

Medal of Honor: Underground Mission 2 Walkthrough

by Hyperactive

Updated to v1.0 on Mar 10, 2003

A Mission 2 guide for Medal Of Honour: Underground,
for the Playstation.

Created by Wayalla (Aaron Baker) Version 1.0

TABLE OF CONTENTS

1. Information
2. Table Of Contents
3. Introduction
4. Game Tips
5. Mission Walkthrough
 1. Casablanca
 2. Lighting The Torch
 3. Burning Sands
 4. Ally in The Desert
6. Extra Help
7. Copyright and Email
8. Credits

INTRODUCTION

Ahh, Medal of Honour: Underground. Defenetly my favourtie first person shooter on the Playstation 1, only because I have finsihed this game, it is my favourite. It lets you fight in the First World War, against the germans.

I have had this document sitting on my Computer for awhile, but It contained other levels as well, but the whole guide was not complete, so I split up the big Medal of Honour Underground guide in little seperate ones because it was incomplete to post as a big guide, so instead I posted it as a In-Depth guide.

This file you are reading right now only covers mission 2 in the game, and thats all it covers for a walkthrough. If you would like more info, check out my over walkthrough, or check out thebigdouble's FAQ, located here:

http://db.gamefaqs.com/console/psx/file/Medal_Of_Honour_Underground_c.txt ~ That is a good source of other walkthrough and information about over levels in the game, and even some stuff on the weapons, characters, etc, etc.

GAME TIPS

TIP #1: QUICK KILLS

A major tip that evryone should know, this tip will help you survive by getting a quick kill, so the enmy doesn't have time to hack you up with his big machine gun. Basic rule: Aim for the head when shooting enemies. This will kill them quickly, because head-shots instantly kill a person. Always use this for stealth, or just fighting with a pistol. This should always be use, unless you are actually fighting next to the German, because it can take time to get your aim up to the head.

TIP #2: STUNNING

This is best used when you can't get a head-shot and if you have a pistol that really isnt that powerful. Shoot the enemy in the arm or leg, this will stun them for awhile so they can't shoot you. Use this to your advantage, and then aim for their head while you have the time. If you keep shooting the enemy in the leg or arm, it will get you no-where as in terms of killing if you have a pistol.

TIP #3: AIMING

Sometimes it is not nessecary to aim at the enmies head, this is true when using a machinegun, my reason is that if you attempt to aim at the head, it can take to long. So, if you have the machin-gun, anything will do, like a STEN gun. All machine guns kill quick when you just hold down the fire button and pelt the enemy with body bullets, so if you have a machine-gun and confront the enemy face to face, do that to aviod you wasting time to get to the head, otherwise, you will be hacked up by the time you get the shot in.

TIP #4: HELMETS

Some enemies wear helmets, that are, well, bulletproof. But actually, because the helemts are still covering their head, there is a way that you can still kill with one shot. Actually there is 2 ways. Just aim and shoot the helmet, it will come off their head, then just shoot them in the head quite easily, or for a one shot kill, shoot just below the helmet.

TIP #4: SAVING AMMO

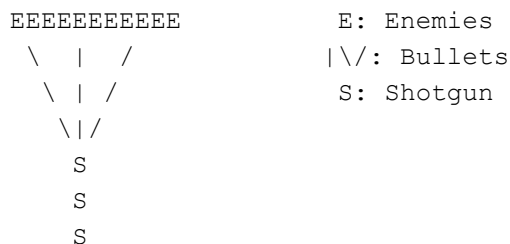
Importent rule that you must know. Save ammo. Save the ammo on stuff like Panzerfaust for later when you will actually need it for destroying something like a tank or a truck. This is especially true for when using machinguns. If there is 3 levels in the mission, try and use the Pistol for the first level, and then use the Machinegun for the last few levels where it starts to become hard. It's no use wasting all your machinegun ammo in the first level of the mission when that level is really easy, when the last levels you are stuck iwht a pistol when you have to fight alot of guys. It's called common sense.

TIP #5: WASTE AMMO

Some people may have took my last tip a little bit top seriously. When you are on the last level of the mission, use the machinegun instead of anything else unless you need to. It's no use having a full amount of bullets in the machinegun when you exit the level, so don't try and save it because it wont carry over to the next mission anyway, so use it instead of the pistol. So don't be afraid to waste ammo on the last level(s) of the mission.

TIP #6: GREAT ACCURACY

there is a way to get great accuracy on a level even if like 10 bullets don't hit someone, there is still a way to get 100% accuracy, no, it's not a glitch. The only catch is that you must have a shotgun to do this trick with. As you may already know, when you shoot a bullet from the Shotgun, it spreads into different bullets. Look at the diagram:



The shotgun fires 1 bullet, but it spreads into many more, so if you shoot one bullet at the enemy, and the spread out bullets hit the enemy, it will count as 5 bullets hit the enemy, but only your accuracy screen, it will really show that only 1 bullet was shot, thus, 5/1 is more than 100% if you keep doing this. So...

Bullets fired: 1
Bullets hit: 5
Accuracy: 100%

TIP #7: STRAFE

This will help you stay alive when facing aloty of enemies, or even just one. You can press L1 and R1 to strafe left/right. This will dodge SOME bullets. So while you are strafing, shoot as well. This way you will dodge some bullets, and kill the enemy as well before they can keep on shooting at you.

TIP #8: HEALTH PACKS

Sometimes, it is better to leave health packs and come back to them. The reason for this is that you may not need it now, but might have to come back for it. For example, you have 90 percent health left, and you spy a Field Surgeon pack that gives you 50 percent health back if you have lost that much, so it would be a waste if you took it now. My advice it to leave it, and come back for it if you need. If you come to a room with a Field Surgeon pack, a medical Canteen and a Medikit, and you still have %50 percent health left, take the big one and leave the rest and come back for it when you are bleeding.

TIP #9: USING STEALTH

Ever wanted to be like a ninja and sneak up on a german, knight or a

dog, well, you actually can. To use stealth, press the L2 button, that's default. Manon will go into a crawl position, and will tip-toe along the ground. Move along the ground and sneak up to the German, knight, dog or whatever. The German is the easiest to do this with and really, it's not really necessary to do.

MISSION 2: HUNTING THE DESERT FOX

~~~~~

### CASABLANCA

~~~~~

This is the start of the next mission, you are put in North Africa. Anyway, this level can be hard due to now the enemies are much smarter and carry machine guns more than anything. Good Luck.

You start off in a hotel room with a pistol equipped, if you want you can switch to your Machinegun, but I think that you should save that for later. Around this room is a few goodies for you to collect, health is in the upper right part of the room, so return any time that you are low on health and there is 2 pockets there. Near the doorway on a drawer is some ammo. Collect it by just getting as close to it as you can. Then face the doorway, and you will see a chandelier right in front of you. Aim at the part that holds it up and shoot it. The chandelier will fall down killing anyone underneath. People should know you are here now. Move out of your hotel room and to your right will be a guy, he will duck for cover and then usually run to safety, aim at his head when he turns the corner. Then turn back and go down the left set of stairs so you can actually see the exit of the hotel. From the stairs, sniper the guys who survived down below, and then run down there, two guys will come in from the exit to the hotel, eliminate them with whatever weapon and if you need to, go back to where you started to gain back some health.

Then run down to where the chandelier fell, and do a 180 degree turn, eliminate the hotel staff guy in that little section, but you can't take his ammunition. Other guys will run into the part where you are, so be careful. Run up to the only exit, then turn right at the corner. You will immediately see a guy who has just noticed you and will try to run away, eliminate him before he hides. Run up farther and past the arch you will see 1 guy in the hallway, and then 2 more guys who hide behind the wall, best use your Machinegun here and drench them with bullets. Go up and collect the ammo, and then turn left into another room. Kill the guy immediately in front of you. Go over to one of the corners and destroy the crate, it will hold some valuable health if you need it. Look towards the door and run up to it.

Go through the passageway and then look right. A message will say that you have left the hotel, which means an objective has been done. Eliminate the guy just standing there doing nothing, and collect ammo. Run down the hill and then turn left, you will see a few guys, drench the whole area with bullets, and make sure you eliminate them all. If you kept going forward instead of turning the corner, you will come to a room, here is some health and ammo, then return to the proper path and eliminate the guys. A guy will come out of the room to your left, eliminate him, and then go in the room where he came out. In this room you will find the Logistics Officer Dossier, obtain it. and then face the entrance. Run forward and eliminate everyone who poses a threat. Turn the corner to the right and immediately kill the guy, and I mean quickly

before he hacks you up with his machine gun. Turn the corner to your left and first eliminate the guy who runs out to you in the open, then you will see a guy in the window, aim and kill him as well.

Go up and you will see a room on your right. That is the way to get on with the mission, but if you are hurting, follow the forward path down. Kill the guy who hides behind the wall, and one guy will just pop up from behind you, eliminate him quick. On the ledge to your right you will see 2 Medical Canteen bottles, take them both and that will boost your health by 20%, then turn back and go into the room I was talking about that is now on your left. Look left and eliminate the soldier. In this room is also some health and ammo, go around collecting it all. Destroy the crate in the corner and that will also uncover some ammo. Then head to where you shot the soldier.

The only way to go is right here, so do that. Head down the curving paths with those planters hanging from the roof, you can shoot them down, but there is really no point. Anyway, look out of here and eliminate the Hotel worker and then the next guy who comes. On your right you will see a room, nothing is here, just a few enemies in case you need to get more than 95% kills. Kill the enemies in here then head back to the path. Forward from the doorway of the room that you just went into, you will find another room, destroy the crates in here and find ammo and health. Then turn back to the entrance and turn left out.

Follow the path as it swerves along and then take the path down the fake stairs and turn right. Kill the two guys and then run up and turn left, then go up the stairs. Turn left at the end of the stairs and you will see one lonely guy in the corner, save ammo and eliminate him with a headshot. Head to that corner and take the health there. Then turn right and face the door. Go up to it and press the action button. Once the door opens, 1 guy will fly out of the window, eliminate him straight away. Another guy will come to your upper right near the last guy, so eliminate him too. Run up and then turn right to the last dead body. Then turn left and follow the path up, a guy will usually jump out of a balcony to your left, so eliminate him when he falls down. Run forward, if you look to your left, you will see a guy fall down, eliminate him. Then look back forward and you will see a room on your right. You will hear gunshots outside, but run into this room for safety, as there is no guys in here. Collect the health and ammo, and then look out the window. Now eliminate everyone outside from this window. Run out the room and follow the path to the left.

Go down the stairs and then look to your right, you will see a guy in a window looking down, pop him in the head before he really has a chance to notice you, someone else will jump down, so eliminate him as well. Look to your left and kill the guy who jumps over the barricade. Turn back normal. Turn into the section on the right and up the stairs. Turn and look left, follow the path outside and then eliminate the guy straight ahead, go up then to your right and follow the stairs up, eliminate the hotel staff, then turn left then right. On your left will be an opening to where people can sniper you, so be careful. It's best to eliminate these guys first. Then go up and turn to your right, once again you will be in a section where people from different sections can look in.

Run up, to your right and eliminate the guy. You will now be safe, Turn left and then left again. Eliminate the guy right in front of you. Turn right, and then immediately on your right next to the health kits will be another guy. Eliminate him and someone will come from where you just

where, eliminate him quick. Take the health from where the guy was killed, then kill the guy at the corner. Turn left, then run up and turn to your right. Eliminate the guy standing in the room opposite in the open. Then shoot the guy in the window. Run up into the room and turn right up the stairs. Go to the wall and collect the map, then get the health as well. Turn and look left then run up out of this section with the map. Go down the ramp, and then kill the two guys. Follow the ramp down again, you will come into a little storage room. Eliminate the guy to your right just as you come into here.

Run to your right, and you will be able to see outside. Don't go fully out there yet. Turn and look left just out there and kill the guy who was going to ambush you. Run up forward and follow the path around to the bridge. Eliminate the guy who jumps down first, try to avoid the fire of the other guy by going back a bit to eliminate the first guy. Then look up and kill the other guy. Watch him fall down, then turn right at the corner and another guy will fall down. Kill him too, then keep on running up. On the right will be 1 guy, and some health, get it if you need to. Then turn left and kill the 2 soldiers here, turn left and then right into another new sections will pillars and two guys. Eliminate the closest one first, and then the other one will hide. Kill him when his head pops out.

Turn to the path on the left and 3 guys will come in. Eliminate the closest one first, then take their health + ammo they leave behind. Nearly finished! Turn right at the corner, then turn left and kill the last guard and hop into the truck to complete the level.

~~~~~  
LIGHTING THE TORCH  
~~~~~

Another pretty much straight forward level, it is easy, and the enemies carry the same amount of weaponry as they did the last level.

You start off in a truck in the open, that's a change. Turn right out of the truck and then right again. Run up and through the path between the boxes and fence. Aim and shoot the soldier walking along by himself by using a simple headshot. (Note: When you start, you can actually go to the left out of the truck into a different area, but there are no items in here at all, and it is just a dead end.) Move to where you shot the guy, and between the wall and the truck is a little path, run up forward and then look left and you will be very much so looking into the open.

One guard will be patrolling out here at first, so use a head-shot to kill this guy, that will spawn more guys out, they will come out from the truck. There will be two, and eliminate the one that comes out first, then the next sucker who follows his mate. Keep going forward to where you just eliminate these guys and keep going, you will see a path, go up here and then turn right. Now if you go up a little more, you will be able to see a truck, turn left and you will see another guard just standing there, you know what to do! Once he is dead, turn back to the back of the truck, a few guys will come out, shoot them both.

Run up and then go to your left where there is a path that has boxes as like walls. You will find 2 ways to go, left and right. Choose left if you need some health. Go around the corner and shoot the guard here who is definitely blind. He will leave a First Aid Kit when he is dead. Then turn around the corner back and head forward (The right from where you first came to the split section). Run up farther and you will notice

that there is once again 2 ways to go, go right and eliminate the guy, then turn back to the left and one soldier will come walking around the corner, eliminate him too. Run up to where you just killed the last guy and turn the corner to your right. Then you will be looking at a wall up ahead, wait here and one guy will peer around the corner, eliminate him and go around to your right.

Turn the little corner to your left and then follow the little hut to your left all the way up. Turn left when it ends and then aim up high and shoot the soldier walking up above. Run up to the next corner of the hut. if you got noticed by that last guy, another soldier will come and hide himself behind the corner, eliminate him when he attacks you. Run up and turn the corner to the left. Up high will be another spying fool, eliminate him.

Near where you are you will see a door, go up to it and press the action button to open. Wait back for a second, because there is a guy in here. Sometimes he notices you and comes out, and other times he just stays in the room waiting for you. Whichever way, eliminate him. Go to the filing cabinet in the corner. Press the action button at it and you will find the shipping records, objective completed. Run out of the room to your right, and then turn to your right as the hut ends once again, you will see a door open to your left, and a soldier walking out of it as well, eliminate the soldier first. Usually his death will spawn some more soldiers out, if so, kill them too. Run up and collect ammo. Turn into where the door opened on your left, and go in here. Mavigate your way through the boxes and look left.

You will see two guards, eliminate one really quickly. If you don't they will both hide. If this happens, try and just focus on eliminating one at a time and go back behind the boxes if you need to for cover. Once both are dead, turn right where you are and pop the guy. Turn around the corner to your right and there will be some health. Destroy the crates and you will also find some ammuntion. Usually 2 guys run in here, if so, kill them both. Continues up to where you killed the two guys when you first came into this room. Follow the path up then to the right. You will see like Horse Stables in this next room, run to the first little section on your left and stay here for cover. Directly oppoiste this stool is 2 soldiers, eliminate them bot, you should just be able to see them. Another guard will be in a stable to the North of you, and another one at the end. Eliminate them both. Turn left at the end of the stables and go up the stairs and then to your right. Look out the doorway to your left and you will notice 2 guards, 1 looking out a window, and the other one just standing next to the door.

Eliminate whichever one you want to first, usually the guy in the window would be best because he has the best shot at you. Stay back here and then look to your right, you will once again see another soldier, eliminate him. Jump down and you will see a door foward of you, and a ladder to your left. Head for the ladder. Climb up it and then look to your left. You will hear a lady photographer in the shower,BTW, she NEVER comes out, damn! Anyway, look on the bench to your right and you will see a camera. Take it by pressing action. Then you have to lock the photographer in the shower. Go to the chair next to the door and press action once again. The chair will be put holding the door, and she can't get out.

Run down the path to your right, turn left and open the door. Equip your disguise, run to the path on your right and then turn left at the end. press X with your camera shown to show your papers to anyone who asks

you for them. Go to the big door, show the guy your papers and he will open it for you. open the next door in front of you then run up and show them to the guy standing in front of the door. Open the door when he moves away, turn left, then go right up the stairs and equip a weapon, move up the stairs and then go right up the next set. Go to the radio and press the action button then run into the room on your right, go to the window and eliminate the soldier to complete the mission.

~~~~~  
BURNING SANDS  
~~~~~

Meh, another basic levels, enemies react the same, are still stupid and set off alarms when threatened.

You will notice you have a camera and a disguise as you start the level. Use this to your advantage, if you see a german officer, don't kill him, show him your papers and he will just let you go. If you do terminate the guy, other people will hear it and set off the alarm. This can mean that your disguise will be useless if you let a German officer see one of those guns you are holding. If you want to eliminate a soldier, do it quietly by going behind him without letting him see that beautiful gun you have. If you do terminate a soldier, then switch back to your disguise. Anyway, on with the walkthrough:

As soon as you start, keep the disguise equipped, and then turn and face right. Run up forward and keep moving up. You will notice a door and a ladder, the door can't be opened, so climb up the ladder. Just walk onto it and it will take you up when you press Up. Go up the ladder and you will see a soldier, don't show him your papers, he will just wave at you. So he knows that you are good *Cough* and you don't need to show identification. Eliminate the guy. You will see an alarm, if the guy sets it first, destroy it, if otherwise, just leave it there. Jump down the ladder. If you were spotted before, guys will come from your right on the ground, but if you stick to the left path, they won't be able to hit you with any bullets. Don't worry about them yet, and go into the stairs forward of you.

1 guy will decide to be brave and come up into the stairs with you. The easiest way to eliminate him is to crawl, so you don't have to go as far down when you are trying to aim. Eliminate him with a few shots of your Machine Gun. More guys will decide to come up, so eliminate them too. Run down the curving stairs, and come out at the end onto the ground. Move right, and you might see a guy in the corner shooting, eliminate him if he is there. Turn to see an alarm on the wall. Destroy the alarm and that annoying sound will finally go away. The alarm isn't sounded now, so your disguise MIGHT work now. From the alarm, go left.

Go into the doorway and turn left. Head up the stairs to your left, and follow them all the way up. Best equip your Disguise here. On your right will be an alarm, don't worry about destroying this one. Move to your left and you will see 2 ways to go. Go right first of all, then eliminate the guard standing there. You will see 2 doors, only 1 is accessible, that is the one to your left. Press action button to open it. Note: From now onwards, you must eliminate all guards you come across, because the next guard will ask you for your papers and will shoot at you after, thus rapidly taking your health down, so equip a weapon of some sort and open the door.

Up inside this room you will see a German Soldier looking at the wall,

eliminate him. Where he was is the pass to the Armoury. Obtain it and head for the door, but before you exit this room, you will notice something on your right, it's a cyper key, you have to take a photograph of this. A message will tell you when close enough to photograph it. Aim your camera by pressing and holding the R2 button, then take a picture by pressing the fire button. 1st objective completed. Turn to your right out of this door, and then turn right again at the next corner. Follow this section up, and then at the corner, turn to your right. You will notice a soldier, kill him. Then turn to your right at the next corner.

You will notice a room with a lock on it. Destroy the Alarm back farther if you need to, or just press action button next to it if you need to, to get rid of that annoying sound. Anyway, shoot the lock off by firing a bullet at it. This here is just a room where you can heal up and get some ammo. There is 2 Health packs on the bench, both restore 25 percent health, meaning that you can heal yourself of 50%. Grab the ammo to your left, jump or crawl to get it if you need to.

Turn back to the entrance and go out of this room. Keep heading up to where the Alarm is, (Or where you destroyed the alarm) and then turn down your right at the end of the path. You will see stairs, go down them. Aim down quickly because one hero soldier will peer around the corner and shoot, well, usually. Turn right at the end of the stairs. Walk up abit, and on your upper left you will see stairs going down with a door at the end and a guard, and also an alarm. Shoot the soldier with a headshot and destroy the alarm if you want to. Run down to where you killed that last soldier, and go down to the door. Shoot the lock off by firing at it.

Open the door to the armoury. Turn left into it and you will find some goodies. On your right will be some ammunition and a medical Canteen pack, and on your left will be some SMG rounds and a healing pack. If you only have about 10% health gone, get the medical canteen, and then come back for the pack if you need it. Collect all the supplies you need, then run foward and grab those explosives that are on the shelf. You need these to destroy those 4 fuel trucks shown on your objectives table. Turn fully around from the explosives, and run foward. Go in the doorway into a dark section, then you will see a ladder, climb up it. Once at the top, quickly get up, and look around and you will find a soldier, quickly eliminate him before he riddles your body full of led.

Jump down the next ladder. Look right to hear the footsteps of a few soldiers. Don't worry about them yet. You will also see a Fuel Truck. Jump over the ledge and onto it. Before placing the bomb on this fuel truck, jump down off of it. Eliminate the soldiers that are around. then return to the truck's top by using the ladder provided. Press action to plant the bomb, then, umm, lets see, what do you do know? RUN FOR YOUR LIFE!!!! The truck is going to explode, and its going to take everything around it with it. When the bomb has been put in, do a U-Turn and jump off the truck. Run tp the path that you can see and just hide behind the wall for a few seconds. Listen to the big explosion. Thats the fuel and the explosives combining if you didn't know.

Walk into the next district, sometimes and usually 2 guys are walking down the stairs, pick them both off with whatever weapon. You will see a fuel truck right in front of your eyes. Climb the ladder onto it. Kill anyone who decides to come down now before planting the bomb. Plant the bomb, then quickly do a 180 degree turn then jump off the fuel truck and back into the place where you were when you destroyed the 1st fuel truck

(The safety area where you hid from the blast). Wait here, and then listen for the explosion. Once the BOOM has been heard, go back into the area where you destroyed the truck. Soldiers will come down the stairs, eliminate them all. Sometimes it may look like all the guards are dead in this area, but usually 2 are still at the top. Just wait here for about 20 seconds. They will eventually come down if they are up there. Shoot them on the stairs.

Run up to the stir-looking section to your left. Go up them and turn the corner on your left. Then walk up and take the ammo of the 2 dead guys. Turn right and once again you will see a stair-case going down. Turn left and follow them as they curve down. Turn left at the end. Then turn left once again, now you will be in a section with alot of space, if you turn left, it will be a dead end, so turn right and neutrize the soldier walking. Run up to where he was and you will see a crawl space, you will begin to hear gunfire. Aim your weapon once down in the crawl spot to the corner all the way up on your very right. Kill the guard when he pops his head out. Move up past the crawl space and usually someone sets of the alarm, and it isn't the one just to your left. get out of the crawling position and make sure you have a full set of ammo left in your clip. You will suddenly notice 2 guards on your right, quickly shoot them before they hack your body up full of bullets.

Go to where you killed those guys, and then turn right. Collect whatever goodies they had and then run up foward. Turn left at the end and you will see 2 fuel trucks. First shoot the alarm up foward. Then run out and eliminate all enemies around here before blowing up the fuel trucks. Once that is done, eliminate the closest fuel turck to where you are, climb up the ladder, plant the bomb, AND THEN RUN LIKE HELL back to where you where when you first came into this area with the 2 guards and the alarm, remember? Hear the explosion. This can sometimes spawn out more enemies. Run to the next truck, and go around the right side of it, eliminate the soldier next to it, and you will notice that he came from a little safe part. Remember this place. Plant the bomb on top of the truck. Then run back down to where you eliminated that guy and go into the part protected by the wall. Get the health healing pack in here, it will rise your health by 25%.

Hear the explosion, and usually this can spawn out many more soldiers. Go out of this area, then do a 180 degree turn. You will see 2 guys race out of the exit, kill them both. Run up to where they both were and turn right into the enclosed area. Then turn left up the stairs to complete the level, thats assuming you done everything I said and completed all the objectives at not blown yourself up!

~~~~~  
ALLY IN THE DESERT  
~~~~~

Ok, now this is actually a quite hard mission, due to the fact that there are tanks! And guess what, you don't have a panzerfaust this time to use against it!

Your main objective for the mission "Hunting the Desert Fox" has been accomplished, but now you must escape Morroco, and your cover has been blown from what you did back there. They have sent out lots of infantry and even tanks to try and stop you. You don't have your disguise now, and you wouldn't need it anyway. You must get to the plane sent here and escape Morocco, after doing afew more objectives.

This is the last level in the mission, so use your machine gun the most of all. You will start off at the bottom of a set of stairs, run up them and turn into the room on the left at the end of the path. Immediately turn to your right, and you will see some supplies, grab the SMG rounds, leave the health kit incase you need to come back for it, and then get the 2 packets of Potato Mashers from the shelves. This is the newest weapon of the game. It is really called a German Stiel Stick Hand Grenade, but thats too long, and then americans call them "Potato Mashers", so lets just call em them from now onwards, okay.

Turn to the left and run up out the entrance to your right. Now you will be able to hear the noise of the tank coming. Run up so you can see outside. The brick structure in front of you will be like a castle. Turn right, then stick to the wall so the tank can't get you and follow the path up and turn left, run into the safe section with the stairs going down. Follow them until they reach the bottom. You will now probably be able to see the tank. Move to the right and try and hide, but stay in the safe section here. Strafe so that you can see out the entrance, and the tank. One soldier will be there, eliminate him. If the turret of the tank decides to point at you, go back abit from the exit and try and hide, otherwise you will be toast in no time flat!

Take out your potato mahers, and then look out to where the tank is. If an infantry man comes, quickly switch back to a weapon, then kill him. They can be a real pain sometimes. Pull out your potato mashers, and aim up and throw one at the direction of the tank, make sure you don't aim too high otherwise it will hit the roof and come back down to where you are, and you don't want that to happen. Aim a potato masher and hit the tank, keep throwing them until the tank decides to lay down and die. About 5 should do the trick, and even use your machin gun inbetween to wear down the tanks armour as well. Once it explodes once, be careful, it can usually still move. If you see this, hop back in and hide. Then keep on throwing grenades at it. Remember to often hide and don't come out directly to the tank, otherwise the infantry can also be a problem.

Move right from the exit, and then stand under the arch. Eliminate the soldier straight ahead, and then look foward once again, two soldiers will run behind those trees, eliminate them both, when one sticks their head out from around the tree, eliminate him. Then do the same for the other guy. If you are running low on health at this point, head back to the starting section, actually, do this anyway. Go back there and grab the health kit, and also a new batch of Potato Mashers, then return to where the tank was destroyed and go under the arch. Look to your left, and kill the sneaky soldier there. Head foward, until you can see another building. Look and aim to your upper left, you will see a soldier in the window lookng out, pop him. Sometimes this guy can dissappear.

Run up foward, and be prepared with your machine gun. Run up to the building, and you will hear several Nazi's scream, pull back but aim at that position. 2 soldiers will come out, drench them both with bullets. Once both are dead, run up and collect all ammo. One of those guys leaves a medical Canteen, and you should take it. Turn right, and then turn left. look foward, and then kill the soldier that peeps around the corner, if he doesn't do this, turn the corner to your left, and then kill him. Aim up and eliminate the soldier on top of the wall looking and shooting down at you, then run up and go up the stairs on your right. Kill the soldier. Look right, then immediately kill the guy and pull back abit to avoid fire from the guy on the wall. Move foward again and then aim and kill this guy. Turn up on your left, and then straight

ahead through the hole you should see a soldier standing on a aircraft gun. Move left, then run up forward. Turn up the staircase on your left. Take them up and you will see a lone Nazi.

Pop this guy first, then indulge yourself in the 2 bottles of Canteen, SMG rounds, potato Mashers and a Field Surgeon pack, which you should leave if you have 80%+ Health. Come back to it if you need to, but no one ever takes my advice, so you can get it anyway. If you look out the window, there will be a few soldiers, but killing them will just waste your precious ammo, so you don't have to kill them if you don't want to. Once you are all equipped, move back down the stairs.

Move forward from the stairs, and then turn right. Then run up and turn left. Eliminate the guard next to the Aircraft gun. Stay in this part. You will hear the noise of another tank, but don't worry....Yet! Equip your potato mashers, then Aim up high and throw them towards the top of the Anti Aircraft gun. 2 throws and you should get a message that the Anti Aircraft gun has been destroyed. Stay back, and then let the tank pass your current position. While it is moving away, make your attack. Equip your potato mashers then throw one at it, this will get the attention of the tank, and will turn around to fight. Quickly throw another one at it, once it has turned around, hide back where you were. It might sound wimpy, but it is the best way. The tank will come back in your direction, quickly throw another grenade at it.

When the turret points at you, you should go back and hide. The tank will start heading off to your right, throw another grenade at it, and it will explode, but it can still move, throw another one of those potato mashers at it, that should destroy it fully, it won't be able to move, shoot or anything. Look right and aim your machine gun at the one controlled by the soldier, eliminate him. Then head behind the Anti Aircraft gun and grab the field surgeon pack and a refill of Grenades. From the machine gun looking towards the Anti Aircraft gun, run forward. Keep going, and to the left you will see where you just came from, keep moving up.

You will eventually come to a bridge, go onto it and you will see 2 soldiers, pick one of them off. Or just go back a bit and a bomber will kill those 2 soldiers, once both are dead, continue on forward. One soldier can sometimes survive this and miss the bomb, but not often. If so, eliminate him. Run up forward, go to where that arch is, and aim up and kill the guy standing on the Anti Aircraft gun. Go up into this section. Stay under the arch, then aim to your right and eliminate the guy next to the machine gun. Then aim your grenade and throw it in the direction of the AA gun, and with any luck, you will destroy it. If you don't get the grenade at the top, try again. But stay under the arch while throwing the grenades.

Once it is destroyed, you will get a message. Run up the stairs to your left. You will find some ammunition and health, grab the Potato Mashers, and also the health, but you might decide you want to keep the health there for a few seconds, because guess what's coming up, a tank. Move to the right side of the AA gun, and you will see the tank, but you are up higher than it. Stay here and do not move, actually maybe go back a few steps. When you can see the tank clearly, throw a potato masher at it, and now you have to do nothing else to this tank. What it will do is aim its turret towards you, and then fire. Make sure you are back near the opposite wall to the one where the tank is, and then the tank will fire. The bullet will hit the wall, and then explosion will destroy the tank.

Silly fool! Collect the health and whatever, then jump down and turn left from where you just fought the battle. Then turn right next to the machine gun into the passage, run all the way up foward pass the trees, and then you will hear another tank. Use your machine-gun and just lay down fire and move back. Then aim a potato Masher up there, and keep doing this as you duck back. Quickly run around the side of the tank and eliminate the guy next to the machine gun. Fire at the tank with these bullets. then when it is close enough, use the potato mashers and you will be done in no time.

Pick up the supplies, and then go in the entrance supplied for you. Turn right, and then left. Eliminate the two guards down the end and then turn into the room on your left. Run up into this section, and at the very end, turn left. Run up the two ramps and then turn left and grab some supplies from the table. Next run foward and go to your left and jump up the next lot of stairs to turn the landing lights on. Kill the guard up here, and then turn and look left to see a switch, press the action button to flip it.

This will put the landing lights on so the plane can land and you can escape Morroco by plane. Run back down the stairs, turn right, and then keep on going foward down the ramp, turn right at the end, and then on your left you will now see a door that is open, turn through it and then to your left. Follow the outside path up, at the very end on your left, you will see about 3 guards, one will run from the right. Lay down fire on the spot where they peep around the corner and kill all of them. Turn right, and you will see the plane, move to the right section, and where the plane and the wing meet, go there and you will complete the mission, and the level at that. View the history video, and then you get a new mission to do.

EXTRA HELP

If you would like more info, check out my over walkthrough, or check out thebigdouble's FAQ, located here:

http://db.gamefaqs.com/console/psx/file/Medal_Of_Honour_Underground_c.txt

That is a good source of other walkthrough and information about over levels in the game, and even some stuff on the weapons, characters, etc, etc.

COPYRIGHT AND EMAIL POLICY

~~~~~  
COPYRIGHT  
~~~~~

If your saying, "You didn't pay for the copyright, that means that you can't copyright it" Then you obviously don't understand the copyright rules then do you?

- - -

This Document Copyright Aaron Baker 2003.
This Document Copyright Wayalla, (c) 2003.

It may be used for Personal and private use only, and can't be put in a magazine, put on a site that you need to pay money to acces this FAQ or just generally sold. This guide is sole property of Aaron Baker. Only authorized websites can have this FAQ, but must not alter the copyright notice at all. This guide is availabe free of cost from sites, and I am taking time out of my busy life to write this, so be thankful that I am helping you. Do not rip off this guide in Part or Whole, that is illegal and the appropriate steps will be taken if nessecary. I didn't wirted this guide so that someone could just come and rip it off. This guide can only be found at the sites that I have listed below:

<http://www.gamefaqs.com>
<http://www.gamers-realm.com>

- - -

Thats it, no one else, unless I decide otherwise. Anywhere else will have to e-mail me first. I have the right to deny your website use of the guide because it is mine. All of the contents in this file were written by Aarn Baker, unless stated otherwise in the credits section at the end of the guide. Cheat Code Central is forbidden to use this guide. If any websites are using this guide without my permission, the appropriate steps will be taken to get the guide off the site.

- - -

The author of this document can be contacted via e-mail, which is: Wayallal(at)yahoo.com.au! Most questions will be asnwered unless the question is answered in the guide, the title doens't include the games title or something like that, and also no Spam and stupid e-mails. You are allowed to download this file onto your hard drive, that's the whole point of the FAQ really, to print it because I doubt many people have the console and computer in the same room and no one will want to stay at the computer playing the game.

~~~~~  
EMAIL POLICY  
~~~~~

I do not want to mention my Email here, since the fact that I do not want emails concerning this guide. No Website will ask me for this FAQ on their site, because it is In - Depth, and most do use them.

IF YOU DO NEED HELP ON SOMETHING ABOUT THE GAME, THEN PLEASE DO NOT EMAIL ME, INSTEAD, CLICK ON THE GAMEFAQS MESSAGE BOARD.

Thebigdoubleu, Old Ben, I, and others will give you an answer.

CREDITS

CJayC
~~~~~

For posting this guide on his great website, and all of my other FAQs, ans for running the best video games site on the Internet.

Thebigdoubleu

~~~~~

For writing the guide for the full game, so I don't get emails asking how to complete the last and all levels, since there was no full walkthrough. You have no idea how many crap emails I get a day.

MOHU Message Board

~~~~~

Thanks people for keeping the board and the game alive. Namely, thebigdoubleu and Old Ben, but others occasionally post.

Inferno

~~~~~

We were going to write a GTA3 walkthrough, didn't turn out, and now we have become good firends. Feel like I owe him something for taking the joint guide down.

END OF FILE

This document is copyright Hyperactive and hosted by VGM with permission.