

WinBack: Covert Operations FAQ/Walkthrough

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Updated on Oct 22, 2002

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W I N B A C K - C O V E R T - O P E R A T I O N S
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Synopsis: Winbak is best described as Syphon Filter for the N64 and/or Play Station 2. You will need a \$15 controller pak to save properly, just like every other gawddamn game out there. On the PS2, this will cost you \$45.

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Section 100: Introducing Winbak to Idiots, I mean Rookies
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Game progression is fairly straight forward; go on where it's most heavily guarded. Laser traps, guards, etc. As always, there is a price for progress.

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Section 110: Modes Offered

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- Story -- (easy, normal, hard) Jean-Luc goes in and tries to regain the GULF System from the Crying Lions.
- Trial -- (normal only) Awarded after finishing Story mode on Hard. Jean Luc may re-enter each stage and try to finish it under time to unlock multi player characters. Unnecessary as a code unlocks all of them (see cheats).
- Max Power -- (easy, normal, hard) Just like Story mode, but Jean-Luc starts with all weapons "infinite." Clearly the best mode to play the game in. A code can unlock this mode (see cheats).
- Sudden Death -- (normal only) Just like Story mode, but one hit will kill Jean-Luc, enemies, boxes, bosses, etc. The most difficult mode to play in. A code can unlock this mode (see cheats). Makes bosses insanely easy or hard, and stages extremely difficult as one stray bullet will cause you to restart from the beginning of the stage or the last checkpoint.
- Tutorial -- (easy, normal, hard) Self explanatory.
- Versus -- (normal only) Multi Player Wang-Bang. Who want some Wang? Again self explanatory.
- Bot Mode -- (PS2 version only) Multiplayer with computer "bots." Console gamers like to use "sims," after Rare took Sid Meiers' term for AI entities and turned these peaceable civvie suckers into merciless, can't-miss-a-target killing machine in Perfect Dark. Bot Mode allows players to team against each other with bot help or fight against bots of varying intelligence. The customization is not as complex or varied as Perfect Dark, but is still a good way to train for fast running combat in Solo.

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Section 120: Control Options  
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- Sight Control -- (Reverse/Normal) Turok or Metal Gear Solid? Your choice but Turok controls feel more natural. This is vital as it affects how Jean-Luc aims his gun.
- Sight Speed -- (Fast/Normal/Slow) Put it on fast and leave it on fast. You need the speed as you combat large numbers of enemies and the speed allows you to "twitch" and get in head shots quickly.
- Camera Control -- (Reverse/Normal) You might want normal as then, it moves the camera and not the view.
- Camera Pan -- (Auto/Manual) Winbak's camera control is excellent, you only need left and right views, as the most dangerous enemies come in at ground level or below. Leaving it on auto gives you an excellent view on what's in front of you. PS2 version adds a "Normal" view, which is the equivalent of "Auto" on N64. "Auto" on PS2 does not allow you to swivel the camera unless Jean-Luc is stationary (or as the boogers say, 'Not moving.')
- Key Type -- (A/B/C/D) Choose the set that lets you fire and reload the most naturally and comfortably. My config is Type C on the N64 and Type A on the PS2.

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Section 130: Tactical Manuevers  
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"Very good Jean-Luc. You are doing well."

<Yuushi. Okay-da.>

The swing-out -- Winbak is based on cover; ideally, all gunfights make use of this feature. On later levels it may not be the case. Make use of it when you are outnumbered, i.e., facing more than one enemy.

The pop-up -- More useful than swinging out because it's faster and more often used in later levels when cover consists of crates. Press and release Z to pop up, fire and duck again. Knowing where your laser is aimed (use some common sense now) prior to popping up is the sure fire way to getting massive amounts of head shots.

The roll -- Used more often to get by the cheap death laser traps than avoiding gunfire. Use it as a quick dash to cross small stretches between cover; just remember you wind up just crouching after the roll, unmoving, unless you keep moving.

Hand-to-Hand -- Useful to bonk unalerted guards, but other than that, never fight bare handed unless you got a death wish. Ever wonder why Lara Croft never does that? Because she knows she's jail bait if she does, so she'd rather die honorably than lift up a pretty finger to defend herself.

Reloading -- The most important thing in this game. It's more important and more satisfying than sex with Lisa and Nancy, at the same time. Never reload in the open unless you killed everyone. One hit in the middle of a reload and you lose what ever was left in your clip and you get damaged, leaving you unarmed for the fight. ALWAYS reload your pistol and shotgun, and if you've found extra magazines, your SMG as well if you have 5 bullets or less in the clip.

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Secton 200: Inventory . . . nothing but your wits.  
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Items are easily identified by their incessant flashing and the big blue cursor when you get near. Some are picked up, most are switches or linked with movie sequences.

Jean-Luc starts with his brother's pistol, a big piece of obsolete crap, but it's his basic weapon. A fully loaded SMG and shotgun make up the rest of his starting gear. His job is to OSP some hot shit and hope it's enough to help him take out a Russian Infantry Battalion.

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Section 210: Equipment Run-down  
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.45 ACP Pistol -- Even looks like the Colt, with its 8 round clip. It can hold one extra round in the chamber (the indented bullet indicates the chambered round), you laugh at one bullet,

but on Sudden Death that extra bullet often means the difference between going to the next section or lying dead on the ground in a pool of your own urine.

\*\* On Easy difficulty, the pistol carries 6 more rounds, making it a decent firearm. 14 rounds plus 1 chambered. This gun is modelled after the Smith and Wesson 4506, Right down to the clip size and stainless steel finish. [Source: The Directory of the World's Weapons, Barnes and Noble, New York, 1996, 196 pgs.]

9mm SMG -- The Heckler and Koch MP5. Made in Germany by Heckler and Koch. It can carry 30 rounds and it has the longest target acquisition range, making it the best all around weapon. Unfortunately, ammo is scarce especially if you use it often. There's a trick at [sages.ign.com](http://sages.ign.com) that allows your pistol to aim at the range of the SMG. The gun can also carry one round in the chamber, although this is less of a concern than with the pistol. Surprisingly, this is the weapon of choice in Sudden Death when the big magazine and long range make it a definitive sniper's weapon. Highly accurate in the hands of trained security personnel; first seen in public when the British SAS stormed the Iranian Embassy. [Source: The Directory of the World's Weapons, Barnes and Noble, New York, 1996, 196 pgs.]

Shotgun -- stereotypical 12 gauge weapon. Has anyone used a 10 or even a 4 gauge before? Holds 8 shells in its tube, no more, no less. It fires 3-4 shards that do incredible damage at close range, literally killing most normal enemies with one shell. However, this same spread will cause its damage to thin dramatically at long ranges. In Max Power mode, this weapon rules in urban office warfare. It's use in Sudden Death is usually restricted to taking out several enemy guards at once when they cluster close together -- although not immediately apparent, the pump action of ejecting the empty shell and loading a fresh one delays Jean-Luc when he uses the swing-out firing technique. [Cannot identify real world counterpart. It is \*not\* the Franchi SPAS 12, which holds 7 shells. Jean's shotgun also lacks the elbow hook on the stock.]

\*\* The PS2 version shortens the target acquisition range of the shotgun, making it less of a great weapon unless the camera-capture & weapon swap trick is done.

Rocket Launcher -- on loan from the R.P.D., the M66 is strewn in three or four places in the GULF System Command Complex. They are few and far between, so use them judiciously -- i.e., taking out gun emplacements if necessary, and in certain conditions, bosses. I will note Rocket Launchers in the scouting report (below).

Silenced Pistol -- Why Jean-Luc can't carry extra clips for this weapon is a mystery. The .380 slug is less powerful than the .45, but its muffled report is more useful when you don't want to be seen or heard. It has only 7 rounds, so it's more for sniping than a standard firefight. In Max Power mode, it has a faster "reload" time than the regular pistol, so you may wind up using it as your primary weapon. [.380 round is also known as the 9mm 'Short' round.]

C4 Explosives -- Standard demolitions stuff. Set where Jean-Luc is, then he supposedly detonates it far away. Very little use, but can be useful when it comes to killing soldiers situated behind an entrenched position with an emplaced 50 caliber machine gun.

\*\* I use it to kill myself when I screwed up and need to go back to a Checkpoint. On the PS2, you will need C4 to bypass certain areas in Sudden Death, so I advise to be very stingy when using explosives. You may wind up with a "dead game" if you are not smart . . .

Flashlight -- Another useless piece of dink. Although the light trails look cool, your laser actually shows up better in the dark than in lighted areas. I use it to look good in front of girls, like Lara Croft ('Oooh. What a big gun there, ducky . . .')

\*\* You may switch the flashlight on and off with the D-right button on the PS2 version.

Key/Keycard/Bomb Detector -- The always changing third item. You need the key to unlock doors and, well, that's about it. Pay no attention to this spot, unless you care.

\*\* The PS2 makes the items look better though.

Medical Kit -- Restores 50% of Jean-Luc's health. Naturally hard to come by, they are often well hidden in later levels and are sometimes awarded by specific enemies. If the health meter is still green, do not pick one up unless you are near a Check point or unless the meter is near the halfway mark. They are used immediately and aren't carried like Lara's or Duke's medis.

\*\* Beware that some medis are placed as lures, esp. near laser traps. So, if it looks too dangerous, the medi is probably a lure. Also remember that medikits are useless on Sudden Death and only serve as lures.

Ammo Pouch -- In Story, Sudden Death, and Trial Modes, this little item will increase the amount of ammunition Jean-Luc can carry for the SMG and shotgun by one clip and eight shells per pouch taken.

\*\* Do well to find them all, especially in Story Mode, as the extra ammunition will definitely help Jean-Luc achieve success. Even on Sudden Death, don't skip the ammo pouches as having large amounts of ammunition allows missed shots and give you a sense of contentment as you blast wave after wave of soldiers with accumulated ammo.

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Section 220: Subtle details that might save your ass from getting killed  
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(1) When aiming, don't fire until Jean-Luc's laser steadies out or until the target stops moving. Just like in real life, firing throws his aim out of alignment and just wastes ammunition, not enemies.

(2) When aiming from a crouch, Jean-Luc aims higher than normal. Should you

make him snap out of his lock on (no green reticle), aim a shade lower so when he stands and fires, it will most likely result in a head shot.

- (3) Camera capture (C/down, triangle) would've been useful if no one else fired on you while Jean-Luc dealt with one target at a time. Use it sparingly and only when you are really facing just one person (Ryan, Duke, Gunt, etc). If you want, you can use it to quickly switch between who Jean-Luc aims at -- just be sure to switch it off before you move him, otherwise the camera's pan will throw off your sense of direction.
- (4) Consider using camera capture when the enemy is far off in the distance. Just like in real life, it will take Jean-Luc longer to acquire targets if they are far away rather than next to him. Camera capture forces him to eliminate the dangerous "Look" delay (Champion's Half-move PER Roll) which can be fatal in Sudden Death. Achieving a lock-on BEFORE you swing Jean-Luc around the corner to fire is a matter of life and death in that mode.
- (5) Let the auto-pan find your enemies; since Jean-Luc can only target an enemy in front of him, auto-pan makes a lot of sense. Use the C/rite & C/left to scour the area around you. Quick note: need to see what Jean-Luc sees? Tap R to switch the camera behind him (auto-pan only); it's faster and more reliable than double tapping the C/buttons to centre the view. On the PS2, Auto-pan will auto-face the camera if Jean-Luc budges a step. Conversely, press R3 to center the camera.
- (6) Enemies are preset, so remembering where they pop up is crucial in surviving the harder levels. Mandatory on Sudden Death. It's quite possible to avoid a lot of encounters by bypassing touchplates that activate enemies and by not back tracking into areas you've never gone to. Be observant and you'll find Winbak quite easy.
- (7.PS2) Enemies react faster, sight you farther away, and fire more. Also, note that the PS2 can spare the RAM to track each soldier's ammo count. This means that a guard who fires ten 3-round bursts will start to reload and a guard with a shotgun will reload after firing all eight shells. Keep this in mind for Sudden Death as you pass through. This does not apply to the N64 version because Redmond, WA supplied those soldiers with bottomless magazines.
- (8.PS2) Some enemy placements are redone just slightly enough to throw you off. Omega-Force has also decided to add in one or two more soldiers in each encounter to "surprise" you. Some encounters will have changed just enough to make you think, "What the f---?" in Sudden Death.
- (9.PS2) More Checkpoints were added, but this doesn't ease the difficulty of some later stages. This is why I kept to Max Power on the PS2.
- (10) When in doubt, you can always try running Jean-Luc past the guards while ducking and weaving in cover to exit a room or climb a ladder. The game's unique "screen fade out now" effect will wipe out the current batch of enemies while it loads the next. DO NOT however, try this in the area of Stage 30 with the laser traps and small rooms as they are a part of the big room. This only works in stages where the screen fades or if you don't plan on going back into that room again.

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Section 300: All right, I'll stay here while you scout on ahead ...  
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As mentioned before, Winbak is very straight forward, etc. but in the interest of making you feel like you didn't spend time down-loading an inferior guide, I shall endeavour to address specific points of interest (hidden/hard to get items) in all of the stages as well as emphasize anything else that I think you may find useful.

The whole game is highly subjective in a tactical sense and it will not behoove you for me to tell you when and where to jump, fire, etc. Rather than \*confuse\* you, I'll leave it up to you to decide your COA, as well as determine what weapons to use from the brief overlook of each stage.

Keep in mind Magazines and Shells are scattered everywhere, and unless you make Jean-Luc fire like the Speztnasz (or set the damn thing on Story Mode Hard AND fire like the Speztnasz) there should not be any ammunition difficulties. Use the pistol when you can get away with it (i.e., not get damaged too much or get killed on Sudden. Because the pistol does not kill people fast enough, use the SMG or Shotgun for large groups of people. Otherwise, progress will be slow and you will receive the worst ending.)

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Section 310: Reconnaissance Reports (The Grounds)  
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The Grounds  
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Primary Objective - Access the main control building and secure the Express Elevator to the GULF Main Control Room.

Secondary Objective - Rendezvous with any missing SCAT team members.

Grounds (1)  
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The long, metallic white container near the start where Jean-Luc jumps in to begin the mission is open at one end. Look carefully and you will see that you can go inside it and pick up a Magazine, Shells, and a Handgun w/Silencer.

The small building where a guard stands on its roof contains a much needed Ammunition Pouch (1 of 5).

When dealing with the Sensor trap past the checkpoint, it is possible to ignore the trap and muscle past it with some application of measured force. (Trying to force it on Sudden Death is suicide BTW). However, engaging to solve the trap will allow Jean-Luc to fetch his first satchel of C4. If you are playing Sudden Death on the PS2, get this C4 and do not use it until you start Stage 5 or you will be at a loss to proceed further into the game.

Grounds (2)  
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There is a Handgun w/Silencer in a corner where Jean-Luc starts the mission.

After the first set of guards where the stage opens to a large loading dock area, kneel and guide Jean-Luc's gun to a bright wooden box behind the parked truck. If you cannot find the box, it's near the trailer's rear wheels. If you can't find the truck, you have no business playing this game. Destroy the box and that should allow Jean-Luc access inside the the

truck's trailer (via the loading ramp). Inside, a second Ammunition Pouch is ready for the taking (2 of 5).

After the first laser field in this stage, you should find a box outside besides a chain link fence. Eliminate any guards and shoot the box before entering any surrounding buildings. The box contains a satchel of C4. On PS2 Sudden, if you did not pick up the C4 from the first stage, take this explosive and do not use it until Stage 5 or you will have a dead game.

This mission requires you to unlock the door to Stage 3, so go through the warehouse, up on the roof, and then back down to ground level (you will wind up behind the semi-truck you saw at the beginning of the stage) to locate a door that leads to the key.

#### Grounds (3)

Nothing particularly special or hidden. Just be sure to pick up the obviously placed Rocket Launcher on the roof of the ladder building and don't use it unless necessary. On Sudden (both platforms), kill the machine gun nest. Conversely, you may detonate a C4 next to the revetment. The advantage of using C4 lets you get rid of that annoying fuck early on and you'll have no problem negotiating the area around the GULF Building.

#### Grounds (4) BOSS!!

Lila is easy only if you keep Jean-Luc in cover when she's firing like a rabid bitch. For an easier time, terminate the lone soldier who rushes to her aid in the beginning (he will appear to the right of the pillar, but his final destination is behind a box to the pillar's left).

Destroy the box to the left of the pillar, kill the guard, and deal with Lila with swing-out fire.

#### Section 320: Reconnaissance Reports (The Office)

##### The Office

Primary Objective - Access and secure the Express Elevator.

Secondary Objective - Rendezvous with any missing SCAT team members.  
- Keep SCAT team members alive, if possible.

##### Office (5)

There are no hidden items in this stage. Take the time to acclimate to fighting in enclosed spaces, as later levels are very tight and do not allow the camera to function at optimum levels. On Sudden Death, the seemingly benign Office is very deadly -- later levels are simply fatal.

On the PS2, Sudden Death requires more ingenuity this time around. After meeting with Jake and the stage begins, kill the first guard around the corner then place a C4 charge where the guard initially was. Proceed down to the half raised shutter and duck. After the in-game movie runs, detonate the C4. This is the only way to pass this encounter due to Sudden Death's

logistics and parameters.

Office (6)

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Before heading back up the stairs to the main floor to protect Thomas, explore a bit of the sewers and you should find Magazines, Shells, and a satchel of C4 (to replace the one you used earlier).

On the way back out to where Jake caught up with Jean-Luc (after the fight with Lila), there is a medi-kit inside the door to the rest-room. Deal with the emplaced gun with C4 as before. Just be sure to watch for any soldiers who may come out to deal with Jean-Luc. Ususally, there are six soldiers to eliminate before the rush stops. On Sudden Death, it's better to take out the machinegun nest with a rocket rather than risk an errant shot in the leg.

Office (7)

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Objectives Updated - Find all five bombs in the building.

Tasked with finding bombs, Jean-Luc now needs to do some bomb-squad work. The first bomb is at the far end of the building -- away from where Jean-Luc starts the stage. Elminate the laser traps and head for it. When defused, our French-Canadian SpecOps guy can go back outside the door he started next to earlier and head down the stairs (The camera is frozen in that area).

BEFORE OPENING THE DOOR AT THE BOTTOM OF THE STAIRS, direct Jean-Luc to the door to the water-filled area where he disarmed the laser trap in the previous stage. He has to make it through the building with the laser that moves up and down to get there. In that area, a Ammunition Pouch may be found (3 of 5).

As Jean-Luc heads back to the Express Elevator (way after defusing the second bomb) a team of four soldiers will rush in to kill him before he hits the door. Killing all four will net a Magazine, Shells, a Medi-kit, and a pack of C4. The PS2 yields only a Magazine and Shells because the Medi-Kit and C4 were sold to pay for Nancy's panties. But I think it was a good trade, don't you?

Office (8)

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There are no particular items other than a few hard to get medi-kits. I just want to mention that Lisa is quarter-Japanese. Plus, she's hot. ('What has that got to do with it?' 'Hey back off man. I'm a scientist.')

In the reactor room, it's possible to not trigger the deadly effects of the gas-leak. Just be very sure to hit only the soldiers already on the floor of the room (this insures against them hitting an explosive box by mistake) and not any of the explosive boxes or the reactor itself. There is a medikit in the room as well.

Office (9) BOSS!!

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After meeting Thomas, the next room (partitioned in two) has a Magazine, Shells, and a satchel of C4. Look around a bit if you cannot spot it.

After disarming the laser trap and traversing the third floor cat-walk, head to the dead-end past the broken vending machine to find a Rocket Launcher and a Medi-kit.

Opening the nearby door will yield a Checkpoint and a fight with Leon the Hunter. Stay down and terminate, with extreme prejudice, the two soldiers who will run up past Jean-Luc's box cover. When the pair are dead, run to the pilaster on the nearby wall to give more permanent cover to Jean-Luc. Swing-out and snipe at Leon until he's a goner. On Sudden Death, it's imperative that Jean-Luc get to the pilaster as soon as the movie ends, otherwise he will immediately die from the shotgun pellets. Ignore the soldiers and make one good shot to Leon that will end the stage and the threat to Jean's life. Conversely, killing Leon will end the stage, so you may try using a SMG on his soon-to-be-dead body.

Office (10)

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With the bombs disarmed, Jean-Luc is to make it back to the Express Elevator with the codes Thomas hacked (make your way back down there as best you can). There is now a pack of C4 behind the vending machine (where the Rocket Launcher was in the previous stage) and another pack of C4 in the room where you find Thomas, as well as a Magazine.

On the roof, so long as Jean-Luc blasts all the soldiers without sounding a alarm (or in a time limit, possibly), there should not be a sequence whereby a soldier will reactivate the moving laser that blocks the door. To be fair, it happened to me before and I still get worked up over it.

Office (11)

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Look familiar? Only some shells and magazines are hidden in a room with a control panel, otherwise try to make haste back to the basement. Before opening the door to the Express Elevator (and ending the stage), equip a fully loaded submachinegun if possible.

Office (12) BOSS!!

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Ryan's an asshole's asshole. Not only does he use a submachinegun, he will toss grenades if Jean-Luc is behind cover. Try not to stay far off and weave to the areas to the side of the elevator doors. There are medi-kits there and sometimes Ryan's AI will keep him firing his submachinegun rather than throwing grenades at that range. Just be aware that if he does throw grenades, you may not have the time to get Jean-Luc clear of the explosion.

On Sudden Death, avoid the pillar and run out into the open when the chance arises. While you needn't close the distance terribly, keep in mind that person who scores the first successful hit wins the deathmatch. Aim and fire and hope Jean-Luc lives to relate the story to Lisa and the kids.

PS2 Sudden makes it easier by placing an explosive crate next each pillar. Use a fully loaded pistol to detonate the one closest to the elevator and kill Ryan without breaking a sweat.

Office (13)

Nothing to mention except to for you to be careful on Sudden Death; by now, Checkpoints are few and far between.

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Section 330: Reconnaissance Reports (The Warehouse)  
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The Warehouse  
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Primary Objective - The Express Elevator is inoperable. Access the Freight Elevator and try to go into the Complex from there.

Secondary Objective - Meet up with Steve and Law, if possible.  
- Keep SCAT team members alive, if possible.

Warehouse (14)  
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After clearing the short sewer area, running around the side of the large building will lead to a cache of two Magazines, two cases of Shells, and a Medikit. On PS2 Sudden Death, be sure to have a Handgun w/ Silencer on hand before opening the door to finish the stage.

Warehouse (15)  
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No special items in this stage, although feel free to use a rocket to knock out the emplaced machinegun nest down the long alley. Beware that PS2 enemies will be able to sight and kill Jean-Luc faster now that cover has thinned.

PS2 Sudden starts Jean off in a difficult position. First thing, roll to his right and duck behind the explosive crate. Do not move or enemies will be alerted and they will fire. Equip the Silenced Handgun and dispatch both guards while their backs are turned to avoid turning into a basket of flesh.

Warehouse (16) BOSS!!  
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Colonel Thunder is hard because he does so much damage and it's hard to judge the distance from his flamethrower. Eliminating the two snipers above Jean-Luc will help immensely in dealing with Thunder. Use the explosive boxes to damage the Colonel; keep in mind that there are no medi-kits available and that three direct flame hits will kill Jean-Luc.

Sudden Death only requires two shots to deal with this menace: one to the sniper immediately in front of Jean-Luc (cut the movie to be sure of correct positioning) and the second to Colonel Thunder (180 degree turn).

A set of Shells and a Magazine are available for the taking after the fight.

Warehouse (17)  
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In your quest to bridge the gap and open the locked door, make sure not to miss the box inside the electrified cage (the one next to the key). A new Rocket Launcher is packed inside.

After opening the locked door, the camera becomes fixed. Don't move an inch,

kneel and shoot in the general vicinity "down the catwalk." Jean-Luc will destroy the boxes blocking the door to the exit. Doing this before moving will allow a fast escape into the next stage without dealing with some soldiers who rush out to intercept on the ground below.

#### Warehouse (18)

Nothing special in this stage, thought explosive boxes can be triggered as traps that may benefit or hinder Jean-Luc's progress. Don't miss the C4 in the box on the catwalk (the first section of conveyors).

#### Warehouse (19)

Nothing special here too. Be aware of the surroundings and keep in cover. Medikits are few and not a common sight. There's one in the centre of a roof area with explosive barrels and stand-up air-intake vents.

#### Warehouse (20)

Nothing special to mention. Watch the boxes -- most are covering enemies and some provide Jean-Luc's only cover sometimes. Rare do they have anything inside them anymore.

#### Warehouse (21) BOSS!!

No special items, just remember to tag the medi-kit before entering any door. Duke is cheap in that he will get in a hit if you don't move Jean-Luc away from the pillar immediately (the explosive barrel will be hit by Duke's minigun and explode). Even running away from the pillar may not keep Jean-Luc unscathed, as the weird placement of the pillar and Duke may allow him to shoot Jean-Luc once or twice when Jean distances himself from pillar.

There is a spot where veteran players will recognise as "safe." Head there if you think you know where it is (I do, but cannot describe it adequately).

After the explosion is triggered, head back to the pillar and shoot any explosive objects and clear a path to allow Jean-Luc to close in better to engage with the pistol or submachinegun. It will be a longer firefight than with Lila, as Duke tends to hold down the trigger longer and more often. On the PS2, you get to see Duke use the Minigun like Arnold the Barbarian in Terminator 2: Judgement Day; unfortunately, you can't use it like he can in Bot Mode.

The box maze after the fight is littered with various goodies, but try to find the fastest path to the exit unless you are aching to refill Jean's supplies.

#### Warehouse (22)

A bit into the sewers, there will be a stack of crates blocking Jean-Luc's path. Past it, towards the sewer grate, is a lone box with a package of C4.

After leaving the sewer, kill the guards, then head back to the spot where the manhole is (where Jean came out from). Duck and shoot the explosives on

the other side of the fence (through the hole). One has to wonder why Jean-Luc can't squeeze through the damn thing.

A bit later, when solving the sensor puzzle, there is a key that opens the locked building at the end of the train yard. The key on the ground level (on a box) and is located near the wall where Jean-Luc disarms the sensor box. The building holds a shit-load of crap: four Magazines, four sets of Shells, and two Medi-kits.

Warehouse (23) BOSS!!

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Make sure to kill the soldier who runs on the line of crates which block access to the heli-port, or you'll be sorry.

After running the gamut of machinegun nests, eliminate the four soldiers who guard the door to the Freight Elevator. Before heading inside however, head around the crates and parked trucks to attack the machinegun nests from the backs and sides. Past the last machinegun nest, a Rocket Launcher and a Ammunition Pouch (4 of 5) can be found in two innocuous boxes. This will also be the last Rocket Launcher in the game. Use it sparingly (I only fired it twice on Sudden Death after this stage). Ignore this area on Max Power and it will save you a butt load of time.

Just be prepared for the multiple ambushes as Jean-Luc makes his way to the coveted prize. When you've taken your fill, direct Jean-Luc back to the door to the Freight Elevator and go in. Kill the soldiers and then, switch to something you are comfortable with before proceeding down the sloped vehicular path (it will be a Checkpoint when you reach near end).

After a movie sequence, Gunt will attack our intrepid SpecOps guy with a homemade rocket launcher. Sudden Death only requires one direct shot (pistol preferred), but other modes require some weaving and dodging. The rocket launcher is the preferred weapon on Max Power mode, but Story Mode will require Jean-Luc to fire, then roll to avoid the swarm of rockets. Head shots help immensely as the damage from Gunt's rockets will do obscene damage.

Try have a fully loaded submachinegun (or if want, Handgun w/Silencer) before opening the door to the Control Centre.

-----  
Section 340: Reconnaissance Reports (The Centre)  
-----

The Centre

-----  
Primary Objective - Get down to the Main Control Room and stop the GULF Satellite System. Time is short, so git movin' boy.

Secondary Objective - Meet up with the others who're alive.  
- Find the person responsible for killing Jean-Luc's teammates.

Centre (24)

-----  
Upon entering the control room overlooking the conveyor bay Jean-Luc

started the stage in earlier, do not throw any switched and just cross the bridge that spans the conveyor room to net two Magazines. The bridge needs to be moved afterwards to continue onwards.

Centre (25)

-----

Conserve ammo by using the pistol when possible. Try to reach the Centre's Main Elevator and map out your path accordingly. Most of the medi-kits are in out of the way places, but are otherwise not too hard to get.

Credit goes to M2CyborgCommando@aol.com for finding the last "lost" Ammunition Pouch (5 of 5). Listen to his/her VSR (virtual situation report):

From: M2CyborgCommando@aol.com Save Address - Block Sender

To: simalcrum@hotmail.com Save Address

Subject: Ammo Pouch #5

Date: Mon, 12 Mar 2001 21:48:39 EST

Reply Reply All Forward Delete Previous Next Close

I found a fifth ammo pouch on stage 25. It is in the large room where you have to move all the boxes back and forth with the keypads. You know that area with the two lasers and stationary gunner? Here's what you do. Turn the two lasers off and make the gunner die by dropping the box on his head as you would to normally continue the level. Now walk to where the gunner was, and face down the hallway he was facing. Walk straight, and take a left at the first intersection. In that small area is the fifth ammo pack. If you post this on your walkthrough page, a little credit would be nice. Thanks for writing the walkthrough.

\*\* Apparently I found the pouch before, but forgot about it since that particular level is among one of the stages I prefer to finish as quickly as possible in Sudden Death. (The others are 28, 29, and 30).

Centre (26)

-----

Cut the movie to buy time to roll underneath the moving blue sensor laser. Then rush at Banderas to send him running to another area of the Main Elevator. Not tripping the first set of sensors is vital to beating the stage without too much ammo and hurt as it will detonate and kill a set of guards who come to aid Banderas halfway through the fight.

Making sure Jean-Luc is not in the room with the explosives is a logical bonus. Attack Banderas by swing-out from the cover of the elevator bay doors. When he is about to die, Banderas will attempt to rush Jean-Luc with guns blazing -- try to time the reloads as to have a fairly full clip (of any weapon) BEFORE you deliver the last hit. Having a loaded weapon to start the next stage will be a big help.

On Sudden Death, cutting the movie is the first big part in surviving the fight; the next is to duck and aim at Banderas' knee-caps/feet and getting off the first shot before the door fully opens.

Centre (27) BOSS!!

-----

Inside the "Tool Room" past the Death Star shaft area are two Magazines and a Medi-kit. The laser filled "Locker Room" has three Magazines between each

laser set. The room with the sensor box has a Medi-kit.

When the door to the "Generator Room" is left unprotected by the laser trap, head in with a shotgun or rocket launcher. If you did not take excessive time reaching this point of the game, Jean-Luc will fight a boss, otherwise, you can see the grisly results for yourself.

Jin is only armed with a pistol, but like Ryan, he also enjoys tossing bombs. That, coupled with his dark clothing in a dark room and monkey laugh, make him annoying to take out. The catwalk does not offer much protection unless Jean-Luc is far enough away to use a submachinegun and avoid the bombs when they drop short due to their arcing flightpath.

On Sudden Death, it's either Jean-Luc or Jin, so make sure the first pistol shot counts -- because it does.

#### Centre (28)

-----

No special items; retrace the path to the Main Elevator where Jean-Luc fought Banderas -- he will need to go through the cargo "attic" to bypass areas that are sealed off and deactivate laser traps and move crates and boxes out of the way. Some traps are downright diabolical -- and on Sudden Death, it's no laughing joke. The goal now is to make it to the door on the side of the Death Star Shaft and get to the Conference Room on the first floor. Since the catwalks do not allow Jean to get to it, he must route around with clever detouring through areas he's gone through.

#### Centre (29) BOSS!!

-----

Starting out in the Death Star Shaft Elevator, direct Jean-Luc through the gamut of enemies and reach the set of double doors. There should be a Medi-kit nearby (to warn you of impending Boss fights). Try and have submachine-gun handy when you go in.

After the cinematic, make Jean-Luc head around the table, stopping on occasion to fire at (and hopefully eliminate) any soldiers trying to assist Deathmask. The safe spot is the pilaster directly across from Jean-Luc when he starts the fight. Since Deathmask does not use explosives, Jean-Luc can stay in cover for as long as necessary. Terminate the two soldiers from cover and then direct fire towards Deathmask. At around half-life, pistola ninja will erupt from his makeshift fort and rush Jean-Luc. The answer is a fully loaded shotgun or submachinegun from cover.

On Sudden Death, Jean-Luc must have a submachinegun or at least a fully loaded weapon to fight properly, otherwise, it may be wiser to restart the level. The first thing is to cut the movie, then quickly aim and shoot the soldier to Jean-Luc's right. Next, run -- like the wind Jack -- like the WIND!! to cover by the pilaster and take out the second soldier before he can fire again. Once those two are killed, the fight is easy. Wait for Deathmask to pop-up and drill him right in the kabuto.

#### Centre (30)

-----

Longest, hardest stage in the game, mostly with the soldiers popping up when one least expects it. There are several points to watch for.

First, starting off in the Conference Room on Sudden Death is tantamount

to suicide. Equip a submachinegun or pistol and head to Jean's left. Drill two soldiers running towards his way -- never run past or they will strike with a gun-butt and it'll be over. Run off a bit towards the door (but do not face it) and shoot the third guard and try to either kill the last guard or run through the door where the soldiers initially came in to escape the room. The shotgun also works well, provided you place Jean-Luc near the left wall by performing a roll to trigger the movie.

The dark room with two machinegun nests can be handled on any mode with a single rocket launcher to the LEFT gun -- Jean-Luc can run on the left side of the room and attack the right gunner with lighter weaponry. If you prefer, you may run Jean-Luc straight up to the guns (but out of their range) and shoot one of the many explosive barrels behind the gun-nests. Should you proceed this manner on Sudden Death, then you will have one extra rocket to use later.

Just past the dark double gun nest room, the door opens to a mag-crane lifting a set of explosive barrels towards Jean-Luc's platform. Don't give the bad-guys a chance to use them by shooting the barrels immediately -- whit luck, the explosion will kill some or all the soldiers on the distant platform.

A little later, a single machinegun nest guards a narrow bridge. The only safe spots on either side of the bridge are trapped with lasers. Pull out the rocket launcher and blast the gunner from a distance. Gordian knot solved. And besides, ammo's meant to be spent. The only other recourse is to get hit by the gun at least once when Jean-Luc crosses the small bridge. He should then be guided to the right side where a small metal box will provide cover for him to level his sights on a explosive barrel behind the gun-nest. Take note that this is the only "valid" way to bypass this nest trap; since Sudden Death is not a "normal" game -- one must use a different method to acheive the necessary solution (i.e., rocket launcher).

The section with the small rooms, laser traps, and computer-operated shutters are giving me the most headache since most of today's "citizen-soldiers" are the most unobservant pieces of idiot flesh sculpted from DNA instructions and faulty human proteins. Follow the logical sequence of activating (or 'tip-tapping') every computer to bypass the laser death traps until you've decidedly reached an impasse and there seems no way forward. Jean-Luc should be at or near a computer he just tippy-tapped and a moving laser is moving across the width of the window next to the console. Notice that there is a safe area, actually two safe areas the moving laser is not touching; one is the spot next to the computer which raises the nearby shutter and thus "activates" the laser, and the other, which is directly across from that spot in the corner of the room. Notice too, that there is a way there, by moving Jean-Luc carefully between the office equipment on the outside, there is a way to navigate around the obstacles and avoid the laser as it moves back and forth across the window. The goal is to make it to that safe spot and shoot a laser trap box that can be seen past the large rectangular window. Doing so will allow access to the next area.

1. From the CPU --
2. Go to the `X' making sure to avoid the laser by going between the office equipment when the laser is moving away from the `X' and clear of the opening.
3. Note that the width of the window is covered by the the moving laser.
4. Aim/look/pay attention outside the window.
5. Look for a yellow laser control box and blast

it. The box may not exhibit a red cursor due to the distance involved.

6. Backtrack around the small rooms to reach the double doors to the next area.

Examine the spot  
here for a laser  
control box

```
|
|
\\/
v
```

```
	_____	-----	_____	
		CPU		
	____	X		
		_____	_____	
		_____	_____	
```

The last section is home to C4 using guards. Let them blow themselves up and advance to the exit in a timely fashion. There is at least one Magazine in this area, and other ammo may be scattered around, depending on which enemies were killed and when. Make sure to have a fully loaded submachinegun (no less) before opening the double set of doors. On Sudden Death, a fully loaded Pistol or Handgun w/Silencer may be preferred.

BTW, behind the stage exit is the Express Elevator door -- man, so, we coulda cut 20+ stages if Ryan had his legs blasted so he couldn't blow the controls? That sucks! If you somehow make Jean-Luc walk through the elevator doors, there is a rocket launcher inside that will crash the game.

Centre (31) BOSS!!

-----  
If you came here too late, you will fight Cecile. If you get here within the appropriate limits, you will fight TWO bosses (one after another) instead of one.

Cecile will come in through the door Jean-Luc did and fire his pistol with alarming accuracy. Since Jean-Luc starts on the mid-level and Cecile is on the top-level, you should try to close the gap and go back up the ramp. Defeat the laser trap by going half-way and make the shot to the sensor on the inside of the protective wall of the top-level. Use the handy machine-gun nests to finish off Cecile without breaking a sweat.

On the other hand, the good ending requires some more foot work (and ammo). Jean-Luc will fight Cecile Carlisle after this bonus boss -- who will attack

from the low-level (while Jean-Luc is on mid-level). There will be laser traps to restrict movement, so stick around and make for the medi-kit(s) only if you are desperate. Eliminate this "bonus boss" by shooting the barrels on the lower-level and having the explosions do major damage. After, a new cinematic will occur right before Cecile makes his entrance.

This is the shortest, easiest stage on Sudden Death (just make sure to cut all movies to make sure Jean-Luc is in the correct location). Point, aim, and fire. Bonus-Boy dead. Cut the movie. Point, aim, and fire. Cecile dead.

Damn. Sure beats those other wussy modes, eh?

-----  
Section 350: Operation Winbak Accomplished!  
-----

Save your game if you want to see the ending you earned with your time without having to fight the last battle again.

=====  
Section 400: chk-chk-chk-chk-Multi Battle !!!!  
=====

Multi battle is fun, but only with more people. Koei didn't utilize the Hi-RAM Pak to allow for 3-4 player matches with the 2 player characters and that is a damn shame.

Players can also do one maneuver not available in the solo play game. Pressing action while running against a low railing will have the character vault over the railing and onto a lower level. Useful if someone is running after you and you need a quick escape.

-----  
Section 410: Characters  
-----

Initially the top row characters are the only ones available, but do yourself a favour and input the multi-code and access everyone immediately. There are so much more you can do than just play this game. Characters with weapons that do not require reloads cannot pick up weapons, but they can be blocked by them (behaves like an indestrucable crate).

Please make a note of that Mr. Joshua.

Note that on the PS2, characters who cannot sidle because of their special weapons can sidle if they pick up a SMG or a Shotgun but lose the sidle ability after the ammo is spent and they revert to their default weapon.

-----  
-- Top Row --  
-----

Jean-Luc Cougar - normal

Roll? - yes

Siddle? - yes

Daniel Stewart - uses a special pistol (normal in N64 3-4 player mode)

Roll? - yes

Siddle? - no/yes with SMG or Shotgun

\*\* Dan's gun doesn't do much more damage than

any normal gun, but since he doesn't reload,  
it counts as a "super weapon."

Steven Legal - normal (starts with shotgun in N64 3-4 player mode & PS2 multi)

Roll? - yes

Siddle? - yes

\*\* Steve is da'shit in 3-4 player as he  
starts with a shotgun. He starts with  
a shotgun regardless on the PS2 since  
you paid so much money already.

Lisa Roberts - normal (starts with SMG in N64 3-4 player mode & PS2 multi)

Roll? - yes

Siddle? - yes

\*\* Lisa and Steve teams are lethal in 3-4 player  
as they start with so much initial fire power,  
they can get ahead by half a bar or more before  
they run dry.

Jake Hudson - normal (starts with SMG in PS2 multi)

Roll? - yes

Siddle? - yes

\*\* The PS2 allows for Jake and Law teams as well.  
If you don't want to (1) play a woman, (2) be  
a fat target, (3) go Sunset Riders with a shotgun,  
you can pick the Terrorist with the SMG and team  
him with Jake for a rockin' pair.

Mike Hawkins - normal

Roll? - yes

Siddle? - yes

Thomas Smith - normal

Roll? - yes

Siddle? - yes

Law Bruford - normal (starts with SMG in PS2 multi)

Roll? - yes

Siddle? - yes

\*\* Large target (i.e., big ass target). Four words:  
He needs a Tekbow. Or three words: I am TUROK!

Matthew Brown - normal

Roll? - yes

Siddle? - yes

Keith Birdy - normal

Roll? - yes

Siddle? - yes

\*\* Does anyone think he is a match against Leon from  
Shocktroopers 2: Second Squad?

-----  
-- Centre Row --  
-----

Lila - uses a Browning Automatic Rifle

Roll? - yes

Siddle? - no/yes with SMG or Shotgun

\*\* Ah, lovely Lila is a very good choice as  
her gun does fairly good damage; plus she

can roll. Firing while crouched increases her rapidity (not the case in PS2).

Leon - uses a sawed off shotgun

Roll? - yes

Siddle? - no/yes with SMG or Shotgun

\*\* Leon's shotgun spreads upwards more than it does sideways like the regular shotgun, which probably explains why he killed me once when I tried to roll past his shots -- all the shell fragments hit Jean-Luc and he was dead before I knew it. Unfortunately, he can be kept away with regular gunfire, but other than that, he's Steve with infinite shotgun.

Ryan - uses one SMG

Roll? - yes

Siddle? - no/yes with SMG or Shotgun

\*\* Infinite Lisa. His SMG though, seems to have a pretty short range compared to the regular SMG. Plus his shot origin is lower than a normal SMG, so sometimes, you'll be shooting at a crate instead of an enemy.

Thunder - uses a wide shot pistol & flamethrower

Roll? - no

Siddle? - no/yes with SMG or Shotgun

\*\* Yyyess. I am Marv Albert. This is the man to use as his pistol behaves like a shot gun, and his flame thrower does an ungodly amount of damage. Unfortunately, his inability to roll or siddle presents a poor defence to someone with a SMG in an open arena.

Duke - uses a GE gatling gun (see Terminator 2)

Roll? - not just no, but hell no

Siddle? - no/yes with SMG or Shotgun

\*\* Lila on steroids. His gun fires slightly slower but does way more damage. Too bad it takes forever to rev up and he is a slow and large target.

Gunt - uses a rocket launcher

Roll? - no

Siddle? - no/yes with SMG or Shotgun

\*\* Does more damage than Thunder, but has the uncanny ability to kill himself before the other guy dies if the fighting gets up close. He also requires time to brace before firing, making him extremely low in initiative. Nevertheless, he rules if he traps someone against a wall, or in any open arena, as 3 explosions will wipe out any lifebar.

Banderas - uses two SMG's

Roll? - yes

Siddle? - no/yes with SMG or Shotgun

\*\* Better than Ryan. Next!!

Jin - uses a pistol with the range of a SMG

Roll? - yes

Siddle? - no/yes with SMG or Shotgun

\*\* the mad monkey rapist is hard to hit, but luckily he doesn't have the bombs he had in Solo Play, so he isn't as threatening. Take into account of Jin's small size since his dark uniform and silhouette make him a very small target.

Ash (Death Mask) - uses two pistols ala John Woo

Roll? - yes

Siddle? - no/yes with SMG or Shotgun

\*\* Best of the pistoleers. Next.

Cecile Carlysle - uses a pistol in a horrifyingly gay manner

Roll? - yes

Siddle? - no/yes with SMG or Shotgun

\*\* Worst of the pistoleers, plus he looks fruity. It takes him forever to raise his gun and fire. Meaning he gets gayraped before he can retaliate. The only reason he was so hard in Solo Play was due to the cheap death laser traps.

-----  
-- Bottom Row --  
-----

Random Select (both ends) - n/a

\*\* Randomly picks a character each time the multi-player game is started. No one knows who it is until the game starts.

Terrorist (Gas Mask) - normal (starts with SMG in PS2 multi)

Roll? - yes

Siddle? - yes

\*\* Why can't we use the assault rifle he's holding? Asshole. Koei corrected this in PS2. He now starts with a SMG. But just for that, Koei got rid of his neat looking gas mask. On the N64, this guy is to the right of the guy listed next.

Terrorist (Ski Mask) - normal

Roll? - yes

Siddle? - yes

\*\* Why can't he start with a special pistol? He has one in the select screen. Enemy Bots use this skin.

Terrorist (Shades) - normal (starts with a Shotgun on PS2 multi)

Roll? - yes

Siddle? - yes

\*\* Shotgun, aw man . . . Koei corrected this and starts him with a Shotgun on the PS2. Allied Bots use this skin, but are armed only with pistols initially.

GULF Engineer - normal

Roll? - yes

Siddle? - yes

"George" (Pentagon Chief) - normal

Roll? - yes

Siddle? - yes

"Kevin" (Pentagon Aide) - normal

Roll? - yes

Siddle? - yes

"Nancy" (Pentagon Aide/Squeeze Toy) - normal

Roll? - yes

Siddle? - yes, but you can't look up her dress. Believe me, I tried. If you can spend \$400 for the PS2 version though, you can. I know the color of her panties. Plus her legs are long and smoother than silk and I like her soft creamy skin. Plus I just want to say I like smart blonde white chicks who hail from Michigan, enjoys Star Wars, Harry Potter, and Lord of the Rings more than me, plus you have tits like coconuts. This is dedicated to Carrie R. W. Babe, you're the best!

Kenneth Coleman - normal

Roll? - yes

Siddle? - yes

---

#### Section 415: PS2 Multiplayer, Bot Mode, and Challenge Analysis

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The PS2 offers an additional mode the N64 game does not, namely Bot Mode where human players fight computer bots. The PS2 Winbak can load up to eight characters at once, with any number or combination of humans and bots up to eight. So far, there has not been any codes released for unlocking the characters in Bot Mode, so you will have to finish the Bot Mode Challenge Marathon the hard way (i.e., normally) to free all the characters for play on Bot Mode.

Bots: Allied Bots are the Terrorists in tan jumpsuits.

Enemy Bots are the Terrorists in green uniforms with ski masks.

Why Koei didn't make a generic SCAT soldier is a mystery, but the sharp color contrast makes it easy to tell who's your enemy from a distance. The low complexity of textures probably allowed less slowdown than a highly detailed skin.

All Bots are armed with normal pistols and can fire any weapon they pick up. They can even rail hop to a lower level to avoid gunfire. However, all Bots can be expected to follow a given path in a level. They will always head for a weapon respawn point even if there is no weapon available, for example. They are "smart" enough to duck behind cover to reload, although I believe Koei placed invisible behavior flags in each level for their Bots to follow. Bot behavior can be modified only by adjusting their AI level; initially only EASY, NORMAL, & HARD are available. However by completing 15 challenges (and start on the 16th one) ULTRA AI can be unlocked. Do note that although ULTRA may sound like Perfect Dark's "DarkSim," overconfidence can still get you killed

since four EASY Bots can kick your ass outright in an open fire fight while a one on one with an ULTRA Bot with you using cover intelligently will leave your character unscathed.

Mode: Players against Bots or Player-Bot teams. The PS2 multi-tap adapter only allows 3 or 4 play on Multiplaer versus only.

Team: The number of people on a team. The total number of "people" (human or bot) on both teams cannot exceed eight. Team range 1 to 7.

Scoring: A death on the opposite team counts for one friendly point. A death on your team counts for one enemy point. Friendly fire is not so friendly as it will only increase the other team's score. Score range is the minimum number of people on your team to 99. Time limits are preset or unlimited.

Handicap: Affects damage taken by a character on a team. Default is 100% or "1x" damage. This is the normal value. To be tougher to kill, set the value below 100%. This will be the damage multiplier applied to that team. Example, 50% means each hit taken is doing half the normal damage while 200% means each hit taken is double the normal damage value. Handicap range 25%-250%

Health Kit: Affects how much hits-to-kill (HTK) are restored to a lifebar. Default is 50%. Example, 10% means it will take ten healthkits to fully restore a near dead character to full health while at 100% means one health kit will fully restore anyone no matter how badly they are damaged. Health Kit Range 1%-100%

Stages:

There are only 5 stages to pick from in PS2's Winback to get good on, so you only need to walk around it for a bit before you get familiar. I will point out good spots to camp and where the vital weapons are. Unlike Perfect Dark, you will not have an audio cue for item respawns, so use your eyes, "soldier."

Stage One (Open Compound) - There is a shotgun behind and to the right of Player 1's respawn spot. An SMG is in the spot on the other side near Player 2's respawn. Medikits lie on the outside corridor of the metal crate wall and makes for a good place to hide to wait for Bots. Rocket Launchers spawn in the center of each team's respawn area.

Stage Two (Warehouse) - The upper catwalk for each team holds a Medikit. Below the catwalks are shotguns. Two SMGs are on the center platform in the center of the stage as well as a single Rocket Launcher, but that spot is highly exposed to enemy fire. Good spots to hide when you have decent help is in the center platform -- grab a SMG and fire, when you run dry, grab the other machine gun and fire \*that\*. When you exhaust both, run for the medikit then head back to the center platform and repeat. Always repeat. If you're alone, then consider hiding near the metal container where you initially repawns and taking out everyone from there.

Stage Three (Factory Over and Under) - As Player 1 head right from your respawn then a left. On the metal bridge you will find a SMG. SMGs are on both metal bridges as well as the center of the stage with a medikit. The first floor features shotguns by Franchi of Europe, one on each end near the explosive crates. The best place to hide is on the metal bridge

near the SMG respawn. Take care not to walk out where your avatar will be exposed to gunfire on the lower level. You will only need to worry about the front and the traffic on the other metal bridge that is perpendicular to the one you're on. As enemies climb the ramp, you can kneel and fire and score at least one lethal hit on the head.

Stage Four (GULF Control Center) - Players start on the second level on one side and the Enemy on the other side. A rocket launcher sits right in the center on this level. The two mini-forts on the lower level has a SMG each. Control one or both to maintain a lock on victory. Medikits are on the highest level and in a small corridor running underneath it, but there are no weapons here, so avoid it unless you really need some healing.

Stage Five (Factory Columns and a Low Bridge) - The most fun stage since it is fairly open, but with enough obstacles to provide a challenge. A rocket launcher sits on the middle of the bridge and two SMGs lie on the ends near the ramp leading up. There are shotguns in each corner, but only medikits in two corners (near the conveyor belts). This stage is the toughest on Challenge Mode since it offers a very fluid fire fight, but hide near the corners, grab shotguns, and stay near a medikit. With luck you can terminate most of the enemies. Just beware of enemies who fire from the top of the bridge since they can hit almost anything in the level.

#### Challenge 1, Stage 1

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 2    | Enemy Team     | 1    |
| Score Limit     | 4    | Score Limit    | 4    |
| Allied Bot AI   | LOW  | Enemy Bot AI   | LOW  |
| Allied Handicap | 100  | Enemy Handicap | 100  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | JEAN | Time Limit     | NONE |

\*\* If you can't beat this challenge, sell Winback and use the money for Asian Video porn.

#### Challenge 2, Stage 2

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 3    | Enemy Team     | 2    |
| Score Limit     | 4    | Score Limit    | 4    |
| Allied Bot AI   | LOW  | Enemy Bot AI   | LOW  |
| Allied Handicap | 100  | Enemy Handicap | 100  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | LISA | Time Limit     | NONE |

\*\* Three words: Ess-Emm-Geeeeeeeeeeeeeeeeeeeeeeeeee!

#### Challenge 3, Stage 3

|                 |       |                |      |
|-----------------|-------|----------------|------|
| Your Team       | 5     | Enemy Team     | 3    |
| Score Limit     | 6     | Score Limit    | 6    |
| Allied Bot AI   | NOR   | Enemy Bot AI   | NOR  |
| Allied Handicap | 100   | Enemy Handicap | 100  |
| Allied Medikit  | 50    | Enemy Medikit  | 50   |
| You Play As     | KEITH | Time Limit     | NONE |

\*\* Not that tough. You kill. Now.

#### Challenge 4, Stage 4

|                 |     |                |      |
|-----------------|-----|----------------|------|
| Your Team       | 3   | Enemy Team     | 3    |
| Score Limit     | 6   | Score Limit    | 6    |
| Allied Bot AI   | NOR | Enemy Bot AI   | NOR  |
| Allied Handicap | 133 | Enemy Handicap | 100  |
| Allied Medikit  | 50  | Enemy Medikit  | 50   |
| You Play As     | TOM | Time Limit     | NONE |

\*\* Duck, pop-out, and grab the SMGs at the lower level near the miniforts.

#### Challenge 5, Stage 5

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 2    | Enemy Team     | 2    |
| Score Limit     | 4    | Score Limit    | 4    |
| Allied Bot AI   | NOR  | Enemy Bot AI   | NOR  |
| Allied Handicap | 133  | Enemy Handicap | 133  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | MIKE | Time Limit     | NONE |

\*\* Shotgun city. Roll behind and shoot people in the back.

#### Challenge 6, Stage 2

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 1    | Enemy Team     | 2    |
| Score Limit     | 6    | Score Limit    | 6    |
| Allied Bot AI   | NOR  | Enemy Bot AI   | NOR  |
| Allied Handicap | 133  | Enemy Handicap | 133  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | JAKE | Time Limit     | NONE |

\*\* SMG the first guy as you head for the center platform. Optionally, hide out near the start and go for a shotgun when it's clear. Beware the lag with the shotgun though.

#### Challenge 7, Stage 4

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 1    | Enemy Team     | 4    |
| Score Limit     | 4    | Score Limit    | 4    |
| Allied Bot AI   | HI   | Enemy Bot AI   | HI   |
| Allied Handicap | 100  | Enemy Handicap | 100  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | MATT | Time Limit     | NONE |

\*\* Duck, roll, weave, and pop-out. Minifort time.

#### Challenge 8, Stage 3

|                 |     |                |      |
|-----------------|-----|----------------|------|
| Your Team       | 3   | Enemy Team     | 3    |
| Score Limit     | 6   | Score Limit    | 6    |
| Allied Bot AI   | HI  | Enemy Bot AI   | HI   |
| Allied Handicap | 100 | Enemy Handicap | 100  |
| Allied Medikit  | 50  | Enemy Medikit  | 50   |
| You Play As     | TOM | Time Limit     | NONE |

\*\* SMG at the bridge. Stay there. You can also try giving cover fire from the bridge, but that may be unnecessary.

#### Challenge 9, Stage 2

|                 |     |                |      |
|-----------------|-----|----------------|------|
| Your Team       | 2   | Enemy Team     | 6    |
| Score Limit     | 10  | Score Limit    | 10   |
| Allied Bot AI   | HI  | Enemy Bot AI   | HI   |
| Allied Handicap | 200 | Enemy Handicap | 80   |
| Allied Medikit  | 70  | Enemy Medikit  | 30   |
| You Play As     | LAW | Time Limit     | NONE |

\*\* DO NOT go to the center platform -- there are too many Bots for one man. Use the SMG judiciously then swap it for a shotgun. Hide out near the start.

#### Challenge 10, Stage 1

|               |    |              |    |
|---------------|----|--------------|----|
| Your Team     | 3  | Enemy Team   | 5  |
| Score Limit   | 10 | Score Limit  | 10 |
| Allied Bot AI | HI | Enemy Bot AI | HI |

|                 |      |                |      |
|-----------------|------|----------------|------|
| Allied Handicap | 100  | Enemy Handicap | 100  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | MATT | Time Limit     | NONE |

\*\* Grab the shotgun then make things explode. Some Bots may be damaged enough for you to kill them quick. Sneak past Bots with rolls and remember to take cover as you get those weapons.

#### Challenge 11, Stage 5

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 4    | Enemy Team     | 6    |
| Score Limit     | 6    | Score Limit    | 6    |
| Allied Bot AI   | HI   | Enemy Bot AI   | HI   |
| Allied Handicap | 100  | Enemy Handicap | 100  |
| Allied Medikit  | 1    | Enemy Medikit  | 100  |
| You Play As     | JEAN | Time Limit     | NONE |

\*\* Get something that does damage fast and take the medikits before the Bots do. You won't win in a war of attrition.

#### Challenge 12, Stage 4

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 1    | Enemy Team     | 3    |
| Score Limit     | 5    | Score Limit    | 5    |
| Allied Bot AI   | HI   | Enemy Bot AI   | HI   |
| Allied Handicap | 80   | Enemy Handicap | 100  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | MIKE | Time Limit     | NONE |

\*\* Minifort. Stay and have a ball killin' things.

#### Challenge 13, Stage 1

|                 |       |                |      |
|-----------------|-------|----------------|------|
| Your Team       | 3     | Enemy Team     | 1    |
| Score Limit     | 2     | Score Limit    | 2    |
| Allied Bot AI   | HI    | Enemy Bot AI   | HI   |
| Allied Handicap | 25    | Enemy Handicap | 250  |
| Allied Medikit  | 50    | Enemy Medikit  | 50   |
| You Play As     | KEITH | Time Limit     | NONE |

\*\* An easy challenge. Kill things. Kill lots of things. Then kill them over and over again.

#### Challenge 14, Stage 3

|                 |       |                |      |
|-----------------|-------|----------------|------|
| Your Team       | 1     | Enemy Team     | 5    |
| Score Limit     | 5     | Score Limit    | 5    |
| Allied Bot AI   | HI    | Enemy Bot AI   | HI   |
| Allied Handicap | 100   | Enemy Handicap | 100  |
| Allied Medikit  | 50    | Enemy Medikit  | 50   |
| You Play As     | STEVE | Time Limit     | NONE |

\*\* Fire the shotgun randomly then head up to the SMG bridge and paint that place red. We're gonna paint that wagon, gonna paint it good. Gonna paint that wagon, gonna coat that wood . . .

#### Challenge 15, Stage 1

|                 |     |                |      |
|-----------------|-----|----------------|------|
| Your Team       | 1   | Enemy Team     | 6    |
| Score Limit     | 6   | Score Limit    | 6    |
| Allied Bot AI   | HI  | Enemy Bot AI   | HI   |
| Allied Handicap | 100 | Enemy Handicap | 100  |
| Allied Medikit  | 50  | Enemy Medikit  | 50   |
| You Play As     | LAW | Time Limit     | NONE |

\*\* The hardest stage so far. Nurse your SMG and head for the outer wall where the medikit is on your side. Duck behind the indestructable box and wait for the

saps to come pouring in. Kill. Occasionally, one of them has the spark of imagination to come up behind you, but chances are that you'll have killed enough of its buddy Bots to make things swing more your way. Just head back to the medikit area and shoot it out, healing as you need to.

#### Challenge 16, Stage 5

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 2    | Enemy Team     | 4    |
| Score Limit     | 8    | Score Limit    | 8    |
| Allied Bot AI   | ULT  | Enemy Bot AI   | ULT  |
| Allied Handicap | 100  | Enemy Handicap | 100  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | JEAN | Time Limit     | NONE |

\*\* I was so pumped from freeing Ultra AI that I used Jean to waste the suckers the next stage before I had time to think. Same strategies, but use the boxes more to kill them faster so they can't kill you.

#### Challenge 17, Stage 3

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 1    | Enemy Team     | 4    |
| Score Limit     | 1    | Score Limit    | 5    |
| Allied Bot AI   | ULT  | Enemy Bot AI   | ULT  |
| Allied Handicap | 250  | Enemy Handicap | 60   |
| Allied Medikit  | 50   | Enemy Medikit  | 1    |
| You Play As     | JAKE | Time Limit     | NONE |

\*\* SMG. Bridge. Easy.

#### Challenge 18, Stage 4

|                 |      |                |      |
|-----------------|------|----------------|------|
| Your Team       | 1    | Enemy Team     | 7    |
| Score Limit     | 7    | Score Limit    | 7    |
| Allied Bot AI   | ULT  | Enemy Bot AI   | ULT  |
| Allied Handicap | 100  | Enemy Handicap | 100  |
| Allied Medikit  | 50   | Enemy Medikit  | 50   |
| You Play As     | LISA | Time Limit     | NONE |

\*\* Try the minifort strategy, but don't stay too long. You can also try to sucker trap the Bots again by hiding out near the medikit in the under-floor corridor and resorting to the pistol when Lisa's SMG is expended.

#### Challenge 19, Stage 2

|                 |       |                |      |
|-----------------|-------|----------------|------|
| Your Team       | 1     | Enemy Team     | 7    |
| Score Limit     | 7     | Score Limit    | 7    |
| Allied Bot AI   | ULT   | Enemy Bot AI   | ULT  |
| Allied Handicap | 100   | Enemy Handicap | 100  |
| Allied Medikit  | 50    | Enemy Medikit  | 50   |
| You Play As     | STEVE | Time Limit     | NONE |

\*\* Tough challenge. Shotguns are your best bet, but stay more active and don't rely too much on swing-out fire or another Bot you didn't see will come up the other way and shoot you in the back. Stay near the start and near the medikit.

#### Challenge 20, Stage 5

|                 |     |                |     |
|-----------------|-----|----------------|-----|
| Your Team       | 1   | Enemy Team     | 7   |
| Score Limit     | 7   | Score Limit    | 7   |
| Allied Bot AI   | ULT | Enemy Bot AI   | ULT |
| Allied Handicap | 100 | Enemy Handicap | 100 |
| Allied Medikit  | 50  | Enemy Medikit  | 50  |

You Play As           JEAN           Time Limit           NONE

\*\* Shotgun, medikit combo works, but throw in some SMG if you feel up to it. Hop back down to the sucker zone near the medikit after you grab the SMG and try to stay away from the Rocket Launcher.

=====  
Section 500: Codes and such  
=====

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Section 510: Cheats N64  
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On the "Press Start" Screen hit the following on the D-Pad; note that you need to PRESS AND HOLD the last button in each sequence as you press START.

- All Characters - u, d, d, r, r, r, l, l, l, l, C/up [hold] + START
- Trial Mode - u, d, d, r, r, r, l, l, l, l, C/down [hold] + START

On the "Press Start" Screen hit the following on the C-Pad and shoulder buttons; note that you need to PRESS AND HOLD the last button in each sequence as you press START.

- Max Power - L, r, l, r, l, d, u, d, u, L [hold] + START
- Sudden Death - L, l, r, l, r, u, d, u, d, L [hold] + START

-----  
Section 515: Cheats PS2  
-----

On the "Press Start" Screen hit the following on the D-Pad; note that you need to PRESS AND HOLD the last button in each sequence as you press START.

- All Characters - u, d, d, r, r, r, l, l, l, l, Circle [hold] + START
- Trial Mode - u, d, d, r, r, r, l, l, l, l, Triangle [hold] + START

On the "Press Start" Screen hit the following on the shoulder buttons; note that you need to PRESS AND HOLD the last button in each sequence as you press START.

- Max Power - L1, R2, L2, R2, L2, Tri., Cir., Tri., Cir., L1 [hold] + START
- Sudden Death - L2, R2, L2, R2, Cir., Tri., Cir., Tri., L1 [hold] + START

So far, there is no code to unlock the Characters in Bot Mode unless it's through honest, hard work. So go out there and kill something.

-----  
Section 520: Ending Parameters  
-----

There are three (3) endings to Winbak. I will not spoil them for you, nor the rest of the story and trust that you actually give a damn about what happened to everyone in the course of the game to try and get the best ending. The story plays out the same way regardless of what mode the game is finished in, so try Sudden Death -- it's the only way to play. I beat the game in 3:00:00 hours flat (this means Cecile Carlisle drops dead at precisely 3:00:00 game time).

The seemingly crucial points are the bosses Jean-Luc must fight if he must be successful. The crux is apparently how long it takes for him to reach the LAST CHECKPOINT of Stage 27.

Good Time Limit - under 3:00:00 and not a second more.  
Bad Time Limit - over 3:00:00, but under 6:00:00.  
Worse Time Limit - at or over 6:00:00.

On the PS2, I beat the time I had on Sudden on the N64 by finishing the game at 2:45:something-something on Max Power/Easy. Let's just say I muscled through a lot of areas you normally shouldn't have.

-----  
Section 530: Someone set us up the bomb. (Winback on PS2)  
-----

Koei has made Winback on Sorny's Playstation 2. This edition has two multi-player modes, better graphics, and Japaheeno voice acting. Only the best players will notice that enemies have increased awareness and have faster reactions than the N64 version. While this is only a minor nuisance in normal game play -- this has made Sudden Death all the more challenging.

To find relevant material on the PS2 version of the game in this FAQ, see the table of contents.

It would be nice though, if Jean-Luc gets his hands on a sniper rifle so he can waste a bunch of people with resorting to his crappy laser sight. That would make a neat-o fourth weapon to augment the piece of shit .380 Handgun w/ Silencer. A good choice would be a Russian SVD Dragunov fitted with a Night Vision Scope ala Gabriel Logan's Night Vision Rifle in Syphon Filter #1. That, and Lisa can fight in-a-see-through-bikini and high heels. Koei can also add the Destrega skins as extra mutliplayer characters in future versions of thie game.

-----  
Section 540: Fake Winback Characters  
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What has this got to do with the game? Absolutely nothing.  
Hahahahaha. I am just that good.

-----  
Leila Andrews (Rolling Thunder Agent #1)

Roll? - yes, but she wears tight, white, butt-hugging jeans. So, no. You will not be able to see what makes girls "special." Not even for \$400.

Siddle? - yes. Oh god, yes. Suck it babe . . . aaah.

\*\* Leila Andrews is the damsel in distress from Rolling Thunder who is captured by Geldra; she is rescued and is teamed with rescuer and fruity boy toy, Albatross in Rolling Thunder 2. Leila's pistol is an eight round laser sighted pistol, similar to the Detonics Pocket 9 or similar hold-out pistols of the late eighties -- i.e., a woman's gun. Fully loaded, the weapon can also be hidden in her "you-know-what-I'm-talking-about-but-I-can't-say-it-or-I'll-be-censored-but-you-know-what-I-mean-don't-you-fellas-wink-wink."

Albatross (Rolling Thunder Agent #2)

Roll? - yes.

Siddle? - yes.

- \*\* Albatross is a cross between "Jet" Li, Bruce Lee, and Chow Yun-Fat in a western cut white tuxedo, slacks, and dress shoes. While he looks harmless, he can and will kick your ass. His pistol is a twelve round 10 mm semi-automatic, similar to the ones issued briefly to the FBI in the early nineties.

Ray-"Jay" Something-Something (Rolling Thunder Agent #3)

Roll? - yes.

Siddle? - yes.

- \*\* Jay was the new guy in Rolling Thunder 3. He was the typical Japanese rendition of a young white American big city cop, like Leon Kennedy, but in control of his glandular activity and lacking the Asian chick fetish. His fashion sense is less than that of Albatross, thus his wardrobe is more typical of the agent casual. His sidearm is a six round revolver that packs double the power of regular semi-automatics.

Ellen Something-Something (Rolling Thunder Communications Babe)

Roll? - yes.

Siddle? - yes. Ellen wears a "rave/evening" wardrobe which doubles as her clubbing ensemble: black mini, ankle high leather boots, and a white strapless "blouse" which leaves her back bare. I leave the rest to your imagination . . .

- \*\* Ellen serves as Jay's one-shot love sponge in Rolling Thunder 3. She's the typical high-pitched screaming Japaheeno support girl and serves only as jack-off material. Her handgun is also eight rounds, and a cute little scope is attached to the top of it. Huhuhuhuu.

Lara Croft

Roll? - yes, but only into gunfire, or to activate her "self-destruct."

Siddle? - no, but she mashes her tits against the windows pretty nice.

- \*\* Lara cannot do much but suck up damage and use medi-packs like there's a serious hemorrhage in her brain. It's like fighting the Atlantean Egg Boss all over again. The only other option when playing as this character is the totally tasteless dominatrix costume which stuns guards (thus leaving them totally defenceless) while she chokes them to death with giant jumbo jelly vibes.

Grey Fox

Roll? - yes.

Siddle? - yes.

- \*\* The infamous cyber-ninja has no weapons but his vibro-katana, which is kept humming through his on-board power supply. It is instantly lethal on all modes (even Story and Max Power) and what's more, he has the unnerving ability to turn invisible and sneak by heavily guarded areas. The only disappointment is that he cannot jump like he can in Metal Gear Solid Integral, and laser traps will still kill him outright. Other than that, he is a fun character to use.

That big 7' tall Predator with the phallic alien polearm

Roll? - yes.

Siddle? - yes.

- \*\* He can cloak like Grey Fox, plus he gets to change his weapons in multi, employing a variety of exotic alien death devices to use on the sorry asses in this game.

Sindy-Anna Moans

Roll? - Yeah sure, why not?

Siddle? - Huhuhuhuhuhu. Yes.

\*\* also known as Wanda the Wonderfully Wicked Whip Woman from West Wickham.

Aeon Flux

Roll? - That and more.

Siddle? - Much more.

\*\* Gets to do things normal people can't do, including stuff that See-Jaaay-See doesn't want me to say unless I'm teaching a "are-you-high?" school family education and planning class for dumb ass teenagers and their cute sisters.

Richard Miller

Roll? - Yeah, I guess.

Siddle? - Okay, if you say so.

\*\* V.S.S.E. agent on loan from Time Crisis -- "Prepare for your finest hour" -- Dick Miller has a six shot .95 Automag which causes internal body explosions just like that gun in Technocop. This basically means he causes Sudden Death to enemies while his lifebar is affected normally by enemy gunfire.

Kantaris

Roll? - Huhuhuhuhu

Siddle? - Heeeheeeeheeee.

\*\* Dana International wannabe. But she knows guns. Plus I never tried this type o' "woman." Wait-a-minute. Eddie Murphy said that.

-----  
Section 550: Foreign Tour Mode  
-----

What has this got to do with the game? Absolutely nothing.  
Hahahahaha. I am just that good.

-----  
-----  
In this mode, you play as an American tourist (Jean-Luc in a tux) who goes about in a foreign looking country and engaging in some hot, heavy action with the local ladies. All he needs to do is to pick up enough cash (as items), gun down the local police and muggers, and make it to the end of the stage (usually a house of ill-repute). Then, using the PS2's highly touted and powerful hardware, the gamer will be treated to a nice long 5-10 minute FMV of fluid-exchange-at-a-level-unsuited-for-younger-viewers-if-you-know-what-I-mean-and-I-think-you-do.

As a bonus, the prize-gals should be made available for multi or single play; the story will remain the same, but hey, I don't mind seeing girls move on my big screen. There is even a "view mode" similar to the model shoot in MGSVR/Integral where the gamer can explore as much of the prize-gal in an up close and personal manner as s/he wants. With the way the PS2 is set up, there can a "re-do" function where, like a DVD, one can have the model do certain things over and over and over and over . . .

=====  
Questions, atta-boys, nekkid drawings of Lisa Roberts, Nancy the Assistant in the hot pink dress, "Hard-Luck-but-I-don't-wanna-die-a-virgin-so-diddle-me-now-you-big-piece-of-man-meat" Lila, and no small amount of free stuff should go to:

simalcrum@hotmail.com

GIMME - GIMME - GIMME!

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