remote area of the Pyrenees. The only way to reach it is by an aerial tramway. But Wesley's ride is cut short when the tram stops near a platform. He needs to find the control room, have a word with the operator, and get this ride started again. The arrival of a helicopter carrying Fraternity thugs suggests that the tramway's sudden stop wasn't caused by a simple malfunction. Prepare for an ambush...

New Objective
Find and kill the cable car operator

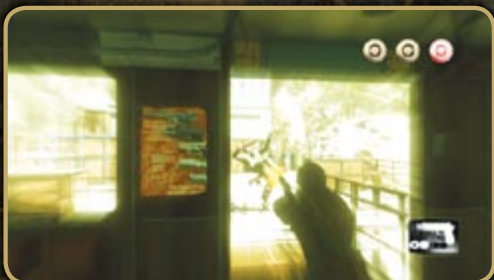


As you take control of Wesley (who's wearing his father's suit and mask), take cover along the side of the car, on the sliding door's left side. As soon as the door slides open, peek out and start shooting. The helicopter drops some French Apprentices on top of the car, allowing you to shoot them in the back as they jump off. But you must be quick. Otherwise, they'll scamper behind the nearby crates on the platform outside, making them much harder targets to hit.



Not long after the door slides open, a French Fast Assassin charges into the car. Don't bother shooting him or moving out of cover. Just wait for him to enter and then counter his attack by rapidly pressing the button that appears on the screen. Once you've sliced his throat, Wesley automatically returns to the same piece of cover he occupied before the knife attack.

After dealing with the knife attacker you have enough Adrenaline to perform an Enhanced Quick Movement (EQM) from one



side of the doorway to the other. Before initiating one, make sure you have a clear angle on the thug with a shotgun. This is the quickest way to deal with this guy. While spanning the gap of the doorway, mow him down and any other hostiles you can. This paves the way for your exit from the car.



Once the area outside the car is clear of hostiles, rush out and take cover behind these barrels. Your advance triggers the arrival of more hostiles on the platform ahead. If you haven't already, shoot the red fuel canister as the French Fast Assassin rushes at you. If you time it just right, you'll send him flying through the air, eliminating the need to confront him in melee combat.

Among this second round of hostiles is a grenade-tossing thug hiding behind the stack of barrels at the top of the short steps. To hit him, slide left, from the barrels to this stack of crates. From this position, you can hit this hostile with a Curved Bullet before he gets the chance to bombard you with an endless supply of grenades. But it's not an easy shot. You must curve the bullet up and over the railing ahead, and around the barrels. Once you set the bullet's trajectory, fire away. If you score a hit, the grenadier is down for good. However, keep watch for any grenades he may have thrown before he was killed. Hold at this position and clear out the rest of the French Apprentices on the platform ahead.



Next, race up the short set of steps to the next platform and turn left, taking cover behind the wooden crate. As you step onto the

platform, more hostiles rush around the corner of the building on the right. Before they can take cover, perform an EQM to the crates on the right. While moving in slow motion, take out the shotgun-toting thug first, then engage the two French Apprentices before reaching cover. If you can't hit all three targets in the same movement, engage the remaining thugs with direct or indirect fire.

Game Rewards



After eliminating the three hostiles on this platform, turn around and search near this curved pipe for a game reward. Pick it up to unlock more concept art. If you miss it on your way in, you can always grab it on your way back to the tramway once you kill the operator.



Follow this walkway along the side of the building, but slow down as you approach the doorway. Incoming fire destroys the red fuel canister ahead, so make sure you're a safe distance away when it explodes. Alternatively, shoot the canister yourself to avoid being caught in the blast.

Take cover along side the doorway and peek inside the building to spot two French Apprentices and one Elite Assassin inside.

Engage as many of these hostiles as possible from this doorway. If all three show themselves at the same time, perform an EQM to the crate inside, gunning down as many of the hostiles as possible on your way in. Start by shooting the Elite Assassin first, then target the two French Apprentices.



TIP



Given the amount of cover, this room is an ideal spot to score some knife kills. But wait until the Elite Assassin is down, and then go after the two French Apprentices. While hiding behind cover, Blind Fire to suppress the hostiles, then flank and attack them at close range. Remember—killing 15 hostiles with the knife earns you the *Up Close and Personal* Achievement/Trophy, so always look for opportunities to take the fight to close quarters. The French Apprentices are the best victims, because they're easy to suppress and they don't cause much damage if they manage to shoot you.

The cable car operator is in the booth at the stop of the stairs. He's armed with a shotgun, so be ready to duck beneath one of these windows

outside the booth. The booth can't be entered so you must take him out by firing through the windows. Start by Blind Firing through the windows while in cover beneath. This forces him to take cover behind a console on the left side of the booth.



While the operator is behind cover, peek through the window and curve a bullet around the right side of the console to hit him. It won't kill him, but he'll stumble out of cover for a few seconds. Gun him down with direct fire before he recovers. Killing the operator makes the tramway work again. Now you just have to get back to it.

Game Rewards



After killing the operator, descend the steps and search beneath the staircase for this game reward, which unlocks more concept art.

New Objective

Return to the gondola

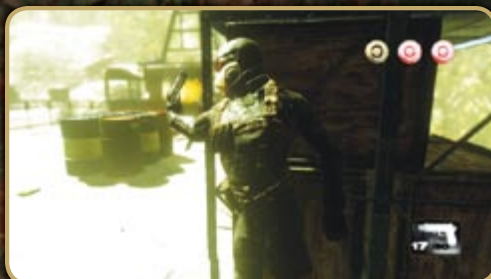


Exit the building and move toward the central platform, where the tram is stopped. Be ready to take cover as you round the corner to the left—more hostiles appear ahead, exiting from a helicopter. Take cover near this crate at the corner and peek out to the right, blasting any hostiles you can before they can reach cover. The latest round of hostiles consists of three French Apprentices and one Elite Assassin. The Elite Assassin loiters near the car, so don't worry about him yet. Instead, go after the French Apprentices advancing on your position. Hit them with direct fire to build up your Adrenaline.

Once the French Apprentices are down, turn toward the Elite Assassin. Take cover near the crate at the top of the short steps, aiming



toward the tramway car. When the shotgun-wielding thug moves out of cover, perform an EQM to the crates on the left side of the steps. While moving in slow motion, take aim and drop him. Although costly in terms of Adrenaline, this is by far the quickest way to eliminate this guy.

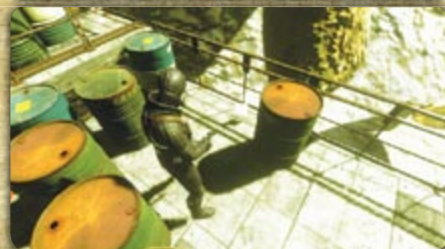


Don't let your guard down as you approach the tramway car. One more French Apprentice pops out of cover as you advance, so be ready to take cover. Either hit him with a Curved Bullet or suppress him with Blind Fire, using the opportunity to score another knife kill. Once he's down, collect ammo off your victims and return to the tramway car.

Don't let your guard down as you approach the tramway car. One more French Apprentice pops out of cover as you advance, so

Game Rewards

Before entering the car, locate two more game rewards on the platform. One is on the left side of the steps and unlocks a new picture. The other is on the right side of the platform, hidden behind a cluster of barrels. It unlocks more concept art.



Returning to the car triggers a cutscene showing its ascent to the top of the mountain. When it reaches the terminal at the top, the Fraternity thugs standing guard are surprised to find it empty. They fail to spot Wesley clinging to the bottom of the car, allowing him a stealthy infiltration into the facility. The entrance to the assassin cemetery is around here somewhere, but it looks like The Fraternity is eager to stop Wesley from finding it.

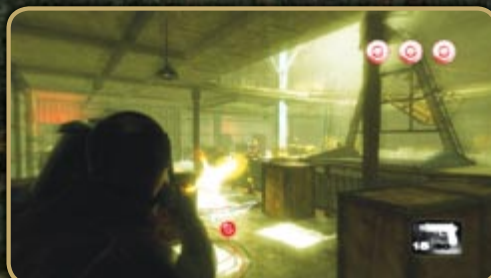


THE SEARCH BEGINS...

New Objective

Find the assassin cemetery entrance

Don't waste any time as you resume control of Wesley. Rush up the stairs straight ahead. A French Apprentice with his back turned stands



at the top of the stairs. Run up behind him and use him as a shield while immediately opening fire at the hostiles inside the terminal. One of your first targets should be the guy with the

red jacket who's standing toward the center of the platform. Take him out quickly before he takes cover and starts chucking grenades in your direction. Your hostage probably won't last long, so make the most of this opportunity before he slumps to the ground, requiring you find another piece of cover.

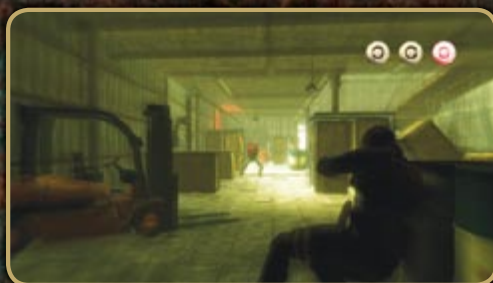
Shortly after your attack begins, a French Fast Assassin charges straight for you. Either take him out with a headshot or target one of the red-flashing proximity mines on the floor ahead. If he's still rushing at you, prepare to engage him in close combat, rapidly pressing the button shown on the screen to finish him off.



CAUTION



As you clear the terminal, watch out for two proximity mines on the floor ahead. These function much like the exploding rats and are easy to spot by the red flashing lights. Also, listen for their beeping sound—if you can hear it, you're dangerously close. Back off and target them from a safe distance before passing by. More proximity mines are placed throughout this level, so watch your step.



After clearing the first set of hostiles, advance toward the far side of the U-shaped walkway. This triggers the arrival of two more hostiles,

rushing through the doorway on the side of the terminal. Immediately take cover, preferably behind the barrels across from the forklift. Wait until both the French Apprentice and the Elite Assassin show themselves, then perform an Enhanced Quick Movement toward the forklift. While sliding in slow motion, drop both enemies, starting with the Elite Assassin. A red fuel canister at the far end of this aisle may aid in eliminating these thugs if they're standing nearby.

Game Rewards



Before exiting the tramway terminal, enter this small office in the corner of the tramway terminal to grab a game reward that unlocks more concept art.



Exit the terminal and turn left, racing along the catwalk outside. As you rush up the steps to this platform, a French Apprentice pops out of cover and opens fire. Immediately take cover behind this crate and use Blind Fire to chase him back behind cover.



As the French Apprentice retreats, move to the crates on the right and peek out to the left. The thug most likely moved to the crates or sandbags ahead, placing him right next to a proximity mine. Wait until the hostile pops out of cover and then shoot the mine to take him out.



Next, deal with the grenade-tossing thug on the stairway ahead. He takes cover behind the steel panels below the catwalk railing, making him impossible to hit with direct fire. Move to the sandbags straight ahead and target him with a Curved Bullet. Curve the bullet up and over the railing to strike the hostile from a steep angle.

Rush up the stairs and continue along the adjoining catwalk until you reach this area near the next building. Take cover behind the barrels at the end of the catwalk and wait for a shotgun-wielding thug to appear—if you moved to cover quickly, he may not have seen you yet. Perform an Enhanced Quick Movement to the wooden crate on the right, dropping him during your slow-motion slide.



After taking out the shotgun-toting hostile, focus on the two French Apprentices that rush into view. Either take them out with Curved Bullets or suppress them with Blind Fire and flank them. The crates to the left side of this platform, near the forklift, provide an excellent opportunity to sneak up on the thugs while they cower behind cover, allowing you to take them out with direct fire or knife attacks.

Game Rewards

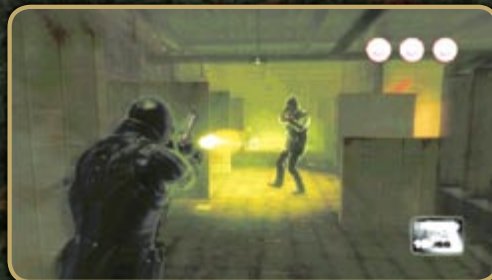


Before entering the building, look in this corner to the left of the open doorway for another game reward. This one unlocks a new poster.



Enter the building to access a small locker room—passing through here triggers a save checkpoint. Take cover along the doorway on the left side of the locker room and peek out to spot a few more hostiles in the shower room ahead. There are two French Apprentices inside the shower and a third thug equipped with a Cornershot weapon firing from the doorway on the opposite side of the room. None of them are easy to see or hit from this position, so slide into the room, taking cover behind the overturned locker just ahead.

From the overturned locker, move left, toward the tiled shower stalls. Watch out for incoming fire from the two French



Apprentices in this area. Take them out with direct or indirect fire. A proximity mine flashes at the far side of the room. Detonating it is a good way to take out at least one of them. A second proximity mine sits near the central aisle in the middle of the room.



By advancing along the left side of the room, by the showers, you can catch the Cornershot Assassin by surprise. Take cover along

the wall at the back of the room and creep to the right, moving toward the doorway. When you're in position on the doorway's left side, Blind Fire to the right to blast the hostile at point-blank range. While Blind Firing, keep pulling the trigger until the hostile falls to the ground.

Enter the adjoining corridor and turn left, moving toward the restroom; don't enter just yet. Take cover along the doorway



and wait for a French Fast Assassin to come charging at you. Take him out with a headshot or engage him at close range with your knife. Afterward, hold at the same doorway and watch for an Elite Assassin entering the restroom. Instead of targeting the thug directly, shoot the proximity mine inside the restroom as he walks next to it to take him out. If the mine doesn't do the job, initiate an EQM across the doorway, blasting him while making the move in slow motion. Don't enter the restroom until he's down for the count.

Go through the doorway on the right side of the restroom to enter another shower room. Take cover along the lockers just inside the doorway and move to the right. A French Apprentice is positioned on this side of this room. There are too many obstacles and partitions here to land a Curved Bullet, so use direct fire to take this guy out. If you suppress him with Blind Fire, it's also easy to rush him for a knife kill.



Next, move to the left side of the room and engage a Cornershot Assassin. Once again, there isn't much room to curve a bullet here, and he has

no need to pop out of cover. So make him retreat by crowding him. Leapfrog from one stall partition to the next until you're on the opposite side of his covered position. Blind Fire around the corner in an attempt to shoot him. If you miss, he'll back off, stepping away from cover. Quickly gun him down with direct fire before he reaches another piece of cover. The room is now clear. Look for the exit and proceed to the stairs in the adjoining passage.

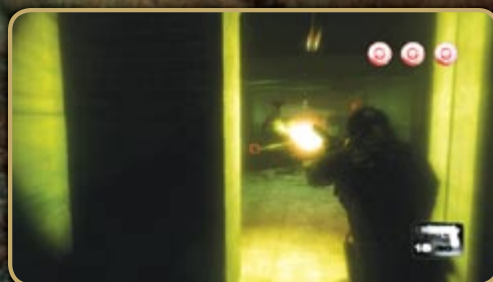
Game Rewards



After exiting the shower room, turn right, opposite the stairs, and grab this game reward to unlock a new picture.



At the shower room's exit, turn around and advance down the right aisle. A game reward is hidden in a stall on the left, unlocking more concept art.



At the top of the stairs, take cover along this doorway and peer into this large, open, office-like room. A French Apprentice patrols this

room, unaware of your presence. When he walks next to one of the flashing proximity mines, shoot the mine to take him out. This causes more hostiles inside the room to turn toward your direction and open fire. Hold at the doorway and

eliminate as many as possible from this location. There are no pieces of cover you can safely roll or slide to inside the room, so stay here and clear a path before entering.

As the incoming fire dwindles, rush inside the office and take cover behind one of the desks or pillars. Prepare to engage a few more

hostiles, including a French Fast Assassin and an Elite Assassin. However, once inside, it's easy to leapfrog from one piece of cover to the next. This comes in handy for initiating Enhanced Quick Movements, allowing you to engage multiple hostiles at once while sliding and/or diving in slow motion. Just be careful not to get too close to the remaining proximity mines—plan your movements carefully.



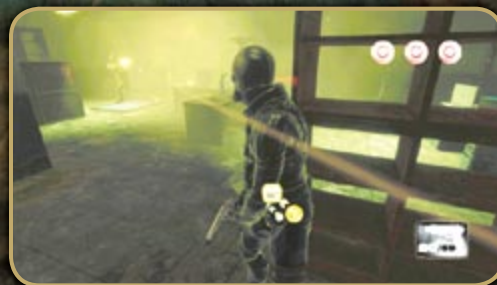
After clearing out the first group of hostiles, cautiously approach the back of the office to trigger the next wave. Leading off the attack is a French Fast Assassin. Either shoot him or deal with him at close range, mashing the button indicated on the screen.



Make sure you're in cover after killing the French Fast Assassin and go to work on the rest of the hostiles. Stay behind cover and wait for enemies to move next to the flashing proximity mines on the floor. This is an easy way to take out the shotgun-toting thug of the group. Joining him are a few French Apprentices and a Cornershot Assassin. The rest of these hostiles are easily dispatched with Curved Bullets.

Following the second wave, a third wave of hostiles attacks from the doorway on the right side of the office, entering with a breaching

charge. Take cover and wait for the next French Fast Assassin to approach you. Take him out at close range with your knife, then kill his hooded buddy with a Curved Bullet or direct fire. Once these last two hostiles are down, the office is finally clear. Sweep the floor for ammo, but watch your step around the remaining proximity mines. Afterward, pass through the red-lit exit at the back of the office to trigger a cutscene.

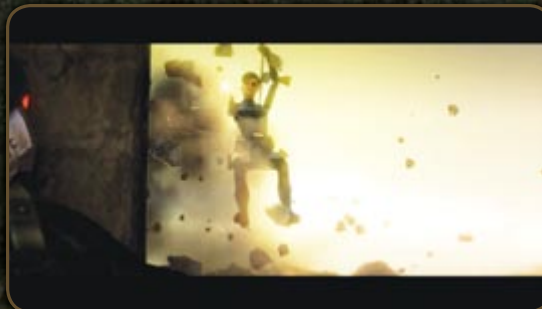


Game Rewards



Before exiting the office, turn to the back left corner and grab this game reward hidden amid these three barrels to unlock more concept art.

BOSS BATTLE: ARAÑA



As Wesley steps onto this high overlook, Araña attacks. Suspended from a rope, she opens fire just as Wesley ducks behind cover. They share some words, then Araña disappears, leaving Wesley to guess when and where she'll appear next. Her quick movements on the rope leave little mystery as to why her nickname is The Little Spider.

New Objective

Defeat Araña



Take cover behind one of the pillars ahead and move out to the edge, preparing to perform an Enhanced Quick Movement to the nearby pillar. When Araña descends into view, initiate the EQM. While moving in slow motion, take aim at Araña and open fire while holding down the trigger. Without using an Enhanced Quick Movement hitting Araña is nearly impossible. To score the most damage, aim for her head.



After performing one Enhanced Quick Movement, you'll need to replenish your Adrenaline before doing another. Fortunately, Araña has some hooded friends that appear outside. Kill these guys to stock up on Adrenaline and prepare for your next attack on Araña.

TIP

Before performing an EQM, make sure you have a fresh magazine loaded. Running out of ammo during the middle of an attack wastes Adrenaline and prolongs the firefight.

Game Rewards



During the fight, be sure to grab this game reward on the radio equipment at the back of the room to unlock more concept art. For best results, make a dash for it immediately following one of Araña's attacks.



Araña alternates between the two windows, so keep track of where she showed up last to predict which window she'll appear in next. While waiting for her to appear, push out to the side of the pillar and be ready to perform another Enhanced Quick Movement as soon as she descends into view. If you're late, she disappears back up her rope before you can launch the attack. Even as the cover of the pillars degrades, remain patient and keep up the attack, eliminating the other hostiles to recover Adrenaline and initiating well-timed Enhanced Quick Movements to attack Araña.



All it takes is three solid EQM attacks to finish off Araña. In the cutscene that follows, Wesley approaches her as she desperately grasps the railing outside. In her left hand is the Kill Order she stole from Cross's apartment. As Araña

struggles to maintain her grip, Wesley studies the binary tattoo on the side of her neck—he now knows where The Fraternity is moving The Loom. He then reaches out and grabs the Kill Order from Araña's hand; she loses her grip and plummets to her death. Defeating Araña gives Wesley one more Adrenaline unit and unlocks The Original Spider as a playable character.

THE SEARCH CONTINUES...



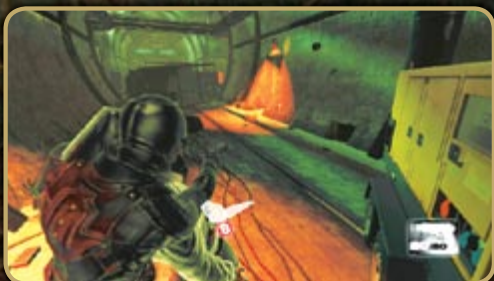
Killing Araña doesn't finish Wesley's business here. He still needs to track down his father's tomb. After the fight with Araña, Wesley finds

himself in a dark tunnel. Follow the tunnel until you see a hostile with his back turned. Rush up behind him and take him hostage, using him as a shield while engaging the two enemies at the end of the tunnel. If necessary, shoot the proximity mine at the far end of the tunnel to expedite the process.



Turn right at the end of the tunnel and enter this locker room. Three more hostiles are inside, on the far side of the room. Take cover and engage these enemies with direct fire or Curved Bullets. There's a proximity mine on the left side of the room, so watch your step. Shoot it before advancing, preferably when a hostile is within its blast radius.

Clear the locker room and grab the ammo off your victims before exiting into this short tunnel span. This area is clear of hostiles, so proceed to the doorway on the right as you hit a save checkpoint.



If your hostage is still alive when you reach this room, he probably won't last much longer, so don't stray too far from a piece of cover. Take cover behind these pieces of equipment near the door and pin the hostiles on the far side of the room with Blind Fire.

While your foes are pinned, sneak along the right side of the room and move to this position to flank. Among the hostiles is an Elite Assassin, so consider using an EQM to eliminate all the enemies with one swift attack. Otherwise, hold at this corner and engage them with direct fire or Curved Bullets.



Move along the back of the room, then turn left, down this narrow alley. There's a hostile here aiming toward the center of the room. Rush

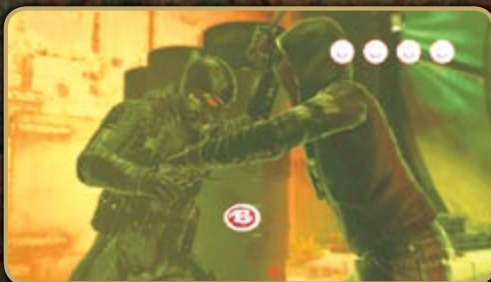


him and take him out with a knife attack. It's also possible to take him hostage if you grab him from behind, but it's best just to eliminate him and move on to the next area.



In the adjoining tunnel, turn right and rush to cover before you come under attack. Four hostiles defend the far end of the tunnel. Wait for the two French Apprentices to pop out of cover, then initiate an Enhanced Quick Movement to the crates on the left, gunning down the hostiles while advancing in slow motion.

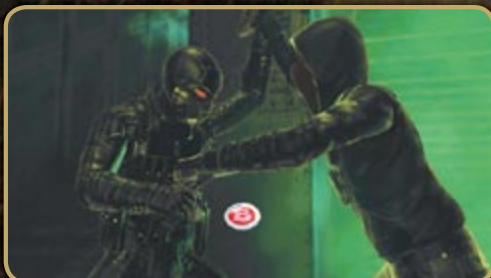
Continue down the tunnel, leapfrogging from one piece of cover to the next. This triggers a French Fast Assassin to come charging at you. Hold behind cover and wait for him to attack, then finish him off with your knife. Alternatively, shoot the proximity mine on the tunnel floor as he charges past it.



Finally, deal with the thugs hiding behind crates at the end of the tunnel. They're both equipped with Cornershot weapons, and they never pop out of cover. Flanking them is out of the question—the tunnel walls protect them from such maneuvers. So you'll have to take them out with Curved Bullets. But these guys are tough, and Curved Bullets send them stumbling out of cover only momentarily. Be prepared to gun them down with direct fire when they expose themselves. Once they're down, collect the ammo scattered along the tunnel floor and proceed to the side passage to initiate a cutscene showing Wesley removing a vent from the wall.

Follow the next passage, but be ready to engage another French Fast Assassin. He can be hard to see due to the low-lighting conditions and mist in this tunnel, so don't

bother trying to hit him with your pistol. Instead, let him come to you and show him your own knife skills by rapidly pressing the button that appears on the screen.



The passage empties into an underground cavern dominated by a waterfall. A French Apprentice stands guard at the passage exit, with his back turned. Sneak up behind him and grab him, using him as a shield for the next firefight.



After taking your hostage, turn right immediately and engage the hostiles on the adjoining catwalk. Keep moving along the catwalk as you engage these thugs. With your human shield in place, there's nothing to worry about. Keep moving and firing, clearing a path to the end of the catwalk. Enter the passage to the right to trigger a new cutscene. At this point, if your hostage is still alive, Wesley stabs him. You can't take him into the next area.

Game Rewards



After entering the passage beyond the cavern, turn left to grab this game reward near the vent. It unlocks more concept art.

CATACOMBS

New Objective
Find Cross's tomb



Wesley has finally uncovered the assassin cemetery. But finding Cross's tomb won't be an easy task. For centuries The Fraternity has entombed its assassins in this massive underground series of catacombs. To make matters worse, Fraternity thugs are positioned ahead, waiting to ambush Wesley. Push forward through the winding, torch-lit passage. After the cutscene plays, showing Wesley entering the chamber, rush forward down the stairs to the sarcophagus on the left.

Several hostiles enter the opposite side of this chamber, so stay behind cover and look for opportunities to take shots. At this range, hitting hostiles with Curved Bullets is difficult but not impossible. Carefully adjust your bullet trajectories so they don't collide with the various pieces of cover before reaching their target. This is a good way to thin out the French Apprentices hiding behind the sarcophagi on both sides of the chamber.

To engage the rest of the hostiles, move closer. Press up against the sarcophagus and slide across the top of it, ducking behind the adjacent one. But remember; as you get closer to the hostiles, you're much more likely to get hit, so keep your head down and only move from one piece of cover to another. Accidentally standing up can prove fatal.



Some of the hostiles are equipped with Cornershot weapons. Hit these guys with Curved Bullets, angling them up and over their cover. But be ready to hit them with follow-up shots as they stumble out of cover. Otherwise they'll recover, duck back into cover, and resume shooting at you.

CAUTION



While moving along the left side of the chamber, don't forget to check your right flank. If you're not careful, hostiles may sneak up on your right side and surprise you, often attacking from the pillars in the center aisle. If this occurs, shoot the nearby proximity mines to take them out.



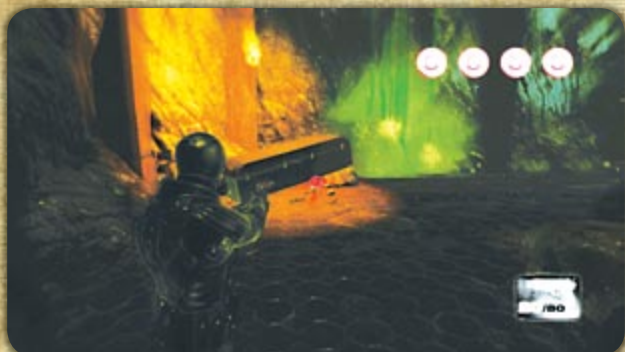
Another Cornershot Assassin lurks behind the pillar at the back of this chamber. Hitting this guy with a Curved Bullet can be tricky. So move to flank him, from either the left or right side of the chamber. If you can get behind the sarcophagus on the left or right side of this pillar, you can get

a clear shot. Aim for his head to take him out. As you hit him, he may attempt to retreat and seek another piece of cover. Keep up the attack and don't let him escape.

Game Rewards



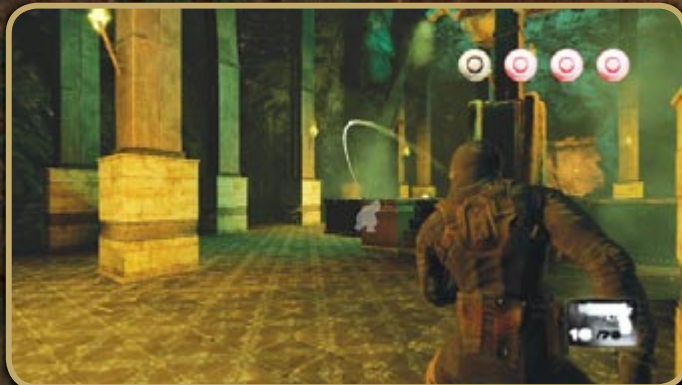
After clearing the chamber, return to the stairs where you entered. There's a game reward on the floor to the left side of the steps. Grab it to unlock a new picture.



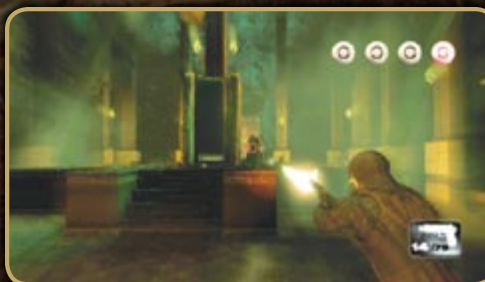
Next, move to the passage at the far end of the chamber. Just below the sarcophagus in the corner is a flashing red light. But this isn't a proximity mine; it's an exploding rat. Shoot it to unlock more comic book covers.



Proceed to the next chamber and immediately seek cover behind one of the nearby pillars. As you move into position, the



chamber fills with hostile forces from the opposite end. Hold at the pillar and thin out the ranks of enemies by firing Curved Bullets. This is a quick way to dispatch the French Apprentices hiding behind cover in the center of the chamber.



The next priority is the Mountaineer Assassin standing atop the large stone platform in the center of the room. Wait until he pops out

of cover and then perform an Enhanced Quick Movement straight ahead, gunning him down as you slide forward.



Now, clear out the rest of the French Apprentice hiding along the base of the central platform. With the Mountaineer Assassin down, feel free to maneuver, but still stay behind cover. The remaining hostiles can be difficult to spot, so watch for their muzzle flashes. Once you have an idea of where they're hiding, target them with Curved Bullets. All it takes is one Curved Bullet hit to take out these guys.

Game Rewards



After clearing the second chamber, turn around and return to the steps where you first entered. There are two game rewards at the top of the steps, located by the left and right pillars. Both unlock more concept art.



Now that the second chamber is clear, enter the passage at the far end. This leads directly to Cross's tomb. In the cutscene that follows, Wesley states his fear that The Immortal is still alive. But Wesley knows where he is now and is prepared to have his revenge. He removes the machine pistols from Cross's tomb and thanks his father before saying goodbye one last time.

Dust to Dust

Location: Mount Saint Millar, France

Time: Today



KILLER ON THE LOOSE



The binary codes tattooed on The Russian, Brummel, and Araña have led Wesley to Mount Saint Millar, The Paris Fraternity's home turf. The last time Wesley was here, he was being carried by his mother, Alyse, as she tried to escape. But she was cut down by an assassin's bullet and handed her newborn son over to Cross before she died. If The Immortal is still alive, as Wesley suspects, he's probably here, at the church. But he won't be easy to reach. Donning his father's suit and mask, Wesley blasts his way into this fortified village and begins his assault.

New Objective Reach the church



As the level begins, Wesley is in cover behind a pallet of stone. Hold behind cover and watch for muzzle flashes in the courtyard ahead. Peek out of cover long enough to engage a few hostiles, stocking up on Adrenaline. But don't advance beyond this position. This is the safest spot from which to clear this area. Feel free to make lateral movements to nearby pieces of cover, such as the pile of logs to the right or the low stone wall to the left, but don't leave these covered positions. You're heavily outnumbered, so it's best to keep your distance. If you advance, there's also a possibility you could be flanked by hostiles attacking from the courtyard on the left.

NOTE

Wesley is now equipped with two different weapons, a pistol and Cross's dual machine pistols. Each weapon requires a different type of ammo, which can be picked up off dead enemies. So monitor the ammo stores for each weapon. When you're running low on ammo for one weapon, switch to the other until you can stock up on more. The weapons also have different capabilities. The pistol can fire a single Curved Bullet at the cost of one unit of Adrenaline. The machine pistols have the Shrapnel Storm ability—they can fire a cluster of curved exploding bullets, which is ideal for taking out some of the more durable hostiles and multiple targets. But firing these exploding bullets costs two units of Adrenaline. So before curving bullets, make sure you know what weapon you're using and how much Adrenaline it will cost.

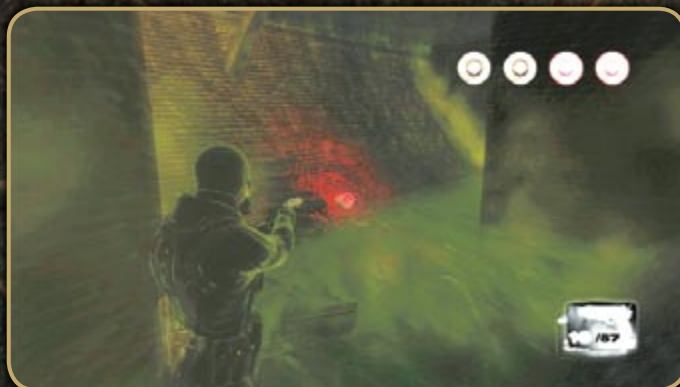
After engaging the hostiles straight ahead, slide to the low stone wall on the left and deal with the French Apprentices in the courtyard on your left flank. Most of these hostiles are well concealed, hiding behind various pieces of cover. By now you should have enough Adrenaline to fire Curved Bullets. Pick these guys off one by one, launching bullets at high angles to clear their cover.



Once the incoming fire dies down, cautiously move out of cover. The courtyard to the left is barricaded, so you have to find another way around. Move straight ahead, through the low iron gate, toward the scaffolding on the far wall—there's some ammo on the ground. At the dead end, turn right to locate stairs leading down into an underground drainage canal.



The canal is completely linear, so don't worry about getting lost. However, there are some threats down here so be ready. Soon after you enter, a French Fast Assassin charges directly at you. Either shoot him or take him out at close range once he initiates his melee attack.



The canal also houses four nasty proximity mines, easily spotted thanks to their flashing red lights. Don't take a chance trying to slip past these explosives. Instead, shoot them before passing by.



As you near the end of the canal, another knife-wielding thug rushes toward you, leaping off the wall to the right. But there's something a little different about this guy, as indicated by his red outfit. This is a Nightmare, an elite variant of the French Fast Assassin you've faced before. Instead of waiting for him to



get close, stop and open fire. But these guys are tough to hit with direct fire, seemingly dodging your bullets. If you miss, you'll have to confront him in melee combat. Unlike the French Fast Assassins,

you must press the left analog stick in the direction shown on the screen while rapidly pressing the same melee attack button. If you delay or press the stick in the wrong direction, you'll lose this fight and be forced to start the level over from the very beginning. Beyond this point most of the knife-wielding thugs you encounter are Nightmares, so if you can't take them out with gunfire, be ready to manipulate the left analog stick as the melee combat begins.

Game Rewards



After killing the Nightmare, turn to this dead-end alcove on the right side of the canal to spot a flashing red light—it's another exploding rat! Shoot it to unlock more comic book covers.

Proceed to the end of the canal, shooting another proximity mine along the way. Climb the ramp of rubble at the end of the canal and



immediately duck behind these wooden barrels to the left as you come under fire from more hostiles rushing into the street ahead. While behind cover, consider switching to the machine pistols for this next firefight.

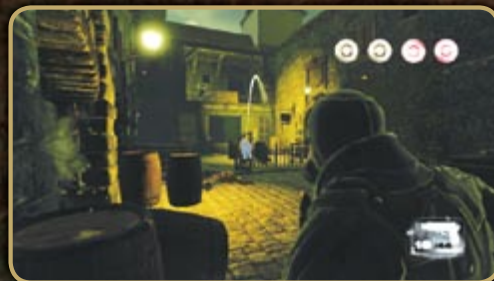


Among the enemies you face in this fight is an Monk. Their long, gray trench coats make these guys easy to spot. They are very aggressive, and if you don't target them quickly, they'll advance

to close range in an attempt to flank and kill you. As soon as this guy comes into view, open fire with your machine pistols. This halts his advance and forces him to take cover. If you have two units of Adrenaline stored, use the Shrapnel Storm ability to target him with exploding Curved Bullets. Although costly, this is the quickest way to take out these guys.

After the shotgun-wielding Monk is down, switch back to your pistol and engage the rest of the hostiles with standard Curved Bullets.

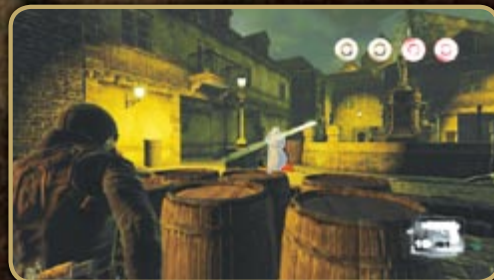
Some of the hostiles may not die after being hit by Curved Bullets, so be ready to follow up by shooting them with direct fire as they stumble out of cover. But Curved Bullets are always lethal against the French Apprentices that make up most of the hostiles in this fight. Once the area ahead is clear, grab ammo off the ground and proceed through the next passage.



The passage leads to the previously inaccessible courtyard, close to the area where you started. But more hostiles have taken up defensive positions here, so race toward this stack of logs for cover. Just beyond this piece of cover is a red fuel canister. Wait until a hostile walks near it, then peek over the logs to shoot it; the explosion blows up anyone nearby. Another Monk is in this courtyard, so try to coax him toward the fuel canister before shooting it.

If you can't eliminate the Monk by shooting the red fuel canister, stay put on this side of the courtyard and engage him as soon

as he shows himself. If you have the Adrenaline, hit him with a Shrapnel Storm attack from the machine pistols. Curved Bullets fired from the pistol are less effective, but still inflict some damage. Whatever the method, keep up the attack until he slumps to the ground.





After killing the Monk, feel free to maneuver around the courtyard, but stay behind cover at all times. By Blind Firing around cover and moving to flanking positions, you can catch some of the hostiles by surprise, attacking them from a direction they weren't expecting. This is a good way to build up your Adrenaline again. Keep diving, sliding, and rolling from one piece of cover to the next until all the enemies are down for the count. The low stone wall in the center of the courtyard is ideal for flanking, allowing you to move from the left and right sides of the courtyard without being seen. You'll know the area is clear when the fast-paced background music fades out.

Game Rewards



Clear the courtyard, then turn to this corner, to the right of the entrance. Next to this table and chair is another game reward, which unlocks more concept art.

Take a few moments to gather up ammo in the courtyard, then proceed to the passage on the far side. Here a lone French Apprentice

charges out of the passage to the left, firing a submachine gun at you. Don't return fire. Instead, seek cover, then



engage him, preferably with direct fire. Once he's down, grab his ammo and advance into the same arched passage he emerged from.



The passage leads to a small wooden footbridge spanning a canal. Before crossing the bridge, locate a French Apprentice on the far side of the canal. You can't hit him with direct fire, but you can curve a bullet up and over the rubble to take him out. Make sure he's down before crossing the bridge. The bridge leads to a short set of steps down to the canal.

Game Rewards



After descending into the canal, turn left to spot this game reward, just to the right of the staircase. Grab it to unlock more concept art.



The canal is filled with a few more proximity mines, so watch your step. Soon after you reach the save checkpoint, a Nightmare rushes you.

If you spot him early, you have just enough time to gun him down before he closes to melee range. If you fail to kill him with gunfire, be ready to manipulate the left analog stick in the direction indicated on the screen while mashing the melee button.



Follow the canal to the right, immediately taking cover behind some rubble when you spot the building and stairs ahead. A few Fraternity thugs have set up an ambush here, so be ready for a fight. While most of the thugs fire from the building or elevated walkway ahead, a shotgun-toting Monk comes rushing down the stairs. If you haven't already, switch to your machine pistols and hit him with a Shrapnel Storm attack. Once he's down, deal with the rest of the thugs, hitting them with direct fire or Curved Bullets fired from your pistol.

Climb out of the canal and follow the adjoining walkway to the right. Take cover along this archway leading into another street filled with hostiles. Make note of the flashing proximity mine just ahead. Don't shoot it just yet. Try to coax enemies into chasing you, but if they don't take the bait, blast the mine before moving out. From this archway it's difficult to engage the hostiles in the street directly, so rely on Curved Bullets to hit your enemies from this position. Slide from one side of the archway to the other to get a better angle on your targets.



Game Rewards



Before climbing out of the canal, turn around and grab this game reward near the overturned boat. This unlocks a new picture.

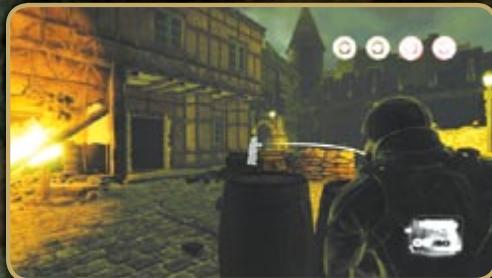


A second archway lies just ahead, so push forward after taking out the proximity mine. From the left side of this archway it's possible to hit a red fuel canister on the left side of the street, near a sandbag barricade. Wait for the right opportunity, then peek around the right side of the arch to shoot the canister, blowing away a few hostiles in the process. Try to time the shot so the Monk is standing next to the canister when it explodes.





Slide to the right side of the arch, then follow the low wall to the right. At the end of the low wall you can link to a row of wooden barrels on the right side of the street—this is the best way to advance. From the barrels it's much easier to engage the rest of the hostiles, including a Cornershot



Assassin on the left side of the street. Curve a bullet around the corner to take him out. The fight is over when the action music in the background fades out. Move out of cover and scrounge around to replenish your ammo stores. When you've grabbed all the ammo you can carry, proceed to the end of the street and turn left to enter an archway, triggering a cutscene.

Game Rewards



Before exiting this area, turn to this corner on the right side of the street, opposite the archway exit. Here's another game reward unlocking more concept art.

In the cutscene that follows, Wesley steps out onto a deserted street. The camera then zooms in on a sniper positioned on a balcony at the opposite end of the street. He lowers his rifle and takes aim, waiting for Wesley to show himself.



SNIPER TOWN

Game Rewards

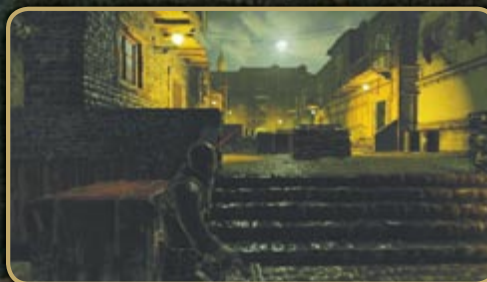


At the start of this sequence, move right, away from the corner and proceed down this adjoining passage to locate another game reward. It's sitting at this dead end behind a garbage bin on the right. It unlocks a new poster.

Wesley starts in cover during the next sequence, but the sniper has his position dialed in. During this advance, don't worry about



engaging the sniper. You can't hit him from this range, so save your ammo. Start by moving out to the left. From this corner, roll to the crates in the middle of the street. Although he may be aiming in your direction, the sniper has a tough time hitting you while you roll and slide from one covered position to the next. But if you are hit and the screen turns gray, immediately duck back behind cover and wait until you fully recover before attempting another move.



Move from one piece of cover to the next until you can reach this short flight of steps leading to the next section of the street. There is no link to

cover here, so you must make a run for the sandbags in the street ahead. For best results, try to juke the sniper, causing him to fire a shot while you're peeking around the side of the steps. As he misses, dash up the steps and duck behind the sandbags in the street ahead. Even if he hits you while you're running to the sandbags, the shot won't be fatal. But get behind the sandbags before he can fire a second shot.



Now, peek around the left side of the sandbags and advance to the crates ahead. From the crates, slide to the overturned bin on the right.

The bin is next to steps leading into a house. When you have the chance, rush out of cover and into the house on the right. If you stay at the bin too long, you'll be bombarded with hand grenades from the street ahead.

Upon entering the house, immediately take cover behind the crate on the left side of the doorway. Hide here and engage the hostile hiding



behind a table in the room ahead. He's armed with a Cornershot weapon, so a Curved Bullet is your best chance to kill this guy. Fire the bullet up and over the table, then peek out of cover to finish him off with direct fire as he stumbles out of cover.

Moving through the house allows you to flank the enemies in the street, attacking through this hole in the wall. Stay inside the house,



using the furniture and walls for cover while engaging these hostiles. If necessary, use Curved Bullets to take out these guys. But if you're quick and take them by surprise, you can eliminate most of them with direct fire, as there's little cover in the street to protect them from a flanking attack.



Cautiously enter the street, taking cover while scanning for more hostiles. By now the sniper in the building ahead has

retreated, so you won't have to worry about getting sniped as you step out onto the street. But there may be a few more enemies hiding behind the various pieces of cover in the street. So leapfrog from one piece of cover to the next until you're certain the street has been scrubbed clean of hostiles. Grab any ammo scattered along the street and rush into the building straight ahead, where the sniper was posted earlier.

Game Rewards

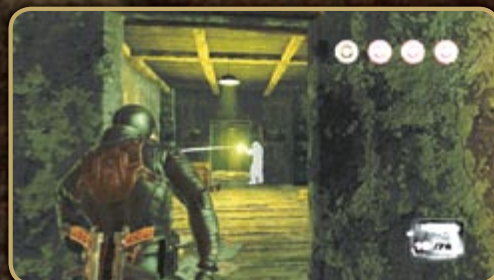


Before advancing, return to the street and locate this game reward on the left side of this doorway you entered earlier. Grab it to unlock more concept art.



Inside the building, move up the stairs to the second floor. As you reach the top of the steps, charge forward down this hall, taking cover behind the overturned bookshelf on the left. As you move to cover, you come under fire and are charged by a Nightmare. Stay behind cover and let the knife-wielding thug come to you. Once he's down, you automatically return to cover behind the bookshelf.

Next, move to the doorway ahead on the left to engage the next two hostiles. One is hiding behind a table in the room ahead, and another is firing from behind a corner on the right side of the next doorway. Use Curved Bullets to take out both of these thugs.



Game Rewards



Turn around after taking out the two thugs from the doorway and grab this game reward next to the staircase to unlock more concept art.



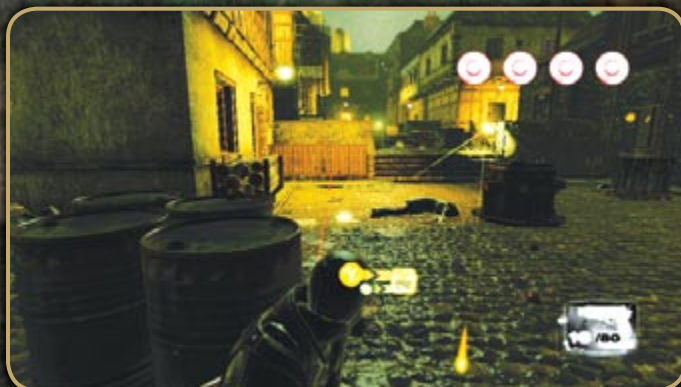
Upon exiting the doorway ahead, turn to the right and take cover along this low wall. The sniper has moved to a position at the far end of this next street. If you don't take cover quickly, he'll snipe you. While holding behind cover, move along the low wall to the left. This leads to another building where you'll



encounter another Nightmare. Either shoot him or show off your own knife skills as he initiates a melee attack.



In the building, take cover along this doorway opening out onto the street and engage more hostiles. From this angle it's easy to flank them using direct fire. But if you have trouble seeing or hitting some, rely on Curved Bullets to hit the mark.



Duck out into the street, seeking cover before you're acquired by the sniper. The street ahead is filled with hostile forces, including a guy tossing grenades. Hold back and try to engage as many as possible from this position using Curved Bullets. If needed, maneuver closer, linking your movements from one piece of cover to the next. Your next goal is to reach the open doorway on the right side of the street. But you must clear a path before you can get there.

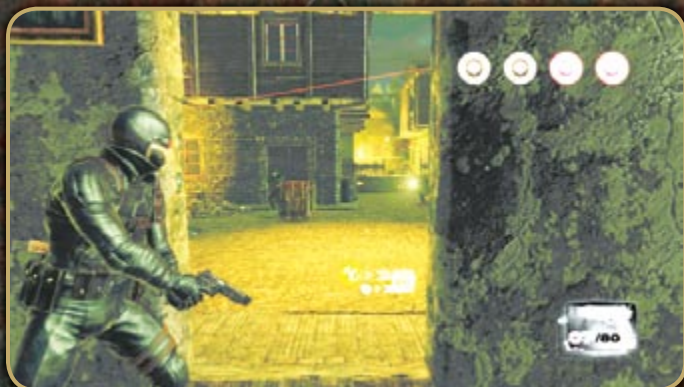


Slide to a position on the right side of the street where you can engage the two hostiles flanking the steps ahead. Use Curved Bullets to draw them out of cover, then finish them off with direct fire. But watch out for incoming grenades while doing so. The grenadier lurks in the street ahead, near some sandbags. Target him with a Curved Bullet, too, in an effort to halt the incoming grenades—all it takes is one hit to take him out.



Once the street ahead is clear, rush up the steps and into cover behind this crate. From here, reaching the doorway on the right is easy, as long

as you stay behind cover. Slide over the top of the crate to the sandbags, then slide right, to the crate near the doorway. Once behind the corner of the building, you're out of the sniper's line of sight, so stand up and enter the doorway.



The building is empty; follow its corridors to another doorway emptying back out onto the street. Take cover along the doorway and engage the hostiles out in the street using a mix of direct and indirect fire. The sniper's red laser sight is still visible outside, but he doesn't have an angle on you here. Hold this position until there are no more targets you can see.



Duck out of the building and immediately take cover behind these sandbags on the right side of the doorway. You're back in the sniper's line of sight, so stay behind cover at all times. From the sandbags, roll to the crate in the middle of the street, then on to the crate on the left side of the street.

During your advance a Nightmare rushes toward you. Let him come to you, and finish him off with your own knife, automatically

ducking behind cover upon the fight's conclusion. As you reach the crate on the left side of the street, the sniper retreats again. So you don't have to worry about getting plunked in the head with a sniper round, but there are still a few more hostiles positioned at the far end of the street.



Advance toward the short flight of steps while staying behind cover. Try to draw the remaining two hostiles out of hiding,

then target them with Curved Bullets or direct fire. Once they're down, the street is clear. Load your weapons with fresh magazines and scour the street for more ammo before heading inside the next building.

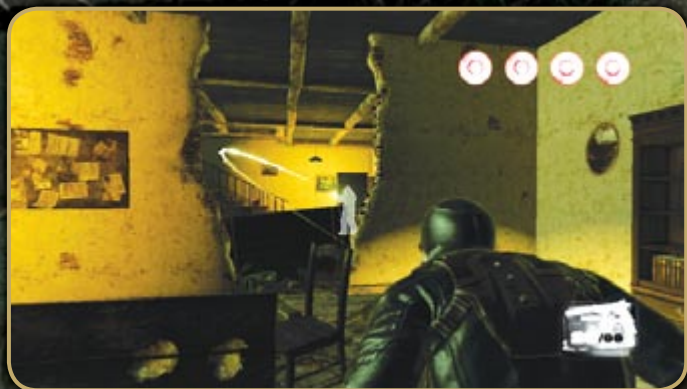


Cautiously advance through the building, particularly as you near this staircase. A hostile ducks out of cover and opens fire with a submachine gun as you enter this room. Duck behind the cabinet near the doorway and Blind Fire in his direction to suppress him. As he moves behind cover, rush forward and attack him with your knife while he's still pinned.

Game Rewards



Before heading upstairs, grab this game reward on the left side of the staircase, partially concealed by an armoire. This adds more concept art to your collection.



At the top of the stairs, turn left and take cover behind this overturned table. Peer through the hole in the wall straight ahead to spot two hostiles rushing down the staircase in the next room. If you have enough Adrenaline, equip your machine pistols and fire a Shrapnel Storm in their direction to take them both out with one shot. Otherwise, use Curved Bullets fired from your pistol to draw them out of cover. Once they're out of the way, relieve them of their ammo and head up the next flight of stairs.

In the cutscene that follows, Wesley sneaks up behind the pesky sniper who fired on him earlier. The sniper then tumbles over the balcony, crashing into the street below. As you regain of Wesley, he's taken a position on the balcony, holding the sniper's rifle. Now it's your

turn to snipe! During this sequence you can't move out of the balcony. You must hold here until all threats in the street below are eliminated. Before taking aim, look for muzzle flashes in the street below and position them toward the center of the screen. When you take aim, the target should be within the scope's sight or nearby, allowing you to take a quick shot and then duck behind the balcony's stone railing. Avoid engaging more than one target at a time. The longer you're peering through the scope, the longer you're exposed, making you an easy target for the hostiles below. So stay behind cover as long as possible, popping out only long enough to take a shot. Keep up the routine until the street below is clear.



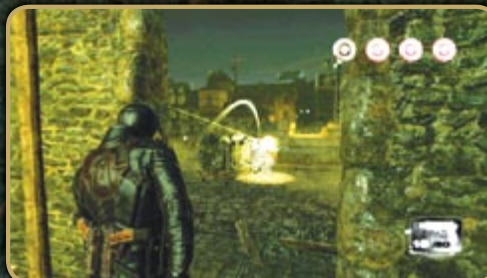
Following the sniping sequence, Wesley returns to the streets, continuing his advance to the church. There are no immediate threats on



this street, so don't bother taking cover. But as you advance, a Nightmare comes running in your direction. You have more than enough time to take him out with your pistol, so take aim and drop him before he closes to melee range.



Continue along the street, moving up the short flight of steps. At the top of the steps, turn to the left and duck inside this damaged stone building. The courtyard ahead is filled with several hostiles and is covered by another sniper. So take cover behind this stone wall before you're targeted.



Once inside, move to the left side of this open doorway looking out onto the courtyard. From this position you can engage the hostiles in the courtyard without exposing yourself to sniper fire. Hit the hostiles in the courtyard with a mix of direct and indirect fire. Hits scored with Curved Bullets may require some follow-up shots to bring down these hostiles. Hold inside this structure until all the thugs in the courtyard are down.



Now it's time to go after the sniper. You can't hit him from the damaged building, so get closer. Start by moving to the right, moving

from the wall to some crates and then across to a large metal bin. As long as you link your movements from one piece of cover to the next, the sniper will have a difficult time hitting you.



Move to the right side of the metal bin and then slide to the pallets of stone beneath the scaffolding on the right side of the courtyard. From beneath the scaffolding you can move to a series of crates on the back side of the courtyard. These will get you close enough to the sniper to commence your attack.

Move from one crate to the next until you reach this stack of wood beyond the central fountain. If you haven't already, equip your machine pistols, as these weapons have the rate of fire you need to bring down the sniper as quickly as possible. Just make

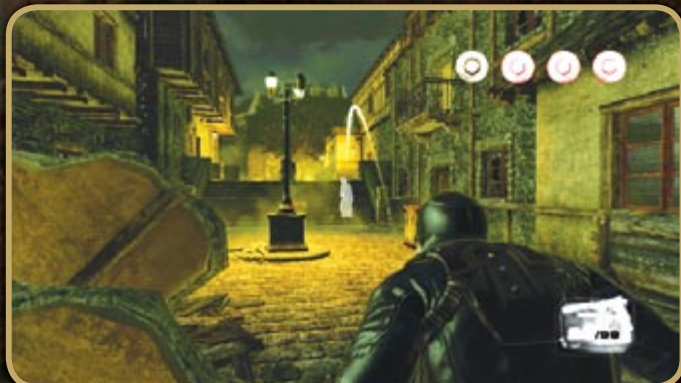


sure they're fully loaded. By now the sniper is in clear view, but the second you raise your head, he'll shoot you. So instead of popping out of cover, push forward and perform an Enhanced Quick Movement to the stone wall on the other side of the pile of wood. While sliding across the woodpile in slow motion, take aim at the sniper and open fire with your machine pistols, holding down the trigger throughout the entire maneuver. As long as your aim is true, the sniper will be dead before you reach the stone wall.



Just beyond the sniper's balcony a short footbridge crosses over one of the canals. Take cover on the right side of the bridge and wait for a

Nightmare to charge you. Make note of the proximity mine on the opposite side of the bridge. As the charging thug approaches, shoot the mine to kill him and another hostile hiding on the left side of the bridge. A third thug hides on the right side of the bridge, but he can be dispatched with a Curved Bullet.



Advance across the bridge and rush to the rubble on the left side of the street as more hostiles appear ahead. Blast the thug firing down on you from a balcony on the right side of the street. Then scan ahead for a shotgun-wielding Monk opening fire on your position. Engage him at long range before he can rush you. If you have the Adrenaline, target him with a Shrapnel Storm attack to finish him off quickly.

Game Rewards



Grab this game reward on the left side of the street to unlock more concept art. It's hiding behind this overturned bin.



As you climb the short flight of steps ahead, hold to the left side of the street and be prepared to take cover. There may be more hostiles waiting to ambush you here. Get behind cover before attempting to retaliate. Or if you're close enough, rush in and perform a knife attack for the quick kill.



As the street turns to the left, take cover along the corner and roll out to this crate in the center of the street. More hostiles line this avenue. Locate the sandbag barrier on the left side of the street and a red fuel canister on the left side of the barrier. As hostiles take cover behind the sandbags, target the canister to send your foes flying through the night sky.

Among the hostiles at the end of the street is a grenadier. He's hiding behind a barrier on the right side of the street in the distance.

Although he's far away, it's possible to hit him with a Curved Bullet from this position. Don't advance any further until this guy is down for certain. Otherwise his grenades will prevent you from safely advancing. Once he's down, continue firing on the rest of the hostiles from this crate in the middle of the street. Don't forget to look up—there's an enemy on the balcony just above your position on the left side of the street.



As the incoming fire dwindles, slide to the right side of the street, taking cover behind the series of pillars. Move from one pillar to the next, scanning for hostiles on the opposite side of the street. During this advance a Nightmare will attack. Don't bother ducking out of cover to shoot him. Instead, let him engage you at close range, then beat him in a knife duel. Afterward, continue moving between the pillars, engaging any stragglers waiting to ambush you.

Game Rewards



Before climbing the stairs, turn to the left side of the street to grab this game reward, unlocking more concept art.



Once your path is clear, proceed to the end of the street and ascend one of the sets of stairs. Both the left and right branches of the staircase lead to the same place, on the street above.



At the top of the stairs, immediately dive behind this low sandbag barrier and engage the two hostiles at the far end of the street. Initiate your attack with Curved Bullets fired from your pistol, then follow up with direct fire as your stunned targets stumble out of cover.

Game Rewards



From the sandbag barrier at the top of the steps, turn left and grab the game reward hidden beneath this bench to unlock a picture.



Rush to the end of the street and quickly take cover behind the pallets of stone in the center. Diverse hostiles wait in the courtyard ahead, including a sniper and a Monk. The sniper can't hit you from this position, so try to score as many kills as possible from these pallets of stone in the street. Locate

the shotgun-toting Monk and target him aggressively with your machine pistols, using multiple Shrapnel Storm attacks if necessary.



Next, move to the pillars just ahead. From here it's easier to score Curved Bullet strikes on the enemies in the courtyard. However, you're also within the sniper's line of sight while peeking around the corner of a pillar, so take quick shots to limit your exposure. If you have the Adrenaline, wait until multiple targets are visible and moving and perform an EQM from one pillar to the next. While moving in slow motion, gun down as many hostiles as you can before the maneuver is complete.



While staying behind the pillars, move to the right, jumping from one pillar to the next. This allows you to move to the right side of the courtyard, compromising some of the enemy's cover. Once on the right side of the courtyard, peek around the left side of the pillars to avoid getting hit by the sniper. If you peek out the right side of one of the pillars, you'll give the sniper a clear shot. So pay careful attention to which side of the pillar you're peering around before stepping out to take a shot. Hold on this side of the courtyard and keep fighting until you can no longer engage any more enemies from this position.



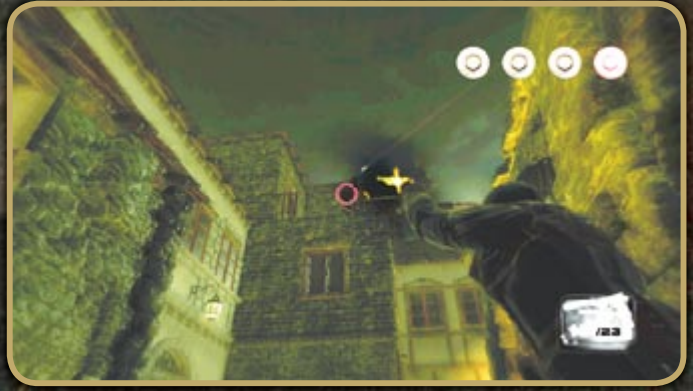
From the pillars on the right side, cut across the center of the courtyard, moving from one piece of cover to the next. Your goal is to reach this square stone block on the left side of the courtyard. En route, don't poke your head out to return fire. Just keep moving. One false move can give the sniper a clear shot, dooming your advance. Once you reach this block, you're out of the sniper's line of sight. Feel free to open fire on any remaining hostiles on the far left side of the courtyard. The red fuel canister on the left side of the courtyard is ideal for taking out at least one of the thugs. Use Curved Bullets or direct fire to eliminate the rest.



The final challenge in this fight is terminating the sniper. First, move to a position where you can hit him. From the stone cube, hop over to the stone bench nearby. Then from the bench, move to the stone pillar on the opposite side.

Move around to take cover on this side of the pillar, which offers a view of this dark alley to the left of the courtyard.

The sniper is on a balcony just above. Load fresh magazines into your machine pistols and prepare to engage the sniper. Wait until his laser sight is aiming away from your position and then peek out around the left side of the pillar to open fire on the sniper. If you hit him first, he can't return fire, which allows you to pepper him with automatic fire until he's dead. But if he hits you first, duck



back behind the pillar and wait until you recover before trying another attack. Although he has the more powerful weapon, your machine pistols' rate of fire is the deciding factor in this duel. The path to the church is now clear. Enter the alley once covered by the sniper and follow it around to the next passage to complete this level.

Game Rewards



While moving down the alley beyond the courtyard, approach these crates, past the two sandbag barriers, to locate this game reward unlocking more concept art.

How's Your Father?

Location: French Fraternity headquarters

Time: Today



CRYPT ASSAULT



Wesley arrives at the church only to find the front door locked. No big surprise there. This is The Fraternity's HQ after all. But nearby he spots a cellar door-like entrance in the ground, leading down into the church's crypt. It's not the ideal entry point, but it will work. As Wesley enters, The Immortal watches from the bell tower above, preparing to meet Wesley face to face.

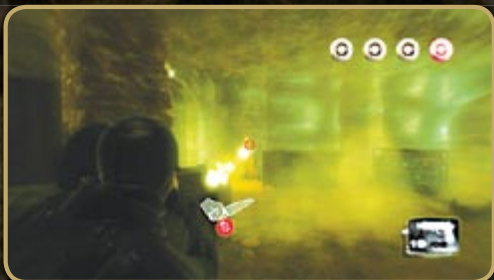
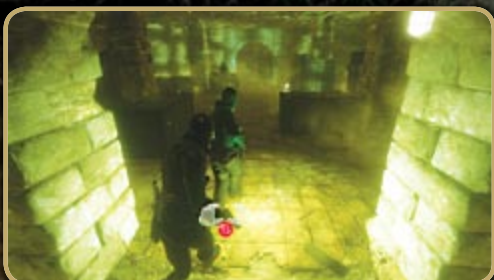
New Objective
Find your way up to the bell tower

Game Rewards

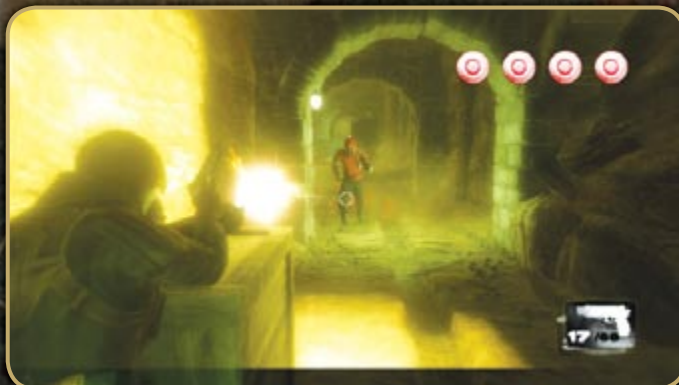


At the start of this level, turn to the right and grab this game reward hiding behind these crates. It unlocks more concept art.

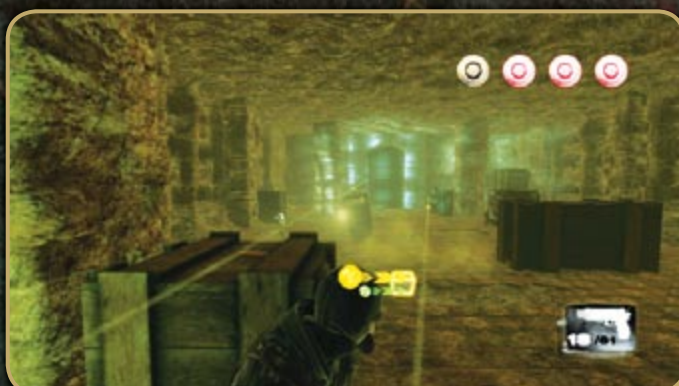
As you gain control of Wesley, enter the passage straight ahead and descend the stairs into the next room. Just ahead, a hostile moves into view with his back turned. Sneak up behind him and take him hostage, using him as a shield. Next, target the two remaining hostiles in this room, a guy with a submachine gun straight ahead and a Monk to the left. Stay near the room's entrance, using the nearby crates for partial cover. This helps your hostage stay alive longer, buying you more time to engage the hostiles with direct fire. Once the two enemies are down, knife your hostage and collect ammo off the floor.



to the left. A hostile with a submachine gun waits around the next corner on the right. Take aim at the proximity mine but wait until your foe peeks around his corner before shooting it. The resulting blast blows his body back down the passage. Grab his ammo and continue your journey.



In the next passage, slide behind this crate on the left for cover. Just ahead, a Nightmare charges at you. Target another proximity mine farther down this passage and shoot it just as the hostile moves next to it. If you miss the shot, focus your aim on the hostile and take him out before he can close to melee range.



Game Rewards



After clearing the room, turn to the right side and search between the two wooden crates near this damaged wall. A game reward is behind the small crate on the right. Step behind the crate to grab it and unlock a new picture.

Advance, moving through the adjoining passage. When you spot a flashing proximity mine ahead, quickly take cover along the wall

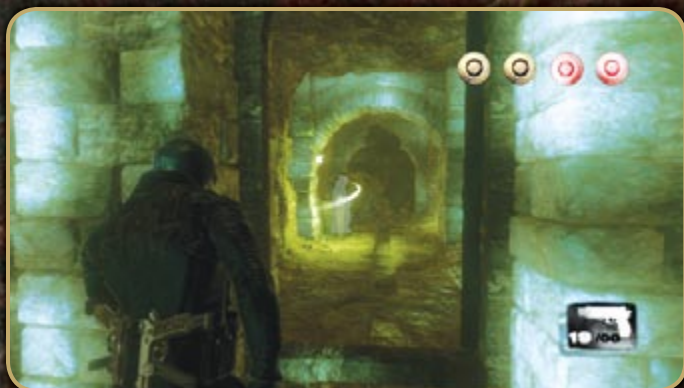


Stay to the left side of the passage and take cover behind this crate as you approach this next room. Inside are three hostiles, including one equipped with a ballistic shield. If you have the Adrenaline, immediately equip your machine pistols and fire a Shrapnel Storm attack at him, angling the bullets up and over his shield. This is by far the quickest way to take out this threat. Otherwise, flank him using suppressing fire, and attack from the crates on the right side of the room. However, if you're attempting a flank attack, eliminate the two other hostiles at the back of the room first. Once you have the shielded enemy singled out, he's much easier to deal with.

Game Rewards

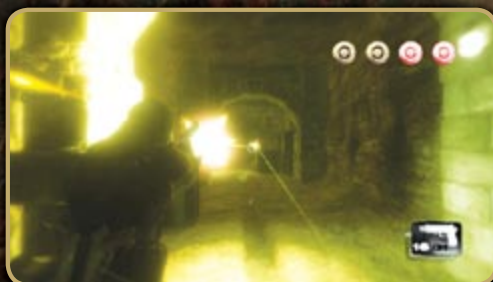


Turn to a vault on the left side of this room to spot the last of the exploding rats. Zero in on the flashing red light and fire away to unlock the JG Jones artwork. If you shot all the other exploding rats in the previous levels you also earn the *Pest Exterminator* Achievement/Trophy.



After you eliminate the hostiles at the back of the room, the door leading into the next passage opens. But a hostile just ahead has the doorway covered, so be careful not to expose yourself to the incoming fire. Take cover along the side of the doorway and fire a Curved Bullet from your pistol to engage the hostile while he's behind cover.

The passage ahead is clear of hostiles until you reach this spot. Another thug has taken cover behind the crates at the end of this corridor.



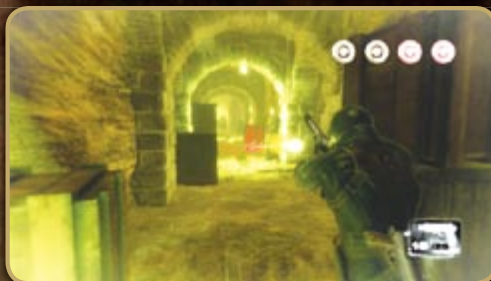
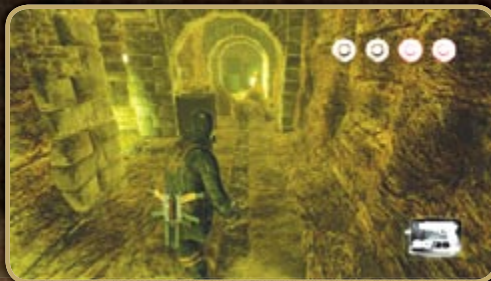
Try to hit him with direct fire as he peeks out of his cover. Otherwise, you need to get closer before attempting a Curved Bullet shot. If you must get closer, rush to cover behind the crate in the middle of the passage. From there, proceed to the archway on the left before attempting a curved shot.

Game Rewards



Approach the crate where the hostile was hiding and turn right. Just beyond the stack of crates is another game reward. Grab it to unlock more concept art.

As you advance along the adjoining corridor, a Monk pops around the corner ahead and opens fire. Immediately rush to the left side of the corridor and duck inside the side passage. This side passage circles around the main corridor, allowing you to flank the



hostile from the side. But don't shoot him directly. Instead, target the proximity mine just behind him. Even the blast of the proximity mine exploding nearby may not be enough to kill this guy, so follow up with direct fire, aiming for his head, to finish him off. One more hostile lurks at the end of this passage, so utilize cover while advancing. One he's within range, take him out with a Curved Bullet.



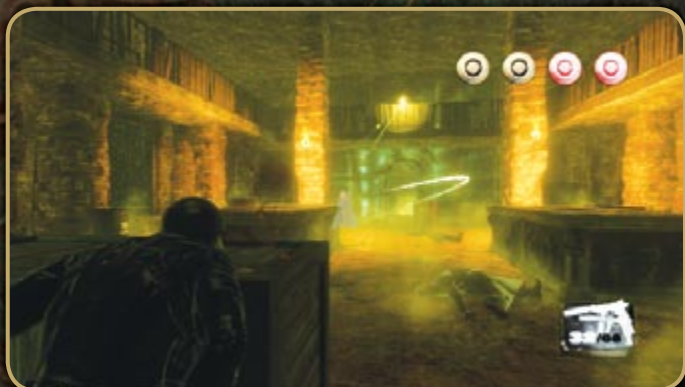
At the end of the passage, take cover along the crate to the left. This room holds several hostiles, including another shotgun-toting

Monk. Immediately Blind Fire around the crate to prevent the hostiles from rushing you. Next, slide to the pillar on the right so you have a better view of the room. As soon as the Monk moves out of cover, perform an EQM to the next pillar on the right. While moving in slow motion, target the Monk and take him down. Eliminating this guy early on makes this firefight much easier; now you can peek out of cover without getting blasted.

Game Rewards



Before exiting this room, grab this game reward near the passage where you entered—it's hidden behind a barrel. It unlocks more concept art.



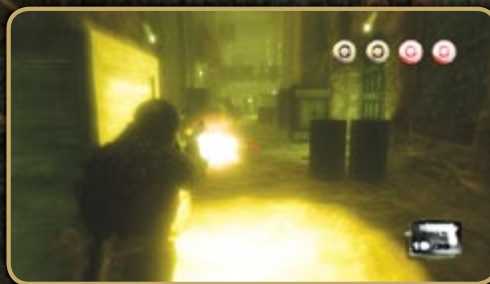
While fighting off the remaining hostiles, watch the door at the far end of the room. At some point, two hostiles equipped with flintlock pistols enter through this doorway and take cover on the opposite side of the room. If you haven't already, switch to your machine pistols and hit each with a Shrapnel Storm attack. If you need more Adrenaline, finish off the other hostiles (including the guy on the balcony) to fuel these explosive attacks. Once the room is clear, gather up ammo and exit through the now open door at the opposite end to trigger a cutscene showing Wesley entering a new section of the crypt, with high ceilings and rickety wooden catwalks and balconies lining the sides of the narrow passage.

Game Rewards

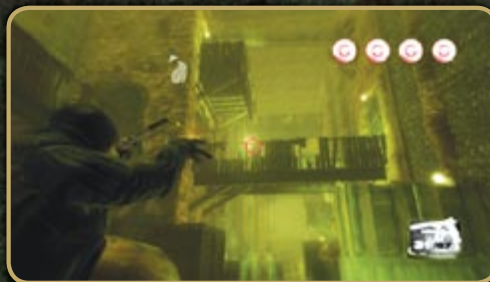


Immediately following the cutscene, turn around and head down this dead end passage to grab a game reward to unlock more concept art.

From Wesley's position on the right side of the passage, slide to the crate on the left. Peer around the right side of the crate and shoot a proximity mine in the middle of the passage. You can't use this proximity mine to your advantage, so it's best to eliminate it before moving any farther. Your movement and gunfire draw the attention of a few hostiles farther down the passage, so be ready to come under fire. Instead of returning fire from long range, move from one piece of cover to the next to close in on the hostiles. This makes it easier to engage them with Curved Bullets.



As you near this wooden catwalk spanning the passage, take aim at the hostile above, who's tossing grenades in your direction.



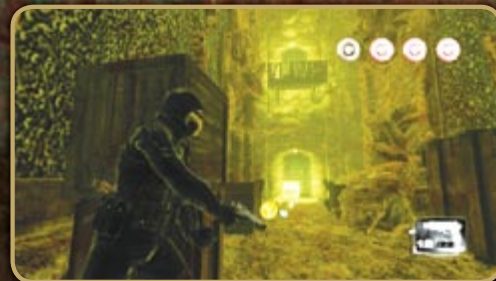
The catwalk doesn't provide complete protection, so consider hitting this guy with direct fire, preferably from the machine pistols. Take him out as quickly as possible, or else you'll have to dodge his grenades, a task complicated by the confines of this narrow passage. At some point while advancing near the catwalk, you encounter a Nightmare. Don't bother shooting him. Instead, let him come to you, and then take him out with your knife.



Take cover behind this crate beneath the catwalk and watch for another wave of hostiles to appear in the passage ahead. Among them

is another Monk. Take him out early on, using a Shrapnel Storm attack fired from the machine pistols. Pick off the two other thugs on the ground with Curved Bullets fired from your pistol, following with direct fire as necessary. Finally, don't forget the hostile on the balcony on the right side of the passage. There's little cover up there, so peek around your cover and engage him with direct fire.

Next, slide over the small crate and take cover behind the stack of crates just ahead. This piece of cover offers you the best protection, but you still



run the risk of getting hit while peeking around the right side. So equip your machine pistols, load fresh magazines, and perform an Enhanced Quick Movement to the right side of the passage. While crossing the passage in slow motion, take aim at the sniper on the balcony above, peppering him with automatic fire. This should be enough to take him out before you reach the other side of the passage. Once the sniper is down, engage the remaining hostiles on the ground with a mix of direct and indirect fire from your pistols.

Game Rewards



After clearing this span, back track to the beginning and grab the game reward on the right, between the pile of rubble and the generator. It unlocks more concept art.

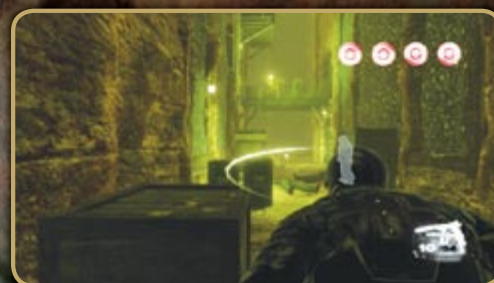


Be careful when approaching the next branch of the passage. Take cover along the left side and peek around the corner to the right. A Monk Sniper covers this span from a balcony at the far end, along with a couple of other hostiles on the ground. Don't poke your head out of cover to fire a shot. Instead, leap forward along the left side of the passage, taking cover behind the small crate just ahead.

CAUTION

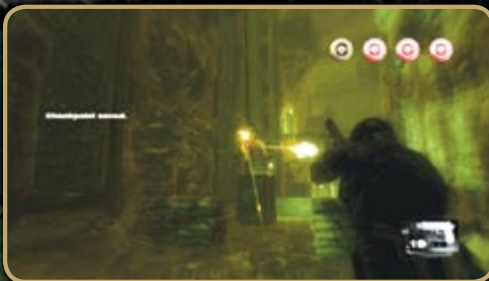
While confronting the sniper, don't advance to the last crate on the left side of the passage.

The sniper has an easy time hitting you from this position, even while you're behind cover. Furthermore, there are no pieces of cover to move to from this position. So getting stuck here is quite literally a dead end.



The door beneath the sniper's balcony remains closed, so follow the passage to the left, immediately taking cover along one of

the sides. More hostiles greet you here, including another shotgun-toting Monk. Hit him with a Shrapnel Storm attack fired from your machine pistols, then clear out the rest of the foes with your pistol, mixing direct and indirect fire. And don't forget the hostile on the catwalk above. He's easily drawn out of cover with a Curved Bullet fired up and over the catwalk railing. Be ready to hit him with direct fire as he stumbles out of cover.



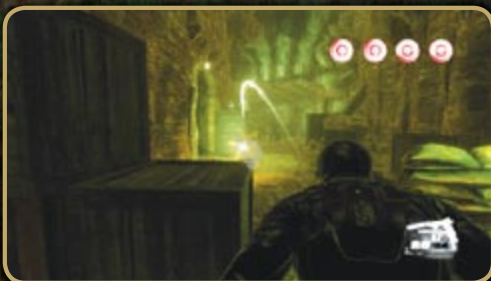
Continue through the passage and be prepared to take cover along the right side as you pass the save checkpoint. A hostile

suspended from a rope appears on the left side of this next passage. Although he's armed with a submachine gun, he has no cover, making him easy to pick off with your pistol.

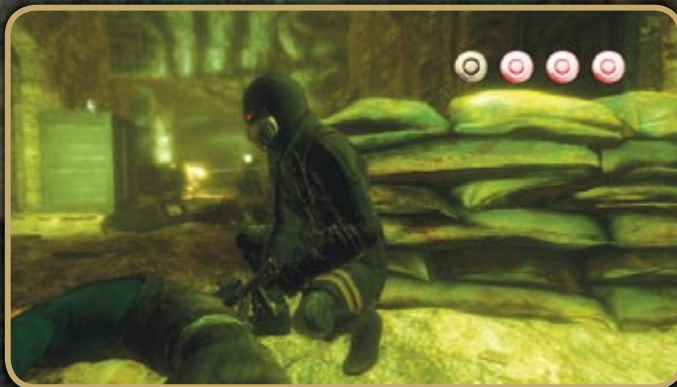


Move ahead to the sandbags on the right side of the passage, and be prepared to engage a fresh wave of diverse enemies. Headlining this attack are a Monk and a Nightmare. If you're quick, you can hit them both with a Shrapnel Storm attack fired from your machine pistols. Target the Monk first, then wait for the Nightmare to drop from the catwalk above. If you time the shot just right, you can catch both hostiles in a lethal explosion. Otherwise, prepare to engage the knife-wielding thug at close range. Finish off the rest of the hostiles, including the guy on the catwalk, before advancing.

As you move beneath the catwalk, a few more enemies rush into view, including one equipped with a ballistic shield. There are a couple of ways



to take this guy out. The easiest method is by hitting him with a Shrapnel Storm attack, fired from your machine pistols. But you can also flank him by moving through the side passage to the left and hitting him from the side. Either way, drop him before advancing any further. Don't bother hitting him with Curved Bullets fired from your pistol. They do very little damage and you don't have a clear shot.



You're finally near the steps leading into the church, but you still have a couple more hostiles to deal with. Target the shotgun-toting Monk first, hitting him with a Shrapnel Storm attack. Then switch to your pistol to engage the last hostile, firing a Curved Bullet to draw him out of cover, then finishing him off with direct fire.

Game Rewards



Before moving toward the stairs, turn back down this passage, to the spot where you engaged the hostile hanging from the rope. There's a game reward at the back of the passage; it unlocks a new picture.

Search the cleared passage for ammo, including some in the side passage where you confronted the shielded hostile. Once



you're fully stocked, proceed to the end of the passage, turning left to ascend a flight of stairs. A cutscene shows Wesley entering the church and offers a fly-through of the massive interior.

Game Rewards



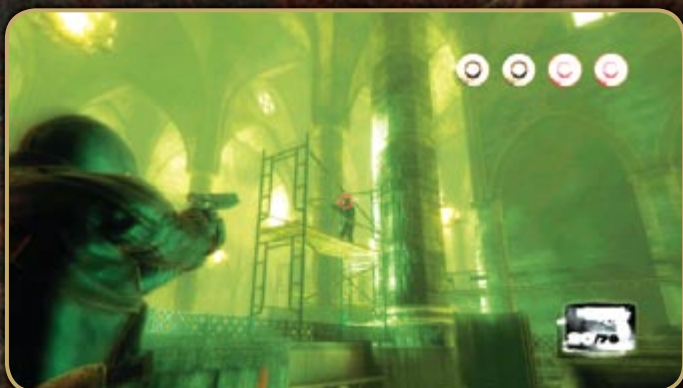
Another game reward is located near the flight of stairs, behind this crate in the main passage. Grab it to unlock more concept art.

Game Rewards



Before advancing deeper into the church, turn away from the pillar and enter this corner to grab this game reward hidden behind a crate, near these lit candles. It unlocks a new poster.

THE CHURCH



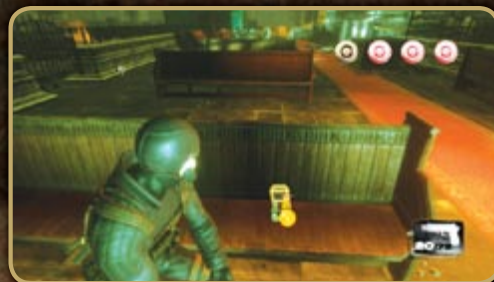
As you enter the church, the Fraternity thugs are unaware of your presence—but that won't last long. Move to cover behind the sarcophagus, then slide over to this wooden crate. Turn to the right and target this hostile on the scaffolding. As soon as you open fire, your cover is blown and the hostiles in the nearby aisle take up defensive positions. So take the shot and move out.



From the crate, move to the stone base of this massive pillar, peeking around the left side to engage any hostiles before they can seek adequate

cover. Chances are they won't see you move to the pillar, giving you a few brief seconds to flank them.

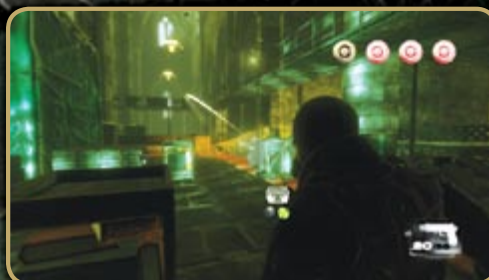
From the pillar, slide left, toward this row of pews. Engage any nearby hostiles and then leap over the pews to advance. Move from one



pew to the next until you can get a good angle on the hostiles ahead. As you reach the last pew in the row, you come under attack by a Nightmare. Hold behind the pew and wait for him to attack at close range, then defeat him in a knife duel.



Hold at the last pew and watch for an incoming hostile wearing a long hooded robe. This is a Hooded Monk. These are old-school Fraternity fanatics, with characteristics similar to those of the normal bald Monks. Stay behind cover and don't let him hit you with his powerful weapon. Equip your machine pistols and engage him with a Shrapnel Storm attack for the quick kill. If you don't have the Adrenaline for the attack, wait until he pops out of cover and pepper him with automatic fire. Though it will take several rounds to take him out, keep up the attack until he's down for good.



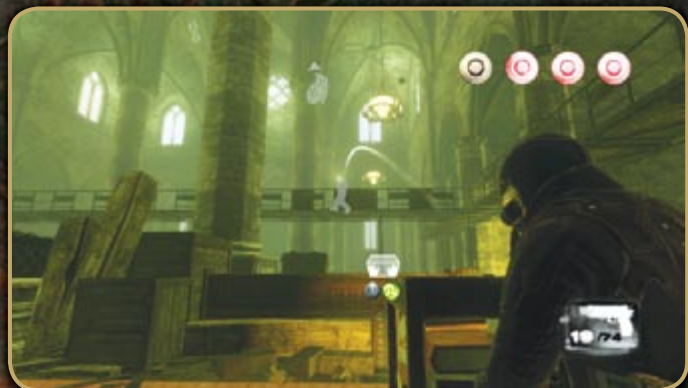
Once a path is clear, leap over the pew and take cover behind the nearby cart. Push the cart forward, but stop periodically and watch for

two more hostiles moving into view ahead. These guys are armed with Cornershot weapons, so try to hit them before they can duck behind cover. If they do reach cover, use Curved Bullets (fired from your pistol) to draw them out, then finish them off with direct fire as they expose themselves. Once they're down, continue pushing the cart as far as it will go.

Game Rewards



After pushing the cart, turn around and locate this open crate to grab another game reward. It unlocks a new picture.



To the right of the cart is a second cart. Get behind it and push it forward. As you advance, two more hostiles appear ahead, one tossing grenades in your direction. Immediately stop to avoid moving within the grenadier's effective range. He's located on the catwalk just ahead. Curve a bullet up and over the catwalk railing to take him out. Once he's down, engage the hostile on the ground. He usually takes cover on the right. Once they're taken care of, it's clear to move out from behind the cart. The path ahead is blocked, so turn left and approach a new row of pews.

Duck behind the pew to the left, then move out toward the right, taking aim down this aisle. Two hostiles advance along this aisle, moving toward



your position. Take them down as quickly as possible, before they can reach cover. Consider using Curved Bullets to finish these guys off. All it takes is one hit, and it's much faster to curve a bullet down this aisle than it is to take aim and hit them with direct fire. Time is an issue because a Monk Sniper is positioned at the far end of the church, standing on a scaffolding near the huge pipe organ. So peek out only long enough to fire a shot, then duck back behind the pew before you're nailed by the sniper.



You don't stand a chance of hitting the sniper from this range, so your only option is to get closer. Fortunately, the two rows of pews provide excellent

cover during this advance. Hop over one pew to the next, and even slide from one row to the other in an attempt to get a better angle on the hostiles attacking along the main aisle. Most of the enemies that attack during this advance are weak and can be eliminated with a single Curved Bullet. So take these guys out quickly, before they can reach cover. And don't worry too much about expending Adrenaline. Remember; one Curved Bullet kill nets you one unit of Adrenaline, so as long as you hit your targets, you're not really losing any Adrenaline. Just be careful when pulling off an Enhanced Quick Movement; be sure you have two targets in sight before initiating the maneuver. The EQM is the best way to advance here, taking out hostiles in the process.



About halfway up the row, you're charged by a Nightmare. Don't pop out of cover to shoot him. Doing so only gives the sniper another

opportunity to put a bullet in your head. Instead, hold behind cover and wait for the thug to initiate melee combat. During the knife fight that follows, you can't be hit by the sniper, even if you're exposed. So move the left analog stick in the proper direction and mash the melee button to finish this guy off. After the fight, you automatically return to your piece of cover. Killing this hostile with your knife earns you two more units of Adrenaline. This comes in handy when it's time to engage the sniper.



As you approach the last couple of pews, get ready to take out the sniper. First of all, make sure all remaining hostiles are down. Also make sure you keep at least two units of Adrenaline in reserve. Next, look for a spot to perform an EQM within range of the sniper. Moving from this crate on the right to the pew on the left is a good plan. Before making the move, equip your machine pistols and load fresh magazines. Once you're ready, initiate the attack. While sliding across the aisle in slow motion, take aim at the sniper and hold down the trigger, peppering him with a barrage of automatic fire. If your aim is true, he'll be dead before you reach the pew on the left.

CAUTION

Don't advance beyond this area without taking out the sniper. Otherwise you'll be confronted by two snipers as you move toward the pipe organ's platform.

After eliminating the sniper, take cover along the huge stone pillar on the right. Circle around the base of the pillar to the right and peek out around this corner to spot more hostiles and another sniper positioned on the pipe organ's platform to the right. The sniper is still too far away to engage, so slide to the pews on the right and begin your advance toward his position.



While behind the pews, peek out long enough to fire Curved Bullets at the hostiles ahead. Even if you have a clear shot, firing Curved Bullets is a little faster, limiting your exposure. If your targets are hiding behind the pews ahead, simply curve the bullets straight up to make them curve down onto the hostiles. But be careful not to expend all of your Adrenaline. Save at least two units to deal with the sniper.

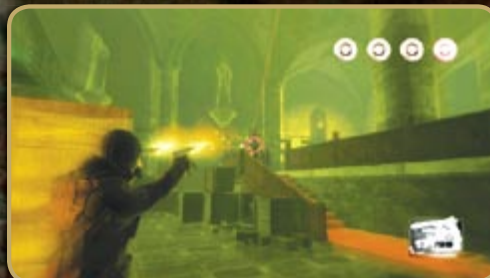
Game Rewards



Once the sniper is down, move to the aisle on the right and search behind this crate for another game reward. It unlocks more concept art.



Advance to the last pew in the row, then move to the left side. Just beyond the pew is a tall wooden crate. Before moving out, equip your machine pistols and load fresh magazines. Once you're lined up with the crate ahead, peek out of your cover and perform an Enhanced Quick



Movement. As you dive toward the tall crate in slow motion, aim to the right and engage the sniper on the platform, pounding him with a solid stream of automatic fire.



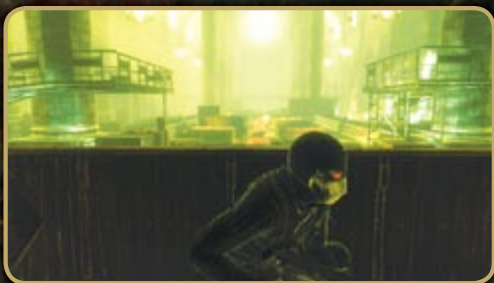
Once the sniper is down, watch for one more hostile positioned behind the scaffolding. Stay behind the tall crate and fire around the corner. He may rush you, so be ready to take him out with a knife attack. But it's safer to take him out at long range, so Blind Fire around the crate to make him back off. Once he's behind cover, engage him with a Curved Bullet fired from your pistol. This may not be enough to kill him, but it will stun him, and he'll stumble out of cover long enough for you to finish him off.

Game Rewards



Before climbing the steps to the platform, move behind the crates beyond the scaffolding. A hidden game reward in this area unlocks more concept art.

Climb the short flight of steps on the right, where the last sniper was positioned. At the top of the steps, turn right to step out onto the platform in



front of the pipe organ. This begins a sniping sequence that requires you to eliminate several hostiles rushing toward your position. As in earlier sequences, don't scout for targets by peering through the scope. Instead, stay behind cover and utilize the third-person view to spot incoming hostiles. For best results, hit the hostiles as they advance along the central

aisle. This makes them much easier to hit than if they're ducking in and out of cover behind the pews. Also, maintain an aggressive posture throughout this sequence, engaging hostiles as soon as they come into view. If you fall behind, more and more hostiles fill the pews below, making it nearly impossible to peek out of cover to fire a shot without getting hammered by automatic fire. So don't let them overwhelm you with numbers. Once the last enemy is down, a cutscene shows Wesley entering the door leading into the bell tower.



BELL TOWER ASCENT



As you regain control of Wesley, follow the red carpet toward the bell tower's staircase. But as the carpet bends to the right, move straight ahead, taking cover behind the large wooden pillar. The staircase is defended by several hostiles, including a Nightmare who charges you soon after you reach the pillar. Hold at the pillar and wait for him to initiate a melee battle. Once he's down, engage the hostiles around the staircase using Curved Bullets fired from your pistol.



Just beyond the staircase is a Hooded Monk. Equip your machine pistols and target him with a Shrapnel Storm attack. If necessary,

move to the crates on the right of the pillar to get a better angle. For best results, wait until he ducks behind cover before taking the shot. If you're caught out in the open while adjusting the trajectory, he can hit you, causing heavy damage.

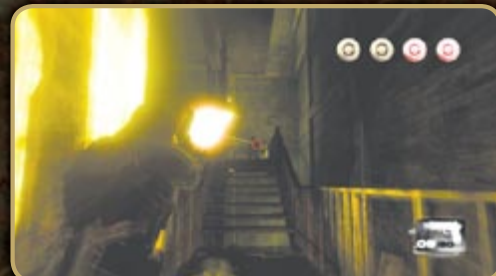
TIP

It's possible to suppress the Hooded Monk near the staircase, forcing him to take cover behind the nearby pillar. By chaining your movements from one piece of cover to the next, you can advance on the enemy's position and surprise him with a knife attack.



vertical beam at the first landing. A hostile opens fire as you approach, taking cover behind the beam on the opposite side of the landing. Peek around the right side of the beam and drop him with a Curved Bullet.

Advance to the beam where the hostile dropped to the ground and peek around the corner to spot another thug at the top of the steps. Hit this guy with another Curved Bullet, but be ready to engage him with direct fire if the Curved Bullet doesn't do the job.



Game Rewards



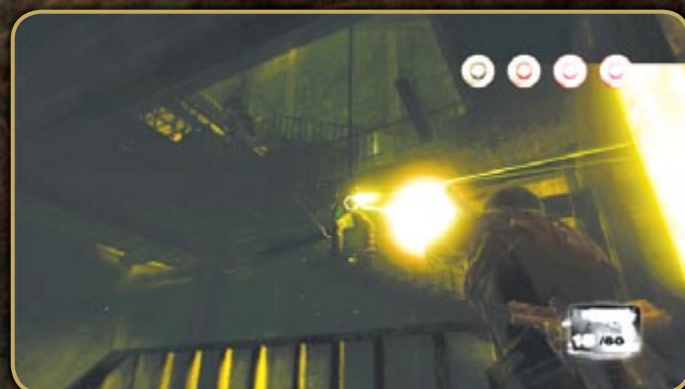
Search near the barrels by the stairs to grab another game reward and unlock more concept art.



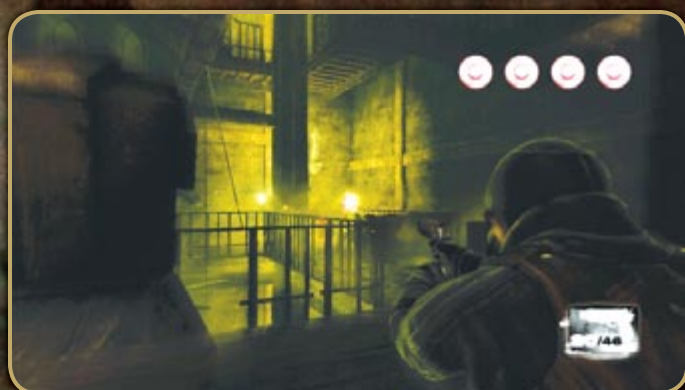
A second game reward is located just beneath the staircase, unlocking even more concept art.



Now it's time to make the long climb up to the top of the bell tower. Rush up the first set of steps and take cover along the wooden



As you climb to the next landing, immediately take cover near the beam at the top of the steps. Two hostiles drop from ropes in the center of the tower and open fire with submachine guns. As long as you stay behind cover, these guys are easy to deal with. Peek around the side of the beam and blast them with your pistol.



Proceed to the next landing and step out onto this platform. But quickly take cover behind this crate near the top of the steps. There are several hostiles gathered on the opposite side of this platform. Instead of engaging them directly, locate the red fuel canister in the opposite corner. Targeting this canister can usually kill two of the hostiles outright. But you still need to take out a Nightmare and a Hooded Monk before the path to the next set of stairs is clear. Take out the charging knife-wielding thug in melee

combat and then hit the Hooded Monk with a Shrapnel Storm attack. As you approach the next set of stairs, be ready to eliminate another Nightmare.



Expect a similar level of resistance while climbing the next set of stairs. There's usually a hostile hiding behind every beam at each landing along the way, so be ready to engage them with Curved Bullets. Midway through your ascent, two more hostiles descend from ropes in the center of the tower, so be ready to take cover and engage them.



When you reach the next platform, take cover behind the crates near the top of the stairs. Aim over the top of the crates to spot a red fuel canister

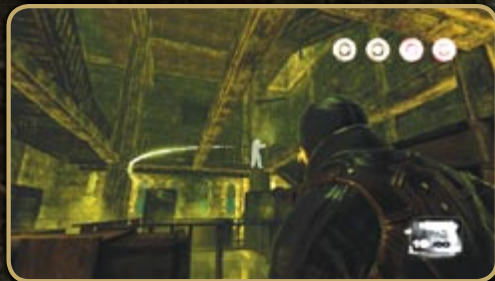
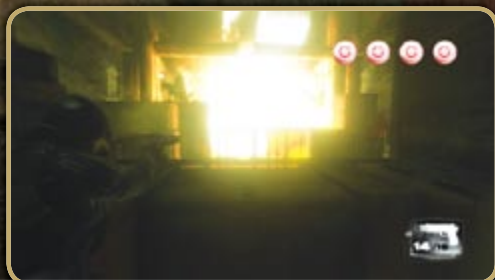
on the opposite side of the platform. Quickly target the canister to send two nearby hostiles flying through the air. But don't let your guard down. A few more enemies occupy this platform, so target them with Curved Bullets to draw them out of cover, then neutralize them with direct fire. Also, be ready to encounter another Nightmare as you approach the next set of stairs on the opposite side of the platform.



It's deja vu as you climb the next set of stairs. Expect more hostiles positioned at the wooden beams at each landing as well as the usual thugs descending from ropes. There's even a Nightmare that charges you during the middle of the climb. However, watch out for this Hooded Monk hiding at the top

of the stairs near the next platform. He ambushes you as you run up the stairs, firing at point-blank range. Instead of retreating or aiming your pistol, rush straight ahead and kill him with a knife attack.

As you reach the next platform you should be familiar with the routine. Take cover behind the crates near the stairs and target the red fuel canister on the opposite side of the platform to eliminate a few of the hostiles. But the fight here is a bit more intense than



previous engagements. Watch for another Hooded Monk on the opposite side of the platform and take him out with a Shrapnel Storm attack. A second fuel canister on the walkway to the right can come in handy for taking out the rest of the hostiles. But when you reach the opposite side of the platform, take cover and engage a hostile on the next flight of stairs. He's hiding behind the beam at the next landing and firing at you with a Cornershot weapon. Hit him with a Curved Bullet to draw him out of cover, then blast him with direct fire as he stumbles into view.



The ascent up the next flight of stairs begins with another assault by a Nightmare. Take him out, then take cover near one of the wooden beams to engage three hostiles hanging from ropes in the center of the tower. Eliminate them with direct pistol fire, then turn your attention to the Hooded Monk at the next landing. Switch to your machine pistols and target him with a Shrapnel Storm attack. Once he's down, the path to The Immortal is clear. Time to finish what Cross started.



In the cutscene that follows, Wesley sneaks up on The Immortal and thanks him for ruining his life. But The Immortal offers to set the record straight. He says Wesley's Kill Order was rendered by The Loom of Fate soon after his birth. After all, his parents had violated



The Fraternity's code. While Alyse accepted the fate of her newborn son, Cross wasn't willing to make the sacrifice. He took Wesley from Alyse, then shot her before fleeing Mount Saint Millar. So the shadowy killer Wesley kept seeing in his recurring dream was actually his own father. The Immortal saw it all happen and took a shot at Wesley before Cross escaped. So even now, Wesley's Kill Order stands and The Immortal is intent on fulfilling the will of The Loom of Fate...

BOSS BATTLE: THE IMMORTAL

New Objective
Defeat The Immortal



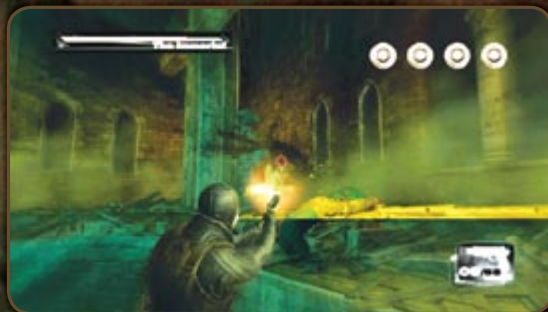
As you regain control of Wesley, you're behind cover in a low pit-like feature in the center of the bell tower's top floor. Just ahead, The Immortal runs into view, dashing from one side of the bell tower to the other. When he reaches the walls on the left or right, he peeks out and takes shots. While it's possible to engage him as he pops out of cover, hitting him does very little damage, even if you score a headshot.



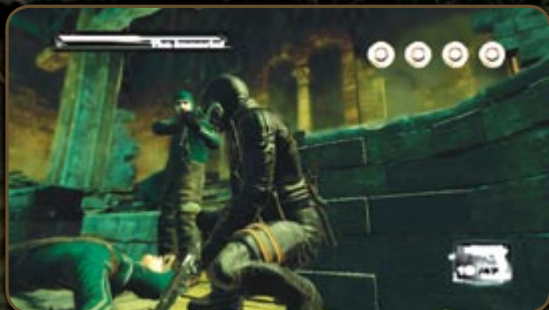
After a brief appearance, The Immortal moves to the center of the bell tower and disappears in a cloud of dust. But don't let your guard down. After he disappears, four French Apprentices climb through the window ahead. Target them as soon as they appear in the windows. Killing these four hostiles allows you to stock up on Adrenaline.



After the four hostiles are down, The Immortal materializes and resumes his attack, dashing from one side of the tower to the other. If you haven't already, equip your pistol. When The Immortal takes cover behind one of the walls, target him with a Curved Bullet. The Curved Bullet causes minimal damage, but it stuns The Immortal, so he stumbles out of cover.



While The Immortal is stunned and exposed, perform an Enhanced Quick Movement, sliding from one side of the pit to the other. While sliding in slow motion, open fire on The Immortal to dish out some heavy damage. Aim for his head to inflict maximum damage. This is by far the quickest way to eat away at The Immortal's health bar, but in terms of Adrenaline usage, it's not cheap.



Firing a Curved Bullet and initiating an EQM costs three units of Adrenaline. Fortunately, four more thugs climb through the windows every time The Immortal disappears, giving you the chance to replenish your Adrenaline and ammo. The first thug climbing through the window always rushes to your position. Stay behind cover and let him move into the pit, then attack him with your knife. Drawing him in close allows you to take his ammo once he's dead. Plus, performing a knife kill nets you two units of Adrenaline instead of one. But after he's down, be ready to take cover and engage his three buddies as they climb through the windows.



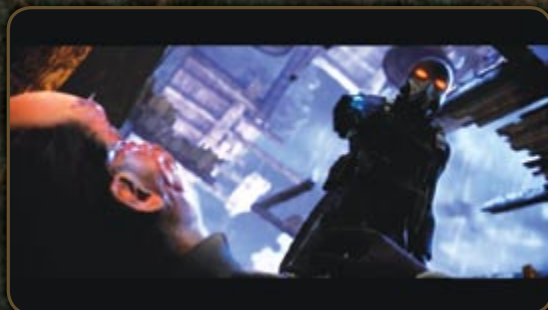
When The Immortal reappears, he may move to the opposite side of the bell tower. If this occurs, track his movements and simply take cover on the corresponding side of the pit. If you fail to follow his movements and take cover on the opposite side, he can flank you, bringing this battle to a quick conclusion. Also, take note of which window The Immortal is standing in front of before he disappears. Where he disappears determines which windows the four thugs will climb through.

TIP

When The Immortal moves to the center of the room to initiate his disappearing act, he's vulnerable for a few brief seconds. If you have the Adrenaline, perform an Enhanced Quick Movement before he disappears to dish out some more damage. It's not the same amount as hitting him when he's stunned by a Curved Bullet, but it's better than nothing. You can always stock up on Adrenaline when the four thugs climb through the windows.



Keep tracking The Immortal's movements and wait for the right opportunity to strike him with another Curved Bullet. As soon as he stumbles out of cover, perform the EQM and go for the kill. If you're quick and accurate, it takes only two Curved Bullets and two enhanced movement sequences to eliminate The Immortal. But lining up the right opportunities may take a while, so be patient and stay behind cover. Defeating The Immortal unlocks him as a playable character.



Following the final battle, Wesley approaches The Immortal as he lies on the ground. To the end, The Immortal is a true believer, never repenting The Fraternity's actions. Wesley realizes there's no use in debating any further and puts him out of his misery, firing one of the bullets Pekwarsky made, with Wesley's name on it. Before firing the final shot, Wesley notices a Kill Order tucked into his suit. It's unclear who the Kill Order is for, but it's apparent that Wesley's war with The Fraternity is only beginning...

Game Rewards Gallery

TEAM PICTURES



CONCEPT ART



Team Pictures: ArtFutura 2008



Character Concept: WESLEY



Team Pictures: People at work



Scenario Concept: CEMETERY



Team Pictures: People at work



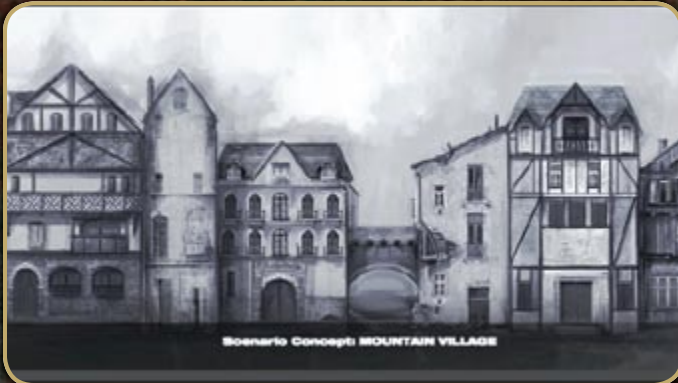
Character Concept: THE SPIDER (DISCARDED)



Team Pictures: Barcelona Office



Scenario Concept: CHICAGO FRATERNITY





Character Concept: ASSASSIN SUIT



Scenario Concept: MOUNTAIN RESORT - EXTERIOR



Scenario Concept: CROSS' APARTMENT



Scenario Concept: DISCARDED CHICAGO FRATERNITY



Character Concept: THE RUSSIAN



Scenario Concept: DISCARDED ASSASSIN CEMETERY



Scenario Concept: MOUNTAIN RESORT - UNDERGROUND

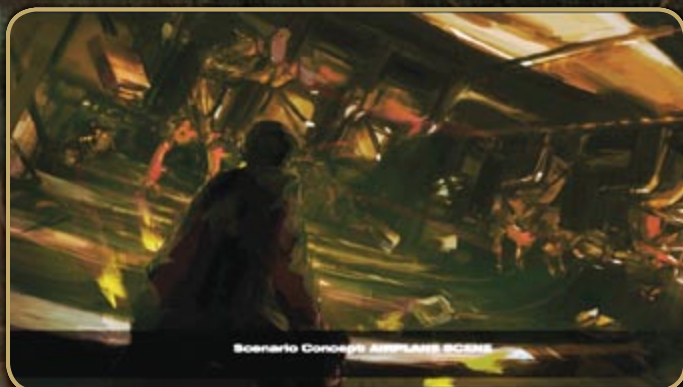


Character Concept: ALYSE





Scenario Concept: CHICAGO ROOFTOP PAINT OVER



Scenario Concept: AIRPLANE SCENE



Props Concepts: WEAPONS



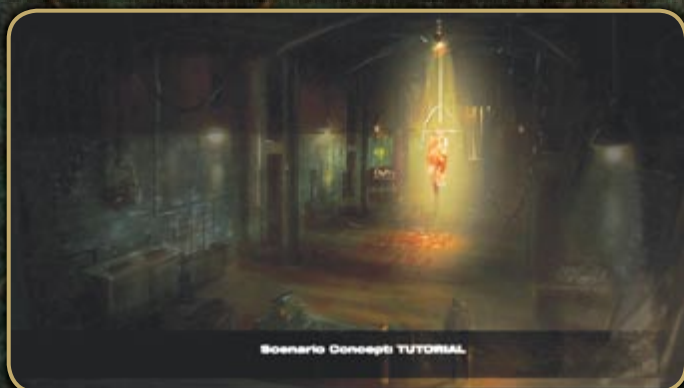
Character Concepts: WORK ELITE



Character Concept: CHICAGO GRUNT



Character Concept: AIRPLANE BODYGUARD

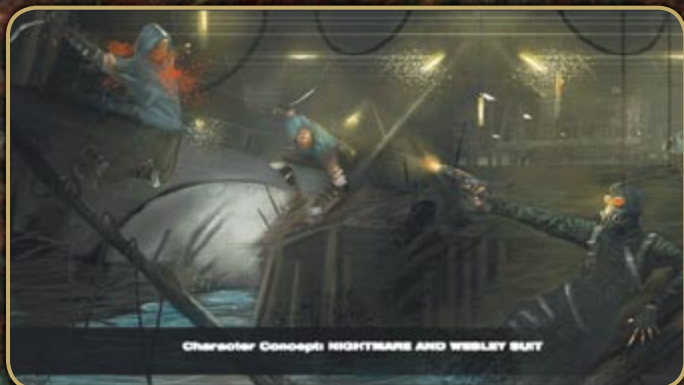
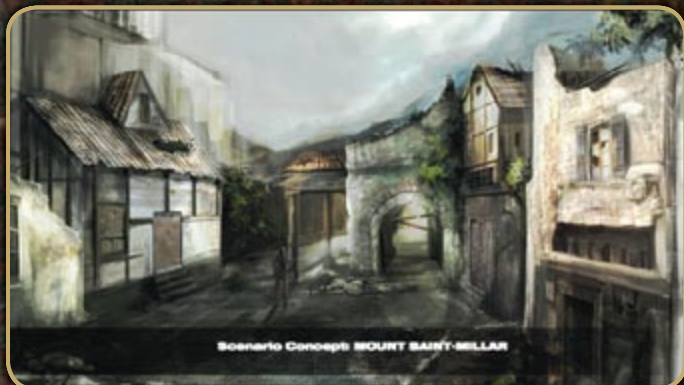
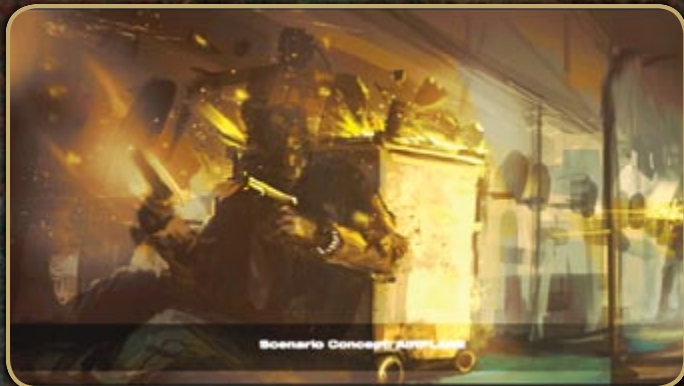


Scenario Concept: TUTORIAL



Character Concept: THE IMMORTAL

POSTERS



VIDEOS



This video is a montage of in-game footage and the motion capture process, illustrating how character movements were created.



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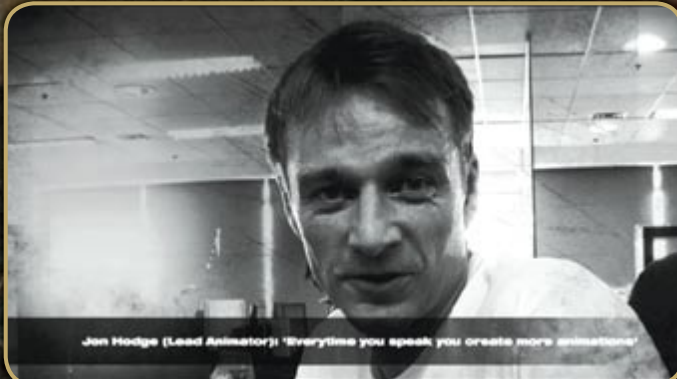
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This is an advertisement for the *Wanted* Collector's Edition DVD and Blu-Ray packages.



This video shows the motion-capture process used to create the animations during the library fight scene in *Shoot That Motherf**ker!*

TEAM QUOTES



JG JONES ARTWORK



Exclusive JG Jones Artwork



Exclusive JG Jones Artwork

COMIC BOOK COVERS

WANTED

Comic book Artwork: WESLEY

WANTED

Comic book Artwork: WESLEY CLOSE UP

WANTED

Comic book Artwork: MISTER RICTUS

WANTED

Comic book Artwork: SHIT-HEAD



Comic book Artwork: THE DOLLS



Comic book Artwork: FUCKWIT



Comic book Artwork: FOX



Comic book Artwork: NESTER RICTUS



Comic book Artwork: CHARACTER MONTAGE



Comic book Artwork: THE KILLER



Comic book Artwork: WESLEY



Comic book Artwork: WESLEY AND FOX

WANTED

Comic book Artwork: WESLEY AND FOX

WANTED

Comic book Artwork: WESLEY

WANTED

Comic book Artwork: WESLEY

NOTE

Shoot all the explosive rats to unlock all the comic book covers and the JG Jones artwork.

SECRET CODES**01100111**

Unlocks: Headshot Mode

0100111

Unlocks: Super Weapons

To access this code on the *Wanted* Blu-Ray disc, go to Extras, then scroll to the bottom and click on the Fly icon.



Trophies and Achievements

CAMPAIGN COMPLETION

Completed Act 1—Easy



Description: Complete Act 1 on the easiest difficulty.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Clusterf**k* with the difficulty setting on *Pu**y* or *Assassin*.

Completed Act 1—Assassin



Description: Complete Act 1 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Clusterf**k* with the difficulty setting on *Assassin*.

Completed Act 1—The Killer



Description: Complete Act 1 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Clusterf**k* with the difficulty setting on *The Killer*.

Completed Act 2—Easy



Description: Complete Act 2 on the easiest difficulty.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *When the Water Broke* with the difficulty setting on *Pu**y* or *Assassin*.

Completed Act 2—Assassin



Description: Complete Act 2 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *When the Water Broke* with the difficulty setting on *Assassin*.

Completed Act 2—The Killer



Description: Complete Act 2 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *When the Water Broke* with the difficulty setting on *The Killer*.

Completed Act 3—Easy



Description: Complete Act 3 on the easiest difficulty.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Russian's Last Dance* with the difficulty setting on *Pu**y* or *Assassin*.

Completed Act 3—Assassin



Description: Complete Act 3 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Russian's Last Dance* with the difficulty setting on *Assassin*.

Completed Act 3—The Killer



Description: Complete Act 3 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Russian's Last Dance* with the difficulty setting on *The Killer*.

Completed Act 4—Easy



Description: Complete Act 4 on the easiest difficulty.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Fear of Flying* with the difficulty setting on *Pu**y* or *Assassin*.

Completed Act 4—Assassin



Description: Complete Act 4 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Fear of Flying* with the difficulty setting on *Assassin*.

Completed Act 4—The Killer



Description: Complete Act 4 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Fear of Flying* with the difficulty setting on *The Killer*.

Completed Act 5—Easy



Description: Complete Act 5 on the easiest difficulty.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Shut the F**k Up!* with the difficulty setting on *Pu**y* or *Assassin*.

Completed Act 5—Assassin



Description: Complete Act 5 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Shut the F**k Up!* with the difficulty setting on *Assassin*.

Completed Act 5—The Killer



Description: Complete Act 5 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Shut the F**k Up!* with the difficulty setting on *The Killer*.

Completed Act 6—Easy



Description: Complete Act 6 on the easiest difficulty.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Shoot That Motherf**ker!* with the difficulty setting on *Pu**y* or *Assassin*.

Completed Act 6—Assassin



Description: Complete Act 6 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Shoot That Motherf**ker!* with the difficulty setting on *Assassin*.

Completed Act 6—The Killer



Description: Complete Act 6 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Shoot That Motherf**ker!* with the difficulty setting on *The Killer*.

Completed Act 7—Easy



Description: Complete Act 7 on the easiest difficulty.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Spiders Don't Have Wings* with the difficulty setting on *Pu**y* or *Assassin*.

Completed Act 7—Assassin



Description: Complete Act 7 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Spiders Don't Have Wings* with the difficulty setting on *Assassin*.

Completed Act 7—The Killer



Description: Complete Act 7 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Spiders Don't Have Wings* with the difficulty setting on *The Killer*.

Completed Act 8—Easy



Description: Complete Act 8 on the easiest difficulty.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Dust to Dust* with the difficulty setting on *Pu**y* or *Assassin*.

Completed Act 8—Assassin



Description: Complete Act 8 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Dust to Dust* with the difficulty setting on *Assassin*.

Completed Act 8—The Killer



Description: Complete Act 8 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *Dust to Dust* with the difficulty setting on *The Killer*.

Ready to Play with the Big Boys



Description: Complete Act 9 on the easiest difficulty.

Xbox 360 Gamerpoints: 15

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *How's Your Father?* with the difficulty setting on *Pu**y* or *Assassin*.

Fully Trained Assassin



Description: Complete Act 9 on *Assassin* difficulty.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: Play through *How's Your Father?* with the difficulty setting on *Assassin*.

The Killer



Description: Complete Act 9 on *The Killer* difficulty.

Xbox 360 Gamerpoints: 50

PLAYSTATION 3 Trophy: Gold

Tips: Play through *How's Your Father?* with the difficulty setting on *The Killer*.

Butcher Would Be Proud



Description: Complete the game in Close Combat Mode, any difficulty.

Xbox 360 Gamerpoints: 50

PLAYSTATION 3 Trophy: Silver

Tips: Find the code for Close Combat Mode and input it. In Close Combat Mode you will be asked to kill a certain amount of enemies using close quarter combat in order to proceed to the next section of the level. If you succeed in reaching the number of close combat kills, you'll be able to move to the next section. If you don't, you'll have to replay that particular section.

Catch Me if You Can



Description: Hold 1st position in Time Attack ranking.

Xbox 360 Gamerpoints: 50

PLAYSTATION 3 Trophy: Gold

Tips: Complete the game on *The Killer* difficulty to unlock Time Attack Mode. In this mode the main goal is to complete the entire game as quickly as possible. The best results you achieve are stored in an internal ranking in which you compete against GRIN's best times. At every checkpoint you will be informed about how far you are from your nearest competitors. You can always try to improve upon your timings at a later date.

Dr. Lobotomy



Description: Complete the game in Headshot Mode, any difficulty.

Xbox 360 Gamerpoints: 50

PLAYSTATION 3 Trophy: Silver

Tips: Unlock Headshot Mode with the secret code 01100111. In Headshot Mode you will be asked to kill a certain amount of enemies with headshots in order to proceed to the next section of the level. If you succeed in reaching the number of headshot kills, you'll be able to move to the next section. If you don't, you'll have to replay that particular section. WARNING: Non-headshot kills count against you, so aim carefully.

TUTORIAL COMPLETION

I Am in Control



Description: Complete the first tutorial.

Xbox 360 Gamerpoints: 5

PLAYSTATION 3 Trophy: Bronze

Tips: Complete the first tutorial lessons at the start of the game. You can also access these lessons from the main menu by selecting the *Tutorial* option.

I Have It in My Blood



Description: Complete the second tutorial.

Xbox 360 Gamerpoints: 5

PLAYSTATION 3 Trophy: Bronze

Tips: Following *Clusterf**k*, complete the *Curving Bullets* tutorial.

No More Anxiety Attacks



Description: Complete the third tutorial.

Xbox 360 Gamerpoints: 5

PLAYSTATION 3 Trophy: Bronze

Tips: After *Russian's Last Dance*, complete the *Enhanced Quick Movement* tutorial.

COLLECTIBLES

Boom!



Description: Kill one explosive rat.

Xbox 360 Gamerpoints: 5

PLAYSTATION 3 Trophy: Bronze

Tips: Shoot an explosive rat with your pistol to earn this one. Explosive rats have red flashing lights on their backs, making them easy to spot. The first explosive rat is located in *Clusterf**k*. Reference the walkthrough for its exact location.

Collector Nerd



Description: Find 10 reward items.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Grab 10 game rewards, the rotating pieces of fabric scattered throughout the campaign. Shooting explosive rats also counts toward this Achievement/Trophy.

Compulsive Hoarder



Description: Find all reward items.

Xbox 360 Gamerpoints: 30

PLAYSTATION 3 Trophy: Bronze

Tips: You must locate every game reward and shoot every exploding rat to earn this one. Reference the walkthrough to locate all the game rewards while playing through the campaign.

Pest Exterminator



Description: Kill all explosive rats.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Silver

Tips: This Achievement/Trophy is awarded for shooting all the explosive rats. Eliminating these rodents also unlocks all the comic book covers and the JG Jones artwork.

Wanted Master



Description: Get all *Wanted: Weapons of Fate* Trophies.

Xbox 360 Gamerpoints: N/A

PLAYSTATION 3 Trophy: Platinum

Tips: This Platinum Trophy is exclusive to the PLAYSTATION 3 version, awarded for earning all the Trophies.

SKILLED KILLS

All in the Reflexes



Description: Kill three enemies at once in a single Enhanced Quick Movement.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Attempt this only when engaging a tight cluster of three hostiles. For best results, try this when enemies are crowded near choke points such as doorways or narrow corridors. If the targets are spread out, you won't be able to hit three in a single EQM.

Between Old Friends



Description: Kill The Immortal with Cross on *The Killer* difficulty.

Xbox 360 Gamerpoints: 25

PLAYSTATION 3 Trophy: Silver

Tips: Find the secret code to unlock Cross as a playable character, then play *How's Your Father?* on *The Killer* difficulty. Kill The Immortal as Cross to get the Achievement.

Bullet Curving Expert



Description: Kill 100 enemies using Curved Bullets.

Xbox 360 Gamerpoints: 25

PLAYSTATION 3 Trophy: Silver

Tips: There's nothing difficult about this Achievement/Trophy. Just play long enough to acquire the Curved Bullet kills required.

Bullet Curving Trainee



Description: Kill 10 enemies using Curved Bullets.

Xbox 360 Gamerpoints: 5

PLAYSTATION 3 Trophy: Bronze

Tips: This is an easy one to earn soon after gaining the ability to curve bullets. Try out your new skill in *When the Water Broke* while escorting Alyse through the streets of Mount Saint Millar.

Glad I Wasn't There



Description: Kill three enemies at once with a single explosive bullet.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: When targeting an enemy with a Shrapnel Storm attack, make sure there are at least two other white silhouettes nearby before firing the shot. This is easiest to achieve while defending The Chicago Fraternity at the start of *Shoot That Motherf**ker!*

Half the Man Barry Is



Description: Kill Kathy, Wesley's ex-girlfriend.

Xbox 360 Gamerpoints: 5

PLAYSTATION 3 Trophy: Bronze

Tips: Kathy can be seen in an apartment window during the later rooftop chase sequence in *Clusterf**k*. Turn around to spot her banging on a window. Take aim and shoot her to earn this Achievement/Trophy.

Heart Breaker



Description: Kill Araña with Wesley without his mask on *The Killer* difficulty.

Xbox 360 Gamerpoints: 25

PLAYSTATION 3 Trophy: Silver

Tips: Find the secret code to unlock Wesley as the playable character, then select him while playing through *Spiders Don't Have Wings*. Kill Araña as unmasked Wesley to get the Achievement.

Kill One, Save a Thousand Donuts



Description: Kill Janice, Wesley's ex-boss.

Xbox 360 Gamerpoints: 5

PLAYSTATION 3 Trophy: Bronze

Tips: Kill Janice in the level *Shut the F**k Up!* You can find her asleep at her desk immediately above the start point of the level. From the start point, run out into the center of the open room, turn around 180 degrees, and look up along the railing.

Punishing Subordinates



Description: Kill The Russian with The Immortal in close combat and on *The Killer* difficulty.

Xbox 360 Gamerpoints: 25

PLAYSTATION 3 Trophy: Bronze

Tips: This is one of the trickier kills. First of all, you must complete the game to unlock The Immortal as a playable character. Next, play *Russian's Last Dance* as The Immortal. At the final showdown, stun The Russian with a Curved Bullet, then rush him with a knife attack.

Shrapnel Storm Expert



Description: Kill 80 enemies using bullet explosions.

Xbox 360 Gamerpoints: 25

PLAYSTATION 3 Trophy: Silver

Tips: Here's another Achievement/Trophy that requires time and persistence. To expedite the process, try to target multiple enemies with each Shrapnel Storm attack.

Shrapnel Storm Trainee



Description: Kill 10 enemies using bullet explosions.

Xbox 360 Gamerpoints: 5

PLAYSTATION 3 Trophy: Bronze

Tips: You can earn this one during *Shoot That Motherf**ker!*, the first level where you can use Cross's Fire Eater machine pistols. Keep up the Shrapnel Storm attacks while clearing the courtyard, The Loom of Fate room, and the library.

Two Is Always Better than One



Description: Kill two enemies at once with a single Curved Bullet.

Xbox 360 Gamerpoints: 10

PLAYSTATION 3 Trophy: Bronze

Tips: Hitting two enemies with one Curved Bullet is tough but extremely rewarding. Start by targeting a static enemy in the distance with a Curved Bullet. But don't fire yet. While adjusting the bullet's trajectory, wait for a second enemy to move into the bullet's flight path. When two (or more) white silhouettes are visible, take the shot.

Up Close and Personal



Description: Kill 15 enemies in close combat.

Xbox 360 Gamerpoints: 20

PLAYSTATION 3 Trophy: Bronze

Tips: This one is fairly easy to earn as long as you excel at suppressing enemies. Always start off by using blind fire and cover chaining to flank. This allows you to sneak up on enemies without being seen, making them easy to take out with your knife.



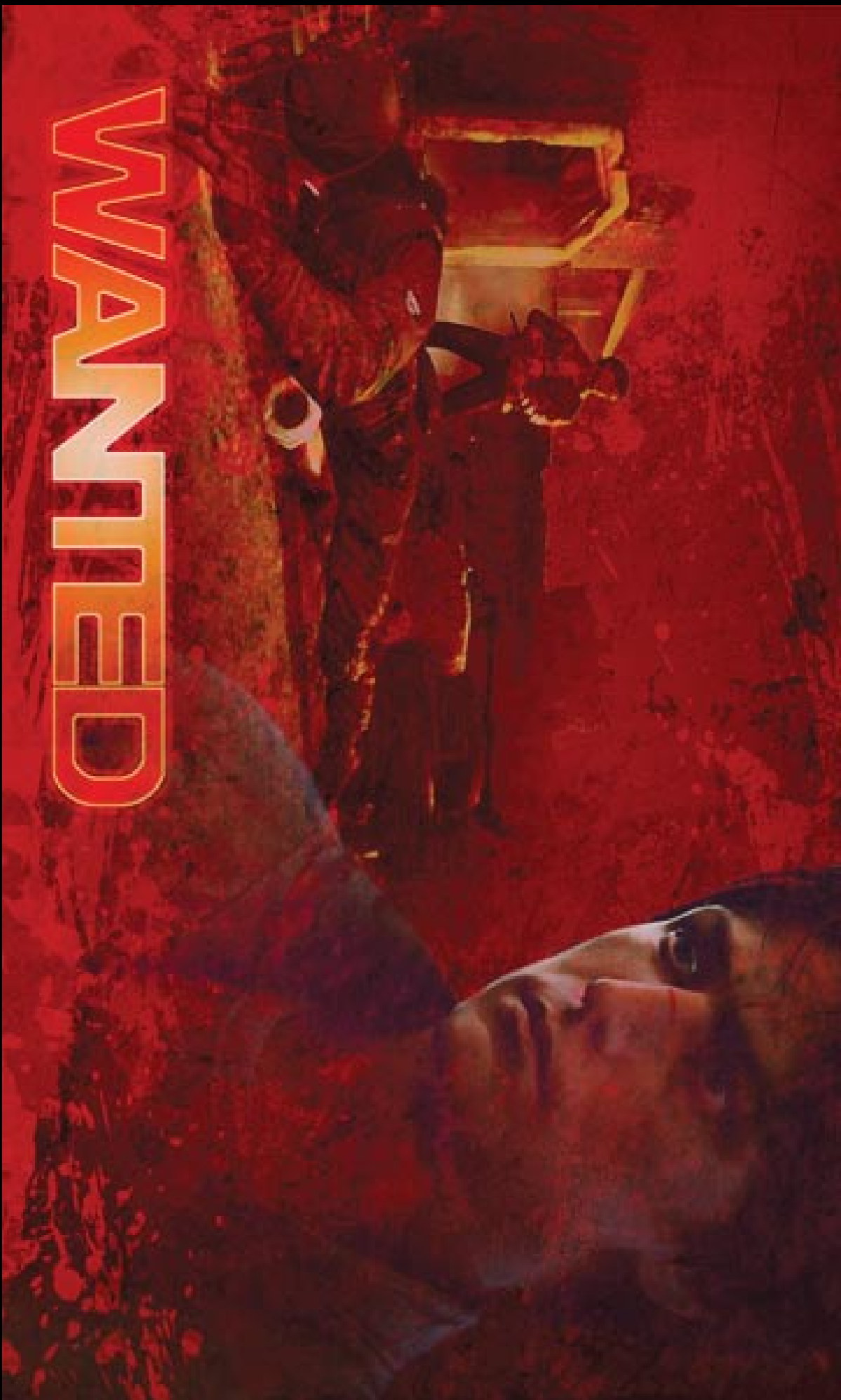




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