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Hello and welcome to my FAQ for Medal of Honor: Infiltrator. This will be my, uhh, well I stopped counting but something like my 2Xth FAQ. I have issues with getting things finished so I'm never totally sure. Probably this is why I have time to write this FAQ instead of earning lots of money in my high-power, impossibly well-paid career.

As a lover of Medal of Honor games since the very first one, I was surprised when I found out about the existance of this game. How had this one slipped through the net? Anyway, I soon put that right and I quickly made my way through it. I thought it was pretty good, so much so that I have decided to write a guide for it.

If you would like to see any more of my work, then follow this link:

<http://www.gamefaqs.com/features/recognition/76852.html>

Thanks for looking, I hope you find this useful!

-TrulyDexterous

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/		4) G a m e B a s i c s	\

C o n t r o l s

N o r m a l

D-Pad.....Move
A.....Fire
B.....Toggle Weapons
L.....Reload
R.....Straife

F P S

D-Pad....Move Crosshairs
A.....Fire
B.....Throw Grenade
R.....,.Steady Aim

W e a p o n s

The weapons in this game are divided into sets. There are a total of four sets and each of these are made up of a gun and some form of explosive.

M 1 G a r a n d & D e m o C h a r g e s

The M1 Garand is a rifle that can take down enemies in a couple of shots, depending on their strength. Unfortunately it is let down by it's rate of fire. In addition, you can only reload it after you have run out of bullets. That's kind of crappy, since there are occasions where you need a full clip.

The Demo Charges are used to blow up doors and munitions dumps etc. They're not really effective against enemies, since you need to plant them right next to your target anyway.

As a general rule I don't use this weapon set once all the way through the game (if I can help it).

T h o m p s o n & 1 0 G r e n a d e s

In most cases, you will start out with the Thompson. It's a pretty good weapon, so don't discount it just because it's the default gun. It has a medium range and isn't terribly accurate (see how the bullets spray all over?). However, it has a decent rate of fire and you can carry up to 150 bullets (30 per clip). Unlike the Garand, you can reload this at any point. As a general rule, the Thompson will take down an enemy in a few hits.

With the Thompson comes 10 grenades. These can be pretty handy in some situations, so having 10 of them can be a godsend. Though it's not the best weapon set, I would put this second. Use this when you require a lot of grenades.

B A R & 5 G r e n a d e s

The BAR is the weapon of choice for me. It is very powerful and more accurate. You can dispatch enemies rather quickly using this. This comes with a downside though and that is you can only hold 20 bullets in a clip and a total of 140. You will get fewer grenades with this, but if you're anything like me, grenades don't get used all that often anyway.

Pick this weapon set when ever you get the chance (unless there is a specific reason to use a different one).

C o l t & B a z o o k a

The is a pistol with poor range and little power. The rate of fire isn't up to much either. It can take 7 bullets and you can hold a total of 50. This is all made up for with the Bazooka. The Bazooka is a rocket launcher that will kill any enemy soliders in a single hit. It can also be used to destroy enemy vehicles and buildings. However, you can't hold many rockets and it takes an absolute age to reload.

Despite the power of the Bazooka, you should only pick this weapon set when you have a vehicle or building to blow up.

B a s i c G a m e p l a y

- Each mission is made up of three levels and there are a total of five missions (fifteen levels genius). Most levels are played through the birds-eye camera in an action-adventure kind of way. However, one level per mission will be a first-person shooter style level.
- For every mission (not level) you complete, you will receive an extra life.
- To complete a mission, you only need complete the main objectives. The sub-objectives can be skipped.
- Medi-Packs are essential for you to get through the game. Small Medi-Packs will replenish 25 health. These can be found lying around and sometimes a defeated enemy will drop one. Large Medi-Packs are found at various points throughout a level. These will replenish all of your health.
- At different times you will find Ammo Buildings. It is important to pick the right weapon set for the right situation. See the sub-section above for more on this.
- When you are in a pitched battle against a big group of enemies it's a good idea to keep moving and to straiife. This way you will avoid taking a lot of damage.
- The AI in this game isn't all that great. At times you can pass really close to an enemy and he won't even notice you. This is especially true for fixed machine gunners. Either sneak past them or move in for a surprise attack.
- Throughout the game you will come across landmines. They are small white/grey disks on the ground. When you get too close to them, it will enlarge to signal that you are about to set it off.

- You should reload every time you get a spare second. There's nothing worse than having to reload in the middle of a battle, so do it whilst you are free.
- Sometimes you will see a red explosive barrel kicking around. Shooting an explosive barrel will surprisingly cause it to explode. This is good for taking down any nearby enemies or objects.

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|          L e v e l 1 :   T h e   B e a c h   h e a d          |
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M a i n O b j e c t i v e s

- Secure Beachhead
- Secure Fortress
- Secure Lighthouse

S u b - O b j e c t i v e s

- Destroy Munitions
- Find Desert Map Documents

S e c u r e B e a c h h e a d

You will start this level by approaching the beachhead by sea. As soon as the transporter reaches the beach, you will be thrown into the thick of things. To start with you will have the Thompson and 10 Grenades.

As soon as you are free to move, run to the left and around the back of the hedgehogs nearby. If you keep running and don't stop, then you will avoid being hit by the bombers that will pass overhead. Head over to the right and you will see a few landmines scattered around. These are the small white disks on the ground, so don't get too close for them.

Over on the right is a Large Medi-Pack, so grab it if you got hit by the bombers. Beware though, because it is right next to a landmine. You will now be confronted by a small knot of German soldiers. Use your machine gun to take them out. You can shoot the explosive barrels closeby if you think this might help. Once the soliders are dead, you can press on to the next screen.

On this screen you will find a Large Medi-Pack over to the left and some Ammo to the right. Grab what you need and stay just to the right hand side of the area and move forward slowly. On a small hill you will see an enemy soldier. If you stand so that you can just see him on screen, you will be able to shoot him before he sees you.

Move forward and a few more soliders will come to confront you. Stay in this position, behind the two ridges and take them on from here. Staying here will mean that the enemy grenadier who is further up won't be able to reach you.

Anyway, take these bad boys out before killing the grenadier too. Watch out for the Stick Grenades that he will be using though. Once this is done, move onto the next screen. In doing this you will have now secured the beachhead.

D e s t r o y M u n i t i o n s

Up here there is a building where you can change your weapon set. I personally like to stick with the Thompson and the Grenades, but you can change to the M1 Garand and the Demo Charges if you wish. Once you are ready, leave the building.

Go as far to the left and you can and then move forward slowly. You will see an enemy stationed on a mounted machine gun. Next to him is an explosive barrel. Get the picture? Shoot the barrel and kill the machine gunner.

Head past the machine gun and grab the Small Medi-Pack nearby. Just to the left you will find the munitions stockpile. Drop a grenade next to them (lightly tap A) to blow them up. Sub-objective done.

F i n d D o c u m e n t s

Go back to the machine gun and you will be ambushed by the enemy. Mount the gun (L) and use it to flatten them. Once you have done this, head over to the right. There are a couple of enemies patrolling here. Either use your Grenades (harder) or go in all guns blazing (how I would do it). As soon as they have been dealt with, use a Grenade or the Demo Charges to blow open the nearby door.

Go through the door and you will meet a couple of Germans. Kill the one on the left first, before moving to the guy on the right. Now, follow the path to the right and go into the open building here. Inside you will find Ammo.

Leave the building and continue to the right. There is another enemy soldier here. Kill him and continue along the path. At the end, you will come to a Medi-Tent, where all of your health will be restored.

Go back along the path, then head to the left. There is an enemy patrolling up and down here. Wait for him to turn his back then nail him. In the open building nearby there is a Large Medi-Kit if you require it. Head over to the left.

In this area you will be ambushed by a mid-sized group of Germans. Not much I can say here other than; Shoot them. Once you have dealt with them, go into the open building. In here is a Large Medi-Kit.

Press on and you will come to a market-place, which is being patrolled. Hide behind the stalls until one of the soldiers makes the mistake of turning his back on you. Then shoot him in the back. Kill any other resistance and move forward. There is a fork in the path here. Take the left hand fork.

Advance slowly and you will see a guy on a mounted machine gun, but he won't see you. Try and take him out with a Grenade. Once you have done this, take on the other soldier next to him.

Further back, there is a grenadier stood at the top of some steps. Shoot him before he can harm you. Up here there is a Large Medi-Pack, but unless you are desperate, don't collect it yet.

Head toward the open building and you will be met by a group of Germans. Quickly man the machine gun and make them eat lead. Now you can grab the Medi-Pack if you need it. Go into the building and grab the Desert Map Documents. Sub-objective complete.

S e c u r e F o r t r e s s

Go back to the fork in the path and take the right hand fork. Move forward slowly and you will see two enemies without them seeing you. Take them out with your Thompson/Garand.

Go over to the right and kill the grenadier at the top of the steps. Go into the building on the right. In here you can change your weapon set again if you wish. Either the Thompson/Grenades or the M1 Garand/Demo Charges. I still like the Thompson, but what ever floats your boat.

Leave the building and head back to the left. Blow open the door with your choice of explosives. You will now be in a bigger market place. Walk directly ahead and man the machine gun.

Enemy soliers will now appear to your left and right, as well as in front of you. Swivel around and take these bad boys down. Once you have destroyed them all, you will have completed this objective.

S e c u r e L i g h t h o u s e

Head over the the top left of this area and you will find a Large Medi-Pack. Now, blow open the door with your explosives. On the other side is a building, in which you can change your weapon set. As well as the usual Thompson/Grenade, M1 Garand/Demo Charges sets, there is an additional one. You can use the more powerful BAR and take less Grenades (5). I prefer the BAR above all the other weapons so I usually use this. However, in this situation Grenades are more useful, so keep hold of the Thompson and the 10 Grenades.

Once you are ready, progress forwards slowly. There are two Germans behind a wall of sandbags nearby. If you stay far enough back, you can hit them with a Grenade without retaliation. If they do see you, then best break out your gun-of-choice.

Advance forward again and you will see a single solider on the left. You can easily take him out with your gun. Futher ahead, there is another solider just to the left. Keep him off-screen until you are ready to shoot him, then move forward and get the job done. If he sees you, watch out because he is a grenadier.

Behind the grenadier, there are two machine gunners. Your best option is to keep them just on screen, and throw Grenades at them. Once they are gone, take on the remaining solider to the right. Grab the Large Medi-Pack nearby too if you need it.

Go toward the lighthouse and make as though you are going up the steps. A group of Germans will now come and rush you. Quickly man a machine gun and rip them to pieces. Once all resistance has been quashed, enter the lighthouse. Mission Complete!

M a i n O b j e c t i v e s

- Protect the USS Dallas

P r o t e c t t h e U S S D a l l a s

On this level you will take up a first-person view. As the screen scrolls you will have numerous enemies to contend with. Move the cross-hairs around with the D-Pad and shoot with A. As you use the gun, the cross-hairs will bounce around almost uncontrollably. To counter this, hold L to steady your aim. The best idea is to move quickly to a target, before holding L and taking it out.

In various parts of the level you will see Medi-Packs. Shoot them for a health-boost. You can kill most of the enemy soliders without too much trouble, but if you come across a large group of them, you can press B to fire a grenade. This should take out the entire group.

When you come across a tank you should move to destroy it quickly. Hit it with a grenade or a barrage of gunfire. To be honest they're not all that strong so they won't cause you too much hassle.

At times you may see big guns in the mountains. Surprisingly, you can hit these with your machine gun. Just steady it using L and let loose. Eventually the guns will be destroyed. If you have a grenade ready, these work as well.

As you go deeper into the level, you will find soliders hiding in bunkers. Steady the machine gun and take them out. You will also get soliders that will throw grenades at you. You can shoot these out of the air. Follow the grenades path and shoot like hell when I appears in front of you. This will stop you losing health.

L e v e l 3 : A i r R a i d

M a i n O b j e c t i v e s

- Infiltrate Airbase
- Destroy Ammo Dump
- Destroy Aircraft
- Destroy AA Gun

S u b - O b j e c t i v e s

- Find Flight Documents
- Destroy Fuel Tanks

I n f i l t r a t e A i r b a s e

Stealth is the name of the game here. If you are seen by the enemy, an alarm will sound, which means more Germans will appear. This means more work and more effort so try and keep a low profile, yes?

Head forward and take the path to the left. Here you will see a guy patrolling the area. Hide behind the trees and wait for him to turn his back on you. Quickly run up to him and press A. This will use your melee attack instead of firing a round of nasty, loud bullets. Stealthy.

Head forwards but watch out for the search light. If it lands on you then the alarm will be sounded. There is another German patrolling nearby. Again, wait for him to turn his back then finish him with your melee attack.

F i n d F l i g h t D o c u m e n t s

You should now be at the entrance to the airbase. There is a guy patrolling here and he can easily be dealt with. You now want to head over to the left. Usually there are quite a few enemy soliders around the area. If you can take them out without event or avoid them all together then do so. Just be prepared for a bit of action if you get seen.

In the first building on the left you can change your weapon set. It's the usual Thompson/BAR/M1 Garand choice. I like the BAR here. Grenades won't really suit your purpose here but a whacking great gun will.

Leave the building and head north (that's up). In the building here you will find the Flight Documents.

D e s t r o y A m m o D u m p

Leave the building and head on over to the right. Take on any resistance and go through the gateway here. Silently kill the nearby guard with your melee attack. Press on and there's another guard here. Chop him over the back of the head and go into the building on the left. In here is a Large Medi-Pack.

Exit the building and head south. Through the gateway there is a guard standing around. Give him a taste of your melee attack, but watch out for the search tower.

Just to the left you will find a tent. In here you can change your weapon set. I would suggest keeping with the BAR for the moment. Exit and head south. Here you will find a Medi-Tent. Once you are healed, go over to the right.

In this area there are a few search towers. Keep out of the light and hit the guy in front of the first one with your melee attack. After this point it's probably going to be too difficult to keep a low profile, so go in all guns blazing on anyone who crosses your path.

Move through the gateway and the camera will pan over to a nearby aeroplane. When the action returns to you, there will be enemy soliders attacking from behind. Quickly run forward and go through the nearby doorway.

You will now be in a bunker of sorts. Hit the guy in front of you for a stealth kill, then collect the Large Medi-Pack. Take out the next couple of enemy soliders in the same way if you can. When you reach a doorway in the northern wall, go through it.

There are three enemy soldiers in here. A Grenade or two may help you here. Once the area is clear head to the right and blow up both of the weapons dumps using your Grenades. Once you have done this, a small group of German soliders will make their way toward you. Stand in the entrance to the room and take

them down. Once the resistance has been deal with, go back out into the corridor and move to the left.

Go down the turning in the south wall and kill the guy in here. Use a Grenade to destroy the last of the weapons to complete this objective.

D e s t r o y A A G u n

Grab the Ammo from this room, then head back into the corridor. Follow take out any resistance and follow the path around. In the next room there are a couple of Germans, but you can rush them and they will be dead before they can react. Press on through the room and along the corridor. There is a final enemy soldier at the very end of the corridor. Go through the door next to him.

You will now be back outside. Just to your right there is a German sat at a mounted machine gun. Sneak behind him and give him a quick chop on the back of the head. Now, there is a tent to your left where you can change your weapon set, but don't go in there just yet.

Instead, head to the left (along the road). You will come to one of the fuel tankers that you need to blow up. Leave it for now. Stay to the right of it and go north until you reach the buildings here.

Hug the buildings and the nearby guards won't see you. Tap down on the D-Pad so that they come into sight. Now, let loose a few rounds and take them out. This is where the trouble will start. You need to go on the rampage and kill everyone in the area. If you need health or ammo, both can be found in the building nearby.

You should now see the AA Gun to the left. You need to Bazooka to destroy it, so go back to the east, to the tent where you can change your weapon set. Select the Pistol and the Bazooka.

On your way back to the AA Gun, destroy both of the fuel tankers nearby. This will help you with that particular sub-objective. Anyway, shoot the AA Gun to complete that objective.

D e s t r o y F u e l T a n k s

The final two objectives are synonymous with each other. However, you need to make sure you destroy all of the fuel tanks before the planes. As soon as you shoot both planes, the mission will end and you will not get the chance to complete any unfinished sub-objectives.

For now, go to the very east of this area. Here you will find a fuel tanker and an aeroplane. Once these are a pile of burning twisted metal, you can head on back through the bunker. Watch out for any resistance on your way to it.

On the other side of the bunker, you should head to the left and go into the tent here. You can change your weapon set to any one of four (Thompson/BAR/M1 Garand/Bazooka). Personally, I'd stick with the Bazooka. You will have 8 rockets with it. That's one of a fuel tanker, one for the plane and six to deal some damage to the enemy soldiers. Should be enough. Even if it isn't you can always come back here and reload. Shoot the fuel tanker in the north of this area. Sub-objective done.

a bit of protection and take on all comers.

Once the coast is clear, head forward toward the cart with the hay in it. Further ahead and just to the left is a soldier stood around. Go and whack him around the back of the head for a stealth kill.

There are a couple more guys here and you'll probably have to break your gun out. Once they are in the ground, press on. In the next area there is a pile of boxes on the right. Hide behind them before silently taking out the nearby guard.

Further ahead there is a building where you can change your weapon set. The choice is between the Thompson and the BAR. Keep the BAR and leave. Very closeby there is a guard in green uniform. Kill him with your melee attack then head north.

Stay close to the building and the soldier that is patrolling east-to-west and back again won't see you. Run up and take him out silently. However, the search light can be a pain in the ass here, so watch out. Head north here and you will complete the objective.

C o l l e c t D i e s l e r ' s D o c u m e n t s

In the building just to the north you will find the documents.

I n f i l t r a t e D i e s e l e r ' s H Q

Leave the building and head north. You will now be in an urban area. Move forward a little and you will see a group of German soldiers. Throw a grenade into the middle of them, then quickly equip your gun to take on any survivors.

In the building just to the right of the group, you will find a Large Medi-Pack. Leave the building and come back south. Now, along the road to the left. Go up the steps here and you will see a soldier patrolling up ahead. Wait for him to turn his back, then whack him with your melee attack.

Nearby there is a small building with a Small Medi-Pack and Ammo inside. Exit and head along the road to the right. Just around the corner you will see a small group of Germans. Wait for them to turn their backs, then hit them with a Grenade. Mop up any survivors with your gun.

The explosion will no doubt set off the alarm. Take cover behind the boxes to the right. Wait for any reinforcements to appear and kill them when they do. When the coast is clear, you can head into the house on the left. In here there is a German soldier with his back to you. Move forward and kill him with your melee attack. Grab the Small Medi-Pack before leaving.

Head a short way up the road and the camera will pan to the HQ. Just up ahead there is a guard patrolling. When he turns his back, waste him. Advance along the road and you will see a group of Germans gathered behind a car.

Stand on the opposite side of the car and throw a Grenade at them. This should take them all out, but will also alert your presence to others. In the nearby building, you can change your weapons (to the Thompson or BAR). In the far right of the area there is a Large Medi-Pack.

Stand next to the car for a little protection and take on anyone who comes to meet you. Once the coast is clear, you can go up the road to the left of the

open building.

Stealth is very important in the upcoming section, so try and keep a low profile. Going in all guns blazing here can be very ineffective. Go over to the left and hide behind the wall of building that is jutting out. You should just be able to see a guard patrolling up ahead. Stay behind him and use your melee attack for a stealth kill.

Go past the barrier and hide behind the car on the left. On the other side of the car is an enemy soldier. Wait for him to walk over to the left, then silently take him out.

Inside the nearby building is a Large Medi-Pack. To the right of the building is another guard pacing back and forth. Wait for him to move to the right, then stab him in the back. You can now head into the HQ, which is just ahead.

F i n d S e c r e t D o c u m e n t s

As soon as you enter the HQ, there will be a large group of enemy soldiers waiting for you. Quickly take out the one in front of you and the one on the right.

Head to the left and there will be a Officer hiding behind a piano. Shoot him and grab the nearby documents. Sub-objective done.

R e n d e z v o u s W i t h D i e s l e r

There will probably be a couple more guys to deal with over to the right. Just gun them down, but watch out for the grenadier at the top of the stairs. Once the area is clear, head up the stairs. Go to the left and you will see one guy left. This is Diesler. Walk to him to complete the mission.

Level 2 : Escape

M a i n O b j e c t i v e s

- Secure Town
- Escape To The Airfield

S u b - O b j e c t i v e s

- Find Secret Documents
- Destroy Munitions

F i n d S e c r e t D o c u m e n t

Head forward and get a little cover behind the fountain. A small group of enemy soldiers will advance. Hit the explosive barrel to the right to take a couple of them out. Stay behind the fountain and take the rest of them out. You should be able to take them all out without taking too much damage. If you're good with Grenades then these can help you too.

Once you have cleared the area, head north. On the next screen head forward

and hug the building here. Go to the right and kill the nearby guard with your melee attack. Now go into the house here and grab the Small Medi-Kit. Next, go up the path at the side of the building.

Follow the path here over to the left. Shoot the German who is stood at the end of the path. Go into the building and grab the Ammo in here. Head back down the path and follow it all the way to the right. Sneak up on the guy at the end and stab him in the back.

Walk to the right and you will be met by a lot of enemy soliders on the bridge. Stand at the most northern part of the bridge because that's where the first attack will come from. Ignore the Grenades for now and just gun down anyone in sight. Get out of the way Grenades that are aimed at you.

The last guy to appear will be holding a Bazooka. Either hit him early so he can get a shot off, or avoid his first shot and take him out whilst he is reloading. Once the area is clear, proceed to the right.

Go past the car and you will see a guard just standing around. Hit him with a Grenade if you are good enough with them, or just gun him if not. A little further up the road there are a couple more soldiers. Take them on, then head up the narrow path on the left.

A German will appear out of a house here. Shoot him in the face. Now go into the house and grab the Large Medi-Kit. Leave the house and head to the right. Stand facing north just to the right of the first lamppost. If you throw a Grenade as hard as you can from here, both the German soliders ahead will be killed.

Go to the right and take on the soldier here. If you go into the nearby building you can change your weapon set. The choice is Thompson/BAR/Bazooka. You should get the BAR here. The Bazooka is effective, but there aren't enough rockets about and you will easily be overwhelmed if all you have left is the Colt .45.

Head down and to the right and you will be advanced on by a group of Germans. Throw a Grenade just in front of you and they will run into it. Quickly take out the BAR and finish off any survivors. Now follow the road down and kill the any resistance that comes to meet you.

Take the path to the left. Keep moving to the left and you will see a guard facing the opposite way. Hit him in the back with your melee attack and grab the Small Medi-Kit nearby.

Go back over to the right and take the upper path. Follow this around and hit the two guards at the end with a Grenade. Now go into the house nearby. You will find the secret documents in here.

S e c u r e T h e T o w n

Go back onto the original road to the south. Down here there is an enemy solider. He is stood alone to the south. Hit him with a Grenade. If you took the left hand path without much hassle, there might be a couple of Germans on the left. If there is, then you know what to do. Proceed to the left and there will be a single solider. Waste him.

You should now see a mounted machine gun just to the left. Jump on it and a large group of Germans will advance on you. Cut them down with your machine gun fire. Once the coast is clear, make your way across the bridge.

Collect the Ammo in front of you. Just ahead there are a couple of guards. Rush them and you can take them out without being harmed. Go down the road, you will see a couple of guards just stood around. Hit them with a Grenade. Now go and collect the Small Medi-Pack next to them.

Go to the right and you will be met by a large number of Germans on the bridge. You should wipe them out with the BAR. When a soldier with a Bazooka appears behind you, shoot him before he hurts you. When the coast is clear, move on to the right.

Follow the road along and you will meet another couple of soldiers with Bazookas. The best thing to do is to let them take a shot, then quickly move out of its way. Whilst they are reloading you can shoot them.

Hit the machine gunner to the right with a Grenade. Mount the machine gun and chop down a couple of Germans. Go back to the left and head into the house here (kill the soldier on the way in). Inside is a Small Medi-Kit and some Ammo.

Go further to the left and you will see a couple of explosive barrels. Shoot them and go past. Grab the Ammo here then shoot the next couple of barrels. Gun down the soldier here.

Head to the right. Here there are a few Germans. Try and land a Grenade in between them. If this fails, break out the BAR and chop down the survivors. Continue up the road. Hit the single soldier on the right. Head into the house here. You may be tempted to use the Bazooka here, but trust me, this won't help. Keep hold of the BAR. Follow the path along the left of the house. Objective done.

D e s t r o y M u n i t i o n s

The idea here is to try and preserve your health. Press ahead and you will be met by three Germans. Gun them down. A bit further ahead there is a guy stood behind sandbags. Shoot him too.

Continue forward and you will meet a single soldier. Shoot him. Nearby there are a couple of grenadiers. These can be a real pain in the ass. Try and take them out whilst avoiding their grenades.

Once you have dealt with these bad boys, head to the left. There's a guy with a Bazooka here. Same idea, let him shoot and miss then waste him. Behind him there are a couple more soldiers. Kill them too, then destroy the munitions here.

E s c a p e T o T h e A i r f i e l d

Go into the building here and collect the Ammo and the Large Medi-Pack. Just to the west there are a couple of officers behind a car. Hit them with a Grenade.

Once you have dealt with these, head north. Watch out for the grenadiers that will come and meet you. Just shoot these bad boys down. After this there are a couple more soldiers.

Follow the path around. There are a lot of soldiers to take on as you make your way along here. I can't really say much other than they need to die.

S u b - O b j e c t i v e s

- Find Secret Documents
- Eliminate High Ranking SS Soliders

R e a c h B u n k e r

Head forward and keep moving to avoid the bombs being dropper from overhead. Once you have evaded this attack walk toward the sandbag bunker. Just ahead you will see three machine gun nests. From your positon, you can take out the left hand one with a Grenade.

If you stand just to the right of the sandbags, you can hit the middle machine gunner. Now, head as far to the left as you can, before moving north. There's a solitary solider that will come and challenge you. Take him out then press on.

In the nearby building is another solider. Gun him down and collect the Small Medi-Kit if you need it. Once you have dealt with him, go and stand in the left hand alcove of sandbags (the one without a machine gun in it). From here you should be able to hit the final machine gunner with a Grenade.

To the right you will see another German. Shoot him, but don't get too close. He is stood in front of an enemy building, which has a Bazooka in it. You will be shot on sight, so stand well back.

Walk a little south and to the right. You need to move very quickly or the Bazooka will hit you. Nearby you will see a tank. Press L to jump in it. Line up with the building and press A to shoot. Any hit will destroy it.

Jump out of the tank and head to the south. Watch out for the land mines and use the Medi-Tent if you need to. Go into the building on the left, which is the "Bunker".

B r e a k T h r o u g h E n e m y L i n e s

Leave the bunker and head back north. Jump in the tank and trundle over to the west. Go north up the nearby path here. Take out the two machine gunners, then jump out of the tank. Go a little way north and you will complete this objective.

F i n d S e c r e t D o c u m e n t s

In this area, there are a lot of buildings, most of them containing something of interest. Go into the first building in front of you and you can change your weapon set. You have the full selection of the Thompson/BAR/Bazooka/M1 Garand. As ever, I advise you to select the BAR.

Once you have had your pick, head left into the next building (which is slightly south). Along the way, you may meet a couple of enemy soliders. Stealth is the way forward here. Just avoid them as well as you can, but should you get an opportunity to stab one in the back, don't hesistate to take it.

In the second building you will find some Ammo. In next next building on the left there is a Small Medi-Kit. In the building north of this there is

nothing. In the building on the right is a Small Medi-Kit. In the next one on the right you will find nothing again.

Take out any more resistance that is in the area, before heading through the doorway in the north-west of the area. In this area there are a lot of buildings. Head into the first one on the left to grab some Ammo.

Leave the building and you can begin wiping out the enemy. Shoot one and more will come running. Take them all out and the area will be pretty much clear. Forget stealth. Just to the north there is a Medi-Tent.

There are two rows of buildings to the east. Start on the southern-most. In the first building on this street there is nothing. In the second there is a Small Medi-Kit. In the third there is nothing.

On the next street, go into the building on the left. In here there is an enemy soldier. Also in here are the documents.

E l i m i n a t e H i g h R a n k i n g S S S o l d i e r s

In the next building on the right is a Small Medi-Kit. Head to the right and you will come across another group of Germans. Don't bother with stealth, just gun your way through them instead.

There are a few more buildings here. Go into the grey stone one and you can change your weapon set. Again, you have the full selection, but I personally would stick with the BAR.

There is nothing in the building next to this. However, there is a Medi-Tent nearby. Probably there are a couple of enemy soldiers between you and the tent.

Leave the tent and head north. There's nothing in the other two nearby buildings. Head over to the right and you will see a small blue building. In here is an enemy officer, so be ready to shoot him.

Exit this building and head directly north. Go through the door here and you will be met by the "High Ranking SS Soldiers". Kill them to complete the sub-objective.

I n f i l t r a t e a n d S e c u r e R a i l D e p o t

Go back through the doorway and head to the west. There is a control barrier here. Use the Medi-Tent if you need to and you could also go into the Ammo Building to top up your ammo. When you are ready, pass beneath the barrier.

There are a couple of mounted machine gunners just ahead of you here. Don't engage them, instead go into the building on the left. Shoot the officer in here. Leave the building then gun down the grenadier on the left. Now head into the second building. In here you will find a Small Medi-Kit.

Leave the building and head back towards the control barrier, keeping as far away from the machine guns as possible. Take the machine guns out using grenades. Shoot the grenadier on the right and you should be good to progress.

You will now enter the rail depot area. There are a few grunts around here. Take them out and collect the Small Medi-Kit on the right. Once you are ready, head over to the left and prepare for a big battle.

Now, you will be descended on by A LOT of enemies. The trick here is to try and take them out nice and early. Try to keep running around as to avoid being bogged down.

There are a couple of Small Medi-Kits and some Ammo kicking around if you need them (you will). You need to do everything you can to conserve your health. It's not worth taking out a lot of enemies if it will cost you a lot of life. Instead try to pick off individuals that have been separated from the group.

There will be a few grenadiers here. You CANNOT be hit by their grenades. Maybe you can withstand one, but any more and you won't have enough health and you will be easily overwhelmed. Take them out as soon as possible. Melee attacks are good for this, because the grenadiers won't have time to pull out their guns.

Eventually an officer will come to challenge you. Take him out and you can finally advance to the left. Watch out for the German in the rail truck here. If you are low on health, it's probably easier to pass behind him. Once you move past the train, you will complete this objective and the mission will be complete!

Level 2 : Unexpected Party

Main Objectives

- Destroy all opposition

Destroy All Opposition

As ever on these FPS missions, all you really need to do is shoot everyone and everything in sight. Don't bother steadying the machine gun, just send the crosshairs whizzing about the screen, making sure you gun down anything that they pass over.

There are a lot of barrels on this mission and it is important that you don't waste them. Don't forget that if you shoot one, then hit it again whilst it is in the air, a grenade or a Medi-Kit will be released. If you use these up too early, you will not last the distance.

The machine gun should be sufficient to take out most enemies, but in some instances, the grenade will be the more useful. Taking down tanks or large groups of enemies is made easier with the grenade.

Should a tank get a shot off, or a grenade is thrown at you, it is important that you shoot it before it lands. Track its movement and shoot it before it hits you in the face. Failure to do so will cost you a lot of health.

Other than this, just try and last until the clock has run down. Once it is at 0:00 you will complete the mission.

Level 3 : Stealing The Fire

Main Objectives

- Secure Ruins
- Destroy Tank Repair Depot
- Destroy Panzer Division

Sub-Objectives

- Destroy Reinforcement Tanks
- Destroy Munitions

Destroy Reinforcement Tanks

Go forward a short way and use a grenade to take down the machine gunner. There's probably another soldier kicking about too, so shoot him while you are at it. You should now carefully pick your way through the minefield.

On the other side there are a couple of Germans. Shoot them down and head into the nearby building. As it happens, this is an Ammo Building. As always, I will advise you to select the BAR.

Just to the south there is a soldier defending a tank yard. Kill him and move into the yard. Use your grenades to blow up all the tanks here. Once you have done this, the first sub-objective will be completed.

Destroy Munitions

Leave the tank yard and get some more ammo. Now, head to the right. Follow the path around and a few Germans will emerge. Gun these down and go through the nearby door.

Inside here you will see a munitions dump on the left. Blow up it up with a grenade. Once this is done, move forward into the next room. In here, enemies will come and attack one at a time. Shoot them all in turn and after the fifth one you should be able to advance.

Move along the corridor and shoot the guy here. Further along you will find a Small Medi-Kit. Grab this then kill the officer with a melee attack. Move forward into the next room and shoot the soldier here. Blow up the munitions dump with a grenade. This will complete the second sub-objective.

Secure Ruins

Walk into the next corridor and shoot the guy in here. Kill the bloke at the end too before exiting through the nearby door. As soon as you emerge, you will complete this objective.

Destroy Tank Repair Depot

In the building on the right you can change to the Thompson or stick with the BAR. Although I generally stick with the Browning, it is important that you have plenty of grenades for the next but, so make sure you pick up the Thompson. Nearby there is a Large Medi-Kit. Don't just go wading in for it, because there's a German on a ledge not too far away. Shoot him then collect the kit.

Just to the right is another solider on another ridge. As you move further down the ridge, you will see more and more. It's kind of like a "Run The Gauntlet" situation. Just shoot the bastards. Once you have passed them all by (i.e. killed them) you will reach a tank. Hop in.

Follow the road downwards and eventually you will see a solider on the right, next to a barrel. Run him over or shoot him, but watch out for the enemy building just above. Line yourself up and blow the building to smithereens.

Move past this building and stay as far to the right as you can. Directly in front of you is another enemy building. Blow it up and run down the nearby solider.

Just to the left is another enemy building. Line yourself up and shoot it. Once this has been dealt with, move past the machine gun. Run over any soldiers around here. Move between the buildings and you will see the next building in front of you. Shoot it from a safe distance.

As you move past it into a more open area, you should be wary. There are a few machine gunners around here, as well as the Panzer Division. These bay boys can really damage your tank with their rocket launchers.

You should basically charge around, shooting the machine gunners and running over the free-moving enemies. This will work well, but you need to watch out for the enemy buildings. There are three of them here and you should make destroying them your priority. Don't forget that you don't have to shoot the side of the building that the gun is sticking out of. Shooting any side will blow it up.

Should your tank get destroyed, you're pretty much boned. However, you can still take down the buildings without it. To do this, you will have to use grenades. Make sure you are far enough back so that you won't get shot, then throw a grenade over. Hopefully you will judge it right and the building will be destroyed.

If you run out of grenades, you are even more boned. Try to use the machine guns in front of the building. This DEFINITELY won't work through so you will be dead.

Anyway, hopefully avoiding the situation that I just explained, you can follow the path upwards once all three buildings have been reduced to rubble. Right in front of you on this path is the next enemy building. If you have the tank you can easily blow it up. If you don't, then it's time to break out the grenades.

Run down or shoot all the enemies in this area. There is a Small Medi-Pack in the top right of this area. In the north of this area there is an Ammo Building. You can revert back to the BAR here if you like. Head to the left and here you will find a shiny new tank.

Hop in and head into the yard on the left. Run down any enemies in here. You should now blow up all the tanks in the yard. You can use the tank to do this, but don't get too close as you are blowing them up, otherwise you will damage your own tank.

Once all the tanks are destroyed, this objective will be complete.

D e s t r o y P a n z e r D i v i s i o n

You can now leave the yard to the left. Run down or shoot any enemies around here. Head south and try to pick your way through the minefield. Take the tank into the base here.

This is where the Panzer Divison will ambush you. Try to run down or shoot as many as possible before your tank is destroyed. After they have blown it up, you will have to continue on foot.

You should use the same tactic you have used before for dealing with Panzers. Wait a second so they can lock onto you, then quickly move out of the way. This should cause the rocket to miss. You will now have plenty of time to take down your prey whilst they try to reload. After killing all of these bad boys, the mission will end.

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|           L e v e l 1 : T a i l G u n n e r           |
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M a i n O b j e c t i v e s

- Protect The Bombers

P r o t e c t T h e B o m b e r s

This is similar to the other FPS levels, but with a slight change. There are no enemy soliders to shoot, this time you are shooting down planes. As you see an enemy plane in the distance, you should begin shooting at it. The earlier you can get some shots in, the earlier you can bring down the plane.

You don't have another option weapon-wise this time, you just have the machine gun. In addition, you have no way of topping up your health, so you need to keep an eye on it.

The enemy planes won't begin firing at you until they are pretty close. You should try and take them out before they begin firing, thus minimising any damage that you will take. However, the closer they come to you, the easier they are to take down.

Basically, that's all I've got for you. Shoot the planes as early as possible and try to hold out until the time runs out. Good luck!

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|           L e v e l 2 : M i s s i n g i n A c t i o n           |
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M a i n O b j e c t i v e s

- Secure Crash Site
- Secure The Radio Post
- Protect The Farmhouse

S u b - O b j e c t i v e s

- Retrieve Downed Plane Documents

S e c u r e C r a s h S i t e

You will see a yellow path nearby. Follow it round and you will see a couple of Germans. Take these bad boys out with a grenade. Head into the nearby Ammo Building. You have the usual Thompson/BAR/Garand choice. Pick your favourite and head out.

Go back over to the left and follow the route upwards. When you reach the next piece of wreckage, you will be descended on by enemies. This can be kinda a difficult situation to manage. Just keep moving to avoid being shot and gun down anyone in your way.

Once you have killed the initial wave, the second wave will move in. There are four more Germans to take down here. Once they are gone, this objective will be completed.

R e t r i e v e D o w n e d P l a n e D o c u m e n t s

Head to the right and go into the building here. Inside you will find a Large Medi-Kit. Grab this, then go back over to the left and follow the path northwards. On the left there is a group of explosive barrels. Blow them up, then go down the route to the left.

There are a couple of guards down here. Either shoot them or use a grenade. Once they are gone, move behind them and pick up the documents.

S e c u r e T h e R a d i o P o s t

Go back out onto the path and head north. You should head through the fence here, but be warned, you are about to be ambushed by enemies. Get ready to gun down the two that emerge from the nearby building.

Stand next to the building and use it as protection as you shoot the guys on the left. Once they are all gone, this objective will be completed.

P r o t e c t T h e F a r m h o u s e : P a r t 1

Inside the nearby building is a Small Medi-Kit. Just further into the compound is an Ammo Building. Make your choice and continue forward. Leave the compound and you will see a couple of stationary soliders on the left. Catch them out for a surprise kill and follow the road to the left.

At the end of the road is a Small Medi-Pack. Follow the road all the way over to the right and shoot the solider here. Grab the Ammo, before taking the yellow path northwards.

As soon as you are on this path a large group of enemies will appear. You need to be quick and effective at taking them out, otherwise you will be overwhelmed. You may be tempted to use a grenade, but this is ill-advised. You won't have time to throw it before you are six feet under. If you get up close

and personal, melee attacks will work well here.

Once you have worked your way through these, continue north. You will now have a choice of three directions to take. Personally, I would advise you to take the right fork, because you get to drive a tank. However, I have given you a walkthrough of each route below.

P r o t e c t T h e F a r m h o u s e : L e f t F o r k

Take the left fork and you will see a mountable machine gun. Quickly go over and jump on it. Shortly after, enemy soliders will begin to appear. Cut them down with the machine gun.

After a couple of waves, two Panzers will appear. If you don't take them out straight away, you should leave the machine gun before you get hit by a rocket. Run around to avoid being hit, then take down the Panzers whilst they try to reload.

Once all the enemies have been disposed of, advance forward. Pick your way through the upcoming minefield. On the other side you will find a Large Medi-Kit. Head to the right and you will meet up with the other routes.

P r o t e c t T h e F a r m h o u s e : M i d d l e F o r k

Head forward into the ploughed field. There are 3 Germans in here. They shouldn't be too hard to take out, but watch out for the mines that are scattered about. Once through the field, you will be faced with an area of open ground.

Make your way forward and you will see the shadow of a bomber pass overhead. Run forward and zig-zag if you have to as to avoid the bombs. Once you are through this area, you will find a Large Medi-Kit. You will now join up with the other routes.

P r o t e c t T h e F a r m h o u s e : R i g h t F o r k

In the building here is a Large Medi-Pack. Leave it there for a moment if you have enough health. Go to the right and the camera will pan, giving you a view of the small army that you are about to face. Probably you are worried at this point. Don't be.

Head to the right and then move south. Down here you will find a tank, defended by a single guard. Kill him with a melee attack and jump into the tank. Head north to take on the army.

There are a lot of Panzers around here that can cause your tank a lot of damage. Forget about shooting the soliders, just run them down. You should be able to mow them all down before the tank is destroyed. Once you have wiped them all off of the face of the earth, collect the Large Medi-Kit from the building. Leave the tank behind and head to the north.

As you enter the ploughed field, you will see the shadow of a bomber overhead. Make laps of the field to avoid the bombs. Eventually, the bombs will stop and you will be free to move north. You will now meet up with the rest of the routes.

Now that the route has joined up again, there should be at least two Large Medi-Kits kicking around. Move toward the centre of the area near the well. Once you reach here, many enemies will attack. You shouldn't have too much trouble gunning them down.

Once the enemy forces have been squashed, collect a Medi-Kit to top up your health. Now go through the wall. There's a tent on the left hand side where you can change your weapon set. This time you can use the Bazooka. This isn't the best idea because you'll need to be quick on your feet for the upcoming battle.

Once you have chosen your weapon (again, I like the BAR) stand outside the tent. Get as close to it as you can and face northwards. Throw a grenade at full power and this should kill a nearby enemy. Now, select your gun and walk to the right. On a ridge here you should see another enemy. Gun him down.

Look at the path that leads upwards. It's littered with landmines. There are Germans waiting to attack you on both sides. Up until this point, I've never insisted that you use the R button to lock the position that you are facing. However, it's pretty much essential here if you don't want to get blown up.

Press up and left then hold down R. This should make your guy face diagonally to the left. Now make your way past the first two mines on the right. You should soon see a soldier on the left. Line yourself up and shoot him.

Next, you should lock your guy to face diagonally up and right. Pass the next two mines on the left. Line yourself up and gun down the guy on the right. Continue using the method that I just described until you have made your way along the ridge and onto the next screen.

Head through the wall into the next area. This is the final area of this level. Basically all you need to do this kill all the enemies and stay alive. As soon as you enter the area, for enemies will appear, one of them being a Panzer.

Quickly run to the right and get between the building and the wall here. This will provide some protection for you. Just wait for the enemies to appear in your eyeline, then shoot them down.

Once the first wave has gone, you will have a brief few seconds before the next wave appears. Just to the north you will find a Small Medi-Kit. There are two additional Small Kits in the north-east and north-west of this area.

The second wave will be the same as the first (i.e. one Panzer and one officer as well as two grunts). You should take them out as soon as possible, with the priority being the Panzer. Watch out though, starting with this wave, enemy bombers will routinely fly overhead. You should keep moving to avoid the bombs.

After you have dealt with an addition two waves (both made up of the same stuff) the mission will be completed!

Level 3 : Lone Wolf

M a i n O b j e c t i v e s

- Destroy Refuelling Depot
- Destroy Radio Mast
- Destroy Railway Bridge

S u b - O b j e c t i v e s

- Find Secret Documents
- Destroy Munitions

D e s t r o y R e f u e l l i n g D e p o t

Slowly make your way over the bridge and as soon as you get to the other side, go onto the grass on the right. From here, you can see an enemy building with a machine gun. Throw a grenade at it and it will bounce inside and explode. You can now safely move forward. It's a good idea to go right past the building to avoid the landmines.

As you approach the second bridge, you will see a German on the other side. Either shoot him or use a grenade. This will alert the other soldiers nearby. There are three enemies on the left to deal with. Try not to get stuck in a pitched battle with them.

Once the coast is clear, head into the Ammo Building. Select the BAR. If you are low on health, there's a Medi-Tent to the far right. If you edge slowly towards the entrance of the depot (near the barbed wire) an enemy building will come into view. Use a grenade to blow it up.

Edge forward again towards the gap in the buildings. You will see another enemy building. Break out the grenades then gun down any soliders in the square. You can now jump in the tank.

See the fuel tanks to the left? Keep well back and lock the tanks positon (R) so that you are facing them. Hit them with a rocket to complete this objective.

F i n d S e c r e t D o c u m e n t s

Stay in the tank and exit the depot. Use the Ammo Building and the Medi-Tent if you need to. Now, move north along the path to the right of the depot. Line the tank up so you will pass between the landmines. There is a long line of Panzers. Here. You should be able to run them all over before they destroy your tank. You will have to vacate the tank before moving to the next area.

Head forward and follow the path to the left. Shoot the nearby solider and the guy that comes to back him up. Now, head to the top right of this area. There is a white building here. As you move towards it, a German will emerge, so gun him down before he knows what happened. Head inside and collect the documents.

D e s t r o y R a d i o M a s t

Go back towards the south of the area and there will probably be a couple of enemies to deal with. In a ploughed field there is a Small Medi-Kit. Collect it, but watch out for more enemies on the left. Once the coast is clear, you

have a choice. If you need ammo, go back to where you entered this area. There's a track on the right hand side that will take you to an Ammo Building. If you're good for ammo, head to the left.

There are some mines here. If you look a little north, there's a guard. Don't be afraid to gun him down. Unfortunately, he has two friends and they will no doubt position themselves in awkward positions. Line yourself up with them, then rip them to bits.

The area being clear on enemies, make your way past the mines. Here you will find some more Ammo. Follow the path along until you reach the open building. As you approach, an enemy soldier will appear out of it, so be prepared for him. Go into the building and collect a Small Medi-Kit.

Leave the building and blow up the radio tower outside using a grenade. Job done.

D e s t r o y M u n i t i o n s

Follow the arrow northwards. Ignore any stationary enemies and run to the left. Just to the north you will see a couple of guards at the top of some steps. Use a grenade to take them down. Go into the Ammo Building here. You should stick with the BAR here, because there is a lot of gun fighting to be done.

Leave the building and head back over to the right. Throw a grenade at the two stationary guards. Hopefully, you will take them out, but if you don't run back to towards the Ammo Building. Wait for them to come around the corner and gun them down.

Go back to the right and take out any remaining enemies. Don't forget the guy on top of the wall. You're probably running a bit short on health here but it's tough because there's none to be had. This is a shame because there are a lot of enemies ahead of you.

Between the two sets of steps there are some boxes between the gap in the buildings. An enemy guard patrols this area, so use a grenade to take him down. Now, approach the stairs on the right slowly. You should be able to see the feet of two enemies. Throw a grenade at full power to take them out.

There are a final two soldiers in this area. You should be able to rush them to take them out. The munitions dump can be found on the right. Use a grenade to blow it up.

D e s t r o y R a i l w a y B r i d g e

There's an enemy building over to the left. If you pass within sight of it, you will be dead within seconds. You may need a couple of grenades for this bit, so head back to the Ammo Building and stock up.

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Go back to the square area. Press left and up and lock this position with the R button. You should face the enemy building and try to hit it from the right. This can be kinda awkward and you may hit the other buildings until you have the line right. Hopefully you will get it right and the building will be destroyed.

Head through the nearby doorway. Once through here, duck behind the boxes on the right. There are a few enemies around here, but nothing you can't easily

Once they are dead, go into the room. Shoot the explosive barrels to destroy the fuel dumps. Once this is done, collect the Large Medi-Kit before heading out into the corridor.

Go to the right then head down the stairs and you will see a room on the right. If you manage to piss off the guy nearest the door before you go into the room, the others will come and attack you too. This is where you can safely gun them down.

Once the area is clear, head into the room. In here, you can shoot the barrels to make the munitions dumps blow up. Failing this, use grenades. After destroying all the munitions you can collect the nearby Ammo before heading back out into the corridor. This objective should now be complete.

D e s t r o y C o m m u n i c a t i o n s E q u i p m e n t

Follow the corridor downwards and as you approach the door the camera will pan to a group of enemy soliders. Go through the door and drop a grenade down the stairs into the group of Germans. Hopefully this should work, but if not just gun them down.

Collect the Ammo from the top of the stairs before making your way down them. The path will now fork. Head down the left hand side of the screen. There will be a single soldier here, just waiting to be killed. After obliging, head past him and you will find a Large Medi-Kit. Use this if you need to and you can head back down the other fork.

Gun down the lone German here and a little further along you will see two more soliders on the right. Shoot them before they have a chance to react. If you go through the door here, you can change your weapons set. As usual, I like the BAR but make your own choice.

Proceed to the right and take out the enemy here. Make your way along the path and gun down the guy as the route turns to the right. Go up the nearby steps and collect the Ammo up here. Shoot the guy before you head through the door. Move forward and you will see a couple more Germans that require killing.

Once the coast is clear, you will probably notice some COMMUNICATIONS EQUIPMENT. Sound familiar? Stand right next to the equipment and face sideways. Drop a grenade and it will go off in front of one of the communications-thingies, destroying it. Once all four have blown up you will complete the first main objective.

L o c a t e D i e s l e r

Leave this room and go back down the stairs. Head down the path and shoot the guy here. There will be a turning to the right and you will see two guards facing the other way. Use a grenade or failing that, just shoot those sausage-muchers. Head forward and the camera will pan, revealing Diesler. Thus completing this object.

D e s t r o y D i e s l e r ' s D i n g h y

Head north and shoot any resistance here. Follow the path around and you should see the dinghy. Stand on the darker-coloured area to the right of it. Just tap A to drop a grenade right on it. Boom! Job done!

E l i m i n a t e A l l T r o o p s

Head down and mop up any more enemy troops. Hopefully all the remaining ones will be in this area. If not, you will have to backtrack and finish them all off.

Level 2 : Shoot Out

M a i n O b j e c t i v e s

- Survive The Onslaught of Diesler's Henchmen

S u r v i v e T h e O n s l a u g h t

This particular FPS level is hard. HARD. There are a lot more enemies to deal with and a lot less Medi-Kits to help you out. As the level starts, quickly gun down the odd soliders. It is important that you release the trigger button when you are not firing at anything in particular. Usually this doesn't matter but it does compromise your speed and accuracy and you can't afford to lose either of those things on this level.

Shoot the boxes and barrels twice to gain, Grenades or a Medo-Kit. Most of them contain Grenades, which is a pain because you will lose a lot of health on this level.

After a while, the screen will start to scroll to the right. Try and gain any power-ups that you can before any more enemies appear. Once the battle resumes you will quickly see that you are outnumbered. All you can do is try to take as many enemies out as you can.

You will probably see Diesler running in the background. Ignore him and focus on the job at hand. Don't forget that you can use your grenades. They are particularly useful against clusters of soliders.

In contrast, you should watch out for enemy grenades. Track their path and try to shoot them as they appear on your screen. Grenades will cause you the most amount of damage, so you should try to limit this.

With the time roughly on 1:20 remaining, Diesler will appear on some sort of gantry and fire at you as he crosses the screen. You need to shoot him as he moves along, so that he can't shoot you back. You know that you are hitting him when he flashes.

Hopefully you can withstand his attack until he moves off screen. Many more enemy soliders will move in for the second wave attack. Try to gun down a barrel or box here to hopefully find a Medi-Kit.

If you hold your own long enough, the submarine in front of you will begin to move. This period of quiet is your chance to hit a couple of barrels for some health. A small-ish skirmish will ensue after this, but you should have enough in the tank to run the clock down.

Level 3 : End Game

Max G.I. Mode

This is unlocked by earning all the Gold and Silver Medals in Campaign Mode. It is essentially the same game as Campaign, expect there are no extra lives, saves and you have only a single life. This is the IMPOSSIBLE mode essentially.

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Thank You's

- GameFAQs for hosting this.
- You, for reading my FAQ.
- People on the FAQ Contributors Board for everything FAQ-related.

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)		8) Contact Information			[CCFM] (
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My contact email is truly.dexterous@hotmail.com. Before contacting me see my guidelines below. Follow these and I'm more than willing to help you out.

Do

- Put the game name in the title of your email.
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